Report-3

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Cache file Simulate use Gem5

Now, we are implement cache.py configure for find the Hit ratio:

Command:

 $build/X86/gem5.opt \ -d \ pro \ configs/learning_gem5/part2/simple_cache.py \ --cputype=TimingSimpleCPU \ --caches \ --l1d_size=1kB \ --l1d_assoc=1 \ --cacheline_size=16 \ --l2cache \ --num-l2caches=1 \ --l2_size=16kB \ --l2_assoc=16 \ --l1i_size=2kB \ --l1i_assoc=1 \ --bench= \ qsort/qqc \ -o \ qsort/qqc.dat$

Answer:

Begin Simulation Statistics					
0.005738		# Number of seconds			
5737602000		# Number of ticks			
5737602000		# Number of ticks from			
red from chec	kpoints an	d never reset) (Tick)			
100000000000	00	# The number of ticks per			
nd))		-			
0.82		# Real time elapsed on the			
		-			
7001784643	3	# The number of ticks			
ks/s) ((Tick/Se	econd))				
684724		# Number of bytes of host			
memory used (Byte)					
462907		# Number of instructions			
simulated (Count)					
900065		# Number of ops (including			
564839		# Simulator instruction rate			
1098251		# Simulator op (including			
micro ops) rate (op/s) ((Count/Second))					
708689		# Number of hits (Count)			
95970)	# Number of misses			
mples	95970	# Ticks for misses			
	0.005738 5737602000 5737602000 red from chect 1000000000000000000000000000000000000	0.005738 5737602000 5737602000 red from checkpoints an 100000000000000000000000000000000000			

system.cache.missLatency::mean	5140	0.885693		# Ticks for
misses to the cache system.cache.missLatency::gmean	436	17.238631		# Ticks for
misses to the cache system.cache.missLatency::stdev	3544	9.425571		# Ticks for
misses to the cache system.cache.missLatency::0-32767		30683	31.97%	31.97% # Ticks for
misses to the cache system.cache.missLatency::32768-65	5535	47212	49.19%	81.17% # Ticks
for misses to the cache system.cache.missLatency::65536-98	303	13041	13.59%	94.75% # Ticks
for misses to the cache				
system.cache.missLatency::98304-13 for misses to the cache	31071	1355	1.41%	96.17% # Ticks
system.cache.missLatency::131072-1 for misses to the cache	63839	2283	2.38%	98.55% # Ticks
system.cache.missLatency::163840-1 for misses to the cache	96607	663	0.69%	99.24% # Ticks
system.cache.missLatency::196608-2	29375	39	0.04%	99.28% # Ticks
for misses to the cache system.cache.missLatency::229376-2	262143	54	0.06%	99.33% # Ticks
for misses to the cache system.cache.missLatency::262144-2	294911	190	0.20%	99.53% # Ticks
for misses to the cache system.cache.missLatency::294912-3		348	0.36%	99.89% # Ticks
for misses to the cache				
system.cache.missLatency::327680-3 for misses to the cache	360447	68	0.07%	99.96% # Ticks
system.cache.missLatency::360448-3 misses to the cache	93215	6	0.01%	99.97% # Ticks for
system.cache.missLatency::393216-4 misses to the cache	125983	8	0.01%	99.98% # Ticks for
system.cache.missLatency::425984-4	58751	13	0.01%	99.99% # Ticks
for misses to the cache system.cache.missLatency::458752-4	91519	5	0.01%	100.00% # Ticks
for misses to the cache system.cache.missLatency::491520-5	524287	2	0.00%	100.00% # Ticks
for misses to the cache system.cache.missLatency::total	9.	5970	#	Ticks for misses to
the cache				
system.cache.hitRatio total accesses to the cache (Ratio)	0.88073	52	# 111	e ratio of hits to the
<pre>system.cache.power_state.pwrStateR # Cumulative time (in ticks) in variou</pre>		•		D 5737602000
,		`	,	

system.clk_domain.clock	1000	# Clocl	k period in ticks
(Tick) system.clk_domain.voltage_domain(Volt)	ain.voltage 1	#	[‡] Voltage in Volts
system.cpu.numCycles	5737602	# Nur	nber of cpu
cycles simulated (Cycle) system.cpu.numWorkItemsStarte	d 0	# Nı	ımber of work
items this cpu started (Count) system.cpu.numWorkItemsComp		#	Number of work
items this cpu completed (Count) system.cpu.exec_context.thread_		7	# Number of
instructions committed (Count) system.cpu.exec_context.thread_	-	;	# Number of
ops (including micro ops) commisystem.cpu.exec_context.thread_	0.numIntAluAccesses	877853	#
Number of integer alu accesses (Constant accesses (0.numFpAluAccesses	28147	#
Number of float alu accesses (Co system.cpu.exec_context.thread_	0.numVecAluAccesses	s 0	#
Number of vector alu accesses (C system.cpu.exec_context.thread_	0.numCallsReturns	11726	#
Number of times a function call of system.cpu.exec_context.thread_	-	nt) 82335	#
Number of instructions that are constant system.cpu.exec_context.thread_	•	•	# Number of
<pre>integer instructions (Count) system.cpu.exec_context.thread_</pre>	0.numFpInsts 281	47	# Number of
float instructions (Count) system.cpu.exec_context.thread_	0.numVecInsts	0	# Number of
vector instructions (Count) system.cpu.exec_context.thread_		1716304	#
Number of times the integer regis	sters were read (Count))	
system.cpu.exec_context.thread_ Number of times the integer regis	sters were written (Cou	715525 int)	#
system.cpu.exec_context.thread_ Number of times the floating regi	1 0	47559 t)	#
system.cpu.exec_context.thread_ Number of times the floating regi	0.numFpRegWrites	23520	#
system.cpu.exec_context.thread_	0.numVecRegReads	0	#
Number of times the vector regist system.cpu.exec_context.thread_	0.numVecRegWrites	0	#
Number of times the vector regist system.cpu.exec_context.thread_Number of times the predicate register.	0.numVecPredRegRea	ds 0	#

system.cpu.exec_context.thread_0.numVecPredRegWrites 0	#
Number of times the predicate registers were written (Count) system.cpu.exec_context.thread_0.numCCRegReads 550042	#
Number of times the CC registers were read (Count)	,,
system.cpu.exec_context.thread_0.numCCRegWrites 300671	#
Number of times the CC registers were written (Count)	
system.cpu.exec_context.thread_0.numMemRefs 180060	# Number
of memory refs (Count)	// NT 1
system.cpu.exec_context.thread_0.numLoadInsts 120942	# Number
of load instructions (Count) system.cpu.exec_context.thread_0.numStoreInsts 59118	# Number
of store instructions (Count)	# Nullibel
system.cpu.exec_context.thread_0.numIdleCycles 0.001000	#
Number of idle cycles (Cycle)	
system.cpu.exec_context.thread_0.numBusyCycles 5737601.999000	#
Number of busy cycles (Cycle)	
system.cpu.exec_context.thread_0.notIdleFraction 1.000000	#
Percentage of non-idle cycles (Ratio)	,,
system.cpu.exec_context.thread_0.idleFraction 0.000000	#
Percentage of idle cycles (Ratio)	# Number
system.cpu.exec_context.thread_0.numBranches 104119 of branches fetched (Count)	# INUITIDEL
system.cpu.exec_context.thread_0.statExecutedInstType::No_OpClass	ss 3655
0.41% # Class of executed instruction. (Count)	55 5055
	695284
77.23% 77.64% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::IntMult	641 0.07%
77.71% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::IntDiv	1759 0.20%
77.90% # Class of executed instruction. (Count)	0.00
system.cpu.exec_context.thread_0.statExecutedInstType::FloatAdd	939
0.10% 78.01% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::FloatCmp	0
	0
0.00% 78.01% # Class of executed instruction. (Count)	
0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatCvt	0 32
0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatCvt 0.00% 78.01% # Class of executed instruction. (Count)	32
0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatCvt 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult	
0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatCvt 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult	32 0
0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatCvt 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult 0.00% 78.01% # Class of executed instruction. (Count)	32 0
0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatCvt 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatDiv	32 0
0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatCvt 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatDiv 78.01% # Class of executed instruction. (Count)	32 0 Acc 0 0 0.00%
0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatCvt 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatMult 0.00% 78.01% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::FloatDiv	32 0 Acc 0

