
From: Satya Nadella </O=EXCHANGELABS/OU=EXCHANGE ADMINISTRATIVE GROUP (FYDIBOHF23SPDLT)/CN=RECIPIENTS/CN=MICROSOFT.ONMICROSOFT.COM-55760-SATYA NADELLA>
To: Phil Spencer; Amy Hood
Sent: 3/19/2020 3:14:46 AM
Subject: RE: Sony PS5 Reveal

[REDACTED]

[REDACTED]

Thx

Sent from [Mail](#) for Windows 10

From: [Phil Spencer](#)
Sent: Wednesday, March 18, 2020 6:55 PM
To: [Satya Nadella](#); [Amy Hood](#)
Subject: FW: Sony PS5 Reveal

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Phil

From: Liz Hamren <liz.hamren@microsoft.com>
Sent: Wednesday, March 18, 2020 3:18 PM
To: SLT <SLT@service.microsoft.com>
Cc: Gaming LT <gaminglt@microsoft.com>; Andrew Goossen <andrewgo@xbox.com>
Subject: Sony PS5 Reveal

SLT –

This morning in a livestream Sony unveiled the tech specs and technical investments for PS5, their next generation console.

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Their key messages were:

- PS5 key spec reveal
- “Boost” mode: variable GPU / CPU clock rates [versus us running at higher *sustained* rates]
- SSD performance [they have a 2x advantage]
- Off the shelf expandable storage options [similar to us in reality due to minimum size and speed requirements]
- 3D spatial audio [similar]

Details:

Mark Cerny, PS5 architect, walked through the design approach to their console – balancing developer familiarity with innovation. He emphasized that GPU teraflops and CU is not a good measurement of performance. We made this same point with Digital Foundry, but we do have a clear performance advantage (12 v 10). He also dedicated significant time to their boost mode where their GPU and CPU run in variable frequencies which required them to build a custom cooling solution. [REDACTED]

Cerny talked at length about the move to SSDs and the advantages for game developers and consumers. They have optimized for raw higher raw throughput (2x ours with slightly better hardware compression and associated performance improvements) as opposed to a more integrated streaming architecture enabled by Sampler Feedback Streaming.

[REDACTED]

Cerny also spent what seemed like a disproportionate amount of time on audio innovations, [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

The technical deep dives:

PlayStation 5: <https://www.eurogamer.net/articles/digitalfoundry-2020-playstation-5-specs-and-tech-that-deliver-sonys-next-gen-vision>

Xbox Series X: <https://www.digitalfoundry.net/2020-03-18-xbox-series-x-the-complete-specs-next-gen-features-revealed>

Next up on the horizon... price and content reveals!