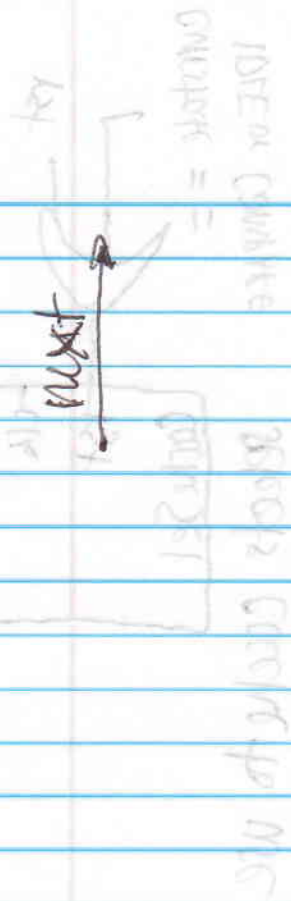
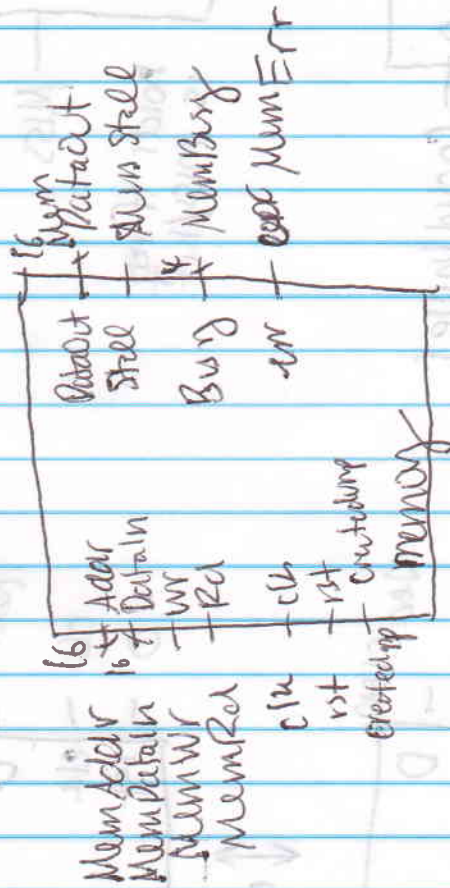
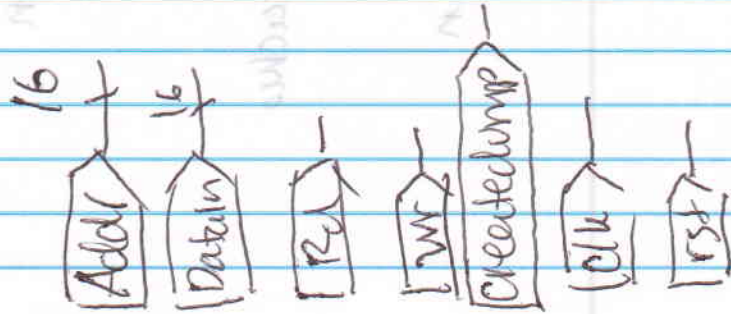
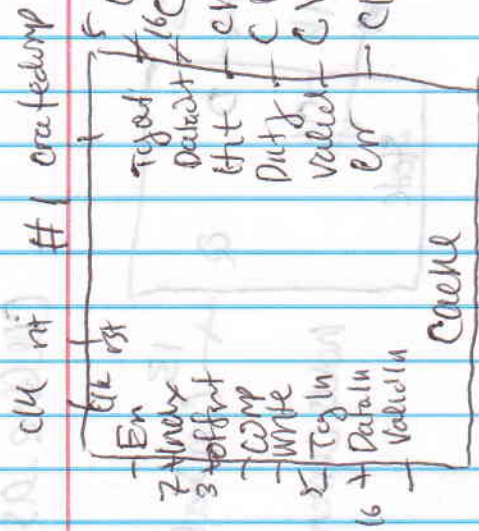