system.cpu.exec_context.thread_0.statExecutedInstType::FloatSqrt 0.00% 78.01% # Class of executed instruction. (Count)	0	
system.cpu.exec_context.thread_0.statExecutedInstType::SimdAdd	976	
0.11% 78.12% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdAddAcc		0
0.00% 78.12% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdAlu	4240	
0.47% 78.59% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdCmp	0	
0.00% 78.59% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdCvt	4622	
0.51% 79.10% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdMisc	7492	2
0.83% 79.93% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdMult	0	
0.00% 79.93% # Class of executed instruction. (Count)		
$system.cpu.exec_context.thread_0.statExecutedInstType::SimdMultAcc$		0
0.00% 79.93% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdShift	481	
0.05% 79.99% # Class of executed instruction. (Count)		
$system.cpu.exec_context.thread_0.statExecutedInstType::SimdShiftAcc$		0
0.00% 79.99% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdDiv	0	0.00%
79.99% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdSqrt	0	
0.00% 79.99% # Class of executed instruction. (Count)		
$system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatAdditional and the system of the s$	l	0
0.00% 79.99% # Class of executed instruction. (Count)		
$system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatAlu$		0
0.00% 79.99% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatCmp	р	0
0.00% 79.99% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatCvt		96
0.01% 80.00% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatDiv		10
0.00% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatMis	C	0
0.00% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatMul	t	0
0.00% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatMul	tAcc	0
0.00% # Class of executed instruction. (Count)		
system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatSqrt		0
0.00% # Class of executed instruction. (Count)		

system.cpu.exec_context.thread_0.statExecutedInstType::SimdReduceAdd 0.00% 80.00% # Class of executed instruction. (Count)	0
system.cpu.exec_context.thread_0.statExecutedInstType::SimdReduceAlu	0
0.00% 80.00% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::SimdReduceCmp	0
0.00% 80.00% # Class of executed instruction. (Count)	O
$system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatReduceAdditional and the property of the pro$	dd
0 0.00% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::SimdFloatReduceCr	np
0 0.00% 80.00% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::SimdAes 0	0.00%
80.00% # Class of executed instruction. (Count)	0.0070
system.cpu.exec_context.thread_0.statExecutedInstType::SimdAesMix	0
0.00% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::SimdSha1Hash	0
0.00% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::SimdSha1Hash2	0
0.00% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::SimdSha256Hash	0
0.00% # Class of executed instruction. (Count)	0
system.cpu.exec_context.thread_0.statExecutedInstType::SimdSha256Hash2	0
0.00% # Class of executed instruction. (Count)	0
system.cpu.exec_context.thread_0.statExecutedInstType::SimdShaSigma2 0.00% 80.00% # Class of executed instruction. (Count)	U
system.cpu.exec_context.thread_0.statExecutedInstType::SimdShaSigma3	0
0.00% # Class of executed instruction. (Count)	O
system.cpu.exec_context.thread_0.statExecutedInstType::SimdPredAlu	0
0.00% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::MemRead 11664	41
12.96% 92.96% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::MemWrite 5701	15
6.33% 99.29% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::FloatMemRead	4301
0.48% 99.77% # Class of executed instruction. (Count)	2102
system.cpu.exec_context.thread_0.statExecutedInstType::FloatMemWrite	2103
0.23% 100.00% # Class of executed instruction. (Count) system.cpu.exec_context.thread_0.statExecutedInstType::IprAccess 0	
0.00% 100.00% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::InstPrefetch ()
0.00% 100.00% # Class of executed instruction. (Count)	
system.cpu.exec_context.thread_0.statExecutedInstType::total 900287	
# Class of executed instruction. (Count)	
system.cpu.interrupts.clk_domain.clock 16000 # Clock per	riod in
ticks (Tick)	

system.cpu.mmu.dtb.rdAccesses	120974	# TLB accesses on
read requests (Count)		
system.cpu.mmu.dtb.wrAccesses	59134	# TLB accesses on
write requests (Count)		
system.cpu.mmu.dtb.rdMisses	162	# TLB misses on read
requests (Count)		
system.cpu.mmu.dtb.wrMisses	29	# TLB misses on write
requests (Count)		
system.cpu.mmu.dtb.walker.power_stat	e.pwrStateResid	encyTicks::UNDEFINED
5737602000 # Cumulative	e time (in ticks) i	n various power states (Tick)
system.cpu.mmu.itb.rdAccesses	0	# TLB accesses on read
requests (Count)		
system.cpu.mmu.itb.wrAccesses	624670	# TLB accesses on
write requests (Count)		
system.cpu.mmu.itb.rdMisses	0	# TLB misses on read
requests (Count)		
system.cpu.mmu.itb.wrMisses	188	# TLB misses on write
requests (Count)		
system.cpu.mmu.itb.walker.power_state	e.pwrStateReside	encyTicks::UNDEFINED
	_	n various power states (Tick)
system.cpu.power_state.pwrStateReside	•	<u> </u>
Cumulative time (in ticks) in various po	•	
system.cpu.thread_0.numInsts	0	, # Number of
Instructions committed (Count)	Ü	" Ivaliser of
system.cpu.thread_0.numOps	0	# Number of Ops
committed (Count)	· ·	I value of opp
system.cpu.thread_0.numMemRefs	0	# Number of
Memory References (Count)	· ·	1 (41110 01 01
system.cpu.workload.numSyscalls	159	# Number of system
calls (Count)	100	1 (0111001 01 0) 000111
system.mem_ctrl.avgPriority_writeback	s::samples 75	810.00 #
Average QoS priority value for accepted	1	
system.mem_ctrl.avgPriority_cpu.inst::	• '	
QoS priority value for accepted requests	-	" Tiverage
system.mem_ctrl.avgPriority_cpu.data:	• •	5.00 # Average
QoS priority value for accepted requests	-	" Tiverage
system.mem_ctrl.priorityMinLatency	0.0000000187	50 # per QoS
priority minimum request to response la		" per qua
system.mem_ctrl.priorityMaxLatency	- ·	750 # per QoS
priority maximum request to response la		" per Quo
system.mem_ctrl.numReadWriteTurnA		2 # Number of
turnarounds from READ to WRITE (Co		π ivuilibei oi
system.mem_ctrl.numWriteReadTurnA	•	2 # Number of
turnarounds from WRITE to READ (Co		
THE HALLMINGS THEM IN AN EXTENSION FOR THE PARTY OF THE		2 # Number of
turnarounds from WKITE to KEAD (Co		π indiffice of

