Multi-object programs

- What happens when we try to synchronize across multiple objects in a large program?
  - Each object with its own lock, condition variables
  - Is locking modular?

- Performance

- Semantics/correctness

- Deadlock

- Eliminating locks
Synchronization performance

◆ A program with lots of concurrent threads can still have poor performance on a multiprocessor:
  - Overhead of creating threads, if not needed
  - Lock contention: only one thread at a time can hold a given lock
  - Shared data protected by a lock may ping back and forth between cores
  - False sharing: communication between cores even for data that is not shared

Topics

◆ Multiprocessor cache coherence
◆ MCS locks (if locks are mostly busy)
◆ RCU locks (if locks are mostly busy, and data is mostly read-only)
Multiprocessor cache coherence

- Scenario:
  - Thread A modifies data inside a critical section and releases lock
  - Thread B acquires lock and reads data

- Easy if all accesses go to main memory
  - Thread A changes main memory; thread B reads it

- What if new data is cached at processor A?

- What if old data is cached at processor B

Write-back cache coherence

- Cache coherence = system behaves as if there is one copy of the data
  - If data is only being read, any number of caches can have a copy
  - If data is being modified, at most one cached copy

- On write: (get ownership)
  - Invalidate all cached copies, before doing write
  - Modified data stays in cache ("write back")

- On read:
  - Fetch value from owner or from memory
**Cache state machine**

- Invalid
- Read miss
- Peer write
- Peer read
- Write miss
- Peer write
- Exclusive (writable)
- Read-Only
- Read-only

**Directory-based cache coherence**

- How do we know which cores have a location cached?
  - Hardware keeps track of all cached copies
  - On a read miss, if held exclusive, fetch latest copy and invalidate that copy
  - On a write miss, invalidate all copies

- Read-modify-write instructions
  - Fetch cache entry exclusive, prevent any other cache from reading the data until instruction completes
A simple critical section

// A counter protected by a spinlock
Counter::Increment() {
    while (test_and_set(&lock)) ;
    value++;
    lock = FREE;
    memory_barrier();
}

A simple test of cache Behavior

Array of 1K counters, each protected by a separate spinlock
- Array small enough to fit in cache

◆ Test 1: one thread loops over array
◆ Test 2: two threads loop over different arrays
◆ Test 3: two threads loop over single array
◆ Test 4: two threads loop over alternate elements in single array
Results (64 core AMD Opteron)

<table>
<thead>
<tr>
<th>Configuration</th>
<th>Cycles</th>
</tr>
</thead>
<tbody>
<tr>
<td>One thread, one array</td>
<td>51</td>
</tr>
<tr>
<td>Two threads, two arrays</td>
<td>52</td>
</tr>
<tr>
<td>Two threads, one array</td>
<td>197</td>
</tr>
<tr>
<td>Two threads, odd/even</td>
<td>127</td>
</tr>
</tbody>
</table>

Reducing lock contention

- **Fine-grained locking**
  - Partition object into subsets, each protected by its own lock
  - Example: hash table buckets

- **Per-processor data structures**
  - Partition object so that most/all accesses are made by one processor
  - Example: per-processor heap

- **Ownership/staged architecture**
  - Only one thread at a time accesses shared data
  - Example: pipeline of threads
What if locks are still mostly busy?

- **MCS Locks**
  - Optimize lock implementation for when lock is contended

- **RCU (read-copy-update)**
  - Efficient readers/writers lock used in Linux kernel
  - Readers proceed without first acquiring lock
  - Writer ensures that readers are done

- Both rely on atomic read-modify-write instructions

The problem with test-and-set

```c
Counter::Increment() {
    while (test_and_set(&lock))
    ;
    value++;
    lock = FREE;
    memory_barrier();
}
```

What happens if many processors try to acquire the lock at the same time?
- Hardware doesn't prioritize FREE
The problem with test-&-test-and-set

```cpp
Counter::Increment() {
    while (lock == BUSY && test_and_set(&lock))
        ;
    value++;
    lock = FREE;
    memory_barrier();
}
```

