

### OS Lab Assignment - 5

## Group - 6

Abhijeet Sonkar

**Avneesh Kumar** 

Ambika Singh

Aditya Aggarwal

**Divy Agrawal** 

(IIB2019009)

(IIB2019010)

(IIB2019017)

(IIT2019210)

(IIT2019211)

# Question Statement

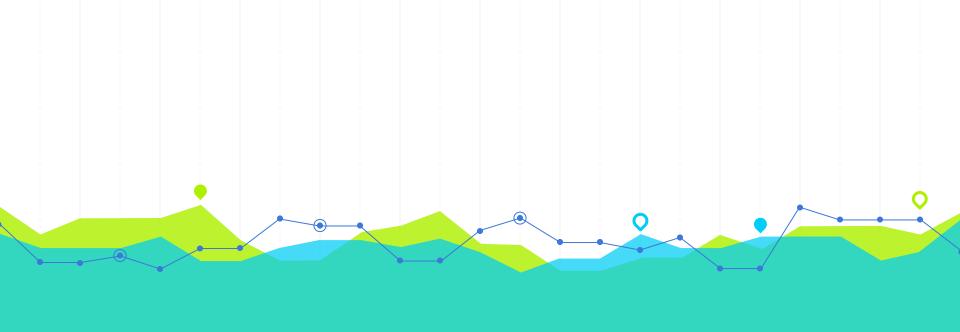
Implement the code of the page replacement algorithm LRU Approximation: Enhanced Second Chance Algorithm inside the getFrameNo() function and print the value of total page-fault-count from the Finalize() function.

#### **Flow of Content**

**Basic Concepts** 

Code Explanation

Output Screenshots



### 1 Basic Concepts

## Virtual Memory

- An imaginary memory area supported by some operating systems in conjunction with the hardware
- ❖ Programs use these virtual addresses rather than real addresses to store instructions and data. When the program is actually executed, the virtual addresses are converted into real memory addresses.
- The purpose of virtual memory is to enlarge the address space, the set of addresses a program can utilize. For example, virtual memory might contain twice as many addresses as main memory

#### Page Replacement Algorithm

- ❖ Page replacement algorithms decide which memory pages to page out, sometimes called swap out, or write to disk, when a page of memory needs to be allocated.
- ❖ Page replacement happens when a requested page is not in memory (page fault) and a free page cannot be used to satisfy the allocation, either because there are none, or because the number of free pages is lower than some threshold.

## Paging

- ❖ Paging is a memory management scheme by which a computer stores and retrieves data from secondary storage for use in main memory. In this scheme, the operating system retrieves data from secondary storage in same-size blocks called pages.
- ❖ Paging is an important part of virtual memory implementations in modern operating systems, using secondary storage to let programs exceed the size of available physical memory

#### Least Recently Used (LRU)

- Least Recently Used page replacement algorithm keeps track of page usage over a short period of time. It works on the idea that the pages that have been most heavily used in the past are most likely to be used heavily in the future too.
- ❖ In LRU, whenever page replacement happens, the page which has not been used for the longest amount of time is replaced.

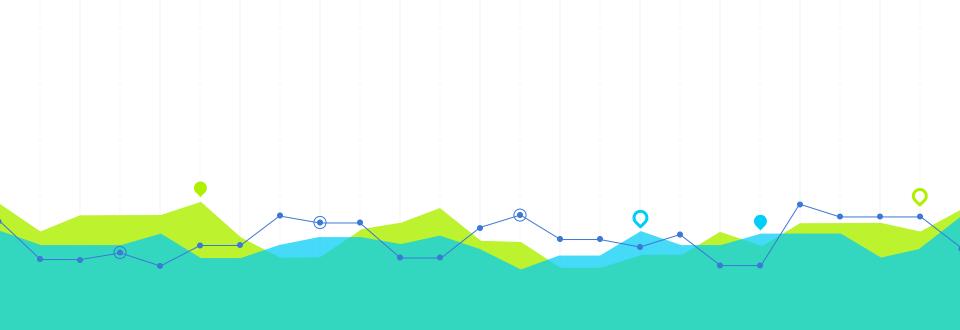
#### **Enhanced Second Chance Algo**

The reference bit and modify bit form a pair (r,m) where -

- □ (0,0) neither recently used nor modified replace this page!
- □ (0,1) not recently used but modified not as good to replace, since the OS must write out this page, but it might not be needed anymore.
- (1,0) recently used and unmodified probably will be used again soon, but OS need not write it out before replacing it
- □ (1,1) recently used and modified probably will be used again soon and the OS must write it out before replacing.
- On a page fault, the OS searches for the first page in the lowest nonempty class.

