Page fault occurs each time and the condition called thrashing. OS might detect after seeing that the sequence of trying accessed blocks. For instance, our working set is 520 and frames are 512 and if simultaneously trying to access 1 to 520. It always page fault in each policy. If OS catches it and stores 1 to 500 in a stable block and only apply replacement with from block 501 to 512, it only page faults while accessing 500 to 520 which is pretty good instead of %100 page fault rate.