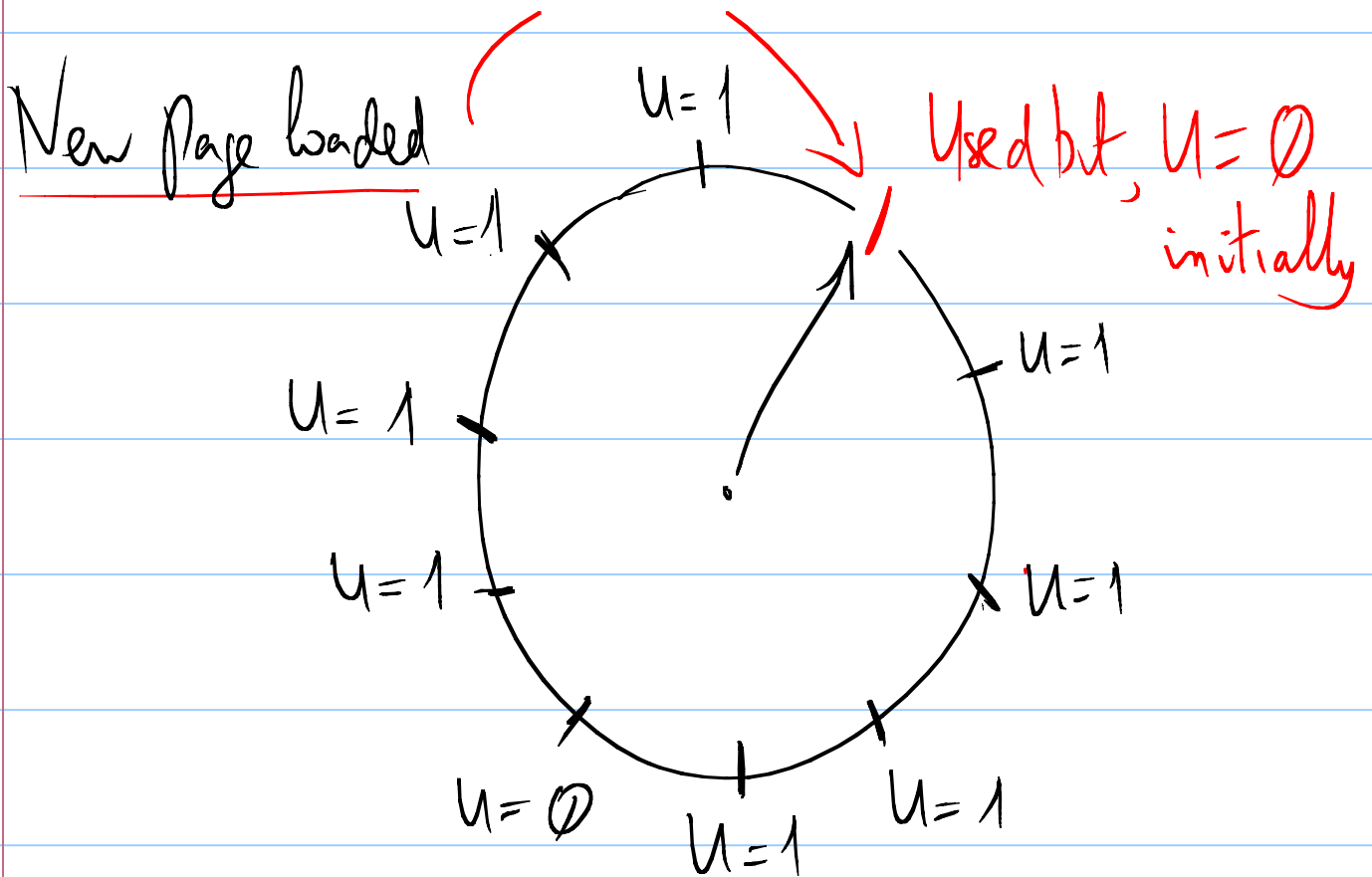


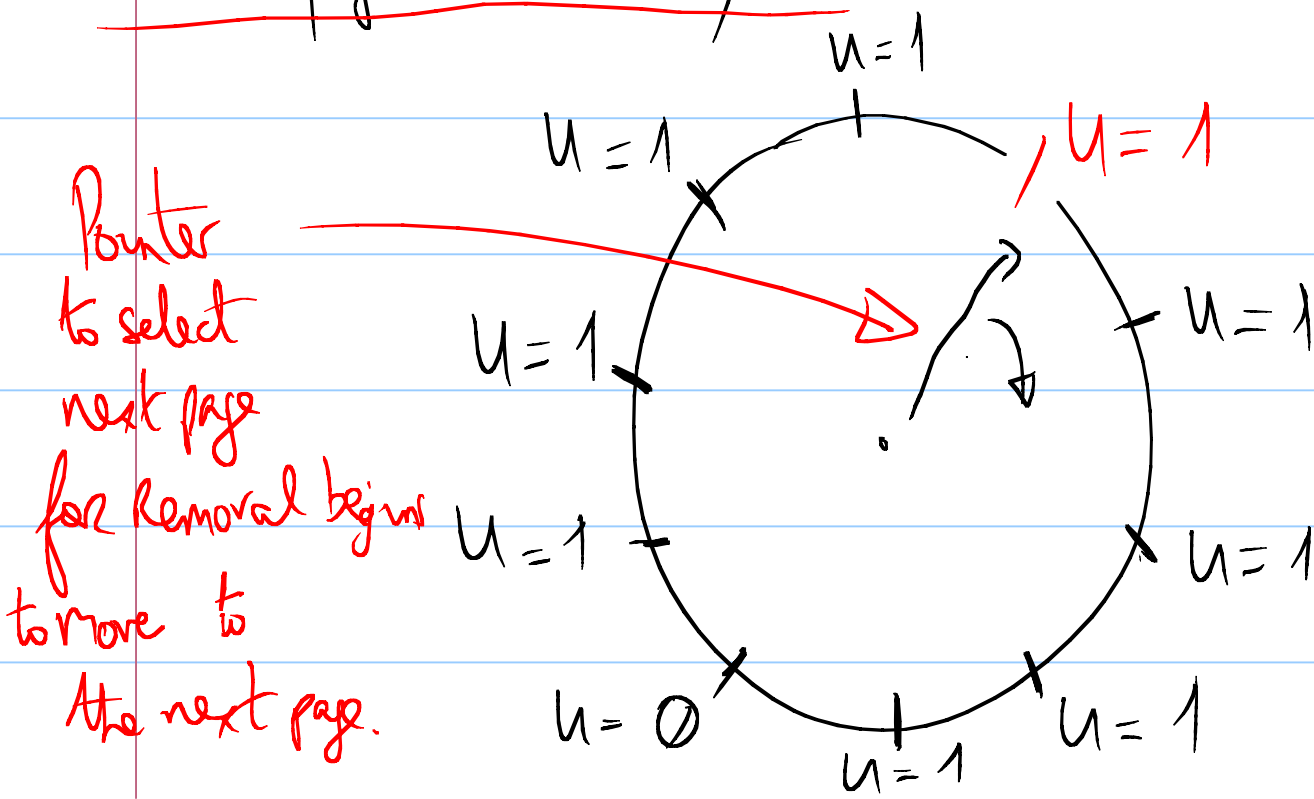
Clock Page Replacement Algorithm

