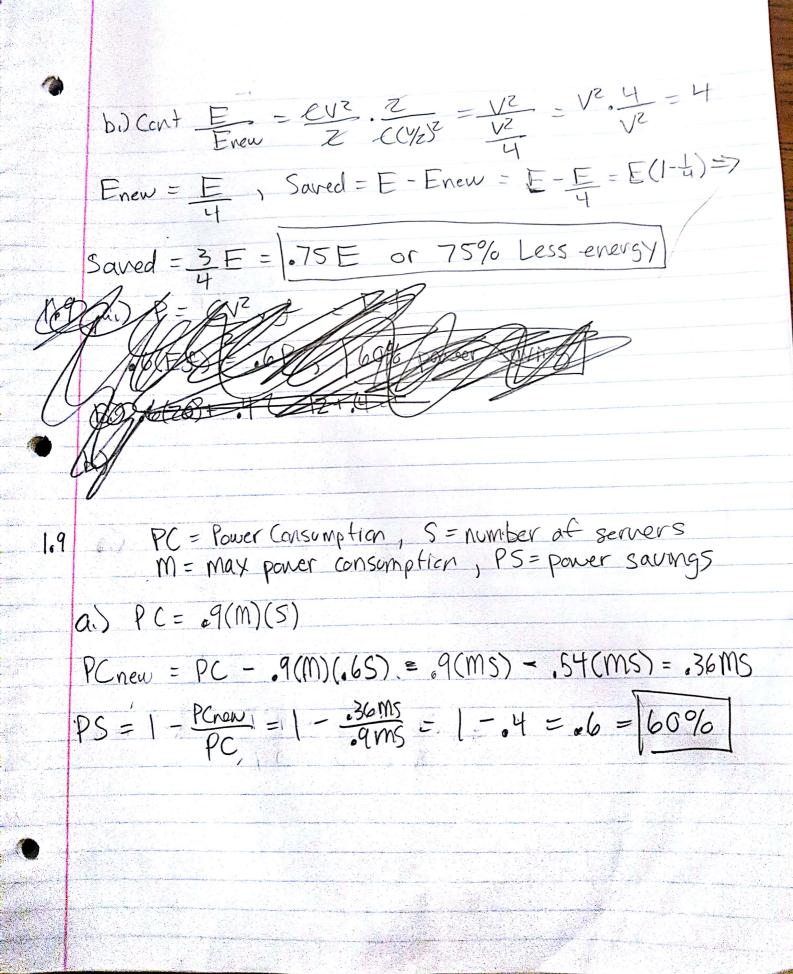
H1 Arch

- 1. a) False, increasing performace usually decreases evergy efficiency not the other way around
 - b.) True, a system needs all of its parts to function probably properly, so the failure point will always be the weakest link in the chain. This is why designing redundencies are good.
 - Ci) False, Amolahl's Law is very useful con for for finding latency and/or bottleneck points. It can also be used to show speedup in not only serial programs, but parallel ones as well.
 - d) False, Clock speed is only one aspect of performance. There are many other factors you must take into account, in order to minimize exec time
 - e.) True, you can have 1 million comes available but if the software is serial, it want make much of a difference
- Z. (1.8) a) $E = \frac{1}{2}$ (apacitive Load $\times V^2 = \frac{1}{2}CV^2$

E = Eexec + Eidle, since computation takes 1/2 the amount of time to run, the energ would be 50%

b.) With Energy, f dozesn't matter, so $E = \frac{CV^2}{2}$ $F_{noi} = \frac{C(K)^2}{2} - \frac{1}{2}$ cont on next page



1.9 PC = Power Consumption,
$$M = max pc$$
, $S = \# servers$, $PS = Power SavmsS$

and $PC = .9MS$, $PC = .9(m)(1-.6)S = .36 MS$

$$PS = 1 - \frac{PC_{New}}{PC} = 1 - \frac{.36}{.9} = 1 - .4 = .6 = 60\%$$

P(rew =
$$((1-.2)V)^2((1-.4)f) = ((.8V)^2(.6f) = .384 CV^2f = .384Ef$$

Z

And do hi =
$$\frac{F \cdot sc \cdot dd}{F \cdot vc \cdot vsc}$$

| 1.12 | a.) $Z = \frac{F \cdot sc \cdot dd}{F \cdot vc \cdot vsc} = \frac{1}{F \cdot vc \cdot vsc}$

(1-E) $+ \frac{F}{Zo} = \frac{1}{Z} = 7 \quad 20 - 120F + F = 10$

= 7 $10 = 20F - F = 19F$, $F = \frac{10}{19} \approx 53\%$

(a) $T/6 = \frac{10}{19(20)} = \frac{1}{19(20)} = \frac{1}{358} = \frac{1}{358}$

= $\frac{9}{19} + \frac{10/19}{20} = \frac{18}{38} + \frac{1}{58} = \frac{19}{35}$

= $\frac{1}{38} \cdot \frac{38}{19} = \frac{1}{19} \approx 5.3\%$

| $\frac{1}{2} = \frac{1}{38} \cdot \frac{38}{19} = \frac{1}{19} \approx 5.3\%$

d)
$$S_4 = 1$$

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S = Speedup from bi)

Co)
$$F0\% = \frac{2}{2}S = \frac{2}{2} \times 1.05 = 0.105 = 10.15\%$$

Cote $\% = \frac{1}{24}S = \frac{3}{2} \times 1.05 = 0.1575 = 15.75\%$

1.16 ai) $S = \frac{1}{100} =$

