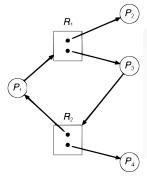
## Resource-Allocation Graph



## Basic facts:

- ► No cycles » no deadlock
- ► If graph contains a cycle \*\*\*
  - if only one instance per resource type, then deadlock
  - if several instances per resource type, possibility of deadlock