Deadlock

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May 4, 2023

Outline

1. Synchronization Issues
2. Deadlock and Solutions
    - Necessary Conditions
3. The Ostrich Algorithm
4. Deadlock Prevention
5. Resource Allocation Graph
6. Banker's Algorithm
7. Deadlock Avoidance
8. Deadlock Detection and Recovery
9. Events vs. Threads

Outline

Synchronization Issues

- Liveness
    - Deadlock
    - Starvation
    - Priority inversion

Liveness

- *Liveness* refers to a set of properties that a system must satisfy to ensure processes make progress.
    - Processes may have to wait indefinitely while trying to acquire a synchronization tool such as a mutex lock or semaphore.
    - Waiting indefinitely violates the progress and bounded-waiting criteria discussed at the beginning of this chapter.
    - Indefinite waiting is an example of a liveness failure.

Deadlock

- Two or more processes are waiting indefinitely for an event that can be caused by only one of the waiting processes
- Consider the following example,
  Let S and Q be two semaphores initialized to 1

P0

```
wait(S);
wait(Q);
...
signal(S);
signal(Q);
```

P1

```
wait(Q);
wait(S);
...
signal(Q);
signal(S);
```

- Consider if P0 executes wait(S) and P1 wait(Q). When P0 executes wait(Q), it must wait until P1 executes signal(Q)
- However, P1 is waiting until P0 execute signal(S).
- Since these signal() operations will never be executed, P0 and P1 are deadlocked.

Starvation

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

Priority Inversion

- Scheduling problem when lower-priority process holds a lock needed by higher-priority process
  - Consider the scenario with three processes P1, P2,and P3.
  - P1 has the highest priority, P2 the next highest, and P3 the lowest.
  - Assume a resouce P3 is assigned a resource R that P1 wants. Thus, P1 must wait for P3 to finish using the resource.
  - However, P2 becomes runnable and preempts P3.
  - What has happened is that P2, a process with a lower priority than P1 has indirectly prevented P3 from gaining access to the resource.
- Solved via priority-inheritance protocol.

Priority Inheritance Protocol

- The protocol simply allows the priority of the highest thread waiting to access a shared resource to be assigned to the thread currently using the resource.
- Thus, the current owner of the resource is assigned the priority of the highest priority thread wishing to acquire the resource.

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Necessary Conditions for Deadlocks

Deadlock can arise if four conditions hold simultaneously. (the 4 necessary conditions for deadlocks)

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

Handling Deadlocks

- Ensure that the system will never enter a deadlock state.
  - Deadlock prevention (by structurally negating one of the four required conditions)
  - Deadlock avoidance (by carefully allocating resources)
- Allow the system to enter a deadlock state and then recover
  - Deadlock detection and recovery (Let deadlocks occur, detect them, and then take action)
- Ignore the problem and pretend that deadlocks never occur in the system.
  - The Ostrich algorithm

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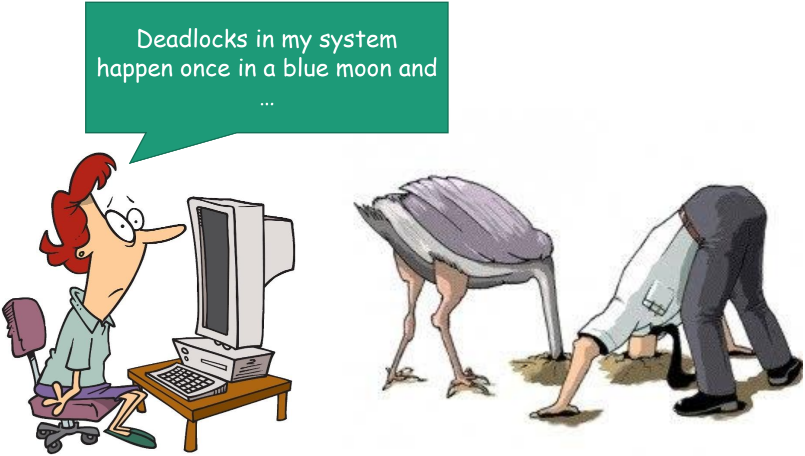

Figure: The Ostrich Algorithm

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Deadlock Prevention

By invalidating one of the four required conditions

- Mutual Exclusion
- Hold and wait
- No preemption
- Circular wait

But is it possible, and if possible how and at what cost?

Invalidating Mutual Exclusion?

We introduce terms, “shareable resources” and “non-shareable resources”

- Shareable resources. Resources that allow simultaneous access, e.g., a read-only file. There isn’t a mutual exclusion requirement to shareable resources.
- Non-shareable resources. Resources that do not allow simultaneous access, e.g., a printer or a mutex lock.

Cannot prevent deadlocks by denying the mutual-exclusion condition?

Invalidating Hold-and-Wait?

That is to say, we must guarantee that whenever a process requests a resource, it does not hold any other resources. How do we achieve this?

1. Require a process to request and be allocated all its resources before it begins execution, or
2. allow a process to request resources only when the process has none allocated to it (e.g., by releasing it)

At what cost?

- Low resource utilization;
- starvation possible;
- also impractical

Invalidating No-Preemption?

To invalidate no-preemption, we consider that the OS may do the following,

1. Check whether requested resources by process P_i are allocated to process P_j that is waiting for additional resources.
2. If so, we preempt the desired resources from P_j and allocate the resources to P_i.

