Address	Cache index	tag	Block offset	Hit/Miss
0x10010000	0	0x00200200	0	Miss
0x10010004	0	0x00200200	1	Hit
0x10010008	0	0x00200200	2	Hit
0x1001000c	0	0x00200200	3	Hit
0x10010010	1	0x00200200	0	Miss
0x10010014	1	0x00200200	1	Hit

Number of blocks	Cache size(bytes)	Hit rate(%)	Miss count
8	128	75	3072
16	256	75	3072
32	512	75	3072
64	1024	99	64
128	2048	99	64

Question 1

Block offset: 2 bits (cache block size is 4), cach index: 3 bits (8 blocks), tag: 32 bits
Cache index for the first two is 0 because both are in block 0. Cache tag wont change until
it has gone through all blocks, block offset will incriment 4 times per block
The hit miss outcome was .75 hit rate. It would miss once then hit three times, then repeat.

Question 2

I did not predict all the hit rates correctly, I did not assume for them to just jump at the 64
blocks, I thought it would grow in a linear way. If the size of warray is doubled, the 64 block
size row will have different data, it will have a 75 hit rate instead,