

Deadlocks (4)

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Example of Banker's Algorithm

5 processes P_0 through P_4 ;

3 resource types:

A (10 instances), B (5 instances), and C (7 instances)

Snapshot at time T_0 :

	<u>Allocation</u>	<u>Max</u>	<u>Available</u>
	$A \ B \ C$	$A \ B \ C$	$A \ B \ C$
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	

Example (Cont.)

The content of the matrix *Need* is defined to be *Max – Allocation*

	<u>Need</u>
	<i>A B C</i>
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

The system is in a safe state since the sequence $\langle P_1, P_3, P_4, P_2, P_0 \rangle$ satisfies safety criteria

Example: P_1 Request (1,0,2)

Check that Request \leq Available (that is, $(1,0,2) \leq (3,3,2) \Rightarrow$ true

	<u>Allocation</u>	<u>Need</u>	<u>Available</u>
	A B C	A B C	A B C
P_0	0 1 0	7 4 3	2 3 0
P_1	3 0 2	0 2 0	
P_2	3 0 2	6 0 0	
P_3	2 1 1	0 1 1	
P_4	0 0 2	4 3 1	

Executing safety algorithm shows that sequence $\langle P_1, P_3, P_4, P_0, P_2 \rangle$ satisfies safety requirement

Can request for (3,3,0) by P_4 be granted?

Can request for (0,2,0) by P_0 be granted?

In-Class Work 4

Consider the following snapshot of a system:

<i>Allocation</i>	<i>Max</i>	<i>Available</i>
<i>ABCD</i>	<i>ABCD</i>	<i>ABCD</i>
<i>P0</i> 0012	0012	1520
<i>P1</i> 1000	1750	
<i>P2</i> 1354	2356	
<i>P3</i> 0632	0652	
<i>P4</i> 0014	0656	

Answer the following questions using the banker's algorithm:

- What is the content of the matrix *Need*?
- Is the system in a safe state?
- If a request from process P1 arrives for (0,4,2,0), can the request be granted immediately?

Answer

- a. The values of **Need** for processes P_0 through P_4 respectively are (0, 0, 0, 0), (0, 7, 5, 0), (1, 0, 0, 2), (0, 0, 2, 0), and (0, 6, 4, 2).
- b. Yes. With **Available** being equal to (1, 5, 2, 0), either process P_0 or P_3 could run. Once process P_3 runs, it releases its resources, which allow all other existing processes to run.
- c. This results in the value of **Available** being (1, 1, 0, 0). One ordering of processes that can finish is P_0 , P_2 , P_3 , P_1 , and P_4 .

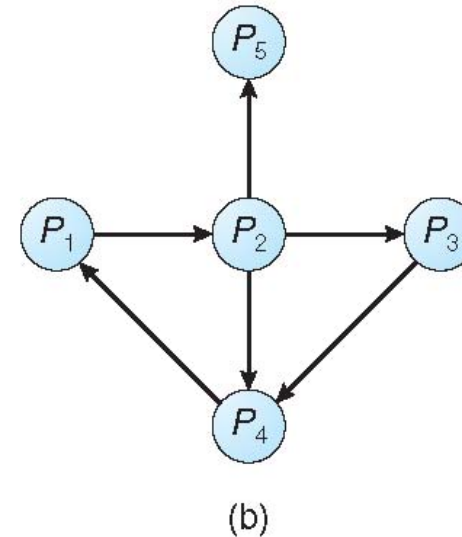
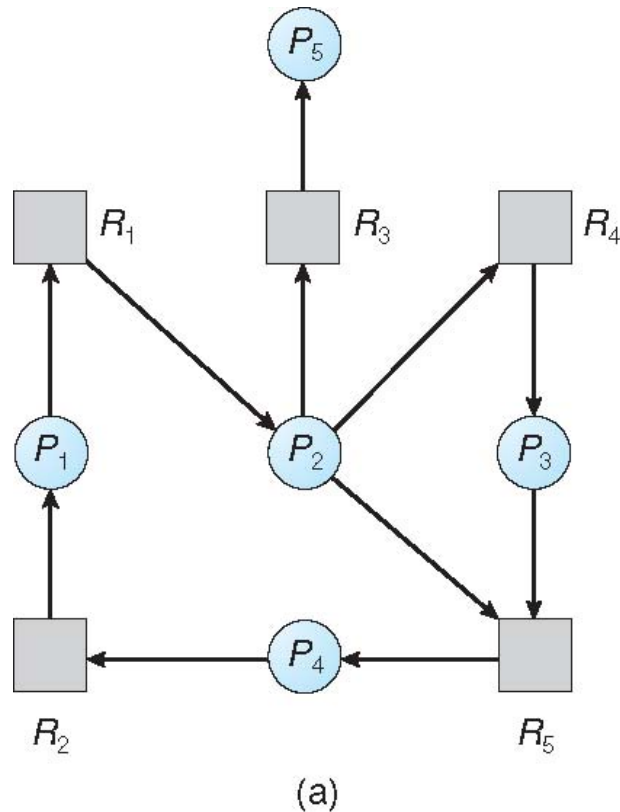
Deadlock Detection

