

- 1.1.1) 3.Servers
- 1.1.2) 7.Petabyte
- 1.1.3) 8.Datacenters
- 1.1.4) 1.Virtual Worlds
- 1.1.5) 12.RAM
- 1.1.6) 13.CPU
- 1.1.7) 5.Supercomputers
- 1.1.8) 10.Multicore Processors
- 1.1.9) 4.Low-End Servers
- 1.1.10) 9.Embedded Computers
- 1.1.11) 11.VHDL
- 1.1.12) 2.Desktop Computers
- 1.1.13) 15.Compiler
- 1.1.14) 21Assembler
- 1.1.15) 25.Cobol
- 1.1.16) 19.Machine Language
- 1.1.17) 17.Instruction
- 1.1.18) 26.Fortran
- 1.1.19) 18.Assembly language
- 1.1.20) 14.Operating System
- 1.1.21) 24.Application Software
- 1.1.22) 16.Bit
- 1.1.23) 23.System Software
- 1.1.24) 20.C
- 1.1.25) 22.High-Level Language
- 1.1.26) 6.Terabyte

1.1.1) The Geometric Mean for the speed is 2.151446 and the Geometric Mean for the Power consumption is 1.616064

1.1.2) The Pentium Pro ran %203 faster than its predecessor the Pentium.

1.1.3) The clock rate is 213 times greater and the power consumption is 28.7 times greater.

1.1.4) The energy stored in a capacitor is about $.5 \text{ CV}^2$; the capacitive loads are listed below

80286	1.475805
80386	1.833576
80486	2.191347
Pentium	4.516857
Pentium Pro	16.01902
Pentium 4 (Willamaette)	56.92145
Pentium 4 (Prescott)	92.126
Core 2	90.57895

1.1.5) The largest change was a 47% decrease from the Pentium pro to the Pentium 4.

1.1.6) The geometric mean of the voltage ratio since the Pentium is 0.738727959.

Section 3:

The assembly program computes the following equation, as long as $(a_0 * a_1 - a_2)$ is an even number. If it is not an even number, the loop continues forever. Registers a_0 , a_1 , and a_2 are used as operands and v_0 is used to store the result.

$$v_0 = \frac{[(a_0 * a_1)^2 - (a_2)^2]}{2}$$

Work:

Loop1:

$$t0 = a0 * a1$$

middle:

$$t2 = a0 * a1 + a2$$

$$t3 = a0 * a1 - a2$$

Loop2:

$$v0 = t2 * t3/2 = (a0 * a1 + a2) * (a0 * a1 - a2)/2 = [(a0 * a1)^2 - (a2)^2]/2$$