

Announcements

- Reading
 - Today
 - 8.1-8.3, 8.6 (6th Ed)
 - 7.1-7.3, 7.6 (8th Ed)
- Project #2 is due next Th at 5:00 PM (3/3/16)
- Midterm #1 is 3/10/16 in class

Problem from last time continued

- Reviewed more examples of student work from last time

Variables

- Binary semaphore mutex=1
- Counting semaphore reader = 0
- Binary semaphore writer = 0
- Shared int nReaders = 0
- Shared int wReaders = 0
- Shared int nWriters = 0
- Shared int wWriters = 0

- Writers execute this code:

```

while (1) {
    P(mutex);
    if (nReader + wReader + nWriter == 0) {
        nWriter++;
        V(mutex);
    } else {
        wWriter++;
        V(mutex);
        P(writer);
    }
    // Write operation;
    P(mutex);
    NWriter = 0;
    If (wReaders > 0) {
        Temp = min(wReaders,5)
        for i = 1 to temp {
            V(readers)
            nReaders++;
            wReaders--;
        }
    } else if (wWriters > 0) {
        wWriters--;
        nWriters++; V(writer);
    } V(mutex);
}

```

- Readers execute this code:

```

while (1) {
    P(mutex)
    if (nWriters + wWriter == 0 & nReader < 5) {
        nReaders++;
        V(mutex);
    } else {
        wReaders++;
        V(mutex);
        P(reader);
    }
    // Read operation;
    P(mutex);
    nReaders--;
    if (wWriters > 0 & nReaders == 0) {
        wWriters--;
        nWriters++;
        V(writer);
    } else if (wReaders > 0 & wWriters == 0) {
        nReaders++;
        wReaders--;
        V(reader);
    }
    V(mutex);
}

```

Deadlocks

- System contains finite set of resources
 - memory space
 - printer
 - tape
 - file
 - access to non-reentrant code
- Process requests resource before using it, must release resource after use
- Process is in a deadlock state when every process in the set is waiting for an event that can be caused only by another process in the set

Formal Deadlocks

- 4 *necessary* deadlock conditions:
 - Mutual exclusion - at least one resource must be held in a non-sharable mode, that is, only a single process at a time can use the resource. If another process requests that resource, the requesting process must be delayed until the resource is released
 - Hold and wait - There must exist a process that is holding at least one resource and is waiting to acquire additional resources that are currently held by other processors

Formal Deadlocks

- No preemption: Resources cannot be preempted; a resource can be released only voluntarily by the process holding it, after that process has completed its task
- Circular wait: There must exist a set $\{P_0, \dots, P_n\}$ 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 held by P_2 etc.
- Note that these are not sufficient conditions

Detecting Deadlock Algorithm

- Variables:

n is the number of processes

m is the number of resource types

- Available - vector of length m indicating the number of available resources of each type
- Work - vector of length m indicating the number of currently available resources of each type
- Allocation - n by m matrix defining number of resources of each type currently allocated to each process
- Request is an $m \times n$ matrix indicating the number of additional resources requested by each process
- Finish is a vector of length n (processes) indicating if we are finished checking that process

Detecting Deadlock

1. $Work = Available$;
foreach i in n
 if any of $Allocation[i, *] \neq 0$ $Finish[i] = false$
 else $Finish[i] = true$;
2. Find an i such that $Finish[i] = false$ and
 $Request[i, *] \leq Work[i, *]$ if no such i , go to 4
3. $Work[i, *] += Allocation[i, *]$;
 $Finish[i] = true$;
 goto step 2
4. If $Finish[i] = false$ for some i , system is in deadlock

Note: this requires $m \times n^2$ steps

Example

- Two resources R_1 & R_2
 - one instance of R_1 and two of R_2
- Three process A, B, C
- Initial State:
 - A has R_2 , B has R_1 and C has R_2
 - B wants R_2 and C wants R_1

	A	B	C		A	B	C		
R_1	0	1	0	R_1	0	0	1	R_1	0
R_2	1	0	1	R_2	0	1	0	R_2	0
	Allocation				Wants				Work

A	B	C
False	False	False
	Finish	