Software Quality Engineering:

Testing, Quality Assurance, and

Quantifiable Improvement

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Chapter 16. Fault Tolerance and Safety Assurance

- Basic Concepts
- Fault Tolerance via RB and NVP
- Safety Assurance Techniques/Strategies
- Summary and Perspectives

QA Alternatives

- Defect and QA:
  - ▷ Defect: error/fault/failure.
  - ▷ Defect prevention/removal/containment.
  - ▷ Map to major QA activities

- Defect prevention:
  – Error source removal & error blocking

- Defect removal: Inspection/testing/etc.

- Defect containment — This Chapter:
  - ▷ Fault tolerance:
    local faults $\not\Rightarrow$ system failures.
  - ▷ Safety assurance: contain failures or
    weaken failure-accident link.

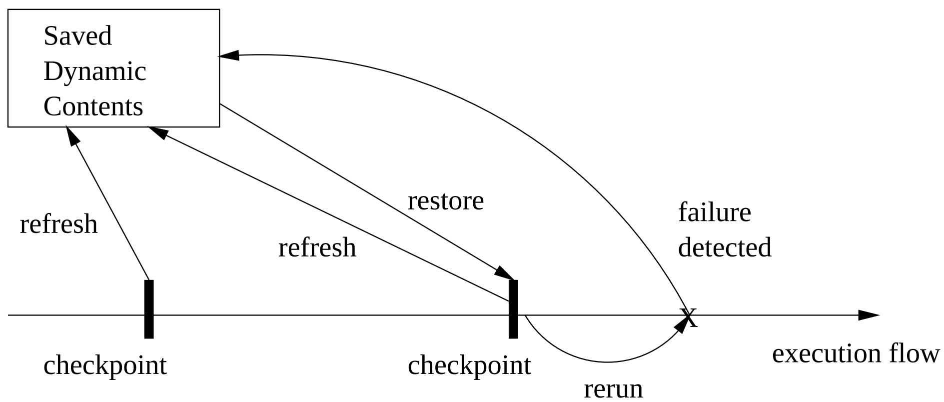
QA and Fault Tolerance

- Fault tolerance as part of QA:
  - ▷ Duplication: over time or components
  - ▷ High cost, high reliability
  - ▷ Run-time/dynamic focus
  - ▷ FT design and implementation
  - ▷ Complementary to other QA activities

- General idea
  - ▷ Local faults not lead to system failures
  - ▷ Duplication/redundancy used
  - ▷ redo ⇒ recovery block (RB)
  - ▷ parallel redundancy
    ⇒ N version programming (NVP)

- Key reference (Lyu, 1995b):
  M.R. Lyu, *S/w Fault Tolerance*, Wiley, 1995.

FT: Recovery Blocks



- General idea: Fig 16.1 (p.270)
  - ▷ Periodic checkpointing
  - ▷ Problem detection/acceptance test
  - ▷ Rollback (recovery)

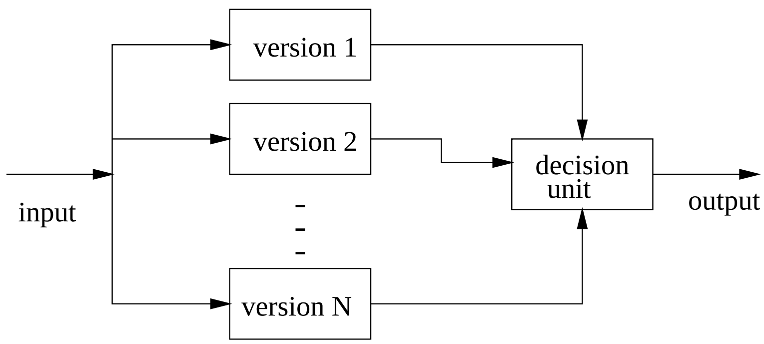
FT: Recovery Blocks

- Periodic checkpointing
  - ▷ too often: expensive checkpointing
  - ▷ too rare: expensive recovery
  - ▷ smart/incremental checkpointing

- Problem detection/acceptance test
  - ▷ exceptions due to in/ex-ternal causes
  - ▷ periodic vs event-triggered

- Recovery (rollback) from problems:
  - ▷ external disturbance: environment?
  - ▷ internal faults: tolerate/correct?

