Chapter VI
Deadlocks

Jehan-François Pâris
jfparis@uh.edu
Chapter overview

- Deadlocks
- Necessary conditions for deadlocks
- Deadlock prevention
Deadlocks

- A **deadlock** is said to occur whenever
  - Two or more processes are blocked
  - Each of these processes is waiting for a resource that is held by another blocked process.
Examples

- Two friends have exchanged insults
  - Each is expecting the other to apologize first
- A rebel group does nor want to cease the hostilities before being recognized by the government
  - The government is ready to negotiate but only after the hostilities have ceased
A graphic view

Alan

wants

Bob’s Apology

holds on

Alan’s Apology

wants

Bob

holds on

Alan’s Apology
A graphic view

Sister wants Sugar

holds on

Milk wants Brother

holds on

wants
A graphic view

Rebels wants Peace Talks

holds on
wants

Cease-fire holds on Gov’nt

wants
US and Free French in 1944

US wants to meet

Request to meet

Invitation holds on

Free French wants
Elements

- Processes
  - P

- Resources
  - R
Relations

- Process P holds on/owns resource R

- Process P needs/wants resource R
Serially reusable resources

- Memory space, buffer space, disk space, USB slot to insert a flash drive
- Exist only in a *limited quantity*
- One process may have to *wait* for another process to release the resources it is currently holding.
Consumable resources

- Cannot be reused

- Messages are best example:
  - "Owned" by the process that creates them until it releases them
  - "Wanted" by the process that waits for them
Handling deadlocks

- **Do nothing**: Ignore the problem

- **Deadlock prevention**: Build *deadlock-free* systems

- **Deadlock avoidance**: Avoid system states that *could* lead to a deadlock

- **Deadlock detection**: Detect and break deadlocks
Handling deadlocks

- **Do nothing:**
  Ignore the problem

- **Deadlock prevention:**
  Build *deadlock-free* systems

- **Deadlock avoidance:**
  Avoid system states that *could* lead to a deadlock

- **Deadlock detection:**
  Detect and break deadlocks
Haberman’s conditions

- Four **necessary conditions** must **all** be in effect for deadlocks to happen:
  - **Mutual Exclusion**
  - **Hold and Wait**
  - **No Preemption**
  - **Circular Wait**
Mutual exclusion

- At least one of the processes involved in the deadlock must claim *exclusive control* of some of the resources it requires.
Hold and wait

- Processes can hold the resources that have already been allocated to them while waiting for additional resources
No preemption

- Once a resource has been allocated to a process, it cannot be taken away or borrowed from that process until the process is finished with it.
Circular wait

- There must be a circular chain of processes such that each process in the chain holds some resources that are needed by the next process in the chain.
  - *Formal equivalent to what we call a vicious circle*
Deadlock prevention

- *Any* system that prevents *any* of the four necessary conditions for deadlocks will be deadlock-free

- Must find the easiest condition to deny
Denying mutual exclusion

- Prevent any process from claiming *exclusive control* of any the resource

**Drawbacks**
- Many resources can only be used by one process at a time
- Cannot hold on a message and send it at the same time
Denying hold and wait

- Require processes to get all the resources they will need or none of them

**Drawbacks**

- Forces processes to acquire ahead of time all the resources they might need
- Does not apply the consumable resources such as messages
Allowing preemption

- Let processes *take away or borrow* the resources they need from the processes that hold on them

**Drawbacks**

- Will result in *lost work* when a process steals storage space from another process
- Cannot force processes to send messages
Denying circular wait (I)

- Impose a total order on all resource types and force all processes to follow that order when they acquire new resources.
- If a process needs more than one unit of a given resource type, it should acquire all of them or none.
Denying circular wait (II)

- Works very well for resources like CPU and memory

**Drawbacks**
- Would force messages to move in only one direction
  - Processes could not exchange messages
A question

- When the leader of the Free French wrote to the White House:
  - I am very happy to accept your kind invitation to come to the US
  - even though no such invitation had been issued, which deadlock condition did he deny?