

# OS Lab7 Caching

## 1. Basic requirements (70)

After discussion, this lab requires you to write five page replacement algorithms.

- 1) FIFO: Using a FIFO list to maintain the element in cache. (10)
- 2) Min: When page miss happens, you need to replace the one which we won't use for longest time. (10)
- 3) LRU: When page miss happens, you need to replace the one which is least recent used. (10)
- 4) Clock: Using **circular linked list** to simulate a clock. The hand is always point at the **next position of last replacement**. When we check whether the element in the list, we **don't move the hand**. And during the check procedure, the valid bit does **not change**. But if the element in the list, we finally **change its valid bit to 1**. When miss occurs, we start from the hand, and replace the **first element whose valid bit is 0**. During this procedure, remember to **set the valid bit to 0**. And after replacement, don't forget to **increase** the hand. (15) See the following example:

Consider this input: cache size = 3, n = 7, 1 3 2 4 3 2 1

Initially, all valid bits are 0. We denoted  $X(y\_z)$  X is position of the list, y is the page index, z is valid bit.

1 comes, and doesn't in list. We add 1. Now list: 1(1\_1), 2(0\_0), 3(0\_0) now the hand is point at the next position of 1, which is 2.

3 comes, and doesn't in list. We add 3. Now list: 1(1\_1), 2(3\_1), 3(0\_0) now the hand is point at the next position of 2, which is 3.

2 comes, and doesn't in list. We add 2. Now list: 1(1\_1), 2(3\_1), 3(2\_1) now the hand is point at the next position of 3, which is 1.

4 comes, and doesn't in list. We start from the hand, and finally replace 1. Now list: 1(4\_1), 2(3\_0), 3(2\_0) now the hand is point at the next position of 1, which is 2.

3 comes, and in the list. We only change the valid bit of 3. Now list: 1(4\_1), 2(3\_1), 3(2\_0). Now the hand is still at position 2.

2 comes, and in the list. We only change the valid bit of 2. Now list:

1(4\_1), 2(3\_1), 3(2\_1). Now the hand is still at position 2.

1 comes, and doesn't in the list, we start from the hand(2), and finally replace 2. Now list: 1(4\_0), 2(1\_1), 3(2\_0).

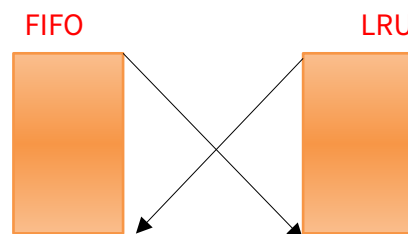
Hit ratio:  $2 / 7 = 28.57\%$

- 5) Second-chance: We do a simplified version. Divide the total cache-size

into two parts with the same size. One uses FIFO, the other uses LRU.  
(15)

(let cache size =  $n$ , then FIFO size =  $n / 2$ , LRU size =  $n - n / 2$ . For example,  $n = 123$ , FIFO size = 61, LRU size = 62)

- We check in both FIFO list and LRU list. (hit)
- When the FIFO is not full, we just push in this part.
- When the FIFO is full and page miss happens, we move the last element in the FIFO list into the LRU list, and push the new element into the FIFO list.
- When the LRU list is full, we remove the least recent used element in the LRU list.
- When we find the query page in the LRU list, we move it into the FIFO list. Note that we also need to move the last element in FIFO to LRU list.



The allowed languages are C/C++. The compile command is: `g++ -std=c++11`.  
We will give you three test cases: 1.in(10000 pages), 2.in(100000 pages), 3.in(100000 pages)

Explanation for input test cases:

Please set your default cache size as 123 unit.

The first line will be an integer  $N$ , which is the number of pages.

Then there will be  $N$  integers, represent the index of the query pages in order.

Please set the algorithm as the following format:

0-FIFO, 1-LRU, 2-Min, 3-Clock, 4-Second chance

Finally, your code will run on system test cases. (E.g.  $N = 1000000$  and not generate randomly), if you can pass this test case using LRU efficiently; you can get the remaining 10 points. Our final input format is:

Cache size (an integer in  $[0 \dots 2048]$ )

Type of Algorithm  $\{0, 1, 2, 3, 4\}$

Page size ( $10000000 \geq N \geq 100000$  and not generate randomly)

Page1 Page2 ... PageN

You should output the hit ratio as “Hit ratio = xx.xx%” (without quotes). Please remember, your result should be rounded up to 2 the decimal places. For example, 10.25% 9.99%.

If you use the given program, please modify the output. You are not allowed to print any other characters.

**Your final score may be lower or higher based on your code quality.**

2. Lab report(30)

- a) Write the report **carefully** and **concretely**. (20)
- b) We will give you three test cases. If you can complete the form correctly, you will get **10** points.