Objective:

Learn and implement FIFO page replacement in xv6-public kernel and test it using a user program.

Step 1: Modify proc.h

In proc.h, add the following definitions to track FIFO pages:

```
#define MAX_PAGES 20

struct proc {
    // existing members ...
    int pages[MAX_PAGES]; // FIFO pages
    int page_count;
};
```

Step 2: Modify vm.c

Replace your current vm.c with the corrected version below, which includes proper page allocation, deallocation, and FIFO tracking:

```
#include "types.h"
#include "defs.h"
#include "param.h"
#include "memlayout.h"
#include "mmu.h"
#include "proc.h"
#include "x86.h"
#include "elf.h"

extern char data[];
pde_t *kpgdir;

void seginit(void) {
    struct cpu *c = &cpus[cpuid()];
    c->gdt[SEG_KCODE] = SEG(STA_X|STA_R, 0, 0xfffffffff, 0);
    c->gdt[SEG_KDATA] = SEG(STA_X|STA_R, 0, 0xfffffffff, DPL_USER);
```

```
c->gdt[SEG UDATA] = SEG(STA W, 0, 0xfffffffff, DPL USER);
  lgdt(c->gdt, sizeof(c->gdt));
}
static pte_t* walkpgdir(pde_t *pgdir, const void *va, int alloc);
static int mappages(pde t *pgdir, void *va, uint size, uint pa, int perm);
// Implement allocuvm with FIFO tracking
int allocuvm(pde_t *pgdir, uint oldsz, uint newsz) {
  char *mem;
  uint a:
  if(newsz >= KERNBASE) return 0;
  if(newsz < oldsz) return oldsz;</pre>
  a = PGROUNDUP(oldsz);
  for(; a < newsz; a += PGSIZE) {</pre>
    mem = kalloc();
    if(mem == 0) {
      cprintf("allocuvm out of memory\n");
      deallocuvm(pgdir, newsz, oldsz);
      return 0;
    memset(mem, 0, PGSIZE);
    if(mappages(pgdir, (char*)a, PGSIZE, V2P(mem), PTE W|PTE U) < ∅) {</pre>
      kfree(mem);
      deallocuvm(pgdir, newsz, oldsz);
      return 0;
    }
    struct proc *cur = myproc();
    if(cur->page_count < MAX_PAGES) {</pre>
      cur->pages[cur->page count++] = (int)a;
      cprintf("Allocated page %d at virtual address 0x%x\n", cur->page count-
1, a);
    } else {
      int evict = cur->pages[0];
      mem = (char*)P2V(PTE_ADDR(*walkpgdir(pgdir, (void*)evict, 0)));
      kfree(mem);
      for(int i = 1; i < MAX PAGES; i++) cur->pages[i-1] = cur->pages[i];
      cur->pages[MAX PAGES-1] = (int)a;
      cprintf("Evicted page at 0x%x, allocated new page at 0x%x\n", evict,
a);
    }
  }
  return newsz;
// Other vm.c functions (deallocuvm, freevm, copyuvm, etc.) remain same with
correct declarations.
```

Step 3: Modify mytest.c

Create or modify mytest.c in the user/ folder to test FIFO:

```
#include "types.h"
#include "user.h"
#define MAX_PAGES 5 // Number of physical pages available
#define TOTAL_ACCESSES 15 // Total virtual pages to access
int main(int argc, char *argv[])
{
    int fifo[MAX_PAGES];  // Stores allocated virtual pages
    int next_to_replace = 0; // FIFO pointer
    int i, j;
    int page;
    int hit, miss;
    // Initialize page table
    for(i = 0; i < MAX_PAGES; i++)</pre>
       fifo[i] = -1;
    hit = 0;
    miss = 0;
    printf(1, "Starting FIFO page replacement simulation...\n");
    // Simulated accesses
    int accesses[TOTAL_ACCESSES] = {0,1,2,3,4,1,5,0,6,1,2,7,3,8,4};
```

```
for(i = 0; i < TOTAL_ACCESSES; i++) {</pre>
        page = accesses[i];
        int found = 0;
        // Check if page is already in memory (hit)
        for(j = 0; j < MAX PAGES; j++) {
            if(fifo[j] == page) {
                found = 1;
                break;
            }
        }
        if(found) {
            hit++;
            printf(1, "Access page %d: HIT\n", page);
        } else {
            miss++;
            printf(1, "Access page %d: MISS, replacing page %d\n", page,
fifo[next_to_replace]);
            fifo[next_to_replace] = page;
            next_to_replace = (next_to_replace + 1) % MAX_PAGES;
        }
    }
    printf(1, "FIFO simulation completed.\n");
    printf(1, "Total hits: %d\n", hit);
    printf(1, "Total misses: %d\n", miss);
```

```
exit();
}
```

Step 4: Rebuild xv6

```
make clean
make qemu
```

This will compile the kernel with your modified vm.c, proc.h, and mytest.c.

Step 5: Run Test in QEMU

1. Start QEMU:

make qemu

2. Run your program:

\$ mytest

Modify the mytest.c for different frame size so hit and miss value can change .