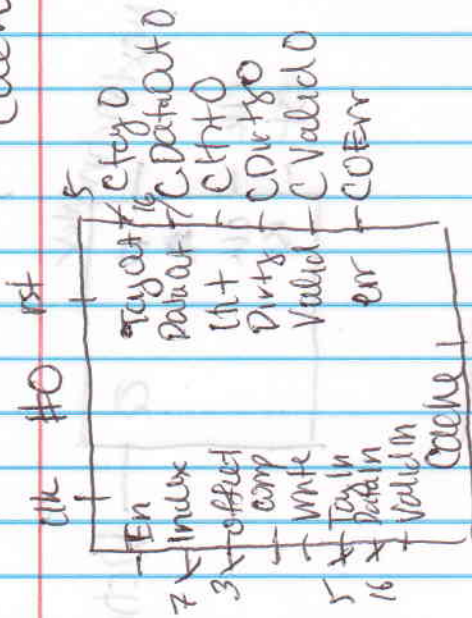
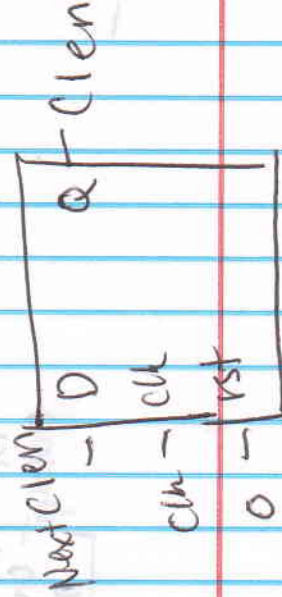
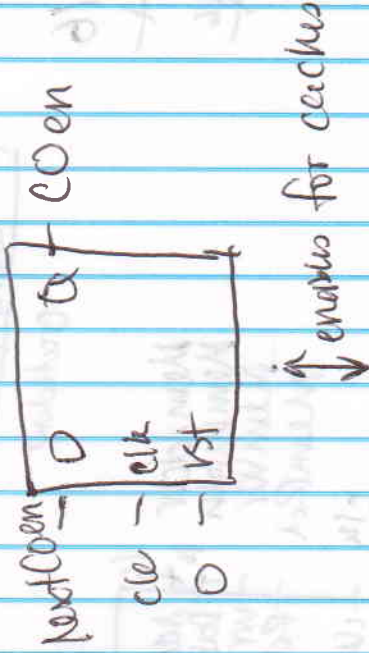
