#1 Reader Writer (Writers priority implementation)

```
int writers; // # writer threads that want to enter the critical section (some or
all of these may be blocked)
int writing; // Number of threads that are actually writing inside the C.S. (can
only be zero or one - can you see why?)
int reading; // Number of threads that are reading inside the C.S.
int readers; // Number of threads that are or want to read
// if writing !=0 then reading must be zero (and vice versa)
```

```
reader() {
                                         writer(){
    lock(&m)
                                              lock(&m)
    readers ++
                                             writers++
                                             while (_
    while (
        cond wait(&r cv, &m)
                                                  cond wait(&w cv, &m)
    Do we need to wait for
    both 'writers' and 'writing'?
    reading++
                                             writing++
    unlock (&m)
                                             unlock (&m)
  // perform reading here
                                              // perform writing here
    lock(&m)
                                              lock(&m)
                                             writing--
    reading--
    readers--
                                             writers--
    wake up who here? (and how many)
                                             wake up who here? (and how many)
    unlock (&m)
                                              unlock (&m)
    return result
                                         }
```

DEADLOCK

#2 Deadlock Definition:

#3 Coffman Conditions

```
Necessary? Y/N
Sufficient? Y/N
```

2

1

3

4

#4 Resource Allocation Graphs



Figure 1. Deadlock do not confuse it with dreadlocks.

Assume processes acquire locks in the order specified and release resources only when finished. Create a resource allocation graph to determine if and when there is deadlock.

When a process waits for a resource it will acquire an exclusive lock on resource as soon as no other process has an exclusive lock. Assume locks are fair (earliest waiting process obtains the lock).

Q1 Process 1 ("P1") requests Resource A and Resource B Process 2 requests C and B.	
Deadlock for P1? P2?	
Q2 P1 requests A P2 requests B P3 requests C P2 requests C P3 requests A P1 requests C	
Q3 P1 requests A then B P2 requests C then B P3 requests B P4 requests C then B Deadlock for P1? P2? P3? P4?	
Q4 P1 requests A then B P2 requests C and D then B P4 requests D P3 requests B P1 requests C Deadlock for P1? P2? P3? P4?	
Q4 P1 requests A and B P2 requests C and D then B P4 requests D P3 requests B P1 releases B (thus P2 acquires B) P1 requests C Deadlock for P1? P2? P3? P4?	

- #5 What is the Banker's Algorithm?
- #6 Deadlock Avoidance
- #7 Linux/Windows strategy for deadlock avoidance?
- #8 Acquiring resources in same rank