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## OS LAB 10

### Code

(All the three Algorithms in one code)

```
#include "stdio.h"
#include "stdlib.h"
#define pr printf
#define sc scanf

void push(int frame[],int *front,int *back,int n,int item){
    if(*front==( *back+1)%n){
        pr("Full\n");
        return;
    }
    else{
        *back=( *back+1)%n;
        frame[*back]=item;
        if(*front== -1) *front+=1;
    }
}

void pop(int frame[],int *front,int *back,int n){
    if(*front== -1){
        pr("Empty\n");
        return;
    }
    else{
        if(*front==*back){
            *front=*back= -1;
        }
        else{
            *front=( *front+1)%n;
        }
    }
}
```

```

int in(int frame[],int n,int item){
    for(int i=0;i<n;++i){
        if(frame[i]==item) return 1;
    }return 0;
}

void print(int ar[],int front,int end,int n){
    if(front==-1){
        pr("Empty");
    }
    else if(front<=end){
        for(int i=front;i<=end;++i)
            pr("%d ",ar[i]);
    }
    else{
        for(int i=front;i<n;++i)
            pr("%d ",ar[i]);
        for(int i=0;i<=end;++i)
            pr("%d ",ar[i]);
    }pr("\n");
}

void fifo(int ar[],int n,int f){
    int frame[f];
    for(int i=0;i<f;++i)
        frame[i]=-1;
    int front,back,hit,miss;
    hit=miss=0;
    front=back=-1;
    for(int i=0;i<n;++i){
        if(in(frame,f,ar[i])){
            hit+=1;
        }
        else if(front==(back+1)%f){
            miss+=1;
            pop(frame,&front,&back,f);
            push(frame,&front,&back,f,ar[i]);
        }
        else{
            miss+=1;
            push(frame,&front,&back,f,ar[i]);
        }print(frame,front,back,f);
    }
    pr("Page Faults: %d\n",miss);
}

```

```

}

int findLRU(int time[], int n){
    int i, minimum = time[0], pos = 0;
    for (i = 1; i < n; ++i){
        if (time[i] < minimum){
            minimum = time[i];
            pos = i;
        }
    }
    return pos;
}

void lru(int pages[],int n,int f){
    int frames[f];
    for(int i=0;i<f;++i)
        frames[i]=-1;
    int i,j,counter=0,flag1,flag2,faults=0,pos,time[30];
    for (i = 0; i < f; ++i){
        frames[i] = -1;
    }
    for (i = 0; i < n; ++i){
        flag1 = flag2 = 0;
        for (j = 0; j < f; ++j){
            if (frames[j] == pages[i]){
                counter++;
                time[j] = counter;
                flag1 = flag2 = 1;
                break;
            }
        }
        if (flag1 == 0){
            for (j = 0; j < f; ++j){
                if (frames[j] == -1){
                    counter++;
                    faults++;
                    frames[j] = pages[i];
                    time[j] = counter;
                    flag2 = 1;
                    break;
                }
            }
        }
        if (flag2 == 0){
            pos = findLRU(time, f);
        }
    }
}

```

```

        counter++;
        faults++;
        frames[pos] = pages[i];
        time[pos] = counter;
    }
    pr("\n");
    for (j = 0; j < f; ++j){
        pr("%d ", frames[j]);
    }
}pr("\n");
pr("Page Faults = %d\n", faults);
}

void optimal(int pages[],int n,int f){
    int frames[f];
    for(int i=0;i<n;++i)
        frames[i]=-1;
    int i,j,counter=0,flag1,flag2,faults=0,pos,time[30],max;
    int flag3,k;
    for (i = 0; i < f; ++i){
        frames[i] = -1;
    }
    for (i = 0; i < n; ++i){
        flag1 = flag2 = 0;
        for (j = 0; j < f; ++j){
            if (frames[j] == pages[i]){
                flag1 = flag2 = 1;
                break;
            }
        }
        if (flag1 == 0){
            for (j = 0; j < f; ++j){
                if (frames[j] == -1){
                    faults++;
                    frames[j] = pages[i];
                    flag2 = 1;
                    break;
                }
            }
        }
        if (flag2 == 0){
            flag3 = 0;
            for (j = 0; j < f; ++j){
                time[j] = -1;
                for (k = i + 1; k < n; ++k){

