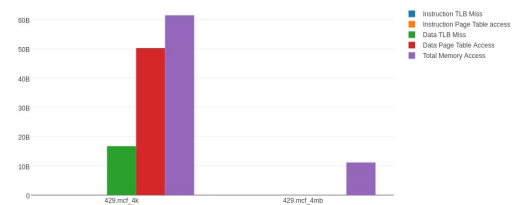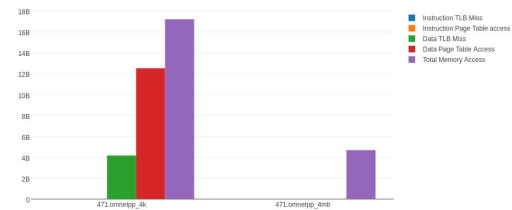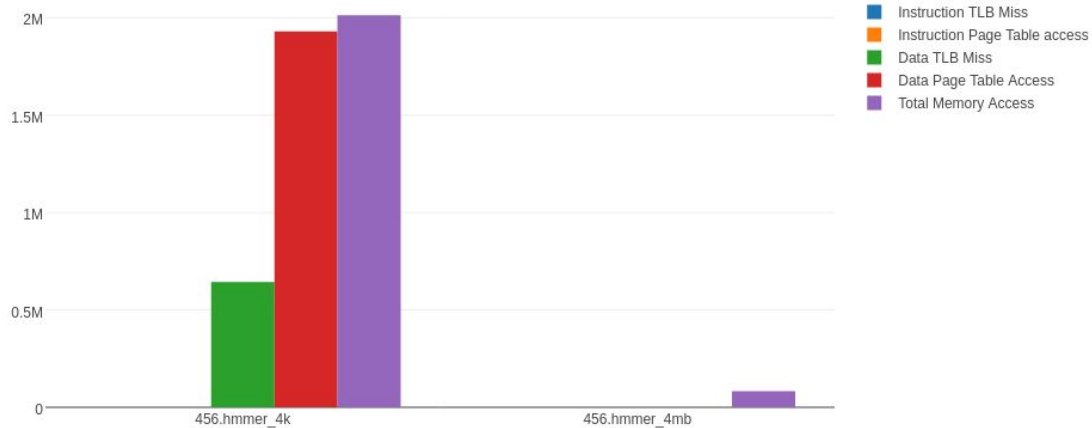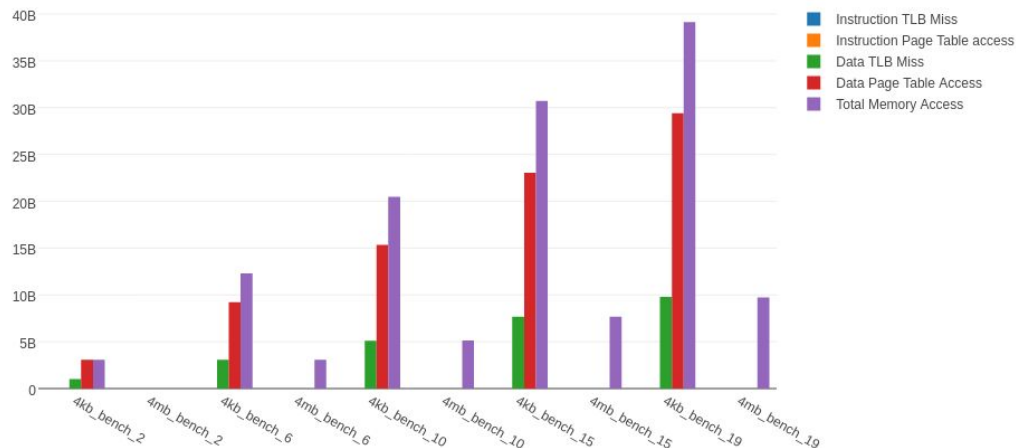# Project 2

Alceu Bissoto, 191077
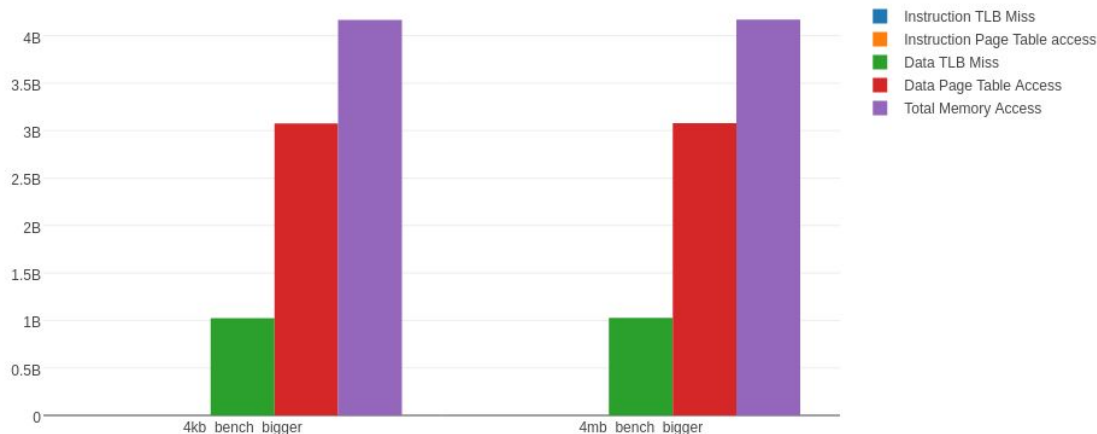
SPEC

Toy benchmark

```
int page_size = 4*1024;
    int tlb_size = 512;
    # variando k de 2 a 20.
    std::vector<int> vetor(tlb_size*page_size*k);
    for (int h=0; h<1000; h++) {
        for(int i=0; i<1000; i++) {
            for (int j=0; j<tlb_size*k; j++) {
                vetor[j*page_size]++;
            }
        }
    }
```

Toy benchmark

```
#page_size muito maior.
int page_size = 1024*1024;
int tlb_size = 512;
int k=2
std::vector<int> vetor(tlb_size*page_size*k);
for (int h=0; h<1000; h++) {
    for(int i=0; i<1000; i++) {
        for (int j=0; j<tlb_size*k; j++) {
            #escritas mais distantes entre si.
            vetor[j*page_size]++;
```

Obrigado!