

Operating System Practicals

Problem

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1. To implement first fit, best fit and worst fit storage allocation algorithms for memory management.

```
#include <bits/stdc++.h>
#define N 10
#define pii pair<int, pair<int, pair<int, int>>>
#define F first
#define S second
using namespace std;

struct Node
{
    int start;
    int end;
    bool occupied = false;
    int pid;
    Node *next;
    Node *prev;
    Node(int s, int e, bool o = false, int pid = -1, Node *n = NULL, Node *p = NULL)
    {
        this->start = s;
        this->end = e;
        this->next = n;
        this->occupied = o;
        this->prev = p;
        this->pid = pid;
    }
};

struct Process
{
    int pid, arrival_time, burst_time, memory_requirement;
    Process(int p, int a, int b, int m)
    {
        this->pid = p;
        this->arrival_time = a;
        this->burst_time = b;
        this->memory_requirement = m;
    }
};
```

```

void print_linked_list(Node* main_memory){
    Node* head=main_memory;
    cout<<"Start\t\tEnd\t\tOccupied\tPID"<<endl;
    while(head){

cout<<head->start<<"\t\t"<<head->end<<"\t\t"<<head->occupied<<"\t\t"<<head->pid<<"\t\t"
t"<<endl;
        head = head->next;
    }
    return;
}

Node* find_first_fit_node(Node* main_memory,int mem_req){
    Node* head = main_memory;
    while(head){
        if(head->end - head->start+1>=mem_req && head->occupied==false) return head;
        head = head->next;
    }
    return NULL;
}

Node* find_best_fit_node(Node* main_memory,int mem_req){
    Node* head = main_memory;
    Node* req = NULL;
    while(head){
        if(head->end - head->start+1>=mem_req && head->occupied==false){
            if(!req) req = head;
            else if(req->end-req->start>head->end-head->start) req = head;
        }
        head = head->next;
    }
    return req;
}

Node* find_worst_fit_node(Node* main_memory,int mem_req){
    Node* head = main_memory;
    Node* req = NULL;
    while(head){
        if(head->end - head->start+1>=mem_req && head->occupied==false){
            if(!req) req = head;
            else if(req->end-req->start<head->end-head->start) req = head;
        }
        head = head->next;
    }
}

```

```

    }
    return req;
}

Node* find_occupied_node(Node* main_memory, int pid) {
    Node* head = main_memory;
    while(head) {
        if(head->pid==pid) return head;
        head = head->next;
    }
    return NULL;
}

void fit_algorithm(vector<Process *> &processes, int arg = 0)
{
    Node *main_memory = new Node(0, 19);
    if(arg==0)
        cout<<"First Fit Memory Allocation Algorithm"<<endl;
    else if(arg==1)
        cout<<"Best Fit Memory Allocation Algorithm"<<endl;
    else if(arg==2)
        cout<<"Worst Bit Memory Allocation Algorithm"<<endl;

    priority_queue<pii, vector<pii>, greater<pii>> pq;
    for(auto i: processes)
        pq.push({i->arrival_time, {1, {i->memory_requirement, i->pid}}});
    set<int> free_times;
    while(!pq.empty()) {
        pii top = pq.top();
        pq.pop();
        int a_time = top.F;
        int is_entry = top.S.F;
        int mem_req = top.S.S.F;
        int pid = top.S.S.S;
        Process* p = processes[pid];

        cout<<"-----"<<endl;

        cout<<"Current Process at Queue Head: "<<p->pid<<endl;
        if(is_entry) {
            Node* result;
            if(arg==0) result = find_first_fit_node(main_memory, mem_req);
            else if(arg==1) result = find_best_fit_node(main_memory, mem_req);

