

Example pag. 5 1,43 = 3,42 $2) \frac{5,69}{4,36} = 4,21$ Esercizio 1 pag 13 Esercizio 2 pag 14 Speed: 5x Cost : 5x CPU+ime = 50 %

 $\frac{1}{(1-0,4)+\frac{0,4}{10}} = \frac{1}{0,6+0,04} = \frac{1}{0,6a} = 1,56$

 $\frac{1}{0.5 + \frac{0.5}{5}} = \frac{1}{0.6} = 1,66$

CPU cost = 1 of machine total cost

 $5 \cdot \frac{1}{3} + \frac{2}{3} = \frac{7}{3}$ costo più del doppio avendo uno speedup di molto inferiore

Esercizio 3 pag 16

 $\frac{1}{(1-x)+\frac{x}{100}} = 80$

 $80 - 80 \times + \frac{80 \times}{100} = 1$

80 - 79,2 = 1

79 = 79,2 x

x = 0,997

× = 99,7 %

Dere rimanere sequenziale meno dello 0,3% del codice

$$\frac{1}{(1-x)^{2}} + \frac{x}{20}$$

$$2 - 2x + \frac{x}{20} = 4$$

$$2 - 13x = 1$$

$$\frac{13}{40} \times 14$$

$$x = 0,52$$

$$52x$$

$$52x$$

$$52x$$

Spectrop = $\frac{1}{(1-x)^{2}} = \frac{1}{20-20-x} = \frac{20}{20-10x}$

$$\frac{1}{20} = \frac{1}{20-20-x} = \frac{20}{20-10x}$$
Here spectrop (capto to w):
$$\frac{1}{4-0.52} = 2.032$$

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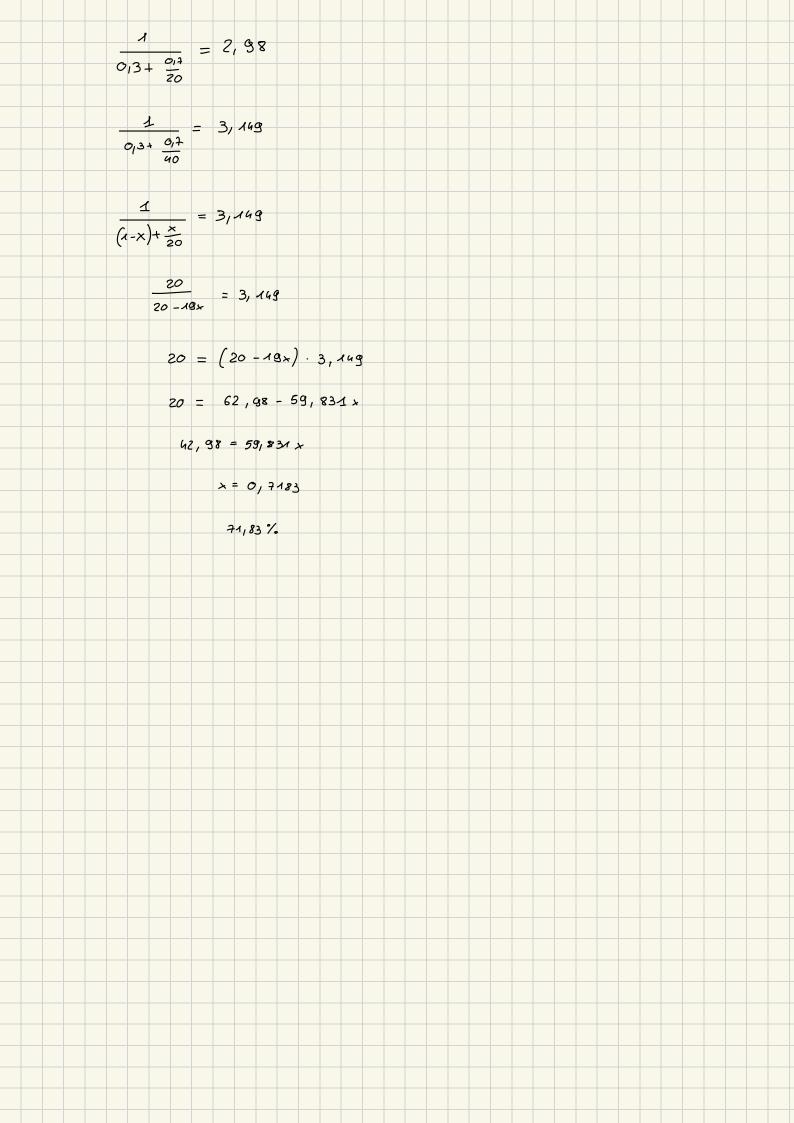
$$\frac{1}{20-13} = \frac{20}{20-13}$$

