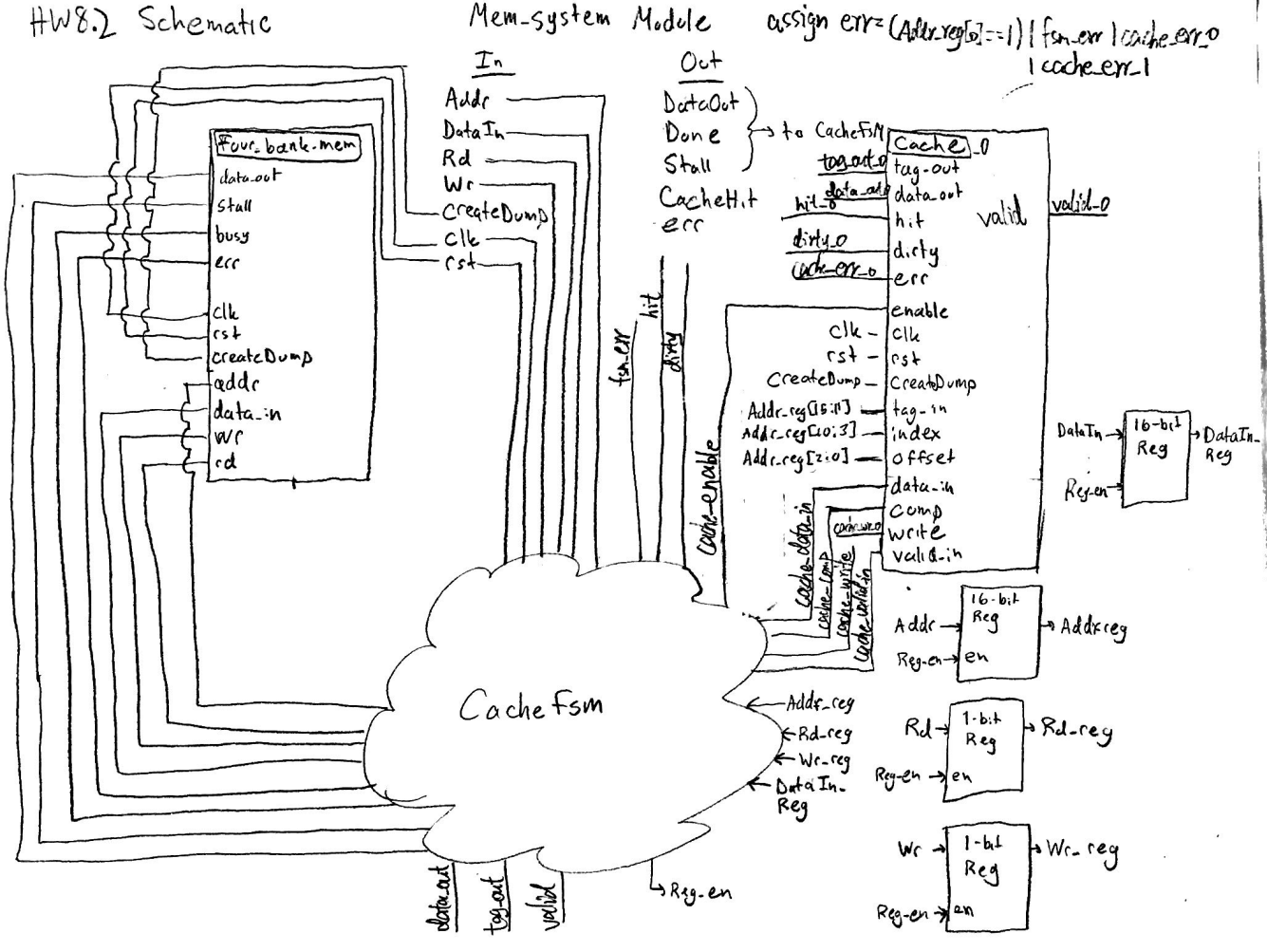
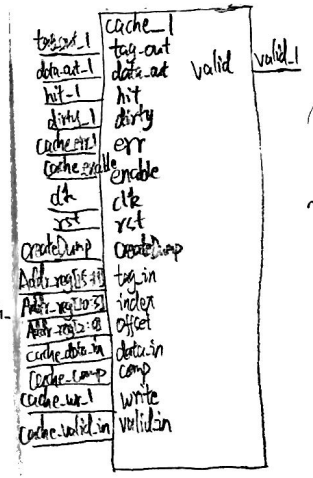
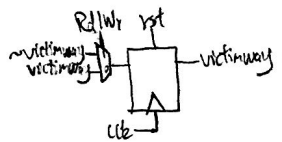
HW8.2 Schematic




```
assign hit = (tag_in==tag_out_0)? hit_0 : hit_1;
assign valid = (state==Check_hit)?
                (tag_in==tag_out_0)? valid_0 : valid_1):
                (evict_sel? valid_1 : valid_0),
assign dirty = evict_sel? dirty_1 : dirty_0;
```






```
assign evict_sel = (~valid_0)? 1'b0 : (~valid_1)? 1'b1 : victimway;
assign cache_data_out = hit_0? data_out_0 : data_out_1;
assign DataOut = cache_data_out;
assign cache_wr_0 = cache_write? (hit_0 | (~evict_sel)) : 1'b0;
assign cache_wr_1 = cache_write? (hit_1 | evict_sel) : 1'b0;
```