

## Outline for November 4, 2008

1. Page replacement algorithms
  - a. FIFO, OPT, LRU, others
  - b. Stack algorithms
  - c. Optimizations
2. Page allocation algorithms
  - a. How many frames to allocate
  - b. Global vs. local allocation
3. Thrashing
4. Applying locality
  - a. Principle of locality
  - b. Working set model