

1. In the asymmetric solution, every other philosopher picks up the left chopstick before the right and vice versa. This way, when the philosopher on the right picks up their left chopstick first, you will not pick up the left first and then wait for the right because the right was already taken, so there will not be a deadlock.
2. Since no two philosophers in a row will pick up one chopstick without having the other ready, this allows the next philosopher to progress and prevents starvation as it alternates.
3. The waiter guarantees that there are enough chopsticks to give to a philosopher, and will make a philosopher sleep again instead of infinitely waiting for a chopstick and thus prevents deadlocking.
4. It does not prevent starvation because of the chance of the same philosopher getting rejected chopsticks multiple times in a row due to earlier philosophers in the queue.
5. If Phil can not check its chopsticks until after the philosophers on his left and right have already picked them up after setting them down, both will not be free.