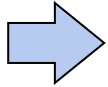


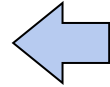
# Simple Deadlock

## Thread A:



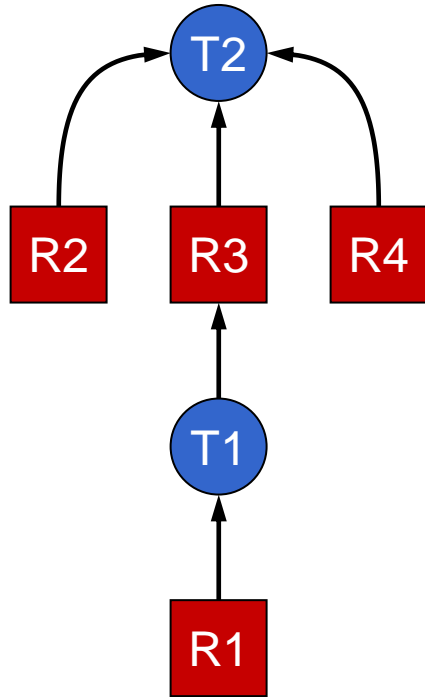
```
lock_acquire(l1);  
lock_acquire(l2);  
...  
lock_release(l2);  
lock_release(l1);
```

## Thread B:

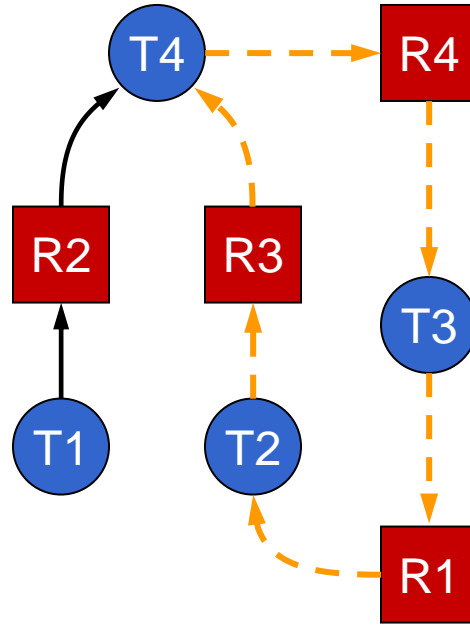


```
lock_acquire(l2);  
lock_acquire(l1);  
...  
lock_release(l1);  
lock_release(l2);
```

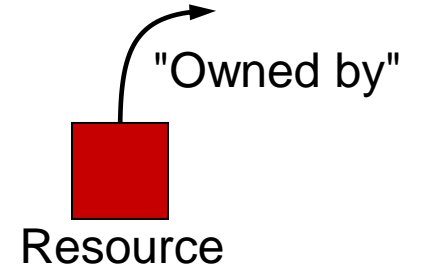
# Circular Requests



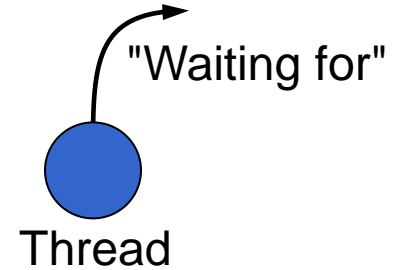
No Circularity



Circularity



Resource



Thread