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instructions. Computer A operates at 2.5 GHz, i.e. it takes 0.4ns per clock. So the time it takes to execute P1 is $0.4\text{ns/clock} \times 2 \text{ clocks/instructions} \times 1.5 \text{ n instructions} = 1.2 \text{ n ns}$. Computer B operates at 3 GHz, i.e. 0.333ns per clock, so it executes P1 in $0.333 \times 3 \times \text{n} = \text{n ns}$. So Computer B is 1.2 times faster. b.

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Computer Organization and Architecture. Dr. William Stallings has authored 17 titles, and counting revised editions, over 40 books on computer security, computer networking, and computer architecture. In over 20 years in the field, he has been a technical contributor, technical manager, and an executive with several high-technology firms.

Stallings, Computer Organization and Architecture / Pearson

1.1 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 the architectural specifications.

OLUTIONS M S ANUAL

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