- (97) Under what conditions compulsory, conflict & copecity misses occur
 - i) Compulsory misses

 => A monony access where the coche block is
 empty. Hoppens when cache is cleared or
 started. Not usual in runhime.
 - ii) Conflict misses
 - => Occus when cache organization is restrictive enough.

 That the misses are caused because of it

 even when working set would have been

 accommodated in the cache. These don't happen

 with fully associated caches
 - iii) Copecity misses

 > Occurs when size of working set is hoo large for the coche ho be stored in it.

 This is uncvoidable.