

# XBOX 360 SYSTEM ARCHITECTURE

THIS ARTICLE COVERS THE XBOX 360'S HIGH-LEVEL TECHNICAL REQUIREMENTS, A SHORT SYSTEM OVERVIEW, AND DETAILS OF THE CPU AND THE GPU. THE AUTHORS DESCRIBE THEIR ARCHITECTURAL TRADE-OFFS AND SUMMARIZE THE SYSTEM'S SOFTWARE PROGRAMMING SUPPORT.

\*\*\*\*\* Microsoft's Xbox 360 game console is the first of the latest generation of game consoles. Historically, game console architecture and design implementations have provided large discrete jumps in system performance, approximately at five-year intervals. Over the last several generations, game console systems have increasingly become graphics supercomputers in their own right, particularly at the launch of a given game console generation.

The Xbox 360, pictured in Figure 1, contains an aggressive hardware architecture and implementation targeted at game console workloads. The core silicon implements the product designers' goal of providing game developers a hardware platform to implement their next-generation game ambitions. The core chips include the standard conceptual blocks of CPU, graphics processing unit (GPU), memory, and I/O. Each of these components and their interconnections are customized to provide a user-friendly game console product.

## Design principles

One of the Xbox 360's main design principles is the next-generation gaming principle—that is, a new game console must provide value to customers for five to seven years. Thus, as for any true next-generation game console hardware, the Xbox 360 delivers a huge discrete jump in hardware performance for gaming.

The Xbox 360 hardware design team had

to translate the next-generation gaming principle into useful feature requirements and next-generation game workloads. For the game workloads, the designers' direction came from interaction with game developers, including game engine developers, middleware developers, tool developers, API and driver developers, and game performance experts, both inside and outside Microsoft.

One key next-generation game feature requirement was that the Xbox 360 system must implement a 720p (progressive scan) pervasive high-definition (HD), 16:9 aspect ratio screen in all Xbox 360 games. This feature's architectural implication was that the Xbox 360 required a huge, reliable fill rate.

Another design principle of the Xbox 360 architecture was that it must be flexible to suit the dynamic range of game engines and game developers. The Xbox 360 has a balanced hardware architecture for the software game pipeline, with homogeneous, reallocatable hardware resources that adapt to different game genres, different developer emphases, and even to varying workloads within a frame of a game. In contrast, heterogeneous hardware resources lock software game pipeline performance in each stage and are not reallocatable. Flexibility helps make the design "futureproof." The Xbox 360's three CPU cores, 48 unified shaders, and 512-Mbyte DRAM main memory will enable developers

**Jeff Andrews**  
**Nick Baker**  
Microsoft Corp.

# Xbox 360 System Architecture

**Rakesh Kumar**

## Xbox 360 System Architecture:

*Game Engine Architecture* Jason Gregory, 2009-06-15 This book covers both the theory and practice of game engine software development bringing together complete coverage of a wide range of topics. The concepts and techniques described are the actual ones used by real game studios like Electronic Arts and Naughty Dog. The examples are often grounded in specific technologies but the discussion extends way beyond any particular engine or API. The references and citations make it a great jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Intended as the text for a college level series in game programming this book can also be used by amateur software engineers hobbyists self taught game programmers and existing members of the game industry. Junior game engineers can use it to solidify their understanding of game technology and engine architecture. Even senior engineers who specialize in one particular field of game development can benefit from the bigger picture presented in these pages. [Game Engine Architecture, Second Edition](#) Jason Gregory, 2014-08-15 Hailed as a must have textbook CHOICE January 2010 the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics including the latest variant of the C programming language C 11 and the architecture of the eighth generation of gaming consoles the Xbox One and PlayStation 4. New chapter on audio technology covering the fundamentals of the physics mathematics and technology that go into creating an AAA game audio engine. Updated sections on multicore programming pipelined CPU architecture and optimization localization pseudovectors and Grassman algebra dual quaternions SIMD vector math memory alignment and anti aliasing. Insight into the making of Naughty Dog's latest hit The Last of Us. The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures algorithms and software interfaces that are typically used to implement them. It primarily focuses on the engine itself including a host of low level foundation systems the rendering engine the collision system the physics simulation character animation and audio. An in depth discussion on the gameplay foundation layer delves into the game's object model world editor event system and scripting system. The text also touches on some aspects of gameplay programming including player mechanics cameras and AI. An awareness building tool and a jumping off point for further learning. Game Engine Architecture Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field. [Architecture of Computing Systems -- ARCS 2013](#) Hana Kubatova, Christian Hochberger, Martin Daněk, Bernhard Sick, 2013-02-12 This book constitutes the refereed proceedings of the 26th International Conference on Architecture of Computing Systems ARCS 2013 held in Prague Czech Republic in February 2013.

