

Q-11

Starvation

- Starvation occurs when thread is blocked from gaining access to resource and so cannot progress and waits for indefinite amount of time.
- Ex. Low priority threads is constantly waiting for resources which are in use by high priority threads.
- It might be the case that starvation might end itself. (not necessarily)

Deadlock:

- Deadlock occurs when two or more threads are blocked forever because they are waiting for each other.
- Ex. Thread 1 holds resource A and request for resource B. Thread 2 holds resource B and request for resource A.
- Deadlock cant end itself. It require intervention from external entity like scheduler, OS, etc