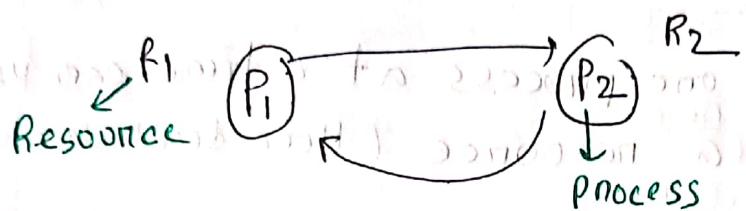


## # what is deadlock?

→ deadlock is a situation that occurs in OS when any process enters waiting state, another waiting processes is holding demanded resource



two or more process waiting for each other.

Resource type



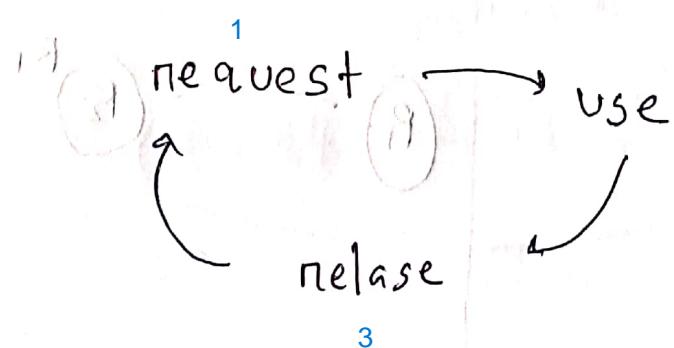
cpu cycle

memory space

I/O device

semaphores

## # what process do with resource?



when Deadlocks occurs ?

