

Optimal

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#include <stdio.h>

int main() {
    int pages[30], frame[10], n, f, i, j, k, pos, max, flag1, flag2, fault = 0;

    printf("Enter number of pages: ");
    scanf("%d", &n);

    printf("Enter the page reference string:\n");
    for(i = 0; i < n; i++)
        scanf("%d", &pages[i]);

    printf("Enter number of frames (min 3): ");
    scanf("%d", &f);

    for(i = 0; i < f; i++)
        frame[i] = -1;

    printf("\nPage\tFrames\tPage Fault\n");
    for(i = 0; i < n; i++) {
        flag1 = flag2 = 0;

        for(j = 0; j < f; j++) {
            if(frame[j] == pages[i]) {
                flag1 = flag2 = 1;
                break;
            }
        }

        if(flag1 == 0) {
            for(j = 0; j < f; j++) {
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        if(frame[j] == -1) {
            frame[j] = pages[i];
            fault++;
            flag2 = 1;
            break;
        }
    }

if(flag2 == 0) {
    int next[10];
    for(j = 0; j < f; j++) {
        next[j] = -1;
        for(k = i + 1; k < n; k++) {
            if(frame[j] == pages[k]) {
                next[j] = k;
                break;
            }
        }
    }

    pos = 0;
    max = next[0];
    for(j = 1; j < f; j++) {
        if(next[j] == -1) {
            pos = j;
            break;
        }
        if(next[j] > max) {
            max = next[j];
            pos = j;
        }
    }
}

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    }
}

frame[pos] = pages[i];
fault++;

}

printf("%d\t", pages[i]);
for(j = 0; j < f; j++) {
    if(frame[j] != -1)
        printf("%d ", frame[j]);
    else
        printf("- ");
}
if(flag1 == 0)
    printf("\tPage Fault %d", fault);
printf("\n");
}

printf("\nTotal Page Faults: %d\n", fault);
return 0;
}

```

Enter number of pages: 10

Enter the page reference string:

7 0 1 2 0 3 0 4 2 3

Enter number of frames: 3

| Page | Frames | Page Fault |
|------|--------|--------------|
| 7 | 7 -- | Page Fault 1 |
| 0 | 7 0 - | Page Fault 2 |
| 1 | 7 0 1 | Page Fault 3 |
| 2 | 2 0 1 | Page Fault 4 |

| | | | |
|---|---|---|---|
| 0 | 2 | 0 | 1 |
| 3 | 2 | 0 | 3 |
| 0 | 2 | 0 | 3 |
| 4 | 4 | 0 | 3 |
| 2 | 4 | 0 | 2 |
| 3 | 4 | 0 | 2 |

Total Page Faults: 7

3 OPTIMAL (Future Knowledge)

Logic:

- Replace the page that will **not be used for the longest time in the future**.
 - This gives the *lowest possible page faults*.
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Step-by-Step Table:

Step Page Frames Page Fault? Explanation

| | | | | | |
|----|---|---|----|---|---|
| 1 | 7 | 7 | -- |  | 7 inserted |
| 2 | 0 | 7 | 0 |  | 0 inserted |
| 3 | 1 | 7 | 0 |  | 1 inserted |
| 4 | 2 | 2 | 0 |  | 7 replaced (not used again soon) |
| 5 | 0 | 2 | 0 |  | 0 already present |
| 6 | 3 | 2 | 0 |  | 1 replaced (next used farthest in future) |
| 7 | 0 | 2 | 0 |  | 0 already present |
| 8 | 4 | 4 | 0 |  | 2 replaced (not used again soon) |
| 9 | 2 | 4 | 0 |  | 3 replaced (not used again soon) |
| 10 | 3 | 4 | 0 |  | 3 not used again (no replacement) |

 Total Page Faults = 7

Explanation:

The Optimal algorithm looks *ahead* and replaces the page that won't be needed for the longest time. That's why it's the **best performing algorithm** — but it's **impractical** in real systems (you can't predict the future).