

Accomplished Minimum-process Synchronized Consistent Recovery Line Aggregation Algorithm for Fault-Tolerant Mobile Computing Environments

**Dr. Sanjiv Sharma¹, Mr. Munish Kumar², Dr. Keerti Shrivastva³, Dr. Sanjeev Kumar⁴,
Dr. Deepak Chandra Uprety⁵**

¹Senior Faculty, IT Department, University of Technology and Applied Sciences, Ibra, Sultanate of Oman,

²Business Consultant(IT),University of the Cumberland, United State,

³ Assistant Professor, CSE, ITM University, Gwalior, M.P, India,

⁴ Professor, CSA, ITM University, Gwalior, M.P, India,

⁵Associate Professor, Department of Computer Science and Engineering, NIET, Alwar Rajasthan, India,

profsanjiv@gmail.com, munish2012@gmail.com, kirtidev_01@rediffmail.com,

drsanjeevsolanki@gmail.com, deepak.glb@gmail.com

Article Info

Page Number: 9265 - 9273

Publication Issue:

Vol 71 No. 4 (2022)

Abstract

We scheme a minimal-collaborating-proceeding coordinated CRL-aggregation (Consistent Recovery Line Aggregation) arrangement for non-deterministic mobile distributed interconnections, where no inoperable retrieval-points are arrested. We use the following technique to minimize the intrusion of proceedings. During the timeline, when a proceeding dispatches its causal-interrelationship set to the instigator and acquires the minimal-collaborating-set, may acquire some computation-messages, which may add new members to the already computed minimal-collaborating-set. Such computation-messages are delayed at the receiver side. It should be noted that the duration for which the computation-messages are delayed at the receiver's end is negligibly small. We also try to minimize the loss of CRL-aggregation effort when any proceeding flops to arrest its retrieval-point in harmonization with others. We scheme that in the first phase, all pertinent Mbl_Nods (Mobile Modes) will arrest evanescent retrieval-point only. Evanescent retrieval-point is stored on the memory of Mbl_Nod only. In this case, if some proceeding flops to arrest retrieval-point in the first phase, then Mbl_Nods need to discard their evanescent retrieval-points only. The effort of arresting an evanescent retrieval-point is negligible as compared to the quasi-persistent one. In the schemed arrangement, the harmonization with the instigator Mbl_Suppt_Stn is done without dispatching explicit control-messages. We want to emphasize that in all coordinated CRL-aggregation schemes available in literature, harmonization among proceedings and instigator takes place by dispatching explicit control-messages. In this way, we try to significantly reduce the harmonization overhead in coordinated CRL-aggregation .

Article History

Article Received: 15 September 2022

Revised: 25 October 2022

Accepted: 14 November 2022

Publication: 21 December 2022

Keywords: - Fault tolerance, distributed systems, consistent recovery line, coordinated checkpointing, and mobile computing

1. Introduction

In the mobile distributed interconnection, some of the proceedings are running on mobile hosts (Mob_Nodes). A Mob_Node converses with other nodes of the interconnection via a special node called mobile support station (Mob_Supp_Stn) [1]. A cell is a geographical area around a Mobl_Suppt_stn in which it can support a Mob_Node. A Mob_Node can change its geographical position freely from one cell to another or even to an area covered by no cell. A Mob_Supp_Stn can have both wired and wireless links and acts as an interface between the static network and a part of the mobile network. Static network connects all Mob_Supp_Stns. A static node that has no support to Mob_Node can be considered as a Mob_Supp_Stn with no Mob_Node.