Deadlock  
Detection

→ if the is **four** condition arise

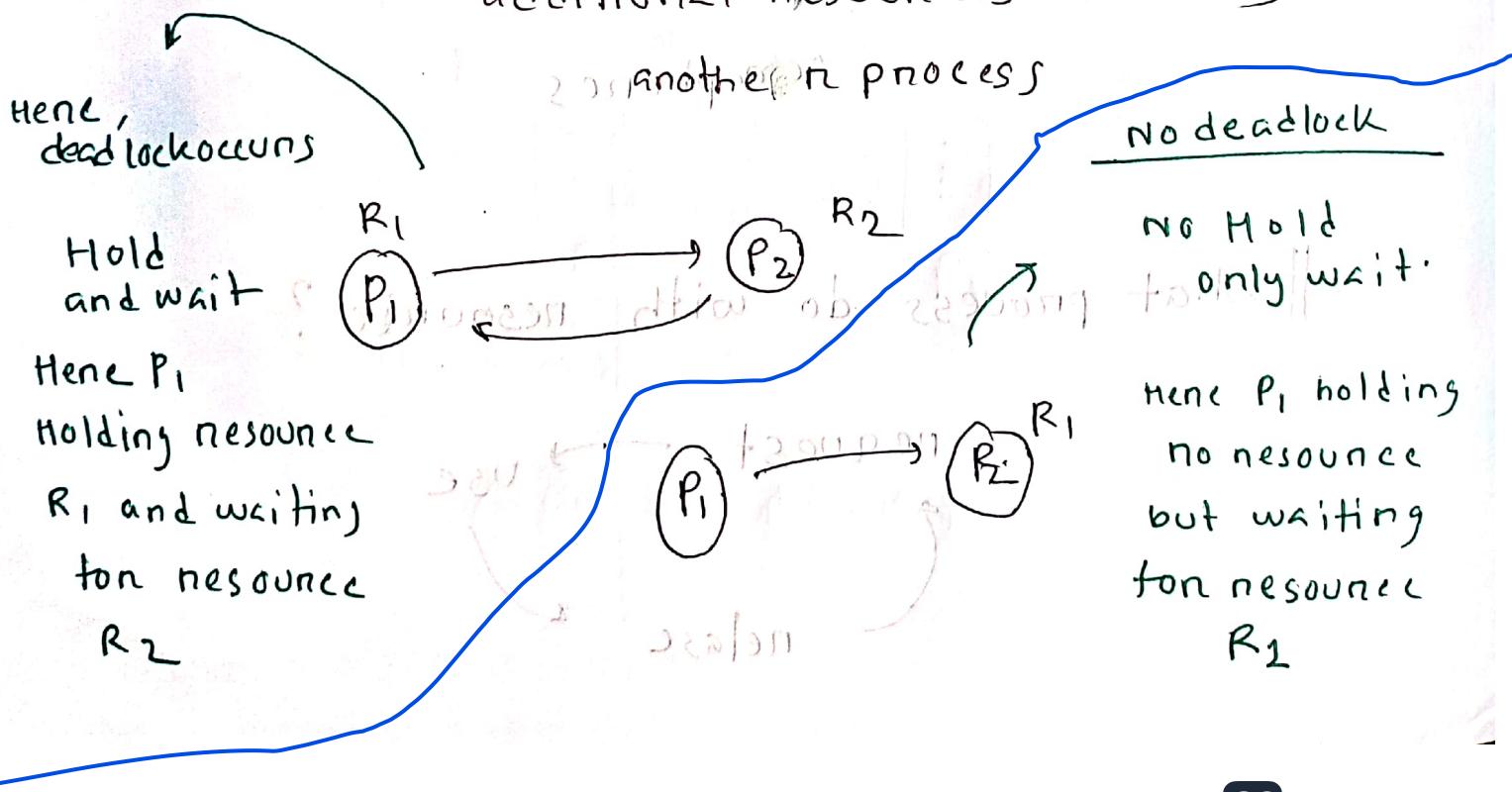
**① Mutual exclusion :-**

only one process at a time can use a resource. (Hence deadlock can occurs)

(if resource are share with multiple process  
deadlock never happens)

**② Hold and wait :-**

a process holding at least one resource is waiting to acquire additional resources held by



### ③ No preemption :-

a resource can be released only by the process holding it, after the process has completed.

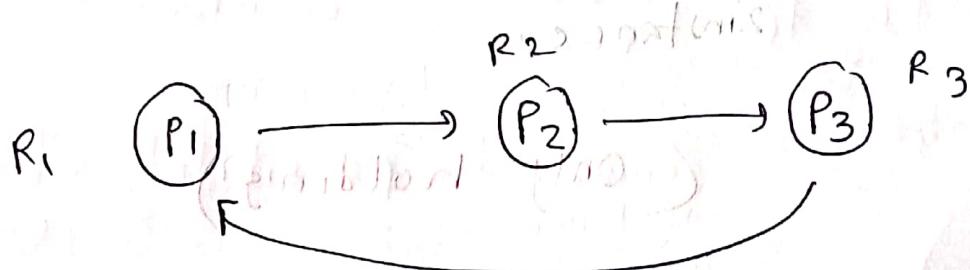
$P_1$  cannot release  $R_1$  until finish. but  $P_1$  will not finish because it's waiting for  $R_2$ . Hence deadlock can occurs.

if preemptive, no deadlock, e.g.  $P_1$  can release  $R_1$  with finishing its job

### ④ Circular wait :-

one process is waiting for the resource is held by second process, which also waiting for the resource held by third process. This waiting continue until last process is waiting for a resource held by first process.

