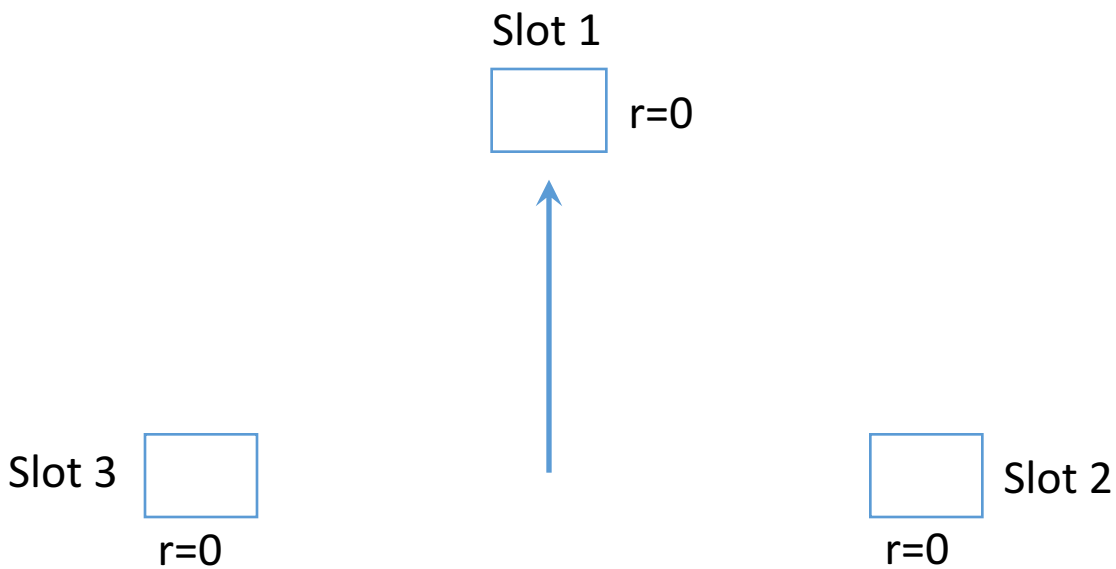
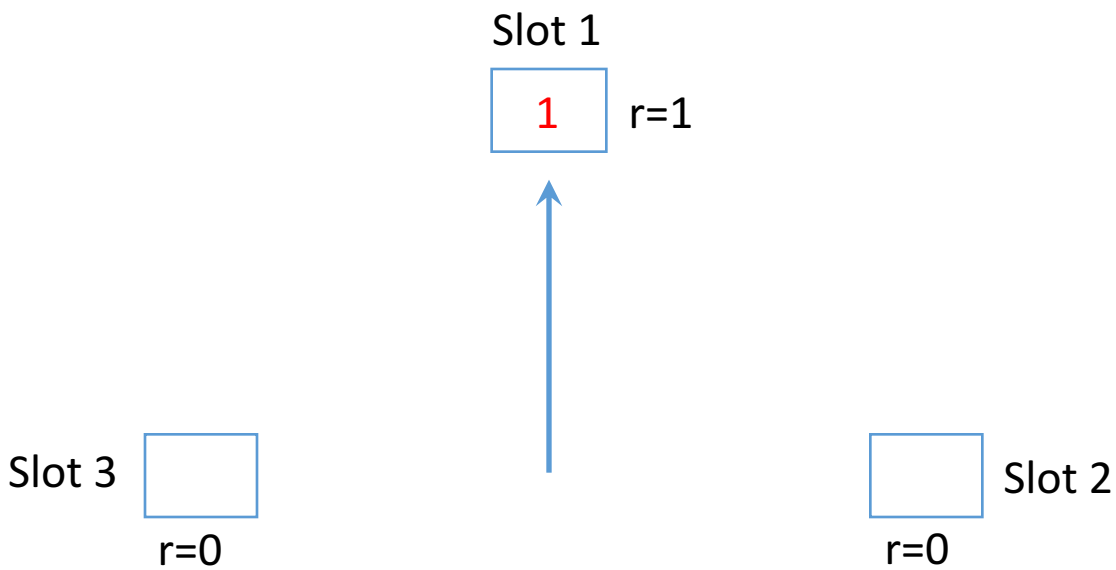
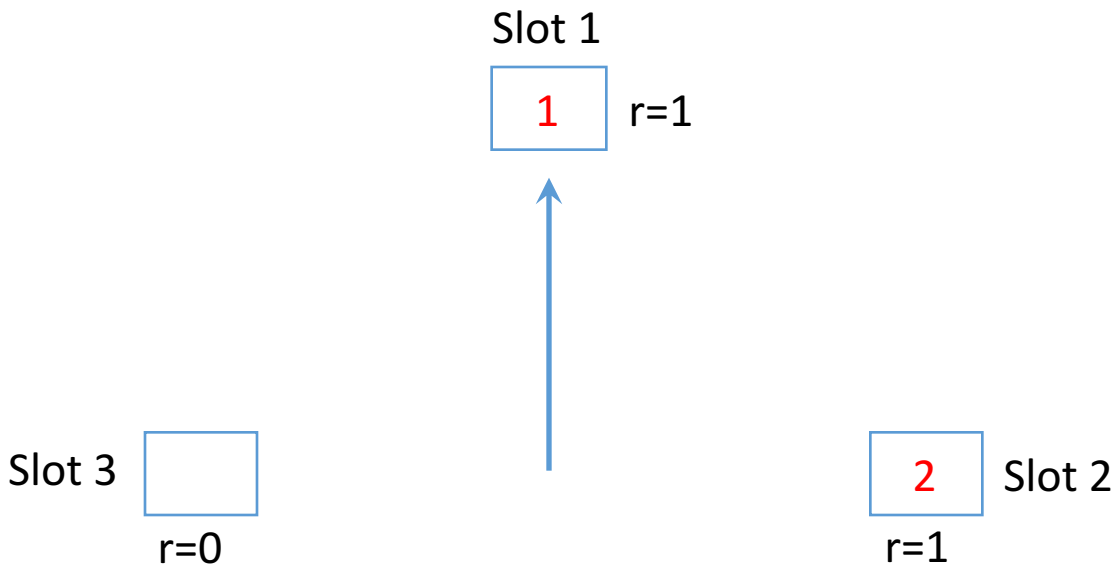
Initial Stage



