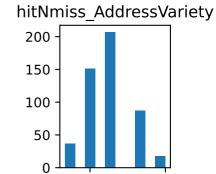
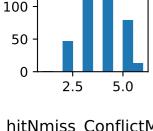
hitNmiss NoneConflictMiss hitNmiss HitRatio

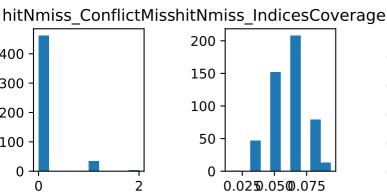
0.0



0.5

1.0





0.5

