

# Operating Systems

Autumn 2024

Resource allocation graph

# Managing deadlocks


- Deadlock detection algorithms find instances of deadlock and try to recover
- Admit the possibility of deadlock occurring and periodically check for it


# System Modeling

- Set of resource types:  $R_1, R_2, \dots, R_m$ 
  - There are multiple resource of each type: e.g., 3 NICs, 4 disks
- Set of processes (or threads):  $P_1, P_2, \dots, P_n$

- Set of resource types:  $R_1, R_2, \dots, R_m$ 
  - There are multiple resource of each type: e.g., 3 NICs, 4 disks
- Set of processes (or threads):  $P_1, P_2, \dots, P_n$
- Each process can:
  - Request a resource of a given type and block/wait until one resource instance of that type becomes available
  - Use a resource
  - Release a resource

# Resource-allocation graph

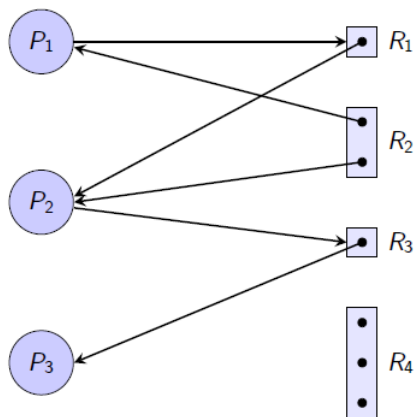
Process: 

Resource: 

Request: 

Allocation: 

# Example Graph



# Cycle and deadlock

- Theorem [Holt]:

If the resource allocation graph contains no (directed) cycle, then there is no deadlock in the system

- If cycles do exist then a deadlock is possible

# Cycle and deadlock

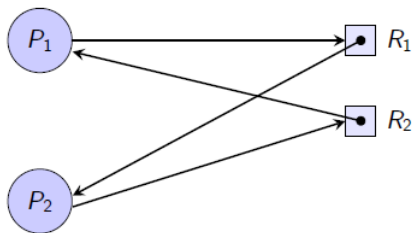
- Theorem [Holt]:  
If the resource allocation graph contains no (directed) cycle, then there is no deadlock in the system
  - If cycles do exist then a deadlock is possible
- If there is only one resource instance (black dot) per resource type then we have a stronger theorem:

*The existence of a cycle is a necessary and sufficient condition for the existence of a deadlock*



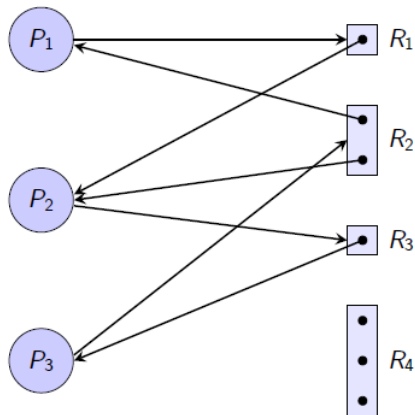
# Cycle and deadlock: our 2-lock example

Clearly, there is a cycle



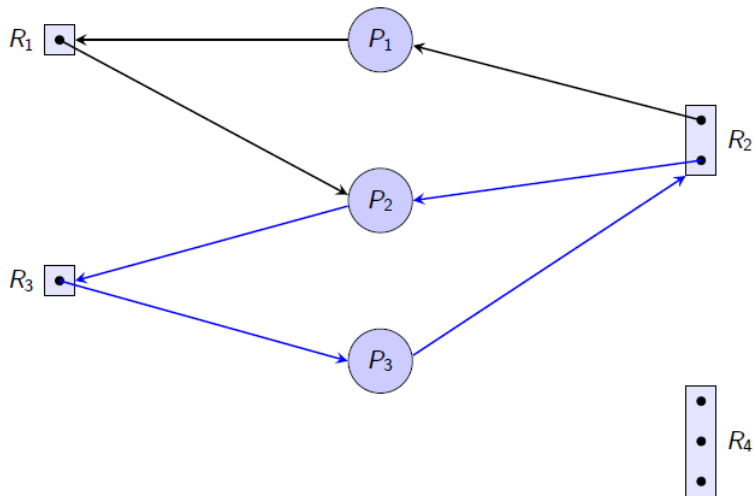
# Another Example

Can you see the cycle(s)?



