

*Thread 1*



`lock_acquire(lockA)`



`lock_acquire(lockB)`

*Thread 2*



`lock_acquire(lockB)`



`lock_acquire(lockA)`

*Thread 1*



`lock_acquire(lockA)`



`lock_acquire(lockB)`

*Thread 2*

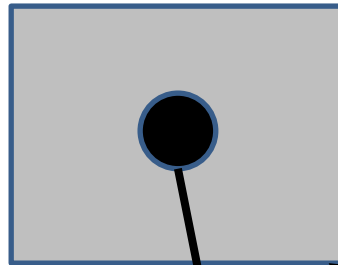


`lock_acquire(lockB)`

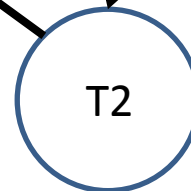
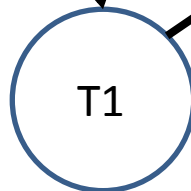
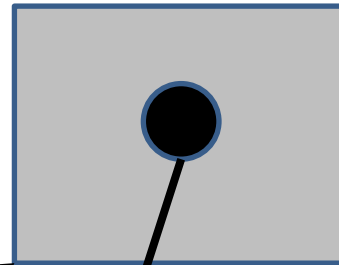


`lock_acquire(lockA)`

Resource A



Resource B



T1

T2



*Thread 1*



`lock_acquire(lockA)`



`lock_acquire(lockB)`

*Thread 2*

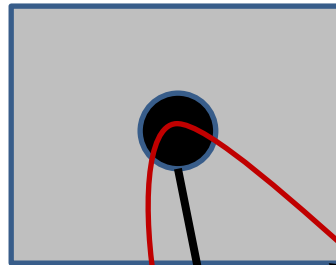


`lock_acquire(lockB)`

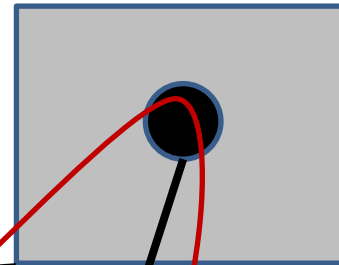


`lock_acquire(lockA)`

Resource A



Resource B



All threads are waiting on one or more resources and there is cycle in the resource allocation graph:

**Deadlock**

