

PLAYSTATION®3 Technical Specification

CPU

Cell Broadband Engine
PowerPC-base Core @3.2GHz
1 VMX vector unit per core
512KB L2 cache
7 x SPE @3.2GHz
7 x 128b 128 SIMD GPRs
7 x 256KB SRAM for SPE
* 1 of 8 SPEs reserved for redundancy
total floating point performance: 218 GFLOPS

GPU

RSX @550MHz
1.8 TFLOPS floating point performance
Full HD (up to 1080p)
Multi-way programmable parallel floating point shader pipelines

Sound

Dolby 5.1ch, DTS, LPCM, etc. (Cell- base processing)
Memory
256MB XDR Main RAM @3.2GHz 256MB GDDR3 VRAM @700MHz

System Bandwidth

Main RAM 25.6GB/s
VRAM 22.4GB/s
RSX 20GB/s (write) + 15GB/s (read)
SB< 2.5GB/s (write) + 2.5GB/s (read)

System Floating Point Performance

2 TFLOPS

Storage

Detachable 2.5" HDD slot x 1

I/O

USB Front x 4, Rear x 2 (USB2.0)
Memory Stick standard/Duo, PRO x 1
SD standard/mini x 1
CompactFlash (Type I, II) x 1

Communication

Ethernet (10BASE-T, 100BASE-TX, 1000BASE-T) x 3 (input x 1 + output x 2)
Wi-Fi IEEE 802.11 b/g
Bluetooth 2.0 (EDR)

Controller

Bluetooth (up to 7)
USB 2.0 (wired)
Wi-Fi (PSP)
Network (over IP)

AV Output

Screen size: 480i, 480p, 720p, 1080i, 1080p
HDMI: HDMI out
Analog: AV MULTI OUT x 1
Digital audio: DIGITAL OUT (OPTICAL) x 1

Supported Disc Media: (read only)

- BD-ROM
- # BD-R
- # BD-RE
- # DVD-ROM
- # DVD-R
- # DVD-RW
- # DVD+R
- # DVD+RW
- # CD-ROM
- # CD-R
- # CD-RW
- # Super Audio CD

Supported Video Formats:

- # MPEG-1
- # MPEG-2 (PS,TS)
- # H.264/MEPG-4 AVC
- # MPEG-4 SP

Supported Music Formats:

- # ATRAC (.oma .msa .aa3)
- # AAC (.3gp .mp4)
- # MP3 (.mp3)
- # WAV (.wav)

Supported Image Formats:

- # JPEG
- # GIF
- # PNG
- # TIFF
- # BMP