CS 342302 Operating Systems

Fall Semester 2021

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Weekly Review 11

Scope: Chapter 10, Virtual Memory

* + simplevm.py, typescript

## 1. Definitions and Short Answers

1. Of the several benefits of virtual memory, why is partial program loading a good idea?
   1. how does it improve performance (run faster)
   2. how does it use less physical memory?
   3. how does it allow more processes to run at the same time?
2. Another benefit of virtual memory is that it allows the logical address space to be larger than physical. Why is this a good idea?
3. What is the difference between **paging** and **swapping**?
4. What does **demand paging** mean? What are its benefits compared to non-demand-paging?
5. When the **valid-invalid bit** in the page table entry is 'v', what does it mean for demand paging?
6. When the valid-invalid bit is 'i' in the page table entry, what are two possibilities? How does the OS handle them?
7. What happens on a page fault in demand paging? Does the OS or CPU handle it like a regular interrupt? What is a subtle but important difference in how user code is resumed?
8. What does **zero-fill-on-demand** mean? When is it used and why?
9. Of the costs of page fault, which has the highest cost?
   1. servicing the interrupt
   2. restart the process
   3. page-in, page-out
10. What is **copy-on-write** and how does it help make fork() run more efficiently?
11. Does vfork() use copy on write? How does it work for a shell to launch a process?
12. What does a **frame allocation algorithm** decide? How many \_\_ to allocate to \_\_\_?
13. What does a **page replacement algorithm** decide? Which \_\_\_ to replace when \_\_\_?
14. What is the Belady's Anomaly? It means you could get more \_\_\_ when you have more \_\_\_? It is common in \_\_\_ based algorithms.
15. What is the Optimal page replacement algorithm? It is to replace the page that \_\_\_\_\_\_\_? Can it be implemented exactly?
16. What is a good page replacement algorithm in practice?
17. To implement LRU,
    1. What does a Counter store, when is it updated, and how is it used?
    2. how does a stack algorithm work when the page being referenced is already on the stack?
18. Of LRU approximation algorithms,
    1. In **single reference bit algorithm**, what page gets replaced?
    2. in **additional reference bits algorithm**, how are multiple reference bits for each page maintained?
    3. How does **second-chance algorithm** decide what page to replace? What update to reference bit does it do under what condition?
    4. in **enhanced second chance** algorithm, what are the four combinations in order of replacement priority? (reference bit, modify bit)
19. In Counting-based algorithms,
    1. what is the issue with least-frequently used (LFU) algorithm?
    2. What is the rationale behind most frequently used (MFU) algorithm?
20. In Page-buffering,
    1. How does it make sure there are always free frames available by the time a page fault occurs?
    2. An extended version keeps a list of modified pages. What is the purpose?
    3. Another extended version is to retain the frame contents even when the frame is put on the free frame list. What is the purpose?
21. What are two schemes for **fixed allocation** of frames to processes?
22. In **priority allocation** of frames, upon page fault, how would OS **select victims** to reflect priority of processes?
23. Between **global replacement** and **local replacement**,
    1. What are the advantages and disadvantages of global replacement?
    2. What are the advantages and disadvantages of local replacement?
24. What is the difference between a **major page fault** and a **minor page fault**?
25. What is the purpose of a **reaper**?
26. What is the meaning of **thrashing**? What causes thrashing?
27. How does the **working set model** approximate locality? And what condition implies thrashing?
28. in the page fault frequency (PFF) strategy, what does it mean when the page fault rate is too high and what does the OS do? Too low?
29. What is different between physical memory allocation **for kernel** vs. for user process?
30. How does the buddy system decide how much memory to allocate to serve a request? What are its advantages and disadvantages?
31. In SLAB allocation,
    1. What is a slab and how big does it have to be?? What does a slab contain?
    2. How many **caches** are there? What does a cache contain?
    3. Why is there **no fragmentation** in slab scheme?

