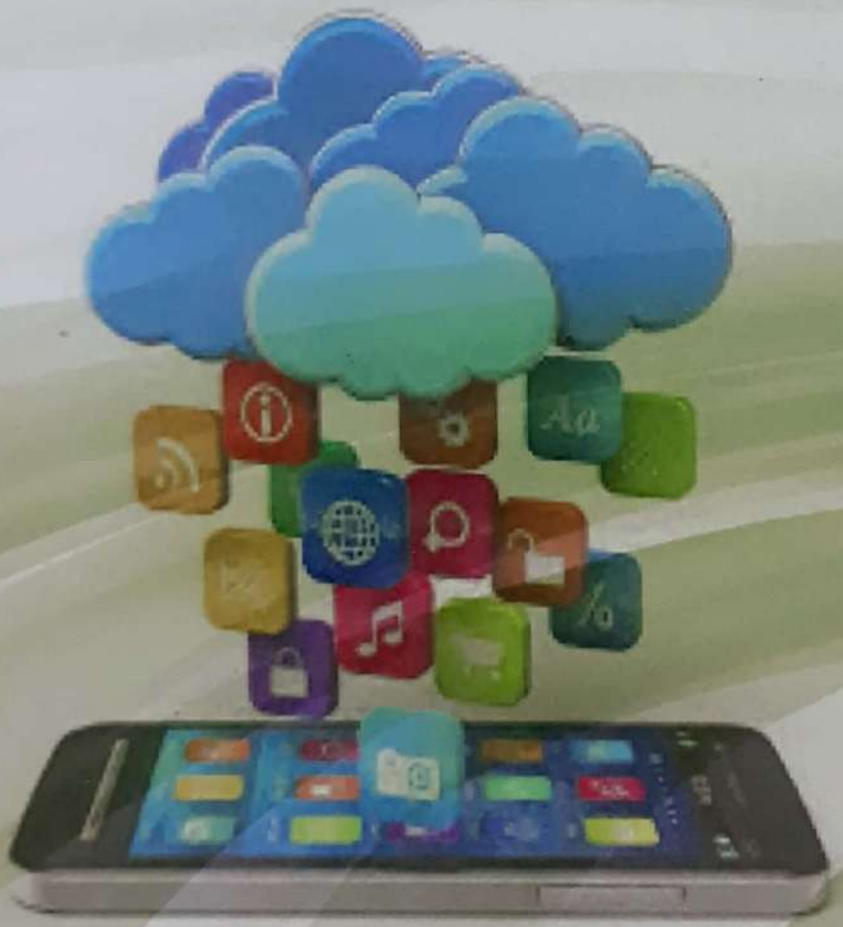
Vol. 1 Special Issue 2 December ISSN 2454-4558

An International Journal

MASTJ

Bi-Annual



APPLICATION FABRICS

Vol. 1 Special Issue. 2 December ISSN 2454-4558

An International Journal

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Bi-Annual

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Vol. 1 Special Issue 2 December ISSN: 2454-4558

VERIFICATION AND VALIDATION OF DEADLOCK DETECTION IN ARTIFICIAL INTELLIGENCE

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Abstract:

Deadlock is one of the most serious problems in multitasking systems and it has become very complicated in distributed environment. Finding out the deadlock that occurs and trying to resolve it have become future complicated since the data are located at different location and at different sites. The deadlock problem is considered to be essential because it leads to locking process in its concurrency control system. Normally I have discussed about many methods to prevent, detect and resolve deadlocks.

KEYWORDS: Deadlocks, Distributed Databases, Stand Alone Environment, Distributed Environment

1. INTRODUCTION

A Distributed database system (DDBS) is a collection of interrelated data and set of programs to access those data and they are interconnected together by a communication network. Such that it provides an interrelated performance both global and local framework. The DDBS needs full control structure for its effective functioning. Therefore the allocation of the resources should be controlled properly otherwise it leads to problem such as concurrency of transaction, synchronizing of events and deadlocks. Users interact with the database via transactions.

A transaction is a unit of program execution that accesses and possibly updates various data items. A transaction will have sequence of actions, which can be read, write, lock, or unlock operations. Transaction can be divided into two they are If the actions of a transaction involve data at a single site, the transaction is called local, on the other hand a distributed transaction involve resources located at several sites.A deadlock may occur when a