

CSE 331 COMPUTER ORGANIZATIONS

Homework #1 Answers

Q1 Answer: I have 2 solution for this question. The first one is more descriptive, another one is a shorter solution. (Cost per wafer decreases 0/020, Yield decreases 0/010 each year)

Ist Way

Today's informations:

Cost per wafer: 10.000 \$

Dies per wafer: 120

Yield: 0/080 (0,8)

* After 1 year

Cost per wafer: 8000

Dies per wafer: 120

Yield: 0/072 (0,72)

$$\text{Cost per die: } \frac{10.000}{120 \times (0,8)} = 104,16 \$$$

$$\text{Cost per die: } \frac{8000}{120 \times (0,72)} = 92,59 \$$$

* After 2 years

Cost per wafer: 6400

Dies per wafer: 120

Yield: 0/064,8 (0,648)

* After 3 years

Cost per wafer: 5120

Dies per wafer: 120

Yield: 0/058,32 (0,5832)

$$\text{Cost per die: } \frac{6400}{120 \times (0,648)} = 82,30 \$$$

$$\text{Cost per die: } \frac{5120}{120 \times (0,5832)} = 73,15 \$$$

* After 4 years

Cost per wafer: 4096

Dies per wafer: 120

Yield: 0/052,488 (0,52488)

$$\text{Cost per die: } \frac{4096}{120 \times (0,52488)} = 65,03 \$$$

IInd Way

Cost per wafer decreases by 0/020 every year. In other words, the new cost is 0/080 of the previous year's cost.

In the same way, yield decreases by 0/010 every year. In other words, new cost is 0/090 of the previous year's cost. So after 4 years;

$$\text{Cost per wafer: } 10.000 \times (0,8)^4 = 4096$$

$$\text{Yield: } (0,8) \times (0,9)^4 = 0,52488$$

$$\text{Dies per wafer: } 120$$

We will use cost per die formula;
Cost per die = $\frac{\text{Cost per wafer}}{\text{Dies per wafer} \times \text{Yield}}$

$$= \frac{4096}{120 \times (0,52488)} = 65,03 \$$$

Q2-a) Instruction count and CPI factors affect compiler
So, for the compilers, the computations are below:

$$\text{Clock cycle} = \text{Instruction count} \times \text{CPI}$$

$$\text{Compiler A: } (50 \times 2 \times 10^6) + (10 \times 4 \times 10^6) + (2 \times 3 \times 10^6) = 146 \times 10^6 \text{ cycles}$$

$$\text{Compiler B: } (80 \times 2 \times 10^6) + (5 \times 4 \times 10^6) + (1 \times 3 \times 10^6) = 183 \times 10^6 \text{ cycles}$$

$$\frac{\text{Performance A}}{\text{Performance B}} = \frac{\text{Exec. Time B}}{\text{Exec. Time A}} = \frac{183 \times 10^6 \times \text{Clock period}}{146 \times 10^6 \times \text{Clock period}} = 1,25$$

A is faster than B (1.25 times faster)

$$\text{Q2-b) } \text{CPU Time} = \frac{\text{CPU clock cycle} \times 1}{\text{Clock speed (rate)}}$$

$$100 \text{ ms} = 0,1 \text{ second (CPU Time)}$$

$$\text{Clock cycle} = 146 \times 10^6 \text{ cycle (Because better compiler is A)}$$

$$\text{Clock speed} = t$$

$$0,1 = \frac{146 \times 10^6}{t} \Rightarrow t = \frac{146 \times 10^6}{10^{-1}} = 1,46 \times 10^8 \times 10^1$$

$$t = 1,46 \times 10^9 \Rightarrow 1,46 \text{ GHz}$$