

Deadlock

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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

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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

<i>P0</i>	<i>P1</i>
1 wait(S);	1 wait(Q);
2 wait(Q);	2 wait(S);
3 ...	3 ...
4 signal(S);	4 signal(Q);
5 signal(Q);	5 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 resource R 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 $\{P_0, P_1, \dots, P_n\}$ 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 , \dots , 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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Deadlocks in my system
happen once in a blue moon and
...



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?

¹To 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 V and a set of edges E .
- ▶ V is partitioned into two types:
 - ▶ $P = \{P_1, P_2, \dots, P_n\}$, the set consisting of all the processes in the system (*drawn in ovals*)
 - ▶ $R = \{R_1, R_2, \dots, R_m\}$, the set consisting of all resource types in the system (*drawn in rectangles*)
- ▶ 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 ...

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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 $i = 0, 1, \dots, n-1$:
 - `Finish[i] = false`
2. Find an index i such that both
 - 2.1 `Finish[i] == false`
 - 2.2 `Need[i] ≤ 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 determine whether a state is safe.

Examples of Running Safety Algorithm

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Outline

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- 9 Events vs. Threads

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

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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 $\text{Request}[i][j]$ equals k , then process P_i is requesting k more instances of resource type R_j . (Compare this with Need in the safety algorithm)

Deadlock Detection Algorithm

1. Let `Work` and `Finish` be vectors of length m and n , respectively. Do the following initialization,
`Work = Available`
For $i = 0, 1, \dots, n-1$:
 - 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

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Outline

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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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