



**SOLUTIONS TO PRACTICE PROBLEMS C ORGANIZATION AND A**

where the problem size is increased with the machine size so that the solution time is the same for sequential and parallel executions 26 a Say Program P1 consists of  $n \times 86$  instructions, and hence  $15 \times n$  MIPS instructions Computer A operates at 25 GHz, ie it takes 04ns per clock So

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Design constraints on a computer's memory can be summed up by three questions: How much, how fast, how expensive There is a trade-off among capacity, access time, and cost Faster access time, greater cost per bit Greater capacity, smaller cost per bit Greater capacity, slower access time The way out of the memory dilemma is not to rely on a

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11 Computer architecture refers to those attributes of a system visible to a programmer or, put another way, those attributes that have a direct impact on the logical execution of a program Computer organization refers to the operational units and their interconnections that realize ...

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and Architecture 8th Edition Chapter 2 Computer Evolution and Performance ENIAC - background •Electronic Numerical Integrator And Computer •Eckert and Mauchly •University of Pennsylvania •Trajectory tables for weapons •Started 1943 •Finished 1946 —Too late for war effort

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CHAPTER 1 David Money Harris and Sarah L Harris, Digital Design and Computer Architecture, Second Edition © 2012 by Elsevier Inc Exercise Solutions SOLUTIONS

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**Chapter 2 Memory Hierarchy Design**

Solution: organize memory system into a hierarchy Entire addressable memory space available in largest, slowest memory Incrementally smaller and faster memories, each containing a subset of the memory below it, proceed in steps up toward the processor Temporal and ...