

Exercise 1

We want that: $\#OP_i \leq \#OP_{i+1} + 1$

In our case, since we have 3 processes, P_1, P_2 and P_3 :

$$\#OP_1 \leq \#OP_2 + 1 \leq \#OP_3 + 2$$

Let sem an array of binary semaphores.

Initialized as follows: $sems[1, 0, 0]$

```

OPi() :=
  sems[i].down()
  ...
  sems[(i+1) mod 3].up()
  return()

```

Exercise 2

Philosopher i :

Repeat forever

```

think;
if (i mod 2 = 0) then
  fork[i, down()] ④
  fork[(i+1) mod 5].down() ⑤
else
  fork[(i+1) mod 5].down() ②
  fork[i].down() ②
  ...

```

Deadlock freedom "if at least one phi. want to eat, at least one of them will eat."

Let $X = \{i : P_i \text{ wants to eat}\}$

Proof: Assume by the way of contradiction all $P_i (i \in X)$ can't eat:

• For All $P_i (i \neq 1)$ by A, they are blocked at either ⑤ or ②, otherwise at least one P_i eats.

A

1. P_i is blocked at ⑤ (i is odd) and it means that $P_{(i-1) \bmod 5}$ has passed ⑤ $\Rightarrow P_{(i-1) \bmod 5}$ eats.
2. P_i is blocked at ② (i is even) and it means that $P_{(i+1) \bmod 5}$ has passed ② $\Rightarrow P_{(i+1) \bmod 5}$ eats.

• Let $P_j (j \in X) (j \text{ odd})$ the first who pass ② $\Rightarrow P_{(j-1) \bmod 5}$ will get $fork[j] = 0$ and it'll be blocked at ② hence we have at least one process which is blocked at ②, by A2 P_j eats!

• Let $P_j (j \in X) (j \text{ even})$ the first who pass ② $\Rightarrow P_{(j+1) \bmod 5}$ will get $fork[(j+1) \bmod 5] = 0$ and it'll be blocked at ② hence we have at least one process which is blocked at ②, by A P_j eats!

• For P_1

• if it is blocked at ②, P_5 eats!

• it cannot be blocked at ⑤, since P_5 must be blocked $\Rightarrow P_1$ eats!

P_0 run denied as
 P_6 run denied as

Counter example:

$FREE.down(); SP.down(); i \leftarrow N; i \leftarrow N; N \leftarrow (N+1) \bmod K; SP.up(); FREE.down(); SP.down(); i \leftarrow N; N \leftarrow (N+1) \bmod K; SP.up();$

t_{start}

$BUFF[i] \leftarrow v; BUFF[i] \leftarrow v$

P_2 immediately overwrite P_1

THE VALUE PRODUCED BY P_1 IS LOST!

Exercise 4)

monitor solution
• $cnt \in \{0, 1\}$ init 1
• condition C

```

operation A() :=
  if cnt > 0
    then C.wait()
  ...
  return()

```

```

operation B() :=
  if cnt > 0
    then C.wait()
  ...
  return()

```

```

operation C() :=
  ...
  if cnt > 0:
    C ← C - 1
    C.signal()
  return()

```