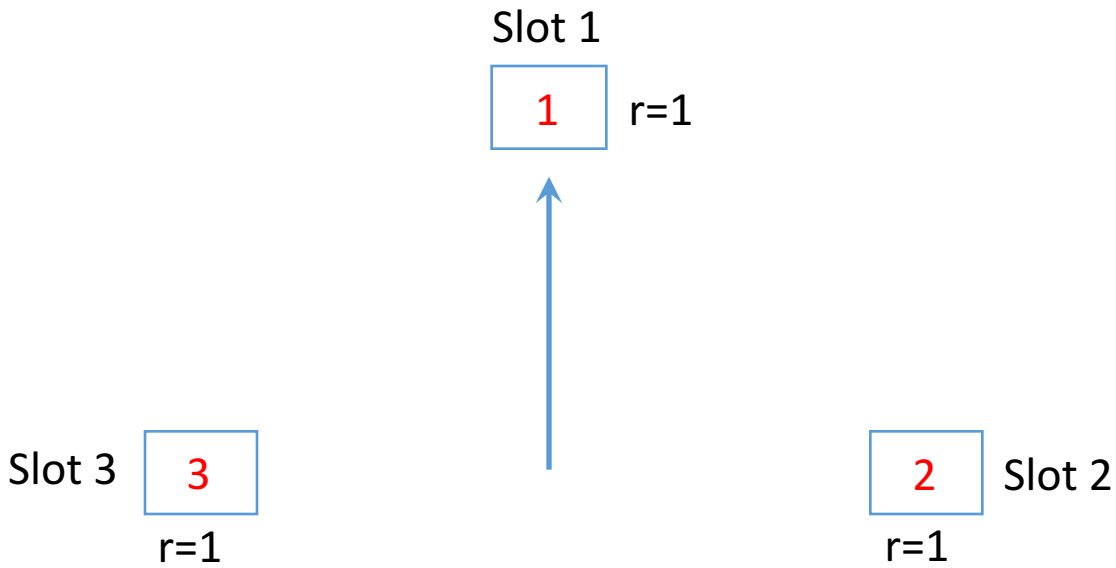
Page Request: 1



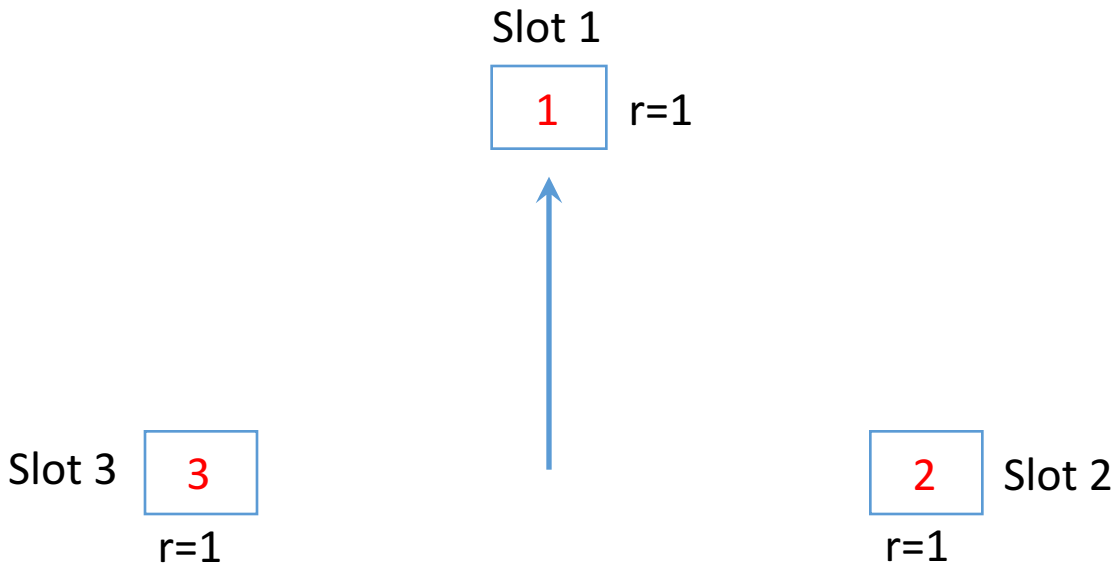
Page Request: 2



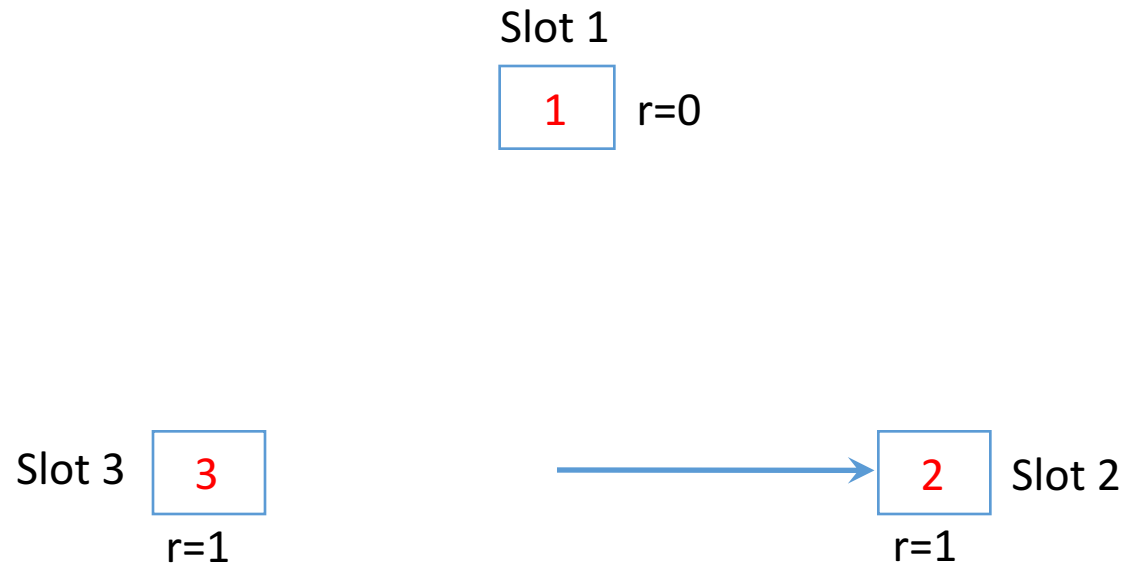
Page Request: 3



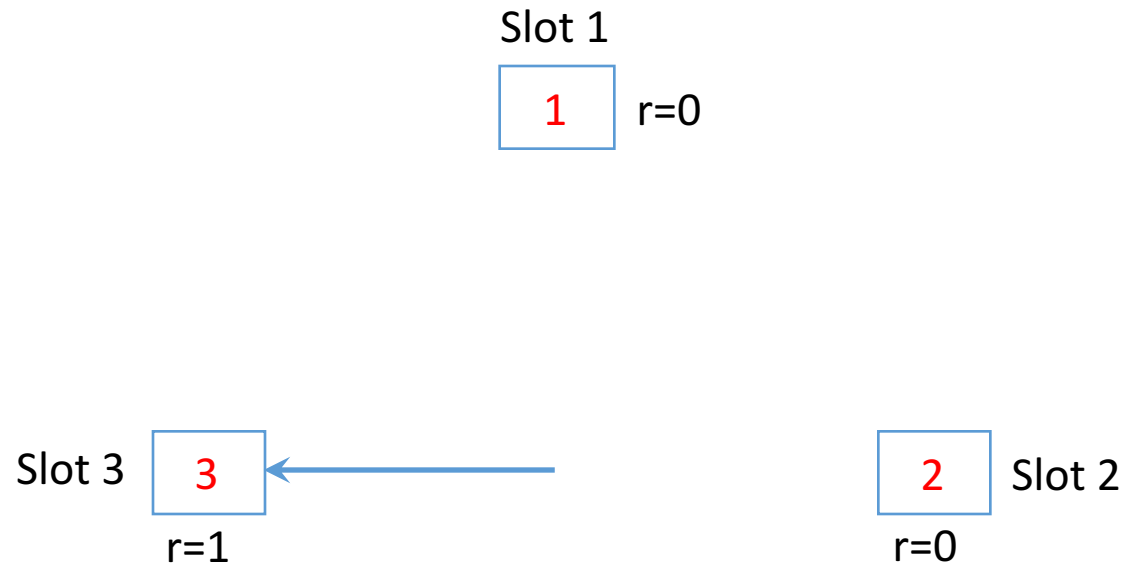
Page Request: 4 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



