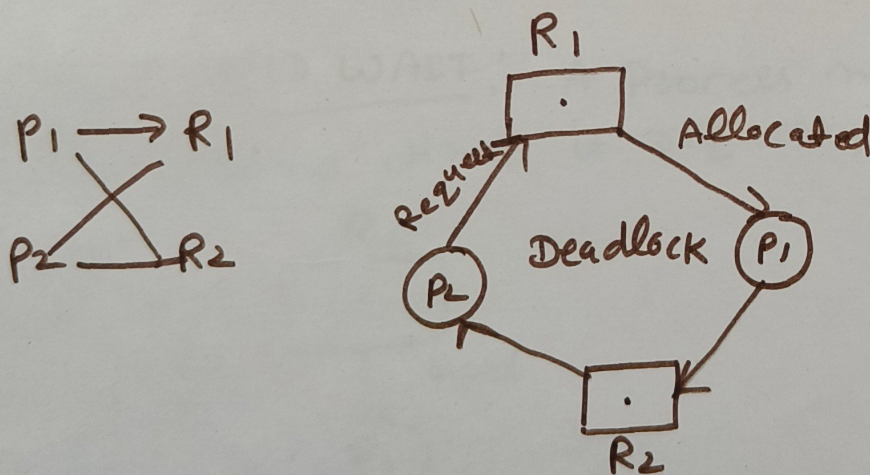


(3)

DEADLOCK :- A Deadlock is a Situation where a group of Processes are permanently blocked as a result of each Process having acquired a subset of the resources needed for its completion and waiting for release of the remaining resource held by others in the same group.

Deadlock is a state between two or more Resources in which they are completing for each other Resources for completing their task, and no one is Ready to leave Resources that means waiting for that which cannot occur.



DEADLOCK CHARACTERIZATION :-

In a deadlock Processes never finish executing and system resources are tied-up preventing other jobs from starting.

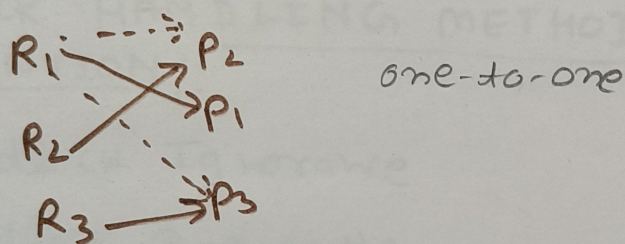
NECESSARY CONDITIONS FOR DEADLOCK :-

Deadlock can arise if four conditions hold

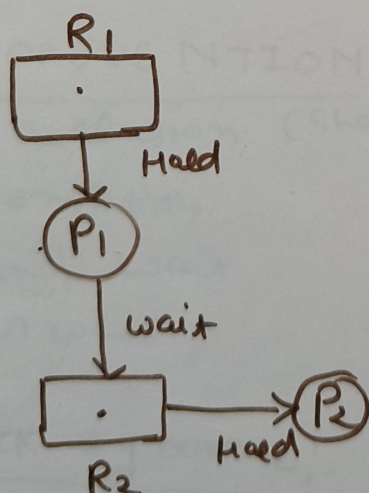
- (1) mutual exclusion
- (2) Hold and wait
- (3) No-Preemption
- (4) circular wait.

(1) MUTUAL EXCLUSION:-

only one Process may use a resource at a time. Once a Process has been allocated a Particular resource, it has exclusive use of the resource. No other Process can use a resource while it is allocated to a Process.

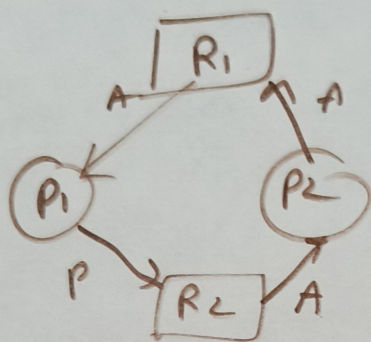


(2) HOLD AND WAIT:- A Process may hold a resource at the same time it requests another one.



(3) NO PRE-EMPTION:- No Resource can be forcibly removed from a Process Holding it. Resources can be released only one by the explicit action of the Process, rather than by the action of an external authority.

(4) CIRCULAR WAIT!:- All the Processes must be waiting for the resource in a cyclic manner.



DEADLOCK HANDLING METHOD AND DEADLOCK PREVENTION!

- ⇒ Deadlock Ignorance
- ⇒ Deadlock Prevention
- ⇒ Deadlock avoidance (Banker's Algo)
- ⇒ Deadlock detection and recovery. (RAGs)

DEADLOCK PREVENTION!