## 2. Programming Exercise

In this programming exercise, you are to implement paging algorithms for OPT, FIFO, LRU, and SecondChance in Python. To do this, create a SimpleVM class using the following [template](https://drive.google.com/file/d/13-woRgRBegJUVea5aUULqb8ePhytb1b3/view?usp=sharing) and rename it **simplevm.py**.

class SimpleVM:

\_ReplacementPolicies = ['OPT', 'LRU', 'FIFO', 'SecondChance']

def \_\_init\_\_(self, numPages, numFrames, replacementPolicy):

self.numPages = numPages

self.numFrames = numFrames

if not replacementPolicy in SimpleVM.\_ReplacementPolicies:

raise ValueError('Unknown replacement policy %s' % replacementPolicy)

self.replacementPolicy = replacementPolicy

self.pageTable = [None for i in range(numPages)]

self.valid = ['i' for i in range(numPages)]

self.frames = [None for i in range(numFrames)] # storage

self.dirty = [False for i in range(numFrames)]

# we prefill swapspace content with chars '0','1','2'..  
 self.swapSpace = [chr(ord('0')+i) for i in range(numPages)]  
 # a frameTable maps a frame to the page, if any.

self.frameTable = [None for i in range(numFrames)]

# policy-specific code here

if self.replacementPolicy == 'LRU':

# use a "stack" (really more like a queue) to track age.

self.stack = []

if self.replacementPolicy in ['FIFO', 'SecondChance']:

# both FIFO and SecondChance are somewhat like RR

# so you could either use a circular buffer or perhaps  
 # keep index. Your own code here!

if self.replacementPolicy == 'SecondChance':

self.reference = [False for i in range(numFrames)]

def getFreeFrame(self, pageNum):

# find a free frame if any, or return None if not found.  
 # see comment in template for more info.

for i in range(self.numFrames):

if self.frames[i] is None:

return i

return None

def pickVictim(self, future=None):

# finds a page whose frame is to be evicted to fulfill page fault.

# this is called only if getFreeFrame returns None

if self.replacementPolicy == 'OPT':

# use future knowledge to pick victim

if future is None:

raise ValueError('cannot pick OPT without future')

# Your code here!!!

# find page that won't be used for longest time in future

# Note if future is empty list, then any page is ok!

# in any case, return the victim page's frame number.

if self.replacementPolicy == 'LRU':

# Your code here!! pull the victim from the bottom of the stack

# the assumption is if we have free frame in the first place,

# we would not need to evict anybody.

if self.replacementPolicy == 'FIFO':

# Your code here!  
 # pick victim in FIFO order

if self.replacementPolicy == 'SecondChance':

# Your code here!!

# base on referenceBit

# if we have not returned by then, it is an unknown policy

raise ValueError('unknown poliy %s' % self.replacementPolicy)

def pageIn(self, frameNum, pageNum):

# Your code here!!  
 # called to bring in a page from swap space to the frame.

# pageNum is used to find location in swap space.

# for simplicity, we use pageNum to index into swap space.

# Assume frameNum is free, and thus no page is currently using it.

# Update the page-to-frame table and frame-to-page table,

# set valid bit for the page, and clear dirty bit for the frame.

# in case of SecondChance, also clear reference bit.

def pageOut(self, frameNum):

# Your code here!!

# this flushes a frame (for a given pageNum) to swap space.

# Note that we only mark it as not-dirty, but it does not

# change state of valid bit because that is someone else's decision

# whether they want to reclaim the page or just flush it.

# Similar to pageIn, we assume swap space uses the virtual address

# as we have only one process.

def getFrame(self, pageNum, future=None):

# this is a utility that may be helpful, but not required.

# - see if pageHit, if so, return valid frame # for read/write.

# - if pageFault,

# - see if free frame available; if so, grab it;

# - but if no free frame, pick victim, page out first,

# fall thru to page-in

# - page-in and return the frame number

# - bookkeeping: look up the page# whose frame will be reassigned

# - set its pageTable entry to None, clear that page's valid bit

# finally, return the frame number for caller to use.

def updateAccess(self, frameNum, write=False):

# Your own code!! in different cases below!

if self.replacementPolicy == 'LRU':

# Your code here!! find frame in stack; if found, pop it.

# in either case, push back on stack.

if self.replacementPolicy == 'SecondChance':

# Your own code!! - mark the reference bit

if write: # for future use, if supporting write-access

self.dirty[frameNum] = True

def readPage(self, pageNum, future=None):

# Your code here!!

# get the frame number -- can call the getFrame() method for this.

# use the frame number to get the data so we can return it.

# do some bookkeeping by calling updateAccess

def writePage(self, pageNum, data, future=None):

# Your code here!!

# analogous to the readPage, except

# the frame is written to with data.

# do bookkeeping with write=True

You will find the test cases in the template file.