Checkpoint/retrieval-mark is defined as a designated place in a program at which normal proceeding is interrupted specifically to preserve the status information necessary to allow resumption of handling at a later time. CRL-aggregation is the process of saving the status information. By invoking the CRL-aggregation algorithm, one can save the status of a program at regular intervals. If there is a failure one may restart computation from the last retrieval-mark thereby avoiding repeating computation from the beginning. The proceeding of resuming computation by rolling back to a saved state is called rollback recovery. The retrieval-mark-restart is one of the well-known methods to realize reliable distributed interconnections. Each proceeding arrests a retrieval-mark where the local state information is stored in the stable storage. Rolling back a proceeding and again resuming its accomplishment from a prior state involves overhead and delays the overall completion of the proceeding, it is needed to make a proceeding rollback to a most recent possible state. So it is at the desire of the user for taking many retrieval-marks over the whole life of the accomplishment of the proceeding [6, 27].

In a distributed interconnection, since the proceedings in the interconnection do not share memory, a global state of the interconnection is defined as a set of local states, one from each proceeding. The state of channels corresponding to a global state is the set of computation-messages consigned but not yet acquired. A global state is said to be “dependable” if it contains no orphan computation-message; i.e., a computation-message whose acquire event is recorded, but its forward event is lost. To recover from a failure, the interconnection restarts its accomplishment from a previous dependable global state saved on the stable storage during fault-free accomplishment. This saves all the computation done up to the last retrieval-marked state and only the computation done thereafter needs to be redone. In distributed interconnections, CRL-aggregation can be independent, synchronized [6, 11, 13] or quasi-synchronous [2]. Message Logging is also used for fault tolerance in distributed interconnections [22, 28].

In synchronized or synchronous CRL-aggregation, proceedings arrest retrieval-marks in such a manner that the resulting global state is dependable. Mostly it follows two-phase commit structure [6, 11, 23]. In the first phase, proceedings arrest quasi-persistent retrieval-marks and in the second phase, these are made persistent. The main advantage is that only one persistent retrieval-mark and

at most one quasi-persistent retrieval-mark is prerequisite to be stored. In case of a fault, proceedings rollback to last retrieval-marked state.

The synchronized CRL-aggregation protocols can be classified into two types: intrusive and non-intrusive. In intrusive schemes, some intrusive of proceedings arrests place during CRL-aggregation [4, 11, 24, 25, 29]. In non-intrusive schemes, no intrusion of proceedings is prerequisite for CRL-aggregation [5, 12, 15, 21]. The synchronized CRL-aggregation schemes can also be classified into following two categories: minimum-collaborating-proceeding and all proceeding schemes. In all-proceeding synchronized CRL-aggregation schemes, every proceeding is prerequisite to arrest its retrieval-mark in a commencement [6], [8]. In minimum-collaborating-proceeding schemes, minimum interacting proceedings are prerequisite to arrest their retrieval-marks in a commencement [11].

In minimum-collaborating-proceeding synchronized CRL-aggregation schemes, a proceeding P_i arrests its retrieval-mark only if it a member of the minimum set (a subset of interacting proceeding). A proceeding P_i is in the minimum set only if the retrieval-mark instigator proceeding is transitively dependent upon it. P_j is directly dependent upon P_k only if there exists m such that P_j accepts m from P_k in the current CRL-aggregation interval [CI] and P_k has not arrested its persistent retrieval-mark after forwarding m . The i th CI of a proceeding denotes all the computation performed between its i th and $(i+1)$ th retrieval-mark, including the i th retrieval-mark but not the $(i+1)$ th retrieval-mark.

In minimum-collaborating-proceeding CRL-aggregation protocols, some useless retrieval-marks are arrested or intrusive of proceedings arrests place. In this paper, we scheme a minimum-collaborating-proceeding synchronized CRL-aggregation methodology for non-deterministic mobile distributed interconnections, where no useless retrieval-marks are arrested. An effort has been made to minimize the intrusive of proceedings and the loss of CRL-aggregation effort when any proceeding fails to arrest its retrieval-mark in coordination with others.