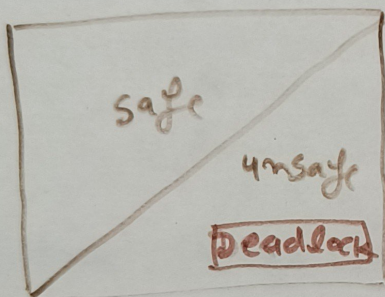
- (1) Mutual Exclusion (Shared Resource)
- (2) No Preemption
- (3) Hold and wait
- (4) Circular wait.

(1) Deadlock Ignorance!:- we ignore the problem as if it does not exist.

(2) Deadlock Prevention!:-

DEADLOCK AVOIDANCE :-

(1) Safe State :- A State is safe if the system can allocate Resource upto its maximum in some sequence (safe sequence) and still Avoid Dead lock. Safe sequence may not be unique there may be multiple safe sequence.



Safety Algorithm:

(1) $work = Available$
 $finish = false$

(2) Find an 'i' such that
 $Finish[i] = false$ and
 $Need_i \leq work$
if no such i, go to step 4

(3) $Finish[i] = true$
 $work = work + Allocation$

(4) if $Finish[i] = true$ for all i,
then the system is safe.

⇒ A state is said to be safe if it is not deadlocked and there is some scheduling order in which every process can run to completion even if they suddenly request their maximum number of resource immediately.

Ex	Process	Allocated	maximum
	A	3	9
	B	2	4
	C	2	7

total resources are 10

7 resources already allocated

so there are three resources free

$$\begin{aligned}\text{Free Resource} &= 10 - 7 \\ &= 3\end{aligned}$$

A need 6 resources more to complete it

$$\begin{aligned}\text{Need} &= \text{maximum} - \text{Allocation} \\ &= 9 - 3 \\ &= 6\end{aligned}$$

$$\begin{aligned}\text{B need} &= 4 - 2 \\ &= 2 \text{ Resources}\end{aligned}$$

$$\begin{aligned}\text{C need} &= 7 - 2 = 5 \text{ resources more to complete}\end{aligned}$$

Process	Allocate	max	
A	3	9	$9-3=6$
B	2	4	$4-2=\boxed{2}$
C	2	7	$7-2=5$

Free Resource = 3

Process	Allocat	max	
A	3	9	$9-3=6$
B	2	4 -	-
C	2	7	$7-2=5$

Free Resource = 5

Process	Allocated	max	
A	3	9	$9-3=6$
B	0	-	-
C	0	-	-

free resource = 7

Process	Allocated	max	
A	0	-	-
B	0	-	-
C	0	-	-

free = 1

(39)

Safe Sequence

$\langle B, C, A \rangle$

BANKER'S ALGORITHM:-

⇒ The Banker's algorithm is the best known of the avoidance strategies. The strategy is modelled after the leading policies employed in banking system. The resource-allocation graph algorithm is suitable to a resource allocation system with single instances of each resource type.

⇒ Banker's Algorithm is suitable to a resource allocation system with multiple instances of each resource type. Algorithm makes decisions on granting a resource based on whether or not granting the request will put the system into an unsafe state.

⇒ Several data structures must be maintained to implement the Banker's algorithm. Let n be the number of processes in the system and m be the number of resource types. We need the following data-structures.

- (1) Available
- (2) max
- (3) Allocation
- (4) Need.

(1) Available:- A vector of length m indicates the number of available resources of each type. if available $[j] = k$ there are k instances of resource type R_j available.

(2) Max:- An $n \times m$ matrix defines the maximum demand of each process. if $\text{max}[i, j] = k$ then process P_i may request at most k instances of resource type R_j .

(3) Allocation:- An $n \times m$ matrix defines the number of resources of each type currently allocated to each process. if allocation $[i, j] = k$, then process P_i is currently allocated k instances of resource type R_j .

(4) Need:- An $n \times m$ matrix indicates the remaining resource need of each process. if need $[i, j] = k$, then process P_i may need k more instances of resource type R_j to complete its task. $\text{Need}[i, j] = \text{Allocation}[i, j]$

ALGORITHM:-

Bankers Algorithm is the combination of Safety Algorithm and the resource request Algorithm.

Step 1: Initialize work = available

finish[i] = false for $i = 0, 1, 2, 3, \dots, n-1$

Step 2:

Check the availability

Need[i] $\leq$ work go to Step 3

else finish[i] = false if i does
not exist go
to Step 4

Step 3: work = work + Allocation[i]

finish[i] = true then go to Step 3

~~else finish[i] = false if i~~

Step 4: if finish[i] = true for all
System is safe state

Need = Maximum - Allocation

Example:

Consider a system that contains five processes P_1, P_2, P_3, P_4, P_5 , and three types A, B & C. A has 10, B has 5 and C has 7 instances.

