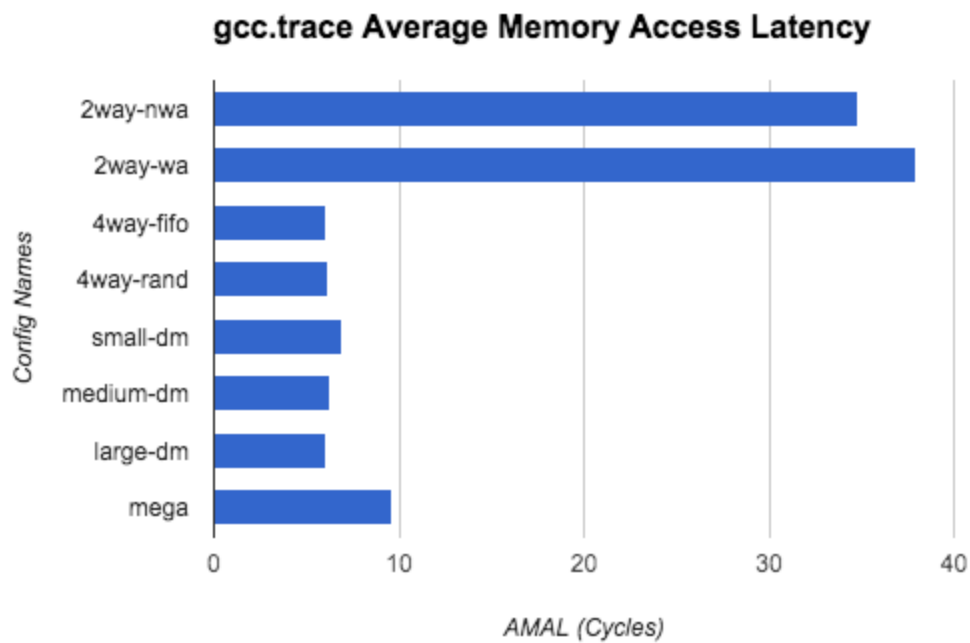
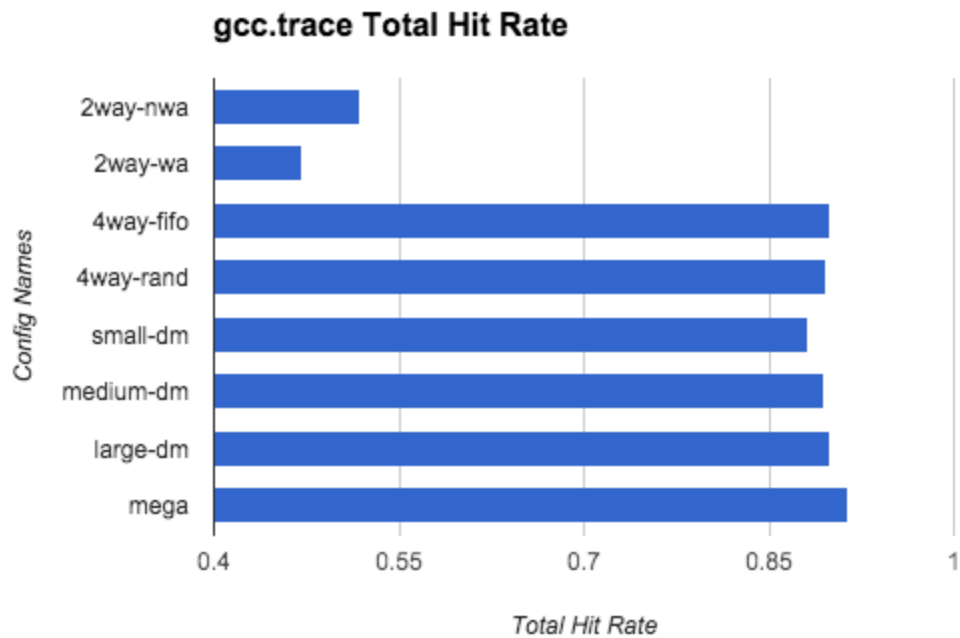
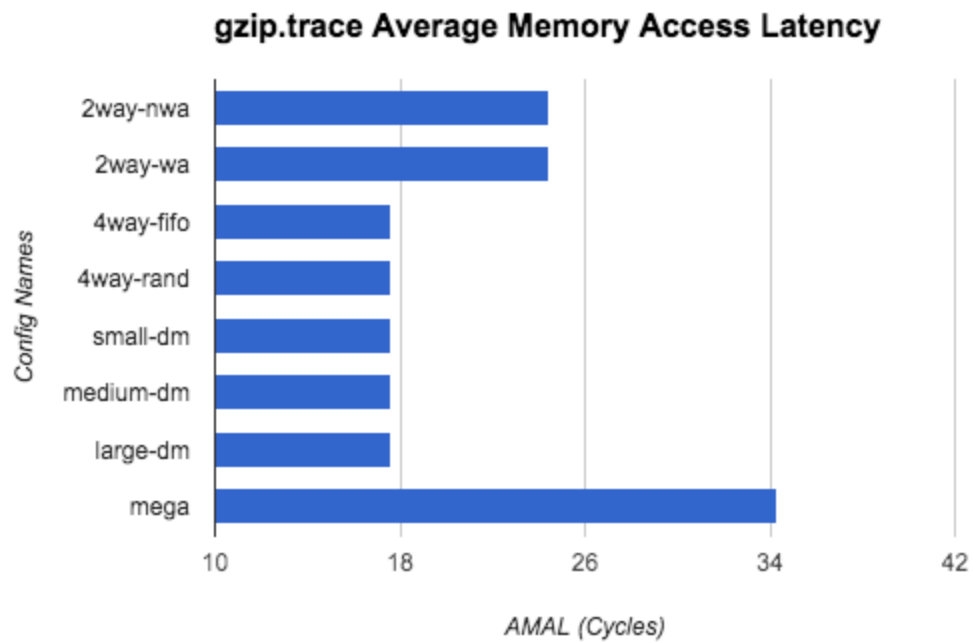
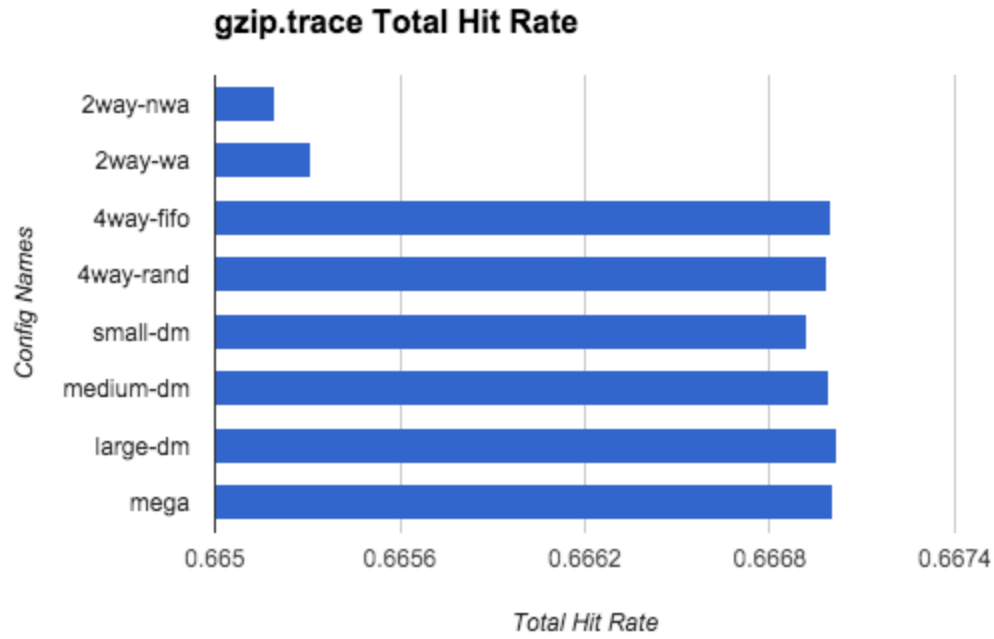
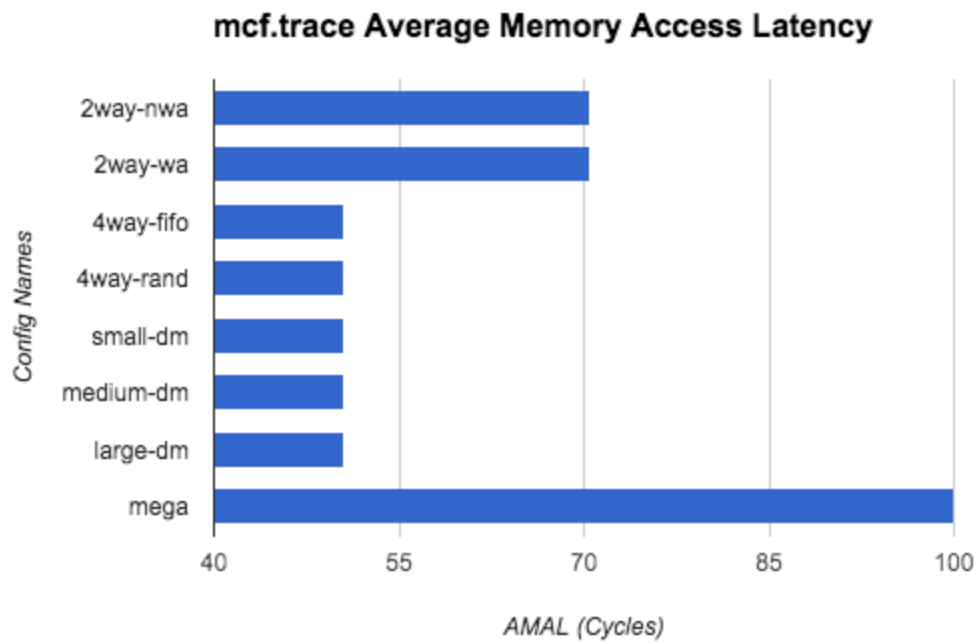
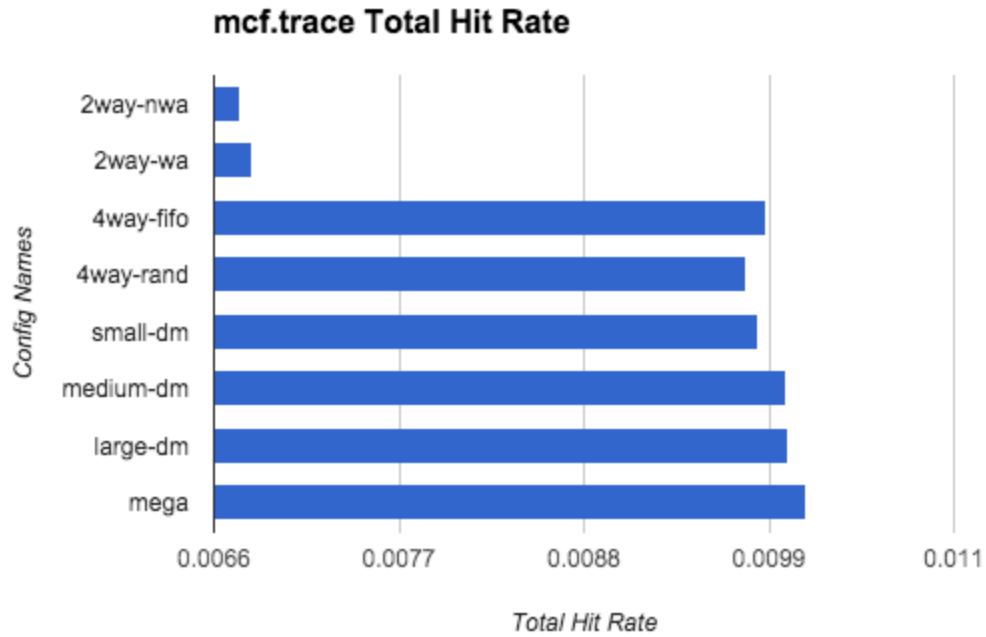
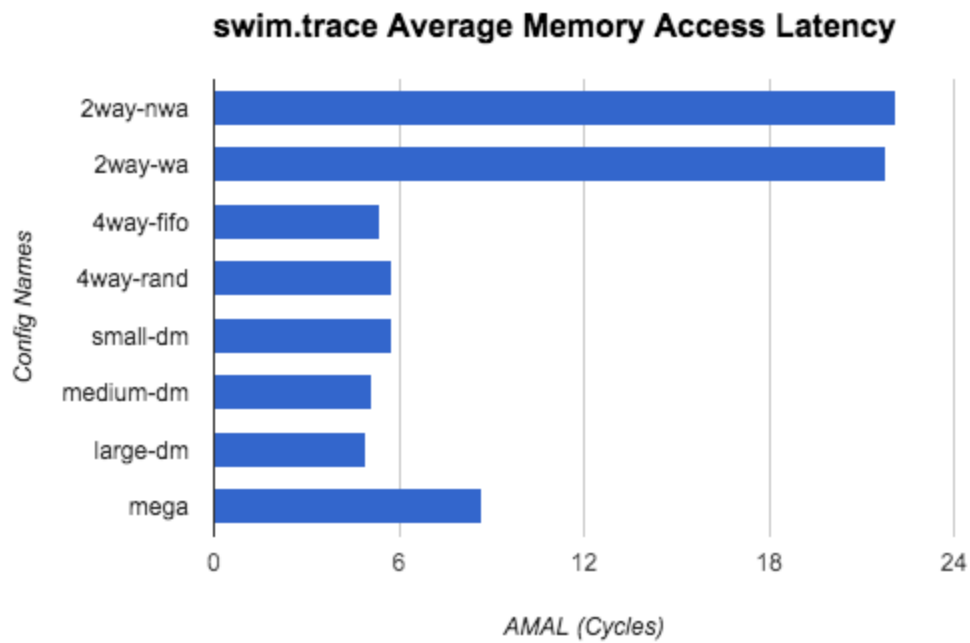
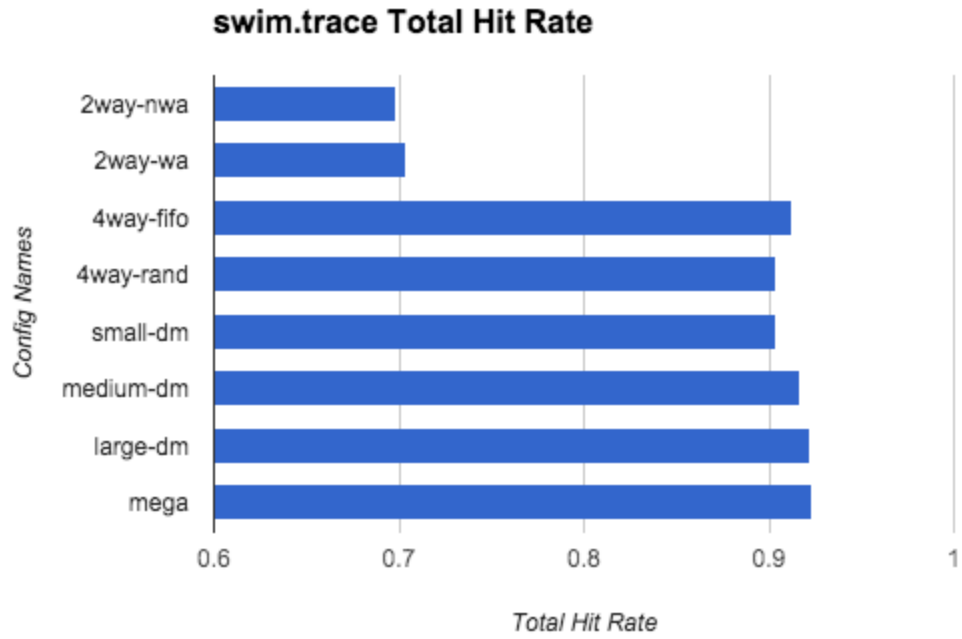


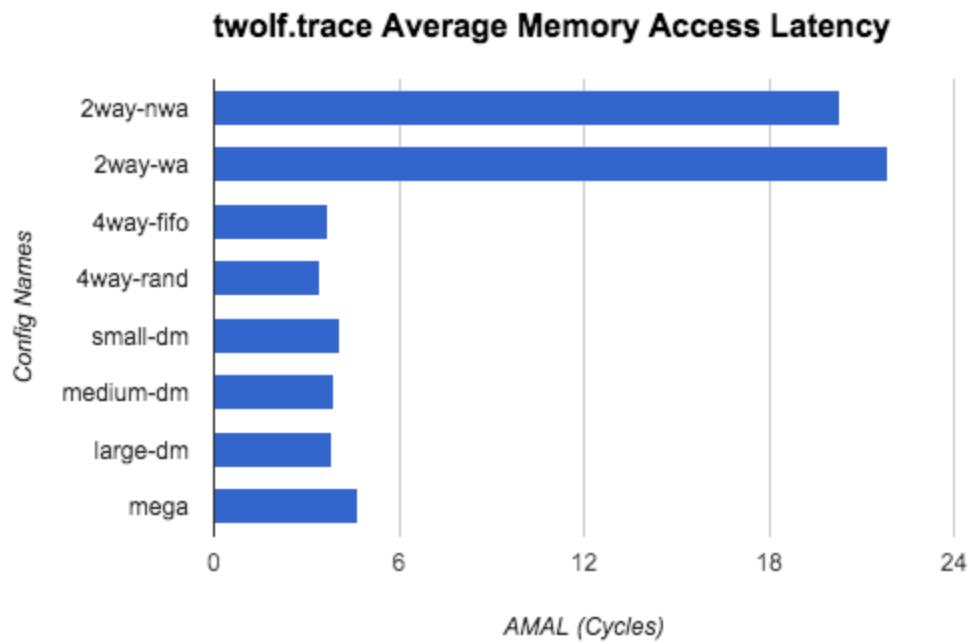
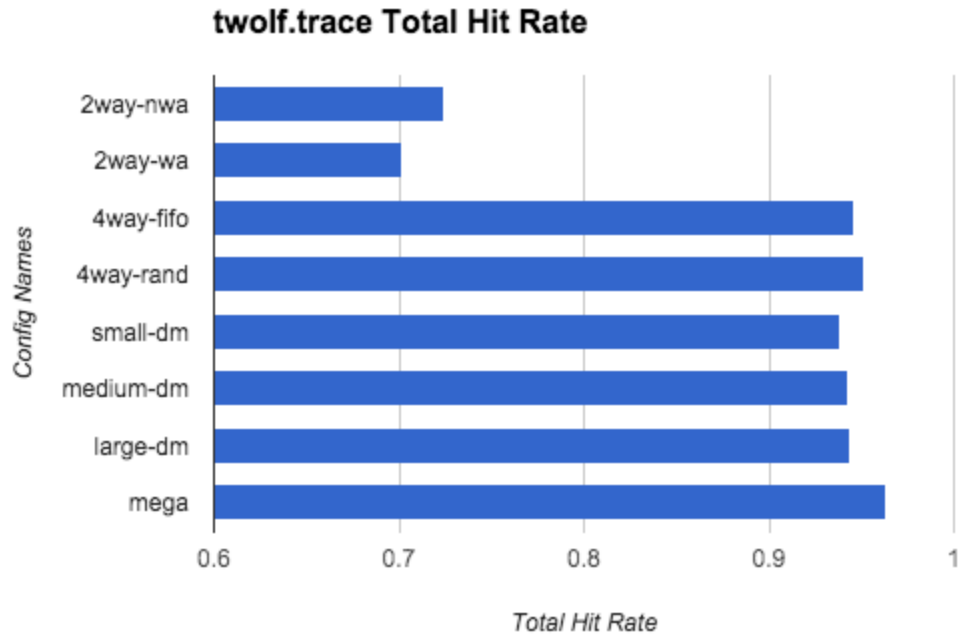
## Lab Two Cache Simulator Results











The trace gcc AVAL made sense because