What happens if many processors try to acquire the lock?
- Lock value pings between caches

Test (and test) and set performance

![Graph showing the performance comparison between different lock mechanisms.](image-url)
Some Approaches

- Insert a delay in the spin loop
  - Helps but acquire is slow when not much contention

- Spin adaptively
  - No delay if few waiting
  - Longer delay if many waiting
  - Guess number of waiters by how long you wait

- MCS
  - Create a linked list of waiters using compareAndSwap
  - Spin on a per-processor location

Atomic CompareAndSwap

- Operates on a memory word

- Check that the value of the memory word hasn’t changed from what you expect
  - E.g., no other thread did compareAndSwap first

- If it has changed, return an error (and loop)

- If it has not changed, set the memory word to a new value
MCS Lock

- Maintain a list of threads waiting for the lock
  - Front of list holds the lock
  - MCSLock::tail is last thread in list
  - New thread uses CompareAndSwap to add to the tail

- Lock is passed by setting next->needToWait = FALSE;
  - Next thread spins while its needToWait is TRUE

TCB {
    TCB *next; // next in line
    bool needToWait;
}

MCSLock {
    Queue *tail = NULL; // end of line
}

MCS Lock implementation

class MCSLock {
    private Queue *tail = NULL;
}
MCSLock::release() {
    if (compareAndSwap(&tail, myTCB, NULL)) {
        // if tail == myTCB, no one is waiting,
        // MCSLock is now free.
    } else {
        // someone is waiting
        while (myTCB->next == NULL) ; // spin until next is set
        // Tell next thread to proceed
        myTCB->next->needToWait = FALSE;
    }
}

MCSLock::acquire() {
    Queue *oldTail = tail;
    myTCB->next = NULL;
    while (!compareAndSwap(&tail, oldTail, &myTCB)) {
        // try again if someone changed tail
        oldTail = tail;
    }
    if (oldTail != NULL) {
        // Need to wait
        myTCB->needToWait = TRUE;
        memory_barrier();
        oldTail->next = myTCB;
        while (myTCB->needToWait)
            ; // spin
    }
}


MCSLock in operation

a) TAIL \longrightarrow NIL

b) A:
   \[\begin{array}{c}
   \text{next} \\
   \text{needToWait}
   \end{array}\]
   \[\begin{array}{c}
   \text{NIL} \\
   \text{FALSE}
   \end{array}\]
   TAIL

c) A:
   \[\begin{array}{c}
   \text{B} \\
   \text{FALSE}
   \end{array}\]
   B:
   \[\begin{array}{c}
   \text{NIL} \\
   \text{TRUE}
   \end{array}\]
   TAIL

d) A:
   \[\begin{array}{c}
   \text{B} \\
   \text{FALSE}
   \end{array}\]
   B:
   \[\begin{array}{c}
   \text{C} \\
   \text{TRUE}
   \end{array}\]
   C:
   \[\begin{array}{c}
   \text{NIL} \\
   \text{TRUE}
   \end{array}\]
   TAIL

e) B:
   \[\begin{array}{c}
   \text{C} \\
   \text{FALSE}
   \end{array}\]
   C:
   \[\begin{array}{c}
   \text{NIL} \\
   \text{TRUE}
   \end{array}\]
   TAIL

f) NIL

Read-Copy-Update

- **Goal:** very fast reads to shared data
  - Reads proceed without first acquiring a lock
  - OK if write is (very) slow

- **Restricted update**
  - Writer computes new version of data structure
  - Publishes new version with a single atomic instruction

- **Multiple concurrent versions**
  - Readers may see old or new version

- **Integration with thread scheduler**
  - Guarantee all readers complete within grace period, and then garbage collect old version
Read-Copy-Update

Read-Copy-Update implementation

- Readers disable interrupts on entry
  - Guarantees they complete critical section in a timely fashion
  - No read or write lock

- Writer
  - Acquire write lock
  - Compute new data structure
  - Publish new version with atomic instruction
  - Release write lock
  - Wait for time slice on each CPU
  - Only then, garbage collect old version of data structure
Non-blocking synchronization

- **Goal:** data structures that can be read/modified without acquiring a lock
  - No lock contention!
  - No deadlock!