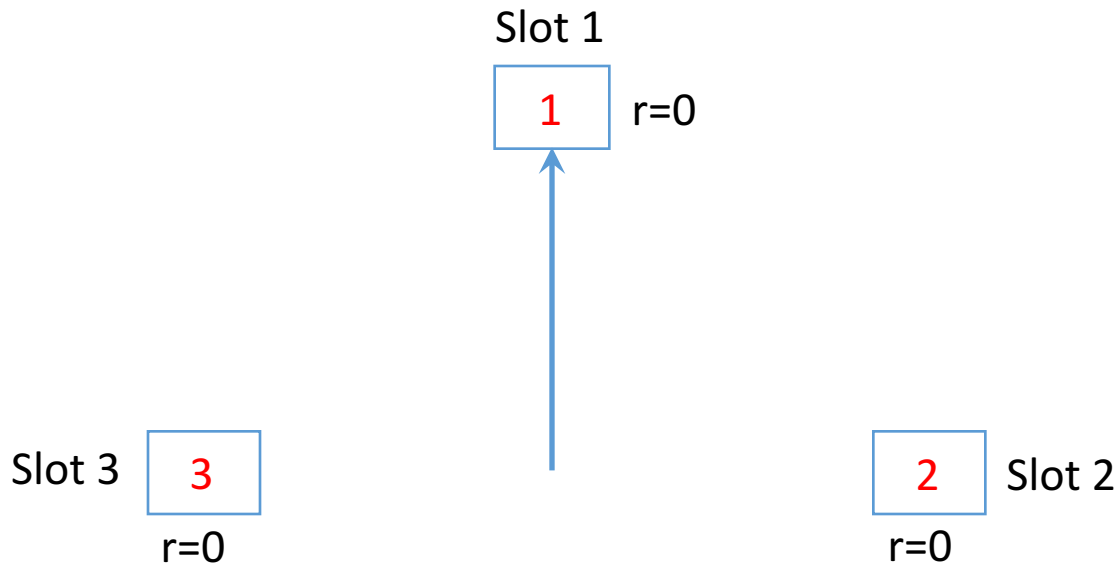
Page Request: 4 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



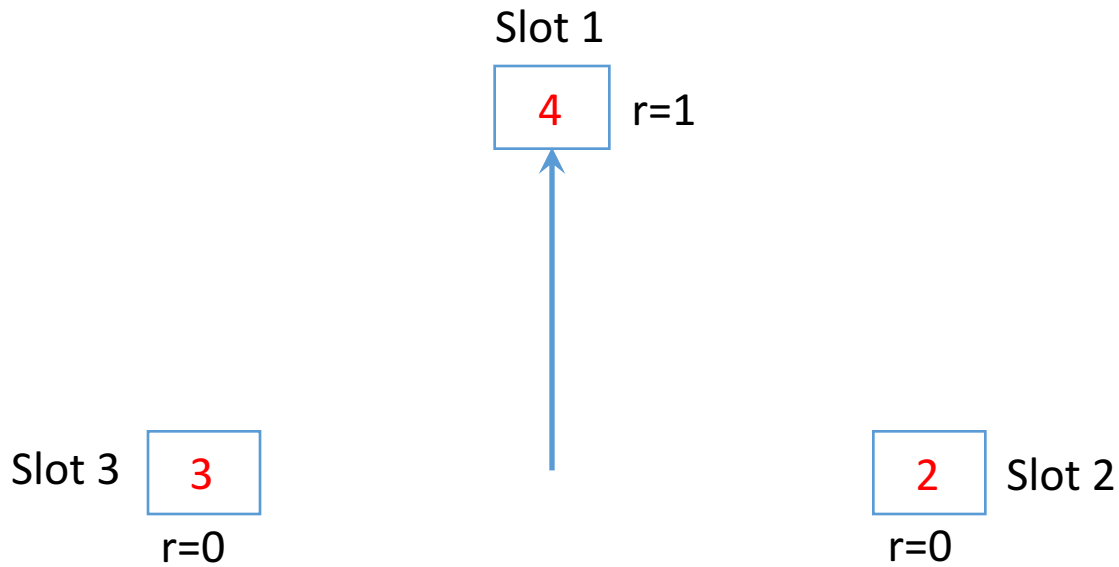
Page Request: 4 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



