Abstract

Deadlock is one of the most serious problems in database system. The deadlock problem becomes further complicated if the underlying system is distributed. Distributed deadlock prevention has been studied to some extent in distributed database systems. This paper introduces brief overview of the most recent algorithm for deadlock prevention. The main objective of this paper is to provide an improvement over other deadlock prevention algorithms. Executing the transactions requesting for same resources in pipeline fashion has been discussed which efficiently prevents deadlocks and mechanism for reducing the waiting time of the requesting transactions has also been discussed.

References


Index Terms

Computer Science

Architecture

Keywords

Vgs  Deadlock  Wfg  Transactions  Resources