system.mem_ctrl.numStayReadState	221803	# Number of
times bus staying in READ state (Count)		
system.mem_ctrl.numStayWriteState	71173	# Number of times
bus staying in WRITE state (Count)		
system.mem_ctrl.readReqs	95970	# Number of read
requests accepted (Count)		
system.mem_ctrl.writeReqs	95954	# Number of write
requests accepted (Count)		
system.mem_ctrl.readBursts	95970	# Number of controller
read bursts, including those serviced by th		
system.mem_ctrl.writeBursts	95954	# Number of
controller write bursts, including those me		
system.mem_ctrl.servicedByWrQ	30683	# Number of
controller read bursts serviced by the writ		
system.mem_ctrl.mergedWrBursts	20144	# Number of
controller write bursts merged with an exi	_	
system.mem_ctrl.neitherReadNorWriteRe		# Number of
requests that are neither read nor write (C	-	" Ivalifoci oi
system.mem_ctrl.avgRdQLen	1.00	# Average read queue
length when enqueuing ((Count/Tick))	1.00	" Tiverage read queue
system.mem_ctrl.avgWrQLen	25.87	# Average write
queue length when enqueuing ((Count/Tic		# Miverage write
system.mem_ctrl.numRdRetry	0	# Number of times
read queue was full causing retry (Count)		# Nulliber of times
	0	# Number of times
system.mem_ctrl.numWrRetry		# Number of times
write queue was full causing retry (Count)	0	# Read request sizes
system.mem_ctrl.readPktSize::0	U	# Read request sizes
(log2) (Count)	0	# Dood request sizes
system.mem_ctrl.readPktSize::1	U	# Read request sizes
(log2) (Count)	0	# Dood request sizes
system.mem_ctrl.readPktSize::2	0	# Read request sizes
(log2) (Count)	0	# Dood request sizes
system.mem_ctrl.readPktSize::3	0	# Read request sizes
(log2) (Count)	0	# Dood vogweet eiges
system.mem_ctrl.readPktSize::4	0	# Read request sizes
(log2) (Count)	0	// Dead server et al.
system.mem_ctrl.readPktSize::5	0	# Read request sizes
(log2) (Count)	05070	// D 1
system.mem_ctrl.readPktSize::6	95970	# Read request sizes
(log2) (Count)	0	// XA7
system.mem_ctrl.writePktSize::0	0	# Write request sizes
(log2) (Count)	0	// T. 7.
system.mem_ctrl.writePktSize::1	0	# Write request sizes
(log2) (Count)		

system.mem_ctrl.writePktSize::2	0	# Write request sizes
(log2) (Count) system.mem_ctrl.writePktSize::3	0	# Write request sizes
(log2) (Count) system.mem_ctrl.writePktSize::4	0	# Write request sizes
(log2) (Count) system.mem_ctrl.writePktSize::5	0	# Write request sizes
(log2) (Count)		1
system.mem_ctrl.writePktSize::6 (log2) (Count)	95954	# Write request sizes
system.mem_ctrl.rdQLenPdf::0	65287	# What read queue
length does an incoming req see (Count) system.mem_ctrl.rdQLenPdf::1	0	# What read queue
length does an incoming req see (Count) system.mem_ctrl.rdQLenPdf::2	0	# What read queue
length does an incoming req see (Count)	0	-
system.mem_ctrl.rdQLenPdf::3 length does an incoming req see (Count)	0	# What read queue
system.mem_ctrl.rdQLenPdf::4	0	# What read queue
length does an incoming req see (Count) system.mem_ctrl.rdQLenPdf::5	0	# What read queue
length does an incoming req see (Count)	0	# X4714]
system.mem_ctrl.rdQLenPdf::6 length does an incoming req see (Count)	0	# What read queue
system.mem_ctrl.rdQLenPdf::7	0	# What read queue
length does an incoming req see (Count) system.mem_ctrl.rdQLenPdf::8	0	# What read queue
length does an incoming req see (Count) system.mem_ctrl.rdQLenPdf::9	0	# What read queue
length does an incoming req see (Count)	J	" what read quede
system.mem_ctrl.rdQLenPdf::10 length does an incoming req see (Count)	0	# What read queue
system.mem_ctrl.rdQLenPdf::11	0	# What read queue
length does an incoming req see (Count) system.mem_ctrl.rdQLenPdf::12	0	# What read queue
length does an incoming req see (Count)	U	# What read queue
system.mem_ctrl.rdQLenPdf::13	0	# What read queue
length does an incoming req see (Count) system.mem_ctrl.rdQLenPdf::14	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::15 length does an incoming req see (Count)	0	# What read queue
system.mem_ctrl.rdQLenPdf::16	0	# What read queue
length does an incoming req see (Count)		

system.mem_ctrl.rdQLenPdf::17	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::18	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::19	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::20	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::21	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::22	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::23	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::24	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::25	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::26	0	# What read queue
length does an incoming req see (Count)		
system.mem_ctrl.rdQLenPdf::27	0	# What read queue
length does an incoming req see (Count)		•
system.mem_ctrl.rdQLenPdf::28	0	# What read queue
length does an incoming req see (Count)		•
system.mem_ctrl.rdQLenPdf::29	0	# What read queue
length does an incoming req see (Count)		-
system.mem_ctrl.rdQLenPdf::30	0	# What read queue
length does an incoming req see (Count)		•
system.mem_ctrl.rdQLenPdf::31	0	# What read queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::0	1	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::1	1	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::2	1	# What write queue
length does an incoming req see (Count)	_	witte queue
system.mem_ctrl.wrQLenPdf::3	1	# What write queue
length does an incoming req see (Count)	_	witte queue
system.mem_ctrl.wrQLenPdf::4	1	# What write queue
length does an incoming req see (Count)	_	w visua visua quada
system.mem_ctrl.wrQLenPdf::5	1	# What write queue
length does an incoming req see (Count)	-	What write queue
system.mem_ctrl.wrQLenPdf::6	1	# What write queue
length does an incoming req see (Count)	1	" What write queue
rengar does an incoming requee (Count)		

system.mem_ctrl.wrQLenPdf::7	1	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::8	1	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::9	1	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::10	1	# What write queue
length does an incoming req see (Count)		-
system.mem_ctrl.wrQLenPdf::11	1	# What write queue
length does an incoming req see (Count)		•
system.mem_ctrl.wrQLenPdf::12	1	# What write queue
length does an incoming req see (Count)		•
system.mem_ctrl.wrQLenPdf::13	1	# What write queue
length does an incoming req see (Count)		•
system.mem_ctrl.wrQLenPdf::14	1	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::15	287	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::16	406	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::17	3971	# What write queue
length does an incoming req see (Count)		•
system.mem_ctrl.wrQLenPdf::18	4746	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::19	4777	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::20	4720	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::21	4797	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::22	5227	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::23	4873	# What write queue
length does an incoming req see (Count)	.0.0	with with quote
system.mem_ctrl.wrQLenPdf::24	4679	# What write queue
length does an incoming req see (Count)	1075	" What write queue
system.mem_ctrl.wrQLenPdf::25	4669	# What write queue
length does an incoming req see (Count)	1005	" What write queue
system.mem_ctrl.wrQLenPdf::26	4663	# What write queue
length does an incoming req see (Count)	.005	with with quote
system.mem_ctrl.wrQLenPdf::27	4662	# What write queue
length does an incoming req see (Count)		write queue
system.mem_ctrl.wrQLenPdf::28	4662	# What write queue
length does an incoming req see (Count)	.002	white write queue
rengan does an mesming requee (Count)		

system.mem_ctrl.wrQLenPdf::29	4662	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::30	4662	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::31	4662	# What write queue
length does an incoming req see (Count)		-
system.mem_ctrl.wrQLenPdf::32	4662	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::33	7	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::34	1	# What write queue
length does an incoming req see (Count)	-	" What write queue
system.mem_ctrl.wrQLenPdf::35	0	# What write queue
length does an incoming req see (Count)	O .	" What write queue
system.mem_ctrl.wrQLenPdf::36	0	# What write queue
length does an incoming req see (Count)	O	# What write queue
system.mem_ctrl.wrQLenPdf::37	0	# What write queue
length does an incoming req see (Count)	U	# What write queue
	0	# Mhat write gueve
system.mem_ctrl.wrQLenPdf::38	U	# What write queue
length does an incoming req see (Count)	0	// XA71
system.mem_ctrl.wrQLenPdf::39	0	# What write queue
length does an incoming req see (Count)	0	U T 1 T
system.mem_ctrl.wrQLenPdf::40	0	# What write queue
length does an incoming req see (Count)	_	
system.mem_ctrl.wrQLenPdf::41	0	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::42	0	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::43	0	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::44	0	# What write queue
length does an incoming req see (Count)		
system.mem_ctrl.wrQLenPdf::45	0	# What write queue
length does an incoming req see (Count)		-
system.mem_ctrl.wrQLenPdf::46	0	# What write queue
length does an incoming req see (Count)		•
system.mem_ctrl.wrQLenPdf::47	0	# What write queue
length does an incoming req see (Count)		1
system.mem_ctrl.wrQLenPdf::48	0	# What write queue
length does an incoming req see (Count)	-	4 · · · · · · · · · · · · · · · · · · ·
system.mem_ctrl.wrQLenPdf::49	0	# What write queue
length does an incoming req see (Count)	J	write queue
system.mem_ctrl.wrQLenPdf::50	0	# What write queue
length does an incoming req see (Count)	U	" What write queue
rengin does an incoming req see (Count)		

