

Deadlocks

- What are deadlocks?
- System model
- Characterizing deadlocks
- Methods for dealing with deadlocks
 - » Deadlock prevention
 - » Deadlock avoidance
 - » Deadlock detection
- Recovering from deadlock
- Deadlock handling in the “real world”

What's a Deadlock?

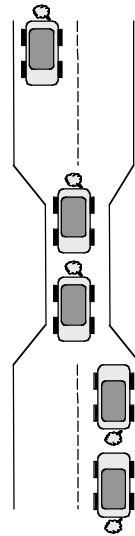
- Deadlock occurs when each of a set of processes holds a resource and is blocked waiting to acquire a resource held by another process in the set
- Example 1:
 - » A system has a disk drive and a tape drive
 - » P_0 wants to read from tape to disk, so it holds the tape drive and waits for the disk to be available
 - » P_1 wants to read from disk to tape, so it holds the disk and waits for the tape drive to be available
- Example 2 (semaphores A & B initialized to 1)

P_0 A.Wait(); B.Wait();

P_1 B.Wait(); A.Wait();

Deadlock on a One-Lane Bridge

- One lane on bridge
- Each bridge section can be viewed as a resource
 - » One section per car
- Deadlock resolution: back up cars
 - » Preemption
 - » Rollback
 - » May need to back up more than one car
- Starvation
 - » Some cars never get to cross



Resources in a System

- System has classes of resources $R_0, R_1, R_2, \dots, R_n$
 - » CPU cycles
 - » Pages of memory
 - » I/O devices (printer, tape, disk)
- Each class R_i has W_i instances
 - » Example: class "disk" has 4 instances (4 disks)
 - » Example: class "memory page" has 512 instances (512 pages)
 - » Instances are fully interchangeable (a process can use any free instance in a resource class)
- Processes can use resources by:
 - » Requesting the resource
 - » Using the resource
 - » Releasing the resource

Conditions Necessary for Deadlock

- Mutual exclusion
 - » Only one process at a time can use a resource
- Hold & wait
 - » A process holding at least one resource is waiting to acquire additional resources held by other processes
- No preemption
 - » A resource can only be released voluntarily by the process holding it after that process has completed its task
- Circular wait
 - » There exists a set $\{P_0, P_1, \dots, P_n\}$ of waiting processes such that P_0 is waiting for a resource held by P_1 , P_1 is waiting for a resource held by P_2 , and so on up to P_n which is waiting for a resource held by P_0

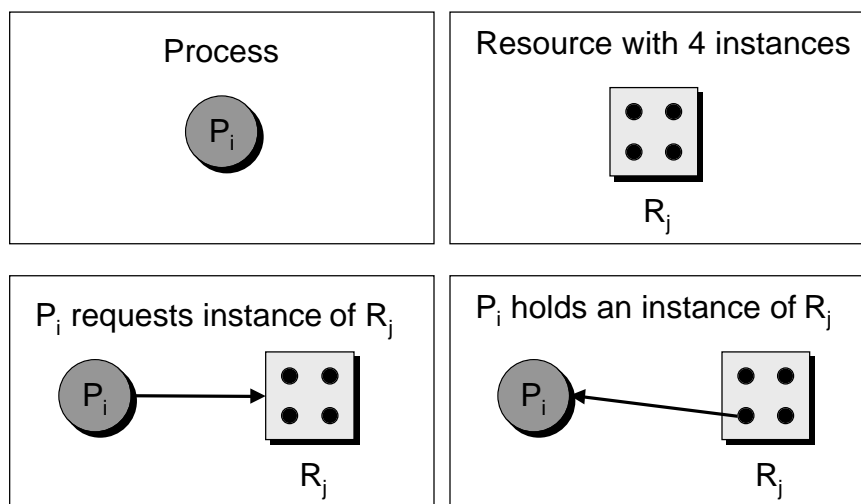
Example: Dining Philosophers

- Each philosopher picks up the chopstick on his/her right
- Each philosopher waits for the chopstick on his/her left to become available
- Deadlock occurs
 - » Mutual exclusion: a chopstick can only be held by one person
 - » Hold & wait: a person holds a chopstick while waiting for another
 - » No preemption: philosophers don't put a chopstick down if they can't get both
 - » Circular wait: P_0 waits for P_1 , which waits for P_2 , ..., which waits for P_6 , which waits for P_0