- **General method using compareAndSwap**
  - Create copy of data structure
  - Modify copy
  - Swap in new version iff no one else has
  - Restart if pointer has changed

Deadlock definition

- **Resource:** any (passive) thing needed by a thread to do its job (CPU, disk space, memory, lock)
  - Preemptable: can be taken away by OS
  - Non-preemptable: must leave with thread

- **Starvation:** thread waits indefinitely

- **Deadlock:** circular waiting for resources
  - Deadlock => starvation, but not vice versa
### Example: two locks

<table>
<thead>
<tr>
<th>Thread A</th>
<th>Thread B</th>
</tr>
</thead>
<tbody>
<tr>
<td>lock1.acquire();</td>
<td>lock2.acquire();</td>
</tr>
<tr>
<td>lock2.acquire();</td>
<td>lock1.acquire();</td>
</tr>
<tr>
<td>lock2.release();</td>
<td>lock1.release();</td>
</tr>
<tr>
<td>lock1.release();</td>
<td>lock2.release();</td>
</tr>
</tbody>
</table>

### Bidirectional bounded buffer

<table>
<thead>
<tr>
<th>Thread A</th>
<th>Thread B</th>
</tr>
</thead>
<tbody>
<tr>
<td>buffer1.put(data);</td>
<td>buffer2.put(data);</td>
</tr>
<tr>
<td>buffer1.put(data);</td>
<td>buffer2.put(data);</td>
</tr>
<tr>
<td>buffer2.get();</td>
<td>buffer1.get();</td>
</tr>
<tr>
<td>buffer2.get();</td>
<td>buffer1.get();</td>
</tr>
</tbody>
</table>

*Suppose buffer1 and buffer2 both start almost full.*
Two locks and a condition variable

Thread A
lock1.acquire();
...
lock2.acquire();
while (need to wait) {
    condition.wait(lock2);
}
lock2.release();
...
lock1.release();

Thread B
lock1.acquire();
...
lock2.acquire();
lock2.acquire();
condition.signal(lock2);
...
lock2.release();
...
lock1.release();

The bridge-crossing example

- Traffic only in one direction.
- Each section of a bridge can be viewed as a resource.
- If a deadlock occurs, it can be resolved if one car backs up (preempt resources and rollback).
- Several cars may have to be backed up if a deadlock occurs.
- Starvation is possible.
The dining philosophers problem

- Five philosophers around a table --- thinking or eating
- Five plates of spaghetti + five forks (placed between each plate)
- The spaghetti is so slippery that a philosopher needs two forks to eat it.

```c
void philosopher (int i) {
    while (TRUE) {
        think();
        take_fork (i);
        take_fork ((i+1) % 5);
        eat();
        put_fork (i);
        put_fork ((i+1) % 5);
    }
}
```

Necessary conditions for deadlock

- Limited access to resources
  - If infinite resources, no deadlock!
- No preemption
  - If resources are virtual, can break deadlock
- Multiple independent requests
  - “wait while holding”
- Circular chain of requests
Question

- How does Dining Philosophers meet the necessary conditions for deadlock?
  - Limited access to resources
  - No preemption
  - Multiple independent requests (wait while holding)
  - Circular chain of requests

- How can we modify Dining Philosophers to prevent deadlock?

Preventing deadlock

- Exploit or limit program behavior
  - Limit program from doing anything that might lead to deadlock

- Predict the future
  - If we know what program will do, we can tell if granting a resource might lead to deadlock

- Detect and recover
  - If we can rollback a thread, we can fix a deadlock once it occurs
Exploit or limit behavior

- Provide enough resources
  - How many chopsticks are enough?