is called circular wait



## Resource Allocation

In the Graph

Process node :-



resource node :-

Process, P requesting instance of R

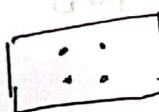


instance of

resource node

resource node

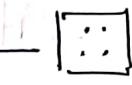
Hence 1



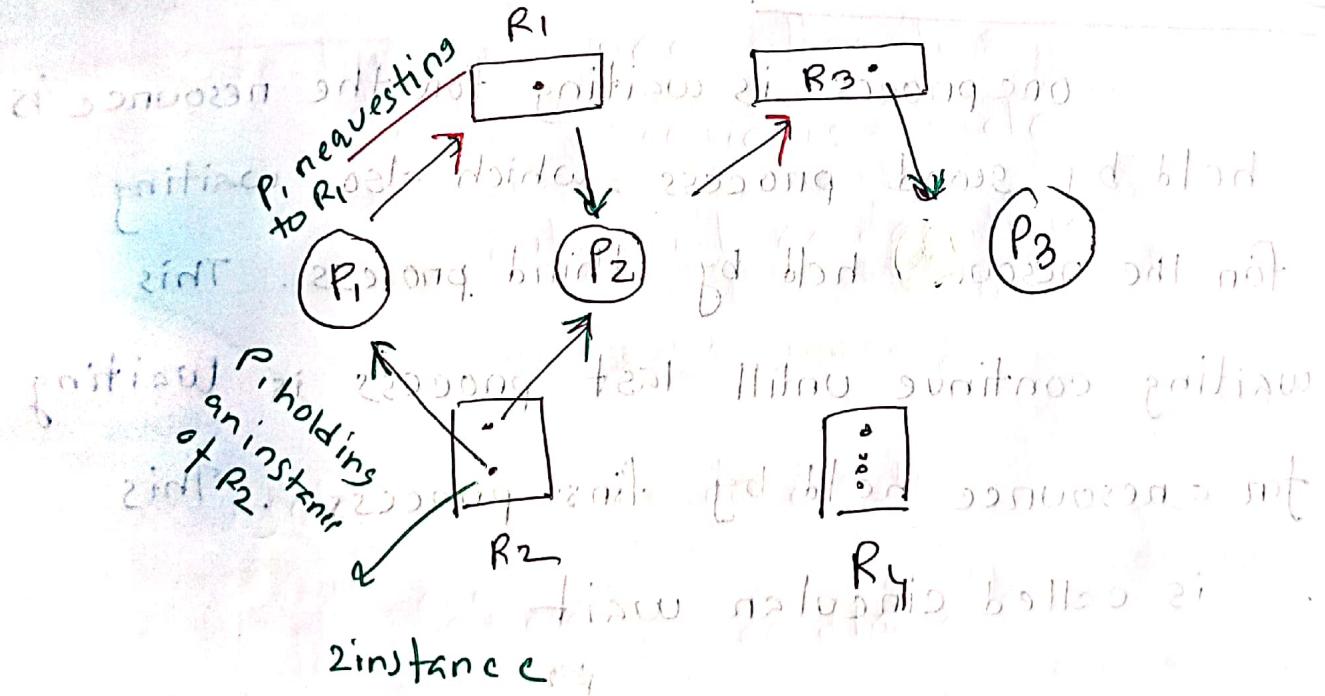
Hence  
instance of



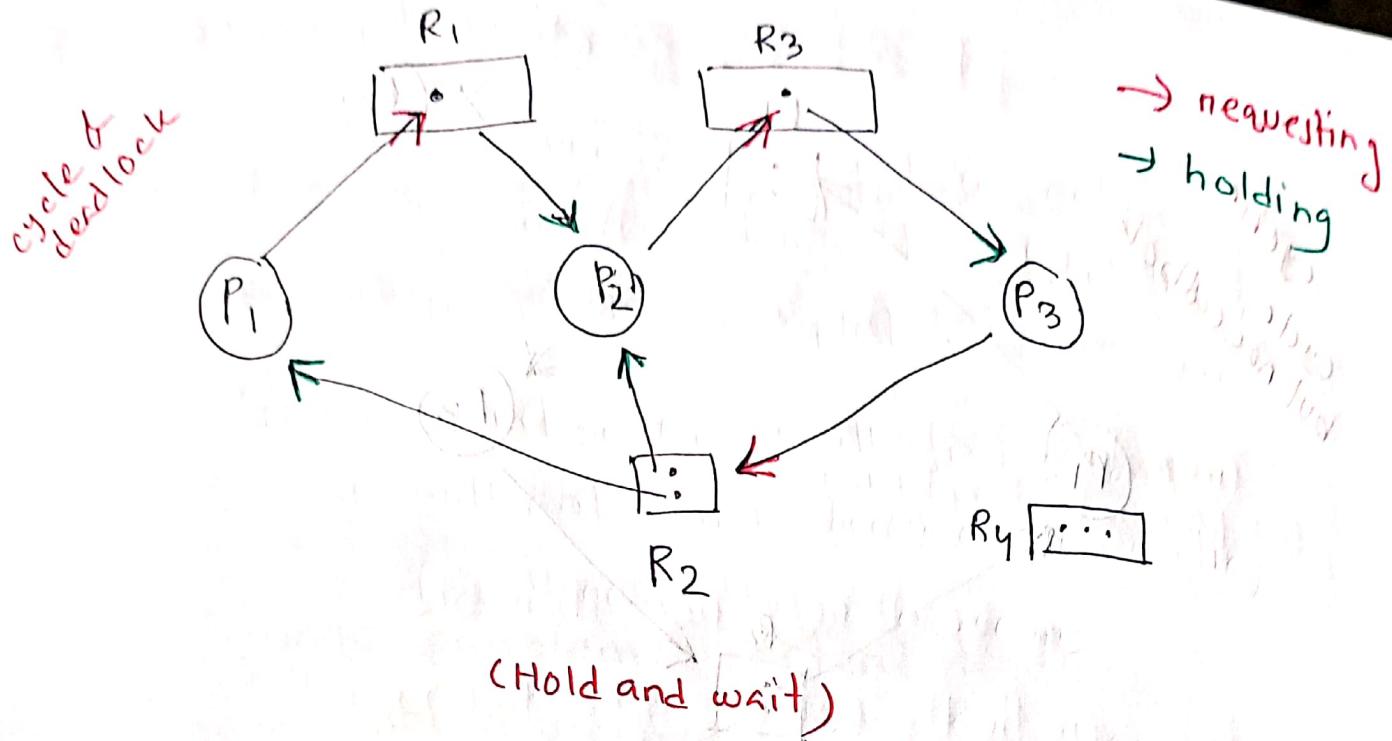
Process, P holding  
an instance of R



-> finds available (P)



