(a) Eary = h* Lc + (1-h) Em

(b) $= 4 \times 1000 + (1 - 1)$ ($= 2 \times 1000 + 2 \times 1000 + 100$) = 0.9 (100) + (0.1) ($= 2 \times 1000 + 2 \times 1000 + 100$) = 1700 ns

$$\frac{\text{Cost}}{\text{speodyp}} = \frac{\chi}{1.22}$$

OP #2;
$$t_{avg} = (.9)(1\infty) + .1(\frac{8}{4}*100) + \frac{8}{4}*1000 + 100) = 500 \text{ ns}$$

 $speedup = \frac{1100}{500} = 9.20$

$$\frac{\text{Cost}}{\text{speedup}} = \frac{x}{2.20}$$

-> option 2 is better because it yields more speedup for the same cost. Costspeedup is lower

```
2 (a) Lotal Read HitTime = (1-w). Lo
       (b) total WriteHitTime = WxEm
         (c) Lotal Read MissPenalty = (1-w) (B x tm + tc)
         (d) total Write Miss Penalty = WXtm
          (a) Larg= .9(100) + .1(1000) = 190 ms
          (b) E_{avg} = .9(100) + .1((\frac{8}{2})(1000) + (\frac{8}{2})(1000) + 100) = 900 \text{ ns}
          (c) Eavy = h(\ell_c) + (1-h) \left[ w(\ell_m) + (1-w) \left( \left( \frac{B}{c} \right) (\ell_m) + \left( \frac{B}{c} \right) (\ell_m) + \ell_c \right) \right]
                       = .9(100) + .1 \left[ .3(1000) + .7 \left( \left( \frac{8}{2} \right) (1000) + \left( \frac{8}{2} \right) (1000) + 100 \right) \right]
                        - 687
          (a) Eavy = .95(100) + .05(1000) = 145 ns
          (b) \pm avg = .95(100) + .05([(8)(1000)](2) + 100) = 300 \text{ ns}
           (c) E = A (Ec) + (1-h) \left( w(Em) + (1-w) \left( (2) \left( \frac{8}{c} \right) (Em) + Ec \right) \right)
                         = .95(100)+ O.05[0.25(1000)+0.75((2)(8)(1000)+100)]
                          = 261.25 ns
            (d) Earg = h(w(tm)+(1-w)(tc))+ (1-h)(w(tm)+(1-w)(\(\frac{B}{C}(tm)+tc))
```

= 400 ns

 $= .95 (.25(1000) + .75(100)) + .05(0.25(1000) + .75(\frac{8}{4}(1000) + .75(\frac{8}{4}(1000$