2. Basic Idea

We scheme a three phase arrangement. But, in the schemed arrangement, the harmonization with the instigator Mbl_Suppt_Stn is done without dispatching explicit control-messages. The instigator Mbl_Suppt_Stn (say Mbl_Suppt_Stn) collects the interdependency arrays of all proceedings, computes the minimal-collaborating-set and dispatches the evanescent retrieval-point request to all Mbl_Suppt_Stn along with the minimal-collaborating-set. Suppose, Mbl_Suppt_Stn gets the evanescent retrieval-point request in the first phase from Mbl_Suppt_Stn . It sets its timer ($timer_evanescent$) and dispatches the evanescent retrieval-point request to all pertinent resident Mbl_Nods . The $timer_evanescent$ is the maximum allowable time for all pertinent proceedings to arrest their evanescent retrieval-points. On acquiring the evanescent retrieval-point request, a Mbl_Nod arrests its evanescent retrieval-point and dispatches the response to $Mbl_Suppt_Stn_i$. Before the expiry of the $timer_evanescent$, if $Mbl_Suppt_Stn_{in}$ gets the negative response from some Mbl_Nod to its evanescent retrieval-point request, then $Mbl_Suppt_Stn_{in}$ dispatches the negative response to $Mbl_Suppt_Stn_{in}$ and $Mbl_Suppt_Stn_{in}$ issues discard computation-message to

all Mbl_Suppt_Stns . Otherwise, on expiry of $timer_evanescent$, if $Mbl_Suppt_Stn_i$ does not get the positive response to evanescent retrieval-point request from all pertinent resident Mbl_Nods , it informs letdown computation-message to $Mbl_Suppt_Stn_{in}$ and $Mbl_Suppt_Stn_{in}$ issues discard. Alternatively, on expiry of $timer_evanescent$ $Mbl_Suppt_Stn_i$ issues quasi-persistent retrieval-point request to the pertinent Mbl_Nods in its cubicle and sets tim_tentv_rm . On expiry of $timer_evanescent$, if $Mbl_Suppt_Stn_i$ does not get discard message from $Mbl_Suppt_Stn_{in}$, it is presumed that all pertinent proceedings have arrested their evanescent retrieval-points; and the arrangement should enter the second phase in which all pertinent proceedings convert their evanescent retrieval-points into the quasi-persistent ones. Similarly, tim_tentv_rm is the maximum allowable time for all pertinent proceedings to convert their evanescent retrieval-points into quasi-persistent ones. If some proceeding flops to arrest its quasi-persistent retrieval-point, then $Mbl_Suppt_Stn_i$ informs $Mbl_Suppt_Stn_{in}$ and $Mbl_Suppt_Stn_{in}$ issues discard. Otherwise, after the timeout of tim_tentv_rm , $Mbl_Suppt_Stn_{in}$ commits the retrieval-points of the proceedings of the minimal-collaborating-sets which are resident to its cubicle. On expiry of tim_tentv_rm , if $Mbl_Suppt_Stn_i$ does not get discard message from $Mbl_Suppt_Stn_{in}$, it is presumed that all pertinent proceedings have arrested their quasi-persistent retrieval-points; and the arrangement should enter the third phase in which all pertinent proceedings convert their quasi-persistent retrieval-points into the persistent ones. In this way, three-phase coordinated CRL-aggregation arrangement commits without dispatching or acquiring any control-messages. Only in the case of a letdown a Mbl_Suppt_Stn issues the letdown computation-message to $Mbl_Suppt_Stn_{in}$ and $Mbl_Suppt_Stn_{in}$ issues the commit. The schemed arrangement may arrest longer time to commit. But in doing so, we are saving control-messages to significant extent and no extra intrusive of proceedings arrests place due to longer commit time.