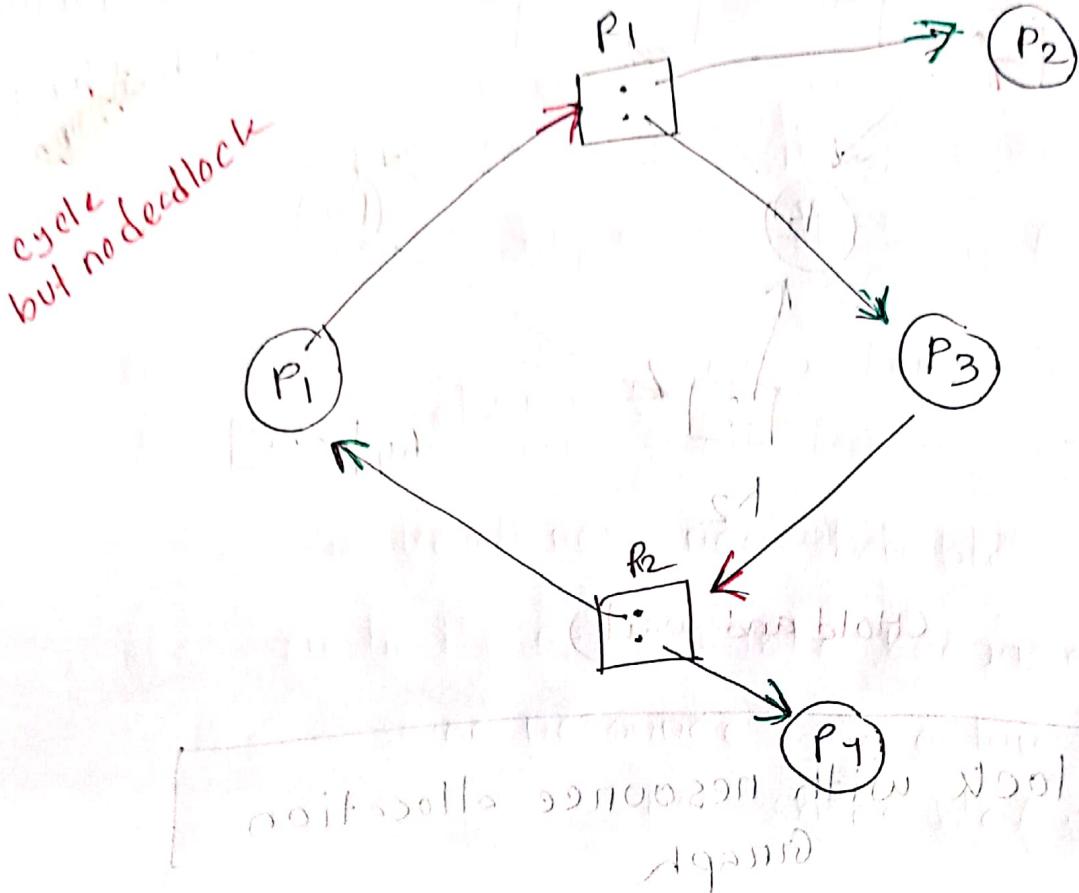
(Only holding)



P<sub>1</sub> waiting for instance 1 of R<sub>3</sub>, while holding an instance of R<sub>2</sub>

P<sub>2</sub> waiting for instance of R<sub>3</sub>, while holding an instance of from both R<sub>1</sub>, R<sub>2</sub>

P<sub>3</sub> waiting for instance of R<sub>2</sub>, while holding an instance of R<sub>3</sub>



In this resource allocation

graph, there is a cycle

but still no deadlock

~~no cycle  $\rightarrow$  no deadlock~~

~~if cycle  $\xrightarrow{\text{one instance}} \text{to deadlock}$~~

~~serveral instances  $\rightarrow$  possibility of deadlock (not sure)~~

## # Methods for handling deadlocks

- ① deadlock prevention (Never enter deadlock)
- ② deadlock avoidance (Don't enter "deadlock")
- ③ allows a system to enter deadlock then recover.
- ④ Ignore problem & pretend deadlock never occurred.

-; Since D block (9)

provided that software team

is programmed to prevent

common faults like block anomalies

as shown in the following diagram

common faults

Temporary

Deadlock

Self-loop

Resource lock

for information, for instance

## Deadlock prevention

if we can prevent any of the deadlock detection

then there will be no deadlock.

Practically  
prevention is  
not possible

④ preventing

Mutual

Exclusion :-

make all resource sharable

Practically not possible because

some resources are naturally

non-sharable (write only files)

② Hold & write :-

must guarantee that whenever

a process request a resource, it

does not hold any other resource

low  
resource  
utilization

Method-1

require process  
to request and  
be allocated all its  
resources before  
it begins execution

↓ method-2

allow process  
to request  
resource only  
when the  
process has none  
allocated to it

### ③ No preemption:-

process

→ if a process is holding some resources and requests for another resource, at first, the process has to release all allocated / holding resources, the request requested resource will be allocated to it.

→ Process will be restarted only if can regain its old resources as well as new ones that is requesting.

→ cannot apply to locks & semaphores

### ④ Circular wait:-

impose a total ordering of all resource types & require that each process request resource in an increasing number.

