

# CS & IT ENGINEERING



## Operating System

Deadlock

Lecture -2

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# Recap of Previous Lecture



**Topic**

**Deadlock**

**Topic**

**Deadlock Avoidance**

**Topic**

**Banker's Algorithm**



# Topics to be Covered



**Topic**

**Banker's Algorithm**

**Topic**

**Deadlock Detection**

Safe  $\Rightarrow \langle P1, P3, P2, P4, P5 \rangle$

#Q.

Process	Allocation A B C D	Max A B C D	Available A B C D
P1	0 0 1 2	0 0 1 2	1 5 2 0
P2	1 0 0 0	1 7 5 0	
P3	1 3 5 4	2 3 5 6	
P4	0 6 3 2	0 6 5 4	
P5	0 0 1 4	0 6 5 6	



## Topic : Banker's Algorithm

Process	Allocation	Max	Available	Need
	A B C	A B C	A B C	A B C
P <sub>0</sub>	0 1 0	7 5 3	3 3 2	7 4 3
P <sub>1</sub>	2 0 0	3 2 2		1 2 2
P <sub>2</sub>	3 0 2	9 0 2		6 0 0
P <sub>3</sub>	2 1 1	2 2 2		0 1 1
P <sub>4</sub>	0 0 2	4 3 3		4 3 1

#Q. What will happen if process P3 requests one additional instance of resource type B?

without checking  $\Rightarrow$  granted

$\Downarrow$   
because in safe sequence P3 is first process.





## Topic : Resource Request Algorithm

$m$

$$\rightarrow R.T.C. = n^2 \times m$$

no. of processes =  $n$   
no. of resources =  $m$

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  $Request_i \leq Available$   $m$   
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:  
 $Available = Available - Request_i$   
 $Allocation_i = Allocation_i + Request_i$   
 $Need_i = Need_i - Request_i$   
 $3 * m$
4. Run safety algo  $\Rightarrow n^2 \times m$



## Topic : Banker's Algorithm

$Req_{P_1} = \langle 1, 0, 2 \rangle \Rightarrow$  granted



Process	Allocation	Max	Available	Need
	A B C	A B C	A B C	A B C
P <sub>0</sub>	0 1 0	7 5 3	<del>3 3 2</del>	7 4 3
P <sub>1</sub>	<del>3 0 2</del> <del>2 0 0</del>	3 2 2	2 3 0	<del>0 2 0</del> <del>1 2 2</del>
P <sub>2</sub>	3 0 2	9 0 2	after P <sub>1</sub> = 5 3 2	6 0 0
P <sub>3</sub>	2 1 1	2 2 2	!	0 1 1
P <sub>4</sub>	0 0 2	4 3 3	safe	4 3 1





## Topic : Banker's Algorithm

$Req_{P_1} = \langle 1, 0, 2 \rangle \Rightarrow \text{granted}$   
 $Req_{P_3} = \langle 0, 1, 0 \rangle$

Process	Allocation	Max	Available	Need
	A B C	A B C	A B C	A B C
P <sub>0</sub>	0 1 0	7 5 3	<del>3 3 2</del>	7 4 3
P <sub>1</sub>	<del>3 0 2</del> 2 0 0	3 2 2	<del>2 3 0</del> 2 2 0	<del>0 2 0</del> 1 2 2
P <sub>2</sub>	3 0 2	9 0 2	after P <sub>1</sub> 5 2 2	6 0 0
P <sub>3</sub>	<del>2 2 1</del> 2 1 1	2 2 2	after P <sub>3</sub> 4 3	<del>0 0 1</del> 0 1 1
P <sub>4</sub>	0 0 2	4 3 3	⋮	4 3 1

safe

[NAT]



both req are granted together

#Q. What will happen if process P1 requests one additional instance of resource type A and two instances of resource type C?  $\Rightarrow$  Req-1

What will happen if process P3 requests one additional instance of resource type B?  $\Rightarrow$  Req-2

Case 1 :- only req-1 can be granted but req-2 rejected

Case 2 :- only req-2 —||— but req-1 —||—

Case 3 :- Both req-1 and req-2 granted together

Case 4 :- Both —||— rejected

Case 5 :- Either of req-1 and req-2 granted but not together





## Topic : Banker's Algorithm

Process	Allocation	Max	Available	Need
	A B C	A B C	A B C	A B C
P <sub>0</sub>	0 1 0	7 5 3	3 3 2	7 4 3
P <sub>1</sub>	2 0 0	3 2 2		1 2 2
P <sub>2</sub>	3 0 2	9 0 2		6 0 0
P <sub>3</sub>	2 1 1	2 2 2		0 1 1
P <sub>4</sub>	0 0 2	4 3 3		4 3 1

#Q. What will happen if process P0 requests one additional instance of resource type C ?

