

Deadlock

CSE 410 - Computer Systems
November 30, 2001

Readings and References

- Reading
 - › Chapter 8, *Operating System Concepts*, Silberschatz, Galvin, and Gagne
- Other References

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Deadlock

- Circular waiting for resources
 - › Task A wants what task B has
 - › Task B wants what task A has
- No progress possible!
 - › Neither can make progress without the other's resource
 - › Neither will relinquish its own resource

```
...  
lockOne->Acquire();  
...  
...  
lockTwo->Acquire();
```

```
...  
lockTwo->Acquire();  
lockOne->Acquire();
```

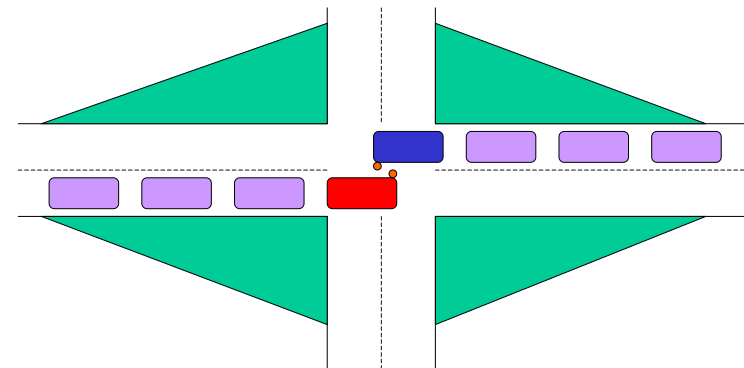
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Simple Traffic Gridlock Example



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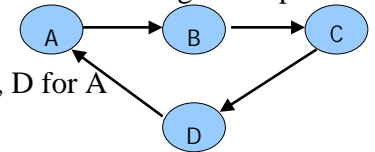
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System Model

- There are *tasks* and *resources*
- A task follows these steps to utilize a resource
 - › Acquire the resource
 - If the resource is unavailable, block
 - › Use the resource
 - › Release the resource

Necessary Conditions for Deadlock

- Mutual Exclusion
 - › The resource can't be shared
- Hold and Wait
 - › Task holds one resource while waiting for another
- No Preemption
 - › If a task has a resource, it cannot be forced to give it up
- Circular Wait
 - › A waits for B, B for C, C for D, D for A



Is Gridlock Example Deadlock?

- Mutual Exclusion
 - › space-time can only hold one car at a time
- Hold and wait
 - › I'm here, and I want to turn left, so watch out
- No preemption
 - › cannons are not allowed in cars at this time
- Circular wait
 - › blue waiting for red's space and vice versa

Dealing with Deadlock

- Deadlock Prevention
 - › Ensure statically that deadlock is impossible
- Deadlock Avoidance
 - › Ensure dynamically that deadlock is impossible
- Deadlock Detection and Recovery
 - › Allow deadlock to occur, but notice when it does and try to recover
- Ignore the Problem

Deadlock Prevention

- There are four necessary conditions for deadlock
- Take any one of them away and deadlock is impossible
- Let's attack deadlock by
 - › examining each of the conditions
 - › considering what would happen if we threw it out

Condition: Mutual Exclusion

- Usually can't eliminate this condition
 - › some resources are intrinsically non-sharable
- Examples include printer, write access to a file or record, entry into a section of code
- However, you can often mitigate this by adding a layer of abstraction
 - › For example, use a print spooler, not direct connection to the printer

Condition: Hold and Wait

- Eliminate partial acquisition of resources
- Task must acquire all the resources it needs before it does anything
 - › if it can't get them all, then it gets none
- Resource utilization may be low
 - › If you need P for a long time and Q only at the end, you still have to hold Q's lock the whole time
- Starvation prone
 - › May have to wait indefinitely before popular resources are all available at the same time

Condition: No Preemption

- Allow preemption
 - › If a process asks for a resource not currently available, block it and take away all of its other resources
 - › Add the preempted resources to the list of resources the process is waiting for
- This strategy works for some resources:
 - › CPU state (contents of registers can be spilled to memory)
 - › memory (can be spilled to disk)
- But not for others:
 - › printer - rip off the existing printout and tape it on later?

Condition: Circular Wait

- To attack the circular wait condition:
 - › Assign each resource a priority
 - › Make processes acquire resources in priority order
- Two processes need the printer and the scanner, both must acquire the printer (higher priority) before the scanner
- This is the most common form of deadlock prevention
- The only problem: sometimes forced to relinquish a resource that you thought you had locked up

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Deadlock Avoidance

- Deadlock prevention is often too strict
 - › low device utilization
 - › reduced system throughput
- If the OS had more information, it could do more sophisticated things to avoid deadlock and keep the system in a safe state
 - › “If” is a little word, but it packs a big punch
 - › predicting all needed resources *a priori* is hard

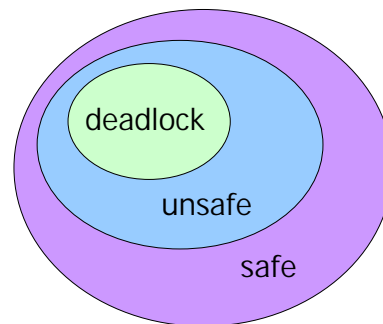
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The Banker's Algorithm

- Idea: know what each process *might* ask for
- Only make allocations that leave the system in a *safe* state
- Inefficient



Resource allocation state space

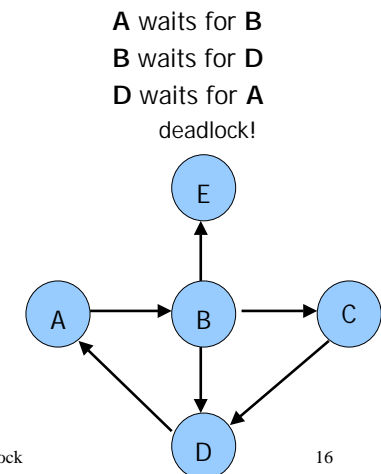
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Deadlock Detection

- Build a *wait-for* graph and periodically look for cycles, to find the circular wait condition
- The wait-for graph contains:
 - › nodes, corresponding to tasks
 - › directed edges, corresponding to a resource held by one task and desired by the other



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Deadlock Recovery

- Once you've discovered deadlock, what next?
- Terminate one of the tasks to stop circular wait?
 - › Task will likely have to start over from scratch
 - › Which task should you choose?
- Take a resource away from a task?
 - › Again, which task should you choose?
 - › How can you *roll back* the task to the state before it had the coveted resource?
 - › Make sure you don't keep on preempting from the same task: avoid starvation

Ignoring Deadlock

- Not a bad policy for operating systems
- The mechanisms outlined previously for handling deadlock may be expensive
 - › if the alternative is to have a forced reboot once a year, that might be acceptable
- However, for thread deadlocks, your users may not be quite so tolerant
 - › “the program only locks up once in a while”