3. The Proposed Minimum-process Synchronized Consistent Recovery Line Aggregation Algorithm

The instigator Mbl_Suppt_Stn dispatches a request to all Mbl_Suppt_Stns to dispatch the cci_vect vectors of the proceedings in their cubicles. All cci_vect vectors are at Mbl_Suppt_Stns and thus no initial CRL-aggregation computation-messages or responses travels wireless channels. On acquiring the cci_vect [] request, a Mbl_Suppt_Stn records the identity of the instigator proceeding (say $Mbl_Suppt_Stn_id_a$) and instigator Mbl_Suppt_Stn , dispatches back the cci_vect [] of the proceedings in its cubicle, and sets g_chkpt . If the instigator Mbl_Suppt_Stn acquires a request for cci_vect [] from some other Mbl_Suppt_Stn (say $Mbl_Suppt_Stn_id_b$) and $Mbl_Suppt_Stn_id_a$ is lower than $Mbl_Suppt_Stn_id_b$, the current commencement with $Mbl_Suppt_Stn_id_a$ is discarded and the new one having $Mbl_Suppt_Stn_id_b$ is continued. Similarly, if a Mbl_Suppt_Stn acquires cci_vect requests from two Mbl_Suppt_Stns , then it discards the request of the instigator Mbl_Suppt_Stn with lower $Mbl_Suppt_Stn_id$. Otherwise, on acquiring cci_vect vectors of all proceedings, the instigator Mbl_Suppt_Stn computes min_coll_vectr [], dispatches evanescent retrieval-point request along with the min_coll_vectr [] to all Mbl_Suppt_Stns . In this way, if two proceedings contemporaneously instigate CRL-aggregation, then one is ignored. When a proceeding dispatches its cci_vect [] to the instigator Mbl_Suppt_Stn , it comes into its intrusive state. A proceeding comes out of the intrusive state only after arresting its evanescent retrieval-point

if it is a member of the minimal-collaborating-set; otherwise, it comes out of intrusive state after acquiring the evanescent retrieval-point request. It should be noted that the intrusive time of a proceeding is bare least.

On acquiring the evanescent retrieval-point request along with the $\text{min_coll_vectr}[]$, a Mbl_Suppt_Stn , say Mbl_Suppt_Stn_j , arrests the following actions. It sets the timer timer_evanescent ; dispatches the evanescent retrieval-point request to P_i only if P_i belongs to the $\text{min_coll_vectr} []$ and P_i is running in its cubicle. On acquiring the retrieval-point request, P_i arrests its evanescent retrieval-point and informs Mbl_Suppt_Stn_j . On acquiring positive response from P_i , Mbl_Suppt_Stn_j updates o-rmsni , resets intrusive_i , and dispatches the buffered computation-messages to P_i , if any. Change natively, If P_i is not in the $\text{min_coll_vectr} []$ and P_i is in the cubicle of Mbl_Suppt_Stn_j , Mbl_Suppt_Stn_j resets intrusive_i and dispatches the buffered computation-message to P_i , if any. For a disengaged Mbl_Nod , that is a member of $\text{min_coll_vectr} []$, the Mbl_Suppt_Stn that has its disengaged retrieval-point, transforms its disengaged retrieval-point into the prerequisite one.

During intrusive timeline, P_i proceedings m , acquired from P_j , if following conditions are met:

- (i) (!buffer_i) i.e. P_i has not buffered any computation-message
- (ii) $(\text{m.psn} \leq \text{rmsn}[j])$ i.e. P_j has not arrested its retrieval-point before dispatching m
- (iii) $(\text{cci_vecti}[j]=1)$ P_i is already dependent upon P_j in the current CI or P_j has arrested some persistent retrieval-point after dispatching m .

Otherwise, the resident Mbl_Suppt_Stn of P_i buffers m for the intrusive timeline of P_i and sets buffer_i .

On expiry of timer_evanescent , if Mbl_Suppt_Stn_j does not get the positive response to evanescent retrieval-point request from all pertinent resident Mbl_Nods , it informs letdown computation-message to $\text{Mbl_Suppt_Stn}_{in}$ and $\text{Mbl_Suppt_Stn}_{in}$ issues discard. Change natively, on expiry of timer_evanescent Mbl_Suppt_Stn_j issues quasi-persistent retrieval-point request to the pertinent Mbl_Nods in its cubicle and sets tim_tentv_rm .