- Eliminate wait while holding
  - Release lock when calling out of module
  - Telephone circuit setup

- Eliminate circular waiting
  - Lock ordering: always acquire locks in a fixed order
  - Example: move file from one directory to another

Example

<table>
<thead>
<tr>
<th>Thread 1</th>
<th>Thread 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.</td>
<td>2. Acquire B</td>
</tr>
<tr>
<td>3. Acquire C</td>
<td>3.</td>
</tr>
<tr>
<td>4.</td>
<td>4. Wait for A</td>
</tr>
<tr>
<td>5. If (maybe) Wait for B</td>
<td></td>
</tr>
<tr>
<td></td>
<td>How can we make sure to avoid deadlock?</td>
</tr>
</tbody>
</table>
System model

- Resource types $R_1, R_2, \ldots, R_m$
  - CPU cycles, memory space, I/O devices
- Each resource type $R_i$ has $W_i$ instances.
- Each process utilizes a resource as follows:
  - request
  - use
  - release

Resource-allocation graph (1)

A set of vertices $V$ and a set of edges $E$.

- $V$ is partitioned into two types:
  - $P = \{P_1, P_2, \ldots, P_n\}$, the set consisting of all the processes in the system.
  - $R = \{R_1, R_2, \ldots, R_m\}$, the set consisting of all resource types in the system.
- request edge - directed edge $P_1 \rightarrow R_j$
- assignment edge - directed edge $R_j \rightarrow P_i$
Resource-allocation graph (2)

- Process

- Resource type with 4 instances

- $P_i$ requests instance of $R_j$

- $P_i$ is holding an instance of $R_j$

Example: resource-allocation graph
Resource-allocation graph with a deadlock

Resource-allocation graph with a cycle but no deadlock
Resource allocation graph vs. deadlock?

- If graph contains no cycles ⇒ no deadlock.

- If graph contains a cycle ⇒
  - if only one instance per resource type, then deadlock.
  - if several instances per resource type, possibility of deadlock.

How deadlocks occur?

![Diagrams of resource allocation graphs and deadlock scenarios](image)
How deadlocks can be avoided

1. A requests R
2. C requests T
3. A requests S
4. C requests R
5. A releases R
6. A releases S
   no deadlock

Block process B when it asks for S.

Deadlock detection: data structures

Resources in existence
\((E_1, E_2, E_3, ..., E_n)\)

Current allocation matrix

\[
\begin{bmatrix}
C_{11} & C_{12} & C_{13} & \cdots & C_{1m} \\
C_{21} & C_{22} & C_{23} & \cdots & C_{2m} \\
\vdots & \vdots & \vdots & \ddots & \vdots \\
C_{n1} & C_{n2} & C_{n3} & \cdots & C_{nm}
\end{bmatrix}
\]

Row \(n\) is current allocation to process \(n\)

Resources available
\((A_1, A_2, A_3, ..., A_m)\)

Request matrix

\[
\begin{bmatrix}
R_{11} & R_{12} & R_{13} & \cdots & R_{1m} \\
R_{21} & R_{22} & R_{23} & \cdots & R_{2m} \\
\vdots & \vdots & \vdots & \ddots & \vdots \\
R_{n1} & R_{n2} & R_{n3} & \cdots & R_{nm}
\end{bmatrix}
\]

Row 2 is what process 2 needs

Data structures needed by deadlock detection algorithm
Deadlock detection: example

An example for the deadlock detection algorithm

Methods for handling deadlocks

- Ensure that the system will never enter a deadlock state.  
  (deadlock prevention and avoidance)  
  * problems: low device utilization, reduced throughput  
  * avoidance also requires prediction of resource needs

- Allow the system to enter a deadlock state and then recover.  
  (deadlock detection and recovery)  
  * costly; sometimes impossible to recover

- Ignore the problem and pretend that deadlocks never occur in the system; used by most operating systems, including UNIX.
Deadlock dynamics

- **Safe state:**
  - For any possible sequence of future resource requests, it is possible to eventually grant all requests
  - May require waiting even when resources are available!

