

1)

$$\frac{B_{time}}{A_{time}} = 1 + \frac{n}{100}$$

$$\frac{40}{20} = 1 + \frac{n}{100}$$

$$100 = n$$

b is the correct answer

2)

$$\text{speedup} = \frac{1}{(1 - f_1 - f_2 \dots - f_n) + \frac{f_1}{s_1} \dots + \frac{f_n}{s_n}}$$

$$= \frac{1}{(1 - .35) + \frac{.35}{15}}$$

$$= 1.48$$

3)

a)

$$\text{speedup} = \frac{1}{1 - .8 + \frac{.8}{20}}$$

$$= 4.16$$

b)

$$\text{speedup} = \frac{1}{1 - .2 + \frac{.2}{80}}$$

$$= 1.24$$

c)

$$\text{speedup} = \frac{1}{1 - .9 + \frac{.9}{10}}$$

$$= 5.26$$

d)

$$\text{speedup} = \frac{1}{1 - .1 + \frac{.1}{90}}$$

$$= 1.1$$

the best option for improving the overall speedup of the program is option c.

4)

$$\text{module speedup} = 1 + \frac{\text{percent speedup of module}}{100}$$

a)

$$\begin{aligned}\text{speedup} &= \frac{1}{1 - .8 + \frac{.8}{1+.2}} \\ &= 1.15\end{aligned}$$

b)

$$\begin{aligned}\text{speedup} &= \frac{1}{1 - .2 + \frac{.2}{1+.8}} \\ &= 1.09\end{aligned}$$

c)

$$\begin{aligned}\text{speedup} &= \frac{1}{1 - .9 + \frac{.9}{1+.1}} \\ &= 1.08\end{aligned}$$

d)

$$\begin{aligned}\text{speedup} &= \frac{1}{1 - .1 + \frac{.1}{1+.9}} \\ &= 1.04\end{aligned}$$

a is the best option for overall speedup.

5)

a)

$$\begin{aligned}\text{speedup} &= \frac{1}{1 - .6 + \frac{.6}{10}} \\ &= 2.17\end{aligned}$$

b)

$$\begin{aligned}\text{speedup} &= \frac{1}{1 - .75 + \frac{.75}{10}} \\ &= 3.07\end{aligned}$$

c)

$$\begin{aligned}2.75 &= \frac{1}{1 - x + \frac{x}{10}} \\2.75(1 - x + \frac{x}{10}) &= 1 \\2.75(10 - 9x) &= 10 \\x &= -\frac{10}{2.75 * 9} + \frac{10}{9} \\x &= .707\end{aligned}$$

70.7 percent of the program needs to use the floating point processor

6)

a)

$$\begin{aligned}\text{speedup} &= \frac{1}{1 - .6 + \frac{.6}{1.3}} \\&= 1.16\end{aligned}$$

b)

$$\begin{aligned}\text{cost/speedup 1} &= 50000(1 - .7 + \frac{.7}{1.3}) \\&= 41923 \\\text{cost/speedup 2} &= 253000(1 - .5 + \frac{.6}{2}) \\&= 39750\end{aligned}$$

I would select the second option because the cost per percent speed increase is lower.