LFU cache

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Chapter 1

Lfu Cache

Realisation of LFU cache algorithm (read more about algorithm)

- LFU directory wirh main header LFU.h (p. 16) + main lib LFU.c (p. 13)
- Hash_Map directory with lib of hash-table (Hash_Map.c (p. 13))
- List directory with lib of frequency list (List_Map.c (p. 28))
- Test directory with some tests
- main directory with new_main.c (p. 32) file which is used for "Problem LC" contest

1.1 Some statistic

- 1.1.1 Filling cache with 10⁶ pages
- 1.1.2 Filling cache with 10⁷ pages
- 1.2 Graphic of relationship between count of pages with data and time of their adding

2 Lfu Cache

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Node which contains frequency	7
n_cell	
The cell of hash table	8
n_map	
The struct of Hash Map	9
•	10
node	
Node which contains pages with data	11
est_t	12

4 Class Index

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

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/home/kir/and another one/lfu_cache/LFU/ LFU.c	13
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Chapter 4

Class Documentation

4.1 freq_node Struct Reference

Node which contains frequency.

```
#include <LFU.h>
```

Collaboration diagram for freq_node:

Public Attributes

- int freq_t
- struct freq_node * next
- struct freq_node * prev
- struct Ifu_node * child

4.1.1 Detailed Description

Node which contains frequency.

4.1.2 Member Data Documentation

4.1.2.1 child

```
struct lfu_node* freq_node::child
```

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4.1.2.2 freq_t

```
int freq_node::freq_t
```

4.1.2.3 next

```
struct freq_node* freq_node::next
```

4.1.2.4 prev

```
struct freq_node* freq_node::prev
```

The documentation for this struct was generated from the following file:

· /home/kir/and another one/lfu_cache/LFU/ LFU.h

4.2 hash_cell Struct Reference

The cell of hash table.

```
#include <LFU.h>
```

Collaboration diagram for hash_cell:

Public Attributes

- struct hash cell * next
- struct hash_cell * prev
- struct $lfu_node * item$

4.2.1 Detailed Description

The cell of hash table.

4.2.2 Member Data Documentation

4.2.2.1 item

```
struct lfu_node* hash_cell::item
```

4.2.2.2 next

```
struct hash_cell* hash_cell::next
```

4.2.2.3 prev

```
struct hash_cell* hash_cell::prev
```

The documentation for this struct was generated from the following file:

• /home/kir/and another one/lfu_cache/LFU/ LFU.h

4.3 hash_map Struct Reference

The struct of Hash Map.

```
#include <LFU.h>
```

Collaboration diagram for hash_map:

Public Attributes

- struct hash_cell ** cells
- int size

4.3.1 Detailed Description

The struct of Hash Map.

4.3.2 Member Data Documentation

4.3.2.1 cells

```
struct hash_cell** hash_map::cells
```

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4.3.2.2 size

```
int hash_map::size
```

The documentation for this struct was generated from the following file:

• /home/kir/and another one/lfu_cache/LFU/ LFU.h

4.4 Ifu_c Struct Reference

```
#include <LFU.h>
```

Collaboration diagram for lfu_c:

Public Attributes

- struct hash_map * HashTable
- struct freq_node * List
- int cache_size
- int cache_fullnes

4.4.1 Member Data Documentation

4.4.1.1 cache_fullnes

int lfu_c::cache_fullnes

4.4.1.2 cache size

int lfu_c::cache_size

4.4.1.3 HashTable

struct hash_map* lfu_c::HashTable

4.4.1.4 List

```
struct freq_node* lfu_c::List
```

The documentation for this struct was generated from the following file:

• /home/kir/and another one/lfu_cache/LFU/ LFU.h

4.5 Ifu_node Struct Reference

Node which contains pages with data.

```
#include <LFU.h>
```

Collaboration diagram for Ifu_node:

Public Attributes

- struct request_t data_t
- struct Ifu_node * next
- struct Ifu_node * prev
- struct freq_node * parent

4.5.1 Detailed Description

Node which contains pages with data.

