



COS 318: Operating Systems

Deadlocks



Today's Topics

- ◆ Conditions for a deadlock
- ◆ Strategies to deal with deadlocks

- ◆ Announcement
 - Last year's midterm and solution is on the course web page



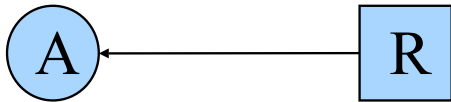
Definitions

- ◆ Use processes and threads interchangeably
- ◆ Resources
 - Preemptable: CPU (can be taken away)
 - Non-preemptable: Disk, files, mutex, ... (can't be taken away)
- ◆ Use a resource
 - Request, Use, Release
- ◆ Starvation
 - Processes wait indefinitely
- ◆ Deadlocks
 - A set of processes have a deadlock if each process is waiting for an event that only another process in the set can cause

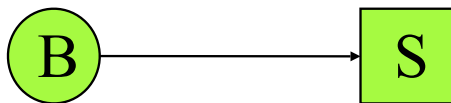


Resource Allocation Graph

- ◆ Process A is holding resource R

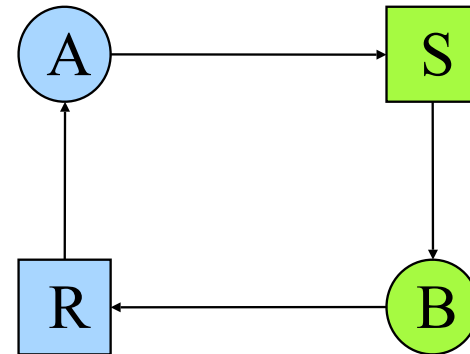


- ◆ Process B requests resource S



- ◆ A cycle in resource allocation graph \Rightarrow deadlock

- ◆ If A requests for S while holding R, and B requests for R while holding S, then

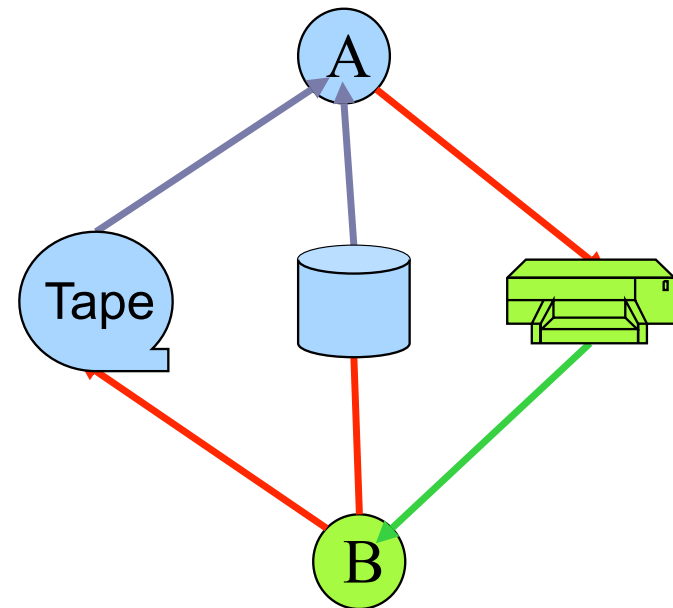


How do you deal with multiple instances of a resource?



An Example

- ◆ A utility program
 - Copy a file from tape to disk
 - Print the file to printer
- ◆ Resources
 - Tape
 - Disk
 - Printer
- ◆ A deadlock
 - **A** holds tape and disk, then requests for a printer
 - **B** holds printer, then requests for tape and disk



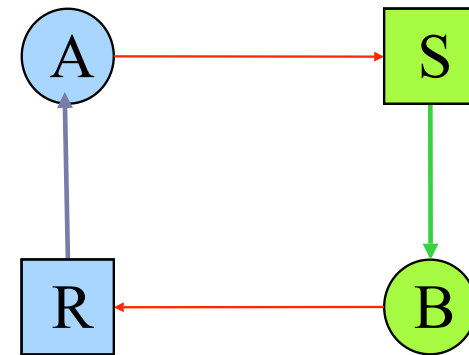
Conditions for Deadlock

- ◆ Mutual exclusion condition
 - Each resource is assigned to exactly one process
- ◆ Hold and Wait
 - Processes holding resources can request new resources
- ◆ No preemption
 - Resources cannot be taken away
- ◆ Circular chain of requests
 - One process waits for another in a circular fashion
- ◆ Question
 - Are all conditions necessary?



Eliminate Competition for Resources?

