

# 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				Max				Available			
	A	B	C	D	A	B	C	D	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

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

$$\begin{aligned} \text{no. of processes} &= n \\ \text{no. of resources} &= m \end{aligned}$$

1. If  $\text{Request}_i \leq \text{Need}_i$   
Goto step (2) ; otherwise, raise an error condition, since the process has exceeded its maximum claim.
2. If  $\text{Request}_i \leq \text{Available}$       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:  
 $\text{Available} = \text{Available} - \text{Request}_i$       3\*m  
 $\text{Allocation}_i = \text{Allocation}_i + \text{Request}_i$   
 $\text{Need}_i = \text{Need}_i - \text{Request}_i$
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	<u>3 3 2</u>	7 4 3
P <sub>1</sub>	<u>2 0 0</u>	3 2 2	<u>2 3 0</u>	<u>1 2 2</u>
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	safel	4 3 1



## Topic : Banker's Algorithm

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

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	3 3 2	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]

P  
W

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?  $\Rightarrow \text{Req 1}$

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

Case 1 :- only  $\text{req}_1$  can be granted but  $\text{req}_2$  rejected

Case 2 :- only  $\text{req}_2$  —||— but  $\text{req}_1$  —||—

Case 3 :- Both  $\text{req}_1$  and  $\text{req}_2$  granted together

Case 4 :- Both —||— rejected

Case 5 :- Either of  $\text{req}_1$  and  $\text{req}_2$  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