4.5.2 Member Data Documentation

4.5.2.1 data_t

```
struct request_t lfu_node::data_t
```

4.5.2.2 next

```
struct lfu_node* lfu_node::next
```

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4.5.2.3 parent

```
struct freq_node* lfu_node::parent
```

4.5.2.4 prev

```
struct lfu_node* lfu_node::prev
```

The documentation for this struct was generated from the following file:

• /home/kir/and another one/lfu_cache/LFU/ LFU.h

4.6 request_t Struct Reference

#include <LFU.h>

Public Attributes

• int data

4.6.1 Member Data Documentation

4.6.1.1 data

int request_t::data

The documentation for this struct was generated from the following file:

• /home/kir/and another one/lfu_cache/LFU/ **LFU.h**

Chapter 5

File Documentation

5.1 /home/kir/and another one/lfu_cache/Hash_Map/Hash_Map.c File Reference

```
#include "../LFU/LFU.h"
Include dependency graph for Hash_Map.c:
```

5.2 /home/kir/and another one/lfu cache/LFU/LFU.c File Reference

```
#include "LFU.h"
Include dependency graph for LFU.c:
```

Functions

• DATA GetPage (FILE *f)

Function which get stream-variable and read page with data from it.

• void PrintPage (DATA *page, char *source)

Function which print page with data to file with name "source".

• LFU * LfuConstruct (int cache_size)

Constructor of LFU - cache.

• int InsertLFU (LFU *cache, DATA *request)

Func which insert new page to cache.

• void FreeLFU (LFU *cache)

Destructor of LFU-cache.

• void LFUDump (LFU *cache, char *source)

Func which print LFU-cache to file with name "source".

5.2.1 Function Documentation

5.2.1.1 FreeLFU()

Destructor of LFU-cache.

Parameters

in ca	che Poin	ter to LFU-cache
-------	----------	------------------

5.2.1.2 GetPage()

Function which get stream-variable and read page with data from it.

Parameters

in	f	Filestream which you want to take a page from	
----	---	---	--

Returns

Page of data (type DATA)

5.2.1.3 InsertLFU()

```
int InsertLFU (
    LFU * cache,
    DATA * request )
```

Func which insert new page to cache.

Parameters

in	cache	Pointer to cache where we want to insert
in	request	Page of data which we want to insert

Returns

1, if there is this page in cache < 0 if it isn't

5.2.1.4 LfuConstruct()

Constructor of LFU - cache.

Parameters

in cache_size Size of cache	
-----------------------------	--

Returns

Pointer to initialized cache

5.2.1.5 LFUDump()

```
void LFUDump (
    LFU * cache,
    char * source )
```

Func which print LFU-cache to file with name "source".

Parameters

in	cache	LFU-cache which we want to print
in	source	Name of file where we want to print

Note

If source is "stdout" data will be printed to console

5.2.1.6 PrintPage()

Function which print page with data to file with name "source".