What will happen if process P3 requests one additional instance of resource type B and one instance of resource type C?







## Topic : Deadlock Detection

1. When all resources have single instance
2. When resources have multiple instances





## Topic : Deadlock Detection

When all resources have single instance:

Deadlock detection is done using wait-for-graph







## Topic : Wait For Graph



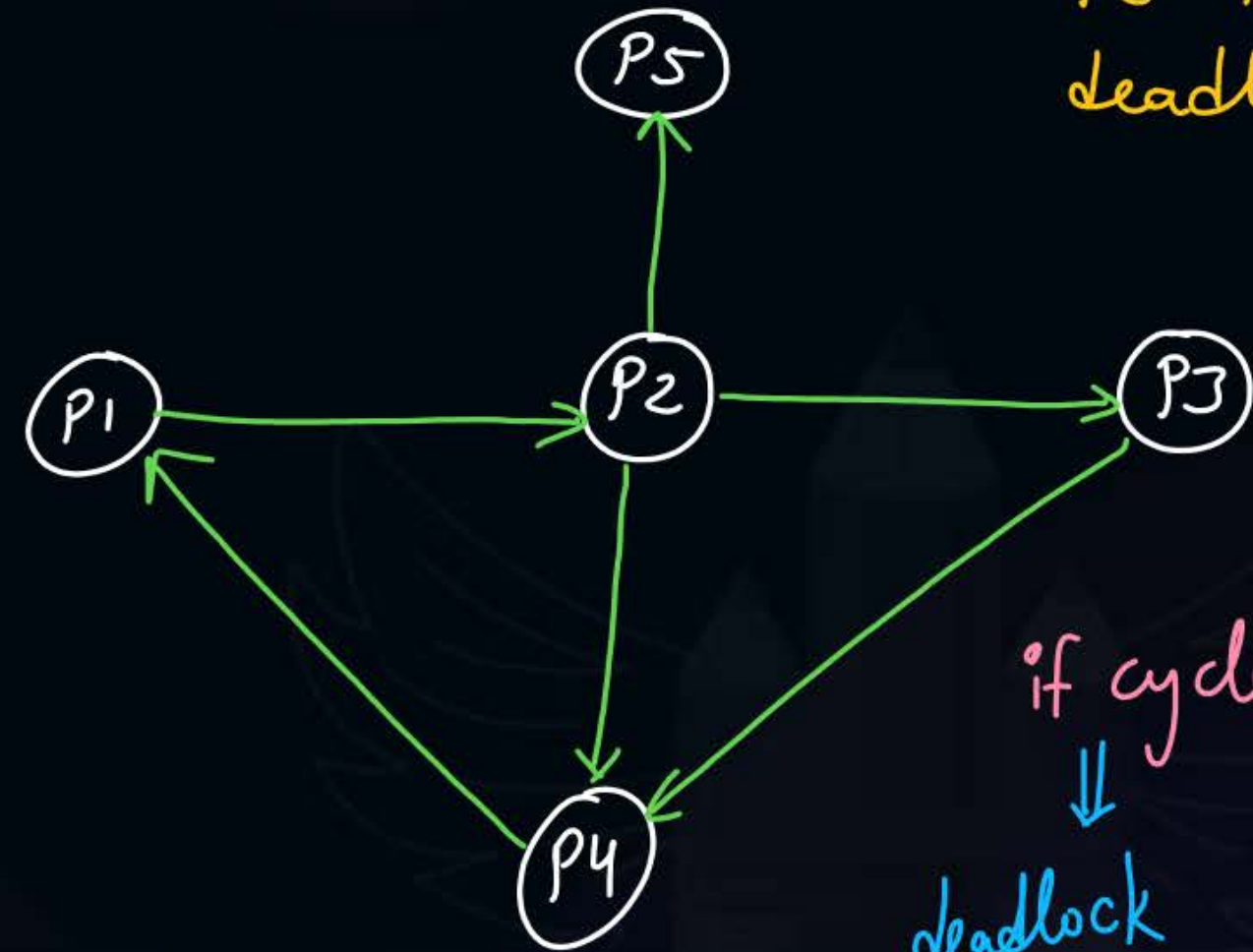
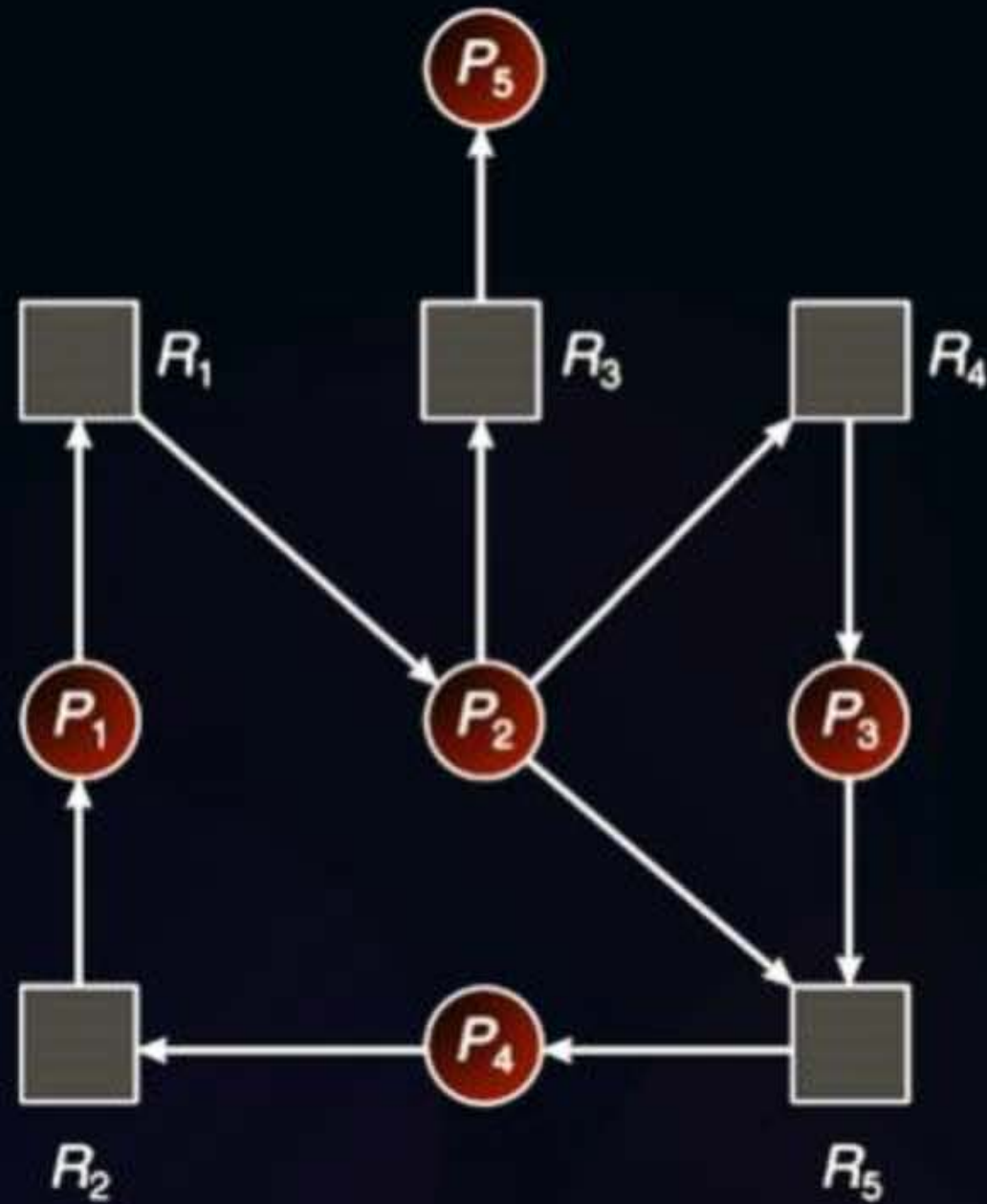
It is created from resource allocation graph





