

SUBJECT - OPERATING SYSTEM

1. Consider a typical computer system deadlock scenario and discuss all necessary and sufficient conditions for deadlock.

2. In a deadlock, processes never finish executing and system resources are tied up, preventing other jobs from starting.

Example: DEADLOCK with mutex locks

```
/* Create and initialize mutex locks */
```

```
pthread_mutex_t first_mutex;
```

```
pthread_mutex_t second_mutex;
```

```
pthread_mutex_init(&first_mutex, NULL);
```

```
pthread_mutex_init(&second_mutex, NULL);
```

Next, two threads are created — thread-one and thread-two and both these threads have access to mutex locks, thread-one and thread-two run in functions do-work-one() and do-work-two() respectively.

```
/* thread-one runs in this function */
```

```
void *do-work-one(void *param)
```

```
{ pthread_mutex_lock(&first_mutex);
```

```
pthread_mutex_lock(&second_mutex);
```

```
/* Do some work */
```

```
pthread_mutex_unlock(&second_mutex);
```

```
pthread_mutex_unlock(&first_mutex);
```

```
pthread_exit(0);
```

```
}
```

```
/* thread two runs in this fcn */
```

```
void *do-work-two(void *param)
```

```
{ pthread_mutex_lock(&second_mutex);
```

```
pthread_mutex_lock(&first_mutex);
```

```
/* Do some work */
```

```
pthread_mutex_unlock(&first_mutex);
```

```
pthread_mutex_unlock(&second_mutex);
```

```
pthread_exit(0);
```

```
}
```

~~Thread-one~~ Thread-one attempts to acquire locks in order (1) first-mutex (2) second-mutex while thread-two does it in reverse order. Deadlock is possible if thread-one acquires first-mutex while thread-two acquires second-mutex.