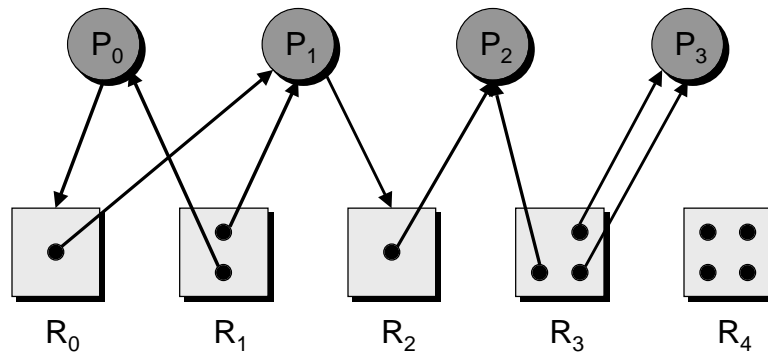
Resource Allocation Graph

- Use a graph to represent resource usage by processes
 - » Graph consists of a set V of vertices & a set E of edges
 - » Edges connect vertices
- Vertices consist of two types
 - » $P = \{P_0, P_1, \dots, P_n\}$: one vertex for each process
 - » $R = \{R_0, R_1, \dots, R_m\}$: one vertex for each class of resources
- Edges are one of two types
 - » Request edge: directed edge from P_i to R_j
 - » Assignment edge: directed edge from R_j to P_i

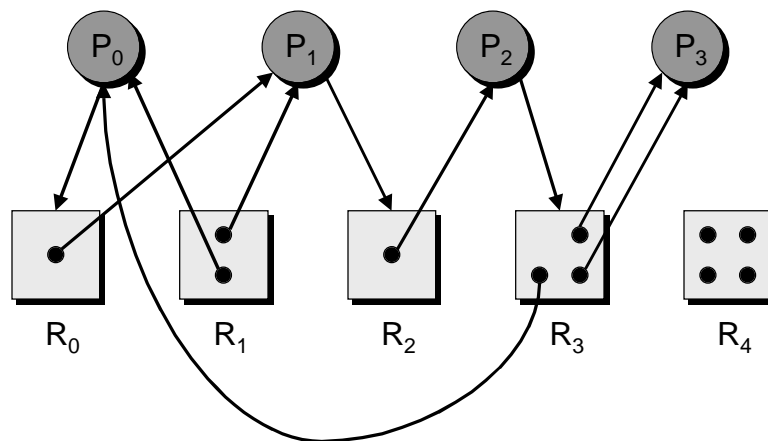
Vertices in a Resource Allocation Graph



Resource Graph Without Cycles



Resource Graph With a Cycle



Resource Graph Cycles and Deadlock

- If the resource graph contains no cycles => no deadlock
- If the graph contains a cycle
 - » If each resource class has exactly one instance => deadlock
 - » If some (or all) resource classes have more than one instance
=> deadlock possible (but not certain)
- Detecting deadlock: can processes run and release their resources to eliminate the cycle in the graph?
 - » If yes, there's no deadlock
 - » If no, there's deadlock
- Possibility: no deadlock yet, but deadlock may happen shortly

Dealing With Deadlocks

- Ensure the system will *never* enter a deadlock state
- Allow system to enter deadlock state and then recover
 - » Kill off processes causing the deadlock
 - » Preempt processes, taking their resources away
- Ignore deadlock problem (maybe it'll go away...)
 - » Pretend that deadlocks never happen
 - » Used by most operating systems because
 - Deadlocks are rare : resources are plentiful
 - Detecting / preventing them is time-consuming