- **Unsafe state:**
  - Some sequence of resource requests can result in deadlock

- **Doomed state:**
  - All possible computations lead to deadlock

Possible system states

[Diagram showing safe, unsafe, and deadlock states]
## Safe and unsafe states

### Demonstration that the state in (a) is safe

<table>
<thead>
<tr>
<th></th>
<th>Has</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>3</td>
<td>9</td>
</tr>
<tr>
<td>B</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>C</td>
<td>2</td>
<td>7</td>
</tr>
</tbody>
</table>

Free: 3

### Demonstration that the state in (b) is not safe

<table>
<thead>
<tr>
<th></th>
<th>Has</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>4</td>
<td>9</td>
</tr>
<tr>
<td>B</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>C</td>
<td>2</td>
<td>7</td>
</tr>
</tbody>
</table>

Free: 2

<table>
<thead>
<tr>
<th></th>
<th>Has</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>4</td>
<td>9</td>
</tr>
<tr>
<td>B</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>C</td>
<td>2</td>
<td>7</td>
</tr>
</tbody>
</table>

Free: 0

<table>
<thead>
<tr>
<th></th>
<th>Has</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>4</td>
<td>9</td>
</tr>
<tr>
<td>B</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>C</td>
<td>2</td>
<td>7</td>
</tr>
</tbody>
</table>

Free: 4
Predict the future

- Banker's algorithm
  - State maximum resource needs in advance
  - Allocate resources dynamically when resource is needed -- wait if granting request would lead to deadlock
  - Request can be granted if some sequential ordering of threads is deadlock free

Banker's algorithm

- Grant request iff result is a safe state
- Sum of maximum resource needs of current threads can be greater than the total resources
  - Provided there is some way for all the threads to finish without getting into deadlock

- Example: proceed iff
  - total available resources - # allocated >= max remaining that might be needed by this thread in order to finish
  - Guarantees this thread can finish
Banker's algorithm for a single resource

<table>
<thead>
<tr>
<th>Has</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>0</td>
</tr>
<tr>
<td>B</td>
<td>6</td>
</tr>
<tr>
<td>C</td>
<td>5</td>
</tr>
<tr>
<td>D</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>7</td>
</tr>
</tbody>
</table>

Free: 10

(a)

<table>
<thead>
<tr>
<th>Has</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>6</td>
</tr>
<tr>
<td>C</td>
<td>5</td>
</tr>
<tr>
<td>D</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>7</td>
</tr>
</tbody>
</table>

Free: 2

(b)

<table>
<thead>
<tr>
<th>Has</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>6</td>
</tr>
<tr>
<td>C</td>
<td>5</td>
</tr>
<tr>
<td>D</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>7</td>
</tr>
</tbody>
</table>

Free: 1

(c)

Banker's algorithm for multiple resources

<table>
<thead>
<tr>
<th>Process</th>
<th>Tape drives</th>
<th>Printers</th>
<th>Scanners</th>
<th>CD ROMs</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>C</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>D</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>E</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Resources assigned

<table>
<thead>
<tr>
<th>Process</th>
<th>Tape drives</th>
<th>Printers</th>
<th>Scanners</th>
<th>CD ROMs</th>
</tr>
</thead>
<tbody>
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<td>A</td>
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<td>0</td>
</tr>
<tr>
<td>B</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>C</td>
<td>3</td>
<td>1</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>D</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>E</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Resources still needed

Example of banker's algorithm with multiple resources

E = (6342)
P = (5322)
A = (1020)
Banker’s algorithm: data structures

Let \( n \) = number of processes, and \( m \) = number of resources types.

- **Available**: Vector of length \( m \). If \( \text{avail}[j] = k \), there are \( k \) instances of resource type \( R_j \) available.

- **Max**: \( n \times m \) matrix. If \( \text{max}[i,j] = k \), then process \( P_j \) may request at most \( k \) instances of resource type \( R_i \).

- **Allocation**: \( n \times m \) matrix. If \( \text{alloc}[i,j] = k \) then \( P_j \) is currently allocated \( k \) instances of \( R_i \).

