Ordered Locking

CSE 334

Deadlock

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No-deadlock interleaving

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- Tricky to debug. What if it only deadlocks 1% of the time?

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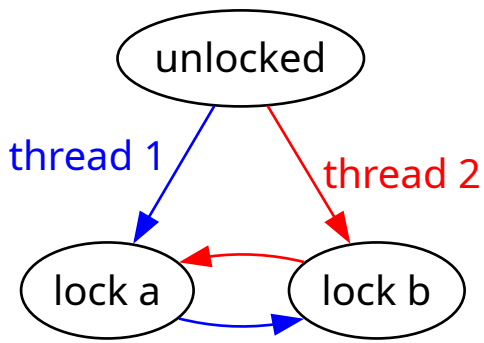

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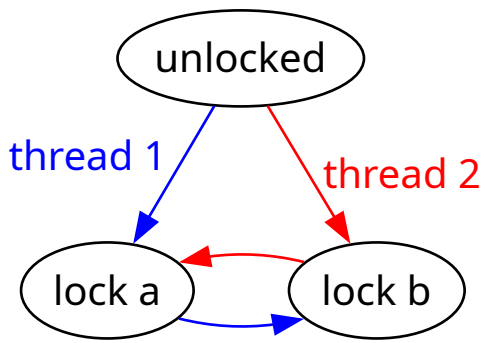

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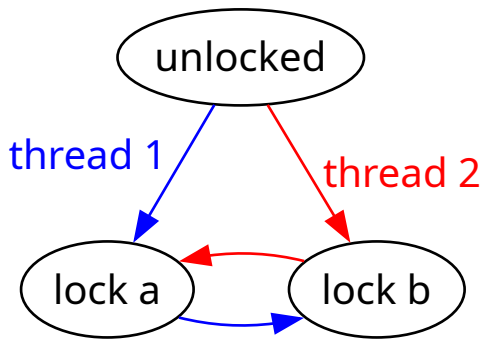

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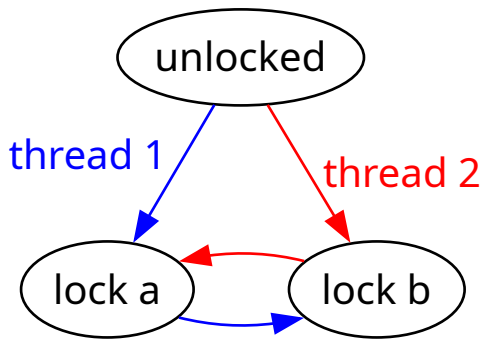

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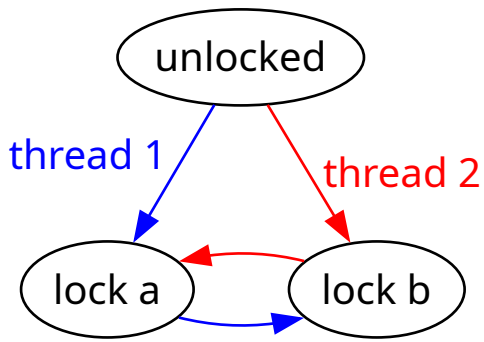

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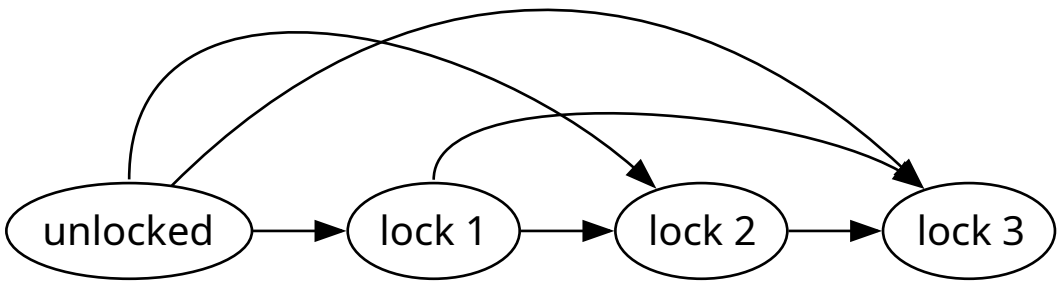

Hello

```
fn hi() {
  println!("SUP");
}
```