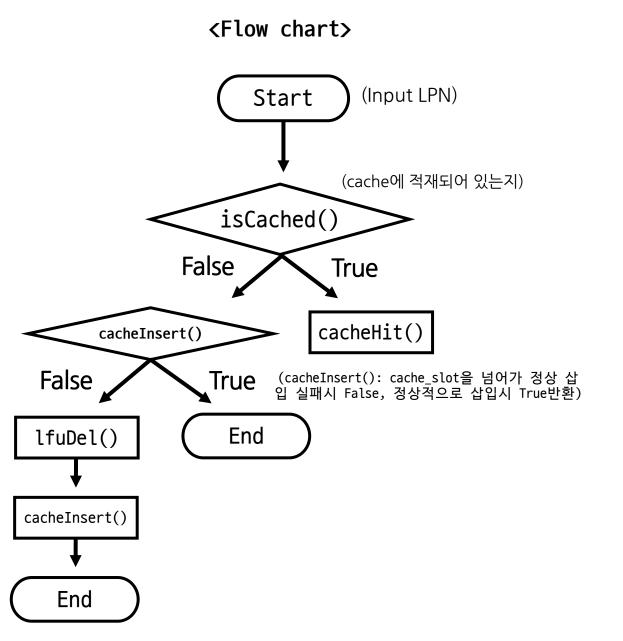
자료구조 LFU 시뮬레이터 (가)반 20203063 강수민



<Result>

```
C:\Users\gsmin2020\Desktop\SoongSilUniv\2-1\Data_structure>C:/Users/gsmin2020
v/2-1/Data_structure/lfu_sim/lfuSim.py
cache_slot = 100 | cache_hit = 22610 | hit ratio = 0.2261
cache_slot = 200 | cache_hit = 29375 | hit ratio = 0.29375
cache slot = 300 \ddagger cache hit = 33052 \ddagger hit ratio = 0.33052
cache_slot = 400 | cache_hit = 33290 | hit ratio = 0.3329
cache slot = 500 | cache hit = 33440 | hit ratio = 0.3344
cache_slot = 600 | cache_hit = 33513 | hit ratio = 0.33513
cache slot = 700 | cache hit = 33660 | hit ratio = 0.3366
cache_slot = 800 | cache_hit = 33820 | hit ratio = 0.3382
cache slot = 900 | cache hit = 33985 | hit ratio = 0.33985
```

<lfuSim.py>

```
from heap import Heap
def lfu sim(cache slots):
 cache_hit = 0
 tot_cnt = 0
 with open("C:\\Users\\gsmin2020\\Desktop\\SoongSilUniv\\2-1\\Data_structure\\lfu_sim\\linkbench.trc", 'r') as data_file:
   cache = Heap()
   for line in data_file.readlines():
     lpn = line.split()[0]
     tot cnt += 1
     if cache.isCached(lpn):
       cache.cacheHit(lpn)
       cache hit += 1
       if not cache.cacheInsert(lpn, cache_slots):
         cache.lfuDel()
         cache.cacheInsert(lpn, cache slots)
   print(f"cache_slot = {cache_slots} | cache_hit = {cache_hit} | hit ratio = {cache_hit / tot_cnt}")
if name == " main ":
 for cache_slots in range(100, 1000, 100):
   lfu sim(cache slots)
```

<Class Heap 새로 추가/수정한 부분>

: 추가

: 수정

- self.__dictAdress: 프로그램 시작부터 종료까지 주소별 등장 횟수를 저장하는 딕셔너리
- Self.__dictCache: 현재 LPN에 저장된 주소를 저장하는 딕셔 너리
- **cacheInsert(adress, size):** adress 삽입 성공시 True, 만약 size를 넘어가면 False반환
- **cacheHit(adress):** __dictAdress속 address의 value를 1증가 시킨 후, heap을 갱신해준다.
- isCached(address): dictCache key값 안에 해당하는 주소가 있으면 True 아니면, False 반환
- IfuDel(): 가장 적게 호출된 adress를 반환하고, heap을 갱신한다.
- __percolateUp(index), __percolateDown(index): 기존 함수는 호출 횟수가 아닌, 주소값을 대소비교. 이를 주소 등장 횟수로 대소비교하는 것으로 바꿈.
- findInd(address): 선형적으로 adress의 index를 찾는다.

<heap.py> 추가/수정한 부분 소스코드

```
class Heap:
                                                       def lfuDel(self):
    def __init__(self, *arg):
                                                            if not self.isEmpty():
        self._A = []
                                                               rm = self._A[0]
        if len(arg) != 0:
                                                               self.__dictCache.pop(rm)
            self.\_A = arg[0]
                                                               self.__A[0] = self.__A.pop()
        self.__numItems = 0
                                                               self. numItems -= 1
        self.__dictAdress = dict()
                                                               self.__percolateDown(0)
        self.__dictCache = dict()
                                                               return rm
                                                            else:
def cacheInsert(self, x, cache_size) -> bool:
                                                               print("There is no elements")
    if (self. numItems >= cache size):
        return False
                                                       def __percolateUp(self, ind:int):
    self.__A.append(x)
                                                            parent = (ind-1)//2
    self.__dictCache[x] = True
                                                            if (0 < ind < self.__numItems) and (self.__dictAdress[self.__A[parent]] > self.__dictAdress[self.__A[ind]]):
    if self. dictAdress.get(x) == None:
                                                                self. A[parent], self. A[ind] = self. A[ind], self. A[parent]
        self.__dictAdress[x] = 0
                                                                self. percolateUp(parent)
    self.__dictAdress[x] += 1
    self. numItems += 1
                                                       def __percolateDown(self, ind:int):
    self.__percolateUp(self.__numItems-1)
                                                            child = 2*ind + 1
    return True
                                                            rchild = 2*ind + 2
                                                            if child < self.__numItems:</pre>
                                                               if (rchild < self. numItems) and (self. dictAdress[self. A[child]] > self. dictAdress[self. A[rchild]]):
def cacheHit(self, x):
                                                                   child = rchild
                                                               if self.__dictAdress[self.__A[child]] < self.__dictAdress[self.__A[ind]]:</pre>
    self.__dictAdress[x] += 1
                                                                   self._A[child], self._A[ind] = self._A[ind], self._A[child]
    self. percolateDown(self.find ind(x))
                                                                   self. percolateDown(child)
                                                        def find_ind(self, x):
def isCached(self, x):
                                                            return self. A.index(x)
    if self. dictCache.get(x) != None:
        return True
    return False
```