Abstract

Cloud computing is actually altering the way, how and where the computing is going to be achieved. Cloud computing is working as computing model in different area of domain application it becomes quite famous. Cloud computing provides different resources to the client and it has lots of benefit but still the people are averse to used for factual instance applications. Today we found systems around us out of which many systems are based on real time applications. Because of this cloud always sustain for factual system which are time constraint and vital. Their applications range from small to larger controls. Many of the systems are which should be reliable. If we want to define the real time system then it can be defined as the
system which gives respond to any type of information within specified time and restricted. So that the accuracy of the system is not only depends on the result that can be generated by the system but also depend on the time which will required to deliver the result. During this process if the system is fail and it does not give any response it is equivalent to the wrong response. The factual time related systems have two main characteristics by which they are separated by other general-purpose systems. These characteristics are relevance and error acceptance. In this research paper first we should focus on what is exactly factual time system and other point is that what are existing fault tolerance techniques used in cloud computing surroundings and how they used in detail. In this paper we also discuss an additional significant topic and that is fault tolerance model and procedure model

References


Index Terms

Computer Science
Distributed Systems

Keywords

Cloud Computing  Fault Tolerance Techniques  Fault Tolerance Model  Reliability
Real Time System