

The following page fault numbers include the initial loading into memory for A, B,C (compulsory miss)

FIFO

P	A	B	C	D	D	E	E	C	B	A	D	E	C	B	A
1	A			D						A			C		
2		B				E					D			B	
3			C						B			E			A

12 Page Faults in total

MIN

P	A	B	C	D	D	E	E	C	B	A	D	E	C	B	A
1	A			D		E								B	A
2		B								A	D				
3			C												

9 Page Faults in total, the last two page faults could choose to replace any physical page.

LRU

P	A	B	C	D	D	E	E	C	B	A	D	E	C	B	A
1	A			D					B			E			A
2		B				E				A			C		
3			C								D			B	

12 Page Faults in total.

CLOCK

P	A	B	C	D	B	A	E	F	B	F	A	G	E	F	A
1	A												E		
2		B													A
3			C				E					G			
4				D				F							

9 Page Faults in total.

Initially when every slot is empty, A-D are filled in slot 1-4.

At this point, clock hand is pointing at 1, with all slots' read flag off.

Next, reading B, A, turns on slot 1 and 2's read flag.

Clock looks like this. (H indicates hand position)

H			
1	2	3	4
R	R	N	N

E comes next, need to replace something. Clock hand looks at slot 1 and 2, skips them both, since they have read flag on, clears the read flag. replaces C with E. Now clock looks like this.

			H
1	2	3	4
N	N	N	N

F comes next, replace D with F.

H			
1	2	3	4
N	N	N	N

Read B, F, A, mark slot 1,2,4 as read.

H			
1	2	3	4
R	R	N	R

G comes, need to replace. Hand moves from 1 to 3, replaces slot 3 with G, clears 1,2. Hand points to slot 4.

			H
1	2	3	4
N	N	N	R

E comes, need to replace. clears R flag on slot 4, replaces slot 1.

	H		
1	2	3	4
N	N	N	N

Read F, mark slot 4 R flag.

A comes, replace slot 2.

Clock looks like this at the end.

		H	
1	2	3	4
N	N	N	R