A distributed system is a collection of independent entities that cooperate to solve a problem that cannot be individually solved. A mobile computing system is a distributed system where some of processes are running on mobile hosts (MHs), whose location in the network changes with time. Mobile distributed systems raise new issues such as mobility, low bandwidth of wireless channels, disconnections, limited battery power and lack of reliable stable storage on mobile nodes. This paper addresses the problem of fault tolerant computing in mobile distributed systems. The techniques described are based on checkpointing and roll back recovery.

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Index Terms

Computer Science
Distributed Computing

Key words

Distributed systems
Fault tolerance
Checkpointing
Mobile computing systems
Backward error recovery