$$\frac{1}{20-13} = \frac{20}{20-13}$$

$$\frac{1}{20-13} = \frac{20}{20-13} = \frac{20}{4} = \frac{20}{20-13} = \frac{20}{4} = 20$$

$$0,33 = x$$
Here spectrop Proof:
$$\frac{1}{4-0.52} = \frac{20}{20-13x} = \frac{20}{4} = 20$$

$$0,33 = x$$
Figure 1. Here spectrop Proof:
$$\frac{1}{4-0.52} = \frac{20}{4-0.52} =$$



$$CPI_{\text{range}} = (O_135^* A_133) \pm (O_125^* A_1) = 2$$

$$CPI_{\text{range}} = 2 - O_1O_2 (20,00 - 2) \pm A.64$$

$$CPI_{\text{range}} = 2 - O_1O_2 (4 - 2.5) = A.625 \text{ better}$$

$$Speedup = \frac{2}{A.645} = A.23$$

$$CPI = 0.63^* A + 0.24^* 2 + 0.26 + 0.40$$

$$= A.57$$

$$(O_1A3 + O_1A3^* O_125)^* A + (O_124 + O_126 + O_146)$$

$$= A.57$$

$$(A - O_125^* O_143)$$

$$O_1 3225 + O_1 205^* + O_1245^* + O_126 + O_126^* + O_126^* = A.307$$

$$O_1 3225 + O_1 205^* + O_1245^* + O_126 + O_126^* = A.307$$

$$O_1 30^* + A.4^* O_120^* + O_126^* + O_126^* + O_126^* = A.307$$

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$$O_1 30^* + A.4^* O_120^* + O_126^* + O_126$$

```
__ shared__ int some block Dim Tblock Dim T
    Raw = block bl.y * Block Dim.y + thread bl.y
Col = block ld.x * Block Dim.x + thread bl.x
int
if (Raw < N & Ecol < KI) {
    smem [throadId.y] [throadId.x] = input [Row * N + GI]
    _- synchtheods()
    Rau = Block Id - x * Block Dim . x + thread ld . y
    Col = Block ld. y & Block Dim. 4 + thread ld. x
   output [Raw "in + Col] = sne in [this = old. x] (thread bl. y]
   - Shared -- int mat A [TILE] [TILE]
-- shoved -- int mof B [TILE] [TILE]
int tx = threadld x , int ty = threadld. y :
int bx = thread (d.x int ty = thread (d.y;
 int Raw = by * block Dim.y + ty
 int G1 = bx block Dim. x + +x
 for (int K = 0 j K < Width / TILE ; K++) }
       smem A [ty][t>]= input [Row * N + Tile * K + tx]
       smem B[ty][tx] = suput [Col + (Tile *K+ty) * N]
       __ synchthroads ()
       int Public = 0
       for (int i=0; i < Tile; i+1) {
            Public + = matrix A [ty][i] * matrix B[i][tx]
        __ syndhthreads ()
      output [Ran N + Col] = Puble:
```

```
shared __ int smem [1024]
int global -id = block ld. x * block Dim. x + thread ld. x
smem [thread U. x] = input [global_id]
__ Synch threads ()
for (inti=1; i < blockDim.x; i*=2) {
     if ( +hread Id. x / (i*2) == 0) {
     Swein [threadId. x] += Swein[threadId. x + i]
-- Synch threads ()
  : f (+hread (d. x = = 0) {
     output [blockld.] = Snem [o]
```

```
_ shard _ int smem [1024]
int global-id= block ld. x * block Dim. x + threadid.x
 sum [ throad 6.x ] = input [ global -id]
 _- synditheale ()
 for ( out i=1 ; i < God) in. x; i = 2 ) {
      if ( thread (d. x // (i*z) = = 0) }
          Smem [thread ld.x] = smem [thread ld.x 1 i].
    __ Syndithisos ()
  if (+hread ld.x = = 0) {
     out [block Id. x] = sum [0]
```

```
shared __ int swem [ cozu ];
int glow_id = bbok ld. x * block Dln. x +the 21 ld. x
smen [threal(d.x] = iapt[gbb].id]
__ syndithesdo()
for (int i = 1 ; i < 5600 aim x ; i *= 2) {
      if (theadid. x % ( i * z ) == 0) }
          smem [thread 6.x] += smem [thread(d.x + i]
        synch theat();
if ( flows (d. x ==0)
  output [Bbckld.x] = smem[0]
```