

Memory Management: Page Replacement Policies: Belady's Optimal

CS 571: Operating Systems (Spring 2020) Lecture 8c

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Belady's Optimal

OPT: The Optimal Replacement Policy

- Many years ago Belady demonstrated that there is a simple policy (OPT or MIN) which always leads to fewest number of misses
- Idea: evict the page that will be accessed furthest in the future
- Assumption: we know about the future
- Impossible to implement OPT in practice!

 But it is extremely useful as a practical best-case baseline for comparison purpose

Proof of Optimality for Belady's Optimal Replacement Policy

http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.307.7603&rep=rep1&type=pdf

A Short Proof of Optimality for the **MIN** Cache Replacement Algorithm

Benjamin Van Roy Stanford University

December 2, 2010

Abstract

The MIN algorithm is an offline strategy for deciding which item to replace when writing a new item to a cache. Its optimality was first established by Mattson, Gecsei, Slutz, and Traiger [2] through a lengthy analysis. We provide a short and elementary proof based on a dynamic programming argument.

Keywords: analysis of algorithms, on-line algorithms, caching, paging

1 The MIN Algorithm

- Idea: evict the page that will be accessed furthest in the future
- Example workload: 0 1 2 0 1 3 0 3 1 2 1

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Access	Hit/Miss?	Evict	Resulting Cache State	assume
0	1110111133.	LVICE	Cacife State	cache size 3
U				
1				
2				
0				
1				
3				
0				
3				
1				
2				

- Idea: evict the page that will be accessed furthest in the future
- Example workload: 0 1 2 0 1 3 0 3 1 2 1

			Resulting
Access	Hit/Miss?	Evict	Cache State
0	Miss		0
1	Miss		0, 1
2	Miss		0, 1, 2
0			
1			
3			
0			
3			
1			
2			
1			

assume

cache size 3

- Idea: evict the page that will be accessed furthest in the future
- Example workload: 0 1 2 0 1 3 0 3 1 2 1

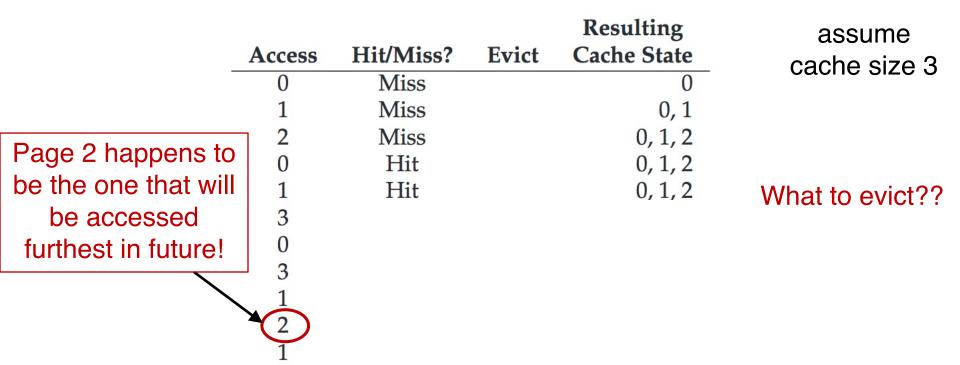
Access	Hit/Miss?	Evict	Resulting Cache State	assume cache size
0	Miss		0	040110 0120
1	Miss		0, 1	
2	Miss		0, 1, 2	
0	Hit		0, 1, 2	
1	Hit		0, 1, 2	
3				
0				
3				
1				
2				
1				

size 3

- Idea: evict the page that will be accessed furthest in the future
- Example workload: 0 1 2 0 1 3 0 3 1 2 1

	TT1./7.51		Resulting	assume
Access	Hit/Miss?	Evict	Cache State	cache size 3
0	Miss		0	000110 0120 0
1	Miss		0, 1	
2	Miss		0, 1, 2	
0	Hit		0, 1, 2	
1	Hit		0, 1, 2	What to evict??
3				
0				
3				
1				
2				
1				

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0	Miss		0	000110 0120 0
1	Miss		0, 1	
2	Miss		0, 1, 2	
0	Hit		0, 1, 2	
1	Hit		0, 1, 2	
3	Miss	2	0, 1, 3	
0				
3				
1				
2				
1				

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				Resulting	assume
	Access	Hit/Miss?	Evict	Cache State	cache size 3
•	0	Miss		0	000110 0120 0
	1	Miss		0, 1	
	2	Miss		0, 1, 2	
	0	Hit		0, 1, 2	
	1	Hit		0, 1, 2	
	3	Miss	2	0, 1, 3	
	0	Hit		0, 1, 3	
	3	Hit		0, 1, 3	
	1	Hit		0, 1, 3	
	2				
	1				

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			Resulting	assume
Access	Hit/Miss?	Evict	Cache State	cache size 3
0	Miss		0	040110 3120 0
1	Miss		0, 1	
2	Miss		0, 1, 2	
0	Hit		0, 1, 2	
1	Hit		0, 1, 2	
3	Miss	2	0, 1, 3	
0	Hit		0, 1, 3	
3	Hit		0, 1, 3	
1	Hit		0, 1, 3	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
2				What to evict??
1				

D ----1C---

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- Example workload: 0 1 2 0 1 3 0 3 1 2 1

	Access	Hit/Miss?	Evict	Resulting Cache State	assume cache size 3
_	0	Miss		0	Cache Size o
	1	Miss		0, 1	
	2	Miss		0, 1, 2	
Pago 1 will bo	0	Hit		0, 1, 2	
Page 1 will be	1	Hit		0, 1, 2	
accessed right	3	Miss	2	0, 1, 3	
after page 2.	0	Hit		0, 1, 3	
Hence 1 is safe!	3	Hit		0, 1, 3	
	1 2	Hit		0, 1, 3	What to evict??

D ----1C---

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			Resulting
Access	Hit/Miss?	Evict	Cache State
0	Miss		0
1	Miss		0, 1
2	Miss		0, 1, 2
0	Hit		0, 1, 2
1	Hit		0, 1, 2
3	Miss	2	0, 1, 3
0	Hit		0, 1, 3
3	Hit		0, 1, 3
1	Hit		0, 1, 3
2	Miss	3	0, 1, 2
1			

assume

cache size 3

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1	Miss		0, 1
2	Miss		0, 1, 2
0	Hit		0, 1, 2
1	Hit		0, 1, 2
3	Miss	2	0, 1, 3
0	Hit		0, 1, 3
3	Hit		0, 1, 3
1	Hit		0, 1, 3
2	Miss	3	0, 1, 2
1	Hit		0, 1, 2

assume

cache size 3

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			Resulting	assume
Access	Hit/Miss?	Evict	Cache State	cache size 3
0	Miss		0	040110 0120 0
1	Miss		0, 1	
2	Miss		0, 1, 2	
0	Hit		0, 1, 2	
1	Hit		0, 1, 2	
3	Miss	2	0, 1, 3	
0	Hit		0, 1, 3	
3	Hit		0, 1, 3	
1	Hit		0, 1, 3	
2	Miss	3	0, 1, 2	
1	Hit		0, 1, 2	