

Re: a dozen cpu's on a chip

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Source: <http://sci.tech--archive.net/Archive/sci.electronics.design/2008-05/msg02195.html>

- *From:* JosephKK <quiettechblue@xxxxxxxx>
 - *Date:* Sun, 18 May 2008 02:05:38 -0700
-

On Sat, 17 May 2008 18:16:11 -0700, Archimedes' Lever
<OneBigLever@xxxxxxxxxxxxxxxxxxxx> wrote:

On Sat, 17 May 2008 15:21:35 -0700, JosephKK <quiettechblue@xxxxxxxx>
wrote:

On Sat, 17 May 2008 13:33:57 -0700, John Larkin
<jjlarkin@xx> wrote:

On Sat, 17 May 2008 13:24:00 -0700, Archimedes' Lever
<OneBigLever@xxxxxxxxxxxxxxxxxxxx> wrote:

On Sat, 17 May 2008 09:43:17 GMT, Jan
Panteltje
<pNaonStpealmtje@xxxxxxxx> wrote:

See links above.

Those are more than 2 years old, dipshit.

IBM has blades that are DUAL Cell
powered. It is a product, and you can
bet that despite the article claiming that it is
the "same" as what is in
the PS3, it is not. It has ALL of it SBEs
functional and in use. That
is a tighter testing spec than the cell dice that
are considered "good"
for a PS3.

Re: a dozen cpu's on a chip

Any idea of what the various processors would typically do on a blade?

John

What a slob, asking for information you would not use when you could probably use any search engine to find it.

Jeez... the mentality of the so–full–of–self fucktards that populate these groups is astounding!

As if you were any different.

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