- 1. Describe two ways to ensure that the hold-and-wait condition never occurs in a system.
- 2. Describe one way to ensure that a circular-wait condition does not occur?
- 3. Describe the four conditions that must hold simultaneously in a system if a deadlock is to occur.
- 4. Suppose that there are 9 resources available to three processes. Whether or not the following states are safe or unsafe (list the sequence if it is a safe state).

Process	Maximum Needs	Currently Owned	Need	Available= 2
A	0	3	3	
В	3	5	2	
C	4	7	3	

Ans: It is safe. (BAC or BCA)

5. Assume we have the following resources for four processes A, B, C, D.

{ 5 tapes, 2 graphic displays, 4 printers, 3 disks. }

Given the Max matrix and Allocation matrix below, please use Banker's algorithm to check whether or not the following states are safe or unsafe (list the safe sequence if it is a safe state).

Max

Process	Tapes	Graphics	Printer	Disks
A	3	1	1	1
В	0	2	1	2
C	4	1	1	1
D	1	1	1	1

Allocation

Available: (1, 0, 2, 0)

Process	Tapes	Graphics	Printer	Disks
A	2	0	1	1
В	0	1	0	0
C	1	0	1	1
D	1	1	0	1

Needed

Process	Tapes	Graphics	Printer	Disks
A	1	1	0	0
В	0	1	1	2
C	3	0	0	0
D	0	0	1	0

 $D \rightarrow (2,1,2,1) \rightarrow A \rightarrow (4,1,3,2) \rightarrow B \rightarrow (4,2,3,2) \rightarrow C$

Ans: <D, A, B, C>

6. Given the resource vector, request matrix, and allocation matrix below, please check whether the processes in the following states are deadlocked or not (Note: list the processes that are deadlocked if any).

	R1	R2	R3	R4	R5
Resource Vector :	2	1	1	2	1

Request

	R1	R2	R3	R4	R5
P1	0	1	0	0	1
P2	0	0	1	0	1
P3	0	0	0	0	1
P4	1	0	1	0	1

Allocation

	R1	R2	R3	R4	R5
P1	1	0	1	1	0
P2	1	1	0	0	0
P3	0	0	0	1	0
P4	0	0	0	0	0

P4 is not deadlocked

Available = $(0, 0, 0, 0, 1) \rightarrow P3 \rightarrow (0, 0, 0, 1, 1) \rightarrow P1, P2 deadlock!!$

Ans: P1 and P2 are deadlocked.

Note:

- 1. P4 is not deadlocked because it has no allocated resources
- 2. Available vector is (0 0 0 0 1). Since request of p3 is less than Available, so P3 is not deadlocked.