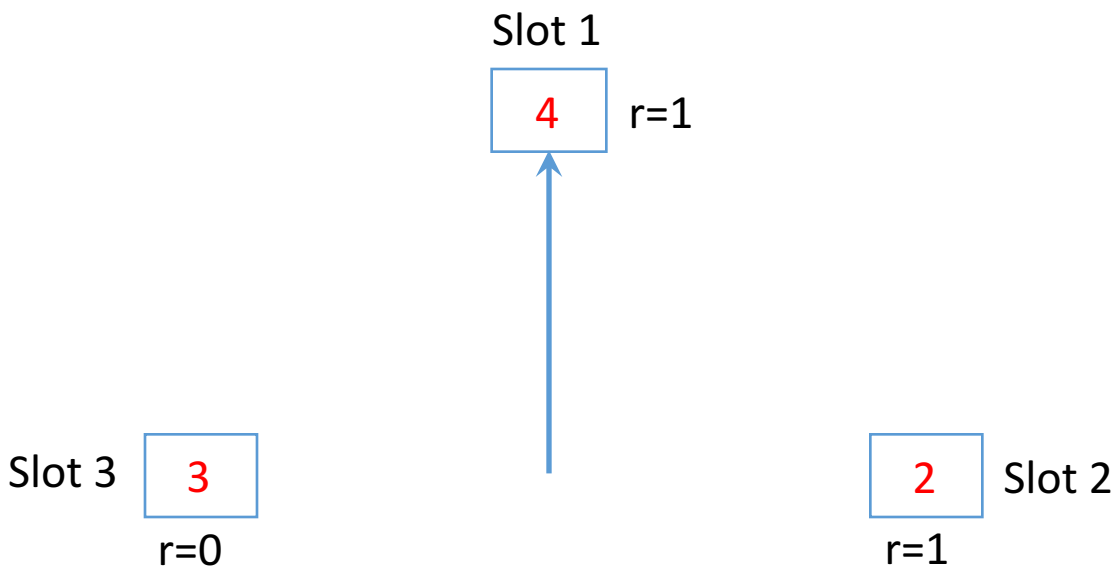
Page Request: 4 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



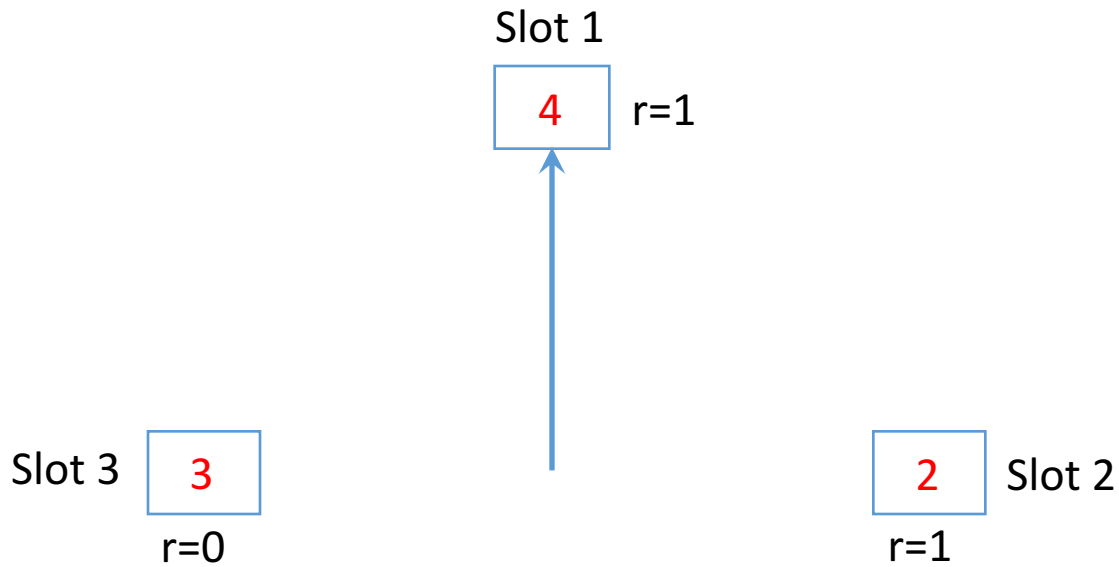
Page Request: 4 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



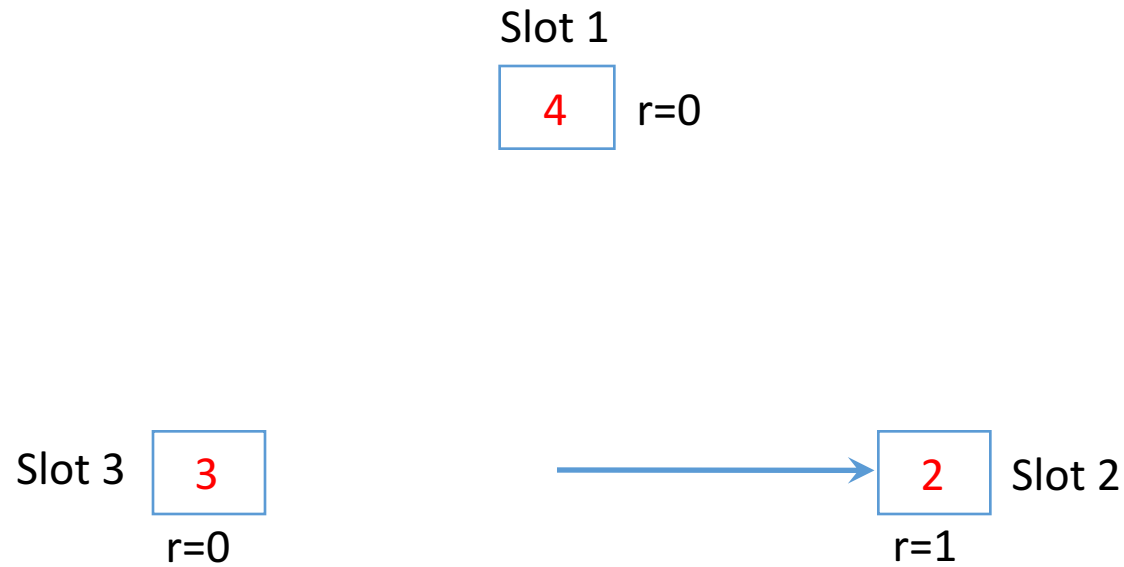
Page Request: 2 (hit, so change the r bit of the hit slot to 1)



