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:
- T1
  - R1
  - T2
    - R2
    - R3
    - R4

Circularity:
- T1
  - R1
  - T2
    - R2
    - R3
  - T3
    - R3
    - R4

"Owned by"
- Resource
- "Waiting for"
- Thread