NRU Refresh:

I chose to use a refresh value of 60. I performed my tests on gcc.trace with 16 frames. A refresh value of 60 resulted in the lowest number of page faults and the lowest number of writes to disk. The results on 16 frames should translate relatively well across 8, 32, and 64 frames.

The tests to produce the results in the two graphs above were performed on gcc.trace. The refresh value for NRU was 60. Based on these results, the Clock Algorithm would seem to be the most appropriate for use in an actual operating system. NRU may have performed better, had the refresh value been dynamically selected based on the number of frames. Results from tests on the refresh value showed that a higher refresh values are more beneficial for a higher number of pages. As it stand, however, the results from the Clock algorithm were the closest to Opt, the benchmark.