## Topic : Wait For Graph

wait-for-graph :- only process



$P_5$  is not  
deadlock

if cycle in graph  
↓

deadlock

$P_1 \rightarrow P_2 \rightarrow P_3 \rightarrow P_4 \rightarrow P_1$





## Topic : Wait For Graph

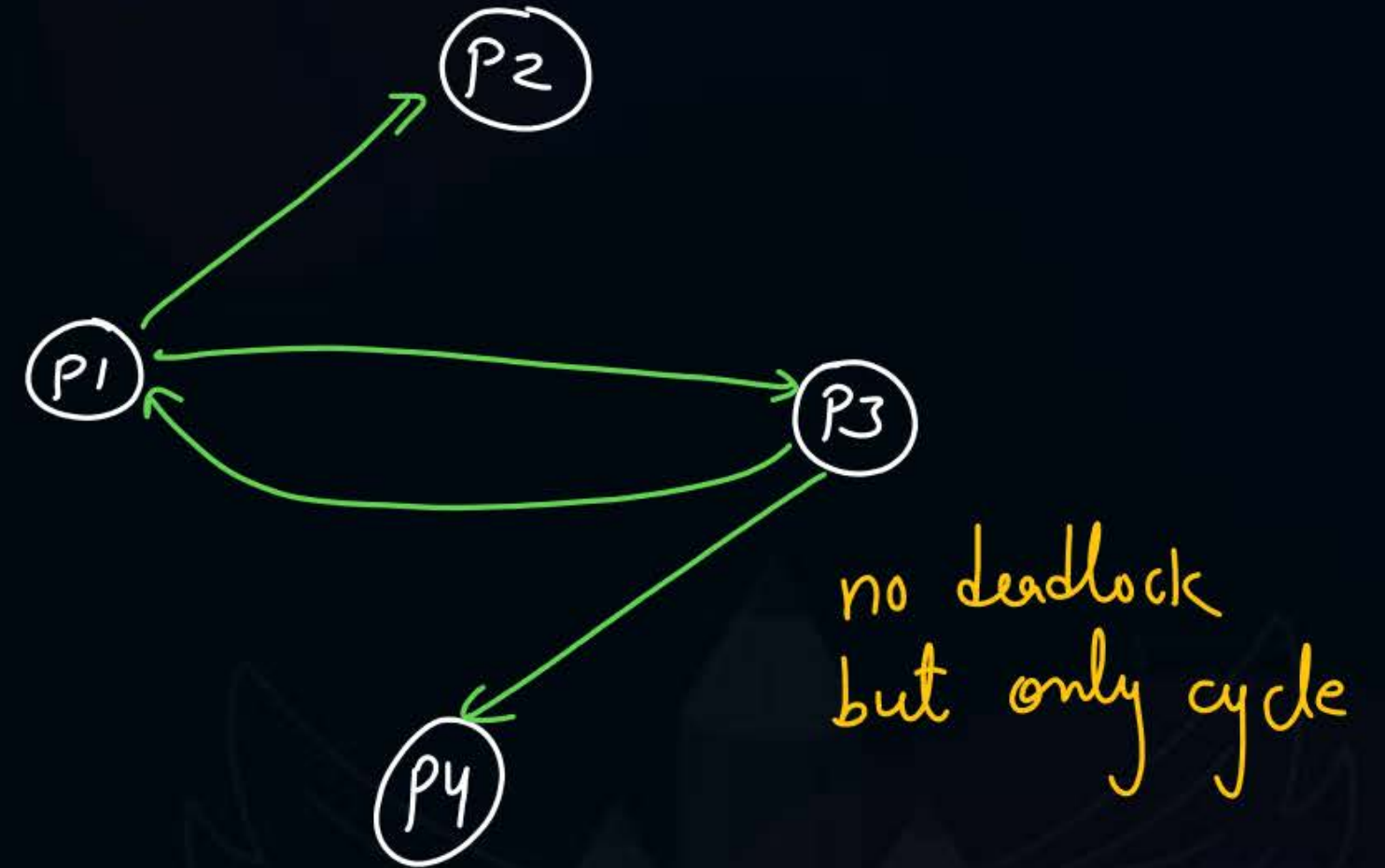