## Deadlock avoidance

- ① Each process declares the maximum number of resources of each type available to it, the number of resources that it may need, and its maximum demand.
- ② Resource allocation state is defined by the numbers of available & allocated resources of each type, the maximum demands of processes and maximum demands of the processes.
- ③ Deadlock avoidance algorithm examines resource allocation state so that there can never be a circular wait condition.

## What is safe state?

Final

- a state of system is called safe if the system can allocate the resources requested by all the processes without entering into deadlock.
- system  $S = (SBSR)$  is in safe state if exists sequence  $\langle P_0, P_1, P_2, \dots, P_n \rangle$  of all process in the system such that for each  $P_i$ ,  
the resource  $P_i$  can still be requested & be satisfied by currently available resources + resources held by  $P_j$  with  $j < i$ .

<u>process</u>	<u>maximum need</u>	<u>current allocation on instance</u>	<u>need</u>
P <sub>0</sub>	10	5	5
P <sub>1</sub>	9	2	7
P <sub>2</sub>	7	2	5

$\therefore \text{available resource} = 12 - (5+2+2) = 3$

now available resource = 3

$\therefore P_1$  will enter first ( $P_1 \text{ need}(2) \leq \text{available resource}(3)$ )

After  $P_1$  finish, it will release its resource

: Now total available

$$\text{resource} = 3 + 2 = 5$$

$\therefore P_0$  will enter. ( $P_0 \text{ need}(5) \leq \text{available resource}(5)$ )

$\therefore$  after  $P_0$  finish it will leave its resource

now total available resource =  $S_1 + S_2 = 10$

: now  $P_2$  enters ;  $P_2$  needs (7)  $\leq$  total available resources (10)

$\therefore P_2$  terminates.

All processes got their desired resource without deadlock.

$\therefore$  state sequence =  $\langle P_1, P_0, P_2 \rangle$

system is safe hence

state of system

<u>Process</u>	<u>maximum need</u>	<u>current allocation</u>	<u>need</u>
$P_0$	10	5	5
$P_1$	4	2	2
$P_2$	9	3	6

available resource =  $12 - (5+2+3) = 2$

available resource =  $12 - (5+2+3) = 2$

now  $P_1$  enters  $C_2$  ( $P_1$  needs  $\leq$  available resource)

after  $P_1$  finish ; total available resource =  $2+2 = 4$

now none  $P_0$  or  $P_2$  can enter

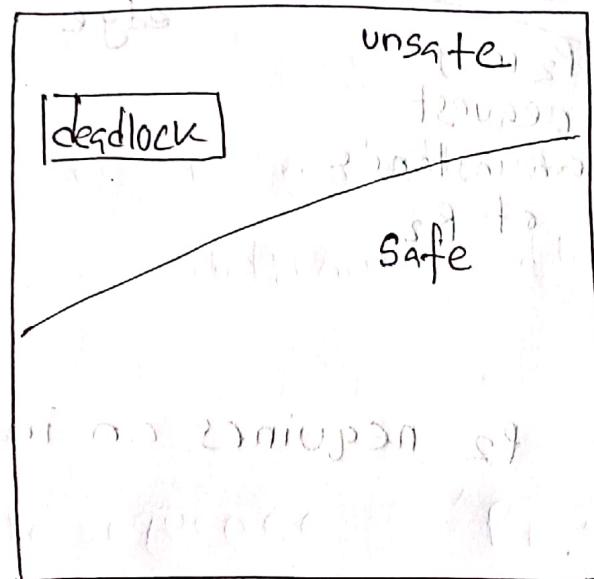
because

$P_0/P_2$  needs  $>$  available resource

Unsafe state

safe state  $\rightarrow$  deadlock

unsafe state  $\rightarrow$  possibility of deadlock



single

instance

Using  
resource  
allocated  
graph

multiple

instance

Banzen's  
Algorithm

Avoidance  
Algorithm

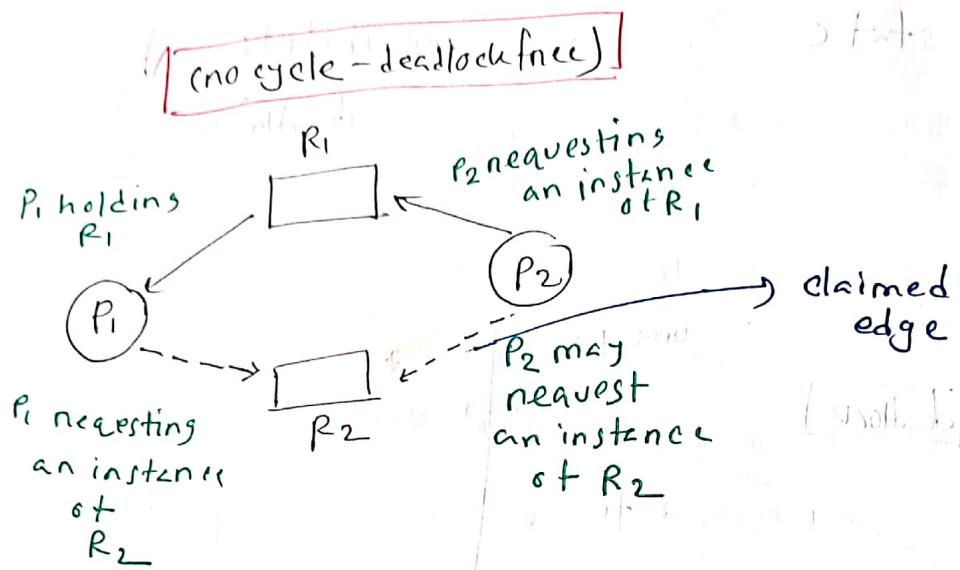
multiple  
instances

of form  $E(S)$

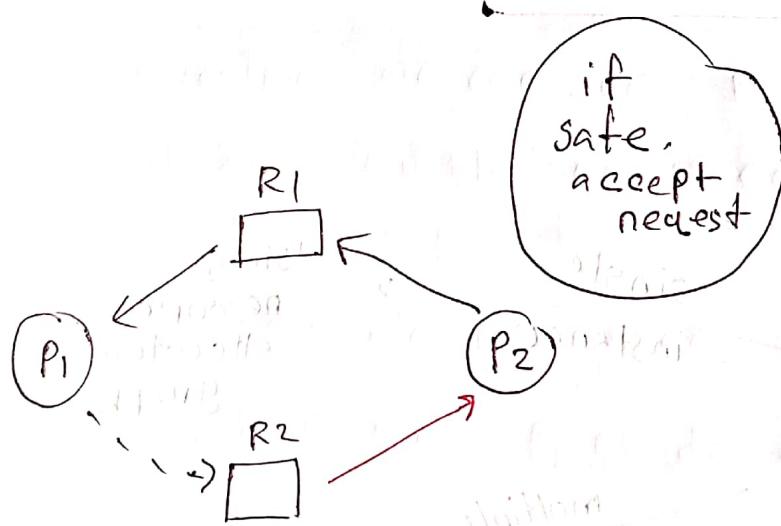
subset limit

to respond to request of tasks

## avoiding deadlock using Resource - Allocation graph



# what happen if P2 requires an instance of R2.



cycle, deadlock possibility

: unsafe

Deny the request of P2 for R2

① we will temporarily accept the request and give it to P2

② Now check the system is safe or unsafe

③ if unsafe, will deny the request & undo change

# Deadlock avoidance with Banker's Algorithm

$n$  = number of processes

$m$  = number of resource type

① Available

② Max

③ Allocation

④ Need = Max - Allocation

(Given all)

Q) 5 process P<sub>0</sub> through P<sub>4</sub>

: 3 resource type

A (10 instance) B (5 instance) C (7 instance)

Process	Allocation			(Max - allocation) Need	Available
	A	B	C		
P <sub>0</sub>	3	5	3	7 4 3	3 3 2
P <sub>1</sub>	2	0	0	5 5 3	3 3 2
P <sub>2</sub>	3	0	2	6 0 0	3 3 2
P <sub>3</sub>	1	3	2	5 0 1	3 3 1
P <sub>4</sub>	0	0	2	4 3 3	3 3 1

: Find safe state sequence?

(Multiple ans; but ~~task dependent~~ ans  
to actual convention ans)

find

Ans:- safe sequence :-

$(P_1, P_3, P_0, P_2, P_4)$

**[3 3 2]**

<u>Process</u>	<u>Allocation</u>	<u>Need</u>	<u>Available</u>
	A B C	A B C	A B C
P <sub>0</sub>	2 0 0	1 2 2	5 3 2
P <sub>1</sub>	1 0 1	7 4 3	(1 by applying)
P <sub>2</sub>	3 0 2	6 0 0	10 5 5
P <sub>3</sub>	0 0 2	4 3 1	10 5 7
P <sub>4</sub>	0 0 2	4 3 1	<u>= [(A B C)]</u> resource type in given

Explains,

In Question 3, we can see P<sub>0</sub> is incomplete

- ∴ it has available resources A(3) B(3) C(2)
- ∴ In this available resource, P<sub>1</sub> can complete its job, cause P<sub>1</sub> needs 1 < available resources

1 0 1    8 8 1 2 2 6 0 3 3 2

∴ P<sub>1</sub> enters.

after P<sub>1</sub> finishes job

Computer will start next

$\therefore$  it releases its allocated resources.

$$\text{Available resource} = \begin{array}{r} A \\ 3 \\ + 2 \\ \hline 5 \end{array} \quad \begin{array}{r} B \\ 3 \\ 0 \\ \hline 3 \end{array} \quad \begin{array}{r} C \text{ (initial)} \\ 2 \\ 0 \\ \hline 2 \end{array}$$

(available past)  
(P<sub>1</sub> allocation)

P<sub>3</sub> needs < available resources

P<sub>3</sub> enters cause

0 1 1 5 3 2

0 0 0 0 0 0

0 0 0 0 0 0

0 0 0 0 0 0

0 0 0 0 0 0

$$\text{Now available resource} = \begin{array}{r} 5 \\ 3 \\ + 2 \\ \hline 7 \end{array} \quad \begin{array}{r} 3 \\ 1 \\ \hline 4 \end{array} \quad \begin{array}{r} 2 \\ 1 \\ \hline 3 \end{array}$$

(P<sub>3</sub> alloc)

$\therefore$  now P<sub>0</sub> can enter cause now P<sub>0</sub> needs 2 available resources

7 4 3 7 4 3

Now question why P<sub>0</sub>. why not P<sub>1</sub> cause we are traversing serially?

Ans:- if take P<sub>4</sub> after P<sub>4</sub> finish available resource

after P<sub>0</sub> finish. available resource

$$\begin{array}{ccc} A & B & C \\ \text{initial} & 7 & 4 & 3 \\ \text{consumed by P}_0 & -2 & -2 & -1 \\ & +0 & +1 & +0 \\ \hline & 7 & 5 & 3 \end{array}$$

now, P<sub>2</sub> enters cause

P<sub>2</sub> needs 2 available resources

$$\begin{array}{cccc} & 0 & 0 & 7 \\ & 0 & 0 & 0 \\ \hline & 7 & 5 & 3 \end{array}$$

so P<sub>2</sub> can't start due to insufficient resources

after P<sub>2</sub> finish. available resource

$$\begin{array}{ccc} A & B & C \\ \text{initial} & 7 & 5 & 3 \\ \text{consumed by P}_0 & -2 & -2 & -1 \\ & +3 & 0 & +2 \\ \hline & 10 & 5 & 5 \end{array}$$

now P<sub>1</sub> enters cause only 2 available resources

available resources

so P<sub>1</sub> can't start due to insufficient resources

$$\begin{array}{ccc} A & B & C \\ \text{initial} & 7 & 5 & 3 \\ \text{consumed by P}_0 & -2 & -2 & -1 \\ & +0 & +0 & +2 \\ \hline & 10 & 5 & 5 \end{array}$$

$$\begin{array}{ccc} 0 & 0 & +2 \\ \textcircled{10} & \textcircled{5} & \textcircled{7} \end{array}$$

there are multiple ans :-

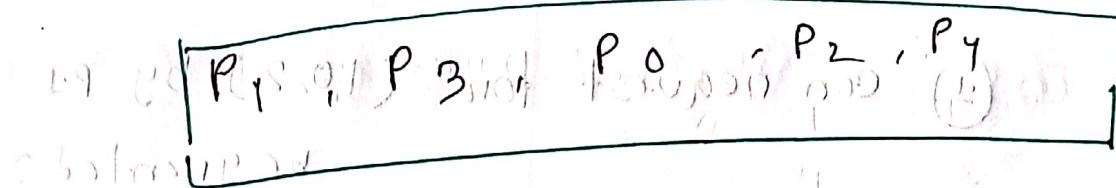
$\langle P_1, P_3, P_4, P_0, P_2 \rangle$  (Gives best ans)

$\langle P_3, P_1, P_0, P_2, P_4 \rangle$

$\langle P_3, P_1, P_4, P_0, P_2 \rangle$

Actual/convention

why choose this sequence of processes



if  $P_1, P_3$  can both got chance

shortname depends on their needs & available resource

if  $P_1$  we will choose  $P_1$  first  
cause it comes first in  
process list

same  $P_0, P_4$

$\therefore$  if  $P_0/P_4$  needs & available resource

$\therefore$  we choose  $P_0$  first.

Q2 :- In the diagram

process	Allocation			Need			Available		
	A	B	C	A	B	C	A	B	C
P <sub>0</sub>	0	1	0	7	1	3	3	3	2
P <sub>1</sub>	2	0	0	1	2	2	3	3	3
P <sub>2</sub>	3	0	2	6	0	0	3	3	3
P <sub>3</sub>	2	1	1	0	1	1	3	3	3
P <sub>4</sub>	0	0	2	4	3	1	3	3	3

(1) can request for (1,0,2) by P<sub>1</sub> be granted?

(2) can request for (3,3,0) by P<sub>4</sub> be granted?

(3) can request for (0,1,0) by P<sub>0</sub> be granted.

