

Caches (Part 2)**1.**

```
typedef struct {
    char r;
    char g;
    char b;
    char a;
} pixel;

pixel bitmap[16][16];
int i, j;
int sum_r = 0, sum_g = 0, sum_b = 0, sum_a = 0;

for (i = 0; i < 16; i++){
    for (j = 0; j < 16; j++){
        sum_r += bitmap[i][j].r;
        sum_g += bitmap[i][j].g;
        sum_b += bitmap[i][j].b;
        sum_a += bitmap[i][j].a;
    }
}
```

The array `bitmap` is stored in memory. If the cache is direct-mapped with a capacity of 512 bytes and 8-byte blocks, what is its miss rate?

If the cache size were to be doubled, what would be its miss rate?

2. Questions about vocabulary? (Policies, prefetching, strides, etc.)