(42)

Process	Allocation			Maximum			Available			Need		
	A	B	C	A	B	C	A	B	C	A	B	C
P ₁	0	1	0	7	5	3	3	3	2	7	4	3
P ₂	2	0	0	3	2	2				1	2	2
P ₃	3	0	2	9	0	2				6	0	0
P ₄	2	1	1	2	1	1				0	0	0
P ₅	0	0	2	4	3	3				4	3	1

Step 1:

Available work = 3 3 2

 $Need_1 \leq work$ $7\ 4\ 3 \leq 3\ 3\ 2$ P₁ is not executed. $Need_2 \leq work$ $1\ 2\ 2 \leq 3\ 3\ 2$ P₂ is executedwork = work + Allocation of P₂

work = 3 3 2 + 2 0 0

work = 5 3 2

 $Need_3 \leq work$ $6\ 0\ 0 \leq 5\ 3\ 2$ false P₃ waiting $Need_4 \leq work$ $0\ 0\ 0 \leq 5\ 3\ 2$ true P₄ executed.

(43)

$$\begin{aligned}\text{New work} &= \text{work} + \text{Allocation of } P_4 \\ &= 532 + 211 \\ &= 743\end{aligned}$$

$$\text{Need}_5 \leq \text{work}$$

$$431 \leq 743 \text{ true } P_5 \text{ executed.}$$

$$\text{Need}_1 \leq \text{work}$$

$$743 \leq 745 \text{ true.}$$

$$\text{work} = \text{work} + \text{Allocation of } P_1$$

$$\begin{aligned}\text{work} &= 745 + 010 \\ &= 755\end{aligned}$$

$$\text{Need}_3 \leq \text{work}$$

$$600 \leq 755 \text{ true } P_3 \text{ is executed}$$

$$\text{new work} = \text{work} + \text{Allocation of } P_3$$

$$\begin{aligned}\text{new work} &= 755 + 302 \\ &= 1057\end{aligned}$$

Safe Sequence

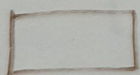
$$\langle P_2, P_4, P_5, P_1, P_3 \rangle \text{ Ans}$$

Ex2

Process	Allocation	maximum	Available	Need
	A B C D	A B C D	A B C D	A B C D
P ₀	0 0 1 2	0 0 1 2	1 5 2 0	0 0 0 0
P ₁	1 0 0 0	1 7 5 0	1 5 3 2	0 7 5 0
P ₂	1 3 5 4	2 3 5 6	2 8 8 6	1 0 0 2
P ₃	0 6 3 2	0 6 5 2	2 14 11 8	0 0 2 0
P ₄	0 0 1 4	0 6 5 6	2 14 12 12	0 6 4 2
			3 14 12 12	

Do you get?< P₀, P₂, P₃, P₄, P₁ >RESOURCES ALLOCATION GRAPH!

⇒ Process



⇒ Resource



⇒ Number of Instances

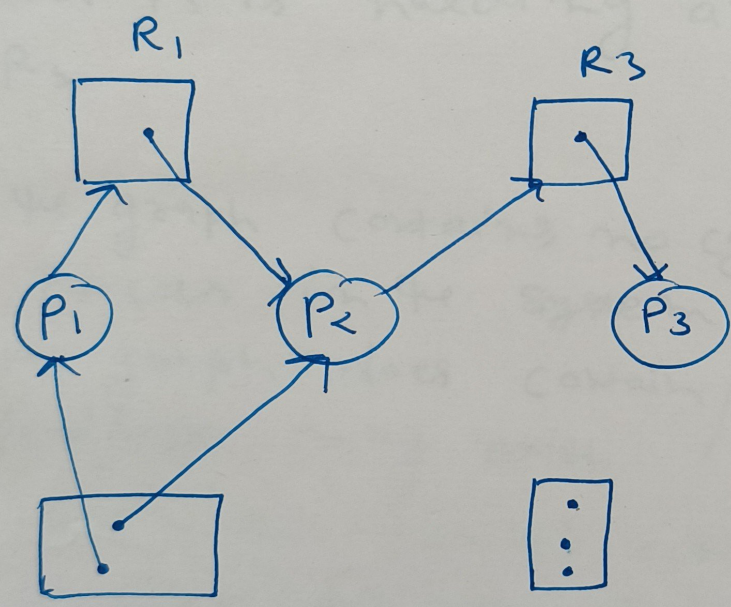
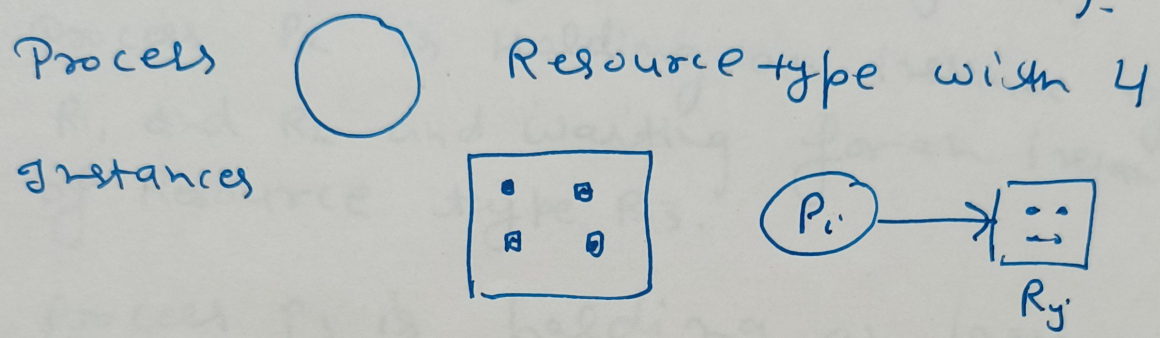