Here is a sample output of the program:

$ python3 simplevm.py

-------------- policy (read): OPT--------------

readPage(7)='7', pageTable=[None, None, None, None, None, None, None, 0], valid=iiiiiiiv, frames=['7', None, None]

readPage(0)='0', pageTable=[1, None, None, None, None, None, None, 0], valid=viiiiiiv, frames=['7', '0', None]

readPage(1)='1', pageTable=[1, 2, None, None, None, None, None, 0], valid=vviiiiiv, frames=['7', '0', '1']

readPage(2)='2', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(0)='0', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(3)='3', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(0)='0', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(4)='4', pageTable=[None, None, 0, 2, 1, None, None, None], valid=iivvviii, frames=['2', '4', '3']

readPage(2)='2', pageTable=[None, None, 0, 2, 1, None, None, None], valid=iivvviii, frames=['2', '4', '3']

readPage(3)='3', pageTable=[None, None, 0, 2, 1, None, None, None], valid=iivvviii, frames=['2', '4', '3']

readPage(0)='0', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(3)='3', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(0)='0', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(3)='3', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(2)='2', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(1)='1', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(2)='2', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(0)='0', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(1)='1', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(7)='7', pageTable=[1, 2, None, None, None, None, None, 0], valid=vviiiiiv, frames=['7', '0', '1']

readPage(0)='0', pageTable=[1, 2, None, None, None, None, None, 0], valid=vviiiiiv, frames=['7', '0', '1']

readPage(1)='1', pageTable=[1, 2, None, None, None, None, None, 0], valid=vviiiiiv, frames=['7', '0', '1']

page faults = 9, page ins = 9, page outs = 0

-------------- policy (write): OPT--------------

writePage(7, 'A'), frames=['A', None, None], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(0, 'B'), frames=['A', 'B', None], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(1, 'C'), frames=['A', 'B', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(2, 'D'), frames=['D', 'B', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', 'A']

writePage(0, 'E'), frames=['D', 'E', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', 'A']

writePage(3, 'F'), frames=['D', 'E', 'F'], swapSpace=['0', 'C', '2', '3', '4', '5', '6', 'A']

writePage(0, 'G'), frames=['D', 'G', 'F'], swapSpace=['0', 'C', '2', '3', '4', '5', '6', 'A']

writePage(4, 'H'), frames=['D', 'H', 'F'], swapSpace=['G', 'C', '2', '3', '4', '5', '6', 'A']

writePage(2, 'I'), frames=['I', 'H', 'F'], swapSpace=['G', 'C', '2', '3', '4', '5', '6', 'A']

writePage(3, 'J'), frames=['I', 'H', 'J'], swapSpace=['G', 'C', '2', '3', '4', '5', '6', 'A']

writePage(0, 'K'), frames=['I', 'K', 'J'], swapSpace=['G', 'C', '2', '3', 'H', '5', '6', 'A']

writePage(3, 'L'), frames=['I', 'K', 'L'], swapSpace=['G', 'C', '2', '3', 'H', '5', '6', 'A']

writePage(0, 'M'), frames=['I', 'M', 'L'], swapSpace=['G', 'C', '2', '3', 'H', '5', '6', 'A']

writePage(3, 'N'), frames=['I', 'M', 'N'], swapSpace=['G', 'C', '2', '3', 'H', '5', '6', 'A']

writePage(2, 'O'), frames=['O', 'M', 'N'], swapSpace=['G', 'C', '2', '3', 'H', '5', '6', 'A']

writePage(1, 'P'), frames=['O', 'M', 'P'], swapSpace=['G', 'C', '2', 'N', 'H', '5', '6', 'A']

writePage(2, 'Q'), frames=['Q', 'M', 'P'], swapSpace=['G', 'C', '2', 'N', 'H', '5', '6', 'A']

writePage(0, 'R'), frames=['Q', 'R', 'P'], swapSpace=['G', 'C', '2', 'N', 'H', '5', '6', 'A']

writePage(1, 'S'), frames=['Q', 'R', 'S'], swapSpace=['G', 'C', '2', 'N', 'H', '5', '6', 'A']