```

```

else if(arg==2) result = find_worst_fit_node(main_memory,mem_req);
if(!result){
    pii t1 = pq.top();
    pq.push({*free_times.begin(),{1,{mem_req,pid}}});
    cout<<"Not Slot Found!"<<endl;
}else{
    int end = result->end;
    Node* next = result->next;
    result->occupied = true;
    result->pid = p->pid;
    result->end = result->start + mem_req - 1;
    int start = result->end + 1;
    Node* new_node = new Node(start,end);
    result->next = new_node;
    new_node->prev = result;
    if(next && next->occupied==false){
        new_node->end = next->end;
        new_node->next = next->next;
        if(next->next)
            next->next->prev = new_node;
    }else{
        new_node->next = next;
        if(next)
            next->prev = new_node;
    }
    pq.push({a_time+p->burst_time,{0,{mem_req,pid}}});
    free_times.insert(a_time+p->burst_time);
    cout<<"Slot Found!"<<endl;
}
}else{
    free_times.erase(a_time);
    Node* occupied_node = find_occupied_node(main_memory,p->pid);
    Node* prev_node = occupied_node->prev;
    Node* next_node = occupied_node->next;
    if(!prev_node || prev_node->occupied==true){
        if(next_node->occupied==false){
            occupied_node->end = next_node->end;
            occupied_node->next = next_node->next;
            if(next_node->next) next_node->next->prev = occupied_node;
            occupied_node->occupied = false;
            occupied_node->pid = -1;
            free(next_node);
            cout<<"Removed Node! Merged with Next Node!"<<endl;
        }else{

```

```

        occupied_node->occupied = false;
        occupied_node->pid = -1;
        cout<<"Removed Node! No Merging!"<<endl;
    }

}

else if(!next_node || next_node->occupied==true){
    if(prev_node->occupied==false){
        prev_node->end = occupied_node->end;
        prev_node->next = occupied_node->next;
        if(occupied_node->next) occupied_node->next->prev = prev_node;
        free(occupied_node);
        cout<<"Removed Node! Merged with Prev Node!"<<endl;
    }else{
        occupied_node->occupied = false;
        occupied_node->pid = -1;
        cout<<"Removed Node! No Merging!"<<endl;
    }
}

}

cout<<"Main Memory Status"<<endl;
print_linked_list(main_memory);
}

}

int main()
{
    srand(time(NULL));
    vector<Process *> processes;
    for (int i = 0; i < N; i++)
    {
        processes.push_back(new Process(i, rand() % 10, rand() % 10+1, rand() %
10+1));
    }
}

```

```

cout<<"Processes:"<<endl;
cout<<"PID\t\tA.Time\tB.Time\tMemory Requirement"<<endl;
for(auto i: processes)
cout<<i->pid<<"\t\t"<<i->arrival_time<<"\t\t"<<i->burst_time<<"\t\t"<<i->memory_requirement<<"\t\t"<<endl;

    fit_algorithm(processes,2);
}

```

First Fit:

Processes:

PID	A.Time	B.Time	Memory Requirement
0	6	3	10
1	5	3	1
2	9	6	10
3	3	6	6
4	6	5	1
5	1	2	1
6	1	3	1
7	9	9	10
8	0	2	9
9	8	6	9

First Fit Memory Allocation Algorithm

Current Process at Queue Head: 8

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	8	1	8
9	19	0	-1

Current Process at Queue Head: 5

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	8	1	8
9	9	1	5
10	19	0	-1

Current Process at Queue Head: 6

Slot Found!

Main Memory Status

Start	End	Occupied	PID
-------	-----	----------	-----

0	8	1	8
9	9	1	5
10	10	1	6
11	19	0	-1

Current Process at Queue Head: 8

Removed Node! No Merging!

Main Memory Status

Start	End	Occupied	PID
0	8	0	-1
9	9	1	5
10	10	1	6
11	19	0	-1

Current Process at Queue Head: 5

Removed Node! Merged with Prev Node!

Main Memory Status

Start	End	Occupied	PID
0	9	0	-1
10	10	1	6
11	19	0	-1

Current Process at Queue Head: 3

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	5	1	3
6	9	0	-1
10	10	1	6
11	19	0	-1

Current Process at Queue Head: 6

Removed Node! Merged with Prev Node and Next Node!

Main Memory Status

Start	End	Occupied	PID
0	5	1	3
6	19	0	-1

Current Process at Queue Head: 1

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	5	1	3
6	6	1	1

7 19 0 -1

Current Process at Queue Head: 4

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	5	1	3
6	6	1	1
7	7	1	4
8	19	0	-1

Current Process at Queue Head: 0

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	5	1	3
6	6	1	1
7	7	1	4
8	17	1	0
18	19	0	-1

Current Process at Queue Head: 1

Removed Node! No Merging!

