

## Sony Details PlayStation 5 Specs

Written by Marco Attard  
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Sony follows [Microsoft](#) as reveals further specs of the upcoming PlayStation 5-- a machine based on similar AMD hardware as the Xbox Series X, if with a number of unique features and capabilities.



An in-depth livestream by lead architect Mark Cerny describes just how much of a leap the PS4 is from the PS4. Like the next-gen Xbox, the PS5 carries a 3rd generation Ryzen CPU and custom Radeon Navi GPU. The graphics processor carries 36 compute units and is capable of up to 10.28 teraflops of compute performance, making it technically less powerful than the 12-teraflop GPU inside the Xbox Series X. However Cerny insists teraflops are a "dangerous" measure of performance, and in any case a good chunk of the presentation is dedicated to a perhaps unlikely topic, storage.

Sony claims the custom 825GB SSD inside the PS5 is able to push 5.5 gigabyte per second through a 12-channel interface, allowing it to fill the 16GB of GDDR6 RAM in no less than 2 seconds. The company adds the SSD has a controller connected to the main processor via 4-lane PCIe 4.0 interconnect and, through bespoke hardware features and decompression can feed the system 8-9 gigabytes of data per second. Interestingly, Sony will also allow customers

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to upgrade the built-in SSD through compatible 3rd party NVMe SSDs, and they will also be able to install PS4 games on slower external storage.

Another interesting PS5 feature is on the audio side-- the console has a dedicated "Tempest Engine" for the processing of 3D audio. Its aim, according to Cerny, is to bring 3D audio for all users, be it through TV speakers, headphones, soundbars or multi-speaker setups. Essentially the system simulates the way sound goes through the human ear and generates custom virtual surround audio with a greater sense of presence and locality.

Backwards compatibility was mentioned earlier, and Sony says on launch the PS5 will, in the very least, support the 100 most popular PS4 titles. It is also testing the 4000-strong PS4 game catalog, and will expand backward compatibility coverage accordingly.

The PS5 is still set to launch in Q4 2020.

Go [Unveiling New Details of PlayStation 5: Hardware Technical Specs](#)