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- Architecture is those attributes visible to the programmer. —Instruction set, number of bits used for data representation, I/O mechanisms, addressing techniques. —e.g.

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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 $0.4\text{ns}/\text{clock} \times 2 \text{ clocks}/\text{instructions} \times 1.5 n \text{ instructions} = 1.2 n \text{ ns}$. Computer B operates at 3 GHz, i.e. 0.333ns per clock, so it executes P1 in $0.333 \times 3 \times n = n \text{ ns}$. 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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