

```
void *thread1(...) {  
    pthread_mutex_lock(&L1);  
    ...  
    pthread_mutex_lock(&L2);  
}
```

summary: ({L1,L2}, { (L1,L2) })

```
void *thread2(...) {  
    pthread_mutex_lock(&L2);  
    ...  
    pthread_mutex_lock(&L1);  
}
```

summary: ({L1,L2}, { (L2,L1) })

is holding

Lock L1

wants

Lock L2

is holding

DEADLOCK!

