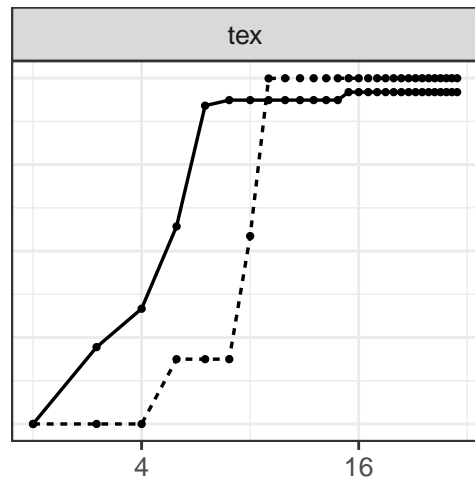
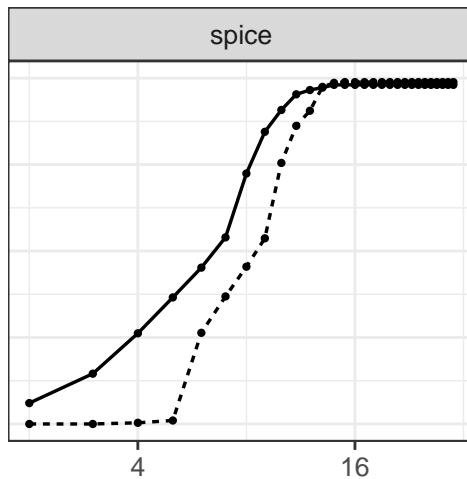
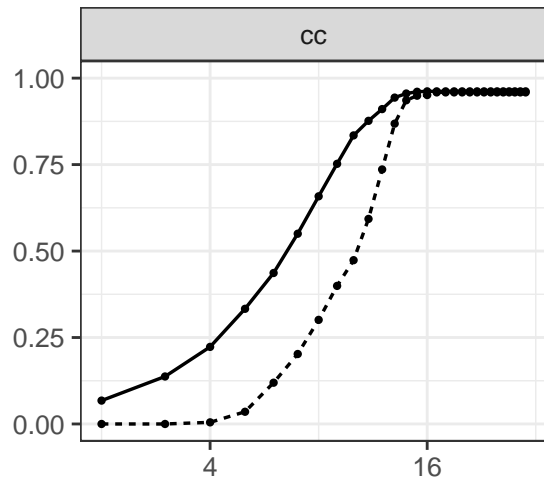


Hit Rate



Type

— D

- - - I

Tamaño de caché (2^x)