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Algorithms of placing recovery points

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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.

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Keywords

Recovery point; NP-complete; roll-back time

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