

~~(1,0,0)~~

T1

w(b)  
lock(a)  
r(a)  
unlock(a)  
lock(b)  
w(b)  
unlock(b)  
r(a)

(1,0,0) -> w(b) ⚡  
(1,0,0) -> lock(a)  
(1,0,0) -> r(a)  
(1,0,0) -> unlock(a)  
(3,1,0) -> lock(b)  
(3,1,0) -> w(b) ⚡  
(3,1,0) -> unlock(b)  
(4,1,0) -> r(a)

(0,1,0)

T2

lock(b)  
w(b)  
unlock(b)  
w(b)  
lock(a)  
r(a)  
unlock(a)

(0,1,0) -> lock(b)  
(0,1,0) -> w(b) ⚡  
(0,1,0) -> unlock(b)  
(0,2,0) -> w(b) ⚡  
(1,3,2) -> lock(a)  
(1,3,2) -> r(a)  
(1,3,2) -> unlock(a)

(0,0,1)

T3

lock(a)  
w(a)  
unlock(a)  
w(b)  
lock(b)  
r(b)  
unlock(b)

(1,0,2) -> lock(a)  
(1,0,2) -> w(a)  
(1,0,2) -> unlock(a)  
(0,0,3) -> w(b) ⚡  
(3,1,4) -> lock(b)  
(3,1,4) -> r(b)  
(3,1,4) -> unlock(b)

Lock-History:

Vector	Ressource	ThreadNr
(T1,T2,T3)		
(0,1,0)	b	1
(1,0,0)	a	1

Check ob unlock  
vorhanden?

Ressource in Lock-History  
vorhanden. Synchronisation  
zwischen beiden Threads.