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| Cache Memory CPU-Memory

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William Stallings Computer Organization and Architecture ...
0.3 Why Study Computer Organization and Architecture 3
0.4 Internet and Web Resources 4
PART ONE
OVERVIEW 7
Chapter 1 Introduction 8
1.1 Organization and Architecture 9
1.2 Structure and Function 10
1.3 Key Terms and Review Questions 15
Chapter 2 Computer Evolution and Performance 16
2.1 A Brief History of Computers 17
2.2 Designing for ...

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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 $0.333 \times 3 \times$

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$n = n \cdot n$. So Computer B is 1.2 times faster. b.

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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.

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What is a program?

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