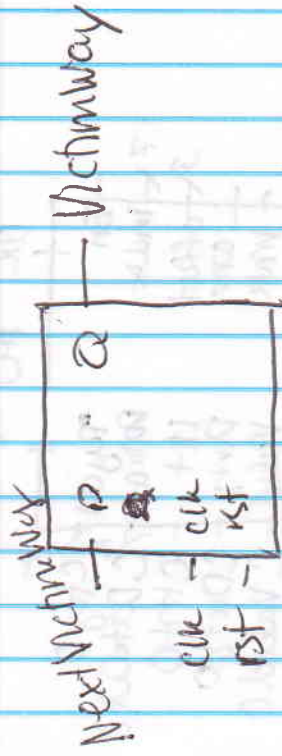
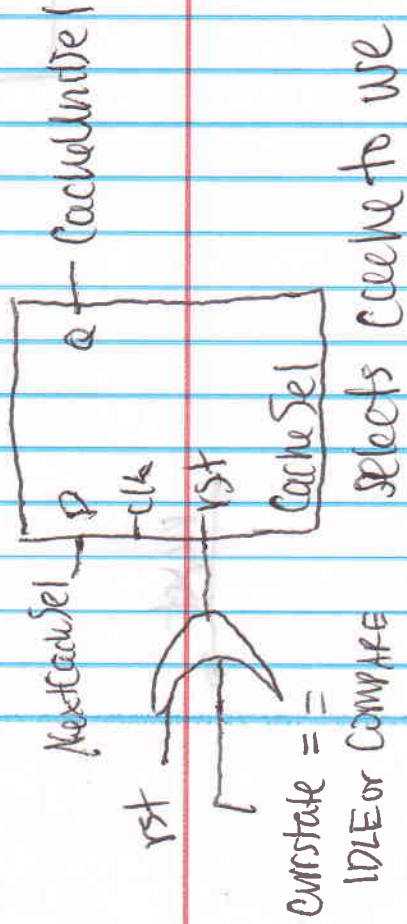
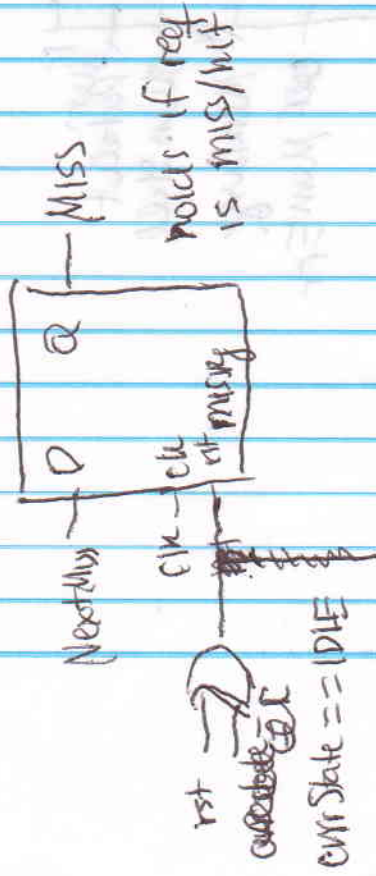
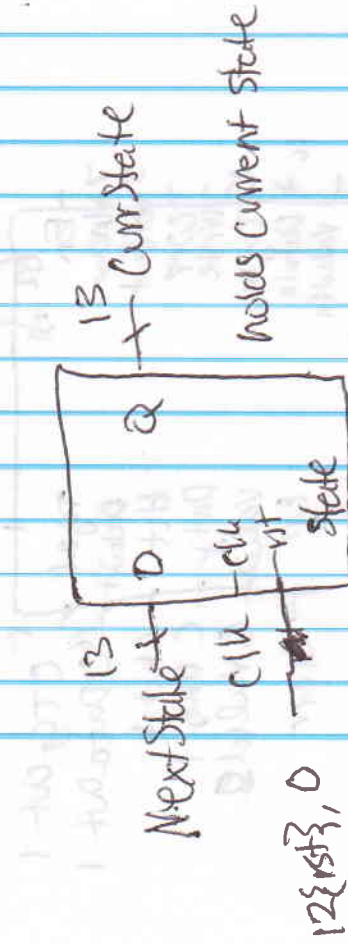


