## Will be overwritten 2 Will be overwritten 3

Example: Let our cache have three sets.

Let the size of A require 5 sets.

Then set 3 will never be overwritten after the first iteration of it.

Se, we won't be missing in C1 at a rate of once per block (1/B1). Instead, we will miss at a rate of

$$\frac{S_A - S1mod(S_A - S1)}{S_A} * \frac{1}{B1}$$
$$\frac{5 - 3mod(5 - 3)}{5} \frac{1}{B1} = \frac{4}{5} \frac{1}{B1}$$