The OS goes around at most three times searching for the (0,0) class.

- ☐ Page with (0,0) => replace the page
- □ Page with (0,1) => initiate an I/O to write out the page, locks the page in memory until the I/O completes, clears the modified bit, and continue the search.
- ☐ For pages with the reference bit set, the reference bit is cleared.
- ☐ If the hand goes completely around once, there was no (0,0) page. On the second pass, a page that was originally (0,1) or (1,0) might have been changed to (0,0) => replace this page
- ➢ If the page is being written out, waits for the I/O to complete and then remove the page.
- $\triangleright$  A (0,1) page is treated as on the first pass.
- $\triangleright$  By the third pass, all the pages will be at (0,0).



### 2 Code Explanation

```
void create_queue(){
  queue=create_node();
  struct node *start=queue;
  for(int i=0;i<no_of_frames-1;i++){
    start->next=create_node();
    start=start->next;
  }
  start->next=queue;
}
```

This function is used to create a node for implementing a circular queue which is in turn used to implement page replacement algorithm.

This function is used to create the circular queue using linked list which is in turn used to implement page replacement algorithm.

```
struct node* create_node(){
   struct node *new=NULL;
   new=(struct node*)malloc(sizeof(struct node));
   new->page_no=-1;
   new->next=NULL;
   return new;
}
```

int SwapOut(int fno,int old\_pno){
 if(PageTable[old\_pno].modify\_bit)
 writeFrame(fno,old\_pno);
 PageTable[old\_pno].modify\_bit = 0;
 PageTable[old\_pno].reference\_bit = 0;
 return old pno;

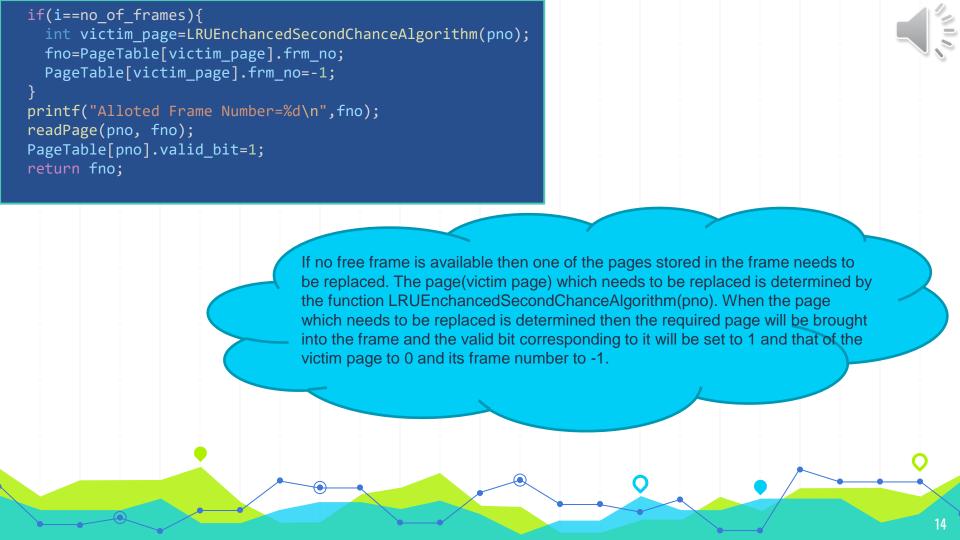
If the page which is to be replaced has a modify bit 1 then the page needs to be swapped out that means the data of the page has been modified and needs to be written back to file before bringing in a page which would be replacing it.

```
int getFrameNo(int pno){
  int fno;
  if(PageTable[pno].valid_bit){
    PageTable[pno].reference_bit=1;
    return PageTable[pno].frm_no;
}
```

In this if condition we will check whether the page which is required is already present in one of the frames or not. If it is present in one of the frame then we will return that frame number.