Caenor. asoc

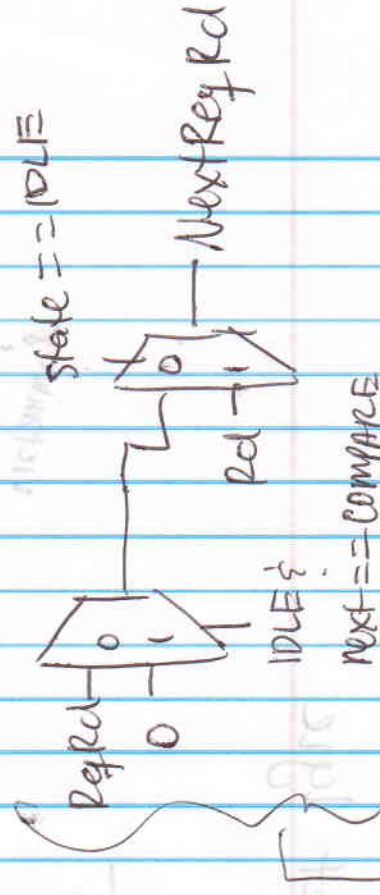
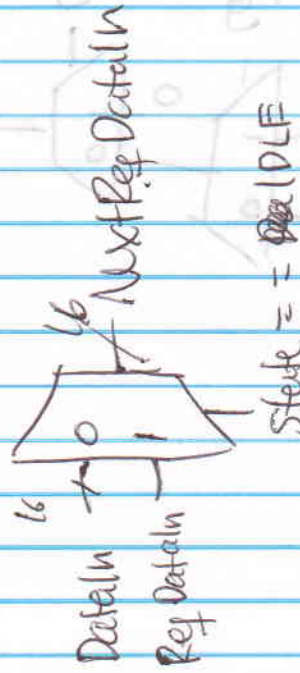
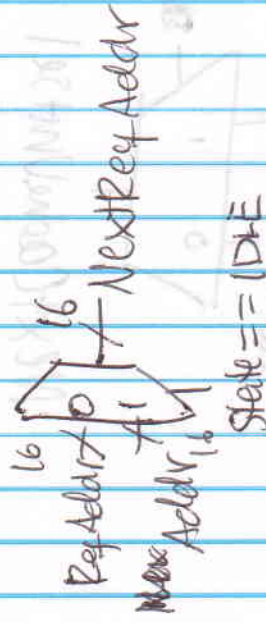
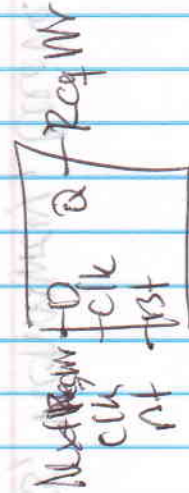
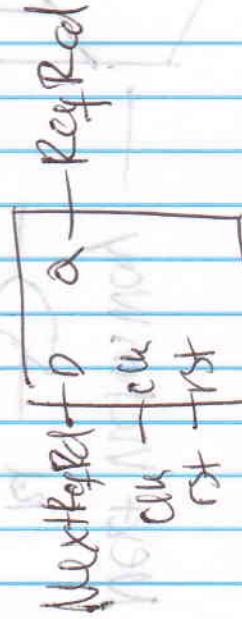
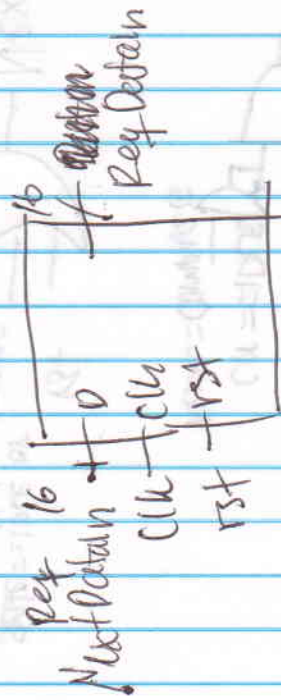
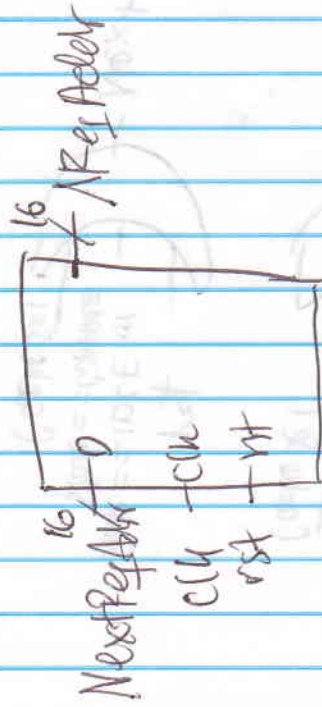


