Lecture - X
Deadlocks - I

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Roadmap

• Synchronization structures
  - Problems with Semaphores
  - Monitors
  - Condition Variables

• The Deadlock Problem
  - Characterization of Deadlock
  - Resource Allocation Graph
  - Deadlock Prevention
  - Deadlock Detection

Problems with Semaphores

• Wrong use of semaphore operations:
  - semaphores A and B, initialized to 1

<table>
<thead>
<tr>
<th>P0</th>
<th>P1</th>
</tr>
</thead>
<tbody>
<tr>
<td>wait(A)</td>
<td>wait(B)</td>
</tr>
<tr>
<td>wait(B)</td>
<td>wait(A)</td>
</tr>
</tbody>
</table>

→ Deadlock

- signal (mutex) ... wait (mutex)
  → violation of mutual exclusion

- wait (mutex) ... wait (mutex)
  → Deadlock

- Omitting of wait (mutex) or signal (mutex) (or both)
  → violation of mutual exclusion or deadlock

Semaphores

• inadequate in dealing with deadlocks
• do not protect the programmer from the easy mistakes of taking a semaphore that is already held by the same process, and forgetting to release a semaphore that has been taken
• mostly used in low level code, eg. operating systems
• the trend in programming language development, though, is towards more structured forms of synchronization, such as monitors

Monitors

• A high-level abstraction that provides a convenient and effective mechanism for process synchronization
• Only one process may be active within the monitor at a time

```plaintext
monitor monitor-name
{
  // shared variable declarations
  procedure P1 (...) {...} ...
  procedure Pn (...) {...} ...
  Initialization code (...) {...} ...

  ...
}
```

• A monitor procedure takes the lock before doing anything else, and holds it until it either finishes or waits for a condition

Monitor - Example

As a simple example, consider a monitor for performing transactions on a bank account.

```plaintext
monitor account {
  int balance := 0

  function withdraw(int amount) {
    if amount < 0 then error "Amount may not be negative"
    else if balance < amount then error "Insufficient funds"
    else balance := balance - amount
  }

  function deposit(int amount) {
    if amount < 0 then error "Amount may not be negative"
    else balance := balance + amount
  }
}
```
Condition Variables

- Provide additional synchronization mechanism
- condition x, y;

Two operations on a condition variable:
- x.wait() - a process invoking this operation is suspended
- x.signal() - resumes one of processes (if any) that invoked x.wait()

If no process suspended, x.signal() operation has no effect.

Solution to Dining Philosophers using Monitors

monitor DP
{
    enum { THINKING; HUNGRY, EATING) state [5];
    condition self [5]; //to delay philosopher when he is hungry but unable to get chopsticks

    initialization_code() {
        for (int i = 0; i < 5; i++)
            state[i] = THINKING;
    }

    void pickup (int i) {
        state[i] = HUNGRY;
        test(i);//only if both neighbors are not eating
        if (state[i] != EATING) self[i].wait;
    }

    void test (int i) {
        if ((state[i] == HUNGRY) &&
            (state[(i + 1) % 5] != EATING) &&
            (state[(i + 4) % 5] != EATING) ) {
            state[i] = EATING;
            self[i].signal () ;
        }
    }

    void putdown (int i) {
        state[i] = THINKING;
        test((i + 4) % 5);
        test((i + 1) % 5);
    }
}

➡ No two philosophers eat at the same time
➡ No deadlock
➡ But starvation can occur!

Solution to Dining Philosophers (cont)

void test (int i) {
    if ((state[i] == HUNGRY) &&
        (state[(i + 1) % 5] != EATING) &&
        (state[(i + 4) % 5] != EATING) ) {
        state[i] = EATING;
        self[i].signal () ;
    }
}

void putdown (int i) {
    state[i] = THINKING;
    // test left and right neighbors
    test((i + 4) % 5);
    test((i + 1) % 5);
}

➡ No two philosophers eat at the same time
➡ No deadlock
➡ But starvation can occur!

