



	1 3 1		1 3 5
2 1 0	2 0 6	→	2 1 0
0 2 2	3 4 3		0 2 2
1 3 0	1 2 2		1 3 0
0 0 4	0 1 0		—

→	2 6 5	Deadlock, T_1, T_2
	2 1 0	
	0 2 2	
	—	