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CS433

Files Submitted on server:

DLL.h, DLL.cpp, LRUReplacement.h, LRUReplacement.cpp, pageTable.h, pageTable.cpp, main.cpp, Makefile, prog5, large_refs.txt, small_refs.txt

Programming Assignment 5

Ryan Lochrance was responsible for test 1 which takes the input file "smallrefs.txt", opens it, and begins reading in each logical address while calculating the page number and storing it into the variable pageNumberT1. Next, test 1 checks the valid bit of the pageEntry object located in the page table to see if there is a page fault(valid bit is 0) or if there is no page fault (valid bit = 1). The if statement on line 125 checks the condition of the pageFaultT1 flag and if it is true that there was a page fault, we increment the variable numberOfPageFaults by 1 then call on the function addNewEntry to insert it in the page table. After insertion we increment the variable frameNumAssign by 1 so when we insert the next item the frame number will have the correct value. Test 1 then uses some print statements to print out the statistics of the memory reference such as the logical address, page number, frame number, and if there is a page fault. Following these print statements we print out the overall stats which include number of references, number of page faults, and the number of replacements.

Finally we close the file. When test 1 ran with the file "smallrefs.txt" we noticed that it did not trigger any page replacements meaning that none of our algorithms were used. The reason for this is because we had enough physical memory to accommodate the list of logical addresses so there were enough frames to assign to each reference. We assumed since this is a simulation we could number the frames numerically as opposed to real world operations where frames most likely would be randomly assigned.

For the First In First Out algorithm we created the variable start to store the current starting time. Then we create the variable victimFrame and initialize it to zero. We set it to zero because for FIFO we assume that the first element will be the one that is chosen first. We then create a page table as well as a framelist to store the correct amount of frames. Our algorithm then uses a for loop to loop over the memory references in order to calculate the page numbers.

Inside the for loop we evaluate the valid bit to see if a page fault will occur. If a page fault occurs then we increment the variable numberOfPageFaults by 1, but we also check to see if there are frames available. If there are frames available then we simply assign a frame number to the page entry by using the addNewEntry() followed by the incrementation of the variable frameNumAssignT2 to update the next frame to be assigned.

In the case where a replacement is needed, we increment the variable numberOfReplacements by 1, followed by obtaining the frame to be replaced. Once we have chosen a frame provided to us by the variable victimFrame, we assign the page number into the array frameListFIFO. We then call the replace function where we replace the frame that has the old page number to store the value of the new page number. Finally we update the variable victimFrame by incrementing it then performing modulo numFrames to make it circular.

When we ran the FIFO algorithm for test 2 we used multiple configurations of page sizes along with physical memory sizes as well. We noticed that as we increased the physical memory size the number of page faults trended downward. When it comes to the number of page replacements it was noticed that in both page sizes 256 and 512, when the physical memory size was 64MB there were zero page replacements. All subsequent page sizes did not result in a zero page replacement for FIFO. As the page sizes increased the rate of the decrease was less and less for page replacements. Finally we noticed as the page sizes and physical memory sizes were increasing, the total execution time was trending downward until the configuration of page size 2048 physical mem size 4MB, the rate of decrease began to slow although still trending down until we hit page size 8192 physical memory 4MB we began to see an increase in execution time. The overall trend was downward, but the little spikes here and there we attributed to Belady's anomaly.

Gabriel Ybarra was responsible for implementing both the Random Replacement and the LRU Replacement algorithms. Both have the same structure as the FIFO replacement algorithm. First we use the Page Table object to create the page table that has num_pages entries in it. Each page entry has the valid bit and the frame number associated with it. We additionally have the second data structure frameListRand which for each frame, stores where it is located in the page table. So to do random replacement, first each reference is loaded one by one, the page number is calculated and the valid bit is checked for that page, if there is a page fault then there are two cases, one is where there are still free frames left to assign. These frames are assigned

numerically and assigned to the page entry in the page table with the addNewEntry function. Of course, the frames location in the page table is also stored. If all the frames have previously been assigned then one of the pages has to be replaced. The pages that are eligible to be replaced are those that have the frames assigned to them and therefore have valid bits of one. So because of this we call the rand function to get a random frame number and use that one to do the replacement with the replace function.