Parameters

in	page	Pointer to page with data
in	source	String with name of file

Note

If source is "stdout", data will be printed to console

5.3 /home/kir/and another one/lfu_cache/LFU/LFU.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>
#include <string.h>
```

Include dependency graph for LFU.h: This graph shows which files directly or indirectly include this file:

Classes

- struct request_t
- struct Ifu node

Node which contains pages with data.

• struct freq_node

Node which contains frequency.

• struct hash_cell

The cell of hash table.

· struct hash_map

The struct of Hash Map.

• struct Ifu_c

Macros

- #define **NUM** 100
- #define CGetPage() GetPage(stdin);

Macros which call GetPage func with f = stdin.

• #define CPrintPage(page) PrintPage(page, "stdout")

Macros which call PrintPage func with source = "stdout".

Typedefs

- typedef struct request_t DATA
- typedef struct Ifu_c LFU

Struct of LFU - cache.

Functions

struct freq_node * CreateFreq (int freq_dat, struct freq_node *prev_fr)

Creates an element in the place the user wants. Function need data(frequency) and previous item (place where we should create)

struct Ifu_node * CreateLfu (DATA Ifu_dat, struct freq_node *head)

Creates last Ifu_node (p. 11) at frequency 1. If frequency 1 is not exist, it will be created (with function create_freq).

void RemoveFreq (struct freq_node *del)

Delete frequency node.

void RemoveLfu (struct freq_node *head)

Delete first Ifu node with frequency 1.

void ReplaceLfu (struct Ifu_node *cur_lfu)

When we already have the resulting item in the list, we need to replaceit. If the element with current frequency + 1 doesn't exist it will be created (with function create_freq).

struct freq_node * CreateHead ()

Initialization of head of list.

void DeleteList (struct freq_node *head)

Function which free's list.

• void ListPrint (struct freq_node *head, FILE *f)

Function which print List to filestream.

- void TestCreateHead ()
- void TestCreateFreq ()
- void TestCreateLfu ()
- void TestRemoveFreq ()
- void TestRemoveLfu ()
- void TestReplaceLfu ()
- struct hash_map * InitHashMap (int cache_size)

This function is constructor of hash table; it initializes Hash Map, calculates the size of hash using the formula $\{Size = cache_size / 10 + 1\}$, initializes array of pointers to cells and cells.

struct hash_cell * SearchData (struct hash_cell *cell, DATA *request)

This function searches data in list of collisions.

struct hash_cell * InsertHashMap (struct hash_map *Hash_Map, DATA *request)

This function finds an avaliable place to adding new data If this data already exists here, it does nothing.

• struct hash_cell * SearchMap (struct hash_map *Hash_Map, DATA *request)

This function searches data in Hash Map.

int HashofData (DATA *request, int hash_size)

This function transforms struct to string for calculating hash later.

• int HashofChar (char *string, int len, int hash_size)

This function calculates hash of string.

• int **HashofInt** (int number, int hash_size)

This function calculates hash of integer number.

• int **DelElem** (struct **hash_map** *Hash_Map, **DATA** *request)

This function deletes cell with node with data from Hash Map and do nothing if data isn't here.

int FreeHashMap (struct hash_map *Hash_Map)

This function clear memory allocated for Hash_Map, array of pointers to cells and cells.

• int PrintHashMap (struct hash_map *Hash Map, FILE *f)

This function print Hash Map.

DATA GetPage (FILE *f)

Function which get stream-variable and read page with data from it.

void PrintPage (DATA *page, char *source)

Function which print page with data to file with name "source".

• LFU * LfuConstruct (int cache_size)

Constructor of LFU - cache.

• int InsertLFU (LFU *cache, DATA *request)

Func which insert new page to cache.

• void FreeLFU (LFU *cache)

Destructor of LFU-cache.

• void **LFUDump** (**LFU** *cache, char *source)

Func which print LFU-cache to file with name "source".

5.3.1 Macro Definition Documentation

5.3.1.1 CGetPage

```
#define CGetPage() GetPage(stdin);
```

Macros which call GetPage func with f = stdin.

5.3.1.2 CPrintPage

Macros which call PrintPage func with source = "stdout".

5.3.1.3 NUM

#define NUM 100

5.3.2 Typedef Documentation

5.3.2.1 DATA

```
typedef struct request_t DATA
```

5.3.2.2 LFU

```
typedef struct {\bf lfu\_c} {\bf LFU}
```

Struct of LFU - cache.

5.3.3 Function Documentation

5.3.3.1 CreateFreq()

Creates an element in the place the user wants. Function need data(frequency) and previous item (place where we should create)

Parameters

in	freq_dat	Frequency node
in	prev_fr	Previous item (Ifu node)

Returns

Pointer to element which was created

5.3.3.2 CreateHead()

```
struct freq_node* CreateHead ( )
```

Initialization of head of list.

5.3.3.3 CreateLfu()

Creates last Ifu_node (p. 11) at frequency 1. If frequency 1 is not exist, it will be created (with function create_freq).

Parameters

in	lfu_dat	Page with data which well be added to Ifu_node (p. 11)
in	head	Head of list

Returns

Pointer to node which was created

5.3.3.4 DelElem()

```
int DelElem (
    struct hash_map * Hash_Map,
    DATA * request )
```

This function deletes cell with node with data from Hash Map and do nothing if data isn't here.

Parameters

in	Hash_map	Pointer to Hash Map
in	request	Request

Returns

Integer zero

5.3.3.5 DeleteList()

