A deadlock is a system state in which every process in some group requests resources from other processes in the group, and then waits indefinitely for these requests to be satisfied. Deadlocks have a very adverse effect on the efficient working of an operating system therefore they should be either prevented, avoided or if exist should be detected and resolved. Because distributed systems are more vulnerable to deadlocks, the problems of deadlock detection and resolution have long been considered important problems in such systems. This paper provides a comprehensive review of some of the existing techniques for deadlock detection in distributed environment.

References

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