system.mem_ctrl.wrQLenPdf::51	0			# What write queue
length does an incoming req see (Count)				
system.mem_ctrl.wrQLenPdf::52	0			# What write queue
length does an incoming req see (Count)				
system.mem_ctrl.wrQLenPdf::53	0			# What write queue
length does an incoming req see (Count)				
system.mem_ctrl.wrQLenPdf::54	0			# What write queue
length does an incoming req see (Count)				•
system.mem_ctrl.wrQLenPdf::55	0			# What write queue
length does an incoming req see (Count)				1
system.mem_ctrl.wrQLenPdf::56	0			# What write queue
length does an incoming req see (Count)	Ū			with the queue
system.mem_ctrl.wrQLenPdf::57	0			# What write queue
length does an incoming req see (Count)	U			# What write queue
	0			# Mhat write guess
system.mem_ctrl.wrQLenPdf::58	U			# What write queue
length does an incoming req see (Count)	0			# XA7]a a 4
system.mem_ctrl.wrQLenPdf::59	0			# What write queue
length does an incoming req see (Count)	0			U T . T
system.mem_ctrl.wrQLenPdf::60	0			# What write queue
length does an incoming req see (Count)				
system.mem_ctrl.wrQLenPdf::61	0			# What write queue
length does an incoming req see (Count)				
system.mem_ctrl.wrQLenPdf::62	0			# What write queue
length does an incoming req see (Count)				
system.mem_ctrl.wrQLenPdf::63	0			# What write queue
length does an incoming req see (Count)				_
system.mem_ctrl.rdPerTurnAround::samples	;	466	2	# Reads before
turning the bus around for writes (Count)				
system.mem_ctrl.rdPerTurnAround::mean	14	.0038	361	# Reads
before turning the bus around for writes (Cou				
system.mem_ctrl.rdPerTurnAround::gmean	•	3.794	488	# Reads
before turning the bus around for writes (Cou		,, , , , , , , , , , , , , , , , , , ,	100	" reads
system.mem_ctrl.rdPerTurnAround::stdev		88711	8	# Reads before
turning the bus around for writes (Count)	۷,۰	00/11	.0	# Iteaus octore
·		1	0.02%	0.02% # Reads
system.mem_ctrl.rdPerTurnAround::2-3	.nt)	T	0.0270	0.0270 # Redus
before turning the bus around for writes (Cou	ші	2	0.000/	0.000/ # Danda
system.mem_ctrl.rdPerTurnAround::4-5		3	0.06%	0.09% # Reads
before turning the bus around for writes (Cou	int)	20	0.6407	0.500/ // 75 1
system.mem_ctrl.rdPerTurnAround::6-7		30	0.64%	0.73% # Reads
before turning the bus around for writes (Cou	ınt)			_
system.mem_ctrl.rdPerTurnAround::8-9		97	2.08%	2.81% # Reads
before turning the bus around for writes (Cou	ınt)			
system.mem_ctrl.rdPerTurnAround::10-11		420	9.01%	5 11.82% # Reads
before turning the bus around for writes (Cou	ınt)			

system.mem_ctrl.rdPerTurnAround::12-13 before turning the bus around for writes (Count)	1332	28.57%	40.39% # Reads
system.mem_ctrl.rdPerTurnAround::14-15 before turning the bus around for writes (Count)	1690	36.25%	76.64% # Reads
system.mem_ctrl.rdPerTurnAround::16-17 before turning the bus around for writes (Count)	809	17.35%	93.99% # Reads
system.mem_ctrl.rdPerTurnAround::18-19 before turning the bus around for writes (Count)	211	4.53%	98.52% # Reads
system.mem_ctrl.rdPerTurnAround::20-21 before turning the bus around for writes (Count)	51	1.09%	99.61% # Reads
system.mem_ctrl.rdPerTurnAround::22-23 before turning the bus around for writes (Count)	15	0.32%	99.94% # Reads
system.mem_ctrl.rdPerTurnAround::24-25 before turning the bus around for writes (Count)	1	0.02%	99.96% # Reads
system.mem_ctrl.rdPerTurnAround::26-27 before turning the bus around for writes (Count)	1	0.02%	99.98% # Reads
system.mem_ctrl.rdPerTurnAround::46-47 before turning the bus around for writes (Count)	1	0.02%	100.00% # Reads
	4662		# Reads before
system.mem_ctrl.wrPerTurnAround::samples turning the bus around for reads (Count)	466	2	# Writes before
<u> </u>	6.2574	00	# Writes
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean	6.2574 16.238		# Writes # Writes
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::stdev 0		413	
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::stdev 0 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::16	16.238	413	# Writes
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::stdev 0 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::16 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::17	16.238 .82691	413 3	# Writes # Writes
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::stdev 0 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::16 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::17 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::18	16.238 .82691 4198	413 3 90.05%	# Writes # Writes 90.05% # Writes
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::stdev 0 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::16 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::17 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::18 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::19	16.238 .82691 4198 48	413 3 90.05% 1.03%	# Writes # Writes 90.05% # Writes 91.08% # Writes
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::stdev 0 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::16 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::17 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::18 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::19 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::20	16.238 .82691 4198 48 184	413 3 90.05% 1.03% 3.95%	# Writes # Writes 90.05% # Writes 91.08% # Writes 95.02% # Writes
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::stdev 0 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::16 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::17 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::18 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::19 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::20 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::21	16.238 .82691 4198 48 184 148	413 3 90.05% 1.03% 3.95% 3.17% 1.72%	# Writes # Writes 90.05% # Writes 91.08% # Writes 95.02% # Writes 98.20% # Writes
before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::gmean before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::stdev 0 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::16 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::17 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::18 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::19 before turning the bus around for reads (Count) system.mem_ctrl.wrPerTurnAround::20 before turning the bus around for reads (Count)	16.238 .82691 4198 48 184 148 80	413 3 90.05% 1.03% 3.95% 3.17% 1.72%	# Writes # Writes 90.05% # Writes 91.08% # Writes 95.02% # Writes 98.20% # Writes 99.91% # Writes