```
void DeleteList (
          struct freq_node * head )
```

Function which free's list.

5.3.3.6 FreeHashMap()

```
int FreeHashMap ( {\tt struct} \quad {\tt hash\_map} \, * \, {\tt Hash\_Map} \, )
```

This function clear memory allocated for Hash_Map, array of pointers to cells and cells.

Parameters

in	Hash map	Pointer to Hash Map

Returns

Integer zero

5.3.3.7 FreeLFU()

Destructor of LFU-cache.

Parameters

in <i>cache</i>	Pointer to LFU-cache
-----------------	----------------------

5.3.3.8 GetPage()

Function which get stream-variable and read page with data from it.

Parameters

	in	f	Filestream which you want to take a page from	
--	----	---	---	--

Returns

Page of data (type DATA)

5.3.3.9 HashofChar()

This function calculates hash of string.

Parameters

in	string	String
in	len	The length of string
in	hash_size	The size of Hash

Returns

Hash of string

5.3.3.10 HashofData()

This function transforms struct to string for calculating hash later.

Parameters

in	request	pointer to request
in	hash_size	The size of Hash

Returns

Key of Hash Table

5.3.3.11 HashofInt()

This function calculates hash of integer number.

Parameters

in	number	Integer number
in	hash_size	The size of Hash

Returns

Hash of integer number

5.3.3.12 InitHashMap()

This function is constructor of hash table; it initializes Hash Map, calculates the size of hash using the formula $\{\text{Size } = \text{cache_size} \ / \ 10 + 1\}$, initializes array of pointers to cells and cells.

Parameters

in cache_size	The size of cache
---------------	-------------------

Returns

Pointer to allocated memory to Hash Map

5.3.3.13 InsertHashMap()

This function finds an avaliable place to adding new data If this data already exists here, it does nothing.

Parameters

in	Hash_Map	pointer to Hash Map
in	request	pointer to request

Returns

The pointer on an avaliable cell in Hash Map

5.3.3.14 InsertLFU()

```
int InsertLFU (
    LFU * cache,
    DATA * request )
```

Func which insert new page to cache.

Parameters

in	cache	Pointer to cache where we want to insert
in	request	Page of data which we want to insert

Returns

1, if there is this page in cache < 0 if it isn't

5.3.3.15 LfuConstruct()

Constructor of LFU - cache.

Parameters

	in	cache_size	Size of cache
--	----	------------	---------------

Returns

Pointer to initialized cache

5.3.3.16 LFUDump()

```
void LFUDump (
    LFU * cache,
    char * source )
```

Func which print LFU-cache to file with name "source".

Parameters

in	cache	LFU-cache which we want to print
in	source	Name of file where we want to print

Note

If source is "stdout" data will be printed to console

5.3.3.17 ListPrint()

```
void ListPrint (
          struct freq_node * head,
           FILE * f )
```

Function which print List to filestream.

Parameters

in	head	Pointer to head of list
in	f	Filestream pointer where we want to print list

5.3.3.18 PrintHashMap()

```
int PrintHashMap (  struct \quad \textbf{hash\_map} \ * \ \textit{Hash\_Map},   FILE \ * \ f \ )
```

This function print Hash Map.

Parameters

in	Hash_map	Pointer to Hash Map
in	f	Pointer to file stream

Returns

Integer zero

5.3.3.19 PrintPage()

Function which print page with data to file with name "source".

Parameters

in	page	Pointer to page with data
in	source	String with name of file

Note

If source is "stdout", data will be printed to console

5.3.3.20 RemoveFreq()

```
void RemoveFreq ( {\tt struct} \quad {\tt freq\_node} \ * \ del \ )
```

Delete frequency node.

Parameters

in	del	Node which we want to delete
----	-----	------------------------------

5.3.3.21 RemoveLfu()

