

## Algorithm For Asynchronous checkpoint and Recovery:

**Checkpoint:** It is the process of creating a snapshot for current state of a system or process at a particular time. In case the system get failure means we can restore the system back to a consistent state.

**Asynchronous checkpointing:** Each process in the system takes checkpoints independently, without coordinating ~~with~~ ~~other~~ with other process.

**Uncoordinated checkpoint:**

- \* Each process has autonomy in deciding when to take checkpoints.

- \* Domino effect may occur during recovery.

- \* Since no coordination is taking checkpoints, some process may take useless checkpoints.



Data structures used:

i)  $\text{sent } i \rightarrow j (c_i)$  : the no. of msg sent by process  $P_i$  to  $P_j$ , until the checkpoint

ii)  $\text{Receive } j \leftarrow i (c_i)$  the no. of msg send by process  $P_i$  to  $P_j$ , until the checkpoint.

Types of log storage:

i) volatile log - short time to access, but lost if process crash.

ii) stable log - longer time to access but remains stable

Juan - Venkatesan Algorithm:

\* The Algorithm is based on asynchronous checkpointing.

\* During the recovery, we need to find the consistent set of checkpoints to which the system can be restored.

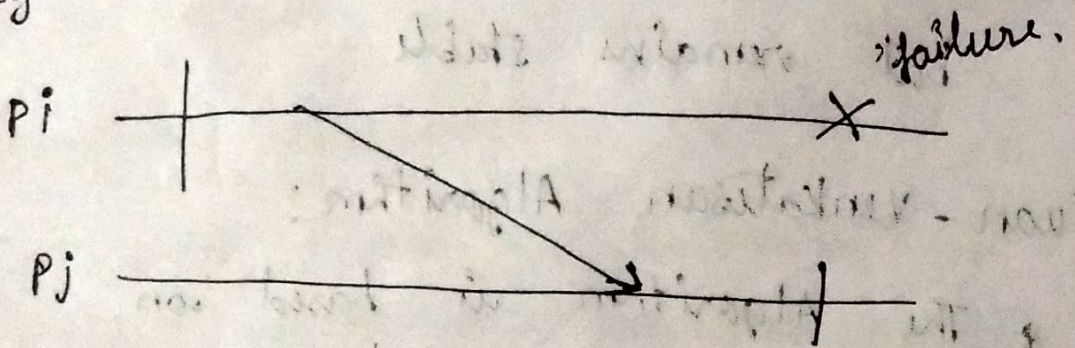


\* In this recovery Algorithm, each process keeps track of both the no. of msg send and received from other processes.

\* This Algorithm avoids the existence of orphan msg.

\* Several iterations of rollbacks by processes are involved in this recovery.

Eg :



\* The process  $P_i$  rolls back, it is necessary for all the process to find the msg send by the rollback process has become an orphan msg.



\* orphan msg,

$$P_i \rightarrow P_j ; P_i \neq P_j$$

\* then process  $P_j$  must roll back to a state where no. of msg received are equal to no. of msg send. (i.e.),

$$P_i = P_j$$

Recovery protocol: If a failure occurs, the system uses the checkpoint from all processes to restore a consistent global state.

Eg :

$$P_1 \Rightarrow A = 100 \quad (\text{Initial state})$$

$$P_2 \Rightarrow B = 200$$

Checkpoint:

At  $t_1$ ,  $P_1$  takes checkpoint (A = 100)

At  $t_2$ ,  $P_2$  takes checkpoint (B = 200)



Msg Exchange:

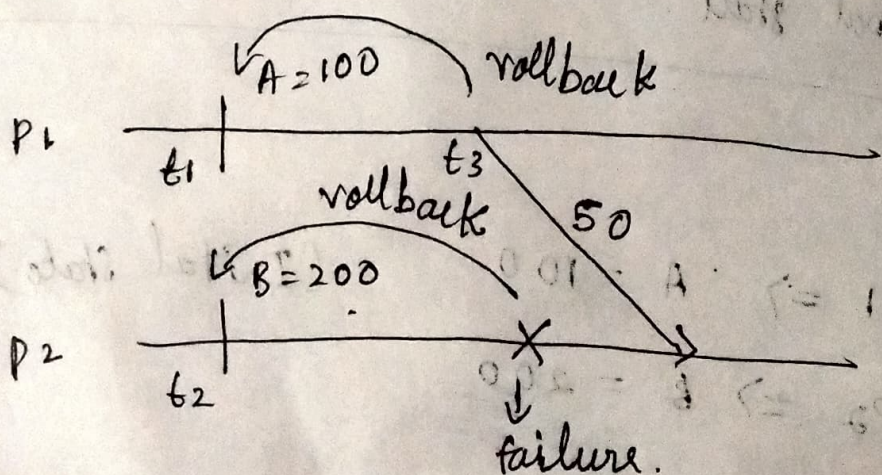
P1  $\rightarrow$  P2 (50 to ~~P2~~  
Account B)

Failure:

P2 crashes before receiving P1 msg.

Recovery:

Both process roll back to their initial state to reject the current transaction flow.



Adv:

\* Fault tolerance

\* Scalability

\* Efficiency.