Sleeping Barber Problem

- Based upon a hypothetical barber shop with one barber, one barber chair, and a number of chairs for waiting customers
- When there are no customers, the barber sits in his chair and sleeps
- As soon as a customer arrives, he either awakens the barber or, if the barber is cutting someone else’s hair, sits down in one of the vacant chairs
- If all of the chairs are occupied, the newly arrived customer simply leaves

Solution

- Use three semaphores: one for any waiting customers, one for the barber (to see if he is idle), and a mutex
- When a customer arrives, he attempts to acquire the mutex, and waits until he has succeeded.
- The customer then checks to see if there is an empty chair for him (either one in the waiting room or the barber chair), and if none of these are empty, leaves.
- Otherwise the customer takes a seat - thus reducing the number available (a critical section).
- The customer then signals the barber to awaken through his semaphore, and the mutex is released to allow other customers (or the barber) the ability to acquire it.
- If the barber is not free, the customer then waits. The barber sits in a perpetual waiting loop, being awakened by any waiting customers. Once he is awoken, he signals the waiting customers through their semaphore, allowing them to get their hair cut one at a time.

Implementation:

- Semaphore Customers
- Semaphore Barber
- Semaphore accessSeats (mutex)
- int NumberOfFreeSeats

The Barber(Thread):

while(true) //runs in an infinite loop
{
    Customers.wait() //tries to acquire a customer - if none is available he's going to sleep
    accessSeats.wait() //at this time he has been awaken - want to modify the number of available seats
    NumberOfFreeSeats++ //one chair gets free
    Barber.signal() //the barber is ready to cut
    accessSeats.signal() //we don't need the lock on the chairs anymore //here the barber is cutting hair
}
The Customer(Thread):

while (notCut) //as long as the customer is not cut
{
    accessSeats.wait() //tries to get access to the chairs
    if (NumberOfFreeSeats>0) { //if there are any free seats
        NumberOfFreeSeats -- //sitting down on a chair
        customers.signal() //notify the barber, who's waiting that there is
        accessSeats.signal() //don't need to lock the chairs anymore
        barber.wait() //now it's this customers turn, but wait if the barber
        notCut = false //is busy
    } else { //there are no free seats //tough luck
        accessSeats.signal() //but don't forget to release the lock on the
        seats }
}

The Deadlock Problem

- A set of blocked processes each holding a resource and
  waiting to acquire a resource held by another process
  in the set.
- Example
  - System has 2 disk drives.
  - $P_1$ and $P_2$ each hold one disk drive and each needs another one.
- Example
  - semaphores $A$ and $B$, initialized to 1
    
    $P_0$ 
    $P_1$ 
    
    wait ($A$);  wait ($B$) 
    wait ($B$);  wait ($A$)

Bridge Crossing Example

- Traffic only in one direction.
- Each section of a bridge can be viewed as a
  resource.
- If a deadlock occurs, it can be resolved if
  one car backs up (preempt resources and
  rollback).
- Several cars may have to be backed up if a
deadlock occurs.

Deadlock vs Starvation

- Deadlock - two or more processes are waiting indefinitely for an
  event that can be caused by only one of the waiting processes

- Starvation - indefinite blocking. A process may never be removed
  from the semaphore queue in which it is suspended.

Deadlock Characterization

Deadlock can arise if four conditions hold simultaneously.

1. Mutual exclusion: nonshared resources;
   only one process at a time can use a specific resource
2. Hold and wait: a process holding at least
   one resource is waiting to acquire additional
   resources held by other processes
3. No preemption: a resource can be released
   only voluntarily by the process holding it,
   after that process has completed its task
4. Circular wait: there exists a set \{$P_0, P_1, ..., P_n$\} of waiting processes such that $P_i$ is
   waiting for a resource that is held by $P_{i+1}$, $P_1$ is
   waiting for a resource that is held by $P_2$, ..., $P_{n-1}$ is waiting for a resource that is
   held by $P_n$, and $P_0$ is waiting for a resource that is
   held by $P_0$. 

