



## **PLAYSTATION®3 USERS SIGNIFICANTLY CONTRIBUTE TO THE FOLDING@HOME™ PROGRAM**

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**Tokyo, April 25, 2007** – Sony Computer Entertainment Inc. (SCE) today announced that great progress has been made in the one month since PLAYSTATION®3 (PS3™) computer entertainment systems became part of Stanford University’s Folding@home™ program, a distributed computing project aimed at understanding protein folding, misfolding and related diseases. Since the program launched in March, participation by the PS3 user community has been phenomenal, providing Folding@home with immense computing power that is helping to fast forward its research. Furthermore, thanks to PS3’s powerful Cell Broadband Engine™ (Cell/B.E.), the Folding@home program has become one of the most powerful distributed computing networks in the world and is quickly approaching a level of computing power that is of historical proportions.

Exhibiting its continued commitment to the program, SCE also announced that starting tomorrow, it is providing a Folding@home application update that will further enhance the user experience. The updated software features an improvement in folding calculation speeds, increased visibility of user location <sup>(\*1)</sup> on the globe and the ability for users to create longer donor or team names.

“The PS3 turnout has been amazing, greatly exceeding our expectations and allowing us to push our work dramatically forward,” said Vijay Pande, Associate Professor of Chemistry at Stanford University and Folding@home program lead. “Thanks to PS3, we have performed simulations in the first few weeks that would normally take us more than a year to calculate. We are now gearing up for new simulations that will continue our current studies of Alzheimer’s and other diseases.”

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## 2-2-2-2 PS3 Users Significantly Contribute to the Folding@home Program

Some of the key accomplishments made since the Folding@home program launched on PS3 include:

- More than 250,000 unique PS3 users have registered to the program in just one month.
- PS3 users are delivering nearly 400 teraflops, achieving a total computing power of over 700 teraflops at a single moment. This is more than double the computing capacity of the network before PS3 joined the program<sup>(\*2)</sup>
- The “halo-effect” of PS3 has been evident as the number of active PCs has increased by 20 percent in the last month.

“We continue to be thrilled with the ongoing contributions of the PS3 user community in helping the Folding@home program study the causes of many different diseases that afflict our society,” said Masayuki Chatani, Corporate Executive and CTO Computer, Sony Computer Entertainment Inc. “As we move forward, we are issuing a call to action for all PS3 owners around the world to download the Folding@home application and help this cause. These PS3 fans can also be part of history as the Folding@home distributed computing program inches closer to achieving a petaflop – a measure of computing power that has never before been reached.”

PS3 users can download the new update version 1.1 by restarting the Folding@home application. New Folding@home users can join the program by simply clicking on the Folding@home icon within the Network menu of the XMB™ (XrossMediaBar) or can optionally set the application to run automatically whenever the PS3 is idle<sup>(\*3)</sup>.

Starting with Folding@home, SCE will continue to support distributed computing projects in a wide variety of academic fields such as medical and social sciences and environmental studies through the use of PS3 and hopes to contribute to the advancement of science.

(\*1) User location by IP address.

(\*2) Based on Stanford University’s Folding@home internal data, collected at the end of April.

(\*3) To run the application automatically in idle state, PS3 must be connected to the network with both the main power switch and power button turned on. Option setting must also be changed as this automatic feature is off at default.

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**About Sony Computer Entertainment Inc.**

Recognized as the global leader and company responsible for the progression of consumer-based computer entertainment, Sony Computer Entertainment Inc. (SCEI) manufactures, distributes and markets the PlayStation® game console, the PlayStation®2 computer entertainment system, the PSP® (PlayStation®Portable) handheld entertainment system and the upcoming, much-anticipated PLAYSTATION®3 system. PlayStation has revolutionized home entertainment by introducing advanced 3D graphic processing, and PlayStation 2 further enhances the PlayStation legacy as the core of home networked entertainment. PSP is a new handheld entertainment system that allows users to enjoy 3D games, with high-quality full-motion video, and high-fidelity stereo audio. PLAYSTATION 3 is an advanced computer system, incorporating the state-of-the-art Cell processor with super computer like power. SCEI, along with its subsidiary divisions Sony Computer Entertainment America Inc., Sony Computer Entertainment Europe Ltd., and Sony Computer Entertainment Korea Inc. develops, publishes, markets and distributes software, and manages the third party licensing programs for these platforms in the respective markets worldwide. Headquartered in Tokyo, Japan, Sony Computer Entertainment Inc. is an independent business unit of the Sony Group.

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