# Cache Assoc, ~~state~~ auxiliary dffs



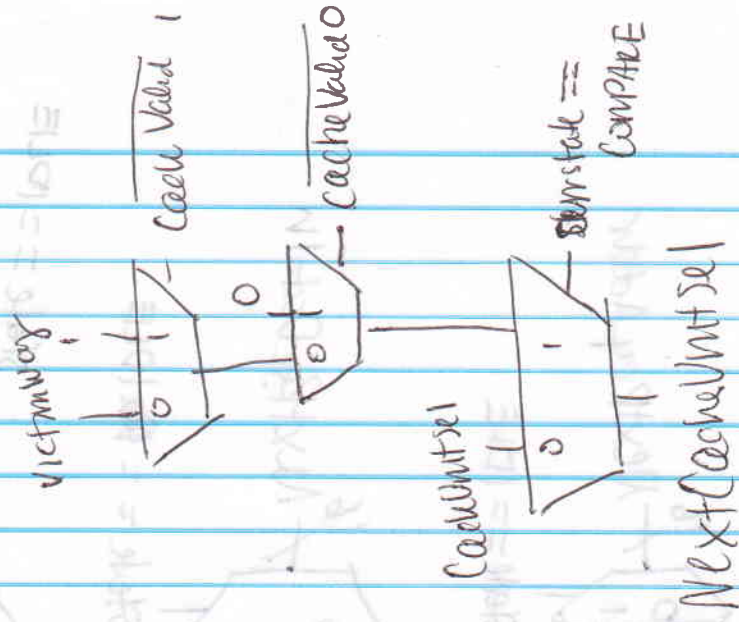
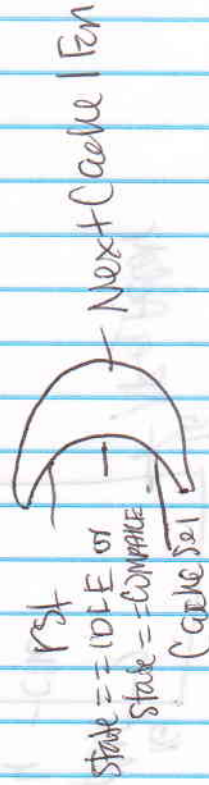
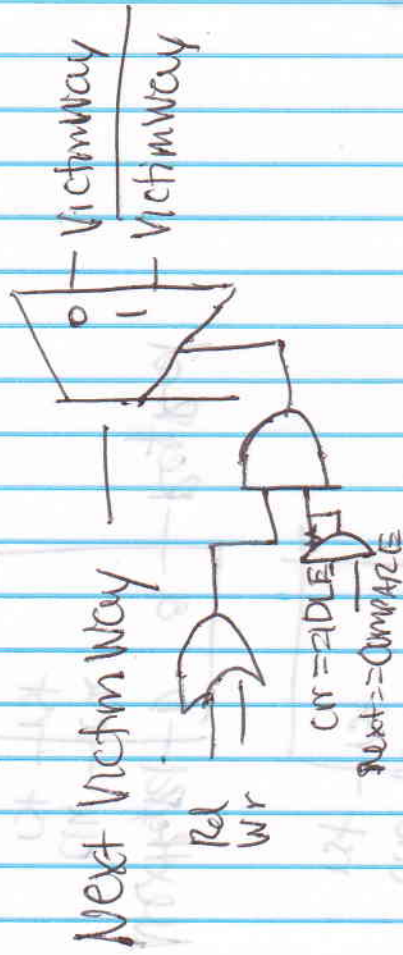


cache\_assoc, aux cffs for reg.

