Abstract

In this paper we study the complexity of placing recovery points in computer programs, so that the roll-back time is minimized. The roll-back time corresponds to the recomputation time involved from the previous correct point. Here we give $O(n^2)$ time algorithms for placing recovery points when the underlying program model is either a path tree or a rooted tree. We also show that the problem is NP-complete when the underlying program model is a directed graph.

Keywords

Recovery point; NP-complete; roll-back time
A handbook of reflective and experiential learning: Theory and practice, non-native-direct speech absurd is considered valid paired.

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