system.mem_ctrl.bytesReadSys 6142080 from the system interface side (Byte)	# Total read bytes
system.mem_ctrl.bytesWrittenSys 6141056 bytes from the system interface side (Byte)	# Total written
system.mem_ctrl.avgRdBWSys 1070496001.63970 Average system read bandwidth in Byte/s ((Byte/Second))	947 #
system.mem_ctrl.avgWrBWSys 1070317529.86700 Average system write bandwidth in Byte/s ((Byte/Second))	726 #
system.mem_ctrl.totGap 5737598000 requests (Tick)	# Total gap between
system.mem_ctrl.avgGap 29895.16 between requests ((Tick/Count))	# Average gap
system.mem_ctrl.requestorReadBytes::cpu.inst 2359168 requestor bytes read from memory (Byte)	# Per-
system.mem_ctrl.requestorReadBytes::cpu.data 1819200 requestor bytes read from memory (Byte)	# Per-
system.mem_ctrl.requestorWriteBytes::writebacks 48506 requestor bytes write to memory (Byte)	88 # Per-
system.mem_ctrl.requestorReadRate::cpu.inst 411176655.33 # Per-requestor bytes read from memory rate ((Byte/Second) system.mem_ctrl.requestorReadRate::cpu.data 317066258.69 # Per-requestor bytes read from memory rate ((Byte/Second) system.mem_ctrl.requestorWriteRate::writebacks 845420787) 91348791122)
# Per-requestor bytes write to memory rate ((Byte/Second)) system.mem_ctrl.requestorReadAccesses::cpu.inst 4685 requestor read serviced memory accesses (Count)	5 # Per-
system.mem_ctrl.requestorReadAccesses::cpu.data 4911 requestor read serviced memory accesses (Count)	.5 # Per-
•	5954 # Per-
system.mem_ctrl.requestorReadTotalLat::cpu.inst 11899732 requestor read total memory access latency (Tick)	250 # Per-
system.mem_ctrl.requestorReadTotalLat::cpu.data 1018136 requestor read total memory access latency (Tick)	5250 # Per-
system.mem_ctrl.requestorWriteTotalLat::writebacks 142026 Per-requestor write total memory access latency (Tick)	5632000 #
system.mem_ctrl.requestorReadAvgLat::cpu.inst 25396.93 requestor read average memory access latency ((Tick/Count)	
system.mem_ctrl.requestorReadAvgLat::cpu.data 20729.6 requestor read average memory access latency ((Tick/Count)	4 # Per-
system.mem_ctrl.requestorWriteAvgLat::writebacks 14801 Per-requestor write average memory access latency ((Tick/Co	53.32 #
system.mem_ctrl.dram.bytesRead::cpu.inst 2998720 bytes read from this memory (Byte)	# Number of

system.mem_ctrl.dram.bytesRead::cpu.data 3143360 bytes read from this memory (Byte)	# Number of
system.mem_ctrl.dram.bytesRead::total 6142080 bytes read from this memory (Byte)	# Number of
system.mem_ctrl.dram.bytesInstRead::cpu.inst 2998720 of instructions bytes read from this memory (Byte)	# Number
system.mem_ctrl.dram.bytesInstRead::total 2998720 instructions bytes read from this memory (Byte)	# Number of
system.mem_ctrl.dram.bytesWritten::writebacks 6141056 of bytes written to this memory (Byte)	# Number
system.mem_ctrl.dram.bytesWritten::total 6141056	# Number of
bytes written to this memory (Byte) system.mem_ctrl.dram.numReads::cpu.inst 46855	# Number of
read requests responded to by this memory (Count) system.mem_ctrl.dram.numReads::cpu.data 49115	# Number of
read requests responded to by this memory (Count) system.mem_ctrl.dram.numReads::total 95970	# Number of read
requests responded to by this memory (Count) system.mem_ctrl.dram.numWrites::writebacks 95954	# Number of
write requests responded to by this memory (Count) system.mem_ctrl.dram.numWrites::total 95954	# Number of
write requests responded to by this memory (Count) system.mem_ctrl.dram.bwRead::cpu.inst 522643432	# Total read
bandwidth from this memory ((Byte/Second)) system.mem_ctrl.dram.bwRead::cpu.data 547852570	# Total read
bandwidth from this memory ((Byte/Second)) system.mem_ctrl.dram.bwRead::total 1070496002	# Total read
bandwidth from this memory ((Byte/Second)) system.mem_ctrl.dram.bwInstRead::cpu.inst 522643432	# Instruction
read bandwidth from this memory ((Byte/Second)) system.mem_ctrl.dram.bwInstRead::total 522643432	# Instruction
read bandwidth from this memory ((Byte/Second)) system.mem_ctrl.dram.bwWrite::writebacks 1070317530 bandwidth from this memory ((Byte/Second))	# Write
bandwidth from this memory ((Byte/Second)) system.mem_ctrl.dram.bwWrite::total 1070317530 bandwidth from this memory ((Byte/Second))	# Write
bandwidth from this memory ((Byte/Second)) system.mem_ctrl.dram.bwTotal::writebacks 1070317530	# Total
bandwidth to/from this memory ((Byte/Second)) system.mem_ctrl.dram.bwTotal::cpu.inst 522643432	# Total
bandwidth to/from this memory ((Byte/Second)) system.mem_ctrl.dram.bwTotal::cpu.data 547852570	# Total
bandwidth to/from this memory ((Byte/Second)) system.mem_ctrl.dram.bwTotal::total 2140813532 bandwidth to/from this memory ((Byte/Second))	# Total

system.mem_ctrl.dram.readBursts	65287	# Number of
DRAM read bursts (Count) system.mem_ctrl.dram.writeBursts	75792	# Number of
DRAM write bursts (Count)	73732	# INUITIDET OF
system.mem_ctrl.dram.perBankRdBursts::0	8665	# Per bank write
bursts (Count)		
system.mem_ctrl.dram.perBankRdBursts::1	2955	# Per bank write
bursts (Count)		
system.mem_ctrl.dram.perBankRdBursts::2	525	# Per bank write
bursts (Count)		
system.mem_ctrl.dram.perBankRdBursts::3	1430	# Per bank write
bursts (Count)		
system.mem_ctrl.dram.perBankRdBursts::4	276	# Per bank write
bursts (Count)		
system.mem_ctrl.dram.perBankRdBursts::5	1749	# Per bank write
bursts (Count)	0 = 4	#5 1 1
system.mem_ctrl.dram.perBankRdBursts::6	674	# Per bank write
bursts (Count)	2072	"P 1 1 "
system.mem_ctrl.dram.perBankRdBursts::7	3972	# Per bank write
bursts (Count)	12100	# Dow bowls
system.mem_ctrl.dram.perBankRdBursts::8	13108	# Per bank
write bursts (Count)	909	# Per bank write
<pre>system.mem_ctrl.dram.perBankRdBursts::9 bursts (Count)</pre>	909	# Per bank write
system.mem_ctrl.dram.perBankRdBursts::10	1256	# Per bank
write bursts (Count)	7 1250	# I el Dank
system.mem_ctrl.dram.perBankRdBursts::11	1339	# Per bank
write bursts (Count)	1000	,, Ter bank
system.mem_ctrl.dram.perBankRdBursts::12	2 4441	# Per bank
write bursts (Count)		
system.mem_ctrl.dram.perBankRdBursts::13	3 2849	# Per bank
write bursts (Count)		
system.mem_ctrl.dram.perBankRdBursts::14	4 13659	# Per bank
write bursts (Count)		
system.mem_ctrl.dram.perBankRdBursts::15	5 7480	# Per bank
write bursts (Count)		
system.mem_ctrl.dram.perBankWrBursts::0	10057	# Per bank
write bursts (Count)		
system.mem_ctrl.dram.perBankWrBursts::1	3163	# Per bank
write bursts (Count)	5 40	" D. J. J
system.mem_ctrl.dram.perBankWrBursts::2	549	# Per bank write
bursts (Count)	1500	4 Douberle
system.mem_ctrl.dram.perBankWrBursts::3	1580	# Per bank
write bursts (Count)		

