

Hw4 Report

Q1-7.1

(a)

- **mutual exclusion:** only one car can occupy an intersection at a time.
- **hold and wait:** cars can hold an intersection while waiting in a line for access to the next intersection.
- **circular wait:** there are four lines of cars, each line is waiting for the line in front of them, thus form a circular as it shown on the figure.
- **no preemption:** cars can't be removed from where they are in the traffic flow, the only way is to move forward.

(b)

- No car can hold an intersection and wait for access to the next intersection, which means that no car can stay in the intersectionD

Q2-7.3

The CPU scheduler plays as the short-term scheduler, which will select a process from the ready queue and give the control of CPU to that selected process.

Deadlock will occur when either thread_one or thread_two is able to acquire only one lock before the other thread acquires the second lock.

On the other hand, if either thread_one or thread_two is able to acquire both locks before the other thread is schedule, then deadlock will not occur.

Q3-7.13

(a)

$Available = \langle 3, 3, 2, 1 \rangle$

$Need = P_0 \langle 2, 2, 1, 1 \rangle$

$P_1 \langle 2, 1, 3, 1 \rangle$

$P_2 \langle 0, 2, 1, 3 \rangle$

$P_3 \langle 0, 1, 1, 2 \rangle$

$P_4 \langle 2, 2, 3, 3 \rangle$

- Pick P_0 first, since it is the only one that \leq Available

After P_0 is finished, $Available = \langle 3, 3, 2, 1 \rangle + \langle 2, 0, 0, 1 \rangle = \langle 5, 3, 2, 2 \rangle$

- Then pick P_3 , after P_0 is finished, $Available = \langle 5, 3, 2, 2 \rangle + \langle 3, 1, 2, 1 \rangle = \langle 6, 6, 3, 4 \rangle$
- Like wise, pick P_4 , and then P_1 , and then P_2

Safe sequence $= \langle P_0, P_3, P_4, P_1, P_2 \rangle$

(b)

- Step 1: $Request = (1, 1, 0, 0) \leq Need = (2, 1, 3, 1)$
- Step 2: $Request = (1, 1, 0, 0) \leq Available = (3, 3, 2, 1)$
- We can find a *Safe sequence* $= \langle P_0, P_3, P_4, P_1, P_2 \rangle$ after we pretend that this request has been fulfilled.

The request can be granted immediately.

(c)

- Step 1: $Request = (0, 0, 2, 0) \leq Need = (2, 2, 3, 3)$
- Step 1: $Request = (0, 0, 2, 0) \leq Available = (3, 3, 2, 1)$
- We can not find a *safe sequence* after we pretend that this request has been fulfilled, since $Available = (3, 3, 0, 1)$

$Need = P_0 \langle 2, 2, 1, 1 \rangle$

$P_1 \langle 2, 1, 3, 1 \rangle$

$P_2 \langle 0, 2, 1, 3 \rangle$

$P_3 \langle 0, 1, 1, 2 \rangle$

$P_4 \langle 2, 2, 1, 3 \rangle$

$Available < Need$, none of the $Need$ can be selected.

The request can't be granted immediately.