Deadlock Characterization (cont.)

Deadlock can arise if four conditions hold simultaneously.

4. Circular wait: there exists a set \{$P_0, P_1, ..., P_n$\} of waiting processes such that $P_i$ is
   waiting for a resource that is held by $P_{i+1}$, $P_1$ is
   waiting for a resource that is held by $P_2$, ..., $P_{n-1}$ is waiting for a resource that is
   held by $P_n$, and $P_0$ is waiting for a resource that is
   held by $P_0$. 

Resource-Allocation Graph (Cont.)

- Process
- Resource Type with 4 instances
- $P_i$ requests instance of $R_j$
- $P_i$ is holding an instance of $R_j$

Basic Facts

- If graph contains no cycles $\Rightarrow$ no deadlock.
- If graph contains a cycle $\Rightarrow$ there may be a deadlock
  - if only one instance per resource type, then deadlock.
  - if several instances per resource type, possibility of deadlock.

Example of a Resource Allocation Graph

Resource Allocation Graph – Example 1

- No Cycle, no Deadlock

Resource Allocation Graph – Example 2

- Cycle, but no Deadlock

Resource Allocation Graph – example 3

- Deadlock
  Which Processes deadlocked?
  - P1 & P2 & P3
Methods for Handling Deadlocks

- Ensure that the system will never enter a deadlock state.
  ➤ deadlock prevention or avoidance
- Allow the system to enter a deadlock state and then recover.
  ➤ deadlock detection
- Ignore the problem and pretend that deadlocks never occur in the system
  ➤ Programmers should handle deadlocks (UNIX, Windows)

Deadlock Prevention (Cont.)

- No Preemption -
  - If a process that is holding some resources requests another resource that cannot be immediately allocated to it, then all resources currently being held are released.
  - Preempted resources are added to the list of resources for which the process is waiting.
  - Process will be restarted only when it can regain its old resources, as well as the new ones that it is requesting.
- Circular Wait - impose a total ordering of all resource types, and require that each process requests resources in an increasing order of enumeration.

Exercise

In the code below, these processes are competing for six resources labeled A to F.

a. Using a resource allocation graph (Silberschatz pp.249-251) show the possibility of a deadlock in this implementation.

```c
void v0() {
    while (true) {
        get(b);
        get(c);
        // critical region:
        // use A, B, C
        release(A);
        release(B);
        release(C);
    }
}
```

```c
void v1() {
    while (true) {
        get(d);
        get(e);
        // critical region:
        // use D, E, B
        release(D);
        release(E);
        release(B);
    }
}
```

```c
void v2() {
    while (true) {
        get(f);
        get(g);
        // critical region:
        // use C, F, D
        release(C);
        release(F);
        release(D);
    }
}
```

Rule of Thumb

- A cycle in the resource allocation graph
  - Is a necessary condition for a deadlock
  - But not a sufficient condition

Deadlock Prevention

➤ Ensure one of the deadlock conditions cannot hold

➤ Restrain the ways request can be made.

- Mutual Exclusion - not required for sharable resources; must hold for non-sharable resources.
  - Eg. read-only files
- Hold and Wait - must guarantee that whenever a process requests a resource, it does not hold any other resources.
  1. Require process to request and be allocated all its resources before it begins execution
  2. or allow process to request resources only when the process has none.
  
  Example: Read from DVD to memory, then print.
  1. holds printer unnecessarily for the entire execution
  2. may never get the printer later
  3. starvation possible

Exercise

In the code below, these processes are competing for six resources labeled A to F.

a. Using a resource allocation graph (Silberschatz pp.249-251) show the possibility of a deadlock in this implementation.

b. Modify the order of some of the get requests to prevent the possibility of any deadlock.