writePage(7, 'T'), frames=['T', 'R', 'S'], swapSpace=['G', 'C', 'Q', 'N', 'H', '5', '6', 'A']

writePage(0, 'U'), frames=['T', 'U', 'S'], swapSpace=['G', 'C', 'Q', 'N', 'H', '5', '6', 'A']

writePage(1, 'V'), frames=['T', 'U', 'V'], swapSpace=['G', 'C', 'Q', 'N', 'H', '5', '6', 'A']

page faults = 9, page ins = 9, page outs = 6

-------------- policy (read): LRU--------------

readPage(7)='7', pageTable=[None, None, None, None, None, None, None, 0], valid=iiiiiiiv, frames=['7', None, None]

readPage(0)='0', pageTable=[1, None, None, None, None, None, None, 0], valid=viiiiiiv, frames=['7', '0', None]

readPage(1)='1', pageTable=[1, 2, None, None, None, None, None, 0], valid=vviiiiiv, frames=['7', '0', '1']

readPage(2)='2', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(0)='0', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(3)='3', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(0)='0', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(4)='4', pageTable=[1, None, None, 2, 0, None, None, None], valid=viivviii, frames=['4', '0', '3']

readPage(2)='2', pageTable=[1, None, 2, None, 0, None, None, None], valid=viviviii, frames=['4', '0', '2']

readPage(3)='3', pageTable=[None, None, 2, 1, 0, None, None, None], valid=iivvviii, frames=['4', '3', '2']

readPage(0)='0', pageTable=[0, None, 2, 1, None, None, None, None], valid=vivviiii, frames=['0', '3', '2']

readPage(3)='3', pageTable=[0, None, 2, 1, None, None, None, None], valid=vivviiii, frames=['0', '3', '2']

readPage(0)='0', pageTable=[0, None, 2, 1, None, None, None, None], valid=vivviiii, frames=['0', '3', '2']

readPage(3)='3', pageTable=[0, None, 2, 1, None, None, None, None], valid=vivviiii, frames=['0', '3', '2']

readPage(2)='2', pageTable=[0, None, 2, 1, None, None, None, None], valid=vivviiii, frames=['0', '3', '2']

readPage(1)='1', pageTable=[None, 0, 2, 1, None, None, None, None], valid=ivvviiii, frames=['1', '3', '2']

readPage(2)='2', pageTable=[None, 0, 2, 1, None, None, None, None], valid=ivvviiii, frames=['1', '3', '2']

readPage(0)='0', pageTable=[1, 0, 2, None, None, None, None, None], valid=vvviiiii, frames=['1', '0', '2']

readPage(1)='1', pageTable=[1, 0, 2, None, None, None, None, None], valid=vvviiiii, frames=['1', '0', '2']

readPage(7)='7', pageTable=[1, 0, None, None, None, None, None, 2], valid=vviiiiiv, frames=['1', '0', '7']

readPage(0)='0', pageTable=[1, 0, None, None, None, None, None, 2], valid=vviiiiiv, frames=['1', '0', '7']

readPage(1)='1', pageTable=[1, 0, None, None, None, None, None, 2], valid=vviiiiiv, frames=['1', '0', '7']

page faults = 12, page ins = 12, page outs = 0

-------------- policy (write): LRU--------------

writePage(7, 'A'), frames=['A', None, None], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(0, 'B'), frames=['A', 'B', None], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(1, 'C'), frames=['A', 'B', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(2, 'D'), frames=['D', 'B', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', 'A']

writePage(0, 'E'), frames=['D', 'E', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', 'A']

writePage(3, 'F'), frames=['D', 'E', 'F'], swapSpace=['0', 'C', '2', '3', '4', '5', '6', 'A']

writePage(0, 'G'), frames=['D', 'G', 'F'], swapSpace=['0', 'C', '2', '3', '4', '5', '6', 'A']

writePage(4, 'H'), frames=['H', 'G', 'F'], swapSpace=['0', 'C', 'D', '3', '4', '5', '6', 'A']

writePage(2, 'I'), frames=['H', 'G', 'I'], swapSpace=['0', 'C', 'D', 'F', '4', '5', '6', 'A']

writePage(3, 'J'), frames=['H', 'J', 'I'], swapSpace=['G', 'C', 'D', 'F', '4', '5', '6', 'A']

