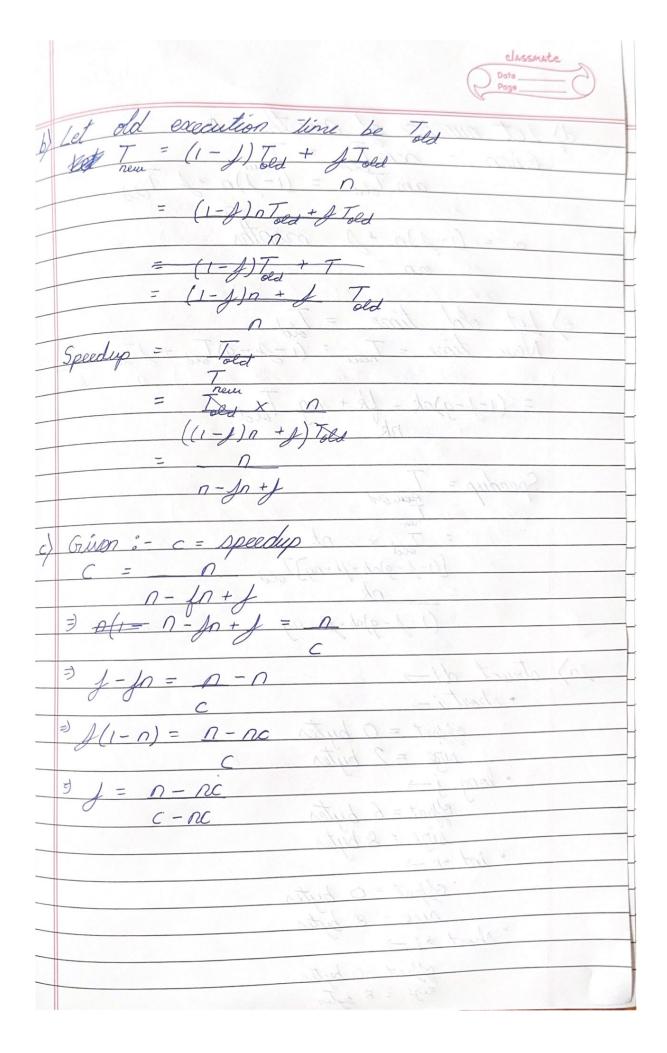
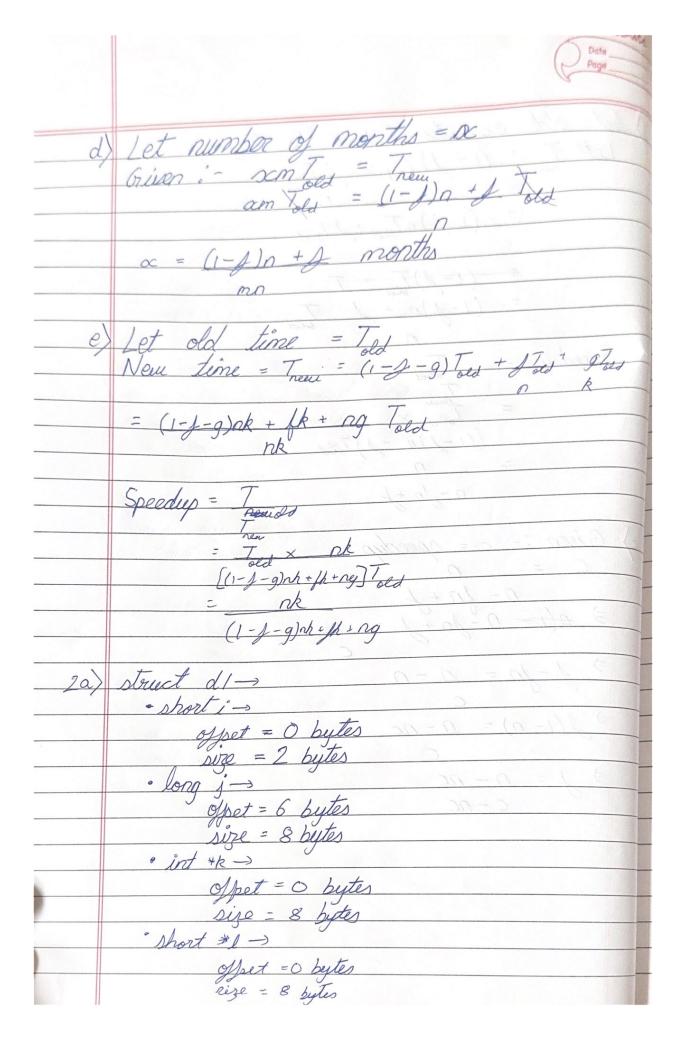
10) No, number of instructions occurred per sound to another one. program comprising may have a higher number of instructions executed per second compared to another instructions, the processor To clock period (cycle time), us the clock nate is not cle lower cycle time (or higher clock rate), but due to a righer CPI (cycles per instruction per second while keeping in mind the pros and cons



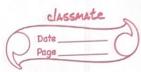




Total sire of d1=32 bytes Overall alignment = 8 struct d2 -> offset = 0 bytes size = 3 bytes char \*b[4]-> offset = 5 beptes size = 3 beptes Overall size = ±6 bytes Overall alignment = 8 struct d3 -> May have how how have offset = 0 bytes size = 32 bytes • struct d2 e [27 -> offset = 0 bytes size = 80 bytes Overall size = 112 bytes Overall alignment = 8 1000 16( % rdi), % rax

leag 32 (% rdi, % rsi, 40), % rax

	The transfer of the transfer o
26)	long sum (long * init, int seed) &
	long sum (long * init, int seed) & int result = randomise (seed, init);
	uhile (sessett = 0 2 & init != (init + result *8N)
	while (result = 0 2 2 init := (init + result *8N)
	result = court = = 0? * init : result + * init;
	init += 8;
	30 count += 8; 15/10 08 = 25/10
	3 Notes III butin
	return count = = 0? 0: result;
	2 ( 1 pag / 131 and 1
	12 lan 32/4 rdi 7 201 401 02 200



	Page
c)	$C/B = 8 = 2^3 blocks$
	N=2
	Index bits = log (23/2)
	= 2 bits
	B = 22 bestes
	$B = 2^2 \text{ beytes}$ $O = \log_2(2^2) = 2 \text{ bits}$
	Tag bits = 12-2-2 = 8 bits
	Ox 42B:-
	Binary = 0800 8010 10112
	$0 = 1/2 = 0 \times 3$
	I = 10, $= 0$
	T = 0x42
	HIT! Byte returned: - AB
	0x474:-
	Binary = 0100 0111 01002
	$O = O \times O$
	T = oxI
	T = 0×47 Valid bit 0, MTSS!
	Valid bit 0, 19155: