

1. Consider two processes that are concurrently executing an instruction $i = i * j$, where i is initialized to 3 and j is initialized to 2. Assume that the instruction is implemented in machine language as:

```
R1 = i;
R2 = j;
R1 = R1 * R2;
i = R1;
```

- Show that without synchronization, the final value of i can be 6. Note that the correct result should be 12.
- Use the `wait(A)` and `signal(A)` operations of the semaphore to synchronize the two processes. Note that the initial value of semaphore A must be specified.
- Illustrate one example of the incorrect solution to part (ii) that results in a deadlock.

2. Consider a system consisting of three processes, P_0 , P_1 and P_2 , each is accessing three semaphores E , F and M . Assume E has value 2, F has 0, and M has 1.

P_0	P_1	P_2
<code>wait(E)</code>	<code>wait(F)</code>	<code>wait(F)</code>
<code>wait(M)</code>	<code>wait(M)</code>	<code>wait(M)</code>
CS	CS	CS
<code>signal(M)</code>	<code>signal(M)</code>	<code>signal(M)</code>
<code>signal(F)</code>	<code>signal(E)</code>	<code>signal(E)</code>

- Describe what the `wait(F)` and `signal(F)` functions do.
- Each `wait()` must be executed *atomically*.
 - Explain what it means by “executed *atomically*”
 - Describe what might happen if it is NOT executed atomically.
- If P_0 is scheduled to run, will it block? Why?
- If P_1 is scheduled to run will it block? Why?
- If the three processes run concurrently, list all possible sequence of process terminations. Justify your answer.