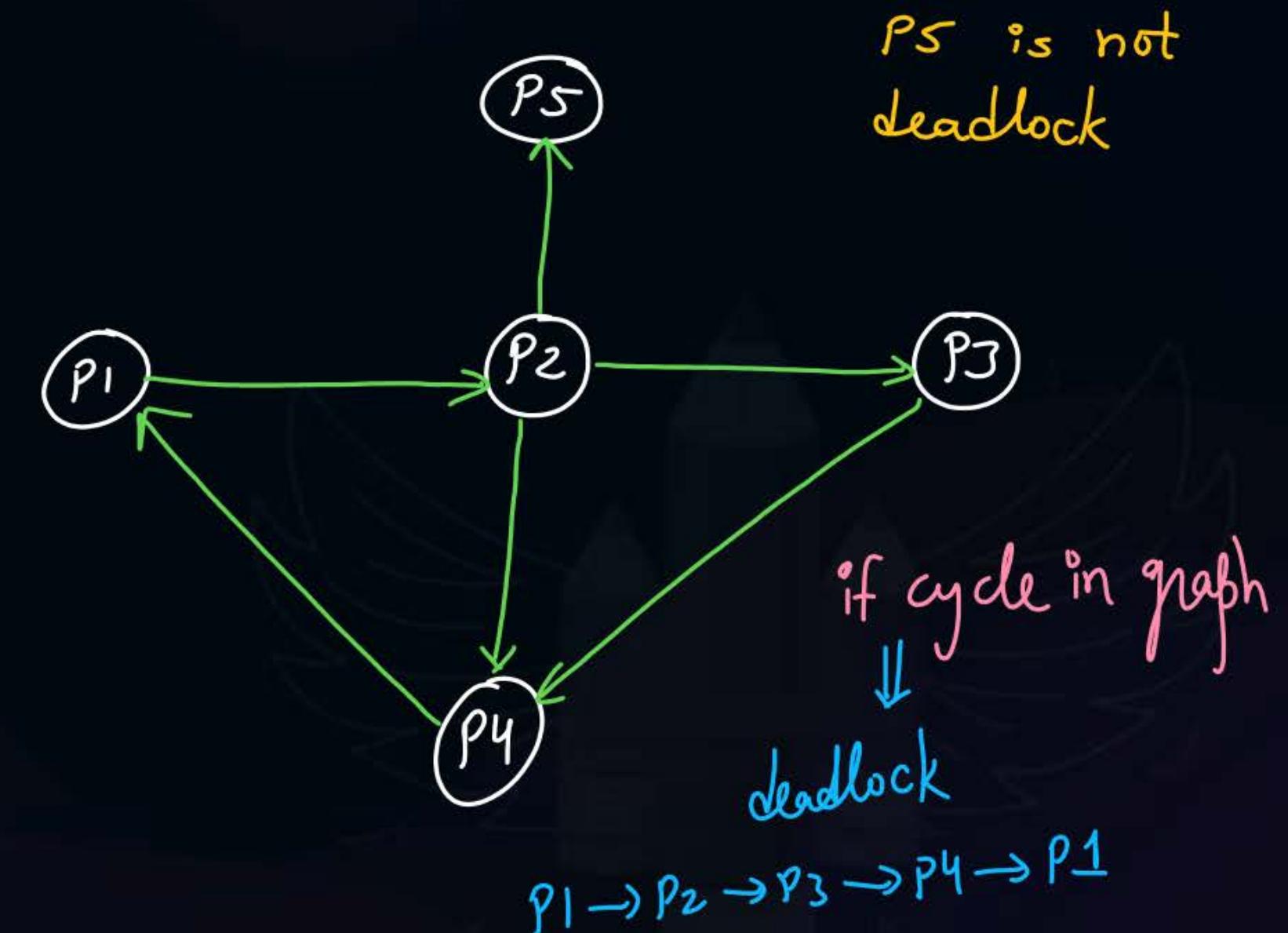
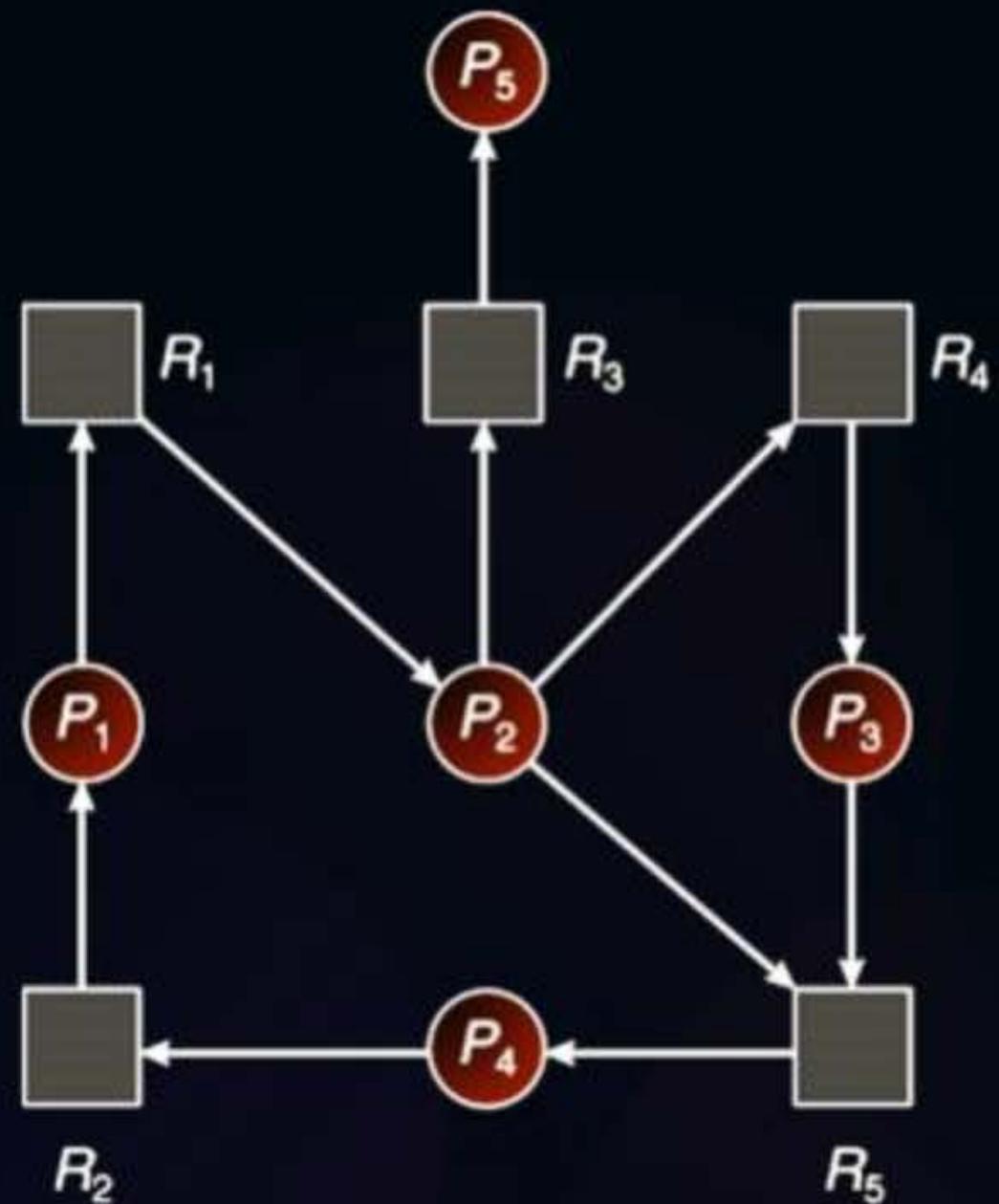
It is created from resource allocation graph



