

$$\textcircled{P_0} \langle P_1, P_3, P_4, P_0, P_2 \rangle$$

From this if there is deadlock we can say that it is unsafe.

Safe sequence means no deadlock.
Check Need \leq Work

P_0

$$P_0, 743 \leq 332 \quad \times$$

$$P_1, 122 \leq 332 \quad \checkmark \quad W = W + \text{alloc} \\ = 332 + 200 \quad (\text{alloc of } P_1)$$

$$\text{New work} = 532$$

$$P_2, 600 \leq 532 \quad \times$$

$$P_3, 011 \leq 532 \quad \checkmark \quad W = W + \text{alloc} \\ 532 + 211 \quad (\text{allo of } P_3) \\ = 743$$

$$P_4, 431 \leq 532 \quad \checkmark$$

$$W = W + \text{alloc} \\ = 743 + 002 \\ = 745$$

P_5

$$P_0, 743 \leq 745 \quad \checkmark \quad W = W + \text{alloc} \\ 745 + 010 \\ 755$$

$$P_2, 600 \leq 755 \quad \checkmark$$

$$W = W + \text{allo}$$

$$755 + 302$$

$$= 1057$$

Final work.

Safe

$$\text{Sequence} \langle P_1, P_3, P_4, P_0, P_2 \rangle$$

free 3 & 10.

Date

Here 9 tapes are allocated and 3 are free.

If P_0 is currently holding 5, then it can request 5 more in worst case, similarly P_1 can request 2 & P_2 can request 7.

When P_1 is over, i.e. it will release the 2 tape drives now free becomes $3+2 = 5$ available.

$\langle P_1$

i.e. with this 5, we can satisfy P_0 , and once P_0 is over it will release 5 tape drives and available becomes 10. and this will satisfy P_2 's request.

Thus $\langle P_0, P_1, P_2 \rangle$ will be a safe sequence.

Example

Consider a system

with 5 processes P_0 through $P_4 \rightarrow A, B, C$ are 3 resource types.

Example

Resource type

A has 10 instances
B has 5 instances
C has 7 instances

allocation means already allocated (Work) (Current)

at time T_0 ,

Allocation
CPU, mty, printer
ABC

Max need

Available

		ABC	ABC	ABC
Total	P_0	0 1 0	7 5 3	3 3 2
10 5 7	P_1	2 0 0	3 2 2	5 3 2
7 2 5	P_2	3 0 2	9 0 2	7 4 3
	P_3	2 1 1	2 2 2	7 4 5
	P_4	0 0 2	4 3 3	7 5 5
				10 5 7

Total allocated 7 2 5

The contents of need matrix is

Max - Allocation need

Need

available

A B C

A B C

P_0	7 4 3	3 3 2
P_1	1 2 2 ①	
P_2	6 0 0	
P_3	0 1 1 ②	
P_4	4 3 1	

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

3 3 2
2 2 2
5 4 2

3 3 2
2 2 2
2 4 0

Work = available

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

P_0 request \leq available

$000 \leq 000$

$W = W + \text{allocation}$

$= 000 + 010$

$= 010$

$P_1 \ 202 \leq 010 \times$

$P_2 \ 000 \leq 010 \checkmark$

$W = 010 + 303$

$= 313$

$P_3 \ 100 \leq 313 \checkmark$

$W = 313 + 211$

$= 524$

$P_4 \ 002 \leq 524 \checkmark$

$W = 524 + 002$

$= 526$

$P_1 \ 202 \leq 526 \checkmark$

$W = 526 + 200$

$= 726$

726 equals the actual

available

So no deadlock.

Deadlock avoidance

Construct An algorithm that ensures that the system will never enter a deadlock state. is the deadlock avoidance algorithm.

- * A deadlock avoidance alg dynamically examines the resource allocation state to ensure that a circular wait condition can never exist.

Safe state

A state is safe if the system can allocate resources to each process in some order and still avoid a deadlock.

A system is in a safe state only if there exists a safe sequence.

fig 8.4



Safe, unsafe & and deadlock states

- * A safe state is not a deadlock state

A deadlock state is an unsafe state.

Not all unsafe states are deadlocks.

An unsafe state may lead to a deadlock. — may or may not

Consider a system with 12 tape drives & 3 processes, P_0, P_1, P_2

P_0 requires 10 tape drives

P_1 " 4 "

P_2 " 9 "

Suppose At time t_0 , P_0 is holding 5 tape drives

P_1 " 2 "

& P_2 " 2 "

	Maximum needs	Current needs
P_0	10	5
P_1	4	2
P_2	9	2

Deadlock Detection

Allocation

~~P₀~~
~~P₁~~
~~P₂~~
~~P₃~~
~~P₄~~

Total resources A B C
7 2 6

Available		Allocation		Request		Available
A B C		A B C		A B C		A B C
0 0 0	✓ P ₀	0 1 0		0 0 0		0 0 0
0 1 0	P ₁ ×	2 0 0		2 0 2		+ 0 1 0
3 1 3	P ₂	3 0 3		0 0 0		0 1 0
5 2 4	P ₃	2 1 1		1 0 0		+ 3 0 3
5 2 6	P ₄	0 0 2		0 0 2		3 1 3
						2 1 1
						<u>5 2 6</u>
						7 2 6

We have allocation matrix, request matrix & available vector.

At the initial state any of the allocation values are all 0 0 0. So any of the finish variables to be true at this time..

$$\text{Work} = \text{allocation Available} \\ = 0 0 0$$

Check request \leq available

Look at a process whose request is 0 0 0
mark P₀ as done

add 0 1 0 to available

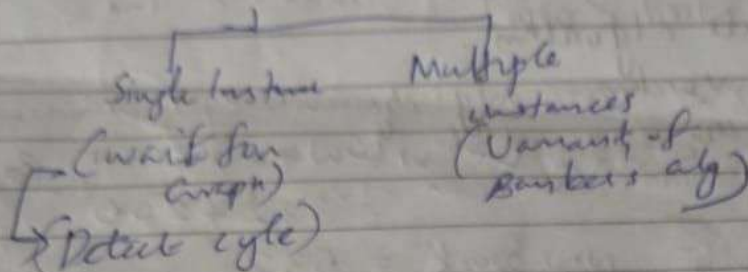
P₁

✓ ✓
< P₀, P₂, P₃, P₄, P₁ >
no deadlock is detected

deadlock detection

* Allow the system to enter deadlock state

detection



* Detection of cycle is necessary & sufficient condition for deadlock

Safety alg.

Size of work m
" " Finish "

work → available

ith process

P ₁	P ₂	P ₃
T	T	T

one process
failure means unsafe