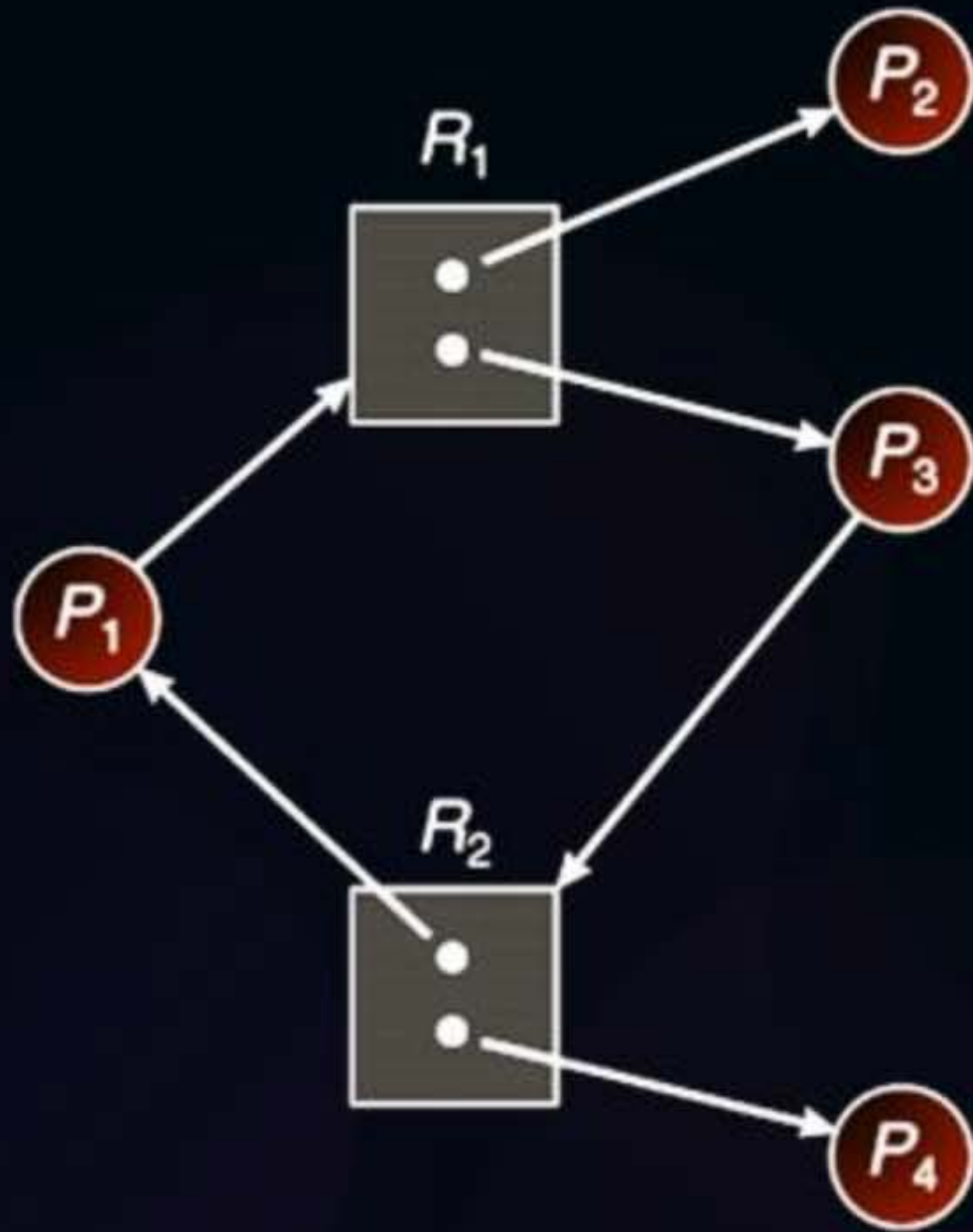


If a resource category contains more than one instance, then the presence of a cycle in the resource-allocation graph indicates the possibility of a deadlock, but does not guarantee one.