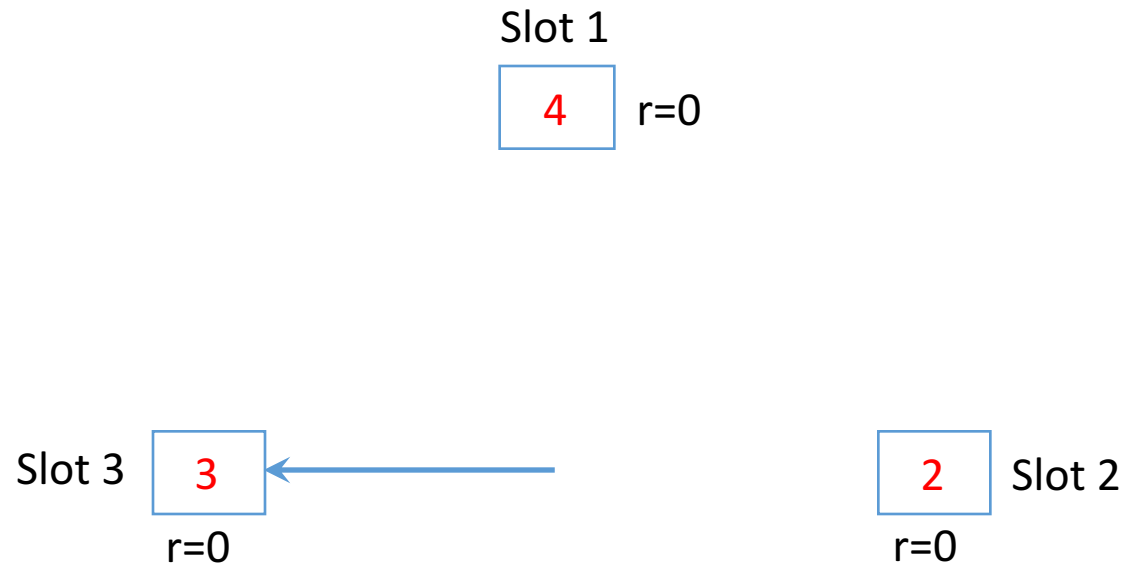
Page Request: 1 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



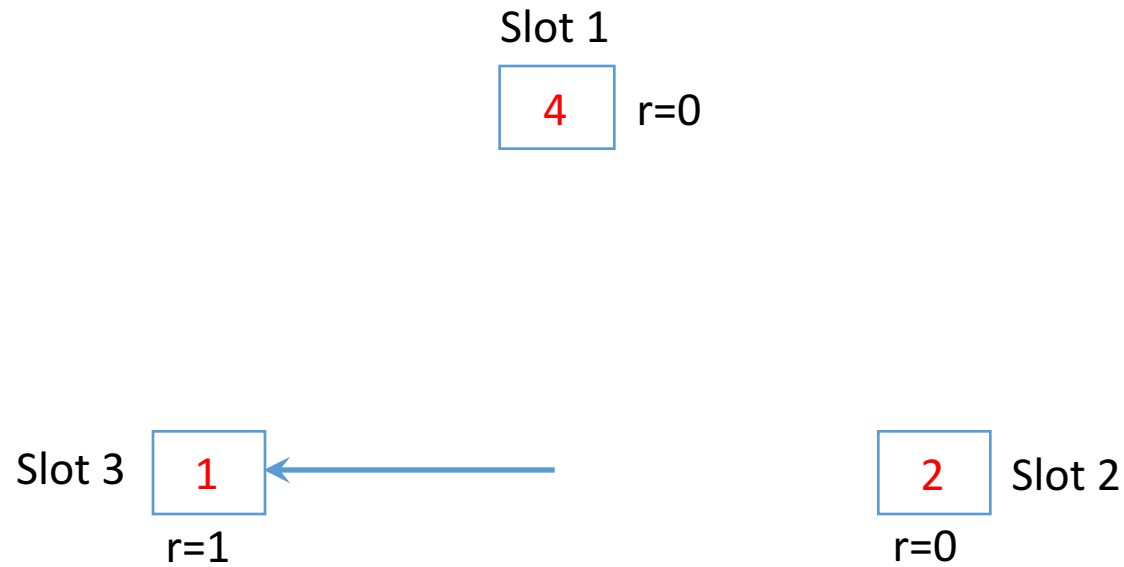
Page Request: 1 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



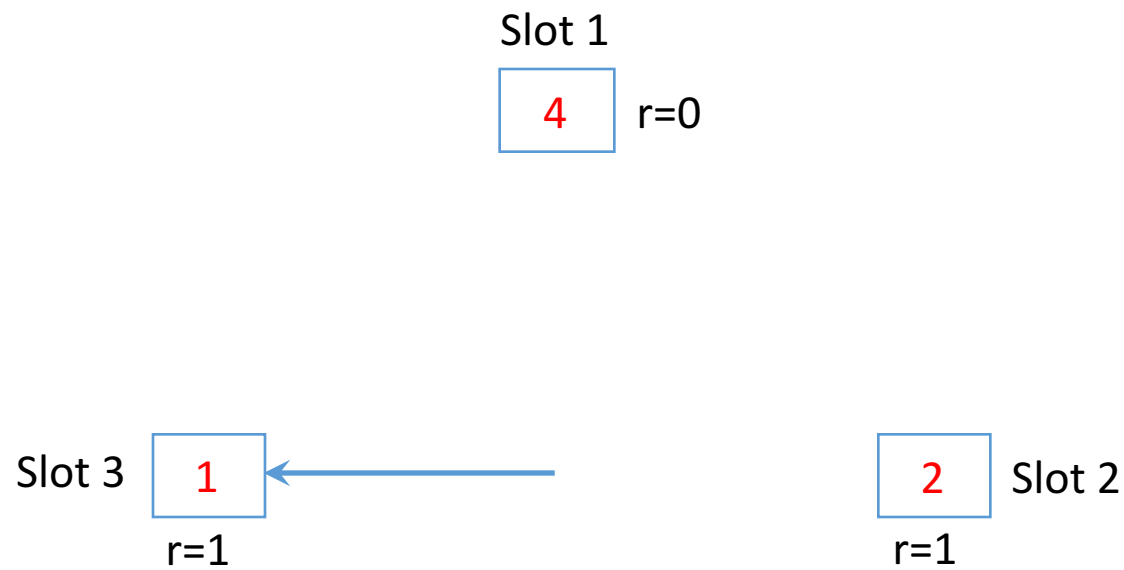
Page Request: 1 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



