

```
struct Registers{  
    vector<string> names;  
    vector< pair<int,int>> locs;  
};  
...  
Registers registers;  
...  
for(pair<int,int> loc: registers.locs){  
    loc = make_pair(...);  
}
```

4+4 bytes

cache line (block) of 128 bytes

loc1	loc1	loc2	loc2
loc3	loc3	loc4	loc4
loc5	loc5	loc6	loc6
loc7	loc7	loc8	loc8
loc9	loc9	loc10	loc10
loc11	loc11	loc12	loc12
loc13	loc13	loc14	loc14
loc15	loc15	loc16	loc16

4 bytes

100% used cache data