RANDOMIZED-MARKING(b)

1 **if** block b resides in the cache,
2      $b.mark = 1$
3 **else**
4   **if** all blocks b' in the cache have $b'.mark = 1$
5   unmark all blocks b' in the cache, setting $b'.mark = 0$
6   select an unmarked block u with $u.mark = 0$ uniformly at random
7   evict block u
8   place block b into the cache
9      $b.mark = 1$