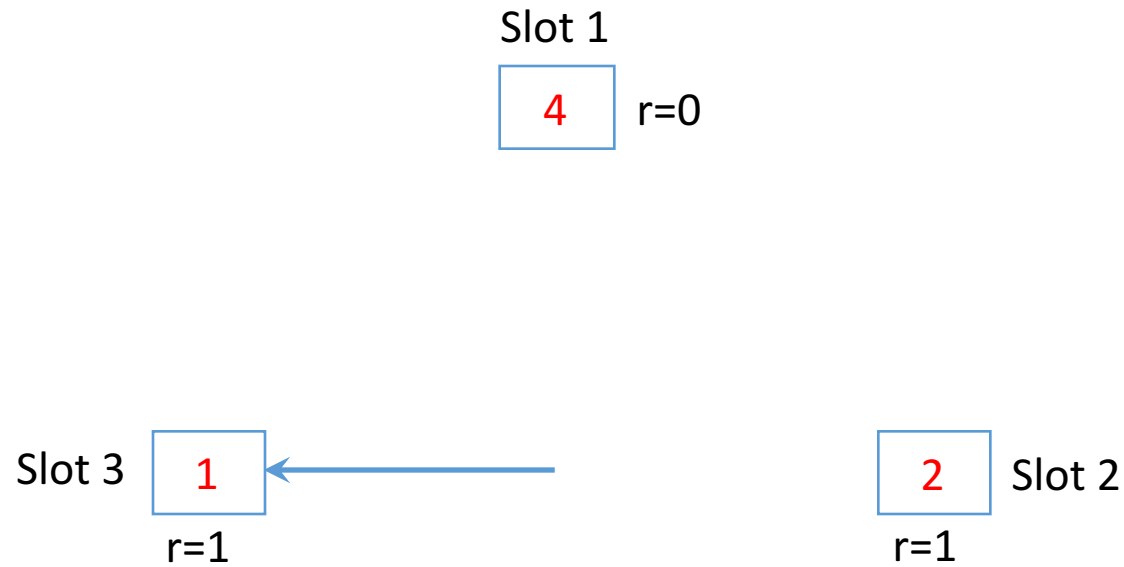
Page Request: 1 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



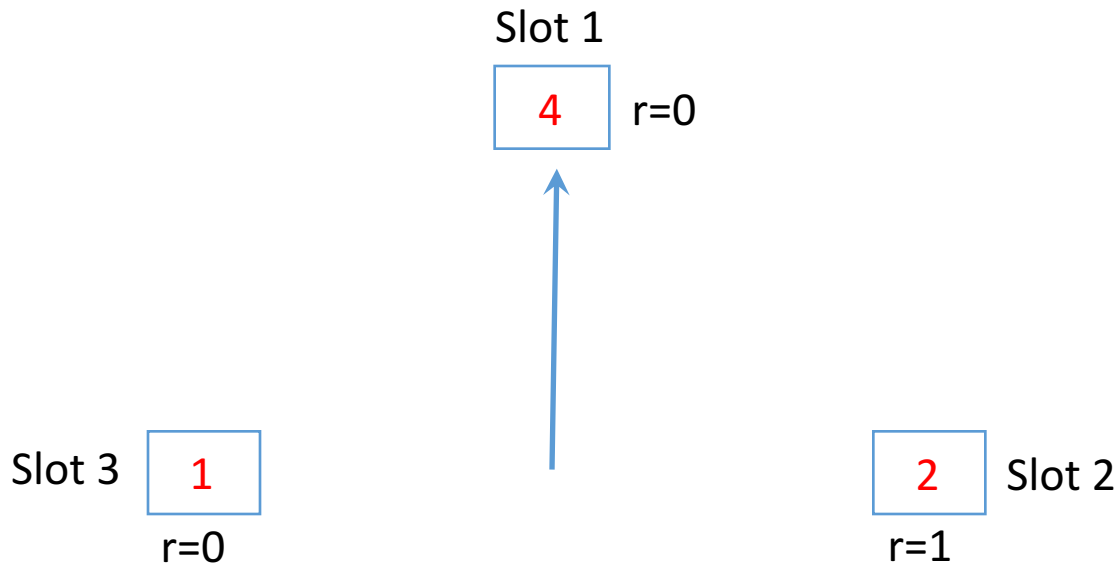
Page Request: 2 (hit, so change the r bit of the hit slot to 1)



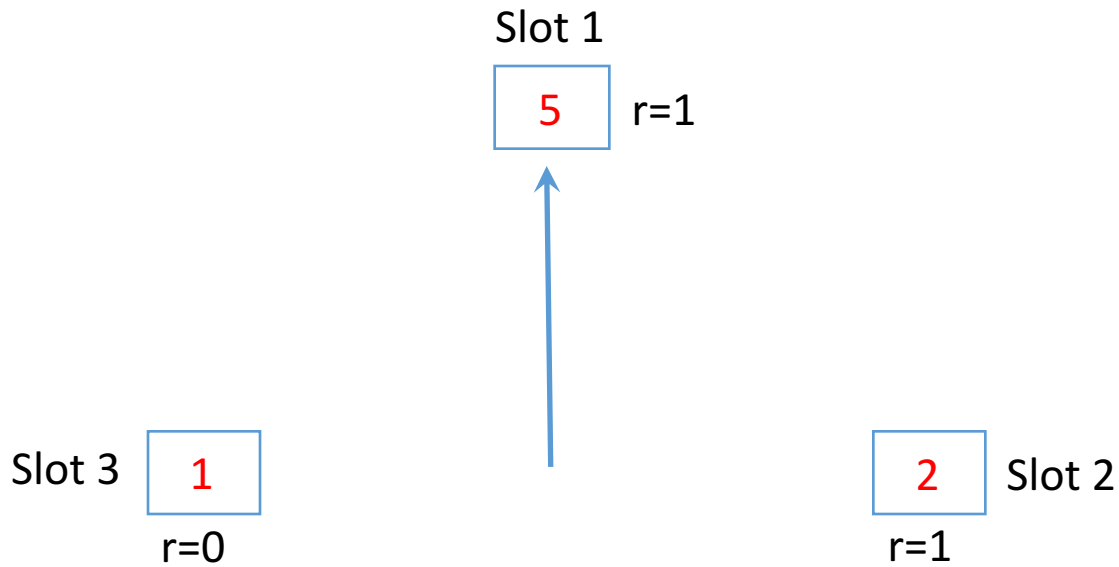
Page Request: 5 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



