

The graph illustrates the performance of different caching algorithms in terms of Average Cache Hit Ratio (Y-axis, 0.4 to 1.0) against Average Cache Size (X-axis, 0.6 to 1.1). The algorithms are as follows:

- LCE**: Blue dashed line with '+' markers.
- HR Symm**: Blue solid line with circle markers.
- HR Asymm**: Green solid line with diamond markers.
- HR Multicast**: Magenta solid line with triangle markers.
- HR Hybrid AM**: Cyan solid line with square markers.
- HR Hybrid SM**: Red solid line with inverted triangle markers.
- CL4M**: Green dashed line with right-pointing triangle markers.
- ProbCache**: Cyan dashed line with left-pointing triangle markers.
- LCD**: Green dashed line with right-pointing triangle markers.
- Random (choice)**: Red dashed line with left-pointing triangle markers.
- Random (Bernoulli)**: Green dashed line with star markers.

Key observations from the graph:

- HR Hybrid SM** and **HR Hybrid AM** achieve the highest hit ratios, reaching 1.0 at a cache size of 1.0.
- HR Asymm** and **HR Multicast** perform well, reaching hit ratios of approximately 0.95 and 0.9 respectively at a cache size of 1.0.
- LCE** and **HR Symm** show a sharp increase in hit ratio as cache size increases, reaching 1.0 at a cache size of 1.1.
- CL4M** and **ProbCache** perform poorly, with hit ratios remaining below 0.5 across the entire range of cache sizes.
- Random (choice)** and **Random (Bernoulli)** perform the worst, with hit ratios remaining below 0.4 across the entire range of cache sizes.

