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Department of Computer Science and Engineering

Program: Bachelor of Science in Computer Science and Engineering

### **Assignment Report**

Course No: CSE3214

Course Title: Operating System Lab

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Assignment No: 04

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(i) Practical Implementation of Deadlock Detection using Resource Allocation Graph using C/C++

Code:

```
#include <iostream>
```

```
#include <vector>
```

```
#include <unordered_map>
```

```
#include <unordered_set>
```

```
// Graph representation
```

```
class Graph {
```

```
private:
```

```
    std::unordered_map<int, std::vector<int>> adjList;
```

```
    bool detectCycleDFS(int node, std::unordered_set<int>& visited, std::unordered_set<int>& recStack) {
```

```
        if (recStack.find(node) != recStack.end()) return true;
```

```
        if (visited.find(node) != visited.end()) return false;
```

```
        visited.insert(node);
```

```
        recStack.insert(node);
```

```
        for (int neighbor : adjList[node]) {
```

```
            if (detectCycleDFS(neighbor, visited, recStack)) {
```

```
                return true;
```

```
            }
```

```
        }
```

```
    recStack.erase(node);  
  
    return false;  
}
```

public:

```
void addEdge(int u, int v) {  
    adjList[u].push_back(v);  
}
```

```
bool detectCycle() {  
    std::unordered_set<int> visited;  
    std::unordered_set<int> recStack;  
  
    for (const auto& pair : adjList) {  
        int node = pair.first;  
        if (detectCycleDFS(node, visited, recStack)) {  
            return true;  
        }  
    }  
  
    return false;  
}  
};
```

```
int main() {  
  
    Graph g;  
  
    int numProcesses, numResources, numEdges;  
  
    std::cout << "Enter number of processes: ";  
    std::cin >> numProcesses;  
  
    std::cout << "Enter number of resources: ";  
    std::cin >> numResources;  
  
    std::cout << "Enter number of edges: ";  
    std::cin >> numEdges;  
  
    std::cout << "Enter edges (process/resource and request/allocation pairs):" << std::endl;  
    for (int i = 0; i < numEdges; ++i) {  
        int u, v;  
        std::cin >> u >> v;  
        g.addEdge(u, v);  
    }  
  
    if (g.detectCycle()) {  
        std::cout << "Deadlock detected!" << std::endl;  
    } else {  
        std::cout << "No deadlock detected." << std::endl;  
    }  
  
    return 0;  
}
```

}

Screenshot:

```
Enter number of processes: 3
Enter number of resources: 2
Enter number of edges: 5
Enter edges (process/resource and request/allocation pairs):
0 -1
-1 1
1 -2
-2 2
2 -1
Deadlock detected!

...Program finished with exit code 0
Press ENTER to exit console.
```