

Rajiv Gandhi Institute of Petroleum Technology, in Jais,
Amethi, Uttar Pradesh, India,

B.Tech Semester-vi: Operating system project

Project Title: **Deadlock Simulation**

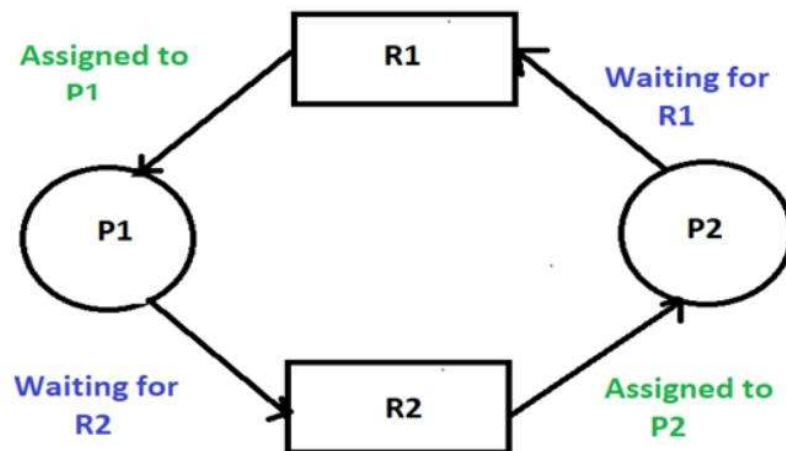
ROHIT KUMAR

20CS3053

- Problem definition:

Deadlock in Operating System is a situation that arises when a process in the computer waits for the resources to be released that are assigned to some other process.

Assume that Process 1 (P1) is holding Resource 1(R1) and waiting for Resource 2 (R2) which is acquired by process 2(P2), and process 2(P2) is waiting for resource 1(R1)



- Condition for deadlock occur

- I. Mutual Exclusion: When two or more resources cannot be shared.

- II. Hold and wait: A process is holding one or more resources and simultaneously waiting for other resources.
- III. No preemption: A resource is not taken from the process until and unless the process releases the resources.
- IV. Circular wait: Here a set of processes are waiting for each other in a circular form.

Banker's Algorithm:

The banker's algorithm is a resource allocation and deadlock avoidance algorithm that tests for safety by simulating the allocation for predetermined maximum possible amounts of all resources, then makes an "s-state" check to test for possible activities, before deciding whether allocation should be allowed to continue

Implementation deadlock Simulation:

Safety Algorithm

The algorithm for finding out whether or not a system is in a safe state can be described as follows:

1) Let Work and Finish be vectors of length 'm' and 'n' respectively.

Initialize: Work = Available

Finish[i] = false; for i=1, 2, 3, 4....n

2) Find an i such that both

a) Finish[i] = false

b) Needi \leq Work

if no such i exists goto step (4)

3) Work = Work + Allocation[i]

Finish[i] = true

goto step (2)

4) if Finish [i] = true for all i

then the system is in a safe state

Resource-Request Algorithm

Let Requesti be the request array for process Pi. Requesti [j] = k means process Pi wants k instances of resource type Rj. When a request for resources is made by process Pi, the following actions are taken:

1) If $Request_i \leq Need_i$

Goto step (2) ; otherwise, raise an error condition, since the process has exceeded its maximum claim.

2) If $Request_i \leq Available$

Goto step (3); otherwise, P_i must wait, since the resources are not available.

3) Have the system pretend to have allocated the requested resources to process P_i by modifying the state as

follows:

