

Google Stadia uses custom AMD chips, powering up to 10.7 teraflops

The Stadia cloud gaming service recently announced by Google this morning is expected to have a very good balance between processing power and service prices through cooperation with new one of the chip makers. The world's largest physicist, AMD, develops and integrates the next-generation silicon GPU chip with lots of great advantages to this server system.

It can be said that the greatness of the cloud-based gaming service is reflected in two factors:

1. First, theoretically you can play any game, anywhere and anytime, as long as you have an internet connection good enough to meet the online streaming needs. .
2. Second, even while playing games on smartphones, you can still exploit and leverage the power of a powerful server system in a data center.

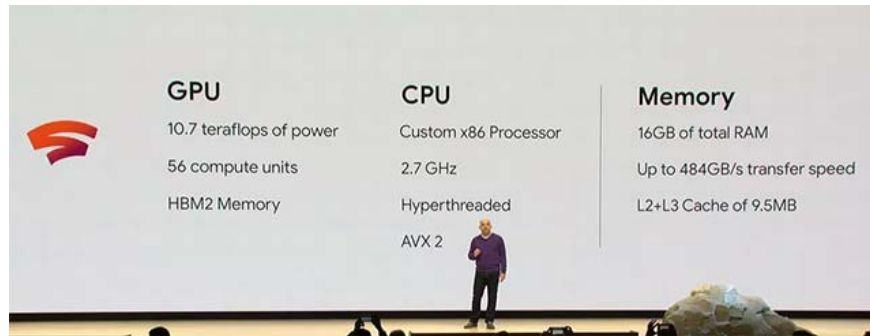
However, the problem lies in how the service provider has to build a server system to both ensure honesty in graphics processing, but also to keep the service at a reasonable price. Most, especially when the number of players using that server at a given time can be huge. And the Stadia cloud gaming service recently announced by Google this morning is said to be able to balance extremely well between processing power and service prices through cooperation with new one of the chip manufacturers. World's largest processor AMD to develop and integrate new generation silicon GPU chip with many great advantages to this server system.



1. Google Inbox by Gmail application officially stopped working on April 2, 2019

According to a report from Google, every Stadia server will be integrated with a custom x86 processor running at 2.7GHz, 16GB of RAM, and especially not to mention the custom AMD GPU with processing power up to 10.7 teraflops (10.7 trillion calculations per second). Besides, Stadia server will run on Linux platform instead of

Windows, this decision of Google is believed to help Google attract more game developers to their platform.



With the move to equip such a huge graphics processor chip, it can be seen that Google has decided to launch a strategic "preemptive strike" against other stunned opponents like Xbox and PlayStation in the battle of power handling, when the Xbox One X reaches about 6.0 teraflop and the PS4 Pro is about 4.2 teraflop.

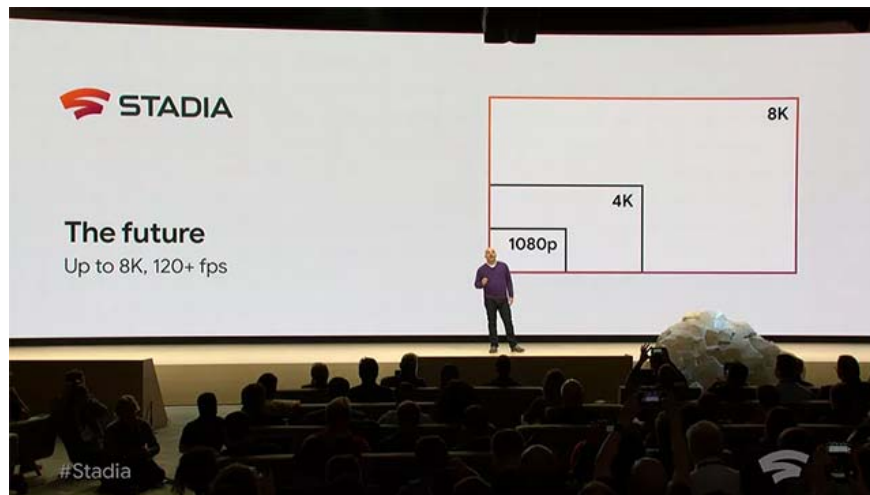


1. Leaking images of new patents by Google: Challenges of the folding screen market in the future?

Of course, this comparison is only a reference because in fact, many of the top PC gaming graphics cards can easily surpass 10.7 teraflops, here we are talking about PC systems. play a 'high-end' game, not a regular game machine. In fact, AMD owns a GPU model with about 10.5 teraflop, which is the RX Vega 56, which was released as a gaming graphics card for \$ 400 in 2017.

Since Google Stadia is a new product, it is not surprising that it is equipped with superior hardware power over competitors that are several years old. It will certainly be even more interesting when the next generation PS5 and Xbox will be released next year with chips that will certainly be significantly faster.

So what does the 10.7 teraflop system have in practical use? Google said that in the opening ceremony of Stadia, you will be able to play games in 4K resolution, 60 frames per second (fps) with both HDR mode and surround sound, and can also share live Streamed 4K, 60fps of the game on other online platforms like youtube. Besides, Google did not forget to promise that they will upgrade gameplay to 8K and 120fps in the future, though, the manufacturer did not say clearly about the route or the timing of the upgrade.



1. Razer launches a new, cool 'new' collection of gaming accessories but traditionally cheaper

Please note that current top PC gaming cards are still struggling to handle some of the latest games in 4K resolution with maximum graphics settings, but Google also said they are holding. In the hands of a solution to this problem: If you only harness the power of a server, you may not see the most beautiful, honest effects in your games. But if you build the power of both GPUs, everything looks much better, you can refer to the illustration below:



Theoretically, game developers can design their titles towards using multiple distributed GPUs to have impressive graphics quality than any single gaming PC can own. Single treatment, but economic problems are also a barrier to consider.

One of the big problems with the original cloud-based gaming services like OnLive and PlayStation Now lies primarily in the economy. If each player needs access to a dedicated computer (or more!), And 'stay still' in that server, calculating the cost that the person has to pay is reasonable for the provider. service still profitable is not a simple task.

However, Google has been talking a little bit about the issue regarding the economy during the product launch today, they did not even suggest the price for this service. Hopefully, the AMD deal is a step in the right direction of this manufacturer.



1. Google is preparing to launch a game console, ready to "battle" the game hardware market

All we know at the moment is that Google will own server systems set up at 7,500 different locations around the world. This can help ensure acceptable latency because traditionally, cloud-based gaming services often encounter a lot of latency issues with systems where servers are too sparse. .

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