25 Mar 2025 - Operating Systems - II - Week 11

Banker's Algorithm.

↳ $O(mn^2)$

BFS → $O(n^2)$

Example of Banker's Algorithm

Total :	A	B	C
	10	5	7

Avail	A	B	C

Allocation :

A	B	C
0	1	0
2	0	0
3	0	2
2	1	1
0	0	2

Max :

A	B	C
7	5	3
3	3	2
9	0	2
2	2	2
4	3	3

Total :

A	B	C
10	5	7

Avail

A	B	C
3	3	2

10 5
-2 -1
-3 -1
-2

Need:

	A	B	C
P_0	7	4	3
P_1	1	3	2
P_2	6	0	0
P_3	0	1	1
P_4	4	3	1

Need [i] = Max [i] − Allocation [i]

	A	B	C	→ Work
$Avail_0$	3	3	2	

$Need_i \leq avail_i$

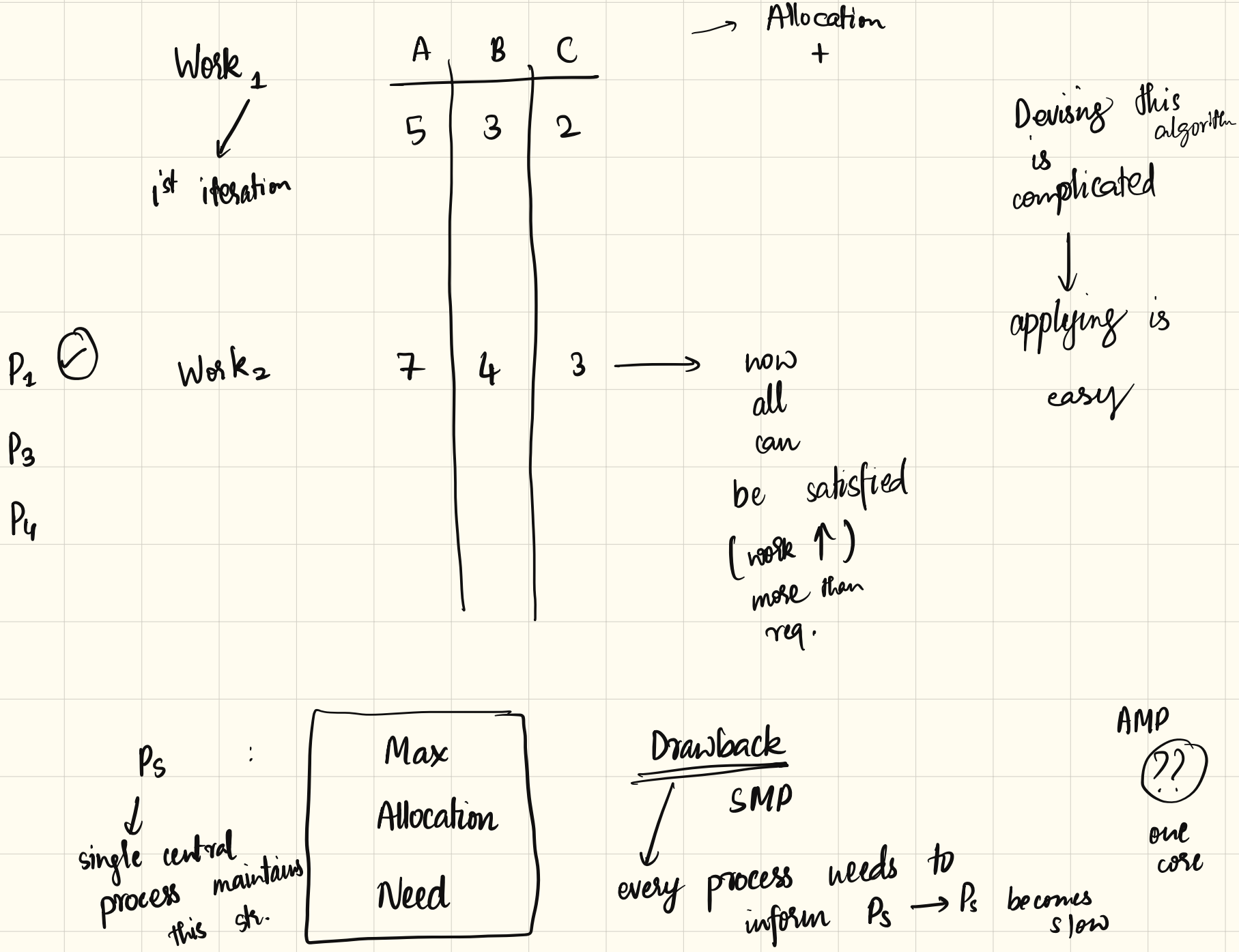
P_0 ✗

P_1 ✓ →

P_2 ✗

P_3 ✗

P_4 ✗

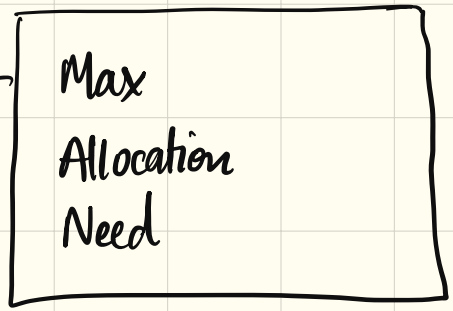

Work 1
1st iteration
A B C
5 3 2
→ Allocation +
P1
P3
P4
Work 2
7 4 3 →
now all can be satisfied
(work ↑)
more than req.
Devising this algorithm is complicated
applying is easy