The 29 papers presented were carefully reviewed and selected from 73 submissions. The topics covered are computer architecture topics such as multi cores memory systems and parallel computing adaptive system architectures such as reconfigurable systems in hardware and software customization and application specific accelerators in heterogeneous architectures organic and autonomic computing including both theoretical and practical results on self organization self configuration self optimization self healing and self protection techniques operating systems including but not limited to scheduling memory management power management RTOS energy awareness and green computing ***Reconfigurable Computing: Architectures, Tools and Applications*** Jürgen Becker, Roger Woods, Peter Athanas, Fearghal Morgan, 2009-03-09. This book constitutes the refereed proceedings of the 5th International Workshop on Applied Reconfigurable Computing ARC 2009 held in Karlsruhe Germany in March 2009. The 21 full papers and 21 short papers presented together with the abstracts of 3 keynote lectures were carefully reviewed and selected from about 100 submissions. The papers are organized in topical sections on FPGA security and bitstream analysis fault tolerant systems architectures place and route techniques cryptography and resource allocation and scheduling as well as on applications ***Electronic Business***, 2006. The management magazine for the electronics industry ***Transactions on Computational Science XVIII*** Marina L. Gavrilova, C.J. Kenneth Tan, Arjan Kuijper, 2013-05-24. The 18th issue of the *Transactions on Computational Science* journal edited by Arjan Kuijper is devoted to the topic of cyberworlds. The 14 papers in the volume constitute revised and extended versions of a selection of contributions presented at CW 2012 the International Conference on Cyberworlds held in Darmstadt Germany in September 2012. The selected papers span the areas of human path prediction gesture based interaction rendering valence levels recognition virtual collaborative spaces virtual environment emotional attention virtual palpation sketch book design animation and avatar face recognition ***Simulation and Gaming*** Dragan Cvetković, 2018-02-14. The book *Simulation and Gaming* discusses the following topics and research areas game based methods of problem solution and data processing analysis and information mining educational games and game features including game characteristics story mechanics and methodology development of integrated games tasked with helping students in interpreting translating and manipulating the field of kinematics through formal presentations possibility of research integration through real and practical examples and games as well in the field of physics analysis of game engines from various aspects such as modularity performance and usability virtual reality VR and interaction mechanisms used for three dimensional 3D game development analysis development design implementation and evaluation of the simulation model in the field of engineering and metallurgy according to ADDIE model concept of computational thinking with an accent on its inclusion in compulsory education overview of the current prominence of AI simulation based in the gaming leisure industry mainly for research purposes in the context of gambling and forecasting of online casino patron s churn behavior innovative modeling and simulation approach using newly proposed advanced game based mathematical framework unified game based acquisition framework and a set of