## Topic : Wait For Graph

P  
W

wait - for - graph :- only process





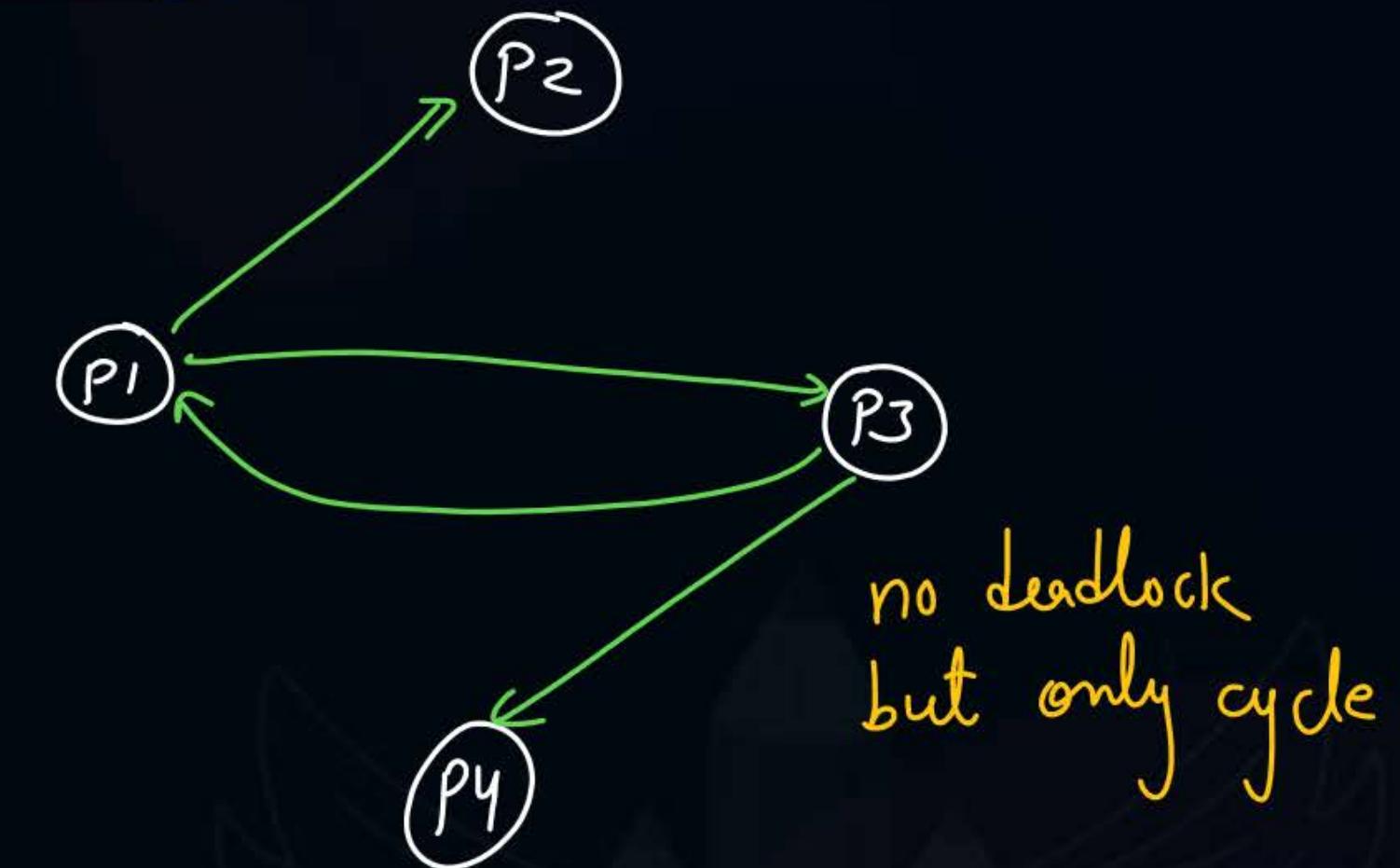
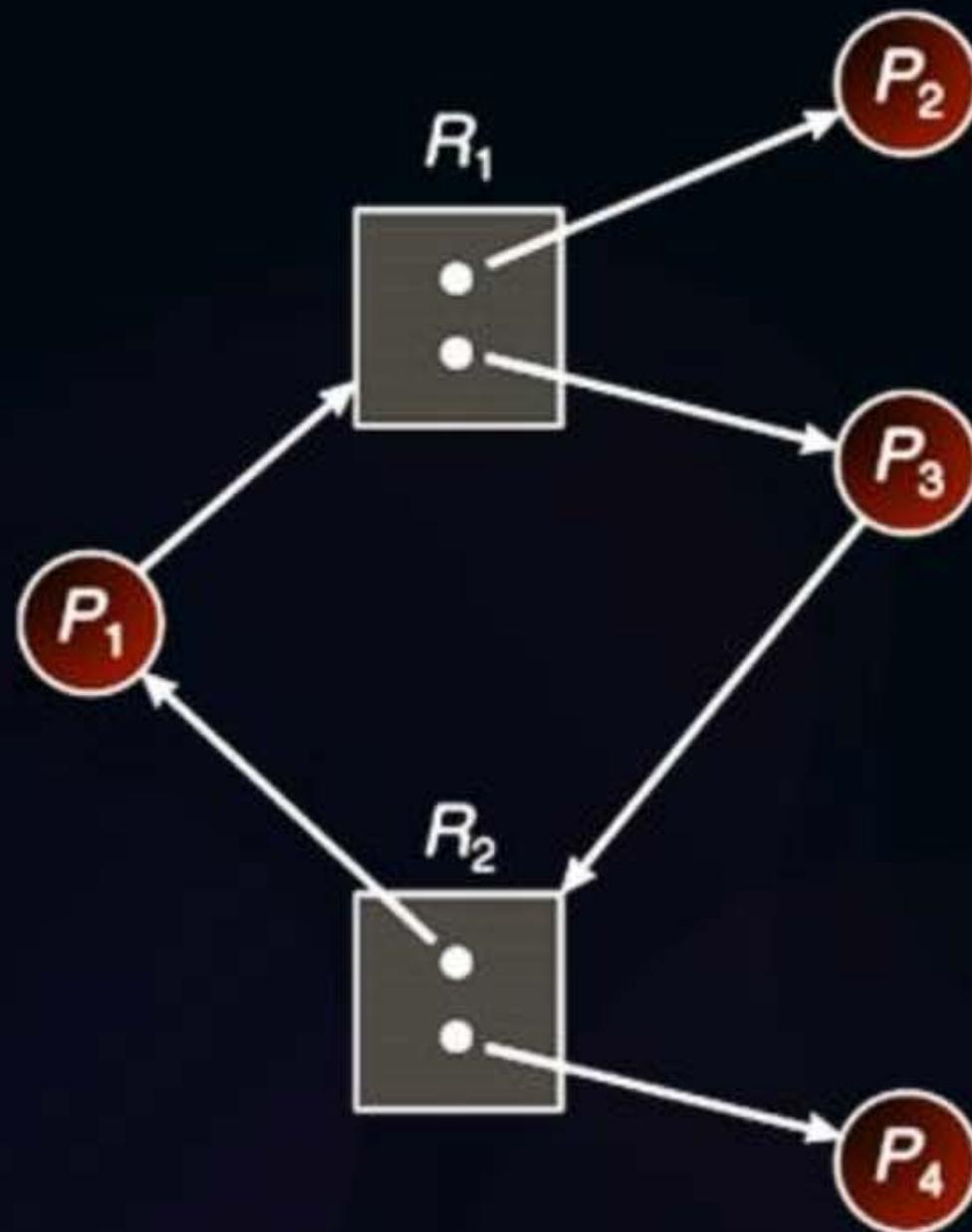
## Topic : Wait For Graph



