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CS1550 Project 3

I chose to use 20 as the refresh time for NRU because based on my graph that seemed to lead to the lowest number of average page faults and the less page faults that the algorithm results in, the faster our programs will be able to run.

I chose a tau time of 25 because based on my graph the Tau time became the lowest at around this number. The tau time is the age the a program must be older than to be evicted if it is dirty. This allows us to evict dirty pages to memory while looking for a clean page so we don’t have to wait for the dirty pages to be written.

I chose a refresh time of 5 because using the optimal tau time I figured out above because this had the lowest number of PageFaults. There was an direct relationship between refresh time and pagefaults so keeping the refresh time at a low number will make the algorithm the most efficient.

After comparing each of these 3 algorithms to OPT, I have decided that the best algorithm to use in an operating system would be Working set clock because as the number of page frames get larger the working set clock algorithm becomes closer to OPT compared to the other algorthms. This is most likely best for real life use because most memory will have much more available RAM that what we tested with so the algorithm that preform’s well with large numbers of page frames would probably work the best.