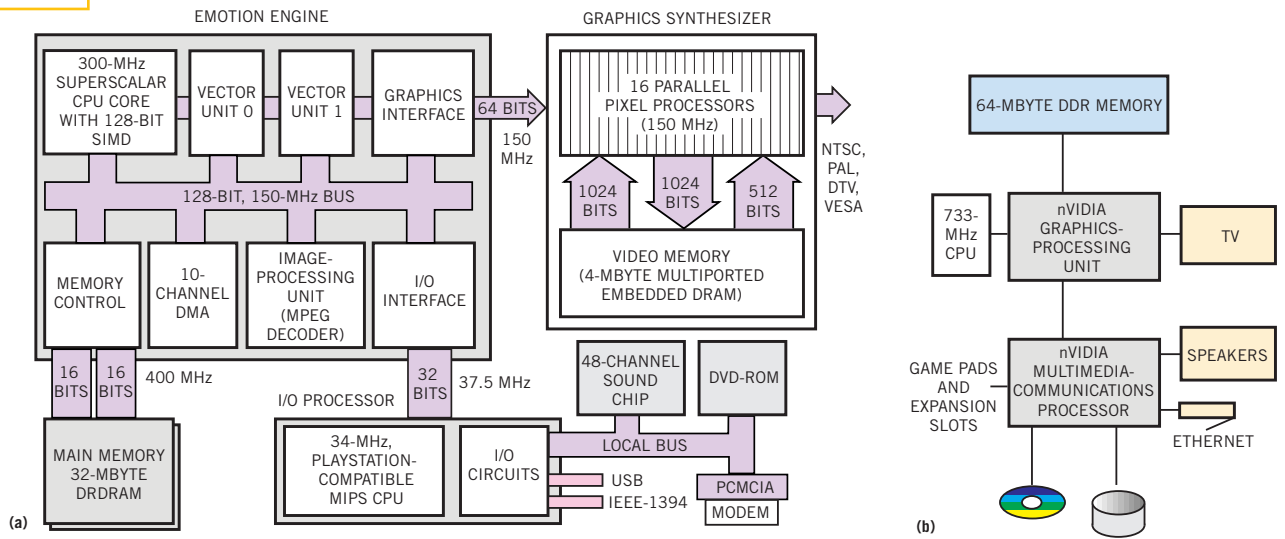


Figure 3



PlayStation 2 (a) and Xbox (b) architectures reflect their designers' conflicting perspectives on necessary system functions and on the partitioning of those functions in hardware and software (courtesy Cahners MicroDesign Resources and Nvidia, respectively).