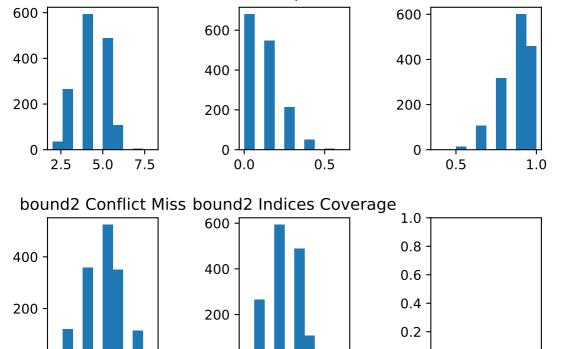
bound2 None Conflict Missbound2 Hit/Miss Ratio bound2 Address Variety



0.5

1.0

0.0 +

0.0

0.5

1.0