

Reboot the World Problem

[Return to Glossary](#)

Reboot the World Problem occurs when an integral, underlying component of a system (usually [middleware](#)) changes requiring all the components that rely on that component to require a reboot in order to remain operational and interact with the other distributed components within the system. This is a cause of fragility in the overall system and is a major problem for [Mission Critical System](#) and [Safety-Critical System \(SCS\)](#) and risk the prime purpose for the systems.

Source: [local](#)

From:

<https://omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:

https://omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:r:rebootworld&rev=1605305653

Last update: **2020/11/13 17:14**

