B.BHANUTEJAREDDY-192325016

17. Illustrate the deadlock avoidance concept by simulating Banker's algorithm with C.

AIM:

To illustrate the concept of deadlock avoidance by simulating the Banker's Algorithm in C, ensuring system safety by allocating resources only when a safe sequence exists.

ALGORITHM:

1. Input Data:

- o Read the number of processes (n) and resources (m).
- Input the Allocation matrix, Max matrix, and Available resources.

2. Calculate Need Matrix:

Compute the Need matrix using the formula:
 Need[i][j] = Max[i][j] - Allocation[i][j].

3. Initialize Variables:

- Set Work = Available resources.
- o Set Finish array to false for all processes.
- Initialize an empty Safe Sequence array.

4. Find a Process to Allocate:

Search for an unfinished process i such that:
 Need[i][j] <= Work[j] for all j.

5. Allocate Resources if Safe:

- o If such a process is found:
 - Add the allocated resources of i to Work:
 Work[j] += Allocation[i][j] for all j.
 - Mark i as finished (Finish[i] = true).
 - Add i to the Safe Sequence array.

6. Repeat Allocation Check:

 Continue steps 4 and 5 until either all processes are finished or no suitable process is found.

7. Check System State:

- If all processes are marked finished, the system is in a safe state, and the safe sequence is printed.
- o If not, the system is in an **unsafe state**, and no safe sequence exists.

PROCEDURE:

1. Start:

Initialize variables to store the Allocation matrix, Max matrix, Available resources, and the Need matrix.

2. Input Data:

- o Enter the number of processes (n) and resources (m).
- o Input the Allocation matrix, Max matrix, and Available resources.

3. Calculate Need Matrix:

Compute Need[i][j] for each process and resource using the formula: Need[i][j] = Max[i][j] - Allocation[i][j].

4. Initialize Safety Check:

- Set Work = Available.
- Mark all processes in the Finish array as false.

5. Allocate Resources:

- Find an unfinished process i such that Need[i][j] <= Work[j] for all resources j.
- If found:
 - Add Allocation[i][j] to Work[j] for all j.
 - Mark Finish[i] = true.
 - Add the process to the safe sequence.

6. Repeat Allocation:

Repeat Step 5 until all processes are marked finished or no suitable process is found.

7. Check System Safety:

- If all processes are marked Finish = true, the system is in a safe state.
 Print the safe sequence.
- o Otherwise, declare the system to be in an unsafe state.

```
End the procedure.
CODE:
#include <stdio.h>
#include <stdbool.h>
int main() {
  int n, m;
  printf("Enter number of processes and resources: ");
  scanf("%d %d", &n, &m);
  int allocation[n][m], max[n][m], available[m], need[n][m], work[m], finish[n];
  printf("Enter Allocation Matrix: \n");
  for (int i = 0; i < n; i++) {
   for (int j = 0; j < m; j++) {
      scanf("%d", &allocation[i][j]);
   }
  }
  printf("Enter Max Matrix: \n");
  for (int i = 0; i < n; i++) {
   for (int j = 0; j < m; j++) {
      scanf("%d", &max[i][j]);
   }
  }
  printf("Enter Available Resources: \n");
```

8. **Stop:**

```
for (int j = 0; j < m; j++) {
  scanf("%d", &available[j]);
}
for (int i = 0; i < n; i++) {
  for (int j = 0; j < m; j++) {
    need[i][j] = max[i][j] - allocation[i][j];
  }
}
for (int i = 0; i < m; i++) {
  work[i] = available[i];
}
for (int i = 0; i < n; i++) {
  finish[i] = 0;
}
int safeSequence[n], index = 0;
bool found;
do {
  found = false;
  for (int i = 0; i < n; i++) {
    if (!finish[i]) {
       bool canAllocate = true;
      for (int j = 0; j < m; j++) {
         if (need[i][j] > work[j]) \{
```

```
canAllocate = false;
          break;
        }
      }
      if (canAllocate) {
        for (int j = 0; j < m; j++) {
          work[j] += allocation[i][j];
        }
        safeSequence[index++] = i;
        finish[i] = 1;
        found = true;
      }
} while (found);
for (int i = 0; i < n; i++) {
  if (!finish[i]) {
    printf("The system is in an unsafe state.\n");
    return 0;
 }
}
printf("The system is in a safe state. Safe sequence is: ");
for (int i = 0; i < n; i++) {
  printf("P%d ", safeSequence[i]);
}
```

```
return 0;
}
```

OUTPUT:

