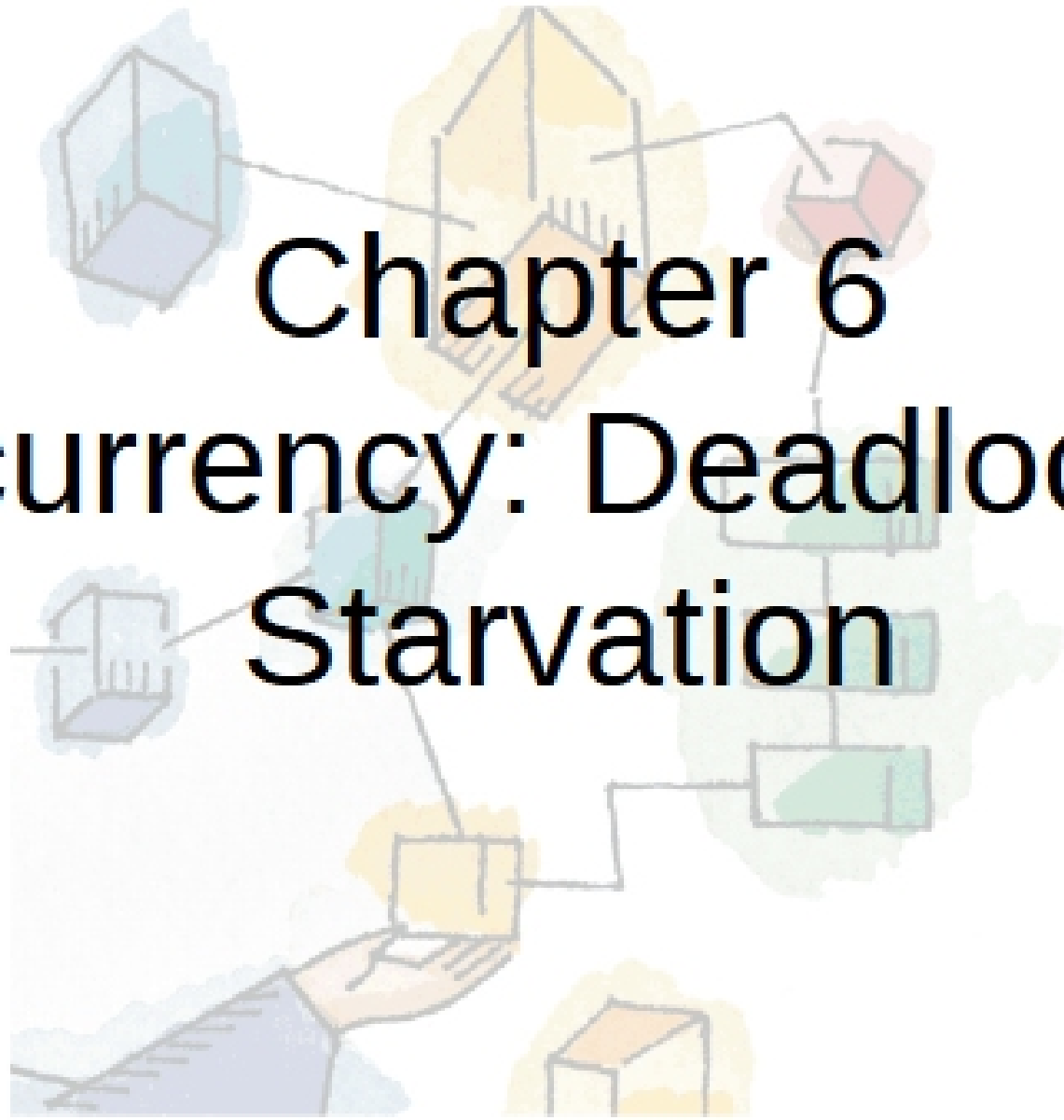


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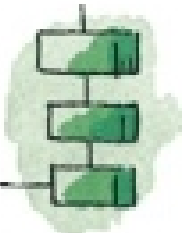
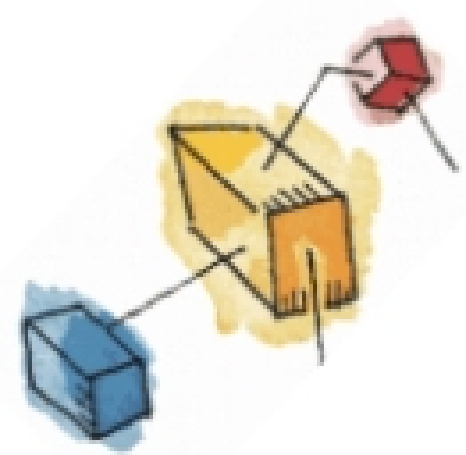