Ps :
single central process maintains this str.
Max
Allocation
Need
Drawback
SMP
every process needs to inform Ps → Ps becomes slow
AMP
??
one core

If not Ps, who? → OS X

↳ itself a collection of processes

↓

Obtain lock → meta lock over



Since this is one single lock it will not lead to deadlock

drawback

lock needs to be acquired

↳ implement this compare each.

Little book on Semaphores

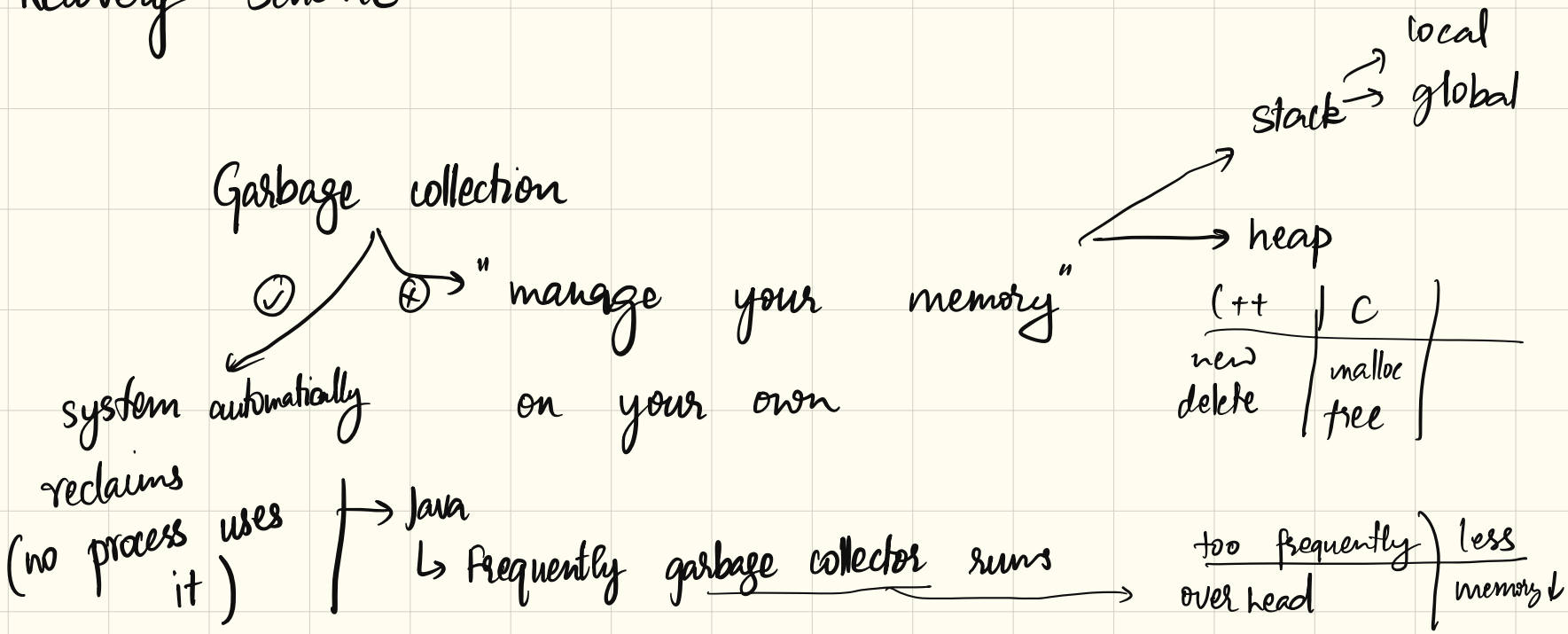
→ Not practical.

Deadlock Detection

Allow system to enter deadlock state

Detection algorithm

Recovery scheme



Deadlock ⇝ break deadlock

↘ hold and wait

Resource - Allocation Graph

Similar Algorithm $O(mn^2)$

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→ Resource allocation graph and corresponding wait - for graph.

