1. [5 points] Deadlocks can be avoided by scheduling threads. Assume that threads T1, T2, and T3 grab the following locks during a program execution:

- T1 (at some point) acquires and releases locks L1, L2.
- T2 (at some point) acquires and releases locks L1, L3.
- T3 (at some point) acquires and releases locks L3, L1, and L4.

Specify whether a deadlock is possible for each of the following schedules:

a. T1 completes execution. Then, T2 completes. Then, T3 completes. Not possible
b. T1 and T2 complete execution concurrently. Then, T3 completes. Not possible
c. T1, T2, and T3 complete execution concurrently. Possible
d. T3 completes execution. Then, T1 and T2 run concurrently. Not possible
e. T1 and T3 complete execution concurrently. Then, T2 completes. Not possible

2. [3 points] Assume that a program can run to completion using up to three threads T1, T2, and T3. Specify whether a deadlock occurs for the following cases:

Case 1:

Thread 1 tries to grab locks 1 and 2 in an arbitrary order.
Thread 2 tries to grab locks 1 and 2 in the fixed order: 1 then 2.

Yes

Case 2:

Thread 1 tries to grab locks 1 and 2 in the fixed order: 1 then 2.
Thread 2 tries to grab locks 1, 2, and 3 in the fixed order: 1 then 2, then 3.

No

Case 3:

Thread 1 tries to grab locks 1 and 2 in an arbitrary order.
Thread 2 tries to grab locks 2 and 3 in an arbitrary order.
Thread 3 tries to grab locks 1 and 3 in an arbitrary order.

Yes

3. [0.25 point] Deadlock occurs when every thread in a process is blocked, waiting for another
thread in that process to released a lock, while livelock occurs when a thread continuously fails when trying to acquire a lock.

a. True
b. False

4. [0.25 point] What is the problem with the strategy that prevents the Hold-and-Wait requirement for deadlock?

a. System crash
b. A priori knowledge of all lock acquisitions and releases
c. Livelock

5. [1 point] How do interrupts improve the CPU utilization when issuing I/O requests to disks?

When a process requests an I/O, OS puts the process to sleep and runs a different process on CPU. When the I/O is complete, the waiting process is woken up.

6. [0.25 point] To improve the CPU utilization, Direct Memory Access (DMA) is used instead of ……… as a way to communicate with disks.

a. Programmed I/O
b. Memory-mapped I/O