

Handling Deadlock

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Conditions necessary for deadlock

- 1 Mutual exclusion
- 2 Hold resources & wait
- 3 No preemption of resources
- 4 Circular wait

Options for dealing with deadlock

- 1 Steer clear
 - Avoidance
 - Prevention
- 2 Detect
- 3 Ostrich
 - Do nothing
 - Most frequent

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 - Acquire resources in specified order
 - FreeBSD provides checker (witness) to help debug this condition

This technique works by ensuring the processes always remain in a “safe state.” It may be possible that the four necessary conditions are held, but they will never cause a problem because we have ensured that we will never reach a deadlocked state.

① Resource allocation graph

- Add claim edges
- Cycle detection whenever a process requests a change from claim to use

② Bankers algorithm

- Pretend allocation is successful
- Find if still in a safe state

- Periodically check for cycles in wait-for graph
- Modified bankers algorithm
- When should we check?

- 1 Process termination
 - Kill one (which one?)
 - Kill all
- 2 Resource preemption
 - Which resources?
 - Which process?
 - How do we recover?
 - Can we prevent starvation?