# CSE3241: Operating System and System Programming

Class-Deadlock

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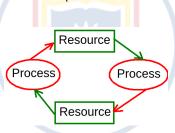
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#### **Deadlock**

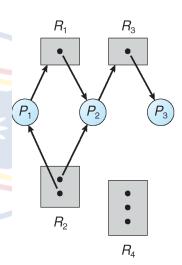
Deadlock is a situation where two or multiple processes are blocked because each process is holding a resource and waiting for another resource acquired by some other process.



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#### **Resource Allocation Graph**

- $P = \{P_1, P_2, ..., P_n\}$ : a set of processes in memory.
- $R = \{R_1, R_2, ..., R_n\}$ : a set of resources (e.g., regular file, pipe).
- $Arr P_i > R_j$ :  $P_i$  has requested for resurce  $R_j$ .
- $R_j R_i$ : resurce  $R_j$  is hold by process  $P_i$ .
- Dot : instance of a resource.



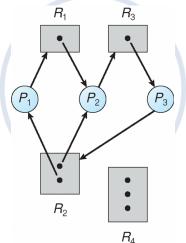
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### Resource Allocation Graph with Deadlock

■ A cycle must need to be exist in a deadlock graph:

$$ightharpoonup P_1 --> R_1 --> P_2 --> R_3 --> P_3 --> R_2 --> P_1$$

 $ightharpoonup P_2 --> R_3 --> P_3 --> R_2 --> P_2$ 

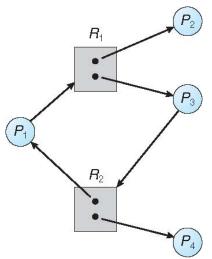


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### Resource Allocation Graph without Deadlock

■ A cycle does not ensure deadlock situation:

$$P_1 --> R_1 --> P_3 --> R_2 --> P_1$$



#### **Facts**

- If graph contains no cycles
  - no deadlock
- If graph contains a cycle
  - ▶ if only one instance per resource type, then deadlock
  - if several instances per resource type, possibility of deadlock

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## **Approaches of Handling Deadlock**

- Deadlock can be handled by one of three ways:
  - Pretend: Pretend deadlock will never happen.
    - used by most operating systems, including UNIX
  - Prevent or Avoid: Ensure that the system will never enter a deadlock state.
  - ▶ **Detect and Recover:** Let system to enter a deadlock state and then take a step to recover.

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### How to Pretend: Ostrich Algorithm

- **Algorithm**: Bury head in the sand and ignore or refuse to think about a problem or something unpleasant.
  - It is upto application developers to handle deadlocks.
  - Mathematicians found it completely unacceptable.
  - Many OS engineers love to embrace this algorithm.
  - Most operating systems implement it including: UNIX, Linux, Microsoft Windows.





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