Chapter 6
**Concurrency: Deadlock and
Starvation**

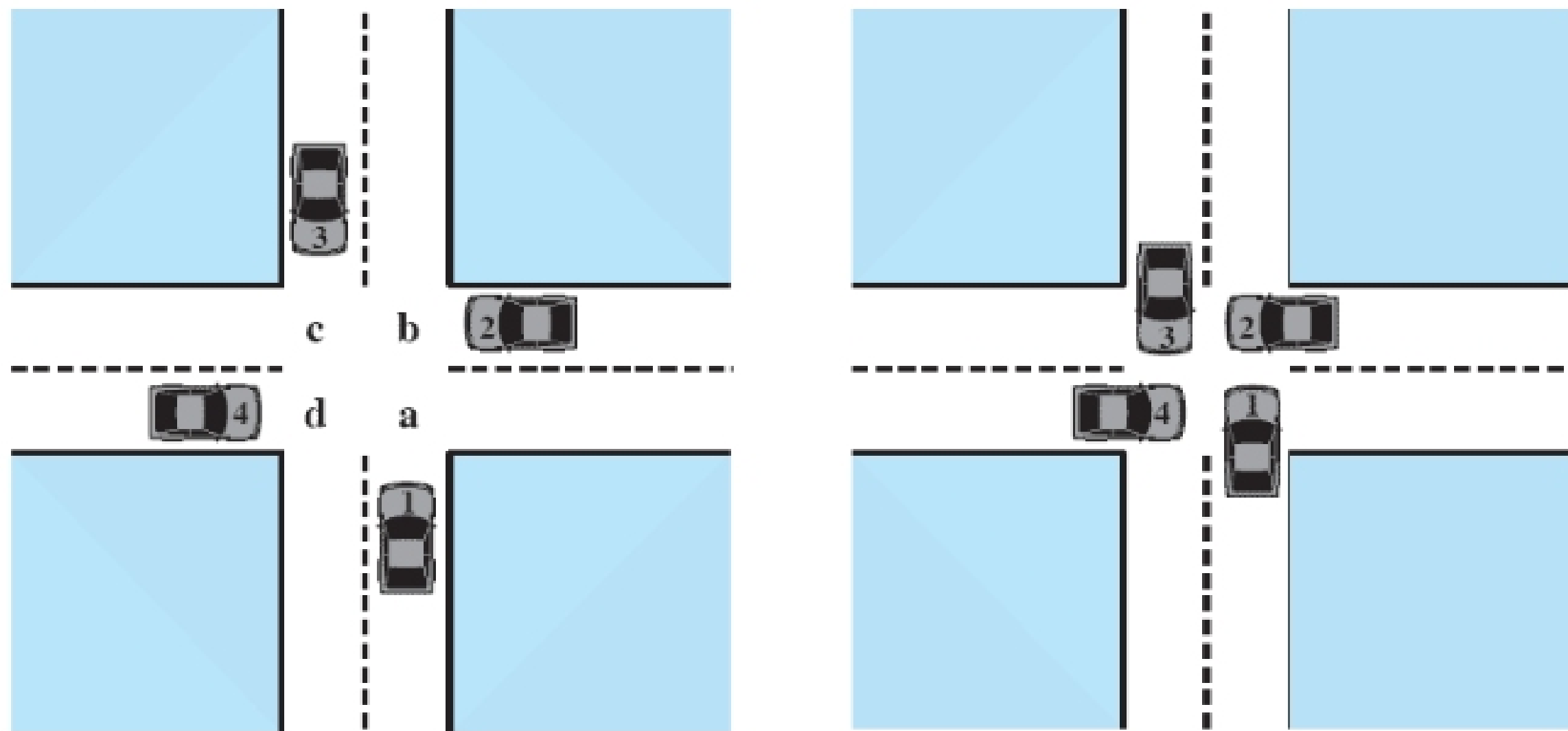
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Deadlock

- Permanent blocking of a set of processes that either compete for system resources or communicate with each other
- No efficient solution
- Involve conflicting needs for resources by two or more processes



Deadlock



(a) Deadlock possible

(b) Deadlock

Figure 6.1 Illustration of Deadlock