Main Memory Status

Start	End	Occupied	PID
0	5	1	3
6	6	0	-1
7	7	1	4
8	17	1	0
18	19	0	-1

Current Process at Queue Head: 9

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	5	1	3
6	6	0	-1
7	7	1	4
8	17	1	0
18	19	0	-1

Current Process at Queue Head: 3

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	6	0	-1
7	7	1	4
8	17	1	0
18	19	0	-1

Current Process at Queue Head: 0

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	6	0	-1
7	7	1	4
8	19	0	-1

Current Process at Queue Head: 9

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	6	0	-1
7	7	1	4
8	16	1	9
17	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	6	0	-1
7	7	1	4
8	16	1	9
17	19	0	-1

Current Process at Queue Head: 7

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	6	0	-1
7	7	1	4
8	16	1	9
17	19	0	-1

Current Process at Queue Head: 4

Removed Node! Merged with Prev Node!

Main Memory Status

Start	End	Occupied	PID
0	7	0	-1
8	16	1	9
17	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	7	0	-1
8	16	1	9
17	19	0	-1

Current Process at Queue Head: 7

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	7	0	-1
8	16	1	9
17	19	0	-1

Current Process at Queue Head: 9

Removed Node! Merged with Prev Node and Next Node!

Main Memory Status

Start	End	Occupied	PID
0	19	0	-1

Current Process at Queue Head: 2

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	2
10	19	0	-1

Current Process at Queue Head: 7

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	2
10	19	1	7
20	19	0	-1

Current Process at Queue Head: 2

Removed Node! No Merging!

Main Memory Status

Start	End	Occupied	PID
0	9	0	-1
10	19	1	7
20	19	0	-1

Current Process at Queue Head: 7

Removed Node! Merged with Prev Node and Next Node!

Main Memory Status

Start	End	Occupied	PID
0	19	0	-1

Best Fit:

Processes:

PID	A.Time	B.Time	Memory Requirement
0	5	5	8
1	4	7	8
2	9	3	5
3	1	10	1
4	1	7	5
5	4	8	7
6	9	4	4
7	0	1	2
8	0	3	2
9	1	2	5

Best Fit Memory Allocation Algorithm

Current Process at Queue Head: 7

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	1	1	7
2	19	0	-1

Current Process at Queue Head: 8

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	1	1	7
2	3	1	8
4	19	0	-1

Current Process at Queue Head: 7

Removed Node! No Merging!

Main Memory Status

Start	End	Occupied	PID
0	1	0	-1
2	3	1	8
4	19	0	-1

Current Process at Queue Head: 3

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	1	0	-1
2	3	1	8
4	19	0	-1

Current Process at Queue Head: 4

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	1	0	-1
2	3	1	8
4	8	1	4
9	19	0	-1

Current Process at Queue Head: 9

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	1	0	-1
2	3	1	8
4	8	1	4
9	13	1	9
14	19	0	-1

Current Process at Queue Head: 8

Removed Node! Merged with Prev Node!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	3	0	-1

4	8	1	4
9	13	1	9
14	19	0	-1

Current Process at Queue Head: 9

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	3	0	-1
4	8	1	4
9	19	0	-1

Current Process at Queue Head: 5

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	3	0	-1
4	8	1	4
9	15	1	5
16	19	0	-1

Current Process at Queue Head: 1

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	3	0	-1
4	8	1	4
9	15	1	5
16	19	0	-1

Current Process at Queue Head: 0

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	3	0	-1
4	8	1	4
9	15	1	5
16	19	0	-1

Current Process at Queue Head: 4

Removed Node! Merged with Prev Node!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	8	0	-1
9	15	1	5
16	19	0	-1

Current Process at Queue Head: 0

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	8	1	0
9	8	0	-1
9	15	1	5
16	19	0	-1

Current Process at Queue Head: 1

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	8	1	0
9	8	0	-1
9	15	1	5
16	19	0	-1

Current Process at Queue Head: 6

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3
1	8	1	0
9	8	0	-1
9	15	1	5
16	19	1	6
20	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	1	3

1	8	1	0
9	8	0	-1
9	15	1	5
16	19	1	6
20	19	0	-1

Current Process at Queue Head: 3

Removed Node! No Merging!

Main Memory Status

Start	End	Occupied	PID
0	0	0	-1
1	8	1	0
9	8	0	-1
9	15	1	5
16	19	1	6
20	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	0	-1
1	8	1	0
9	8	0	-1
9	15	1	5
16	19	1	6
20	19	0	-1

Current Process at Queue Head: 1

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	0	-1
1	8	1	0
9	8	0	-1
9	15	1	5
16	19	1	6
20	19	0	-1

Current Process at Queue Head: 5

Removed Node! Merged with Prev Node!