If some proceeding flops to arrest its quasi-persistent retrieval-point, then Mbl_Suppt_Stn_j informs $\text{Mbl_Suppt_Stn}_{in}$ and $\text{Mbl_Suppt_Stn}_{in}$ issues discard. Otherwise, after the timeout of tim_tentv_rm , Mbl_Suppt_Stn_j commits the retrieval-points of the proceedings of the minimal-collaborating-sets which are resident to its cubicle. On expiry of tim_tentv_rm , if Mbl_Suppt_Stn_j does not get discard message from $\text{Mbl_Suppt_Stn}_{in}$, it is presumed that all pertinent proceedings have arrested their quasi-persistent retrieval-points efficaciously; and the arrangement should enter the third phase in which all pertinent proceedings convert their quasi-persistent retrieval-points into the persistent ones.

4. An Example of the Schemed Scheme

We explain the schemed minimal-collaborating-proceeding CRL-aggregation arrangement with the help of an example. In Figure 1, at time t_0 , P5 instigates CRL-aggregation proceeding and dispatches request to all proceedings for their interdependency arrays. At time t_1 , P5 acquires the interdependency arrays from all proceedings and computes the minimal-collaborating-set ($\text{min_coll_vectr}[]$) which is $\{P4, P5, P6\}$. The computation of the minimal-collaborating-set on the basis of interdependency arrays of all proceedings can be found in [14, 16]. For the sake of simplicity, the control computation-messages by which the proceedings dispatch their interdependency arrays to the instigator proceeding P5 are not shown in the Figure 1. P5 dispatches minimal-collaborating-set ($\text{min_coll_vectr}[]$) to all proceedings and arrests its own evanescent retrieval-point C51. On acquiring $\text{min_coll_vectr}[]$, a proceeding arrests its evanescent retrieval-point if it is a member of $\text{min_coll_vectr}[]$. When P4 and P6 get the $\text{min_coll_vectr}[]$, they find themselves to be the members of the $\text{min_coll_vectr}[]$; therefore, they arrest their evanescent retrieval-points, C41 and C61, respectively. When P1, P2 and P3 get the $\text{min_coll_vectr}[]$, they find that they do not belong to $\text{min_coll_vectr}[]$, therefore, they do not arrest their evanescent retrieval-points. It should be noted that these proceedings have not consigned any computation-message to any proceeding of the minimal-collaborating-set. In other words, P5 is not transitively dependent upon them. Therefore, for the sake of consistency, it is not necessary for them to arrest their retrieval-points in the current commencement.

A proceeding comes into the intrusive state immediately after dispatching the $\text{cci_vect}[]$. A proceeding comes out of the intrusive state only after arresting its evanescent retrieval-point, if it is a member of the minimal-collaborating-set; otherwise, it comes out of intrusive state after acquiring the evanescent retrieval-point request. We want to say that the intrusive time of a proceeding in this arrangement is insignificantly small. Moreover, a proceeding is allowed to perform its normal computation, dispatch computation-messages and partially acquire them during the intrusive timeline. For example, P5 acquires m_4 during its intrusive timeline. As $\text{cci_vect5}[6]=1$ due to m_2 , and acquire of m_4 will not change $\text{cci_vect5}[]$; therefore P5 proceedings m_4 . P2 acquires m_{15} from P3 during its intrusive timeline; $\text{cci_vect2}[3]=0$ and the acquire of m_{15} can change $\text{cci_vect2}[]$; therefore, P2 buffers m_{15} . Similarly, P4 buffers m_{16} . P4 processes m_{16} only after arresting its evanescent retrieval-point C41. P2 processes m_{15} after acquiring the $\text{min_coll_vectr}[]$. P4 processes m_7 because at this moment it not in the intrusive state. Similarly, P4 processes m_8 .