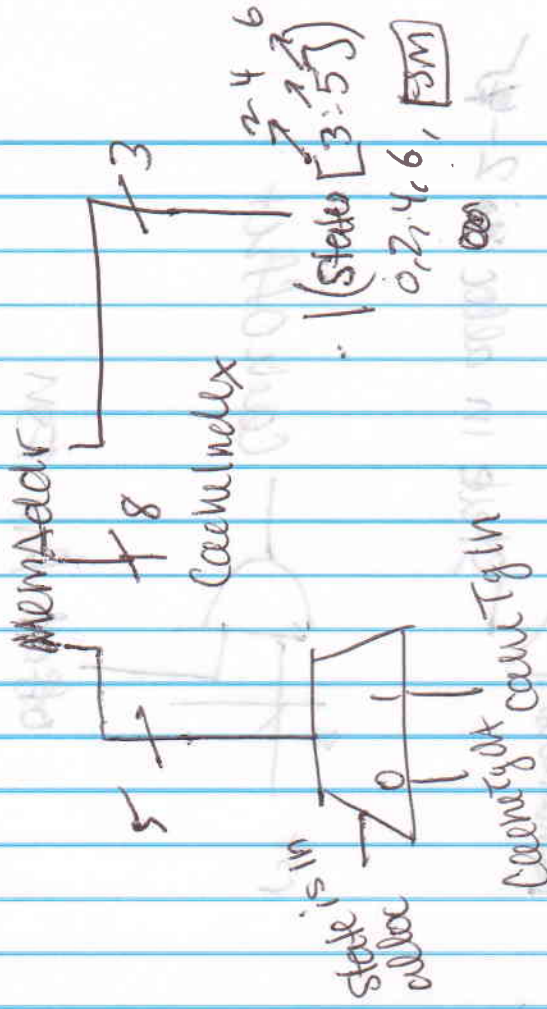
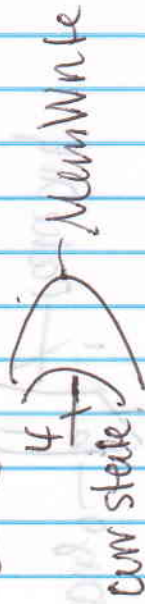
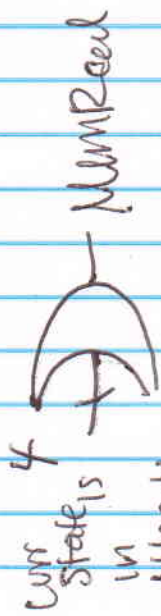


→ Similar logic for wr.

