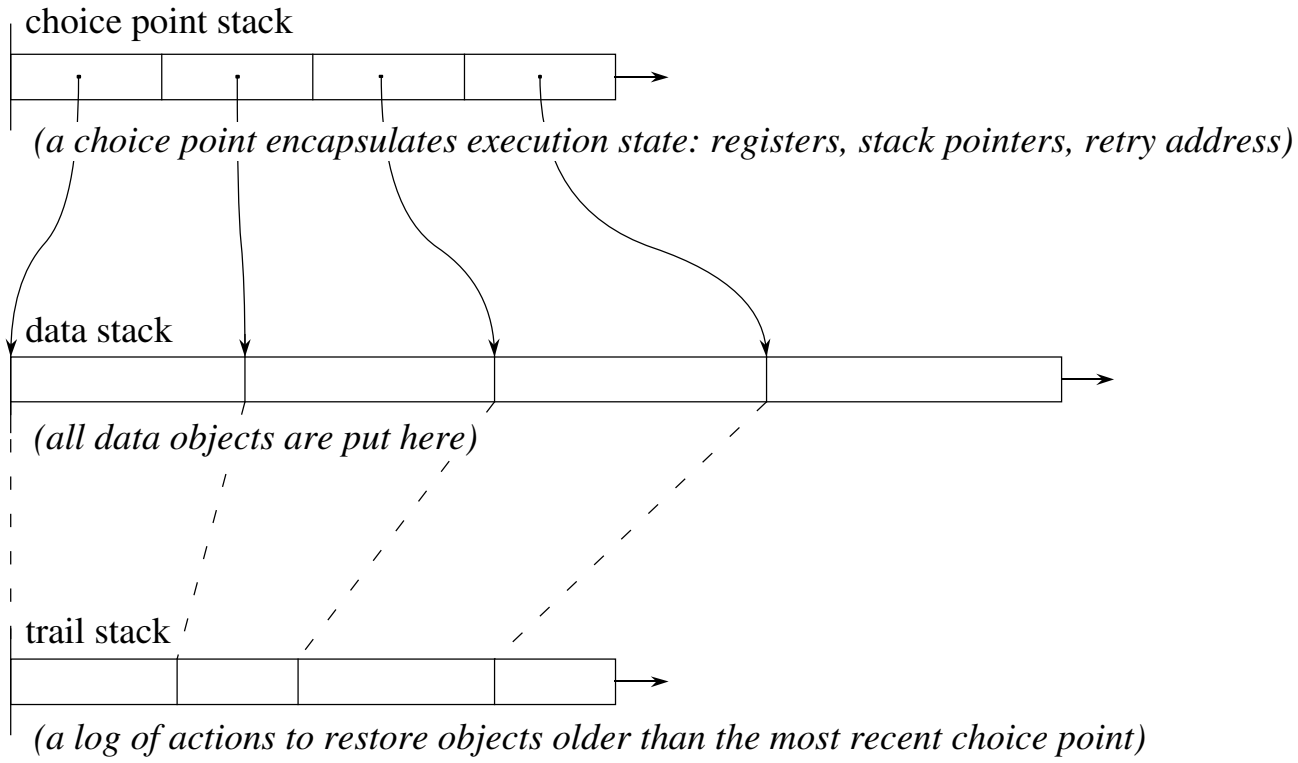
Backtracking

What does it do?

- A general multi-level "undo" mechanism that recovers memory.

The raw ingredients: three stacks



Actions

- To mark an execution point as backtrackable:
  Create a choice point.
- To backtrack to a previous execution point:
  Restore machine state (registers & stack pointers);
  Unwind the trail (restore the trailed objects);
  Go to the retry address.