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instructions. Computer A operates at 2.5 GHz, i.e. it takes 0.4ns per clock. So the time it takes to execute P1 is 0.4ns/clock × 2 clocks/instructions × 1.5 n instructions = 1.2 n ns. Computer B operates at 3 GHz, i.e. 0.333ns per clock, so it executes P1 in 0.333 × 3 × n = n ns. So Computer B is 1.2 times faster. b.

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Stallings, Computer Organization and Architecture | Pearson

1.1 Computer architecture. refers to those attributes of a system visible to a programmer or, put another way, those attributes that have a direct impact on the logical execution of a program. Computer organization. refers to the operational units and their interconnections that realize the architectural specifications.

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