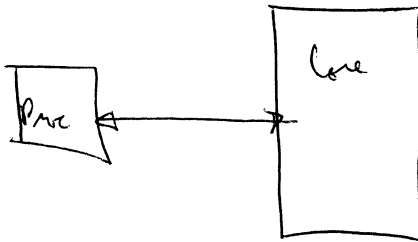


Two kinds of ~~Storage~~ charge within system.

- ^{Data} Storage charge for programs + data
Price is based on \$ / kilobit / day.
System will decide when to store it.

- ^{Data Transfer} ~~Execution~~ charge, based on access usage.
e.g., processor accesses to core memory:



- count ~~total~~ accesses.
- assume an average "tie-up" time per access = 1.3 μ sec, for ex.
- Compute ~~monthly rental~~ of 1 proc + 1 memory controller, get \$/ μ sec

Price based on:

- \$/ μ sec for 1 memory controller.
- \$/ μ sec for 1 processor.
- # of processor accesses to memory controller
- average access time