Power Consumption：

· dynamic power Pd: ~ c u^2 N(A,F)

· static power Ps: ~ N(trans)× u

Eight Great Ideas:

Moore’s Law

abstraction

common case fast

Parallelism

Pipeline

Prediction

Hierarchy memory

Dependability via redundancy

Lecture 2 Performance

·Define performance————Trade off

·Response time & Troughput 之后主要看response time

·performance= 1/excust time

Execution time：two type: elapsed time CPU time:a+b

Not constant depend on task