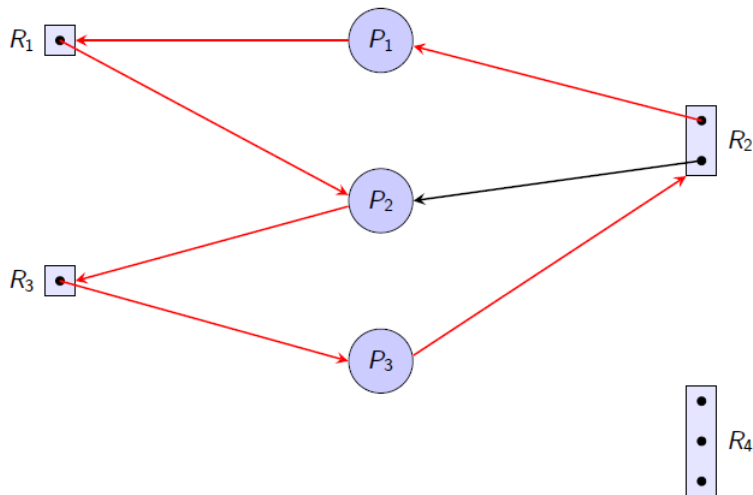
# Moving vertices around

Can you see the cycle(s) now?



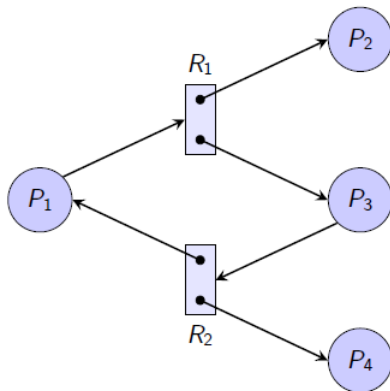
# Moving vertices around

Can you see the cycle(s) now?



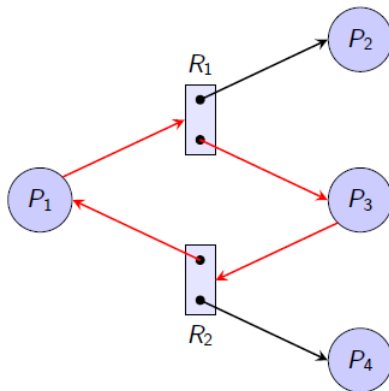
## Example: Cycle and No Deadlock

There is a cycle ...



## Example: Cycle and No Deadlock

There is a cycle ... but there is no deadlock

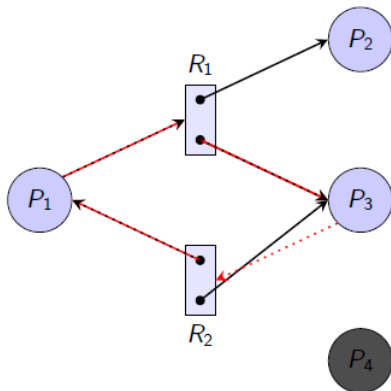


## Example: Cycle and No Deadlock

When  $P_4$  terminates it will release the instance of  $R_2$  it locked, and that resource will be locked by  $P_3$ .

$P_3$  will then be able to complete.

(Another option is that  $P_2$  completes first.)



# Deadlock detection

- A cycle in the resource allocation graph
  - Is a necessary condition for a deadlock
  - But not a sufficient condition
- many algorithms for detecting cycles in directed graphs



# Cheeky interview answer

- Interviewer: Explain how deadlock works and we'll hire you !
- Candidate: Hire me and I'll explain it to you ...