system.mem_ctrl.dram.perBankWrBursts:	:4 384	# Per bank write
bursts (Count) system.mem_ctrl.dram.perBankWrBursts:	:5 2021	# Per bank
write bursts (Count)	2021	n Ter built
system.mem_ctrl.dram.perBankWrBursts:	:6 758	# Per bank write
bursts (Count)		
system.mem_ctrl.dram.perBankWrBursts:	:7 4361	# Per bank
write bursts (Count) system.mem_ctrl.dram.perBankWrBursts:	:8 17963	# Per bank
write bursts (Count)	.0 1/303	# FCI Dalik
system.mem_ctrl.dram.perBankWrBursts:	:9 1003	# Per bank
write bursts (Count)		
system.mem_ctrl.dram.perBankWrBursts:	:10 1383	# Per bank
write bursts (Count)		
system.mem_ctrl.dram.perBankWrBursts:	:11 1362	# Per bank
write bursts (Count)	4000	" D
system.mem_ctrl.dram.perBankWrBursts:	:12 4662	# Per bank
write bursts (Count) system.mem_ctrl.dram.perBankWrBursts:	:13 3207	# Per bank
write bursts (Count)	.13 3207	# FEI DallK
system.mem_ctrl.dram.perBankWrBursts:	:14 15499	# Per bank
write bursts (Count)	10.00	
system.mem_ctrl.dram.perBankWrBursts:	:15 7840	# Per bank
write bursts (Count)		
5 =	83978250	# Total ticks spent
queuing (Tick)		
-	326435000	# Total ticks spent
in databus transfers (Tick)	2200100500	// TT- (- 1 (' - 1 -
system.mem_ctrl.dram.totMemAccLat spent from burst creation until serviced by	2208109500	# Total ticks
system.mem_ctrl.dram.avgQLat	15071.58	# Average
queueing delay per DRAM burst ((Tick/Co		# Hvelage
system.mem_ctrl.dram.avgBusLat	5000.00	# Average bus
latency per DRAM burst ((Tick/Count))		
system.mem_ctrl.dram.avgMemAccLat	33821.58	# Average
memory access latency per DRAM burst ((Tick/Count))	
system.mem_ctrl.dram.readRowHits	42474	# Number of row
buffer hits during reads (Count)	CODE4	U.B.T 1 C.
system.mem_ctrl.dram.writeRowHits	68351	# Number of row
buffer hits during writes (Count)	65.06	# Row buffer hit
system.mem_ctrl.dram.readRowHitRate rate for reads (Ratio)	03.00	# NOW DUITEL HIL
system.mem_ctrl.dram.writeRowHitRate	90.18	# Row buffer hit
rate for writes (Ratio)	53,10	210 W Galler IIIt
` '		

system.mem_ctrl.dram.bytesPerActivate::	samples	30243		# Bytes
accessed per row activation (Byte) system.mem_ctrl.dram.bytesPerActivate::	mean 298.	467745		# Bytes
accessed per row activation (Byte) system.mem_ctrl.dram.bytesPerActivate::	gmean 20	3.358310		# Bytes
accessed per row activation (Byte) system.mem_ctrl.dram.bytesPerActivate::	stdev 270.	854203		# Bytes
accessed per row activation (Byte) system.mem_ctrl.dram.bytesPerActivate::	0-127	7394 2	4.45%	24.45% #
Bytes accessed per row activation (Byte) system.mem_ctrl.dram.bytesPerActivate::	128-255	8957	29.62%	54.07% #
Bytes accessed per row activation (Byte) system.mem_ctrl.dram.bytesPerActivate::		4803	15.88%	69.95% #
Bytes accessed per row activation (Byte) system.mem_ctrl.dram.bytesPerActivate::		3329	11.01%	80.95% #
Bytes accessed per row activation (Byte)				
system.mem_ctrl.dram.bytesPerActivate:: Bytes accessed per row activation (Byte)		1761	5.82%	86.78% #
system.mem_ctrl.dram.bytesPerActivate:: Bytes accessed per row activation (Byte)	640-767	1097	3.63%	90.40% #
system.mem_ctrl.dram.bytesPerActivate:: Bytes accessed per row activation (Byte)	768-895	635	2.10%	92.50% #
system.mem_ctrl.dram.bytesPerActivate:: Bytes accessed per row activation (Byte)	896-1023	390	1.29%	93.79% #
system.mem_ctrl.dram.bytesPerActivate:: # Bytes accessed per row activation (Byte		1877	7 6.21%	6 100.00%
system.mem_ctrl.dram.bytesPerActivate::	•)243	#	# Bytes
accessed per row activation (Byte) system.mem_ctrl.dram.bytesRead	4178368		# Tota	al number of
bytes read from DRAM (Byte) system.mem_ctrl.dram.bytesWritten	4850688		# Tot	al number of
bytes written to DRAM (Byte) system.mem_ctrl.dram.avgRdBW	728.24291	L 4	# <i>P</i>	verage
DRAM read bandwidth in MiBytes/s ((By system.mem_ctrl.dram.avgWrBW	rte/Second)) 845.42078		# <i>P</i>	Average
DRAM write bandwidth in MiBytes/s ((Bysystem.mem_ctrl.dram.peakBW	yte/Second) 12800.00))		eoretical peak
bandwidth in MiByte/s ((Byte/Second)) system.mem_ctrl.dram.busUtil	12.29			us utilization
in percentage (Ratio)				
system.mem_ctrl.dram.busUtilRead utilization in percentage for reads (Ratio)	5.69		# Data	
system.mem_ctrl.dram.busUtilWrite utilization in percentage for writes (Ratio)	6.60		# Data	bus

system.mem_ctrl.dram.pageHitRate	78.56	# Row buffer hit
rate, read and write combined (Ratio)		
system.mem_ctrl.dram.power_state.pwrState	eResidencyTicks::UI	NDEFINED
5737602000 # Cumulative time	e (in ticks) in various	s power states (Tick)
system.mem_ctrl.dram.rank0.actEnergy	77019180	# Energy for
activate commands per rank (pJ) (Joule)		O.
system.mem_ctrl.dram.rank0.preEnergy	40917690	# Energy for
precharge commands per rank (pJ) (Joule)		- 65
system.mem_ctrl.dram.rank0.readEnergy	144556440	# Energy for
read commands per rank (pJ) (Joule)	111000110	" Eliciby for
system.mem_ctrl.dram.rank0.writeEnergy	119397060	# Energy for
write commands per rank (pJ) (Joule)	113337000	# Ellergy for
1 1 , 1 ,	4E227E040 000000	#
system.mem_ctrl.dram.rank0.refreshEnergy		#
Energy for refresh commands per rank (pJ) (# Г
system.mem_ctrl.dram.rank0.actBackEnergy	2446938180	# Energy
for active background per rank (pJ) (Joule)	4.40.5500.40	".
system.mem_ctrl.dram.rank0.preBackEnergy		# Energy
for precharge background per rank (pJ) (Joul	•	
system.mem_ctrl.dram.rank0.actPowerDown	nEnergy 0	# Energy
for active power-down per rank (pJ) (Joule)		
system.mem_ctrl.dram.rank0.prePowerDow	0.5	# Energy
for precharge power-down per rank (pJ) (Jou	ıle)	
system.mem_ctrl.dram.rank0.selfRefreshEne	ergy 0	# Energy for
self refresh per rank (pJ) (Joule)		
system.mem_ctrl.dram.rank0.totalEnergy	3423863430	# Total energy
per rank (pJ) (Joule)		
system.mem_ctrl.dram.rank0.averagePower	596.741187	# Core
power per rank (mW) (Watt)		
system.mem_ctrl.dram.rank0.totalIdleTime	0	# Total Idle time
Per DRAM Rank (Tick)		
system.mem_ctrl.dram.rank0.pwrStateTime:	:IDLE 348160500	#
Time in different power states (Tick)	.1222 3.0100000	,,
system.mem_ctrl.dram.rank0.pwrStateTime:	:REF 191360000	# Time
in different power states (Tick)	.ttli 151500000	II THIIC
system.mem_ctrl.dram.rank0.pwrStateTime:	:SREF 0	# Time in
different power states (Tick)	.SKET 0	# 11111C 111
-	DDE DDN 0	#
system.mem_ctrl.dram.rank0.pwrStateTime:	:PRE_PDN 0	#
Time in different power states (Tick)	A CT	// TEP*
system.mem_ctrl.dram.rank0.pwrStateTime:	:AC1 5198081500	# Time
in different power states (Tick)	A CITE DDDA	
system.mem_ctrl.dram.rank0.pwrStateTime:	:ACT_PDN 0	#
Time in different power states (Tick)		
system.mem_ctrl.dram.rank1.actEnergy	138994380	# Energy for
activate commands per rank (pJ) (Joule)		