→ Here you don't have max no. of resources

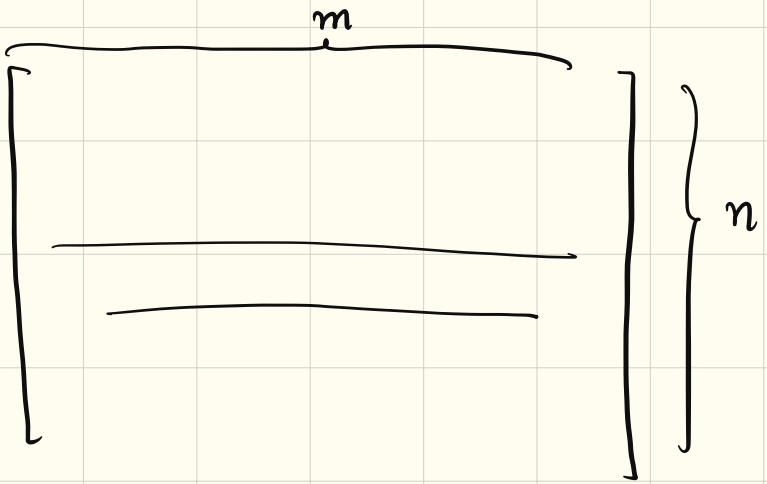
* Available
* Allocation
* S

Allocation [i, j] = k

Ti has been allocated k instances of resource type Rj

→ Detection Algorithm

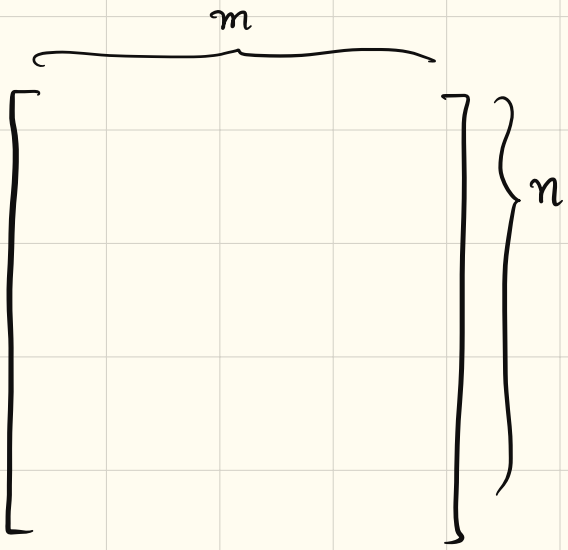
Alloc



$n \times m$

if $Alloc_i = 0 \longrightarrow$ will never be involved in deadlock
(hold and wait not satisfied)

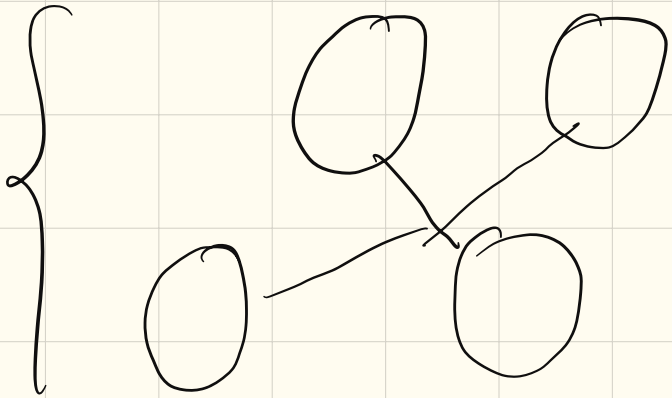
Req



$n \times m$

→ Keep checking periodically

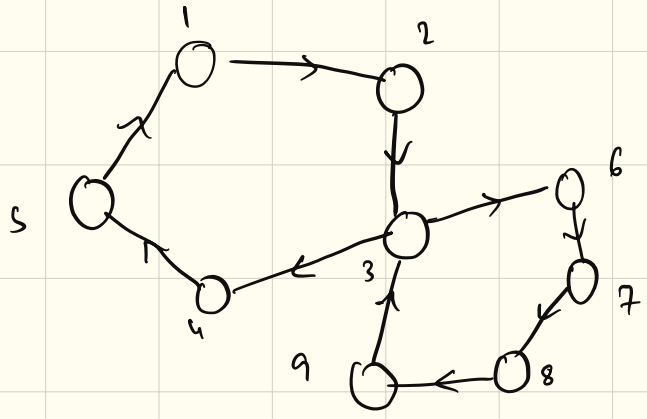
cycles in the graph



Recovery from Deadlock

→ terminate a process that is involved in most no. of cycles

NP-complete?



→ Abort and rollback

→ logs for recovery

→ RAID

Most popular method for deadlock prevention:

→ lock resources in order.

→ Transaction Memory

Resource Preemption

— see slides -