writePage(0, 'K'), frames=['K', 'J', 'I'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(3, 'L'), frames=['K', 'L', 'I'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(0, 'M'), frames=['M', 'L', 'I'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(3, 'N'), frames=['M', 'N', 'I'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(2, 'O'), frames=['M', 'N', 'O'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(1, 'P'), frames=['P', 'N', 'O'], swapSpace=['M', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(2, 'Q'), frames=['P', 'N', 'Q'], swapSpace=['M', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(0, 'R'), frames=['P', 'R', 'Q'], swapSpace=['M', 'C', 'D', 'N', 'H', '5', '6', 'A']

writePage(1, 'S'), frames=['S', 'R', 'Q'], swapSpace=['M', 'C', 'D', 'N', 'H', '5', '6', 'A']

writePage(7, 'T'), frames=['S', 'R', 'T'], swapSpace=['M', 'C', 'Q', 'N', 'H', '5', '6', 'A']

writePage(0, 'U'), frames=['S', 'U', 'T'], swapSpace=['M', 'C', 'Q', 'N', 'H', '5', '6', 'A']

writePage(1, 'V'), frames=['V', 'U', 'T'], swapSpace=['M', 'C', 'Q', 'N', 'H', '5', '6', 'A']

page faults = 12, page ins = 12, page outs = 9

-------------- policy (read): FIFO--------------

readPage(7)='7', pageTable=[None, None, None, None, None, None, None, 0], valid=iiiiiiiv, frames=['7', None, None]

readPage(0)='0', pageTable=[1, None, None, None, None, None, None, 0], valid=viiiiiiv, frames=['7', '0', None]

readPage(1)='1', pageTable=[1, 2, None, None, None, None, None, 0], valid=vviiiiiv, frames=['7', '0', '1']

readPage(2)='2', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(0)='0', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(3)='3', pageTable=[None, 2, 0, 1, None, None, None, None], valid=ivvviiii, frames=['2', '3', '1']

readPage(0)='0', pageTable=[2, None, 0, 1, None, None, None, None], valid=vivviiii, frames=['2', '3', '0']

readPage(4)='4', pageTable=[2, None, None, 1, 0, None, None, None], valid=viivviii, frames=['4', '3', '0']

readPage(2)='2', pageTable=[2, None, 1, None, 0, None, None, None], valid=viviviii, frames=['4', '2', '0']

readPage(3)='3', pageTable=[None, None, 1, 2, 0, None, None, None], valid=iivvviii, frames=['4', '2', '3']

readPage(0)='0', pageTable=[0, None, 1, 2, None, None, None, None], valid=vivviiii, frames=['0', '2', '3']

readPage(3)='3', pageTable=[0, None, 1, 2, None, None, None, None], valid=vivviiii, frames=['0', '2', '3']

readPage(0)='0', pageTable=[0, None, 1, 2, None, None, None, None], valid=vivviiii, frames=['0', '2', '3']

readPage(3)='3', pageTable=[0, None, 1, 2, None, None, None, None], valid=vivviiii, frames=['0', '2', '3']

readPage(2)='2', pageTable=[0, None, 1, 2, None, None, None, None], valid=vivviiii, frames=['0', '2', '3']

readPage(1)='1', pageTable=[0, 1, None, 2, None, None, None, None], valid=vviviiii, frames=['0', '1', '3']

readPage(2)='2', pageTable=[0, 1, 2, None, None, None, None, None], valid=vvviiiii, frames=['0', '1', '2']

readPage(0)='0', pageTable=[0, 1, 2, None, None, None, None, None], valid=vvviiiii, frames=['0', '1', '2']

readPage(1)='1', pageTable=[0, 1, 2, None, None, None, None, None], valid=vvviiiii, frames=['0', '1', '2']

readPage(7)='7', pageTable=[None, 1, 2, None, None, None, None, 0], valid=ivviiiiv, frames=['7', '1', '2']

readPage(0)='0', pageTable=[1, None, 2, None, None, None, None, 0], valid=viviiiiv, frames=['7', '0', '2']

readPage(1)='1', pageTable=[1, 2, None, None, None, None, None, 0], valid=vviiiiiv, frames=['7', '0', '1']