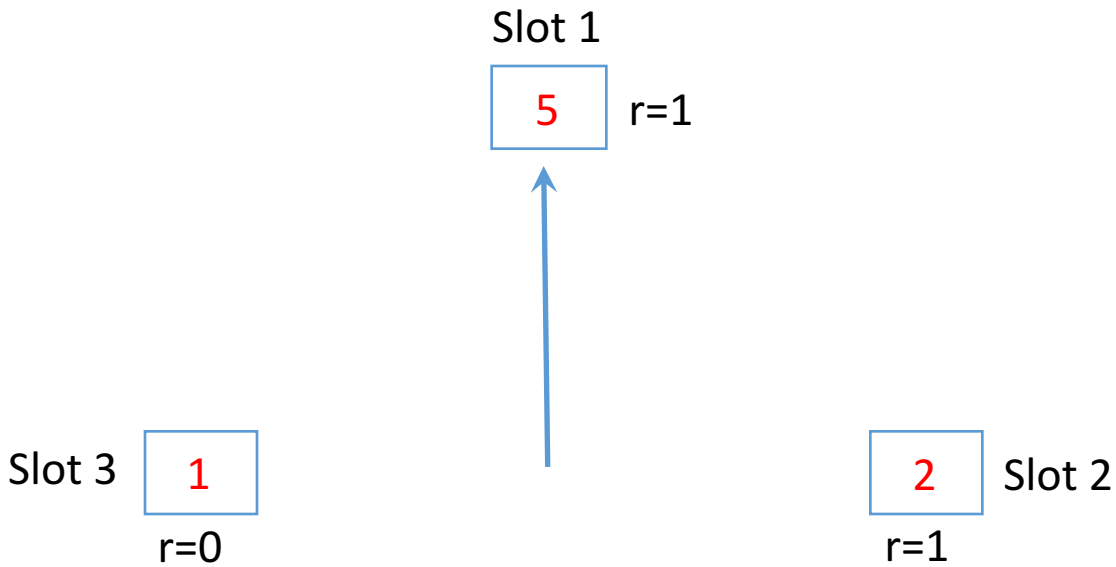
Page Request: 5 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



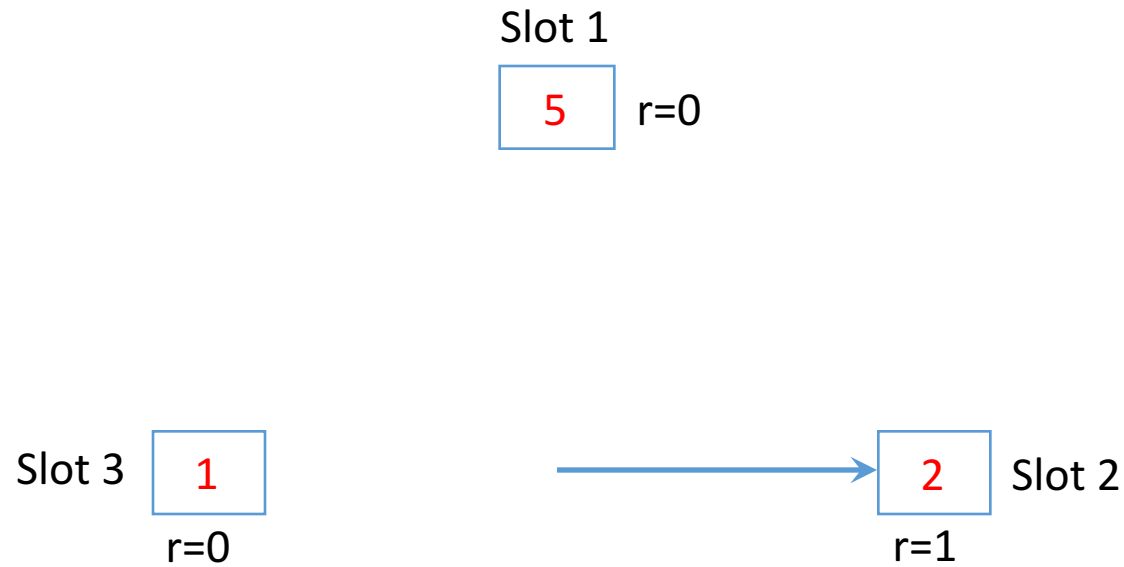
Page Request: 5 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



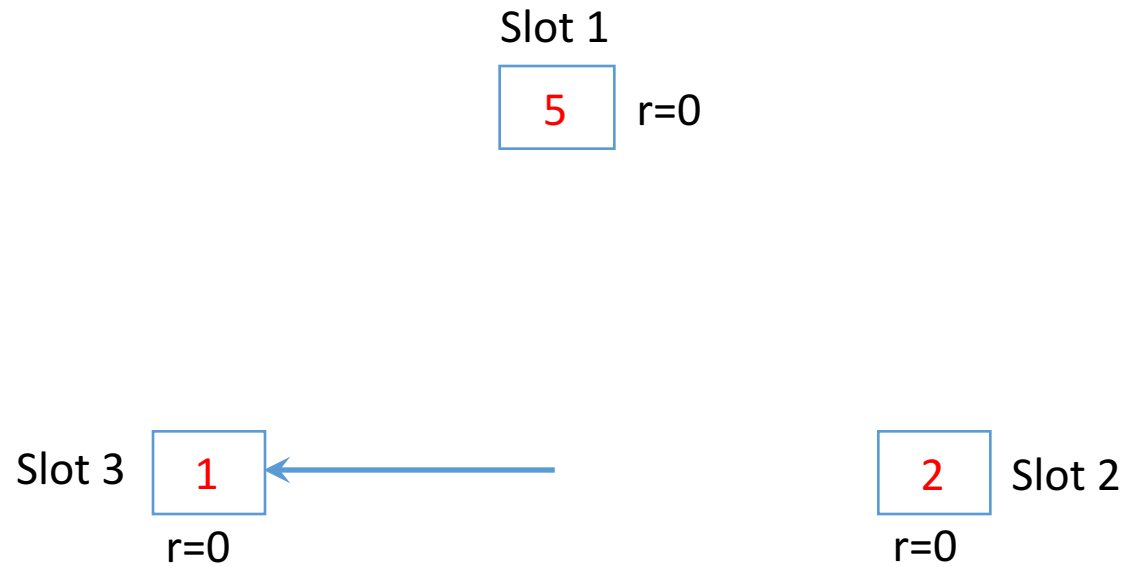
Page Request: 3 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