Preventing Deadlock

- Ensure that at least one of the 4 conditions for deadlock can never occur
- Mutual exclusion
 - » Use sharable resources
 - » Not practical for resources that can't be shared
- Hold and wait: guarantee that processes waiting for resources don't hold any while they wait
 - » Require a process to acquire all of its resources at once
 - When process starts
 - At any time when it doesn't hold any resources
 - » May lead to starvation and/or low resource utilization
 - All-or-nothing approach tends to lead to “nothing”
 - Many processes held up by a few processes using “popular” resources

Preventing Deadlock (continued)

- No preemption: allow preemption to eliminate deadlock
 - » Release all of a process' resources if it fails to acquire a resource that it requests
 - » Add released resources to the list of “needed resources” for that process
 - » Restart process only when it can gain all of the resources it needs, including those preempted
 - » Problem: process may be in the middle of using some of the resources
- Circular wait: eliminate cycle in the resource graph
 - » Impose an order on all resource classes
 - » Require that processes request resources in fixed order (same order for all processes)

Dining Philosophers & Circular Wait

- For simple solution to deadlock in Dining Philosophers, order all resources (chopsticks)
 - » Label chopsticks 0 through $n-1$
 - » Require that philosopher grab his/her lower-numbered chopstick first
- Avoids circular wait by eliminating cycle in resource graph
 - » Cycle requires both
 - Philosopher waiting for chopstick a , holding b ($a > b$)
 - Philosopher waiting for chopstick c , holding d ($d > c$)
 - » Otherwise, no cycle is possible
 - » Request lower number first \Rightarrow no deadlock

Avoiding Deadlock

- Requires that the system have some additional information about each process
 - » Simple model: process declares *maximum number* of each class of resources that it may need
 - » Requests for more resources than the maximum are automatically denied
- Deadlock avoidance algorithm examines the resource allocation state to ensure that there's never a circular wait
 - » Done before granting each request
 - » Not done when process declares maximum resources requested
- Resource allocation state includes:
 - » Available & allocated resource amounts
 - » Maximum demands of each process

Safe State

- Granting a resource request must leave the system in a safe state
 - » Safe state is one in which there exists at least one safe sequence of processes
 - » Safe sequence is an order that allows all processes to finish
- Sequence $\langle P_0, P_1, \dots, P_n \rangle$ is safe if, for each P_i , the resources that P_i can still request may be satisfied by currently available resources + resources held by previously completed processes ($P_j, j < i$)
 - » P_i can wait until all previous processes have finished if current resources aren't sufficient
 - » P_i gets its resources, executes, frees all resources, and exits
 - » P_{i+1} can run after P_i terminates, freeing all its resources

Safe State & Deadlock

- System is in a safe state:
 - » Deadlock cannot occur
 - » Future resource requests could cause the system to move into an unsafe state
- System is in an unsafe state:
 - » Deadlock is possible
 - » Deadlock isn't necessarily certain
 - Processes might not request all of the resources they've "reserved"
 - Processes might release some of the resources they already hold before requesting more
- Deadlock avoidance: ensure that the system will never enter an unsafe state

Banker's Algorithm

- Allows multiple instances of any resource class
- Each process must state its maximum resource usage before starting
- A process requesting a resource may have to wait
- A process that acquires resources must release them in a finite amount of time (no infinite loops)
- Called the Banker's Algorithm because it can be used by a bank to make sure that the bank never runs out of cash (presumably a limited resource)

