



Transition signal descriptions

$$\text{hit} = \text{hit_0} \cdot \text{vic_flop} + \text{hit_1} \cdot \text{vic_flop}$$

$$\text{hit_valid} = (\text{hit_0} \wedge \text{valid_0}) \vee (\text{hit_1} \wedge \text{valid_1})$$

$$\text{dirty} = \text{dirty_0} \cdot \text{vic_flop} + \text{dirty_1} \cdot \text{vic_flop}$$

$$\text{valid} = \text{valid_0} \cdot \text{vic_flop} + \text{valid_1} \cdot \text{vic_flop}$$

$$\text{wr_done} = \text{writing to mem is done}$$

$$\text{rd_done} = \text{reading to mem is done}$$

$$\text{ur_done_cache} = \text{done writing to cache}$$

$$\text{rd_done_cache} = \text{done reading from cache}$$

vicinuiflop = 0 or 1.
 invert on rega or
 write. 0 victimizes
 cache 0. 1 victimizes
 cache 1.

state descriptions

- compare read: compare read will victimize the cache and find the victim blk in the victim cache accordingly
- compare write: compare write will victimize the cache and find the victim blk in the victim cache accordingly

- victim cache can be cache_0 or cache_1 due to replacement policy