Main Memory Status

Start	End	Occupied	PID
0	0	0	-1

1	8	1	0
9	15	0	-1
16	19	1	6
20	19	0	-1

Current Process at Queue Head: 2

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	0	-1
1	8	1	0
9	13	1	2
14	15	0	-1
16	19	1	6
20	19	0	-1

Current Process at Queue Head: 1

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	0	0	-1
1	8	1	0
9	13	1	2
14	15	0	-1
16	19	1	6
20	19	0	-1

Current Process at Queue Head: 6

Removed Node! Merged with Prev Node and Next Node!

Main Memory Status

Start	End	Occupied	PID
0	0	0	-1
1	8	1	0
9	13	1	2
14	19	0	-1

Current Process at Queue Head: 0

Removed Node! Merged with Prev Node!

Main Memory Status

Start	End	Occupied	PID
0	8	0	-1
9	13	1	2
14	19	0	-1

Current Process at Queue Head: 1

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	7	1	1
8	8	0	-1
9	13	1	2
14	19	0	-1

Current Process at Queue Head: 2

Removed Node! Merged with Prev Node and Next Node!

Main Memory Status

Start	End	Occupied	PID
0	7	1	1
8	19	0	-1

Current Process at Queue Head: 1

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	19	0	-1

Worst Fit:

Processes:

PID	A.Time	B.Time	Memory Requirement
0	6	8	6
1	5	3	3
2	8	7	9
3	3	6	7
4	7	2	5
5	3	4	8
6	3	4	1
7	8	4	10
8	9	3	4
9	0	8	10

Best Fit Memory Allocation Algorithm

Current Process at Queue Head: 9

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	19	0	-1

Current Process at Queue Head: 6

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	1	6
11	19	0	-1

Current Process at Queue Head: 3

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	1	6
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 5

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	1	6
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 1

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	1	6
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 0

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	1	6
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 6

Removed Node! No Merging!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 1

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 4

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 0

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 5

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	9	1	9
10	10	0	-1
11	17	1	3

18 19 0 -1

Current Process at Queue Head: 9

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 1

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 4

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 0

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 5

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1

3	7	1	4
8	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 7

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	10	0	-1
11	17	1	3
18	19	0	-1

Current Process at Queue Head: 3

Removed Node! Merged with Prev Node and Next Node!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	19	0	-1

Current Process at Queue Head: 8

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	11	1	8
12	19	0	-1

Current Process at Queue Head: 0

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 5

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 7

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	1	4
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 4

Removed Node! No Merging!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	0	-1

8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 5

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	0	-1
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	0	-1
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 7

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	2	1	1
3	7	0	-1
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 1

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	7	0	-1
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 5

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	7	1	5
8	7	0	-1
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	7	1	5
8	7	0	-1
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 7

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	7	1	5
8	7	0	-1
8	11	1	8
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 8

Removed Node! Merged with Prev Node!

Main Memory Status

Start	End	Occupied	PID
0	7	1	5
8	11	0	-1
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 2

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	7	1	5
8	11	0	-1

12	17	1	0
18	19	0	-1

Current Process at Queue Head: 7

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	7	1	5
8	11	0	-1
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 5

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	11	0	-1
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 2

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	8	1	2
9	11	0	-1
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 7

Not Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	8	1	2
9	11	0	-1
12	17	1	0
18	19	0	-1

Current Process at Queue Head: 0

Removed Node! Merged with Prev Node and Next Node!

Main Memory Status

Start	End	Occupied	PID
0	8	1	2
9	19	0	-1

Current Process at Queue Head: 7

Slot Found!

Main Memory Status

Start	End	Occupied	PID
0	8	1	2
9	18	1	7
19	19	0	-1

Current Process at Queue Head: 7

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	8	1	2
9	19	0	-1

Current Process at Queue Head: 2

Removed Node! Merged with Next Node!