the 2 way configs had much higher AVAL's than the rest. the rest if the AVAL's seemed reasonable. The hit rate for this trace was a little weird because NWA had a better hit rate then WA. However the FIFO was better than the random, which made sense. The rest of the hit rates seemed to be fair in numbers.

The trace gzip had a normal AVAL in the respect that the 2 way config had a much higher AVAL than the rest. The other AVAL's looked reasonable. The hit rate for this trace was normal, where WA had a better hit rate than NAW, and FIFO had a better hit rate than random.

The mcf trace had a in the norm AVAL the two way configs had a much higher AVAL compared to the rest, which makes sense. However Mega was much higher than the rest. The hit rates overall were just god awful to begin with, but that aside they did follow normal consistency where the two ways had lower than the rest. Lasty WA had a better hit rate than NAW, and FIFO had a better hit rate than random, which both make sense.

The swim trace AVAL was reasonable for the most part, however for both two way configs it shot way up which makes sense, it was weird that the WA had less of a AVAL than NWA. The hit rates for swim also makes sense where both 2 way configs had a lower hit rate than the others. The other hit rate percentages, seemed to be legitimate. The random had a slightly lower hit rate than FIFO which was to be expected. Lastly WA had a better hit rate than NWA which makes sense.

The twolf trace AVAL was again reasonable for the most part, however for both two way configs it shot way up which makes sense. The hit time rate for twolf also makes sense where both 2 way configs had lower hit rate than the rest, hit rate percentages were reasonable. Surprisingly however NWA had more of a hit rate then WA, furthermore FIFO had a slightly lower hit rate compared to random, which was surprising.

We agree that effort towards the project went 54:46 where Ian Neal had 54 and Cristobal had 46.