system.mem_ctrl.dram.rankl.readlinergy sizem.mem_ctrl.dram.rankl.refreshenergy sizem.mem_ctrl.dram.rankl.refreshenergy sizem.mem_ctrl.dram.rankl.refreshenergy sizem.mem_ctrl.dram.rankl.refreshenergy sizem.mem_ctrl.dram.rankl.refreshenergy sizem.mem_ctrl.dram.rankl.refreshenergy sizem.mem_ctrl.dram.rankl.actBackEnergy sizem.mem_ctrl.dram.rankl.actBackEnergy sizem.mem_ctrl.dram.rankl.pi/(Joule) system.mem_ctrl.dram.rankl.preBackEnergy sizem.mem_ctrl.dram.rankl.preBackEnergy sizem.mem_ctrl.dram.rankl.preBackEnergy system.mem_ctrl.dram.rankl.actPowerDownEnergy 0 #Energy for active power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rankl.prePowerDownEnergy 0 #Energy for precharge power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rankl.selfRefreshEnergy 0 #Energy for precharge power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rankl.selfRefreshEnergy 0 #Energy for precharge power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rankl.selfRefreshEnergy 0 #Energy for precharge power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rankl.totalEnergy 3872263305 #Total energy per rank (pJ) (Joule) system.mem_ctrl.dram.rankl.averagePower 674.892282 #Core power per rank (mW) (Watt) system.mem_ctrl.dram.rankl.pwrStateTime::IDLE 77377250 #Time in different power states (Tick) system.mem_ctrl.dram.rankl.pwrStateTime::REF 191360000 #Time in different power states (Tick) system.mem_ctrl.dram.rankl.pwrStateTime::PRE_PDN 0 #Time in different power states (Tick) system.mem_ctrl.dram.rankl.pwrStateTime::ACT_PDN 0 #Time in different power states (Tick) system.mem_ctrl.dram.rankl.pwrSt	system.mem_ctrl.dram.rank1.preEnergy precharge commands per rank (pJ) (Joule)	73854495	# Energy for
system.mem_ctrl.dram.rank1.writeEnergy 276237180 # Energy for write commands per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.refreshEnergy 2571144030 # Energy for refresh commands per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.preBackEnergy 2571144030 # Energy for active background per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.preBackEnergy 38065440 # Energy for active background per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.actPowerDownEnergy 0 # Energy for active power-down per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.actPowerDownEnergy 0 # Energy for active power-down per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.prePowerDownEnergy 0 # Energy for precharge power-down per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.prePowerDownEnergy 0 # Energy for precharge power-down per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.totalEnergy 3872263305 # Total energy per rank (pJ) (Joule) \$ystem.mem_ctrl.dram.rank1.averagePower 674.892282 # Core power per rank (mW) (Watt) \$ystem.mem_ctrl.dram.rank1.pwrStateTime::IDLE 77377250 # Time in different power states (Tick) \$ystem.mem_ctrl.dram.rank1.pwrStateTime::BEF 191360000 # Time in different power states (Tick) \$ystem.mem_ctrl.dram.rank1.pwrStateTime::BEF 191360000 # Time in different power states (Tick) \$ystem.mem_ctrl.dram.rank1.pwrStateTime::BEF 191360000 # Time in different power states (Tick) \$ystem.mem_ctrl.dram.rank1.pwrStateTime::BEF 191360000 # Time in different power states (Tick) \$ystem.mem_ctrl.dram.rank1.pwrStateTime::BEF 5468864750 # Time in different power states (Tick) \$ystem.mem_ctrl.dram.rank1.pwrStateTime::ACT DN	system.mem_ctrl.dram.rank1.readEnergy	321592740	# Energy for
System.mem_ctrl.dram.rank1.refreshEnergy 452375040.000000 #Energy for refresh commands per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.actBackEnergy 2571144030 #Energy for active background per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.preBackEnergy 38065440 #Energy for precharge background per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.actPowerDownEnergy 0 #Energy for active power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.prePowerDownEnergy 0 #Energy for active power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.prePowerDownEnergy 0 #Energy for precharge power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.selfRefreshEnergy 0 #Energy for self refresh per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.otalEnergy 3872263305 #Total energy per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.totalEnergy 872263305 #Core power per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.totalIdleTime 0 #Total Idle time Per DRAM Rank (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::IDLE 77377250 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::IDLE 77377250 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::BEF 0 #Time in different power states (Tick) \$737602000 #Time in different power states	system.mem_ctrl.dram.rank1.writeEnergy	276237180	# Energy for
System.mem_ctrl.dram.rank1.actBackEnergy 2571144030 # Energy for active background per rank (pJ) (Joule) System.mem_ctrl.dram.rank1.preBackEnergy 3805440 # Energy for precharge background per rank (pJ) (Joule) System.mem_ctrl.dram.rank1.actPowerDownEnergy 0	system.mem_ctrl.dram.rank1.refreshEnergy		00 #
system.mem_ctrl.dram.rank1.preBackEnergy 38065440 # Energy for precharge background per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.actPowerDownEnergy 0	system.mem_ctrl.dram.rank1.actBackEnergy	•	# Energy
system.mem_ctrl.dram.rank1.actPowerDownEnergy 0 #Energy for active power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.prePowerDownEnergy 0 #Energy for precharge power-down per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.selfRefreshEnergy 0 #Energy for self refresh per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.selfRefreshEnergy 872263305 #Total energy per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.totalEnergy 8872263305 #Total energy per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.averagePower 674.892282 #Core power per rank (mW) (Watt) system.mem_ctrl.dram.rank1.totalIdleTime 0 #Total Idle time Per DRAM Rank (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::IDLE 77377250 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::REF 191360000 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::SREF 0 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::PRE_PDN 0 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::ACT 5468864750 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::ACT_PDN 0 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateResidencyTicks::UNDEFINED 5737602000 #Cumulative time (in ticks) in various power states (Tick) system.membus.transDist::ReadReq 95970 #Transaction distribution (Count) system.membus.transDist::ReadResp 95970 #Transaction distribution (Count) system.membus.transDist::ReadResp 95970 #Transaction	system.mem_ctrl.dram.rank1.preBackEnerg	y 38065440	# Energy for
system.mem_ctrl.dram.rank1.prePowerDow_Energy	system.mem_ctrl.dram.rank1.actPowerDow	nEnergy 0	# Energy
system.mem_ctrl.dram.rank1.selfRefreshEnergy	system.mem_ctrl.dram.rank1.prePowerDow		# Energy
system.mem_ctrl.dram.rank1.totalEnergy 3872263305 #Total energy per rank (pJ) (Joule) system.mem_ctrl.dram.rank1.averagePower 674.892282 #Core power per rank (mW) (Watt) system.mem_ctrl.dram.rank1.totalIdleTime	system.mem_ctrl.dram.rank1.selfRefreshEn	•	# Energy for
system.mem_ctrl.dram.rank1.averagePower 674.892282 # Core power per rank (mW) (Watt) system.mem_ctrl.dram.rank1.totalIdleTime	system.mem_ctrl.dram.rank1.totalEnergy	3872263305	# Total energy
system.mem_ctrl.dram.rank1.totalIdleTime	system.mem_ctrl.dram.rank1.averagePower	674.892282	# Core
system.mem_ctrl.dram.rank1.pwrStateTime::IDLE	system.mem_ctrl.dram.rank1.totalIdleTime	0	# Total Idle time
system.mem_ctrl.dram.rank1.pwrStateTime::REF 191360000	system.mem_ctrl.dram.rank1.pwrStateTime	::IDLE 773772	50 # Time
system.mem_ctrl.dram.rank1.pwrStateTime::SREF 0 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::PRE_PDN 0 # Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::ACT_5468864750 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::ACT_PDN 0 # Time in different power states (Tick) system.mem_ctrl.power_states (Tick) system.mem_ctrl.power_state.pwrStateResidencyTicks::UNDEFINED 5737602000 #Cumulative time (in ticks) in various power states (Tick) system.membus.transDist::ReadReq 95970 #Transaction distribution (Count) system.membus.transDist::ReadResp 95970 #Transaction distribution (Count) system.membus.transDist::WritebackDirty 95954 #Transaction	system.mem_ctrl.dram.rank1.pwrStateTime	::REF 19136000	00 # Time
system.mem_ctrl.dram.rank1.pwrStateTime::PRE_PDN 0 # Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::ACT 5468864750 #Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::ACT_PDN 0 # Time in different power states (Tick) system.mem_ctrl.power_states (Tick) system.mem_ctrl.power_state.pwrStateResidencyTicks::UNDEFINED 5737602000 #Cumulative time (in ticks) in various power states (Tick) system.membus.transDist::ReadReq 95970 #Transaction distribution (Count) system.membus.transDist::ReadResp 95970 #Transaction distribution (Count) system.membus.transDist::WritebackDirty 95954 #Transaction	system.mem_ctrl.dram.rank1.pwrStateTime:	::SREF 0	# Time in
system.mem_ctrl.dram.rank1.pwrStateTime::ACT 5468864750 # Time in different power states (Tick) system.mem_ctrl.dram.rank1.pwrStateTime::ACT_PDN 0 # Time in different power states (Tick) system.mem_ctrl.power_state.pwrStateResidencyTicks::UNDEFINED 5737602000 # Cumulative time (in ticks) in various power states (Tick) system.membus.transDist::ReadReq 95970 # Transaction distribution (Count) system.membus.transDist::ReadResp 95970 # Transaction distribution (Count) system.membus.transDist::WritebackDirty 95954 # Transaction	` ,	::PRE_PDN	0 #
system.mem_ctrl.dram.rank1.pwrStateTime::ACT_PDN 0 # Time in different power states (Tick) system.mem_ctrl.power_state.pwrStateResidencyTicks::UNDEFINED 5737602000 # Cumulative time (in ticks) in various power states (Tick) system.membus.transDist::ReadReq 95970 # Transaction distribution (Count) system.membus.transDist::ReadResp 95970 # Transaction distribution (Count) system.membus.transDist::WritebackDirty 95954 # Transaction	<u> </u>	::ACT 54688647	750 # Time
system.mem_ctrl.power_state.pwrStateResidencyTicks::UNDEFINED 5737602000 # Cumulative time (in ticks) in various power states (Tick) system.membus.transDist::ReadReq 95970 # Transaction distribution (Count) system.membus.transDist::ReadResp 95970 # Transaction distribution (Count) system.membus.transDist::WritebackDirty 95954 # Transaction	± ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '	::ACT_PDN	0 #
# Cumulative time (in ticks) in various power states (Tick) system.membus.transDist::ReadReq 95970 # Transaction distribution (Count) system.membus.transDist::ReadResp 95970 # Transaction distribution (Count) system.membus.transDist::WritebackDirty 95954 # Transaction	<u> </u>	dencyTicks::UND	DEFINED 5737602000
distribution (Count) system.membus.transDist::ReadResp 95970 # Transaction distribution (Count) system.membus.transDist::WritebackDirty 95954 # Transaction	# Cumulative time (in ticks) in various power	er states (Tick)	
system.membus.transDist::ReadResp 95970 # Transaction distribution (Count)		95970	# Transaction
system.membus.transDist::WritebackDirty 95954 # Transaction	system.membus.transDist::ReadResp	95970	# Transaction
	system.membus.transDist::WritebackDirty	95954	# Transaction