As for the LRU implementation, the structure is the same as the Random and FIFO for how the frames are assigned, but the difference is that LRU has a doubly linked list that keeps track of which page is the least recently used one. In this case the least recently used is always kept at the front pointer of the list. This is accomplished by moving pages to the back of the list any time they are referenced. To implement the features of the doubly linked list I used the DLL.h and DLL.cpp files which are files that are modified versions of the list files I used to complete Programming assignment 1. To reiterate, these files were created by me in my cs311 class for an assignment in that class. Many of the functions from these two files are not used, but the main purpose of the file is to have the DLL utilities. In addition to the DLL files, we used the LRUReplacement files to create the DLL and to handle the page references. In the newReference function, we hand the page references by either adding them to the back of the list if they are new, or if they are in the list already, then they have to be moved up to the top. To get the victim page, the function is used and the page at the front node is returned and it is moved to the back, signifying its use. Finally to move the pages to the back of the list, we used the move node to back function, this function moves the pointers depending on the 4 cases, if the item is the only one in the list or if it is already in the rear, the list does not have to do anything, so it just simply returns. If the page is in the front, then the corresponding pointers are moved. If the page is in the middle the middle pointers are moved. Overall we choose to implement the LRU this way because it is much faster in terms of execution time because of the way the algorithm works as compared to the counter implementation.

As for the results, we can see that in the rand page replacement, it has very similar performance metrics to the FIFO in terms of page faults. As the physical memory sizes increase then the # page faults go down. In addition to this as you increase the size of the pages you also have less page fault because you have overall less pages. Looking at the Random replacement in terms of execution time also shows a more exaggerated case of Belady's anomaly, where

depending on how the random pages are selected the execution time can spike up in certain locations. Overall though these execution times do trend down but it is not as good as compared to the LRU. For LRU, we noticed that our output does not really match the values of the provided executable. We were not able to determine what was exactly causing this because we know that the stack is working correctly through testing in another program, so we are not sure as to what is causing the lesser amount of page faults. Overall though the program does compile and does not crash on runtime. In addition to this despite the different numbers as compared to the example, the data we collected does show how the LRU behaves. Looking at the page faults and the execution time we can see that the decline rates are more linear and there are few if any cases of Belady's anomaly. So in that sense LRU is the best replacement to use because it is very reliable and has good management of the page faults. This is why operating systems like linux use this method and this experiment proves how LRU is the best replacement to implement that we learned about in the lecture. The data and the graphs for the FIFO, RND, and LRU will be included on the last page.

We learned a few lessons when completing this project. We learned that the counting approach to the LRU algorithm is not the most optimal to use because you have to use a liner search to find the minimum value for count. When we tried to implement the stack approach, we ran into issues about how we structured our data. A big issue was finding out how to take a page number in the middle of the linked list and insert it into the rear of the list. We learned that if we use a third data structure consisting of an array with pointers that point to each element in the linked list, we can move the correct node to the rear where the most recently used node should be placed.

