

Why is deadlock detection much more expensive in a distributed environment than in a centralized environment? Each non-leaf controller maintains a wait-for graph that contains relevant information from the graphs of the controllers in the subtree below it. In particular, let SA , Sp , and Sc be controllers such that Sc is the lowest common ancestor of SA and Sp (Sc must be unique, since we are dealing with a tree). a. Would you use a deadlock-detection scheme or a deadlock-prevention scheme