war gaming engines to address the challenges for acquisition of future space systems modification of simulation of a complex system and a physics model through programming achieved with a block based programming language **Fabless Semiconductor Implementation** Rakesh Kumar,2008-03-26 Discover How to Launch and Succeed as a Fabless Semiconductor Firm Fabless Semiconductor Implementation takes you step by step through the challenges faced by fabless firms in the development of integrated circuits This expert guide examines the potential pitfalls of IC implementation in the rapidly growing fabless segment of the semiconductor industry and elaborates how to overcome these difficulties It provides a comprehensive overview of the issues that executives and technical professionals encounter at fabless companies Filled with over 150 on target illustrations this business building tool presents a clear picture of the entire lifecycle of a fabless enterprise describing how to envision and execute fabless IC implementation Inside This Comprehensive Guide to Fabless IC Design Define and specify the product Understand the customer requirements the value chain and the supply chain Select the right implementation approach including make vs buy Choose the best technologies and supply chain Implement IC design fabrication and manufacturing Build the operations infrastructure to meet cost and quality requirements Program manage the distributed supply chain *Single and Multi-CPU Performance Modeling for Embedded Systems* Trevor Conrad Meyerowitz,2008 *Electronics World* ,2006 **AI Game Programming Wisdom 3** Steve Rabin,2006 This all new volume is filled with over 60 new ready to use expert techniques ideas and solutions for game developers **Video Game Design Revealed** Guy W. Lecky-Thompson,2008 Whether you are a professional game developer working in an established studio or a creative thinker interested in trying your hand at game design Video Game Design Revealed will show you the steps and processes involved in bringing a video game from concept to completion Beginning with an overview of the history of video games and an examination of the elements of successful games the book breaks down the video game design process into its simplest elements and builds from there You ll learn how to take an idea and tweak it into a viable game based on the genre market game style and subject matter moving on to creating and organizing a timeline for the production of the game Once you ve mapped out your game production plan and gathered all the information you need you ll learn how to choose the development platform and other technologies that best suit the game you ve designed add sound and graphics and apply game mechanics such as whether the game will be single player or multiplayer and what levels and objects to add to your game to make it challenging and interesting Video Game Design Revealed concludes with guidelines on how to compose a proposal to be used to present your idea to the game industry as well as tips and information on how to find and contact game studios publishers and investors to help you make your game design a reality **Electronic Design** ,2007 *IBM Systems Journal* International Business Machines Corporation,2006 **Engineering Wireless-based Software Systems and Applications** Jerry Gao,2006 This comprehensive resource offers professionals detailed guidance on the engineering aspects of building software for wireless communications From design and architecture to security and testing the book

shows how to overcome every engineering challenge encountered in successfully developing wireless software **Fast, Effective Program Analysis for Object-level Parallelism** William Christian Benton,2008 **PC Magazine** ,2006 **The Official Xbox Magazine** ,2010 Sound & Vision ,2008 *Networking and Online Games* Grenville Armitage,Mark Claypool,Philip Branch,2006-05-18 The computer game industry is clearly growing in the direction of multiplayer online games Understanding the demands of games on IP Internet Protocol networks is essential for ISP Internet Service Provider engineers to develop appropriate IP services Correspondingly knowledge of the underlying network s capabilities is vital for game developers Networking and Online Games concisely draws together and illustrates the overlapping and interacting technical concerns of these sectors The text explains the principles behind modern multiplayer communication systems and the techniques underlying contemporary networked games The traffic patterns that modern games impose on networks and how network performance and service level limitations impact on game designers and player experiences are covered in depth giving the reader the knowledge necessary to develop better gaming products and network services Examples of real world multiplayer online games illustrate the theory throughout Networking and Online Games Provides a comprehensive cutting edge guide to the development and service provision needs of online networked games Contrasts the considerations of ISPs e g predicting traffic loads with those of game developers e g sources of lag jitter clarifying coinciding requirements Explains how different technologies such as cable ADSL Asymmetric Digital Subscriber Line and wireless etc affect online game play experience and how different game styles impose varying traffic dynamics and requirements on the network Discusses future directions brought by emerging technologies such as UMTS Universal Mobile Telephone Service GPRS General Packet Radio Service Wireless LANs IP service Quality and NAPT NAT Network Address Port Translation Network Address Translation Illustrates the concepts using high level examples of existing multiplayer online games such as Quake III Arena Wolfenstein Enemy Territory and Half Life 2 Networking and Online Games will be an invaluable resource for games developers engineers and technicians at Internet Service Providers as well as advanced undergraduate and graduate students in Electrical Engineering Computer Science and Multimedia Engineering

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