- ◆ If running A to completion and then running B, there will be no deadlock
- ◆ Generalize this idea for all processes?
- ◆ Is it a good idea to develop a CPU scheduling algorithm that causes no deadlock?



Previous example

Strategies

- ◆ Ignore the problem
 - It is user's fault
- ◆ Detection and recovery
 - Fix the problem afterwards
- ◆ Dynamic avoidance
 - Careful allocation
- ◆ Prevention
 - Negate one of the four conditions



Ignore the Problem

- ◆ The OS kernel locks up
 - Reboot
- ◆ Device driver locks up
 - Remove the device
 - Restart
- ◆ An application hangs (“not responding”)
 - Kill the application and restart
 - Familiar with this?
- ◆ An application ran for a while and then hang
 - Checkpoint the application
 - Change the environment (reboot OS)
 - Restart from the previous checkpoint



Detection and Recovery

- ◆ Detection
 - Scan resource graph
 - Detect cycles
- ◆ Recovery (difficult)
 - Kill process/threads (can you always do this?)
 - Roll back actions of deadlocked threads
- ◆ What about the tape-disk-printer example?



Avoidance

◆ Safety Condition:

- It is not deadlocked
- There is some scheduling order in which every process can run to completion (even if all request their max resources)

◆ Banker's algorithm (Dijkstra 65)

- Single resource
 - Each process has a credit
 - Total resources may not satisfy all credits
 - Track resources assigned and needed
 - Check on each allocation for safety
- Multiple resources
 - Two matrices: allocated and needed
 - See textbook for details



Examples (Single Resource)

Total: 8

	Has	Max
P ₁	2	6
P ₂	2	3
P ₃	3	5

Free: 1

	Has	Max
P ₁	2	6
P ₂	3	3
P ₃	3	5

Free: 0

	Has	Max
P ₁	2	6
P ₂	0	0
P ₃	3	5

Free: 3

	Has	Max
P ₁	2	6
P ₂	0	0
P ₃	5	5

Free: 1

	Has	Max
P ₁	2	6
P ₂	0	0
P ₃	0	0

Free: 6

	Has	Max
P ₁	4	6
P ₂	1	3
P ₃	2	5

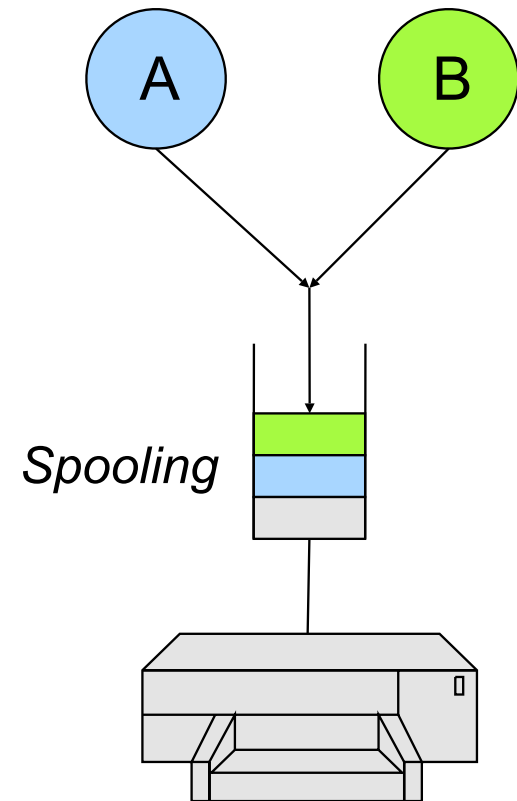
Free: 1

?



Prevention: Avoid Mutual Exclusion

- ◆ Some resources are not physically sharable
 - Printer, tape, etc
- ◆ Some can be made sharable
 - Read-only files, memory, etc
 - Read/write locks
- ◆ Some can be virtualized by spooling
 - Use storage to virtualize a resource into multiple resources
 - Use a queue to schedule
 - Does this apply to all resources?
- ◆ What about the tape-disk-printer example?



Prevention: Avoid Hold and Wait

- ◆ Two-phase locking

Phase I:

- Try to lock all resources at the beginning

Phase II:

- If successful, use the resources and release them
- Otherwise, release all resources and start over

- ◆ Application

- Telephone company's circuit switching

- ◆ What about the tape-disk-printer example?



Prevention: No Preemption

- ◆ Make the scheduler be aware of resource allocation
- ◆ Method
 - If the system cannot satisfy a request from a process holding resources, preempt the process and release all resources
 - Schedule it only if the system satisfies all resources
- ◆ Alternative
 - Preempt the process holding the requested resource
- ◆ Copying
 - Copying to a buffer to release the resource?
- ◆ What about the tape-disk-printer example?



