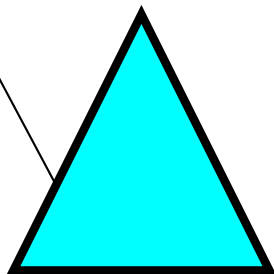
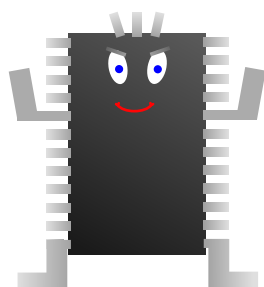


initial cache states (different)



hit

miss

executed instructions (different)