If the page is not present in one of the frames then if there are some frames which are empty then we will bring the required page into this empty frame, valid bit corresponding to this page is set to 1 and return the number of this frame.

```
int i;
  for(i=0;i<no_of_frames;i++){
    if(FrameTable[i]==-1){
      fno=i;
      AddNewPage(queue,pno,fno);
      queue=queue->next;
      break;
    }
}
```



```
int LRUEnchancedSecondChanceAlgorithm(int pno){
  int victim_page=check00(pno);
  if(victim_page!=-1){
    return SwapOut(PageTable[victim_page].frm_no,victim_page);
  }
  victim_page=check01(pno);
  if(victim_page!=-1){
    return SwapOut(PageTable[victim_page].frm_no,victim_page);
  }
  LRUEnchancedSecondChanceAlgorithm(pno);
}
```

This function is used to find the appropriate page which will be replaced by the incoming page in one of the frame. Here we will 1. find a page having reference bit and

- modify bit as 0 for replacement

  2. If above page not found then find a page having reference bit 0 and modify bit 1 for
- We will repeat the two steps until one of the two situation meets.

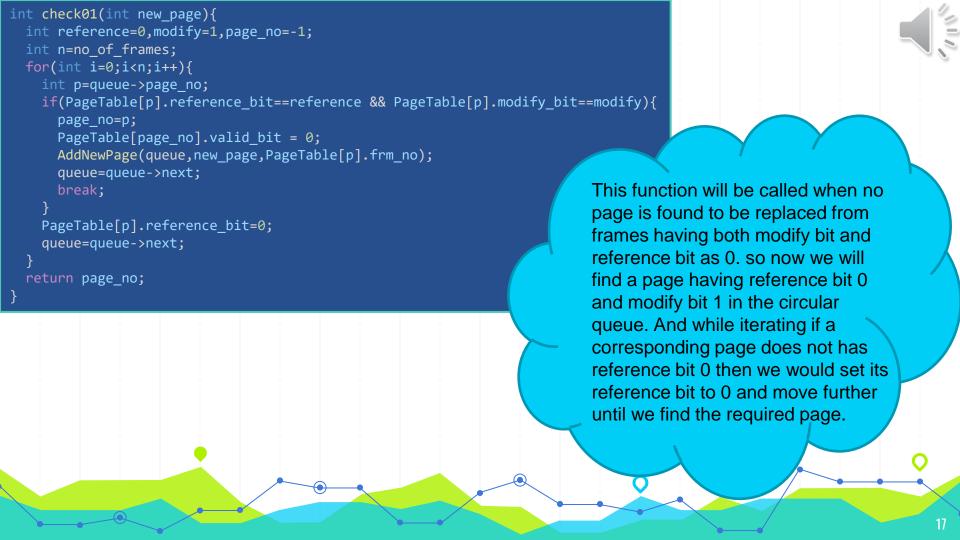
This function will be used to bring the required page into the main memory by allotting one frame to it and storing the information in PageTable about the new page.

void AddNewPage(struct node \*x,int new\_page,int fram
e){
 x->page\_no=new\_page;
 PageTable[new\_page].frm\_no=frame;
 PageTable[new\_page].reference\_bit=1;
 PageTable[new\_page].modify\_bit=0;
}

replacement.

