

Re: a dozen cpu's on a chip

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Source: <http://sci.tech--archive.net/Archive/sci.electronics.design/2008-05/msg02224.html>

- *From:* John Larkin <jjlarkin@xx>
 - *Date:* Sun, 18 May 2008 10:04:10 -0700
-

On Sun, 18 May 2008 02:05:38 -0700, JosephKK <quiettechblue@xxxxxxxx>
wrote:

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

Re: a dozen cpu's on a chip

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.

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.

Oooh, snappy comeback. I can see that you really have this usenet
insult cycle thing down. That will be a useful skill when you grow up.

John

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