$P_1(1, 0, 2)$

① Ans:- First update this values:

~~Allocation of  $P_1$  :-  $\begin{matrix} 2 & 0 & 0 \end{matrix}$  (past)~~

Allocation of  $P_1$  :-  $\begin{matrix} +1 & 0 & 2 \\ \hline 3 & 0 & 2 \end{matrix}$  (new)

Need of  $P_1$  :-  $\begin{matrix} 1 & 2 & 2 \\ -1 & 0 & 2 \end{matrix}$  newest

available :-  $\begin{matrix} 3 & 3 & 2 \\ -1 & 0 & 2 \end{matrix}$  past

Allocation :-  $\begin{matrix} 3 & 3 & 2 \\ -2 & 3 & 0 \end{matrix}$  newest

Now the diagrams :-

	<u>Allocation</u>	<u>Need</u>	<u>Available</u>
$P_0$	$\begin{matrix} 1 & 0 & 0 \end{matrix}$	$\begin{matrix} 1 & 7 & 4 \end{matrix}$	$\begin{matrix} 3 & 2 & 3 \end{matrix}$
$P_1$	$\begin{matrix} 3 & 0 & 2 \end{matrix}$	$\begin{matrix} 0 & 2 & 0 \end{matrix}$	$\begin{matrix} 0 & 1 & 0 \end{matrix}$
$P_2$	$\begin{matrix} 3 & 0 & 2 \end{matrix}$	$\begin{matrix} 6 & 0 & 0 \end{matrix}$	$\begin{matrix} 0 & 1 & 0 \end{matrix}$
$P_3$	$\begin{matrix} 2 & 1 & 1 \end{matrix}$	$\begin{matrix} 8 & 0 & 0 \end{matrix}$	$\begin{matrix} 1 & 1 & 1 \end{matrix}$
$P_4$	$\begin{matrix} 0 & 0 & 2 \end{matrix}$	$\begin{matrix} 4 & 3 & 1 \end{matrix}$	$\begin{matrix} 0 & 0 & 0 \end{matrix}$

$P_0$  :-  $\begin{matrix} 1 & 0 & 0 \end{matrix}$ ,  $P_1$  :-  $\begin{matrix} 3 & 0 & 2 \end{matrix}$ ,  $P_2$  :-  $\begin{matrix} 3 & 0 & 2 \end{matrix}$ ,  $P_3$  :-  $\begin{matrix} 2 & 1 & 1 \end{matrix}$ ,  $P_4$  :-  $\begin{matrix} 0 & 0 & 2 \end{matrix}$

$P_0$  :-  $\begin{matrix} 1 & 0 & 0 \end{matrix}$ ,  $P_1$  :-  $\begin{matrix} 3 & 0 & 2 \end{matrix}$ ,  $P_2$  :-  $\begin{matrix} 3 & 0 & 2 \end{matrix}$ ,  $P_3$  :-  $\begin{matrix} 2 & 1 & 1 \end{matrix}$ ,  $P_4$  :-  $\begin{matrix} 0 & 0 & 2 \end{matrix}$

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$P_0$  :-  $\begin{matrix} 1 & 0 & 0 \end{matrix}$ ,  $P_1$  :-  $\begin{matrix} 3 & 0 & 2 \end{matrix}$ ,  $P_2$  :-  $\begin{matrix} 3 & 0 & 2 \end{matrix}$ ,  $P_3$  :-  $\begin{matrix} 2 & 1 & 1 \end{matrix}$ ,  $P_4$  :-  $\begin{matrix} 0 & 0 & 2 \end{matrix}$

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~~now check there any safe sequence exist or not. if exists the request of  $P_1$  will be granted!~~

Yes there is a safe sequence

$\langle P_1, P_3, P_0, P_2, P_4 \rangle$

$\therefore$  so the request of  $P_1$  will be granted.

<u>Process</u>	<u>Allocation</u>	<u>Need</u>	<u>Available</u>
	A B C	A B C	5 3 2
$P_1$	3 0 2	0 1 0	7 4 3
$P_3$	2 1 1	0 1 1	7 5 3
$P_0$	0 2 0	0 1 0	7 5 3
$P_2$	1 3 0	1 0 2	10 5 5
$P_4$	0 0 2	0 4 3	10 5 7

$$P_4(3, 3, 0)$$

2

continue  
from last  
ans table  
2, 3, 0

$$P_0(0, 2, 0)$$

unsafe  
continue  
from last  
table



# Pretend the allocated resource to  $P_i$  by  
modifying the state as follows:

$$\text{available} = \text{available} - \text{request}$$

$$\text{allocation} = \text{allocation} + \text{request}$$

$$\text{Need} = \text{need} - \text{request}$$

$\therefore$  if safe  $\rightarrow$  then resource allocated to  $P_i$ ,

$\therefore$  in unsafe  $\rightarrow P_i$  must wait, old resource  
- allocation state is  
restored.

$$\therefore \text{complexity} = O(n^2m)$$