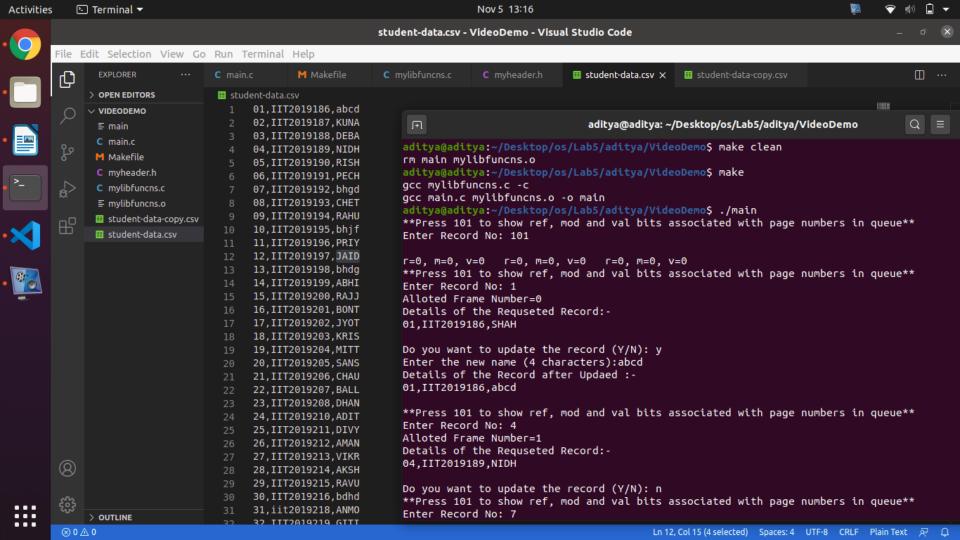


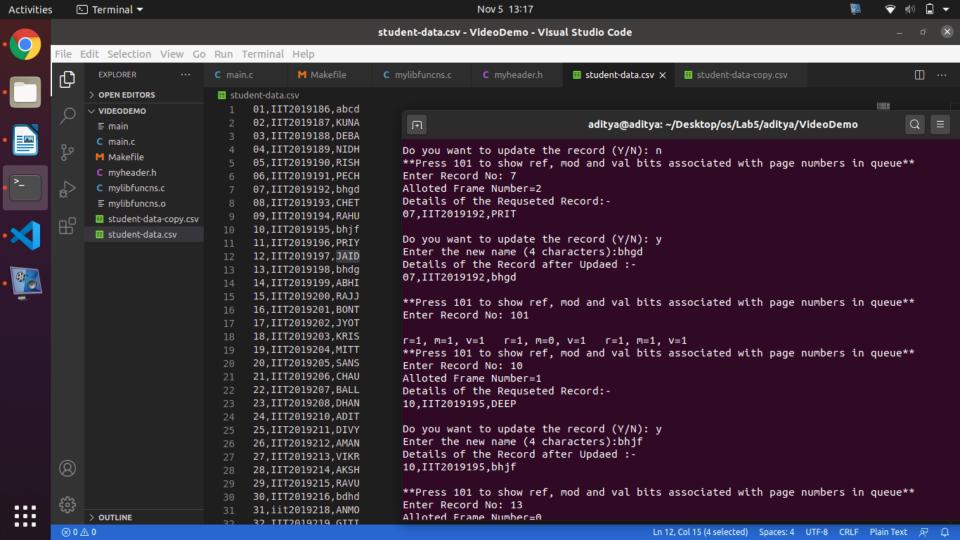
This function Is used to find a page in the circular queue having both reference bit and modify bit as 0. we will iterate until either we find the required page or reach the same position.

