



PLAYSTATION®3 (PS3™) helps in understanding the proteins responsible for Alzheimer's

In the PS3GRID project, the PS3™ Cell processor has become an indispensable tool for understanding proteins at the molecular level.

Madrid, 8th of July 2008. Sony Computer Entertainment España (SCEE) has once again demonstrated its support of the scientific world, this time with the **PS3GRID** project on biomedical research that is being carried out by Researchers at the Research Unit on Biomedical Informatics (GRIB) at the Municipal Institute of Medical Research (IMIM-Hospital del Mar) and Pompeu Fabra University (UPF) in Barcelona.

The project is attempting to learn how proteins work at the molecular level using the PLAYSTATION®3 (PS3™) Cell processor. The results will be used in the fight against important diseases, such as Alzheimer's.

Simulating the behaviour of microscopic biomolecules is of enormous difficulty when designing algorithms and architecture analysis, even for the most modern computers. Understanding it is necessary for medicine to be able to fight serious diseases. For these simulations, the Unit on Biomedical Informatics (GRIB) at IMIM-UPF decided to use the power of the PLAYSTATION®3 Cell processor.

The PLAYSTATION®3 Cell processor is the product of research and development efforts of three large firms: Sony, Toshiba and IBM. There will be eight microprocessors working simultaneously, coordinated by a ninth microchip. This is supercomputer technology available to regular consumers, a processor capable of computing at a speed much higher than any conventional PC. The computing capacity of 100 systems (PS3™) will be the equivalent of thousands of conventional computers.

The results obtained in this research are an important base for future study to continue advancing current knowledge about many diseases: "The **PS3GRID** project is a general computational infrastructure that can be used to study any type of protein. In the project being carried out in collaboration with SCEE, we have focused on proteins related to Alzheimer's disease," explains professor Gianni de Fabritiis, the study's coordinator.

In order to facilitate attaining the data and finding PS3™ owners who wish to collaborate and contribute to scientific developments, the www.ps3grid.net platform was begun at the end of last year. From this page, any user can download the Linux Live operating system and the **PS3GRID** software in just a few seconds and save it to a 1GB USB flash drive.

Then you only need to load the **PS3GRID** software in the PLAYSTATION®3 using the USB device where the software is saved. Once installed on your PS3™, the software directly connects your PLAYSTATION®3 system to the **PS3GRID** server, downloading the scientific calculations that will be done by your PS3™. You don't have to do anything else, and thanks to the Cell processor, these molecular calculations will be done 16 times faster than on a normal PC. To return to playing games or to use your PLAYSTATION®3 for other activities, just restart the system.

Sony Computer Entertainment España (SCEE) joins this study, providing new PS3™s to the researchers of the **PS3GRID project** and financing the monitoring of its development and participation in data analysis. "It is truly a pleasure to collaborate on such a prestigious project that has entrusted its research to the power of the PLAYSTATION®3 Cell processor," says James Armstrong, Senior Vice President for Southern Europe and CEO for Spain and Portugal. "We could not allow this opportunity to contribute to the progress of science in the search for cures to serious diseases to pass us by".

For more information on the **PS3GRID** project, consult the official page at www.PS3GRID.net

For more information on PlayStation products, visit the official website (<http://es.playstation.com/>), press extranet: (<http://es.scee.com/prensa>), or contact:

Sony Computer Entertainment España – 91 377 71 00

Mónica Revilla / Monica_Revilla@spe.sony.com

Susana Martín / Susana_Martin@spe.sony.com

Last Lap – 91 661 15 00

Raúl Fuentes / raul.fuentes@lastlap.com / Mobile: 670 036 445

Alberto Castellanos/ Alberto.castellanos@lastlap.com / Mobile: 686 586 869

About Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe (SCEE), headquartered in London, is responsible for the distribution, marketing and sales of the PLAYSTATION®3, PlayStation®2 and PSP® (PlayStation®Portable) software and hardware in 102 territories throughout Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, commercialises and distributes entertainment software for these formats and manages the programme for third party licensing for these platforms in the territories. From the launch of the PLAYSTATION 3 in November of 2006 until the end of January 2008, more than 10 million units were sold globally, continuing to beat records for sales figures. From the beginning of April 2006 until the end of January 2008, more than 26 million PlayStation 2 consoles were sold globally, maintaining its position as one of the most successful consumer electronics products in history. From the beginning of April 2006 until the end of January 2008, more than 20 million PSP systems were sold globally.

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