Prevention: No Circular Wait

- ◆ Impose an order of requests for all resources
- ◆ Method
 - Assign a unique id to each resource
 - All requests must be in an ascending order of the ids
- ◆ A variation
 - Assign a unique id to each resource
 - No process requests a resource lower than what it is holding
- ◆ What about the tape-disk-printer example?
- ◆ Can we prove that this method has no circular wait?



Which Is Your Favorite?

- ◆ Ignore the problem
 - It is user's fault
- ◆ Detection and recovery
 - Fix the problem afterwards
- ◆ Dynamic avoidance
 - Careful allocation
- ◆ Prevention (Negate one of the four conditions)
 - Avoid mutual exclusion
 - Avoid hold and wait
 - No preemption
 - No circular wait



Tradeoffs and Applications

- ◆ Ignore the problem for applications
 - It is application developers' job to deal with their deadlocks
 - OS provides mechanisms to break applications' deadlocks
- ◆ Kernel should not have any deadlocks
 - Use prevention methods
 - Most popular is to apply no-circular-wait principle everywhere
- ◆ Other application examples
 - Routers for a parallel machine (typically use the no-circular-wait principle)
 - Process control in manufacturing



OpenLDAP deadlock, bug #3494

```
{
lock(A)
...
lock(B)
...
unlock(A)
...
if ( cursize > maxsize) {
...
for (...)
...
lock(A)
...
unlock(A)
...
}
}
....
unlock(B)
```



OpenLDAP deadlock, fix #1

```
{
lock(A)
...
lock(B)
...
unlock(A)
...
if ( cursize > maxsize) {
...
for (...)
...
lock(A)
...
unlock(A)
...
}
}
....
unlock(B)
```

```
{
lock(A)
...
lock(B)
...
unlock(A)
...
if ( cursize > maxsize) {
...
for (...)
...
if ( ! try_lock(A)) break;
...
unlock(A)
...
}
}
....
unlock(B)
}
```

Changes the
algorithm, but
maybe that's
OK



OpenLDAP deadlock, fix #2

```
{
lock(A)
...
lock(B)
...
unlock(A)
...
if ( cursize > maxsize) {
...
for (...)
...
lock(A)
...
unlock(A)
...
}
}
....
unlock(B)
```

```
{
lock(A)
...
lock(B)
...
...
if ( cursize > maxsize) {
...
for (...)
...
...
}
}
unlock(A)
....
unlock(B)
}
```



Apache bug #42031

http://issues.apache.org/bugzilla/show_bug.cgi?id=42031

Summary: EventMPM child process freeze
Product: Apache httpd-2 Version: 2.3-HEAD
Platform: PC
OS/Version: Linux
Status: NEW
Severity: critical
Priority: P2
Component: Event MPM
AssignedTo: bugs@httpd.apache.org
ReportedBy: serai@lans-tv.com

Child process freezes with many downloading against MaxClients.

How to reproduce:

- (1) configuration to httpd.conf StartServers 1 MaxClients 3 MinSpareThreads 1
MaxSpareThreads 3 ThreadsPerChild 3 MaxRequestsPerChild 0 Timeout 10 KeepAlive On
MaxKeepAliveRequests 0 KeepAliveTimeout 5
- (2) put a large file "test.mpg" (about 200MB) on DocumentRoot
- (3) apachectl start
- (4) execute many downloading simultaneously. e.g. bash and wget:
\$ for ((i=0 ; i<20 ; i++)); do wget -b http://localhost/test.mpg; done;
Then the child process often freezes. If not, try to download more.
- (5) terminate downloading e.g. bash and wget: \$ killall wget
- (6) access to any file from web browser. However long you wait, server won't response.



Apache deadlock, bug #42031

```
listener_thread(...) {  
  lock(timeout)  
  ...  
  lock(idlers)  
  ...  
  cond_wait (wait_for_idler, idlers)  
  ...  
  unlock(idlers)  
  ...  
  unlock(timeout)  
}
```

```
worker_thread(...) {  
  lock(timeout)  
  ...  
  unlock(timeout)  
  ...  
  lock (idlers)  
  ...  
  signal (wait_for_idler)  
  ...  
  unlock(idler)  
  ...  
}
```



Non-Resource Deadlock



Guns don't cause deadlocks – people do



Summary

- ◆ Deadlock conditions
 - Mutual exclusion
 - Hold and wait
 - No preemption
 - Circular chain of requests
- ◆ Strategies to deal with deadlocks
 - Simpler ways are to negate one of the four conditions