Data Structures for the Banker's Algorithm

- Basic definitions
 - » n = number of processes
 - » m = number of resource classes
- Data structures
 - » `int available[m];`
if `available[j] == k`, there are k instances of resource R_j available
 - » `int max[n][m];`
If `max[i][j] == k`, then process P_i may request at most k instances of resource R_j
 - » `int allocation[n][m];`
If `allocation[i][j] == k`, then process P_i currently has k instances of resource R_j
 - » `int need[n][m];`
If `need[i][j] == k`, then process P_i may need k more instances of R_j
- Invariant: `need[i][j] == max[i][j] - allocation[i][j]`

Safety Algorithm

- Define `work[m]` and `finish[n]`
- Initialize `work[] = AVAIL` and `finish[] = FALSE`
- Repeat while, for some i , `finish[i] == FALSE`
 - » Find an i such that both:
 - `finish[i] == FALSE`
 - `need[i][j] <= work[j]` for all j
 - » If no such i exists, exit the repeat loop
 - » `finish[i] = TRUE`
 - » For all j :
 - `work[j] += allocation[i][j]`
- If `finish[i] == TRUE` for all i , the system is in a safe state

Resource Request from Process P_i

- `Requesti` is the request vector for process P_i
- If `Requesti[j] == k`, then process P_i wants k instances of resource class R_j
- If `Requesti > Needi`, process wants more than its max
- If `Requesti > Available`, process must wait for more resources to become available
- “Allocate” resources to P_i by modifying the state by:
 - `Available -= Requesti`
 - `Allocationi += Requesti`
 - `Needi -= Requesti`
 - » If this is a safe state, the resources are allocated and the temporary changes above are made permanent
 - » If this is not a safe state, P_i must wait and the previous allocation state is restored

Banker's Algorithm Example

- System contains:
 - » 5 processes (P_0 through P_4)
 - » 3 resources (A: 8 instances, B: 9 instances, C: 3 instances)
- Need is defined as $\text{Max} - \text{Allocation}$
- Safe state: processes run in order P_1, P_4, P_0, P_2, P_3
 - » Other orderings are possible
- Initial snapshot:

P	<u>Allocation</u>			<u>Max</u>			<u>Need</u>			<u>Available</u>		
	A	B	C	A	B	C	A	B	C	A	B	C
P0	3	0	1	6	4	3	3	4	2	2	3	1
P1	0	1	1	1	3	2	1	2	1			
P2	2	1	0	6	5	0	4	4	0			
P3	0	4	0	3	9	3	3	5	3			
P4	1	0	0	2	2	2	1	2	2			

Banker's Algorithm, continued

- Process P_4 requests (1,1,0)
 - » Check to see if resources available
 - » Check to see if we're still in a safe state
 - » Yes: P_1, P_4, P_0, P_2, P_3
- Consider system before P_4 request
 - » Can P_2 request (1,1,0)?

P	<u>Allocation</u>			<u>Max</u>			<u>Need</u>			<u>Available</u>		
	A	B	C	A	B	C	A	B	C	A	B	C
P0	3	0	1	6	4	3	3	4	2	1	2	1
P1	0	1	1	1	3	2	1	2	1			
P2	2	1	0	6	5	0	4	4	0			
P3	0	4	0	3	9	3	3	5	3			
P4	2	1	0	2	2	2	0	1	2			

Detecting Deadlock

- Deadlock prevention can be slow and difficult
- Rather than prevent deadlock, allow it to happen
 - » Deadlocks are infrequent
 - » Deadlocks can be “backed out” if they’re detected
- To do this, we need
 - » Deadlock detection algorithm
 - » Deadlock recovery mechanisms

Single Instances of Each Resource

- Simple case: one instance of each resource
- Solution: keep a “wait-for” graph
 - » Each process is a node
 - » Directed edge from P_i to P_j indicates that P_i is waiting for P_j to release a resource
- Periodically invoke an algorithm that searches for cycles in the graph
 - » Don’t need to invoke each time a resource is used
 - » Invocation frequency depends on how urgently a deadlock must be dealt with
- Graph algorithm to detect cycles requires $O(n^2)$ operations, where n is the number of vertices (processes) in the graph