Note Title

10/12/2012

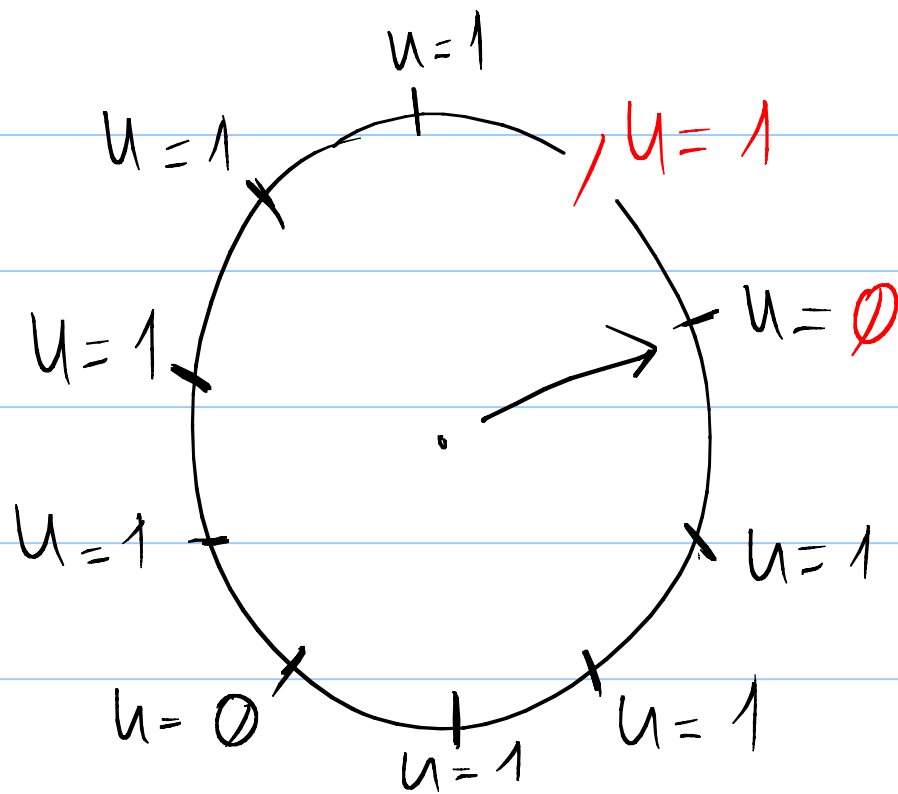


New page is accessed/used:

