## Worksheet #27: Characterizing Solutions to the Dining Philosophers Problem

- For the five solutions studied in today's lecture, indicate in the table below which of the following conditions are possible and why:
- 1. Deadlock: when all philosopher tasks are blocked (neither thinking nor eating)
- 2. Livelock: when all philosopher tasks are executing but ALL philosophers are starved (never get to eat)
- 3. Starvation: when one or more philosophers are starved (never get to eat)
- 4. Non-Concurrency: when more than one philosopher cannot eat at the same time, even when resources are available



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Netid:

	Deadlock	Livelock	Starvation	Non- concurrency
Solution 1: synchronized				
Solution 2: tryLock/ unLock Solution 3: isolated				
Solution 4: object-based isolation Solution 5: semaphores				

