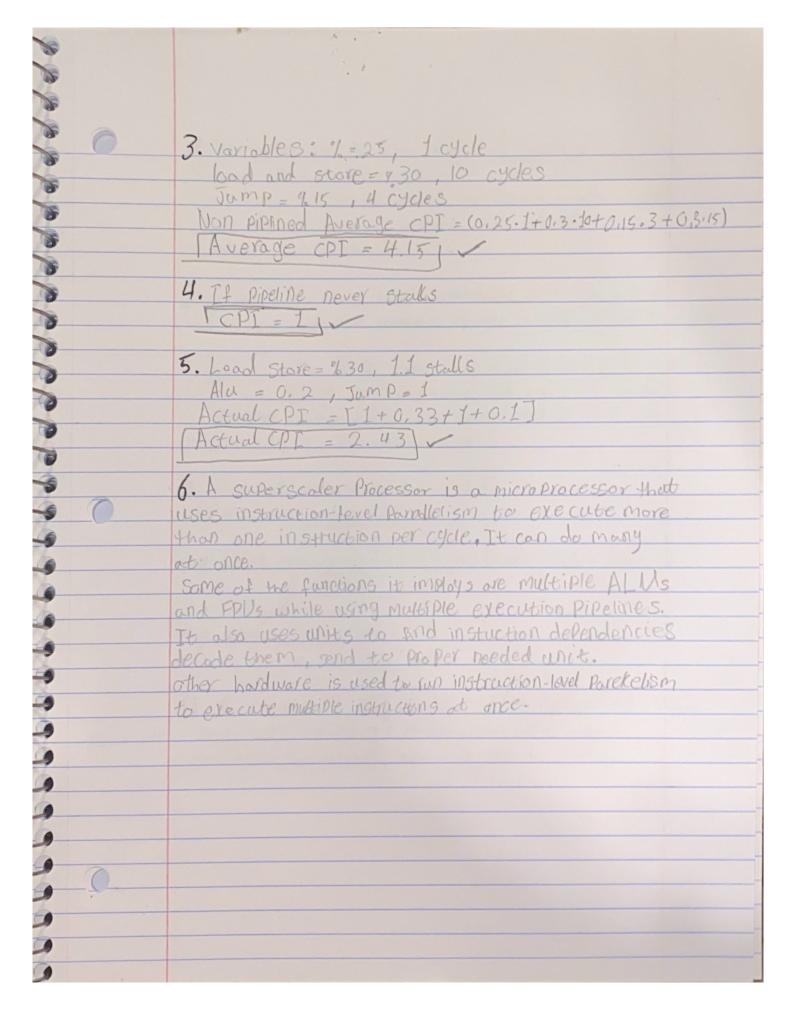
1. Variables operations = 1.30, speedup = 1.2 Speedup = 1.2 (1-0.3) + (0.3) = 1.2 (0.4 + 0.3 ×	
Speedup = 1, 2 (1-0,3)+(0,3)	
$=1.2(0.4+0.3)^{2}$	
=0.84+0.36=1	
(429 - 10 A)	
= 6.36 _ 0.16	
=0.36 =0.16 X	
$=0.36 = 0.16 \times \times$	
2. (6.3)/2.25 N/ / 6	
L=6.13 L2=2.25 L2=1.25	
(1-x) = x (1-x) my 1 = 1 = 1 = 1 = 1 = 1 = 1 = 1 = 1 = 1	
New execution time is 1.13	
- (, 21) 10 odlas,) 10 odlas 15 odlas 15	



\$ \$	
20	7. It is faster to run matrix calculations.
20,	Because GPU is Much faster at calculations
	and running Parallel processing. Proceesing words would
•	require one instruction at a time while calulation s can
•	be done smultaniously.
1	
1	8. True I It comes fully compatible with legacy code
8	and it can work line because of more complex processing hardware
5	9. False The 8080 came a long time before RISC and
0	uses on 8-bit architecture. It was introduced
0	in 19774 while RIGE was introduced in 1985 and
9	uses mostly 32-bit archite qure.
•	10. Size of memory blocks = 128
-5	offset sits= log, 128
•	T= f Dits
	Number of memory blocks = 32 => Index bits = log_ 32
	(=5 bits,
	Physical address = 24
	Tag bits = 24- (7-45)
	= 12 bits
-	
-9	11. I. 0 x 454012, Tag=0 x 454, Index=0x0, offset=0x12
9	0x323232, Tag=0x323, Trolex=0x4, offset=0x32 0xfff112, Tag=0xfff, Index=0x2, offset-0x12
9	0xfff 1/2, Tag = 0xfff, Index=0x2, affect - 0x12
1	
9	
9	
9	
0	

disk

	12. Hit time = 1, miss time = 8, miss rate = 0, 3%. Average time is = (1+8.0.003) Average time = 1.024 Memory reference time Per instruction = 1.6
**	Average time in cycles = (1.024.1.6)
3	Average time in cycles = (1.6384)