Main Memory Status

Start	End	Occupied	PID
0	19	0	-1

2. Write a program that implements the following Page replacement algorithm.

i) LRU (Least Recently Used)

ii) Optimal Page Replacement algorithm

```
#include <bits/stdc++.h>

#define N 10
#define M 20
#define pi pair<int,int>
#define S second
#define F first

using namespace std;

void lru(vector<int>& required_pages,int frame_size){
    cout<<"Least Recently Used Cache"<<endl;
    unordered_map<int,int> umap;
    int T = 0;
    int page_faults = 0;
    for(int k = 0;k<required_pages.size();k++){
        int i = required_pages[k];
        if(umap.count(i)){
            cout<<"Found Page: "<<i<<endl;
            umap[i] = T++;
        }else{
            page_faults++;
            cout<<"Page not Found: "<<i<<" (Page Fault)"<<endl;
            if(umap.size()==frame_size){
                int least_recently_used_value = T,least_recently_used_page = -1;
                for(auto i: umap){
                    if(i.S<least_recently_used_value){
                        least_recently_used_value = i.S;
                        least_recently_used_page = i.F;
                    }
                }
                cout<<"Removed Page: "<<least_recently_used_page<<endl;
                umap.erase(least_recently_used_page);
            }
            umap[i] = T++;
            cout<<"Inserted Page: "<<i<<endl;
        }
    }
    cout<<"Current Cache"<<endl;
    for(auto i: umap){
        cout<<"("<<i.F<<","<<i.S<<") "<<" ";
    }
}
```

```

    }
    cout<<endl;

cout<<"-----"
<<endl;
    }
    cout<<"Total Page Faults: "<<page_faults<<endl;
    cout<<endl<<endl<<endl;
}

void optimum(vector<int>& required_pages,int frame_size){

    #define MAX required_pages.size();

    cout<<"Optimum Cache"<<endl;
    unordered_map<int,int> umap;
    int page_faults = 0;

    for(int k = 0;k<required_pages.size();k++){
        int i = required_pages[k];
        if(umap.count(i)){
            cout<<"Found Page: "<<i<<endl;
            umap[i] = MAX;
            for(int j =k+1;j<required_pages.size();j++){
                if(required_pages[j]==i){
                    umap[i] = j;
                    break;
                }
            }
        }
        else{
            page_faults++;
            cout<<"Page not Found: "<<i<<" (Page Fault)"<<endl;
            if(umap.size()==frame_size){
                int optimum_value = -1,least_optimum_page = -1;
                for(auto i: umap){
                    if(i.S>optimum_value){
                        optimum_value = i.S;
                        least_optimum_page = i.F;
                    }
                }
                cout<<"Removed Page: "<<least_optimum_page<<endl;
                umap.erase(least_optimum_page);
            }
        }
    }
}

```

```

        umap[i] = MAX;
        for(int j =k+1;j<required_pages.size();j++){
            if(required_pages[j]==i){
                umap[i] = j;
                break;
            }
        }
        cout<<"Inserted Page: "<<i<<endl;
    }
    cout<<"Current Cache"<<endl;
    for(auto i: umap){
        cout<<"("<<i.F<<","<<i.S<<") "<<" ";
    }
    cout<<endl;

cout<<"-----"
<<endl;
    }
    cout<<"Total Page Faults: "<<page_faults<<endl;
}

int main(){
    srand(time(NULL));
    vector<int> required_pages;
    for(int i = 0;i<M;i++){
        required_pages.push_back(rand()%N);
    }

    lru(required_pages,3);
    optimum(required_pages,3);
}

```

Least Recently Used Cache

Page not Found: 0 (Page Fault)

Inserted Page: 0

Current Cache

(0,0)

Page not Found: 5 (Page Fault)

Inserted Page: 5

Current Cache

(5,1) (0,0)

Page not Found: 3 (Page Fault)

Inserted Page: 3

Current Cache

(3,2) (5,1) (0,0)

Found Page: 0

Current Cache

(3,2) (5,1) (0,3)

Page not Found: 8 (Page Fault)

Removed Page: 5

Inserted Page: 8

Current Cache

(8,4) (3,2) (0,3)

Found Page: 3

Current Cache

(8,4) (3,5) (0,3)

Page not Found: 6 (Page Fault)

Removed Page: 0

Inserted Page: 6

Current Cache

(6,6) (8,4) (3,5)

Page not Found: 2 (Page Fault)

Removed Page: 8

Inserted Page: 2

Current Cache

(2,7) (6,6) (3,5)

Found Page: 3

Current Cache

(2,7) (6,6) (3,8)

Page not Found: 7 (Page Fault)

Removed Page: 6

Inserted Page: 7

Current Cache

(7,9) (2,7) (3,8)

Page not Found: 5 (Page Fault)

Removed Page: 2

Inserted Page: 5

Current Cache

(5,10) (7,9) (3,8)