On acquiring the evanescent retrieval-point request, a proceeding, say P6, sets the timer timer_evanescent . If P6 flops to arrest its evanescent retrieval-point, it informs P5 and P5 will issue discard. Similarly, if any other proceeding flops to arrest its evanescent retrieval-point, it will inform P5 and P5 will inform P6. In this way, if any proceeding flops to arrest its retrieval-point in harmonization with others in the first phase, then all proceedings need to discard their evanescent retrieval-points only and not the quasi-persistent retrieval-points as in other arrangements [14, 15, 16]. In this way, we are able to significantly reduce the loss of CRL-aggregation effort in case of a letdown during CRL-aggregation. Change natively, on timeout of timer_evanescent and no discard computation-message from P5, it is presumed that all pertinent proceedings have arrested their evanescent retrieval-points efficaciously and the arrangement should enter into the second phase.

Therefore, P6 transforms its evanescent retrieval-point into quasi-persistent one and sets the timer tim_tentv_rm . If P6 flops to convert its evanescent retrieval-point into quasi-persistent one, it informs P5 and P5 will issue discard. Similarly, if any other proceeding flops to arrest its evanescent retrieval-point, it will inform P5 and P5 will inform P6. Otherwise, on timeout of tim_tentv_rm , P6 transforms its quasi-persistent retrieval-point into persistent one. On timeout of tim_tentv_rm and no discard computation-message from P5, it is presumed that all pertinent proceedings have arrested their quasi-persistent retrieval-points efficaciously and the arrangement should enter into the second phase. In this way, we commit the retrieval-points without much harmonization.

