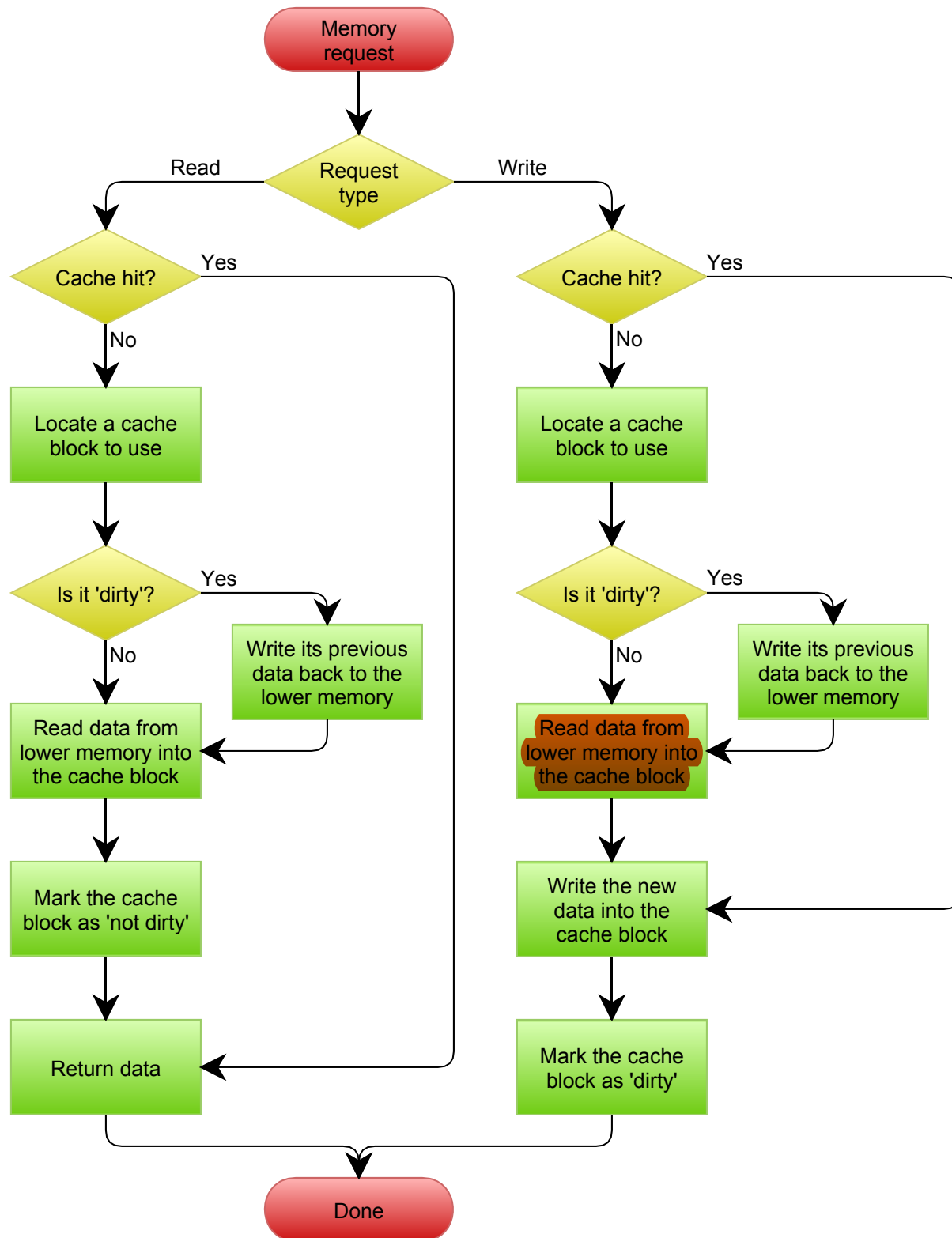


Write Back with Write Allocate



Write Through with No Write Allocate