- ❑ Allow system to enter deadlock state
- ❑ Detection algorithm
- ❑ Recovery scheme

Single Instance of Each Resource Type

- ❑ Maintain **wait-for** graph
 - ❑ Nodes are processes
 - ❑ $P_i \rightarrow P_j$ if P_i is waiting for P_j
- ❑ Periodically invoke an algorithm that searches for a cycle in the graph. If there is a cycle, there exists a deadlock
- ❑ An algorithm to detect a cycle in a graph requires an order of n^2 operations, where n is the number of vertices in the graph

Resource-Allocation Graph and Wait-for Graph



Resource-Allocation Graph

Corresponding wait-for graph

Several Instances of a Resource Type

- ❑ **Available:** A vector of length m indicates the number of available resources of each type
- ❑ **Allocation:** An $n \times m$ matrix defines the number of resources of each type currently allocated to each process
- ❑ **Request:** An $n \times m$ matrix indicates the current request of each process. If $\mathbf{Request}[i][j] = k$, then process P_i is requesting k more instances of resource type R_j .

Detection Algorithm

1. Let ***Work*** and ***Finish*** be vectors of length ***m*** and ***n***, respectively Initialize:

\propto (a) ***Work*** = ***Available***

\propto (b) For ***i*** = 1,2, ..., ***n***, if ***Allocation_i*** \neq ***0***, then
 Finish[i] = ***false***; otherwise, ***Finish[i]*** =
 true

2. Find an index ***i*** such that both:

\propto (a) ***Finish[i]*** == ***false***

\propto (b) ***Request_i*** \leq ***Work***

\propto If no such ***i*** exists, go to step 4

Detection Algorithm (Cont.)

3. $Work = Work + Allocation_i$
 $Finish[i] = true$
go to step 2

4. If $Finish[i] == false$, for some i , $1 \leq i \leq n$, then the system is in deadlock state. Moreover, if $Finish[i] == false$, then P_i is deadlocked

Algorithm requires an order of $O(m \times n^2)$ operations to detect whether the system is in deadlocked state

Example of Detection Algorithm

Five processes P_0 through P_4 ; three resource types
A (7 instances), B (2 instances), and C (6 instances)

Snapshot at time T_0 :

	<u>Allocation</u>	<u>Request</u>	<u>Available</u>
	A B C	A B C	A B C
P_0	0 1 0	0 0 0	0 0 0
P_1	2 0 0	2 0 2	
P_2	3 0 3	0 0 0	
P_3	2 1 1	1 0 0	
P_4	0 0 2	0 0 2	

Sequence $\langle P_0, P_2, P_3, P_1, P_4 \rangle$ will result in $Finish[i] =$
true for all i