

Resource Request Algorithm

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Q) Implement Resource Request Algorithm for Deadlock Avoidance:

- Read Max
- Read Allocation
- Read Available
- Read Request from a process, and check whether the request will be approved or not.

```
// Initialisation of header files
#include <iostream>
using namespace std;

// Main function
int main()
{
    int n, m;
    cout << "Enter the number of processes: ";
    cin >> n;
    cout << "Enter the number of resources: ";
    cin >> m;

    // Declaring the allocation, maximum, available, need
matrix
    int alloc[n][m], max[n][m], avail[m], need[n][m];

    // Inputting the allocation matrix
    cout << "Enter the allocation matrix: " << endl;
    for (int i = 0; i < n; i++)
    {
        for (int j = 0; j < m; j++)
        {
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        cin >> alloc[i][j];
    }
}

// Inputting the maximum matrix
cout << "Enter the maximum matrix: " << endl;
for (int i = 0; i < n; i++)
{
    for (int j = 0; j < m; j++)
    {
        cin >> max[i][j];
    }
}

// Inputting the available matrix
cout << "Enter the available matrix: " << endl;
for (int i = 0; i < m; i++)
{
    cin >> avail[i];
}

// Calculating the need matrix
for (int i = 0; i < n; i++)
{
    for (int j = 0; j < m; j++)
    {
        need[i][j] = max[i][j] - alloc[i][j];
    }
}

// Declaring the work and finish array
int work[m];
for (int i = 0; i < m; i++)

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{
    work[i] = avail[i];
}

bool finish[n];
for (int i = 0; i < n; i++)
{
    finish[i] = false;
}

// Declaring the safe sequence array
int safe_seq[n], count = 0;

// Inputting the request matrix
int request[m];
cout << "Enter the request matrix: " << endl;
for (int i = 0; i < m; i++)
{
    cin >> request[i];
}

// Checking whether the request will be approved or not
for (int i = 0; i < m; i++)
{
    if (request[i] > need[0][i] || request[i] > avail[i])
    {
        cout << "Request cannot be approved" << endl;
        return 0;
    }
}

// Updating the matrices
for (int i = 0; i < m; i++)
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{
    avail[i] -= request[i];
    alloc[0][i] += request[i];
    need[0][i] -= request[i];
}

// Checking for the safe sequence
while (count < n)
{
    bool flag = false;
    for (int i = 0; i < n; i++)
    {
        if (finish[i] == false)
        {
            int j;
            for (j = 0; j < m; j++)
            {
                if (need[i][j] > work[j])
                {
                    break;
                }
            }
            if (j == m)
            {
                for (int k = 0; k < m; k++)
                {
                    work[k] += alloc[i][k];
                }
                safe_seq[count++] = i;
                finish[i] = true;
                flag = true;
            }
        }
    }
}

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    }
    if (flag == false)
    {
        break;
    }
}

// Printing the safe sequence
if (count == n)
{
    cout << "Safe Sequence: ";
    for (int i = 0; i < n - 1; i++)
    {
        cout << "P" << safe_seq[i] << " -> ";
    }
    cout << "P" << safe_seq[n - 1];
    cout << endl;
}
else
{
    cout << "System is in unsafe state" << endl;
}
return 0;
}

```

OUTPUT

```
Enter the number of processes: 5
Enter the number of resources: 3
Enter the allocation matrix:
0 1 0
2 0 0
3 0 2
2 1 1
0 0 2
Enter the maximum matrix:
7 5 3
3 2 2
9 0 2
2 2 2
4 3 3
Enter the available matrix:
3 3 2
Enter the request matrix:
1 0 2
Safe Sequence: P1 -> P3 -> P4 -> P0 -> P2
PS E:\SRM\OS\OS LAB> █
```

Enter the number of processes: 5

Enter the number of resources: 3

Enter the allocation matrix:

0 1 0

2 0 0

3 0 2

2 1 1

0 0 2

Enter the maximum matrix:

7 5 3

3 2 2

9 0 2

2 2 2

4 3 3

Enter the available matrix:

3 3 2

Enter the request matrix:

9 2 7

Request cannot be approved

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