

```

struct Registers{
    vector<string> names;           → 8 bytes
    vector< pair<int,int>> locs; → 8 bytes
};
...
Registers registers;
...
for(pair<int,int> r : registers.locs){
    r. = make_pair(...);
}

```

cache line (block) of 128 bytes

loc1	loc1	loc2	loc2
loc3	loc3	loc4	loc4
loc5	loc5	loc6	loc6
loc7	loc7	loc8	loc8
...	...	...	...
loc15	loc15	loc16	loc16

0% unused cache data