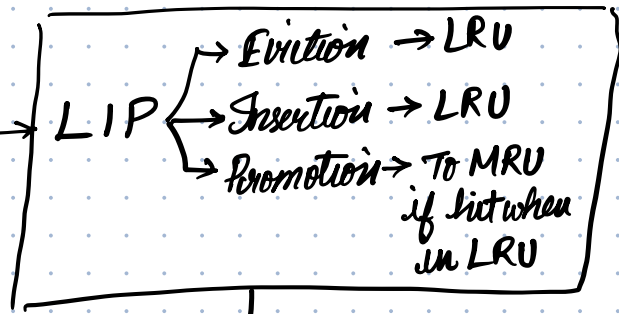
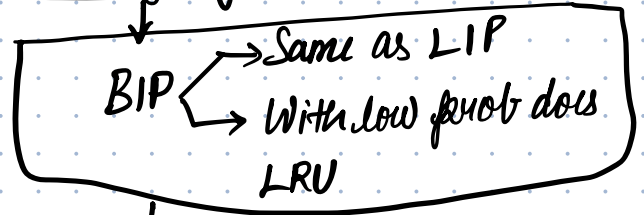


DIP

LRU → Bad for Scan/Thrash



No ageing mech



Bad for cache friendly

+1 for LRU
-1 for BIP

Use DSS

DIP → Use ATD & PSEL → Overhead → Set dual → Still overhead

Some block for LRU PSEL
Some block for BIP PSEL

How we know which block is for what?

Design time

Run time

LRU ⇒ constituent bits = offset bits
(00011)

BIP ⇒ constituent bits complement offset bits
(00011)

Divide block constituency

Complement Select Policy

RRIP

