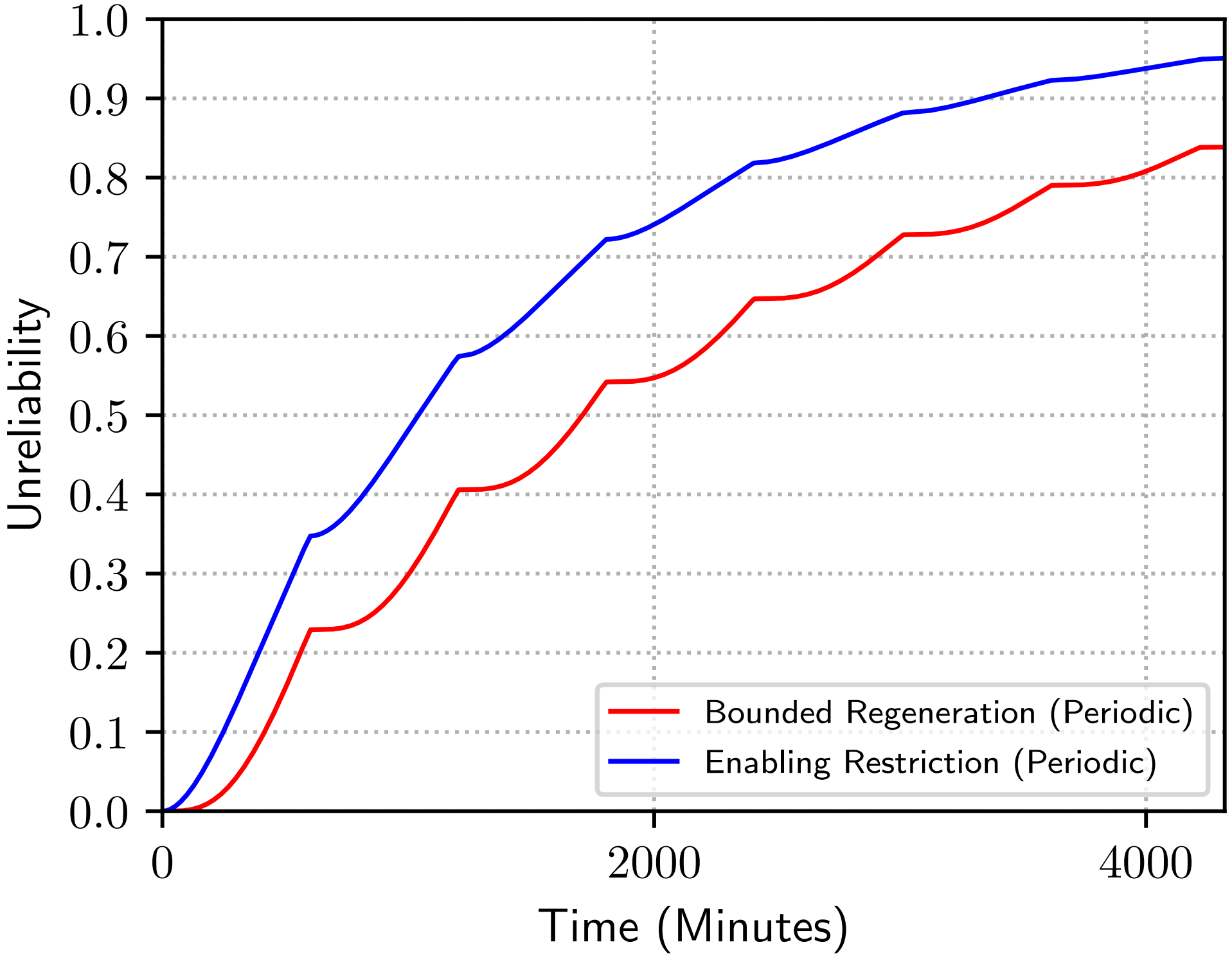
1.0
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0.0
Unreliability
0
2000
4000
Time (Minutes)
Bounded Regeneration (Periodic)
Enabling Restriction (Periodic)