

# Deadlock, Part 1: Resource Allocation Graph

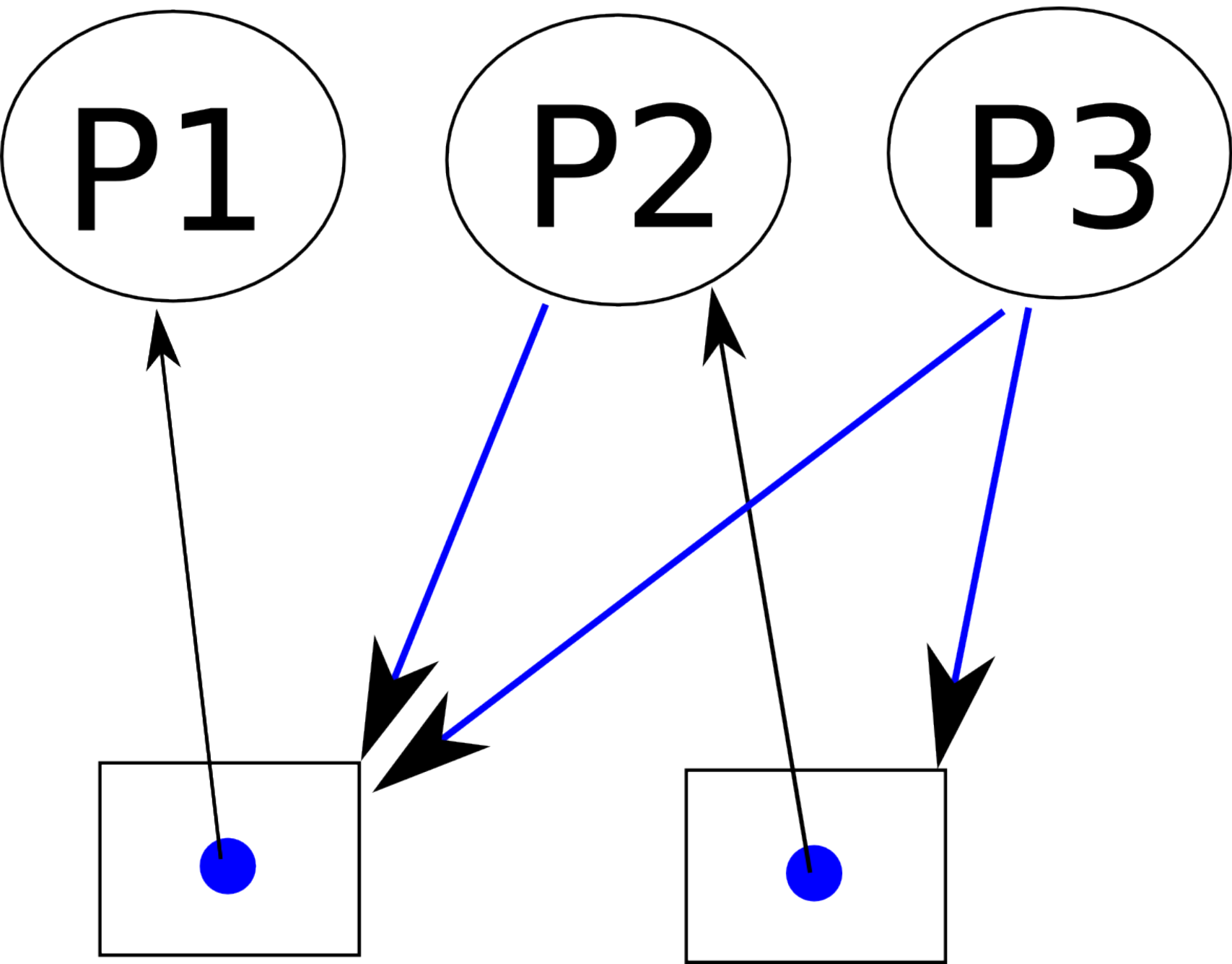
Alex Kizer edited this page on Mar 17 · 1 revision

## What is a Resource Allocation Graph?

A resource allocation graph tracks which resource is held by which process and which process is waiting for a resource of a particular type. It is very powerful and simple tool to illustrate how interacting processes can deadlock. If a process is *using* a resource, an arrow is drawn from the resource node to the process node. If a process is *requesting* a resource, an arrow is drawn from the process node to the resource node.

If there is a cycle in the Resource Allocation Graph then the processes will deadlock. For example, if process 1 holds resource A, process 2 holds resource B and process 1 is waiting for B and process 2 is waiting for A, then process 1 and 2 process will be deadlocked.

Here's another example, that shows Processes 1 and 2 acquiring resources 1 and 2 while process 3 is waiting to acquire both resources. In this example there is no deadlock because there is no circular dependency.



Todo: More complicated example

Edit

New Page

▼ Pages 51

Find a Page...

[Home](#)

[#Example Markdown](#)

[#Informal Glossary](#)

[#Piazza: When And How to Ask For Help](#)

[C Programming, Part 1: Introduction](#)

[C Programming, Part 2: Text Input And Output](#)

[C Programming, Part 3: Common Gotchas](#)

[C Programming, Part 4: Debugging](#)

[Deadlock, Part 1: Resource Allocation Graph](#)

[Deadlock, Part 2: Deadlock Conditions](#)

[File System, Part 1: Introduction](#)

[File System, Part 2: Files are inodes \(everything else is just data...\)](#)

[File System, Part 3: Permissions](#)


[File System, Part 4: Working with directories](#)

[File System, Part 5: Virtual file systems](#)

Show 36 more pages...

Clone this wiki locally

https://github.com/angrave/SystemPr

 Clone in Desktop

