

```
struct Register{  
    string name;           → 8 bytes  
    pair<int,int> loc; → 8 bytes  
};  
...  
vector<Register> registers;  
...  
for(Register r : registers){  
    r.loc = make_pair(...);  
}
```

cache line (block) of 128 bytes

name1	name1	loc1	loc1
name2	name2	loc2	loc2
name3	name3	loc3	loc3
name4	name4	loc4	loc4
...
name8	name8	loc8	loc8

50% unused cache data