Existing Distributed Architecture

Local Checkpoint N (Master-Entire Slave)

Local Checkpoint 2 (Master-Entire Slave)
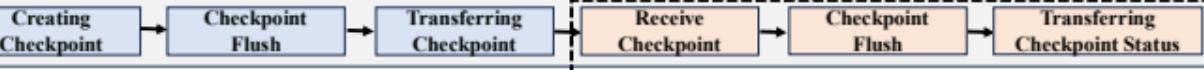
Local Checkpoint 2 (Master-Entire Slave)
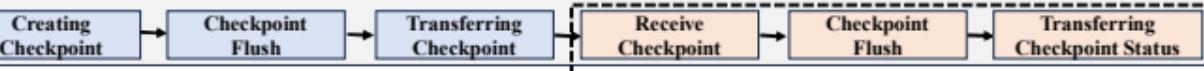
Local Checkpoint 1 (Master-Entire Slave)

Creating Checkpoint → Checkpoint Flush → Transferring Checkpoint

Entire Slave Instance

Receive Checkpoint → Checkpoint Flush → Transferring Checkpoint Status

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Local Checkpoint 1 (Master-Slave 1)

Creating Checkpoint → Checkpoint Flush → Transferring Checkpoint

Only 1 Slave Instance

Receive Checkpoint → Checkpoint Flush → Transferring Checkpoint Status

Local Checkpoint 2 (Master-Slave 2)

Creating Checkpoint → Checkpoint Flush → Transferring Checkpoint

Only 1 Slave Instance

Receive Checkpoint → Checkpoint Flush → Transferring Checkpoint Status

Local Checkpoint 2 (Master-Slave 3)

Local Checkpoint N (Master-Slave N)

Creating Checkpoint → Checkpoint Flush → Transferring Checkpoint

Only 1 Slave Instance

Receive Checkpoint → Checkpoint Flush → Transferring Checkpoint Status