1. Data structure L2: a struct containing the following elements: a addr_t array of length 128 to store tags, a Boolean array of length 128 to store valid bit, a Boolean array of length 128 to store dirty bit, and a int array of length 128 to store the lru_counter. Length chosen to be 128 for different set associativity requirements.
2. Data structure L1: a struct containing three elements: a int tag, a bool dirty, a bool valid. Going to instantiate 256 of them in cachesim.c according to the formula to calculate num of sets.
3. A 4-way implementation minimizes global miss rate according to multiple testing. (associativity = 4)

	line size	accesses	global miss	local miss	memory access	bytes refered	main memory
bubble	256	4503249	1692817	11161	433361152	1152831744	7E+08
random	256	262144	253866	0	64989696	67108864	2E+06
merge	256	5058837	2579228	13323	660282368	1295062272	6E+08
stream	256	262144	261184	0	66863104	67108864	245760