

Exercise 1:

Let $n = 3$

P_1 run is denoted with

P_2 run is denoted with

P_3 run is denoted with

For simplicity, let group together the following atomic instructions:

$\text{fast}(y) := \text{FLAG_LEVEL}[y] \leftarrow 1; \text{AFTER_YOU}[1] \leftarrow y$

fast(2); FLAG_LEVEL[1] \leftarrow 1; AFTER_YOU[1] \leftarrow 2; AFTER_YOU[1] = 1; AFTER_YOU[1] \neq 2;

t_{start}

P₂ moves to level 2 and enters in C.S.; fast(3); fast(2); P₃ moves to level 2 and enters in C.S.

...

P₂ moves to level 2 and enters in C.S. fast(3); fast(2); P₃ moves to level 2 and enters in C.S.

t_{end}

This scenario is repeated until P_1 wakes up and it can progress to level 2:

BUT THE TIMES IN WHICH P_1 "SLEEP" IS FINITE BUT NOT BOUNDED.

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### Exercise 2

$P_1$  run is denoted with     

$P_2$  run is denoted with     

X  $\leftarrow$  1; Y = 1; Y  $\leftarrow$  1; X = 1; X  $\leftarrow$  2; Y  $\neq$  1; return(commit); return(abort);

$t_{\text{start}}$

Repeat this run forever,  $P_2$  will NEVER receive commit!

$t_{\text{end}}$

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Exercise 3:

P_1 run is denoted with

P_2 run is denoted with

For every run either P_1 or P_2 receive commit is FALSE!

There exist a run which contradicts it:

X \leftarrow 1; Y = 1; Y \leftarrow 1; X \leftarrow 2; Y \neq 1; return(abort₁); X \neq 1; return(abort₂);

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#### Exercise 4:

In order to show "Lamport's Fast Mutex" algorithm is **NOT** deadlock freedom, it's sufficient to find a run with deadlock:

$P_1$  run is denoted with     

$P_2$  run is denoted with     

FLAG[0]  $\leftarrow$  up;  $x \leftarrow 0$ ;  $y \leftarrow 1$ ;  $Y \leftarrow 0$ ; FLAG[1]  $\leftarrow$  up;  $X \leftarrow 1$ ;

...

$t_{start}$

X  $\neq 0$ ; FLAG[0]  $\leftarrow$  down;  $Y \neq 1$ ; FLAG[0]  $\leftarrow$  down; wait  $Y = 1$ ; wait  $Y = 1$

$t_{end}$

DEADLOCK!