You cannot move requests across procedures, only change the order inside each procedure. Use a resource allocation graph to justify your answer.

```c
void v0() {
    while (true) {
        get(B);
        get(C);
        // critical region:
        // use A, B, C
        release(A);
        release(B);
        release(C);
    }
}
```

```c
void v1() {
    while (true) {
        get(D);
        get(E);
        // critical region:
        // use D, E, B
        release(D);
        release(E);
        release(B);
    }
}
```

```c
void v2() {
    while (true) {
        get(F);
        get(G);
        // critical region:
        // use C, F, D
        release(C);
        release(F);
        release(D);
    }
}
```
Deadlock Detection

- Allow system to enter deadlock state
- Detection algorithm
- Recovery scheme

Single Instance of Each Resource Type

- Maintain wait-for graph
  - Nodes are processes.
  - \( P_i \rightarrow P_j \) if \( P_i \) is waiting for \( P_j \)

Resource-Allocation Graph

Corresponding wait-for graph

Detection Algorithm

1. Let \( \text{Work} \) and \( \text{Finish} \) be vectors of length \( m \) and \( n \), respectively initialize:
   (a) \( \text{Work} = \text{Available} \)
   (b) For \( i = 0, 2, ..., n-1 \), if \( \text{Allocation}[i] = 0 \), then \( \text{Finish}[i] = \text{false} \); otherwise, \( \text{Finish}[i] = \text{true} \).
2. Find an index \( i \) such that both:
   (a) \( \text{Finish}[i] = \text{false} \)
   (b) \( \text{Request}_i \leq \text{Work} \)

   If no such \( i \) exists, go to step 4.

Detection Algorithm (Cont.)

3. \( \text{Work} = \text{Work} + \text{Allocation}, \)
   \( \text{Finish}[i] = \text{true} \)
   go to step 2.

4. If \( \text{Finish}[i] = \text{false} \), for some \( i, 0 \leq i \leq n-1 \), then the system is in deadlock state. Moreover, if \( \text{Finish}[i] = \text{false} \), then \( P_i \) is deadlocked.

Algorithm requires an order of \( O(m \times n^2) \) operations to detect whether the system is in deadlocked state.
Example of Detection Algorithm

- Five processes $P_0$ through $P_4$; three resource types
  - A (7 instances), B (2 instances), and C (6 instances).
- Snapshot at time $T_0$:

\[
\begin{array}{ccc}
\text{Allocation} & \text{Request} & \text{Available} \\
P_0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
P_1 & 2 & 0 & 0 & 2 & 0 & 2 \\
P_2 & 3 & 0 & 3 & 0 & 0 \\
P_3 & 2 & 1 & 1 & 1 & 0 & 0 \\
P_4 & 0 & 0 & 2 & 0 & 0 & 2 \\
\end{array}
\]
- Sequence $<P_0, P_2, P_3, P_1, P_4>$ will result in $Finish[i] = true$ for all $i$.

Example (Cont.)

- $P_2$ requests an additional instance of type $C$.

\[
\begin{array}{ccc}
\text{Request} \\
A & B & C \\
P_0 & 0 & 0 & 0 \\
P_1 & 2 & 0 & 1 \\
P_2 & 0 & 0 & 1 \\
P_3 & 1 & 0 & 0 \\
P_4 & 0 & 0 & 2 \\
\end{array}
\]

- State of system?
  - Can reclaim resources held by process $P_0$, but insufficient resources to fulfill other processes; requests.
  - Deadlock exists, consisting of processes $P_1$, $P_2$, $P_3$, and $P_4$.

Summary

- Synchronization structures
  - Problems with Semaphores
  - Monitors
  - Condition Variables

- The Deadlock Problem
  - Characterization of Deadlock
  - Resource Allocation Graph
  - Deadlock Prevention
  - Deadlock Detection

Next Lecture: Deadlocks - II

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