Multiple Instances of Resources

- Normal case: several instances of one or more resources
- Data structures required:
 - » Available: vector of length m indicating the number of available resources of each class
 - » Allocation: an $n \times m$ matrix holding the number of resources of each type currently held by each process
 - » Request: an $n \times m$ matrix indicating the current request of each process

Deadlock Detection Algorithm

- Define
 - » `Work[m] = Available`
 - » `Finish[i] = false` if any `Allocation[i][j] != 0`
- Repeat until done
 - » Find an index i such that both:
 - `Finish[i] == false`
 - `Request[i] <= Work[i]`
 - If none is found, the system is deadlocked, and the processes that haven't yet finished are the ones causing it
 - » Process i found in the previous step can finish
 - `Work += Allocation`
 - `Finish[i] = TRUE`
- Algorithm requires $O(m \times n^2)$ operations to detect deadlock

Deadlock Detection Example

- System contains:
 - » 5 processes (P_0 through P_4)
 - » 3 resources (A: 7 instances, B: 2 instances, C: 6 instances)
- Sequence P_0, P_2, P_3, P_1, P_4 will allow all processes to finish

P	<u>Allocation</u>			<u>Request</u>			<u>Available</u>		
	A	B	C	A	B	C	A	B	C
P0	0	1	0	0	0	0	0	0	0
P1	2	0	0	2	0	2			
P2	3	0	3	0	0	0			
P3	2	1	1	1	0	0			
P4	0	0	2	0	0	2			

Deadlock Detection Example, continued

- P2 requests another instance of resource C
 - » P0 can still finish, returning its resources to the pool
 - » P1, P2, P3, P4 are deadlocked
- How can the system recover from a deadlock?

P	<u>Allocation</u>			<u>Request</u>			<u>Available</u>		
	A	B	C	A	B	C	A	B	C
P0	0	1	0	0	0	0	0	0	0
P1	2	0	0	2	0	2			
P2	3	0	3	0	0	1			
P3	2	1	1	1	0	0			
P4	0	0	2	0	0	2			

Using Deadlock Detection

- How frequently (and when) to invoke depends on:
 - » Frequency with which deadlocks occur
 - » Number of processes that need to be rolled back (forced to give up their resources and restart from an earlier point)
- If deadlock detection is invoked arbitrarily, it's hard to find the "keystone" for the deadlock
 - » Try to roll back as few processes as possible
 - » Many cycles in graph might be undone by rolling back just one or two processes, undoing the "log jam"

Recovering from Deadlock: Termination

- Terminate all deadlocked processes
 - » Drastic, but fast and guaranteed to work
- Abort processes one at a time until the deadlock is gone
 - » Slower, but less disruptive
- How do we choose processes to kill?
 - » Process priority (keep more important processes)
 - » Execution time or time to completion (conserve CPU time)
 - » Other resources used by the process
 - » Other resources needed to complete process execution
 - » Number of processes that must be aborted (the fewer the better, usually)
 - » Other factors (interactive/batch, user running the process, interrelation of processes)

Recovery from Deadlock: Preemption

- Rather than kill a process, steal some (or all) of its resources
 - » Computation not wasted
 - » Process may be able to proceed in a limited way
- To select a victim, minimize cost (as with termination)
- Process may need to be “rolled back”
 - » Free up resources
 - » Restart execution at point just before resources were requested
- Potential problems with preemption
 - » Starvation: same process may always be victimized
 - » Code complexity: allowing roll back isn't always easy

Deadlock Handling

- Combine basic approaches
 - » Prevention: very conservative, but guaranteed to work
 - » Avoidance: less restrictive than prevention, but requires *a priori* knowledge from processes
 - » Detection: useful if deadlocks are unlikely because the overhead of prevention and avoidance is too high
- Use different approaches for different resources
 - » Printer: prevention
 - » Memory pages: detection
 - » Disk space: avoidance