				F	IFO			RI	ND			LRU			
N_pages	N_frame	Page_Size (Bytes)	Mem Size (MB)	N_faults N	N_Replacements	Execution Time	N	_faults N_	Replacements	Execution Time	N_faults	N_Replacements	Execution Time		
524288	16384	256	4	340108	323724	0.0625449		354641	338257	0.0735012	233509	217125	0.141729		
524288	32768	256	8	286215	253447	0.0553719		293952	261184	0.0729037	230051	197283	0.151456		
524288	65536	256	16	247127	181591	0.0539827		244959	179423	0.0693257	224215		0.141785		
524288	131072	256	32	203033	71961	0.0578713		199687	68615	0.0579677	196369		0.137113		
524288	262144	256	64	187976	0			187976	0	0.0607345	187976				
262144	16384	512	4	312591	304399	0.0493725		325350	317158	0.0644661	179016		0.11374		
262144	32768	512	8	249982	233598	0.0464924		260762	244378	0.0631736	175635		0.112681		
262144	65536	512	16	211639	178871	0.0385987		213322	180554	0.0419009	172439		0.111478		
262144	131072 262144	512 512	32 64	174225 130638	108689	0.0369527 0.0368681		166013 130638	100477	0.0405219 0.0368652	159300		0.109607 0.101365		
262144 131072	16384	1024	4	295701	291605	0.0368681		305521	301425	0.0368652	130638 130329		0.101365		
131072	32768	1024	8	227090	218898	0.0374382		236854	228662	0.0430186	128219		0.0972924		
131072	65536	1024	16	178790	162406	0.0346541		186730	170346	0.0309000	124948		0.0900903		
131072	131072	1024	32	141266	108498	0.0323326		140033	107265	0.0400048	118712		0.0933323		
131072	262144	1024	64	96733	31197	0.0315806		92337	26801	0.0343014	90164		0.0916206		
65536	16384	2048	4	286375	284327	0.0377345		292707	290659	0.0393062	89613		0.0864518		
65536	32768	2048	8	212532	208436	0.0337859		220508	216412	0.0357899	88529		0.0850282		
65536	65536	2048	16	158019	149827	0.0312276		165361	157169	0.0341293	85489		0.0848643		
65536	131072	2048	32	118248	101864	0.0307563		120376	103992	0.0319455	81247		0.0855733		
65536	262144	2048	64	76546	43778	0.0303725		72251	39483	0.0299046	66829		0.0819285		
32768	16384	4096	4	282212	281188	0.0342225		285578	284554	0.0389749	58185	57161	0.0769989		
32768	32768	4096	8	204095	202047	0.0309741		209874	207826	0.0356775	57669		0.076907		
32768	65536	4096	16	142698	138602	0.0324612		150181	146085	0.032201	55735	51639	0.0759661		
32768	131072	4096	32	99811	91619	0.0282842		103874	95682	0.0301602	52329	44137	0.0730149		
32768	262144	4096	64	59103	42719	0.0285902		58156	41772	0.0275844	44915	28531	0.0707193		
16384	16384	8192	4	279525	279013	0.0334503		281307	280795	0.0752625	35848	35336	0.0722348		
16384	32768	8192	8	199249	198225	0.0466808		203487	202463	0.0703891	35541	34517	0.0695818		
16384	65536	8192	16	132656	130608	0.056668		139250	137202	0.0623823	34549	32501	0.069298		
16384	131072	8192	32	87459	83363	0.0567335		91267	87171	0.056824	31761		0.0679418		
16384	262144	8192	64	48694	40502	0.053933		48507	40315	0.0558142	27648	19456	0.0677159		
				30000 30000 30000 4 10000	000 000	Mem Size (MB)	Page Faults) - 256 Byte Page - 512 Byte Page - 1024 Byte Page - 2048 Byte Page - 4096 Byte Page - 8192 Byte Page	-	400000 300000 200000 100000 0 1			Page Fau	250000 200000 150000 100000 0 10 2	0 30 40 50 visical Mem Size (MB)	256 Praults) 256 Byte Page 512 Byte Page 1024 Byte Page 2048 Byte Page 4096 Byte Page 3192 Byte Page
				0.08 - 0.06 0.06 0.00 0.00 0.00 0.00 0.00 0.	10 20 30	40 50 6	256 Byte Page 512 Byte Page 1024 Byte Page 2048 Byte Page 4098 Byte Page 8192 Byte Page		0.08 0.06 0.04 0.04 0.00 0.00 0.00 0.00 0.00	Replacement 20 30 40 Physical Mem Siz		tion Time (Sec.)	0.20 0.15 0.10 0.05 0.00 10 20	acement (Execution (Ex	cution Time) - 256 Byte Page - 512 Byte Page - 1024 Byte Page - 2048 Byte Page - 4098 Byte Page - 8192 Byte Page