page faults = 15, page ins = 15, page outs = 0

-------------- policy (write): FIFO--------------

writePage(7, 'A'), frames=['A', None, None], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(0, 'B'), frames=['A', 'B', None], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(1, 'C'), frames=['A', 'B', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(2, 'D'), frames=['D', 'B', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', 'A']

writePage(0, 'E'), frames=['D', 'E', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', 'A']

writePage(3, 'F'), frames=['D', 'F', 'C'], swapSpace=['E', '1', '2', '3', '4', '5', '6', 'A']

writePage(0, 'G'), frames=['D', 'F', 'G'], swapSpace=['E', 'C', '2', '3', '4', '5', '6', 'A']

writePage(4, 'H'), frames=['H', 'F', 'G'], swapSpace=['E', 'C', 'D', '3', '4', '5', '6', 'A']

writePage(2, 'I'), frames=['H', 'I', 'G'], swapSpace=['E', 'C', 'D', 'F', '4', '5', '6', 'A']

writePage(3, 'J'), frames=['H', 'I', 'J'], swapSpace=['G', 'C', 'D', 'F', '4', '5', '6', 'A']

writePage(0, 'K'), frames=['K', 'I', 'J'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(3, 'L'), frames=['K', 'I', 'L'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(0, 'M'), frames=['M', 'I', 'L'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(3, 'N'), frames=['M', 'I', 'N'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(2, 'O'), frames=['M', 'O', 'N'], swapSpace=['G', 'C', 'D', 'F', 'H', '5', '6', 'A']

writePage(1, 'P'), frames=['M', 'P', 'N'], swapSpace=['G', 'C', 'O', 'F', 'H', '5', '6', 'A']

writePage(2, 'Q'), frames=['M', 'P', 'Q'], swapSpace=['G', 'C', 'O', 'N', 'H', '5', '6', 'A']

writePage(0, 'R'), frames=['R', 'P', 'Q'], swapSpace=['G', 'C', 'O', 'N', 'H', '5', '6', 'A']

writePage(1, 'S'), frames=['R', 'S', 'Q'], swapSpace=['G', 'C', 'O', 'N', 'H', '5', '6', 'A']

writePage(7, 'T'), frames=['T', 'S', 'Q'], swapSpace=['R', 'C', 'O', 'N', 'H', '5', '6', 'A']

writePage(0, 'U'), frames=['T', 'U', 'Q'], swapSpace=['R', 'S', 'O', 'N', 'H', '5', '6', 'A']

writePage(1, 'V'), frames=['T', 'U', 'V'], swapSpace=['R', 'S', 'Q', 'N', 'H', '5', '6', 'A']

page faults = 15, page ins = 15, page outs = 12

-------------- policy (read): SecondChance--------------

readPage(7)='7', pageTable=[None, None, None, None, None, None, None, 0], valid=iiiiiiiv, frames=['7', None, None]

readPage(0)='0', pageTable=[1, None, None, None, None, None, None, 0], valid=viiiiiiv, frames=['7', '0', None]

readPage(1)='1', pageTable=[1, 2, None, None, None, None, None, 0], valid=vviiiiiv, frames=['7', '0', '1']

readPage(2)='2', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(0)='0', pageTable=[1, 2, 0, None, None, None, None, None], valid=vvviiiii, frames=['2', '0', '1']

readPage(3)='3', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(0)='0', pageTable=[1, None, 0, 2, None, None, None, None], valid=vivviiii, frames=['2', '0', '3']

readPage(4)='4', pageTable=[1, None, None, 2, 0, None, None, None], valid=viivviii, frames=['4', '0', '3']

readPage(2)='2', pageTable=[None, None, 1, 2, 0, None, None, None], valid=iivvviii, frames=['4', '2', '3']

readPage(3)='3', pageTable=[None, None, 1, 2, 0, None, None, None], valid=iivvviii, frames=['4', '2', '3']

readPage(0)='0', pageTable=[2, None, 1, None, 0, None, None, None], valid=viviviii, frames=['4', '2', '0']

readPage(3)='3', pageTable=[2, None, 1, 0, None, None, None, None], valid=vivviiii, frames=['3', '2', '0']

readPage(0)='0', pageTable=[2, None, 1, 0, None, None, None, None], valid=vivviiii, frames=['3', '2', '0']

readPage(3)='3', pageTable=[2, None, 1, 0, None, None, None, None], valid=vivviiii, frames=['3', '2', '0']