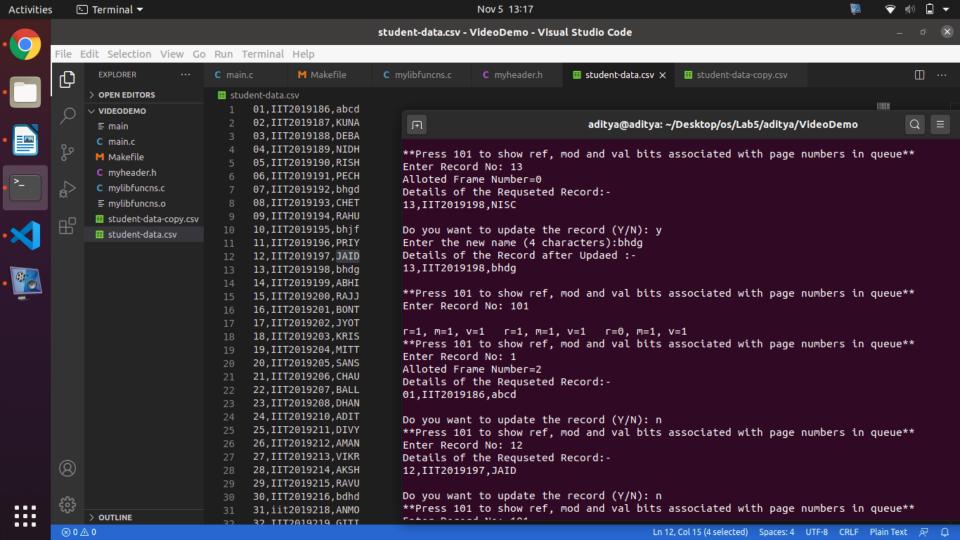


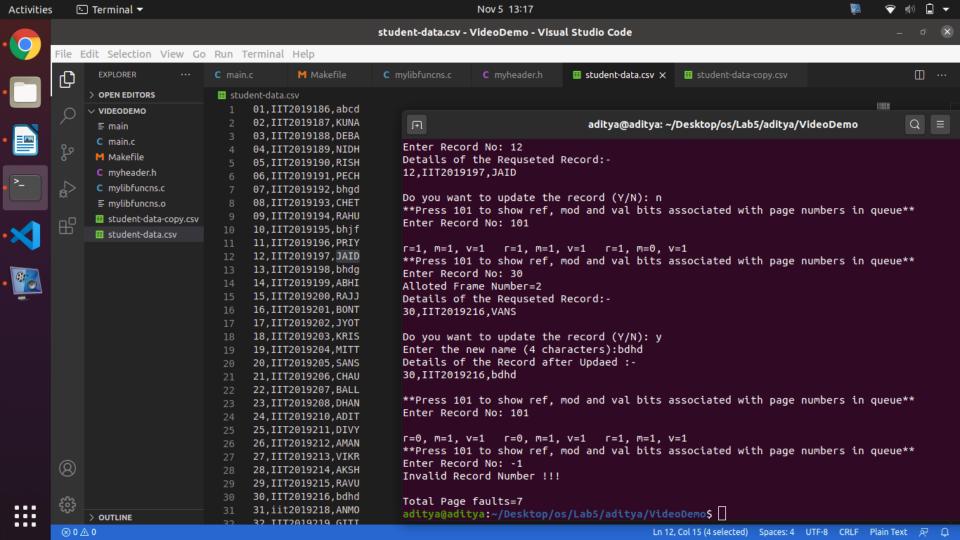


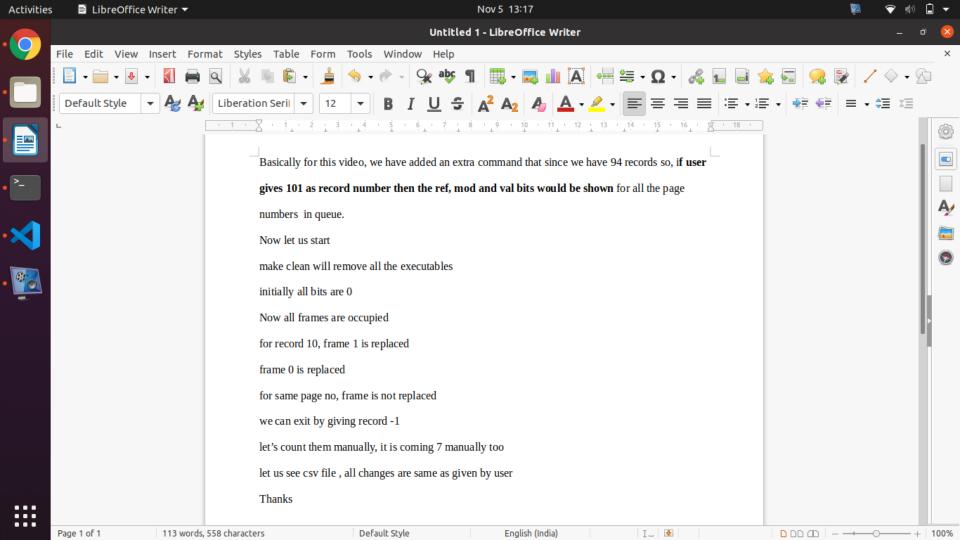
## 3 Output Screenshot

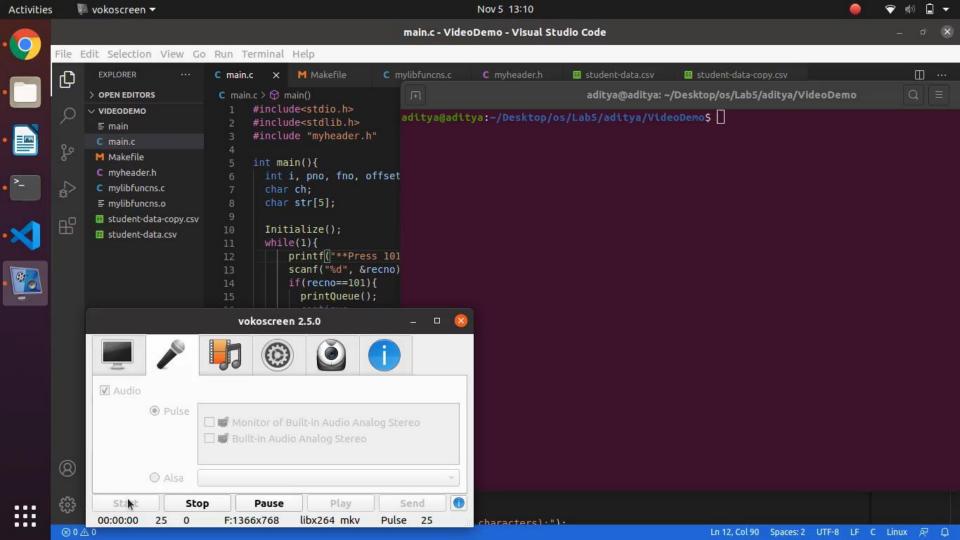












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