ANSWER

Let's first find the number of clock cycles required for the program on A:

$$\text{CPU time}_A = \frac{\text{CPU clock cycles}_A}{\text{Clock rate}_A}$$

$$10 \text{ seconds} = \frac{\text{CPU clock cycles}_A}{2 \times 10^9 \dfrac{\text{cycles}}{\text{second}}}$$

$$\text{CPU clock cycles}_A = 10 \text{ seconds} \times 2 \times 10^9 \frac{\text{cycles}}{\text{second}} = 20 \times 10^9 \text{ cycles}$$

CPU time for B can be found using this equation:

$$\text{CPU time}_B = \frac{1.2 \times \text{CPU clock cycles}_A}{\text{Clock rate}_B}$$

$$6 \text{ seconds} = \frac{1.2 \times 20 \times 10^9 \text{ cycles}}{\text{Clock rate}_B}$$

$$\text{Clock rate}_B = \frac{1.2 \times 20 \times 10^9 \text{ cycles}}{6 \text{ seconds}} = \frac{0.2 \times 20 \times 10^9 \text{ cycles}}{\text{second}} = \frac{4 \times 10^9 \text{ cycles}}{\text{second}} = 4 \text{ GHz}$$

To run the program in 6 seconds, B must have twice the clock rate of A.

Instruction Performance

The performance equations above did not include any reference to the number of instructions needed for the program. (We'll see what the instructions that make up a program look like in the next chapter.) However, since the compiler clearly generated instructions to execute, and the computer had to execute the instructions to run the program, the execution time must depend on the number of instructions in a program. One way to think about execution time is that it equals the number of instructions executed multiplied by the average time per instruction. Therefore, the number of clock cycles required for a program can be written as

$$\text{CPU clock cycles} = \text{Instructions for a program} \times \begin{array}{c}\text{Average clock cycles}\\ \text{per instruction}\end{array}$$

The term **clock cycles per instruction**, which is the average number of clock cycles each instruction takes to execute, is often abbreviated as **CPI**. Since different

clock cycles per instruction (CPI) Average number of clock cycles per instruction for a program or program fragment.