- **Need**: \( n \times m \) matrix. If \( \text{Need}[i,j] = k \), then \( P_j \) may need \( k \) more instances of \( R_i \) to complete its task.

\[ \text{Need}[i,j] = \text{Max}[i,j] - \text{Allocation}[i,j]. \]

Banker’s algorithm

```cpp
class ResourceMgr {
private:
  Lock lock;
  CV cv;
  int r; // Number of resources
  int t; // Number of threads
  int avail[]; // avail[i]: instances of resource i available
  int max[[]]; // max[i][]: max of resource i needed by thread j
  int alloc[[]]; // alloc[i][]: current allocation of resource i to thread j
...
}

// Invariant: the system is in a safe state.
ResourceMgr::Request(int resourceID, int threadID) {
  lock.Acquire();
  assert(isSafe());
  while (!wouldBeSafe(resourceID, threadID)) {
    cv.Wait(&lock);
  }
  alloc[resourceID][threadID]++;
  avail[resourceID]--;
  assert(isSafe());
  lock.Release();
}
```
Banker’s algorithm (cont’d)

// A state is safe iff there exists a safe sequence of grants that are sufficient
// to allow all threads to eventually receive their maximum resource needs.
bool ResourceMgr::isSafe() {
    int j;
    int toBeAvail[] = copy avail[];
    int need[][] = max[] - alloc[];  // need[i][j] is initialized to max[i][j] - alloc[i][j]
    bool finish[] = [false, false, false, ...];  // finish[j] is true if thread j is guaranteed to finish
    while (true) {
        j = any threadID such that:
            (finish[j] == false) && forall i: need[i][j] <= toBeAvail[i];
        if (no such j exists) {
            if (forall j: finish[j] == true) {
                return true;
            } else {
                return false;
            }
        } else {
            // Thread j will eventually finish and return its current allocation to the pool.
            finish[j] = true;
            forall i: toBeAvail[i] = toBeAvail[i] + alloc[i][j];
        }
    }
}

Banker’s algorithm (cont’d)

// Hypothetically grant request and see if resulting state is safe.
bool ResourceMgr::wouldBeSafe(int resourceID, int threadID) {
    bool result = false;
    avail[resourceID]--;
    alloc[resourceID][threadID]++;
    if (isSafe()) {
        result = true;
    }
    avail[resourceID]++;
    alloc[resourceID][threadID]--;
    return result;
}
Why we need Banker’s algorithm?

8 pages of memory available

Three processes: A, B, C which need 4, 5, 5 pages respectively

The following would leads to deadlock

<table>
<thead>
<tr>
<th>Process</th>
<th>Allocation</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>0 1 1 1 2 2 2 3 3 wait wait</td>
</tr>
<tr>
<td>B</td>
<td>0 0 1 1 1 2 2 3 3 3 3 wait wait</td>
</tr>
<tr>
<td>C</td>
<td>0 0 0 1 1 1 2 2 2 wait wait wait</td>
</tr>
<tr>
<td>Total</td>
<td>0 1 2 3 4 5 6 7 8 8 8 8</td>
</tr>
</tbody>
</table>

Why we need Banker’s algorithm?

8 pages of memory available

Three processes: A, B, C which need 4, 5, 5 pages respectively

The following would work!

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<tr>
<td>A</td>
<td>0 1 1 1 2 2 2 3 3 3 4 0 wait wait wait</td>
</tr>
<tr>
<td>B</td>
<td>0 0 1 1 1 2 2 3 3 wait wait wait waitwait</td>
</tr>
<tr>
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<td>0 0 0 1 1 1 2 2 2 wait wait wait wait wait wait wait</td>
</tr>
<tr>
<td>Total</td>
<td>0 1 2 3 4 5 6 7 8 8 4 5 0</td>
</tr>
</tbody>
</table>
Detect and repair

- **Algorithm**
  - Scan wait for graph
  - Detect cycles
  - Fix cycles
- **Proceed without the resource**
  - Requires robust exception handling code
- **Roll back and retry**
  - Transaction: all operations are provisional until have all required resources to complete operation