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I think a good value for Tau is 100. The number of page faults still decreases lower than that, but for this purpose I think 100 is a close enough estimation. Below this value the decreases in pages faults are very small, and above this value they start to scale up significantly. This data was acquired using 32 frames and swim.trace

* Working Set Clock Data
  + 8 Frames
    - 299807 Page Faults
  + 16 Frames
    - 184354 Page Faults
  + 32 Frames
    - 53448 Page Faults
  + 64 Frames
    - 22785 Page Faults
* FIFO Data
  + 8 Frames
    - 743088 Page Faults
  + 16 Frames
    - 721729 Page Faults
  + 32 Frames
    - 679050 Page Faults
  + 64 Frames
    - 604008 Page Faults
* Working Set Clock Data
  + 8 Frames
    - 278026 Page Faults
  + 16 Frames
    - 160177 Page Faults
  + 32 Frames
    - 46636 Page Faults
  + 64 Frames
    - 21380 Page Faults
* No OPT Data. I never finished implementing it.

Based on the data available to me, clock is the best suited algorithm. FIFO is just not an option as evident in the data. Working Set Clock is comparable though clock ends up being faster in my implementation with fewer page faults. Both implementations are very similar though.

Using the traces with FIFO and varying the frame amounts from 2 to 100, I did not seem to encounter Belady’s anomaly. It’s possible it slipped past me as I was running 4 instances simultaneously though. Run time ended up increasing dramatically as the frame amounts went up.