

# COS3 lektion 7

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## 7 Deadlocks

- Deadlock: When two processes are waiting for each other and neither can do anything before the other.

### 7.1 System Model

- System Model: Each resource must be REQUESTED before USE and RELEASED again.
- Deadlock if two processes holds a resource each and will not RELEASE it until it has gotten access to the one the other process holds.

### 7.2 Deadlock Characterization

- Deadlock: Processes never finish executing and system resources are tied up, preventing other jobs from starting.
- Necessary conditions:
  - Mutual exclusion: At least one resource must be held in a non-shareable mode.
  - Hold and Wait: A process must be holding at least one resource and be waiting to acquire additional resources currently held by other processes.
  - No preemption: Resources can only be released by the process holding it.
  - Circular wait: P1 waits for P2 which waits for P3 which waits for p4...

### 7.3 Methods for Handling Deadlocks

- A protocol to prevent and avoid deadlocks.
- Enable the system to detect and recover from deadlocks.
- Ignore and pretend deadlocks never happens.

## 7.4 Deadlock Prevention

- Ensure that at least one of the four conditions for a deadlock cannot hold.

## 7.5 Deadlock Avoidance

- The system can identify which REQUESTs for resources would result in a deadlock and makes the requesting process wait until the REQUEST would no longer result in a deadlock.

## 7.6 Deadlock Detection

- Detection of deadlocks requires two things:
  - A deadlock detecting algorithm.
  - An algorithm to recover from the deadlock.
- It is necessary to evaluate how often to run the detecting algorithm.
- Once every resource REQUEST would be too often.
- When CPU utilization drops below 40% is more appropriate.

## 7.7 Recovery from Deadlocks

- Process Termination:
  - Abort all deadlocked processes.
    - \* Expensive
    - \* Much will need to be recomputed.
  - Abort one deadlocked process until deadlock resolves.
    - \* Deadlock detecting algorithm must run after each termination.
    - \* System must decide which process to terminate from some parameters: priority, runtime, etc.
- Resource preempting has issues:
  - Which resource to preempt? Which parameters to consider.
  - Should the resource be rolled back?
  - How to prevent starvation (The process is always going to be preempted on the same resource).