

CSC 112: Computer Operating Systems

Lecture 4

Deadlocks Exercises

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Quiz: Dining Lawyers I

- If each lawyer has 2 arms, and there is a pile of knives and forks at center of the table. Assume there are at least 1 knife and 1 fork, so at least one lawyer can eat. (There is no other constraint on the numbers of knives, forks, or lawyers.) Each lawyer follows the following steps:
 - (1) Pick up a knife
 - (2) Pick up a fork
 - (3) Eat
 - (4) Return the knife and fork to the pile
 - Q: Can the system be deadlocked?

Quiz: Dining Lawyers II

- If each lawyer has 4 arms, and there is a pile of knives and forks at center of the table. Assume there are at least 2 knives and 2 forks, so at least one lawyer can eat. Each lawyer follows the following steps:
- (1) Pick up 2 knives atomically
- (2) Pick up 2 forks atomically
- (3) Eat
- (4) Return the knives and forks to the pile
- Q: Can the system be deadlocked?

Quiz: Dining Lawyers III

- If each lawyer has 4 arms, and there is a pile of knives and forks at center of the table. Assume there are at least 2 knives and 2 forks, so at least one lawyer can eat. Each lawyer follows the following steps:
- (1) Pick up a knife
- (2) Pick up another knife
- (3) Pick up a fork
- (4) Pick up another fork
- (5) Eat
- (6) Return the knife and fork to the pile
- Q1: Can the system be deadlocked?
- Q2: What if each lawyer may have a different number of arms, and may request a different ratio of knives vs. forks?

Quiz: Banker's algorithm

- ❁ 4 threads P0 through P4; 4 resource types with 10, 5, 6, 5 instances each.
- ❁ Current system state encoded in matrices R , C and vector E .

Total Request matrix

$$R = \begin{bmatrix} 7 & 5 & 3 \\ 3 & 2 & 2 \\ 9 & 0 & 2 \\ 2 & 2 & 2 \\ 4 & 3 & 3 \end{bmatrix}$$

Current allocation matrix

$$C = \begin{bmatrix} 0 & 1 & 0 \\ 2 & 0 & 0 \\ 3 & 0 & 2 \\ 2 & 1 & 1 \\ 0 & 0 & 2 \end{bmatrix}$$

Resources in existence

$$E = [10 \quad 5 \quad 7]$$

Resources available

$$A = [3 \quad 3 \quad 2]$$

Quiz: Deadlocks II

- Is there a possible deadlock?

```
1  Semaphore L1=1, L2=1, L3=1;
2
3  // Thread 1:
4  L1.wait();
5  L2.wait();
6  // critical section requiring L1 and L2 locked.
7  L2.post();
8  L1.post();
9
10 // Thread 2:
11 L3.wait();
12 L1.wait();
13 // critical section requiring L3 and L1 locked.
14 L1.post();
15 L3.post();
16
17 // Thread 3:
18 L2.wait();
19 L3.wait();
20 // critical section requiring L2 and L3 locked.
21 L3.post();
22 L2.post();
```