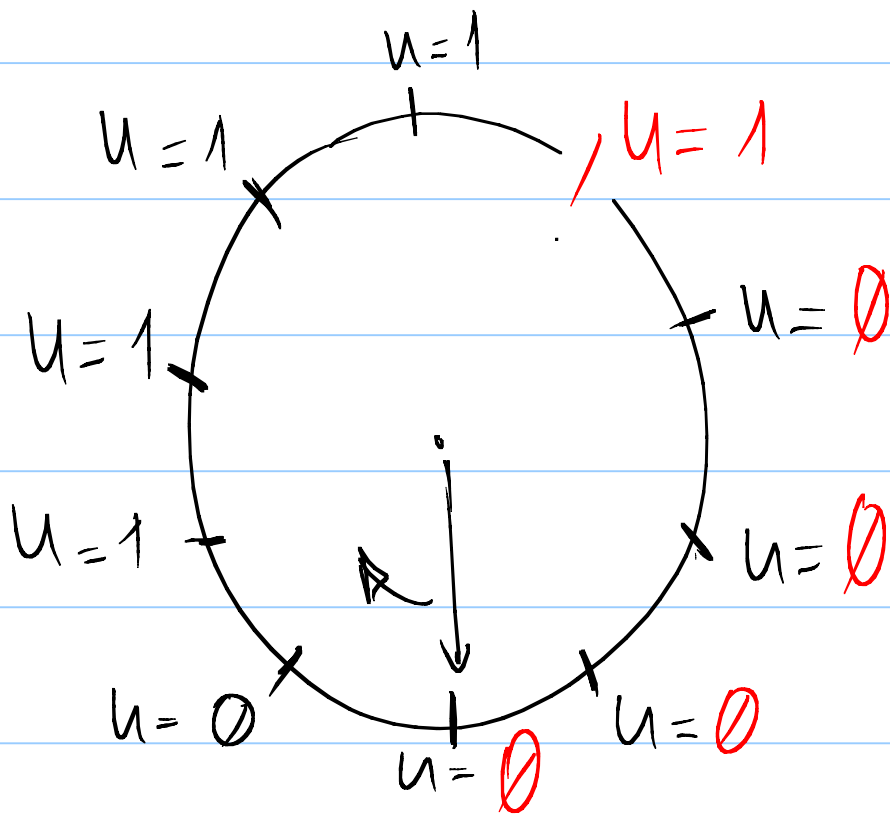


pointer has moved to the next page.

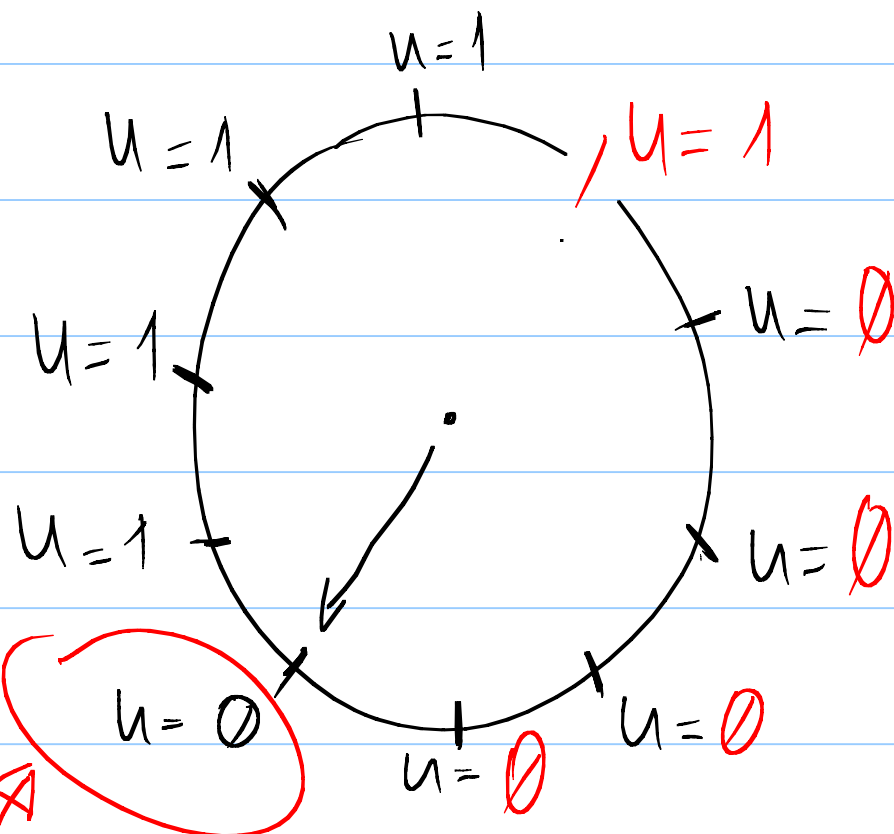
Since $u=1$, don't select it for removal
but Reset $u=0$



Some time later, the pointer has moved on, and hasn't encountered a zero used bit page:



At the next "kick" of the clock, the pointer encounters a page with used bit = 0



Select this page for Removal because $u=0$