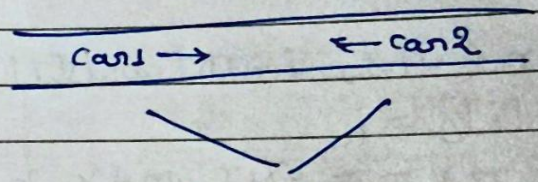
PAGE NO.
DATE : / /

# Deadlock (OPERATING SYSTEM)

What is ??

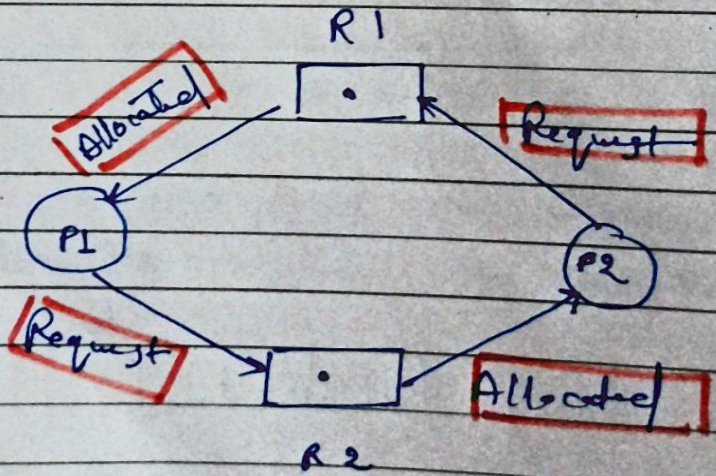
If two and more processes are waiting on happening of some event, but that event does not happen, that is deadlock

Example :




both are stuck
no one can pass and
waiting for some event
so that is deadlock situation.

example :



PAGE NO. icon
DATE : / /

# Condition of deadlock

- mutual exclusion → means → the resource you are using in the scenario that must be used in mutual exclusive way. That means more than one processes cannot used the same resource.
- No preemption → means like P1 is using R1, R1 is allocated to P1 and P1 need R2 and P2 need R1 so preemption not there. → Preemption also not occur.
- Hold & wait → P1 is holding resource that is R1 and waiting for R2 And one P2 is holding resource (R2) and waiting for R1 hold that is and wait.
- Circular wait → if their is loop then condition of deadlock arise.

# Deadlock handling methods

↳ (i) Deadlock ignorance (Ostrich method)
↳ (ii) Deadlock prevention
↳ (iii) Deadlock avoidance (Bankar's algo)
↳ (iv) Deadlock detection and recovery

PAGE NO.
DATE : / /

# Paging (OPERATING SYSTEM)

In **paging** we **split** a process into **equally** sized pages and insert it into the **frames** of **main memory**.

↳ Process size = 4B
Page size = 2B
No. of Pages = $\frac{4B}{2B}$ = 2

Note: **Frame size** and **page size** should be **same**.

M/M size = 16B
frame size = 2B
No. of frame = $\frac{16B}{2B}$ = 8 frames

What is **frame**??

↳ **Physical address** space is conceptually divided into number of fixed

PAGE NO. icon
DATE : / /

size blocks called **frames**.

What is **pages**??
↳ **logical address** space is splitted into **fixed-size blocks** called **pages**.

**Translation** of logical Address into physical address —

Some points to note:

- **CPU** always **generates** a **logical** address.
- In order to access the **main memory** always a **physical address** is needed.

↳ **logical address** generated by **CPU** always consists of two parts:

1. Page number (p) ⟶ used to specify the specific page of the process from which the CPU wants to read the data and also used as an index to to page table.
2. Page offset (d) ↓ used to specify word on the page that the CPU wants to read.