```
void RemoveLfu (
          struct freq_node * head )
```

Delete first Ifu node with frequency 1.

Parameters

in head Pointer to List	st	∟ist	hea	in	
-------------------------	----	------	-----	----	--

5.3.3.22 ReplaceLfu()

When we already have the resulting item in the list, we need to replaceit. If the element with current frequency + 1 doesn't exist it will be created (with function create_freq).

Parameters

in	cur_lfu	Lfu node which we want to replace
----	---------	-----------------------------------

5.3.3.23 SearchData()

This function searches data in list of collisions.

Parameters

in	cell	Element of array of pointers to cells in Hash Map
in	request	Request

Returns

Pointer to cell and NULL pointer if data hasn't been found

5.3.3.24 SearchMap()

This function searches data in Hash Map.

Parameters

in	Hash_Map	pointer to Hash Map
in	request	pointer to request

Returns

Pointer to cell and NULL pointer if data hasn't been found

5.3.3.25 TestCreateFreq()

```
void TestCreateFreq ( )
```

5.3.3.26 TestCreateHead()

```
void TestCreateHead ( )
```

5.3.3.27 TestCreateLfu()

```
void TestCreateLfu ( )
```

5.3.3.28 TestRemoveFreq()

```
void TestRemoveFreq ( )
```

5.3.3.29 TestRemoveLfu()

```
void TestRemoveLfu ( )
```

5.3.3.30 TestReplaceLfu()

```
void TestReplaceLfu ( )
```

5.4 /home/kir/and another one/lfu cache/List/List Map.c File Reference

```
#include "../LFU/LFU.h"
Include dependency graph for List_Map.c:
```

Functions

struct freq_node * CreateFreq (int freq_dat, struct freq_node *prev_fr)

Creates an element in the place the user wants. Function need data(frequency) and previous item (place where we should create)

struct Ifu node * CreateLfu (DATA Ifu dat, struct freq node *head)

Creates last Ifu_node (p. 11) at frequency 1. If frequency 1 is not exist, it will be created (with function create_freq).

void RemoveFreq (struct freq_node *del)

Delete frequency node.

void RemoveLfu (struct freq_node *head)

Delete first Ifu node with frequency 1.

• void ReplaceLfu (struct Ifu_node *cur_lfu)

When we already have the resulting item in the list, we need to replaceit. If the element with current frequency + 1 doesn't exist it will be created (with function create_freq).

struct freq_node * CreateHead ()

Initialization of head of list.

void DeleteList (struct freq_node *head)

Function which free's list.

void ListPrint (struct freq_node *head, FILE *f)

Function which print List to filestream.

- void TestCreateHead ()
- void TestCreateFreq ()
- void TestCreateLfu ()
- void TestRemoveFreq ()
- void TestRemoveLfu ()
- void TestReplaceLfu ()

5.4.1 Function Documentation

5.4.1.1 CreateFreq()

Creates an element in the place the user wants. Function need data(frequency) and previous item (place where we should create)

Parameters

in	freq_dat	Frequency node
in	prev_fr	Previous item (Ifu node)

Returns

Pointer to element which was created

5.4.1.2 CreateHead()

```
struct freq_node* CreateHead ( )
```

Initialization of head of list.

5.4.1.3 CreateLfu()

Creates last Ifu_node (p. 11) at frequency 1. If frequency 1 is not exist, it will be created (with function create_freq).

Parameters

in	lfu_dat	Page with data which well be added to Ifu_node (p. 11)
in	head	Head of list

Returns

Pointer to node which was created

5.4.1.4 DeleteList()

```
void DeleteList (
          struct freq_node * head )
```

Function which free's list.

5.4.1.5 ListPrint()

```
void ListPrint (
         struct freq_node * head,
         FILE * f )
```

Function which print List to filestream.

Parameters

in	head	Pointer to head of list
in	f	Filestream pointer where we want to print list

5.4.1.6 RemoveFreq()

```
void RemoveFreq (
          struct freq_node * del )
```

Delete frequency node.

Parameters

in del Node which we want to delet	е
--	---

5.4.1.7 RemoveLfu()

```
void RemoveLfu (
          struct freq_node * head )
```

Delete first Ifu node with frequency 1.

Parameters

in	head	Pointer to List

5.4.1.8 ReplaceLfu()

