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Xbox 360 system's core silicon components. The three identical CPU cores share an 8-way set-associative, 1-Mbyte L2 cache and run at 3.2 GHz. Each core contains a complement of four-way single-instruction, multiple data (SIMD) vector units.¹ The CPU L2 cache, cores, and vector units are customized for Xbox 360 game and 3D graphics workloads.

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The Xbox 360 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.

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The authors talk about the Xbox 360's high-level technical requirements, a short system overview, and details of the CPU and the GPU. They describe their architectural trade-offs and summarize the system's software programming support.

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XBox 360 System Architecture [6] shows a fine hardware interface that is able to convert CPU instructions to GPU instruction set.

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The Xbox 360 technical specifications describe the various components of the Xbox 360 video game console. The console features a port on the top when

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vertical (left side when horizontal) to which a custom-housed hard disk drive unit can be attached in sizes of either 20, 60, 120, 250, 320, 500 GB; and as of April 2015 all 2.5" SATA Hard Drives up to 2 TB, the user can use the format option ...

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The Xbox 360 takes a new approach to hardware compared to its predecessor. The CPU, named Xenon at Microsoft and "Watnoose" at IBM, is a custom triple-core PowerPC -based design by IBM. The CPU emphasizes high floating point performance through multiple FPU and SIMD vector processing units in each core.

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Xbox 360 | Microsoft Wiki | Fandom
The Xbox 360 is equipped with a huge 3-core CPU running at 3.2 GHz. A 1MB L2 cache is shared among all three CPU cores, and the communication with the GPU is achieved through a 21.6GB/sec FSB (Front Side Bus) channel.

Microsoft Discloses XBOX 360 Architecture | CdrInfo.com
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