

Checkpoint and Rollback-Recovery of Distributed Object-Oriented Systems¹⁾

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Abstract. The rollback recovery problem has been widely studied for years in the context of process-based message passing systems, and lately the recovery of distributed object-oriented systems has also received significant attention. Therefore the goal of this paper is to present and analyse checkpoint and rollback-recovery algorithms, which exploit the structure of distributed objects. To achieve this goal, the research issues concerning rollback recovery in distributed object-oriented systems are highlighted, and solutions proposed so far are discussed.

Key words: fault-tolerance, rollback-recovery, distributed object-based systems

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