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the Cell processor for specifically game-related tasks: programming the frame buffer, using OpenGL, running the popular Ogre3D engine on the Cell, and using the COLLADA shared graphics file format and libraries. Programming the Cell Processor: For Games, Graphics, and ... In a simple analysis, the Cell processor can be split into four components: external input and output structures, the main processor called the Power Processing Element (PPE) (a two-way simultaneous-multithreaded PowerPC 2.02 core), eight fully functional co-processors called the Synergistic Processing Elements, or SPEs, and a specialized high-bandwidth circular data bus connecting the PPE, input/output elements and the SPEs, called the

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Element Interconnect Bus or EIB. Cell (microprocessor) - Wikipedia Programming the Cell Processor: For Games, Graphics, and Computation This book is fantastic, complete and easy to read. It centers on programming the super computer found in a PS3, albeit the same processor is used in IBM's road runner, the current fastest computer built. Programming the Cell Processor: For Games, Graphics, and ... Programming the Cell Processor by Matthew Scarpino, 9780136008866, available at Book Depository with free delivery worldwide. Programming the Cell Processor : Matthew Scarpino ... Programming the Cell Processor: For Games, Graphics, and Computation by Scarpino Matthew. Make the Most of IBM's

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