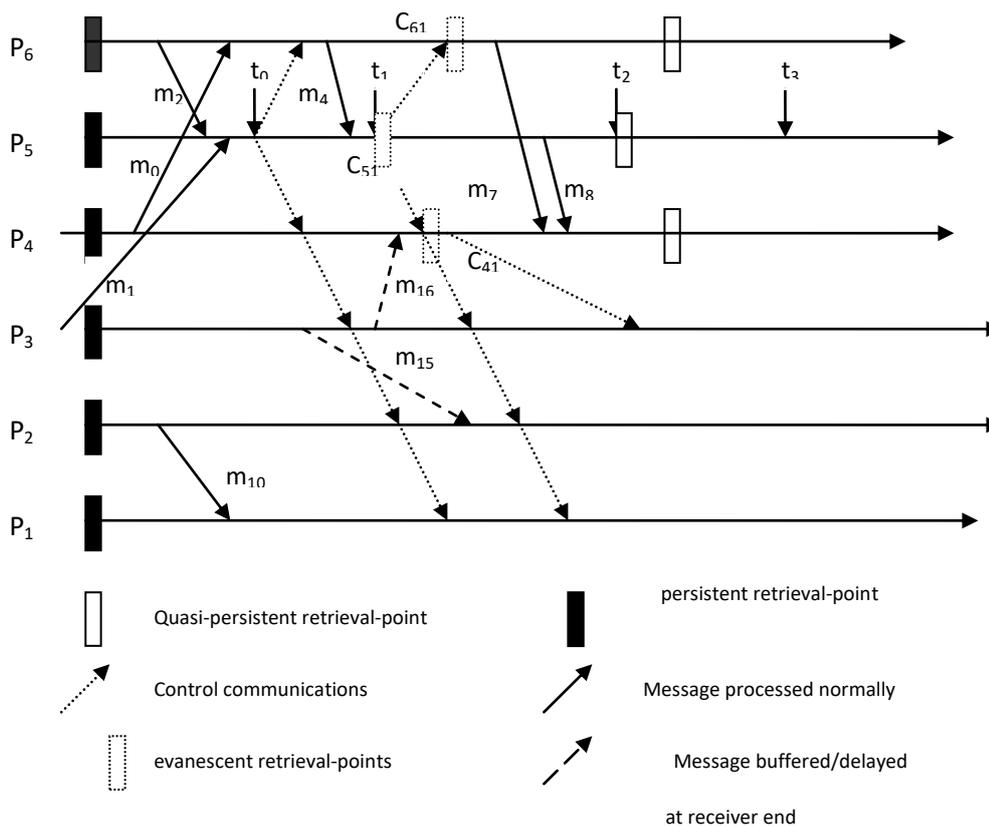


Figure 1 An Example of the proposed Protocol

5. Conclusion

We have designed a minimal-collaborating-proceeding synchronous CRL-aggregation arrangement for mobile distributed interconnection. We try to minimize the intrusion of proceedings during CRL-aggregation. The intrusive time of a proceeding is bare least. During intrusive timeline, proceedings can do their normal computations, dispatch computation-messages and can process selective computation-messages. The number of proceedings that arrest retrieval-points is diminished to avoid awakening of Mbl_Nods in doze mode of operation and thrashing of Mbl_Nods with CRL-aggregation activity. It also saves limited battery life of Mbl_Nods and low bandwidth of wireless channels. We try to reduce the loss of CRL-aggregation effort when any

proceeding flops to arrest its retrieval-point in harmonization with others. We also try to minimize the control-messages during CRL-aggregation. In the schemed scheme, minimal control-messages are consigned in order to enter the second or third phase of the arrangement.

References:-

- [1] A. Acharya and B. R. Badrinath, *Checkpointing Distributed Applications on Mobile Computers*, In Proceedings of the 3rd International Conference on Parallel and Distributed Information Systems (PDIS 1994), 1994, 73-80..
- [2] A. Acharya and B. R. Badrinath, *Checkpointing Distributed Applications on Mobile Computers*, In Proceedings of the 3rd International Conference on Parallel and Distributed Information Systems (PDIS 1994), 1994, 73-80..
- [3] G. Cao and M. Singhal, On coordinated checkpointing in Distributed Systems, *IEEE Transactions on Parallel and Distributed Systems*, 9 (12), 1998, 1213-1225.
- [4] G. Cao and M. Singhal, "On the Impossibility of Min-process Non-blocking Checkpointing and an Efficient Checkpointing Algorithm for Mobile Computing Systems," In Proceedings of International Conference on Parallel Processing, 1998, 37-44.
- [5] G. Cao and M. Singhal, Mutable Checkpoints: A New Checkpointing Approach for Mobile Computing systems, *IEEE Transaction On Parallel and Distributed Systems*, 12(2), 2001, 157-172.
- [6] K.M. Chandy and L.Lamport, "Distributed Snapshots: Determining Global State of Distributed Systems," *ACM Transaction on Computing Systems*, 3(1), 1985, 63-75.
- [7] E. N. Elnozahy, L. Alvisi, Y. M. Wang and D. B. Johnson, "A Survey of Rollback-Recovery Protocols in Message-Passing Systems," *ACM Computing Surveys*, 34(3), 2002, 375-408.
- [8] E.N. Elnozahy, D.B. Johnson and W. Zwaenepoel, *The Performance of Consistent Checkpointing*, In Proceedings of the 11th Symposium on Reliable Distributed Systems, 1992, 39-47.
- [9] J.M. Hélyary, A. Mostefaoui and M. Raynal, *Communication-Induced Determination of Consistent Snapshots*, In Proceedings of the 28th International Symposium on Fault-Tolerant Computing, 1998, 208-217..
- [10] H. Higaki and M. Takizawa, Checkpoint-recovery Protocol for Reliable Mobile Systems, *Transactions of Information processing Japan*, 40(1), 1999, 236-244.
- [11] R. Koo and S. Toueg, Checkpointing and Roll-Back Recovery for Distributed Systems, *IEEE Transactions on Software Engineering*, 13(1), 1987, 23-31.
- [12] P. Kumar, L. Kumar, R. K. Chauhan and V. K. Gupta, *A Non-Intrusive Minimum Process Synchronous Checkpointing Protocol for Mobile Distributed Systems*, In Proceedings of IEEE ICPWC-2005, 2005.
- [13] J.L. Kim and T. Park, An efficient Protocol for checkpointing Recovery in Distributed Systems, *IEEE Transactions on Parallel and Distributed Systems*, 1993, 955-960.
- [14] L. Kumar, M. Misra, R.C. Joshi, Checkpointing in Distributed Computing Systems, In *Concurrency in Dependable Computing*, 2002, 273-92.
- [15] L. Kumar, M. Misra, R.C. Joshi, *Low overhead optimal checkpointing for mobile distributed systems*, In Proceedings of 19th IEEE International Conference on Data Engineering, 2003, 686