⇒ Request and Allocated arrow

Resource Allocation graph is used to describe the deadlock. It is also called system resource graph.

graph consists of a set of vertices (V) and set of edges (E).

All the active Processes in the system denoted by $P = \{P_1, P_2, \dots, P_n\}$ and set consisting of all resource type in the system is denoted by $R = \{R_1, R_2, \dots, R_m\}$.



(Resource allocation graph)

in this graph

- Resource R_1 = one instance
- Resource R_2 = two "
- " R_3 = one "
- " R_4 = three "

Process States:

(46)

Process P_1 is holding an instance of resource type R_2 and is waiting for an instance of Resource type R_1 ,

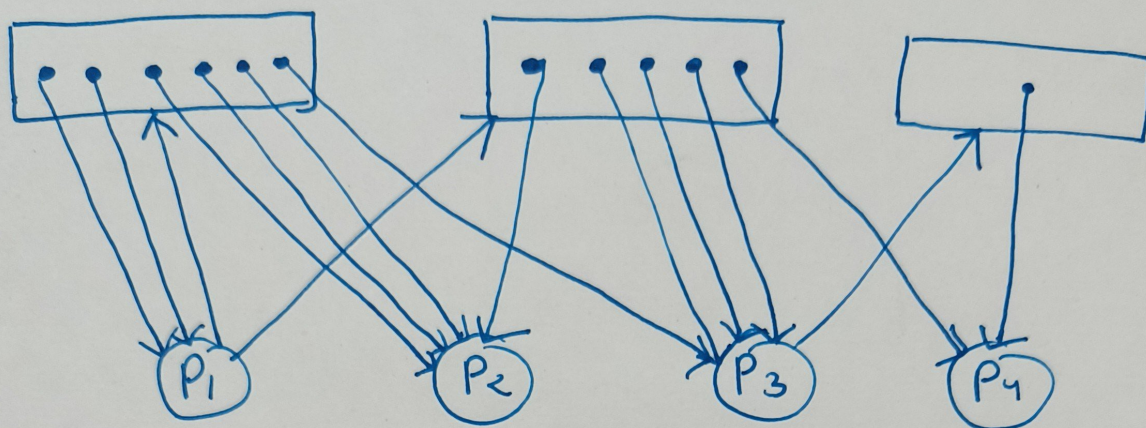
Process P_2 is Holding an instance of R_1 and R_2 and waiting for an instance of Resource type R_3 .

Process P_3 is holding an instance of R_3

if the graph contains no cycle, then no process in the system is deadlock.
if the graph does contain a cycle then a deadlock may exist.

Ex given the process resource usage and availability draw the resource-allocation graph.

Process	Current allocation			Outstanding requests			Available resource		
	R_1	R_2	R_3	R_1	R_2	R_3	R_1	R_2	R_3
P_1	2	0	0	1	1	0	0	0	0
P_2	3	1	0	0	0	0			
P_3	1	3	0	0	0	1			
P_4	0	1	1	0	1	0			



Ex Consider the following snapshot of a system.

Process	Allocated			maximum			Available		
	R ₁	R ₂	R ₃	R ₁	R ₂	R ₃	R ₁	R ₂	R ₃
P ₁	2	2	3	3	6	8	7	7	10
P ₂	2	0	3	4	3	3			
P ₃	1	2	4	3	4	4			

Answer the following questions using the banker's algorithm.

(1) What is the content of the matrix need?

(2) Is the system in safe state or unsafe state.

D.Y.S

Practical Problem