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	After P <sub>0</sub> 0 + 0
P <sub>2</sub>	3 0 3	0 0 0	After P <sub>2</sub> 3 1 3
P <sub>3</sub>	2 1 1	1 0 0	After P <sub>1</sub> 5 1 3
P <sub>4</sub>	0 0 2	0 0 2	After P <sub>3</sub> 7 2 4 After P <sub>4</sub> 7 2 6

find process  $P_i$  for which  $\text{Request}_i \leq \text{Available}$

all processes executed

no deadlock

Ques)

	Allocation	Request	Available
$P_0$	1	1	1
$P_1$	2	5	2
$P_2$	2	4	1
$P_3$	4	4	1
$P_4$	3	3	1

after

↓

deadlock  $\Rightarrow$   $P_1, P_2, P_3, P_4$   
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)	Available
A	4	3	1
B	4	3	1
C	4	3	1

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

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

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

#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	$= 5$
<u>20</u>	

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'n max value of  $n$  for which deadlock may occur?

Ans  $\Rightarrow$  infinite

Ques) 4 processes.

	Allocation	max Requirement	
P <sub>1</sub>	2	4	
P <sub>2</sub>	1	3	
P <sub>3</sub>	3	6	
P <sub>4</sub>	1	5	

Allocated = 7

Free = 8

$14 + 1 = 15$

no deadlock

min freely available resources  
for which deadlock never occurs?

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