readPage(2)='2', pageTable=[2, None, 1, 0, None, None, None, None], valid=vivviiii, frames=['3', '2', '0']

readPage(1)='1', pageTable=[2, 1, None, 0, None, None, None, None], valid=vviviiii, frames=['3', '1', '0']

readPage(2)='2', pageTable=[None, 1, 2, 0, None, None, None, None], valid=ivvviiii, frames=['3', '1', '2']

readPage(0)='0', pageTable=[0, 1, 2, None, None, None, None, None], valid=vvviiiii, frames=['0', '1', '2']

readPage(1)='1', pageTable=[0, 1, 2, None, None, None, None, None], valid=vvviiiii, frames=['0', '1', '2']

readPage(7)='7', pageTable=[0, None, 2, None, None, None, None, 1], valid=viviiiiv, frames=['0', '7', '2']

readPage(0)='0', pageTable=[0, None, 2, None, None, None, None, 1], valid=viviiiiv, frames=['0', '7', '2']

readPage(1)='1', pageTable=[0, 2, None, None, None, None, None, 1], valid=vviiiiiv, frames=['0', '7', '1']

page faults = 14, page ins = 14, page outs = 0

-------------- policy (write): SecondChance--------------

writePage(7, 'A'), frames=['A', None, None], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(0, 'B'), frames=['A', 'B', None], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(1, 'C'), frames=['A', 'B', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', '7']

writePage(2, 'D'), frames=['D', 'B', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', 'A']

writePage(0, 'E'), frames=['D', 'E', 'C'], swapSpace=['0', '1', '2', '3', '4', '5', '6', 'A']

writePage(3, 'F'), frames=['D', 'E', 'F'], swapSpace=['0', 'C', '2', '3', '4', '5', '6', 'A']

writePage(0, 'G'), frames=['D', 'G', 'F'], swapSpace=['0', 'C', '2', '3', '4', '5', '6', 'A']

writePage(4, 'H'), frames=['H', 'G', 'F'], swapSpace=['0', 'C', 'D', '3', '4', '5', '6', 'A']

writePage(2, 'I'), frames=['H', 'I', 'F'], swapSpace=['G', 'C', 'D', '3', '4', '5', '6', 'A']

writePage(3, 'J'), frames=['H', 'I', 'J'], swapSpace=['G', 'C', 'D', '3', '4', '5', '6', 'A']

writePage(0, 'K'), frames=['H', 'I', 'K'], swapSpace=['G', 'C', 'D', 'J', '4', '5', '6', 'A']

writePage(3, 'L'), frames=['L', 'I', 'K'], swapSpace=['G', 'C', 'D', 'J', 'H', '5', '6', 'A']

writePage(0, 'M'), frames=['L', 'I', 'M'], swapSpace=['G', 'C', 'D', 'J', 'H', '5', '6', 'A']

writePage(3, 'N'), frames=['N', 'I', 'M'], swapSpace=['G', 'C', 'D', 'J', 'H', '5', '6', 'A']

writePage(2, 'O'), frames=['N', 'O', 'M'], swapSpace=['G', 'C', 'D', 'J', 'H', '5', '6', 'A']

writePage(1, 'P'), frames=['N', 'P', 'M'], swapSpace=['G', 'C', 'O', 'J', 'H', '5', '6', 'A']

writePage(2, 'Q'), frames=['N', 'P', 'Q'], swapSpace=['M', 'C', 'O', 'J', 'H', '5', '6', 'A']

writePage(0, 'R'), frames=['R', 'P', 'Q'], swapSpace=['M', 'C', 'O', 'N', 'H', '5', '6', 'A']

writePage(1, 'S'), frames=['R', 'S', 'Q'], swapSpace=['M', 'C', 'O', 'N', 'H', '5', '6', 'A']

writePage(7, 'T'), frames=['R', 'T', 'Q'], swapSpace=['M', 'S', 'O', 'N', 'H', '5', '6', 'A']

writePage(0, 'U'), frames=['U', 'T', 'Q'], swapSpace=['M', 'S', 'O', 'N', 'H', '5', '6', 'A']

writePage(1, 'V'), frames=['U', 'T', 'V'], swapSpace=['M', 'S', 'Q', 'N', 'H', '5', '6', 'A']

page faults = 14, page ins = 14, page outs = 11