

## Worksheet 6

Banker's algorithm is a deadlock avoidance algorithm. It is named so because this algorithm is used in banking systems to determine whether a loan can be granted or not. Consider there are  $n$  account holders in a bank and the sum of the money in all of their accounts is  $S$ . Every time a loan has to be granted by the bank, it subtracts the loan amount from the total money the bank has. Then it checks if that difference is greater than  $S$ . It is done because, only then, the bank would have enough money even if all the  $n$  account holders draw all their money at once.

### **Data Structures used to implement the Banker's Algorithm**

Some data structures that are used to implement the banker's algorithm are:

#### **1. Available**

It is an array of length  $m$ . It represents the number of available resources of each type. If  $Available[j] = k$ , then there are  $k$  instances available, of resource type  $R_j$ .

#### **2. Max**

It is an  $n \times m$  matrix which represents the maximum number of instances of each resource that a process can request. If  $Max[i][j] = k$ , then the process  $P_i$  can request atmost  $k$  instances of resource type  $R_j$ .

#### **3. Allocation**

It is an  $n \times m$  matrix which represents the number of resources of each type currently allocated to each process. If  $Allocation[i][j] = k$ , then process  $P_i$  is currently allocated  $k$  instances of resource type  $R_j$ .

#### **4. Need**

It is a two-dimensional array. It is an  $n \times m$  matrix which indicates the remaining resource needs of each process. If  $Need[i][j] = k$ , then process  $P_i$  may need  $k$  more instances of resource type  $R_j$  to complete its task.

$$Need[i][j] = Max[i][j] - Allocation[i][j]$$

**Banker's algorithm comprises of two algorithms:**

1. Safety algorithm
2. Resource request algorithm

### **Safety Algorithm**

A safety algorithm is an algorithm used to find whether or not a system is in its safe state. The algorithm is as follows:

1. Let  $Work$  and  $Finish$  be vectors of length  $m$  and  $n$ , respectively. Initially,

$$Work = Available$$

$$Finish[i] = false \text{ for } i = 0, 1, \dots, n - 1.$$

This means, initially, no process has finished and the number of available resources is represented by the  $Available$  array.

2. Find an index  $i$  such that both

$$Finish[i] == false$$

$$Need_i \leq Work$$

If there is no such  $i$  present, then proceed to step 4.

It means, we need to find an unfinished process whose needs can be satisfied by the available resources. If no such process exists, just go to step 4.

3. Perform the following:  
Work = Work + Allocation<sub>i</sub>  
Finish[i] = true  
Go to step 2.

When an unfinished process is found, then the resources are allocated and the process is marked finished. And then, the loop is repeated to check the same for all other processes.

4. If Finish[i] == true for all i, then the system is in a safe state.  
That means if all processes are finished, then the system is in safe state.

This algorithm may require an order of  $m \times n^2$  operations in order to determine whether a state is safe or not.

### **Resource Request Algorithm**

Now the next algorithm is a resource-request algorithm and it is mainly used to determine whether requests can be safely granted or not.

Let Request<sub>i</sub> be the request vector for the process P<sub>i</sub>. If Request<sub>i</sub>[j] == k, then process P<sub>i</sub> wants k instance of Resource type R<sub>j</sub>. When a request for resources is made by the process P<sub>i</sub>, the following are the actions that will be taken:

1. If Request<sub>i</sub> ≤ Need<sub>i</sub>, then go to step 2; else raise an error condition, since the process has exceeded its maximum claim.

2. If Request<sub>i</sub> ≤ Available<sub>i</sub> then go to step 3; else P<sub>i</sub> must have to wait as resources are not available.

3. Now we will assume that resources are assigned to process P<sub>i</sub> and thus perform the following steps:

Available = Available - Request<sub>i</sub>;

Allocation<sub>i</sub> = Allocation<sub>i</sub> + Request<sub>i</sub>;

Need<sub>i</sub> = Need<sub>i</sub> - Request<sub>i</sub>;

If the resulting resource allocation state comes out to be safe, then the transaction is completed and, process P<sub>i</sub> is allocated its resources. But in this case, if the new state is unsafe, then P<sub>i</sub> waits for Request<sub>i</sub>, and the old resource-allocation state is restored.

**Write a C/C++ program for Banker's algorithm for finding out the safe sequence. Bankers algorithm is used to schedule processes according to the resources they need. It is very helpful in Deadlock Handling. Bankers algorithm produce a safe sequence as a output if all the resources can be executed and return error if no safe sequence of the processes available.**