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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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where the problem size is increased with the machine size so that the solution time is the same for sequential and parallel executions. 2.6 a. Say Program P1 consists of n x86 instructions, and hence $1.5 \times n$ MIPS instructions. Computer A operates at 2.5 GHz, i.e. it takes 0.4ns per clock. So

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Architecture & Organization 2 •All Intel x86 family share the same basic architecture •The IBM System/370 family share the same basic architecture •This gives code compatibility ... at least backwards •Organization differs within members of the same family, e.g. floating point numerical co-processors with names like 8087, 80287 and ...

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When the parallel load input = 1, the clock pulses go through the AND gate and the data inputs are loaded into the register when the parallel load input = 0, the output of the AND gate remains at 0. 2.10. The buffer gate does not perform logic. It is used for signal amplification of the clock input.

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CHAPTER 2 COMPUTER EVOLUTION AND PERFORMANCE ANSWERS TO

QUESTIONS 2.1 In a stored program computer, programs are represented in a form suitable for storing in memory alongside the data.

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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 ...