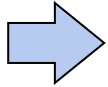


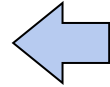
Simple Deadlock

Thread A:



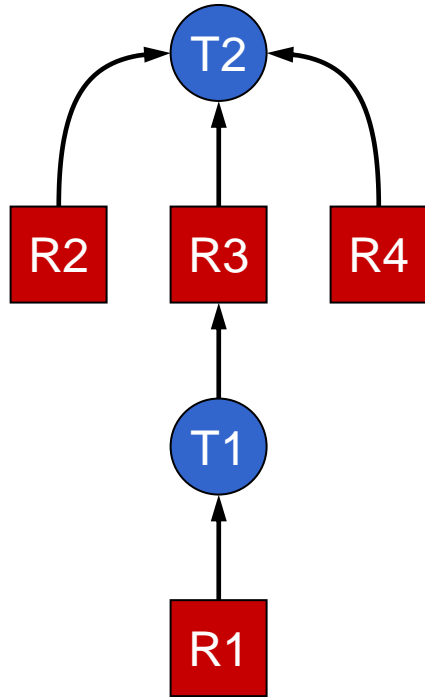
```
lock_acquire(l1);  
lock_acquire(l2);  
...  
lock_release(l2);  
lock_release(l1);
```

Thread B:

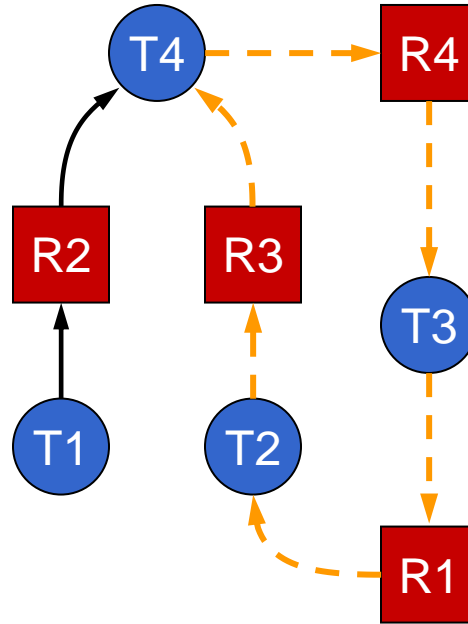


```
lock_acquire(l2);  
lock_acquire(l1);  
...  
lock_release(l1);  
lock_release(l2);
```

Circular Requests



No Circularity



Circularity