## Topic : Wait For Graph: Example





## Topic : Deadlock Detection

When resources have multiple instance:

Deadlock detection is done using a specific algorithm







## Topic : Deadlock Detection Algorithm

	Allocation	Request	Available
	A B C	A B C	A B C
P <sub>0</sub>	0 1 0	0 0 0	<del>0 0 0</del>
P <sub>1</sub>	2 0 0	2 0 2	<del>0 1 0</del>
P <sub>2</sub>	3 0 3	0 0 0	3 1 3
P <sub>3</sub>	2 1 1	1 0 0	5 1 3
P <sub>4</sub>	0 0 2	0 0 2	7 2 4
			after P <sub>4</sub> 7 2 6

all processes executed

no deadlock

find process  $P_i$  for which  $Request_i \leq Available$

Ques)

	Allocation	Request	Available
P <sub>0</sub>	1	1	1
P <sub>1</sub>	2	5	2
P <sub>2</sub>	2	4	↓
P <sub>3</sub>	4	4	deadlock ⇒
P <sub>4</sub>	3	3	

after

↓

deadlock ⇒

P<sub>1</sub>, P<sub>2</sub>, P<sub>3</sub>, P<sub>4</sub>  
are deadlocked



## Topic : Detection-Algorithm Usage

When should the deadlock detection be done? Frequently, or infrequently?

↓  
time consume

↓  
Processes may be  
in deadlock for long  
time without  
being noticed.





## Topic : Detection-Algorithm Usage

1. Do deadlock detection after every resource allocation
2. Do deadlock detection only when there is some clue





## Topic : Recovery From Deadlock



There are three basic approaches to recovery from deadlock:

1. Inform the system operator and allow him/her to take manual intervention
2. Terminate one or more processes involved in the deadlock
3. Preempt resources.





## Topic : Process Termination

Terminate all processes involved in the deadlock

Terminate processes one by one until the deadlock is broken







## Topic : Resource Preemption



Important issues to be addressed when preempting resources to relieve deadlock:

1. Selecting a victim
2. Rollback
3. Starvation



#Q. Consider a system with 3 processes A, B and C. All 3 processes require 4 resources each to execute. The minimum number of resources the system should have such that deadlock can never occur?

	Requirement	Allocate (Req - 1)
A	4	3
B	4	3
C	4	3

Available  
1

$$\begin{aligned}\text{Ans} &= 3 + 3 + 3 + 1 \\ &= 10\end{aligned}$$

if  $n$  processes and their max requirements are  $\Rightarrow \max_i$

$$\left[ \sum_{i=1}^n (\max_i - 1) \right] + 1 \leq \text{Total available resources}$$



- #Q. Consider a system with 4 processes A, B, C and D. All 4 processes require 6 resources each to execute. The maximum number of resources the system should have such that deadlock may occur?

	allocation
A	$6-1 = 5$
B	$= 5$
C	$= 5$
D	$= 5$
	<hr/>
	20

Ans = 20

#Q. Consider a system with 3 processes that share 4 instances of the same resource type. Each process can request a maximum of K instances. Resource instances can be requested and released only one at a time. The largest value of K that will always avoid deadlock is \_\_\_\_.

$$3(k-1) + 1 \leq 4$$

$$3k - 3 \leq 3$$

$$3k \leq 6$$

$$k \leq 2$$

$$k_{\max} = 2$$

Ques)  $n$  processes, each require 4 resources.

Total 24 resources.

max value of  $n$  for which deadlock will never occur?

$$n(4-1) + 1 \leq 24$$

$$3n \leq 23$$

$$n \leq 7.66$$

$$n_{\max} = 7$$

Ques) In this quest<sup>n</sup> max value of  $n$  for which deadlock may occur?

Ans  $\Rightarrow$  Infinite



Ques) 4 processes.

	Allocation	max Requirement
P1	2	4
P2	1	3
P3	3	6
P4	1	5

3  
2  
5  
4

no deadlock

$$14 + 1 = 15$$

$$\text{allocated} = 7$$

$$\text{free} = \underline{\underline{8}}$$

min freely available resources  
for which deadlock never occurs?

$$\text{Ans} = 8$$



## Topic : Types of Locks

1. Spinlock
2. Livelock
3. Deadlock
4. Semaphores
5. Reentrant Locks



## 2 mins Summary

**Topic**

**Banker's Algorithm**

**Topic**

**Deadlock Detection**





**Happy Learning**

**THANK - YOU**