Page not Found: 8 (Page Fault)

Removed Page: 3

Inserted Page: 8

Current Cache

(8,11) (5,10) (7,9)

Page not Found: 0 (Page Fault)

Removed Page: 7

Inserted Page: 0

Current Cache

(0,12) (8,11) (5,10)

Page not Found: 9 (Page Fault)

Removed Page: 5

Inserted Page: 9

Current Cache

(9,13) (0,12) (8,11)

Page not Found: 1 (Page Fault)

Removed Page: 8

Inserted Page: 1

Current Cache

(1,14) (9,13) (0,12)

Page not Found: 7 (Page Fault)

Removed Page: 0

Inserted Page: 7

Current Cache

(7,15) (1,14) (9,13)

Page not Found: 8 (Page Fault)

Removed Page: 9

Inserted Page: 8

Current Cache

(8,16) (7,15) (1,14)

Found Page: 8

Current Cache

(8,17) (7,15) (1,14)

Page not Found: 9 (Page Fault)

Removed Page: 1
Inserted Page: 9
Current Cache
(9,18) (8,17) (7,15)

Page not Found: 1 (Page Fault)

Removed Page: 7
Inserted Page: 1
Current Cache
(1,19) (9,18) (8,17)

Total Page Faults: 16

Optimum Cache

Page not Found: 0 (Page Fault)

Inserted Page: 0
Current Cache
(0,3)

Page not Found: 5 (Page Fault)

Inserted Page: 5
Current Cache
(5,10) (0,3)

Page not Found: 3 (Page Fault)

Inserted Page: 3
Current Cache
(3,5) (5,10) (0,3)

Found Page: 0

Current Cache
(3,5) (5,10) (0,12)

Page not Found: 8 (Page Fault)

Removed Page: 0
Inserted Page: 8
Current Cache
(8,11) (3,5) (5,10)

Found Page: 3

Current Cache
(8,11) (3,8) (5,10)

Page not Found: 6 (Page Fault)

Removed Page: 8


```
Inserted Page: 6
Current Cache
(6,-1) (3,8) (5,10)
-----
Page not Found: 2 (Page Fault)
Removed Page: 5
Inserted Page: 2
Current Cache
(2,-1) (6,-1) (3,8)
-----
Found Page: 3
Current Cache
(2,-1) (6,-1) (3,-1)
-----
Page not Found: 7 (Page Fault)
Removed Page: -1
Inserted Page: 7
Current Cache
(7,15) (2,-1) (6,-1) (3,-1)
-----
Page not Found: 5 (Page Fault)
Inserted Page: 5
Current Cache
(5,-1) (7,15) (2,-1) (6,-1) (3,-1)
-----
Page not Found: 8 (Page Fault)
Inserted Page: 8
Current Cache
(8,16) (5,-1) (7,15) (2,-1) (6,-1) (3,-1)
-----
Page not Found: 0 (Page Fault)
Inserted Page: 0
Current Cache
(0,-1) (8,16) (5,-1) (7,15) (2,-1) (6,-1) (3,-1)
-----
Page not Found: 9 (Page Fault)
Inserted Page: 9
Current Cache
(9,18) (0,-1) (8,16) (5,-1) (7,15) (2,-1) (6,-1) (3,-1)
-----
Page not Found: 1 (Page Fault)
Inserted Page: 1
Current Cache
(1,19) (9,18) (0,-1) (8,16) (5,-1) (7,15) (2,-1) (6,-1) (3,-1)
```

Found Page: 7

Current Cache

(1,19) (9,18) (0,-1) (8,16) (5,-1) (7,-1) (2,-1) (6,-1) (3,-1)

Found Page: 8

Current Cache

(1,19) (9,18) (0,-1) (8,17) (5,-1) (7,-1) (2,-1) (6,-1) (3,-1)

Found Page: 8

Current Cache

(1,19) (9,18) (0,-1) (8,-1) (5,-1) (7,-1) (2,-1) (6,-1) (3,-1)

Found Page: 9

Current Cache

(1,19) (9,-1) (0,-1) (8,-1) (5,-1) (7,-1) (2,-1) (6,-1) (3,-1)

Found Page: 1

Current Cache

(1,-1) (9,-1) (0,-1) (8,-1) (5,-1) (7,-1) (2,-1) (6,-1) (3,-1)

Total Page Faults: 12