```

```

        if (frames[j] == pages[k]){
            time[j] = k;
            break;
        }
    }
}
for (j = 0; j < f; ++j){
    if (time[j] == -1){
        pos = j;
        flag3 = 1;
        break;
    }
}
if (flag3 == 0){
    max = time[0];
    pos = 0;
    for (j = 1; j < f; ++j){
        if (time[j] > max){
            max = time[j];
            pos = j;
        }
    }
}
frames[pos] = pages[i];
faults++;
}
pr("\n");
for (j = 0; j < f; ++j){
    pr("%d\t", frames[j]);
}
}
pr("\n\nTotal Page Faults = %d\n", faults);
}

int main(){
    int n,ch,f;
    pr("Total Pages: ");
    sc("%d",&n);
    int pages[n];
    pr("Enter Page Sequence:\n");
    for(int i=0;i<n;++i)
        sc("%d",&pages[i]);
    do{
        pr("Total Frames: ");
        sc("%d",&f);
    }
}

```

```

pr("1-FIFO 2-LFU 3-Optimal 4-Exit\n");
sc("%d",&ch);
switch(ch){
    case 1:
        fifo(pages,n,f);
        break;
    case 2:
        lru(pages,n,f);
        break;
    case 3:
        optimal(pages,n,f);
        break;
}
}while(ch<=3);
}

```

Output

Frame Size : 1

FIFO

```

codex@codex:~/Documents/OS/C/Page_Replacement_Algo$ gcc page.cpp -o out
codex@codex:~/Documents/OS/C/Page_Replacement_Algo$ ./out
Total Pages: 30
Enter Page Sequence:
1 2 3 4 2 1 4 2 5 6 2 1 6 5 2 3 7 5 4 2 6 3 2 1 2 3 6 4 2 5
Total Frames: 1
1-FIFO 2-LFU 3-Optimal 4-Exit
1

```

```

4
2
5
Page Faults: 30

```

## LFU

```
Total Frames: 1  
1-FIFO 2-LFU 3-Optimal 4-Exit  
2
```

```
Page Faults = 30  
Total Frames: █
```

## Optimal

```
Page Faults = 30  
Total Frames: █
```

Frame size : 2

## FIFO

```
2 5  
Page Faults: 29  
Total Frames: █
```

## LFU

```
2 5  
Page Faults: 29  
Total Frames: █
```

Optimal

```
Total Page Faults = 22  
Total Frames: █
```

Frame size : 3

FIFO

```
Total Page Faults = 22  
Total Frames: █
```

LFU

```
Total Page Faults = 22  
Total Frames: █
```

Optimal

```
Total Page Faults = 16  
Total Frames: █
```

Frame size : 4

FIFO

```
1 4 2 3  
Page Faults: 19  
Total Frames: █
```



LFU

```
0 4 3 2
Page Faults = 16
Total Frames: █
```

Optimal

```
5      2      6
Page Faults = 13
Total Frames: █
```

Frame size : 5

FIFO

```
0 2 1 3 3
Page Faults: 17
Total Frames: █
```

LFU

```
3 2 4 6 5
Page Faults = 13
Total Frames: █
```

Optimal

```
3      2      3
Page Faults = 10
Total Frames: █
```

Frame size : 6

FIFO

```
7 1 2 3 4 5
Page Faults: 12
Total Frames: █
```

LFU

```
7 2 3 1 3 6
Page Faults = 9
Total Frames: █
```

Optimal

```
1      2      3
Page Faults = 8
Total Frames: █
```

Frame size : 7

FIFO

```
1 2 3 4 5 6 7
Page Faults: 7
Total Frames: █
```

LFU

```
1 2 3 4 5 6 7
Page Faults: 7
Total Frames: █
```

## Optimal

```
1 2 3 4 5 6 7
Page Faults: 7
Total Frames: 7
```

## Conclusion

Page Faults for each Algorithm:

Frame size	FIFO	LFU	Optimal
1	30	30	30
2	29	29	22
3	22	22	16
4	19	16	13
5	17	13	10
6	12	9	8
7	7	7	7

Beyond Frame size : 7 its meaning less as 7 is the Minimum possible page fault as pages are numbered from 1-7.