$Available = Available - Request_i$

$Allocation_i = Allocation_i + Request_i$

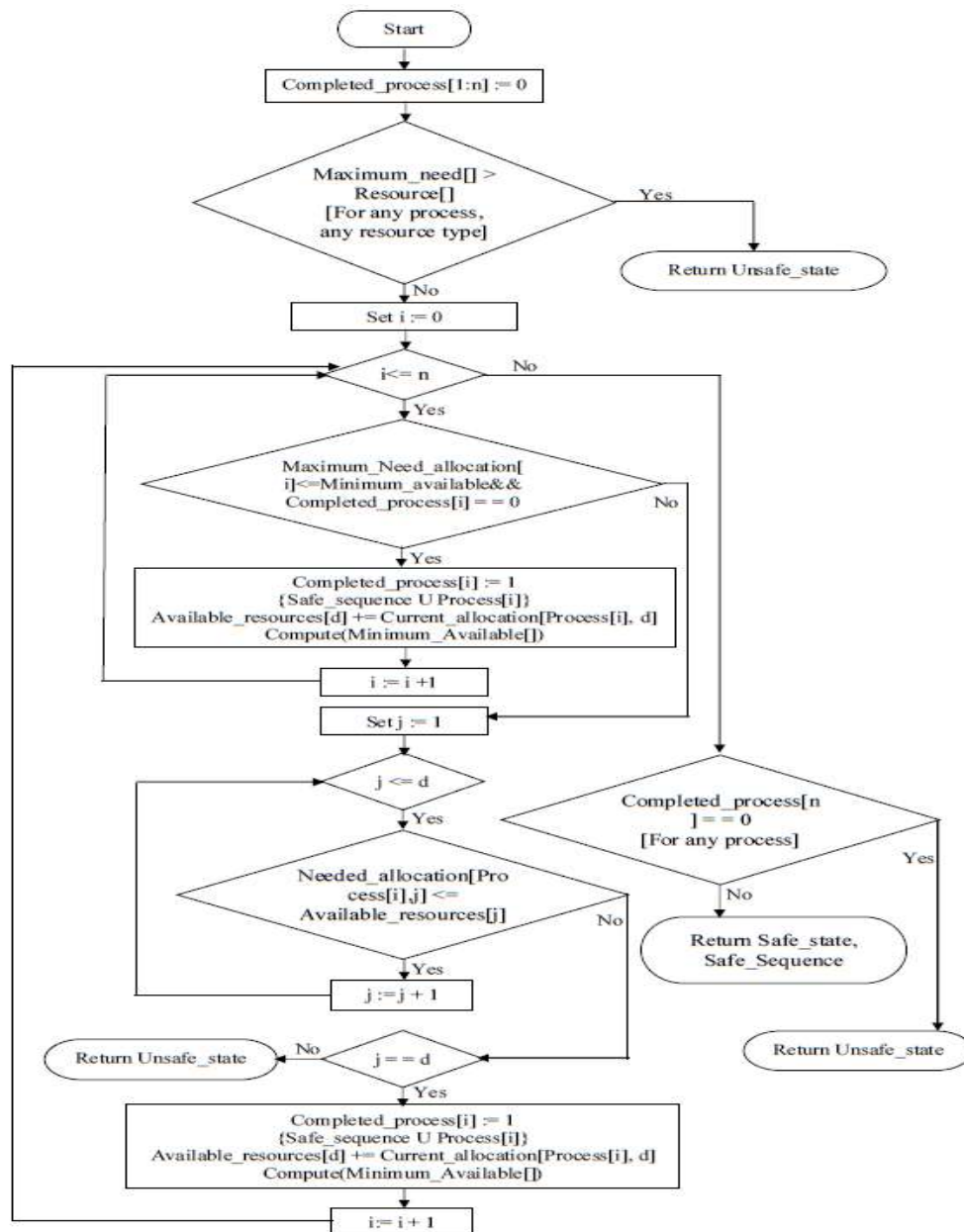
$Need_i = Need_i - Request_i$

Example:

Process	Allocation			Max			Available		
	A	B	C	A	B	C	A	B	C
P_0	0	1	0	7	5	3	3	3	2
P_1	2	0	0	3	2	2			
P_2	3	0	2	9	0	2			
P_3	2	1	1	2	2	2			
P_4	0	0	2	4	3	3			

Process	Need		
	A	B	C
P_0	7	4	3
P_1	1	2	2
P_2	6	0	0
P_3	0	1	1
P_4	4	3	1

Flowchart



★ Input:

```
C:\Users\kumar\Desktop\Deadlock_simulation\Banker's Algorithm Implementation.exe
How many sequence check for safe or not
1
sequence number=1
Number of processes
5
Number of resources
3
Allocation of resource Matrix
0 1 0
2 0 0
3 0 2
2 1 1
0 0 2
Max resource need Matrix
7 5 3
3 2 2
9 0 2
2 2 2
4 3 3
Needs of Resource for each process
7 4 3
1 2 2
6 0 0
0 1 1
4 3 1
How many Available Resource check for above Sequence
6
check Available Resources: 1
4 5 1
```

❖ ****RESULT****

How many Available Resource check for above Sequence

6

check Available Resources: 1

4 5 1

<-----RESULT----->

The given sequence is

* * * * *SAFE Sequence* * * * *

P3 → P4 → P1 → P2 → P0

check Available Resources: 2

5 1 0

← - - - - - RESULT - - - - - →

The given sequence is

```
* * * *not safe * * * *
```

```
check Available Resources: 3
```

3 3 2

← - - - - - RESULT - - - - - →

The given sequence is

* * * * *SAFE Sequence* * * * *

P1 → P3 → P4 → P0 → P2

