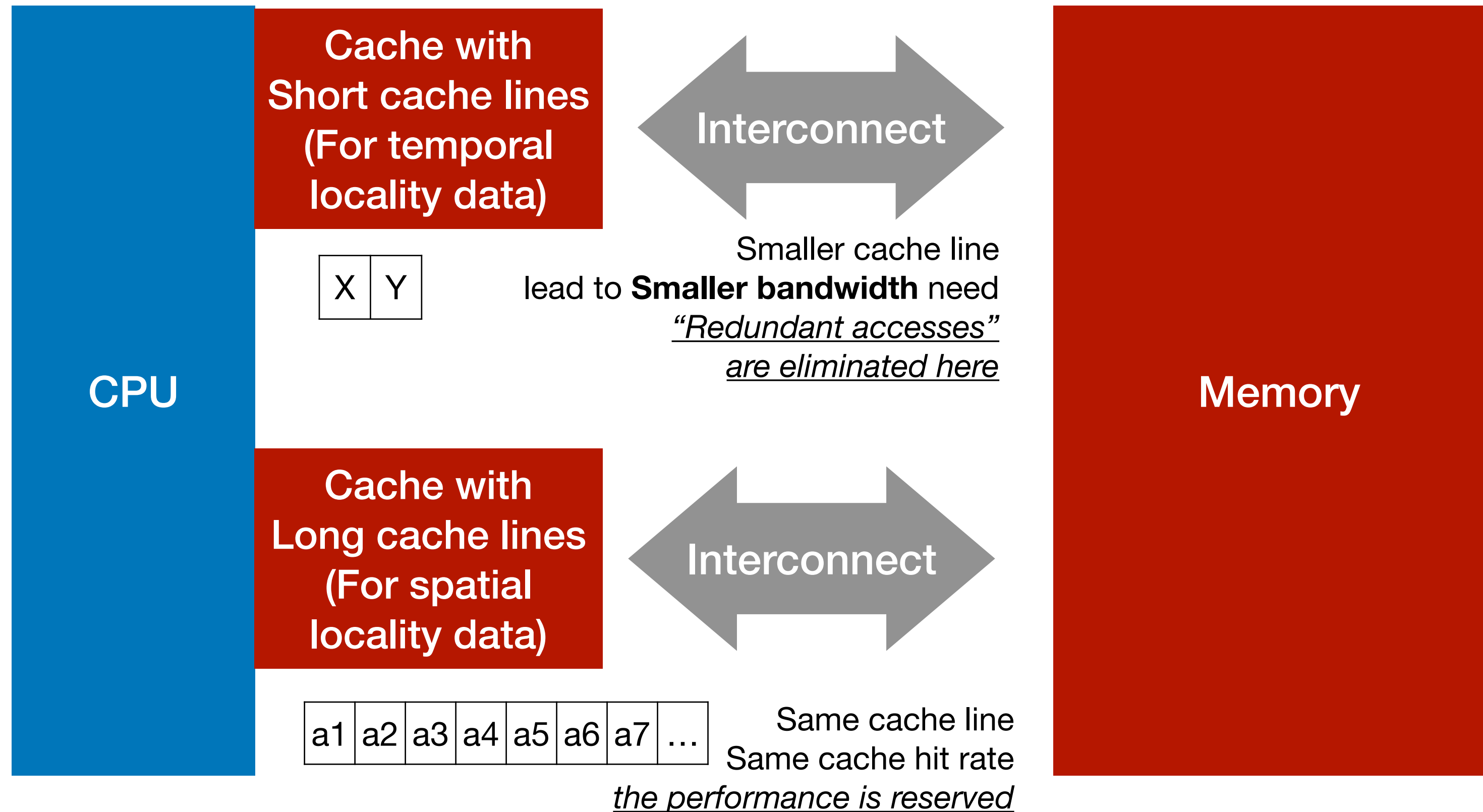


# Author's proposal

The key idea: **FINE TUNE**

- What is fine tune? only consume bandwidth that we really need



# A single case

## Design **a traditional cache** for GO benchmark

- Setup: 8KB 2way set associative cache (cache line size configurable)
- Benchmark: Go game playing

Bench	# lines of code	# scalars	# arrays	array sizes	locality types
go	30K	86	202	8 - 54380 [bytes]	temporal, spatial, stream, random

- design target: achieve a good hit rate and lower bandwidth;
- Design independent variable: cache line size.