Is it possible?

- Possible for resources whose state can be easily saved and restored later, such as, a database transaction
- However, not generally possible, e.g., mutex locks and semaphores.

Invalidating Circular Wait?

Consider the following approach.

1. Impose a total ordering of all resource types by assigning each resource (i.e., mutex locks) a unique number.
2. Resources must be acquired in order based on the numbers

Does it invalidating circular wait? (Circular wait cease to happen)

- Yes, we can prove it by contradiction.

However,

- Resource ordering does not in itself prevent deadlock. Application developers must write programs that follow the ordering.
- However, establishing an ordering of all resources can be sometimes difficult.
    - Considering on a system with hundreds or even thousands of locks [1].
    - What if locks can be acquired dynamically?

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[1] To address this challenge, many Java developers have adopted the strategy of using the method `System.identityHashCode()` as the function for ordering lock acquisition

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Resource Allocation Graph

Use it to determine whether there is a circular wait condition.

- A set of vertices $\mathbb{V}$ and a set of edges $\mathbb{E}$.
- $\mathbb{V}$ is partitioned into two types:
  - $P = \{P_1, P_2, \ldots, P_n\}$, the set consisting of all the processes in the system (*drawn in ovals*)
  - $R = \{R_1, R_2, \ldots, R_m\}$, the set consisting of all resource types in the system (*drawn in rectangles*)
- $\mathbb{E}$ is partitioned into two types:
  - Request edge. directed edge $P_i \rightarrow R_j$, which reads "P_i requests or waits for R_j"
  - Assignment edge. directed edge $R_j \rightarrow P_i$, which reads "R_j is assigned to or is held by P_i"

Examples of Resource Allocation Algorithms

Let’s examine a few examples ...

Outline

Banker's Algorithm

Use it to determine whether there is a circular wait condition when a resource has multiple instances.

Data Structures

Let `n` $=$ number of processes, and `m` $=$ number of resources types.

- Available (or Free): Vector of length m. If `available[j] = k`, there are k instances of resource type R_j available
- Max: $n \times m$ matrix. If `Max[i,j] = k`, then process P_i may request at most k instances of resource type R_j
- Allocation (or Has): $n \times m$ matrix. If `Allocation[i,j] = k` then P_i is currently allocated k instances of R_j
- Need: $n \times m$ matrix. If `Need[i,j] = k`, then P_i may need `k` more instances of R_j to complete its task
  `Need [i,j] = Max[i,j] - Allocation [i,j]`

Safety Algorithm

1. Let `Work` and `Finish` be vectors of length `m` and `n`, respectively. Do the following initialization,
   `Work = Available`
   For `i = 0, 1, ..., n-1`:
     `Finish[i] = false`
2. Find an index `i` such that both
   2.1 `Finish[i] == false`
   2.2 `Need[i]` $\leq$ `Work`
   If no such `i` exists, go to step 4.
3. `Work = Work + Allocation[i]`
   `Finish[i] = true`
   Go to step 2.
4. If `Finish[i] == true` for all `i`, then the system is in a *safe state*; otherwise, *unsafe state*.

This algorithm may require an order $O(m \times n^2)$ operations to determinewhether a state is safe.

Examples of Running Safety Algorithm

Let's examine a few examples ...

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Deadlock Avoidance

Use Resource Allocation Graph or a variant of Banker's algorithm to determine if current resource allocation is in a safe state.

Outline

Deadlock Detection and Recovery

1. Use Resource Allocation Graph (Wait-for Graph) or a variant of Banker's algorithm to determine if there is a deadlock.
2. Recovery from the deadlock (multiple approaches)

Matrix-based Deadlock Detection Algorithm

Using a variant of Banker's algorithm to detect whether there is a deadlock.

Data Structures

Let `n` $=$ number of processes, and `m` $=$ number of resources types.

- Available. A vector of length `m` indicates the number of available resources of each type.
- Allocation. An $n \times m$ matrix defines the number of resources of each type currently allocated to each thread.
- Request. An $n \times m$ matrix indicates the current request of each thread. If `Request[i][j]` equals `k`, then process P_i is requesting `k` more instances of resource type R_j. (Compare this with Need in the satety algorithm)

Deadlock Detection Algorithm

1. Let `Work` and `Finish` be vectors of length `m` and `n`, respectively. Do the following initialization,
   `Work = Available`
   For `i = 0, 1, ..., n-1`:
     if `Allocation[i]` $\neq$ 0, then `Finish[i] = false`
     else `Finish[i] = true`
2. Find an index `i` such that both
   2.1 `Finish[i] == false`
   2.2 `Request[i]` $\leq$ `Work`
   If no such `i` exists, go to step 4.
3. `Work = Work + Allocation[i]`
   `Finish[i] = true`
   Go to step 2.
4. If `Finish[i] == false` for some i, $0 \leq i < n$, then the system is in a deadlocked state. Moreover, if `Finish[i] == false`, then process P_i is deadlocked.

Examples of Deadlock Detection Algorithm

Let's examine a few examples ...

Outline

Events vs. Threads

There have been a recurrent discussion on how we should realize concurrency [2, 3, 4, 6, 5]

- Threads vs. events [2, 4, 6, 5]
- Theory vs. practice ([1, Section 9.1], [3])

Reference I

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Reference II

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