



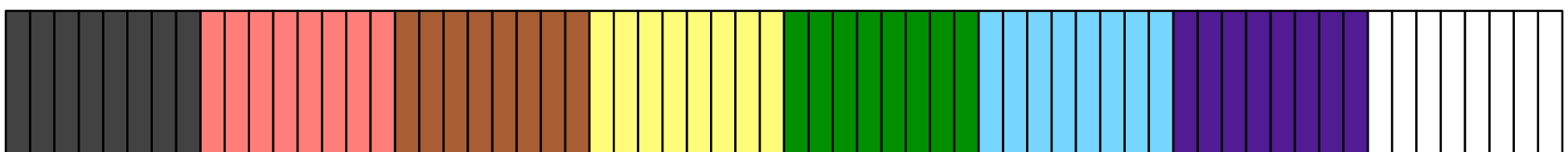
No cache address shift - 8 x 4 KB stripes per DRAM region



1-bit cache address shift - 4 x 8 KB stripes per DRAM region



2-bit cache address shift - 2 x 16 KB stripes per DRAM region



3-bit cache address shift - a DRAM region is one 32 KB stripe

