Report:

1. There is no guarantee that deadlock has occurred. This is because the philosopher that did not have a change might not have eaten and thus the user and system time did not update for that philosopher.

2. Sampling period should be adjusted based on how many other processes or threads are running in the background during the dining philosophers program. These processes and threads can prevent the program from running uninterrupted and will affect the number of times the philosophers eat and thus the chance the user and system times update.

3. I think this is true. I think it influences deadlock because the thinking function increases in time significantly for every philosopher and this will make them eat less frequently. Eating less frequently means the chopsticks will be freed up more often and this leads to less deadlock.