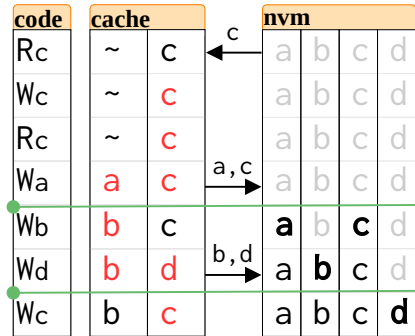


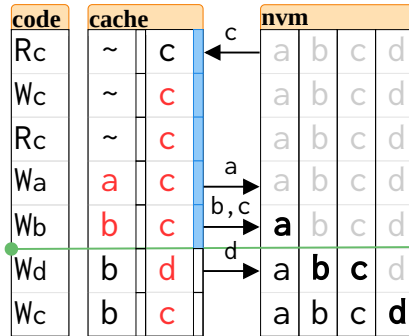
Data cache with flush on checkpoint



Checkpoints: 2
NVM Reads: 1
NVM Writes: 4

All dirty cache lines
are flushed during a
checkpoint

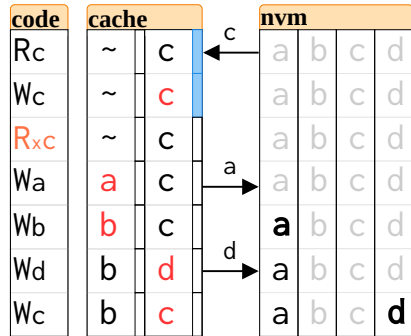
With possible WAR bit but no hints



Checkpoints: 1
NVM Reads: 1
NVM Writes: 4

Only the dirty lines
that can cause WAR
are flushed

With both possible WAR bit and hints



Checkpoints: 0
NVM Reads: 1
NVM Writes: 2

Specific dirty lines
are marked clean
using compiler hints