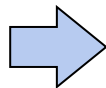


Simple Deadlock

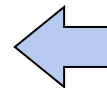
```
std::mutex m1;  
std::mutex m2;
```

Thread A:



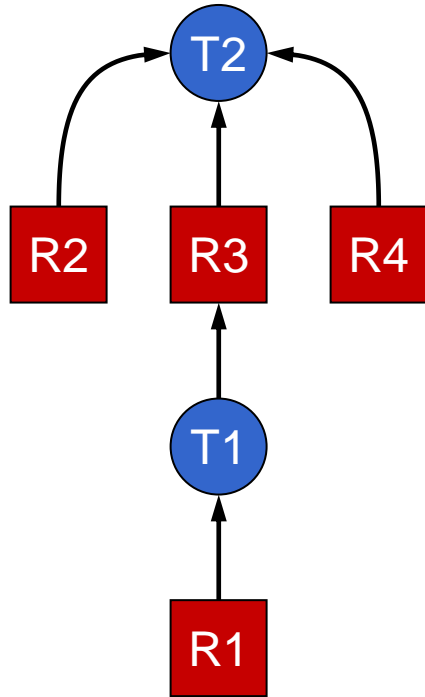
```
m1.lock();  
m2.lock();  
...  
m2.unlock();  
m1.unlock();
```

Thread B:

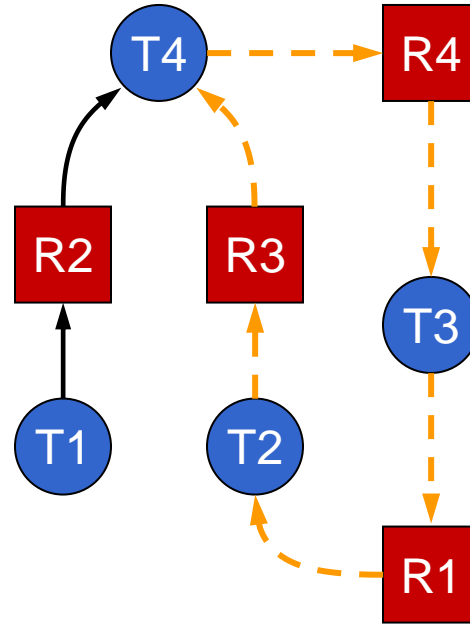


```
m2.lock();  
m1.lock();  
...  
m1.unlock();  
m2.unlock();
```

Circular Requests



No Circularity



Circularity