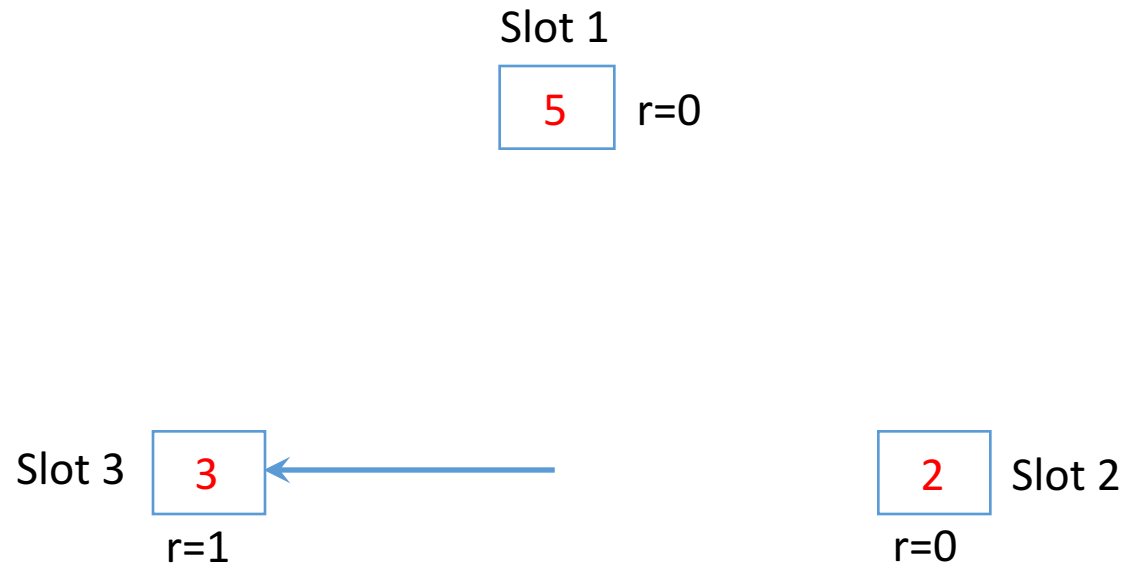
Page Request: 3 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



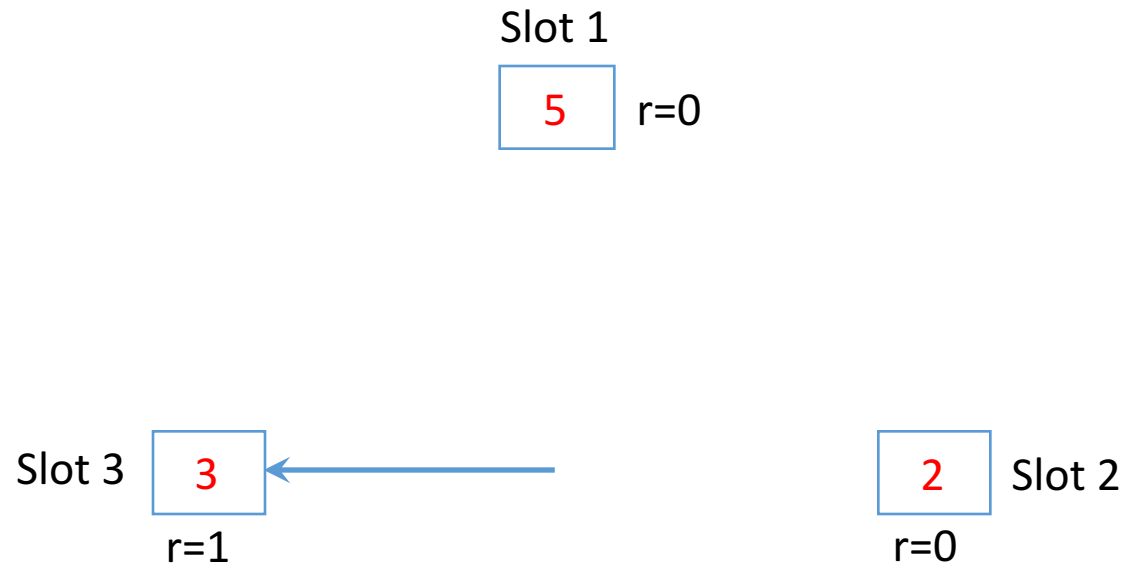
Page Request: 3 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



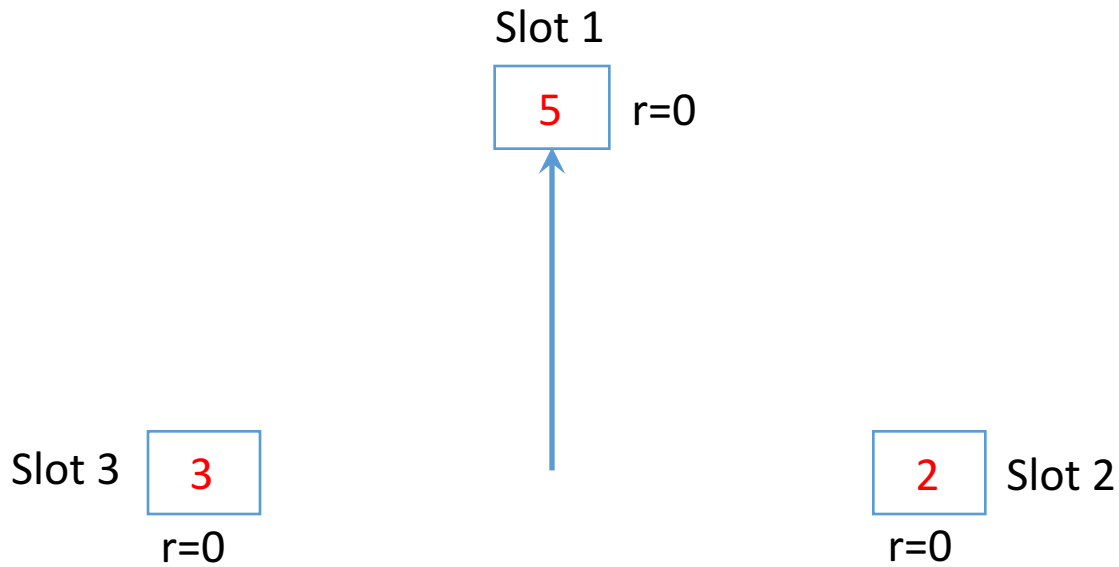
Page Request: 3 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



Page Request: 1 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



Page Request: 1 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.



Page Request: 1 (miss, and buffer full, so replacement necessary). The hand will go around each slot and see if r=0. If r=1, make it 0 and then continue to next slot. Whenever found r=0, replace the slot with new value.