**Part 2: Cache Organization  
Questions**

Question 1

2. L1: 6144 KiB  
   L2:   
   L3:   
   *(Note: The question asks for KB/kilobytes, but this is actually in KiB/kibibytes.)*  
   We know this because \_\_\_\_TODO\_\_\_\_\_
3. \_\_

Question 2

1. Our observation here is that average throughput (for sequential reads) stays roughly the same across stride lengths, between 40000 MB/s and (slightly above) 50000 MB/S. This is because \_\_\_\_TODO\_\_\_\_\_
2. With a 32-bit chunk size, we notice that the average throughput is overall lower (all between 21000 MB/s and slightly over 24000 MB/s) than when using a 64-bit chunk size. This is because chunk size is the width of a load; here, we must be handling smaller loads (or other input/output), which makes a larger chunk size more optimal by freeing up bandwidth. \_\_\_\_TODO maybe more?\_\_\_\_\_  
   Average throughput is generally slightly increased as stride length approaches zero, while a greater magnitude of stride length correlates to slightly decreased average throughput. This may be because some cache bandwidth is wasted with a larger stride size, which causes throughput to decrease.