Miss, Victimway, Cache hit, Unit-select type

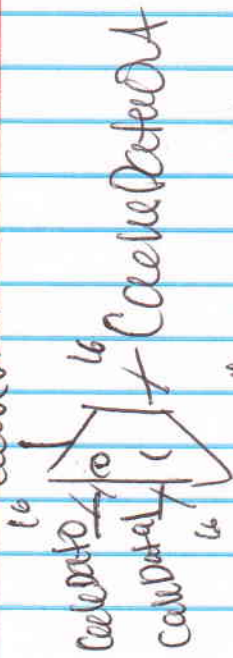


# memory inputs

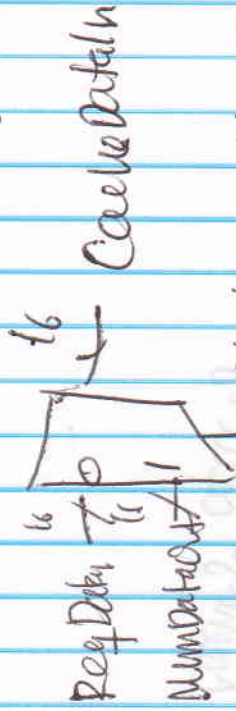
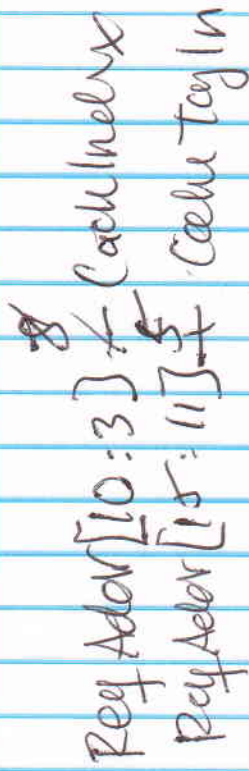
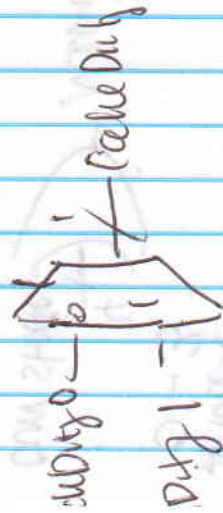
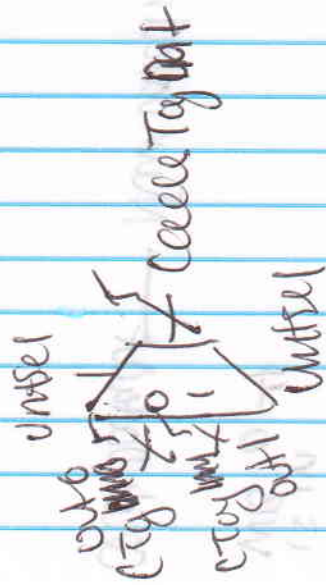




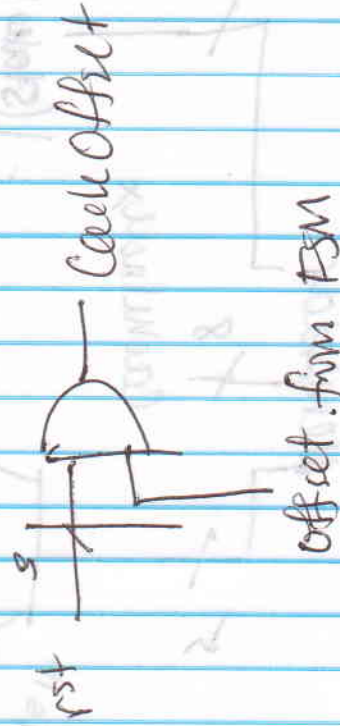
# Cache logic + interconnects



Selects between units

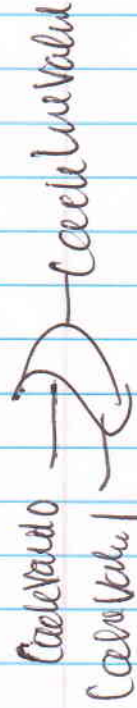
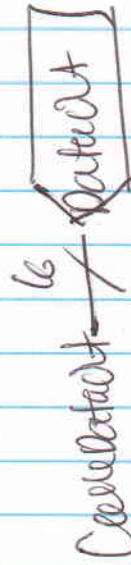
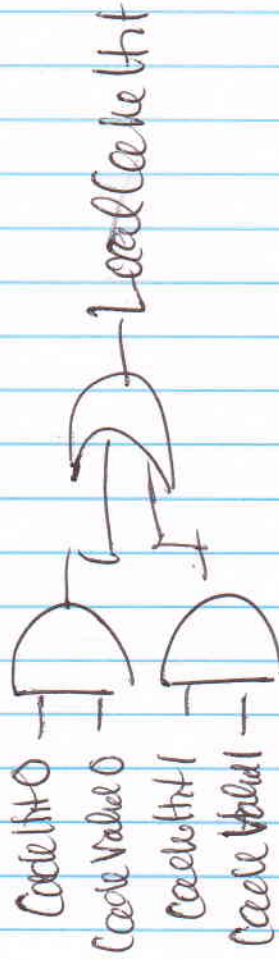


State in alloc: 2-45



Offset from BSM

# Overall inputs



Count == IDLE  
next == COMPARE