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

Aim

The goal of the Banker's Algorithm is to prevent deadlock by allocating system resources to processes in a safe manner, ensuring that no set of processes gets stuck indefinitely waiting for resources.

Banker's Algorithm

1. **Input**:

- o Available []: Number of available instances for each resource.
- o Maximum[][]: Maximum resource demand for each process.
- o Allocation[][]: Currently allocated resources for each process.
- o Need[][]: Remaining resource needs (Need[i][j] = Maximum[i][j] Allocation[i][j]).

2. Steps:

- o Compute the Need matrix.
- Check if a safe sequence exists:
 - For each process, verify if its resource Need can be satisfied using Available.
 - If yes, simulate allocation and proceed to the next process.
- o If all processes can execute in some sequence without running out of resources, the state is **safe**; otherwise, it's unsafe.

Procedure

- 1. Input the number of processes and resources.
- 2. Enter the Available, Maximum, and Allocation matrices.
- 3. Calculate the Need matrix.
- 4. Run the safety algorithm to find a safe sequence.
- 5. If a safe sequence is found, display it; otherwise, declare the state unsafe.

Code:

#include <stdio.h>
#include <stdbool.h>

```
int main() {
  int n, m, i, j, k;
  printf("Enter number of processes: ");
  scanf("%d", &n);
  printf("Enter number of resources: ");
  scanf("%d", &m);
  int Allocation[n][m], Maximum[n][m], Need[n][m], Available[m];
  printf("Enter Allocation matrix:\n");
  for (i = 0; i < n; i++)
     for (j = 0; j < m; j++)
       scanf("%d", &Allocation[i][j]);
  printf("Enter Maximum matrix:\n");
  for (i = 0; i < n; i++)
     for (j = 0; j < m; j++)
       scanf("%d", &Maximum[i][j]);
  printf("Enter Available resources:\n");
  for (j = 0; j < m; j++)
     scanf("%d", &Available[j]);
  for (i = 0; i < n; i++)
```

```
for (j = 0; j < m; j++)
     Need[i][j] = Maximum[i][j] - Allocation[i][j];
bool Finish[n];
for (i = 0; i < n; i++)
  Finish[i] = false;
int SafeSequence[n], work[m];
for (j = 0; j < m; j++)
  work[j] = Available[j];
int count = 0;
while (count < n) {
  bool found = false;
  for (i = 0; i < n; i++) {
     if (!Finish[i]) {
       for (j = 0; j < m; j++)
          if (Need[i][j] > work[j])
             break;
       if (j == m) {
          for (k = 0; k < m; k++)
            work[k] += Allocation[i][k];
```

```
SafeSequence[count++] = i;
            Finish[i] = true;
            found = true;
       }
     }
    if (!found) {
       printf("System is in an unsafe state.\n");
       return 0;
  }
  printf("System is in a safe state.\nSafe sequence is: ");
  for (i = 0; i < n; i++)
     printf("%d ", SafeSequence[i]);
  printf("\n");
  return 0;
}
```

Result

- 1. The system checks if a safe sequence exists.
- 2. If found, it displays the safe sequence (e.g., 0 2 1 3).
- 3. If not, it reports that the system is in an unsafe state.

Output:

