Toy db internals project

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We will provide a replacement buffering strategy which implements replacement strategies MRU and LRU. While opening the file, the user can choose between the two with arguments. To implement this, we need to employ ideas used in a cache like dirty flags. We will also store hit/miss statistics, r/w stats and IO stats so that performance can be analysed. To analyse performance, we will implement two basic table operations, join and select.

To implement LRU we will use a list which allows deletion from anywhere, so whenever a page is accessed, we put it in the back of the list and deletion is from the front.

To implement MRU, we will use a list which allows deletion from anywhere, so whenever a page is accessed, we put it in the front and deletion is from the front.