



# Cache

## Memory

```
0x0100<strlen>:
```

```
0x100: addi t0, a0, 0
0x104: ld t2, t0(0)
0x104: addi a0, x0, -1
0x108: lb t1, t2(0)
0x10c: addi a0, a0, 1
0x110: bneq t1, x0, -8
0x114: ret
```

## Address stream

```
0x40188
0xA0104
0xA0105
0xA0106
0xA0107
0xA0108
0xA0109
0xA010A
0xA010B
0xA010C
0xA010D
0xA010E
0xA010F
0x40188
```

[illegible]

## 20-bit addresses

0000 0000 0000 0000 0000

Tag

Index Offset

[illegible]