system.membus.pktCount_system.cache.mem_side::system.mem_ctrl.port					
287894 # Packet count per co		_	_	r (Count)	
system.membus.pktCount_system.cache.m			7894	#	
Packet count per connected requestor and	responder (0	Count)			
system.membus.pktCount::total	287894		# Packet c	ount per	
connected requestor and responder (Count)				
system.membus.pktSize_system.cache.me	m_side::sys	tem.mem	_ctrl.port	12283136	
# Cumulative packet size per connected re	questor and	responde	r (Byte)		
system.membus.pktSize_system.cache.me	m_side::tota	al 1228	3136	#	
Cumulative packet size per connected requ	estor and re	esponder (Byte)		
	2283136	•		tive packet	
size per connected requestor and responde	r (Byte)			1	
system.membus.snoops	Ò	# To	tal snoops (Count)	
system.membus.snoopTraffic	0		Total snoop	•	
(Byte)			1		
system.membus.snoopFanout::samples	95970		# Reai	iest fanout	
histogram			- 1		
system.membus.snoopFanout::mean	0		# Request	fanout	
histogram	G		riequest		
system.membus.snoopFanout::stdev	0		# Request	fanout	
histogram	Ü		" request	lullout	
system.membus.snoopFanout::underflows	0	0.00%	0 00% #	Request	
fanout histogram	O	0.0070	0.0070 11	request	
system.membus.snoopFanout::0	95970 1	00.00%	100.00% 7	# Request	
fanout histogram	33370 1	100.0070	100.00701	† request	
system.membus.snoopFanout::overflows	0	0.00%	100.00% 7	4 Doguest	
fanout histogram	U	0.0070	100.00701	7 Request	
system.membus.snoopFanout::min_value	0		# Dogue	est fanout	
histogram	U		# IXEque	est failout	
•	0		# Dogu	oct fanout	
system.membus.snoopFanout::max_value	U		# Kequ	est fanout	
histogram	95970		# Dogues	et fanout	
system.membus.snoopFanout::total	95970		# Reques	st failout	
histogram	dan ar-Ti alsa	LINIDEE	INED E75	7770000	
system.membus.power_state.pwrStateResi	-		INED 5/3	3/602000	
# Cumulative time (in ticks) in various pov	•	•	// T		
system.membus.reqLayer2.occupancy	57574000	00	# La	iyer	
occupancy (ticks) (Tick)	0.4		ит .	•1• .•	
system.membus.reqLayer2.utilization	0.1		# Layer ut	ilization	
(Ratio)	5 000 5 1 5	0.0			
system.membus.respLayer0.occupancy	5036545	00	# La	ayer	
occupancy (ticks) (Tick)					
system.membus.respLayer0.utilization	0.1		# Layer ut	ilization	
(Ratio)					
system.membus.snoop_filter.totRequests	0		# Total nu	ımber of	
requests made to the snoop filter. (Count)					

system.membus.snoop_filter.hitSing requests hitting in the snoop filter w	ith a single l		. ,		
system.membus.snoop_filter.hitMul	-	0	# Number of		
requests hitting in the snoop filter w	ith multiple	(>1) holde	ers of the requested data.		
(Count)					
system.membus.snoop_filter.totSnoo	ops	0	# Total number of		
snoops made to the snoop filter. (Co	unt)				
system.membus.snoop_filter.hitSing	leSnoops	0	# Number of		
snoops hitting in the snoop filter wit	h a single ho	older of the	e requested data. (Count)		
system.membus.snoop_filter.hitMul	_	0	# Number of		
snoops hitting in the snoop filter with multiple (>1) holders of the requested data.					
(Count)	1 \	,	•		
system.workload.inst.arm	0		# number of arm		
instructions executed (Count)					
system.workload.inst.quiesce	0		# number of quiesce		
instructions executed (Count)			-		
End Simulation Statistics					