```
void ReplaceLfu ( {\tt struct} \quad \textbf{lfu\_node} \, * \, \textit{cur\_lfu} \, \, )
```

When we already have the resulting item in the list, we need to replaceit. If the element with current frequency + 1 doesn't exist it will be created (with function create_freq).

Parameters

in	cur_lfu	Lfu node which we want to replace	
----	---------	-----------------------------------	--

5.4.1.9 TestCreateFreq()

```
void TestCreateFreq ( )
```

5.4.1.10 TestCreateHead()

```
void TestCreateHead ( )
```

5.4.1.11 TestCreateLfu()

```
void TestCreateLfu ( )
```

5.4.1.12 TestRemoveFreq()

```
void TestRemoveFreq ( )
```

5.4.1.13 TestRemoveLfu()

```
void TestRemoveLfu ( )
```

5.4.1.14 TestReplaceLfu()

```
void TestReplaceLfu ( )
```

5.5 /home/kir/and another one/lfu_cache/main/main.c File Reference

```
#include "../LFU/LFU.h"
Include dependency graph for main.c:
```

Functions

• int main ()

5.5.1 Function Documentation

```
5.5.1.1 main()
```

```
int main ( )
```

5.6 /home/kir/and another one/lfu_cache/main/new_main.c File Reference

```
#include "../LFU/LFU.h"
Include dependency graph for new main.c:
```

Functions

• int main (int argc, char *argv[])

5.6.1 Function Documentation

```
5.6.1.1 main()
```

```
int main (
                int argc,
                 char * argv[] )
```

- 5.7 /home/kir/and another one/lfu_cache/main/test.txt File Reference
- 5.8 /home/kir/and another one/lfu_cache/README.md File Reference
- 5.9 /home/kir/and another one/lfu cache/Test/HC.txt File Reference

Variables

- Hello
- · World World !Hello

5.9.1 Variable Documentation

5.9.1.1 "!Hello

World World ! Hello

5.9.1.2 Hello

World Hello

- 5.10 /home/kir/and another one/lfu_cache/Test/HI.txt File Reference
- 5.11 /home/kir/and another one/lfu_cache/Test/INIT.txt File Reference
- 5.12 /home/kir/and another one/lfu_cache/Test/SF.txt File Reference
- 5.13 /home/kir/and another one/lfu_cache/Test/test.c File Reference

```
#include "Test_LFU.h"
Include dependency graph for test.c:
```

Functions

• int main ()

5.13.1 Function Documentation

5.13.1.1 main()

int main ()

5.14 /home/kir/and another one/lfu_cache/Test/Test_Hash_Map.c File Reference

```
#include "../LFU/LFU.h"
#include <time.h>
Include dependency graph for Test_Hash_Map.c:
```

Functions

- int Hash_Int_Test ()
- int Hash_Char_Test ()
- int Init_Func_Test ()
- int Test_SearchMap ()
- int **main** ()

5.14.1 Function Documentation

5.14.1.1 Hash_Char_Test()

```
int Hash_Char_Test ( )
```

5.14.1.2 Hash_Int_Test()

```
int Hash_Int_Test ( )
```

5.14.1.3 Init_Func_Test()

```
int Init_Func_Test ( )
```

5.14.1.4 main()

```
int main ( )
```

5.14.1.5 Test_SearchMap()

```
int Test_SearchMap ( )
```

5.15 /home/kir/and another one/lfu_cache/Test/Test_LFU.c File Reference

```
#include "../LFU/LFU.h"
#include <time.h>
Include dependency graph for Test_LFU.c:
```

Functions

- void TestPageFunc (char *file)
- void TestLFUFunc (char *file)

5.15.1 Function Documentation

5.15.1.1 TestLFUFunc()

5.15.1.2 TestPageFunc()

5.16 /home/kir/and another one/lfu_cache/Test/Test_LFU.h File Reference

```
#include "../LFU/LFU.h"
```

Include dependency graph for Test_LFU.h: This graph shows which files directly or indirectly include this file:

Functions

- void **TestPageFunc** (char *file)
- void TestLFUFunc (char *file)

5.16.1 Function Documentation

5.16.1.1 TestLFUFunc()

5.16.1.2 TestPageFunc()

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