

Resource Allocation Graph (RAG)

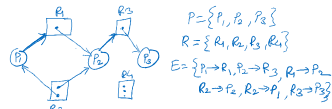
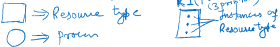
Set of Vertices & Edges

Set of Vertices (V)

- Set of process  
 $P = \{P_1, P_2, P_3, \dots, P_n\}$
- Set of Resources  
 $R = \{R_1, R_2, R_3, \dots, R_m\}$

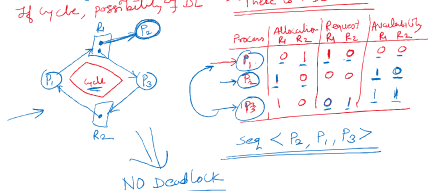
Set of Edges

- $P_i \rightarrow R_j$
- $R_j \rightarrow P_i$



If cycle exists in RAG, it means there may exist a Deadlock

Example



Conclusion

- If Graph contains no cycle  $\Rightarrow$  NO Deadlock
- If Graph contains a cycle
  - If only one instance per resource, the Deadlock
  - If several instances per resource, then there is a possibility of Deadlock



\* Methods to Handle Deadlock

- Deadlock Ignorance
- Deadlock Prevention
- Deadlock Avoidance
- Deadlock Detection & Recovery

- Deadlock Ignorance
  - To add a code to OS
  - Restart your mc

- Deadlock Prevention
  - \* Mutual Exclusion
  - \* No preemption
  - \* Hold & wait
  - \* Circular wait

Share the Resources

Preemption

Time quantum = 4 unit

Fit to Remove all four conditions or any one condition