– 88.

- [16] L. Kumar and P.Kumar, A Synchronous Checkpointing Protocol for Mobile Distributed Systems: Probabilistic Approach, *International Journal of Information and Computer Security*, 1(3), 2007, 298-314.
- [17] L. Lamport, Time, clocks and ordering of events in a distributed system, *Communications of the ACM*, 21(7), 1978, 558-565.
- [18] N. Neves and W.K. Fuchs, Adaptive Recovery for Mobile Environments, *Communications of the ACM*, 40(1), 1997, 68-74.
- [19] W. Ni, S. Vrbsky and S. Ray, Pitfalls in Distributed Nonblocking Checkpointing, *Journal of Interconnection Networks*, 1(5), 2004, 47-78.
- [20] D.K. Pradhan, P.P. Krishana and N.H. Vaidya, *Recovery in Mobile Wireless Environment: Design and Trade-off Analysis*, In Proceedings of 26th International Symposium on Fault-Tolerant Computing, 1996, 16-25..
- [21] R. Prakash and M. Singhal, Low-Cost Checkpointing and Failure Recovery in Mobile Computing Systems, *IEEE Transaction On Parallel and Distributed Systems*, 7(10), 1996, 1035-1048.
- [22] K.F. Ssu, B. Yao, W.K. Fuchs and N.F. Neves, Adaptive Checkpointing with Storage Management for Mobile Environments, *IEEE Transactions on Reliability*, 48(4), 1999, 315-324.
- [23] L.M. Silva and J.G. Silva, *Global checkpointing for distributed programs*, In Proceedings of the 11th symposium on Reliable Distributed Systems, 1992, 155-62.
- [24] Sunil Kumar, R K Chauhan, Parveen Kumar, “A Minimum-process Coordinated Checkpointing Protocol for Mobile Computing Systems”, *International Journal of Foundations of Computer science*, Vol 19, No. 4, pp 1015-1038 (2008).
- [25] Parveen Kumar, “A Low-Cost Hybrid Coordinated Checkpointing Protocol for mobile distributed systems”, *Mobile Information Systems*. pp 13-32, Vol. 4, No. 1, 2007.
- [26] Rao, S., & Naidu, M.M, “A New, Efficient Coordinated Checkpointing Protocol Combined with Selective Sender-Based Message Logging”, *IEEE/ACS International Conference on Computer Systems and Applications*, 2008.
- [27] Biswas S, & Neogy S, “A Mobility-Based Checkpointing Protocol for Mobile Computing System”, *International Journal of Computer Science & Information Technology*, Vol.2, No.1, pp135-15, 2010.
- [28] Praveen Choudhary, Parveen Kumar, “Low-Overhead Minimum-Method Global-Snapshot Compilation Protocol for Deterministic Mobile Computing Systems”, *International Journal of Emerging Trends in Engineering Research*” Vol. 9, Issue 8, Aug 2021, pp.1069-1072.