FT: NVP



- FT with NVP: Fig 16.2 (p.272)
  - ▷ NVP: N-Version Programming
  - ▷ Multiple *independent* versions
  - ▷ Dynamic voting/decision ⇒ FT.

FT: NVP

- Multiple *independent* versions
  - ▷ Multiple: parallel vs backup?
  - ▷ How to ensure independence?
- Support environment:
  - ▷ concurrent execution
  - ▷ switching
  - ▷ voting/decision algorithms
- Correction/recovery?
  - ▷ p-out-of-n reliability
  - ▷ in conjunction with RB
  - ▷ dynamic vs. off-line correction

FT/NVP: Ensure Independence

- Ways to ensure independence:
  - ▷ People diversity:
    type, background, training, teams, etc.
  - ▷ Process variations
  - ▷ Technology: methods/tools/PL/etc.
  - ▷ End result/product:
    - – design diversity: high potential
    - – implementation diversity: limited

- Ways to ensure design diversity:
  - ▷ People/teams
  - ▷ Algorithm/language/data structure
  - ▷ Software development methods
  - ▷ Tools and environments
  - ▷ Testing methods and tools (!)
  - ▷ Formal/near-formal specifications

FT/NVP: Development Process

- Programming team independence
  - ▷ Assumption: P-team independence
    $\Rightarrow$ version independence
  - ▷ Maximize P-team isolation/independence
  - ▷ Mandatory rules (DOs & DON'Ts)
  - ▷ Controlled communication (see below)

- Use of coordination team
  - ▷ 1 C-team – n P-teams
  - ▷ Communication via C-team
    – not P-team to P-team
    – protocols and overhead cost
  - ▷ Special training for C-team

- NVP-specific process modifications

FT/NVP: Development Phases

- Pre-process training/organization
- Requirement/specification phases:
  - ▷ NVP process planning
  - ▷ Goals, constraints, and possibilities
  - ▷ Diversity as part of requirement
    - – relation to and trade-off with others
    - – achievable goals under constraints
  - ▷ Diversity specification
  - ▷ Fault detection/recovery algorithm?
- Design and coding phases:
  enforce NVP-process/rules/protocols

FT/NVP: Development Phases

- Testing phases:
  - ▷ Cross-checking by different versions — free oracle!
  - ▷ Focus on fault detection/removal
  - ▷ Focus on individual versions

- Evaluation/acceptance phases:
  - ▷ How N-versions work together?
  - ▷ Evidence of diversity/independence?
  - ▷ NVP system reliability/dependability?
  - ▷ Modeling/simulation/experiments

- Operational phase:
  - ▷ Monitoring and quality assurance
  - ▷ NVP-process for modification also

FT and Safety

- Extending FT idea for safety:
  - ▷ FT: tolerate fault
  - ▷ Extend: tolerate failure
  - ▷ Safety: accident free
  - ▷ Weaken error-fault-failure-accident link

- FT in SSE (software safety engineering):
  - ▷ Too expensive for regular systems
  - ▷ As hazard reduction technique in SSE
  - ▷ Other related SSE techniques:
    - – general redundancy
    - – substitution/choice of modules
    - – barriers and locks
    - – analysis of FT

What Is Safety?

- *Safety:* The property of being accident-free for (embedded) software systems.
  - ▷ Accident: failures with severe consequences
  - ▷ Hazard: condition for accident
  - ▷ Special case of reliability
  - ▷ Specialized techniques
- Software safety engineering (SSE):
  - ▷ Hazard identification/analysis techniques
  - ▷ Hazard resolution alternatives
  - ▷ Safety and risk assessment
  - ▷ Qualitative focus
  - ▷ Safety and process improvement

Safety Analysis & Improvement

- Hazard analysis:
  - ▷ Hazard: condition for accident
  - ▷ Fault trees: (static) logical conditions
  - ▷ Event trees: dynamic sequences
  - ▷ Combined and other analyses
  - ▷ Generally qualitative
  - ▷ Related: accident analysis and risk assessment

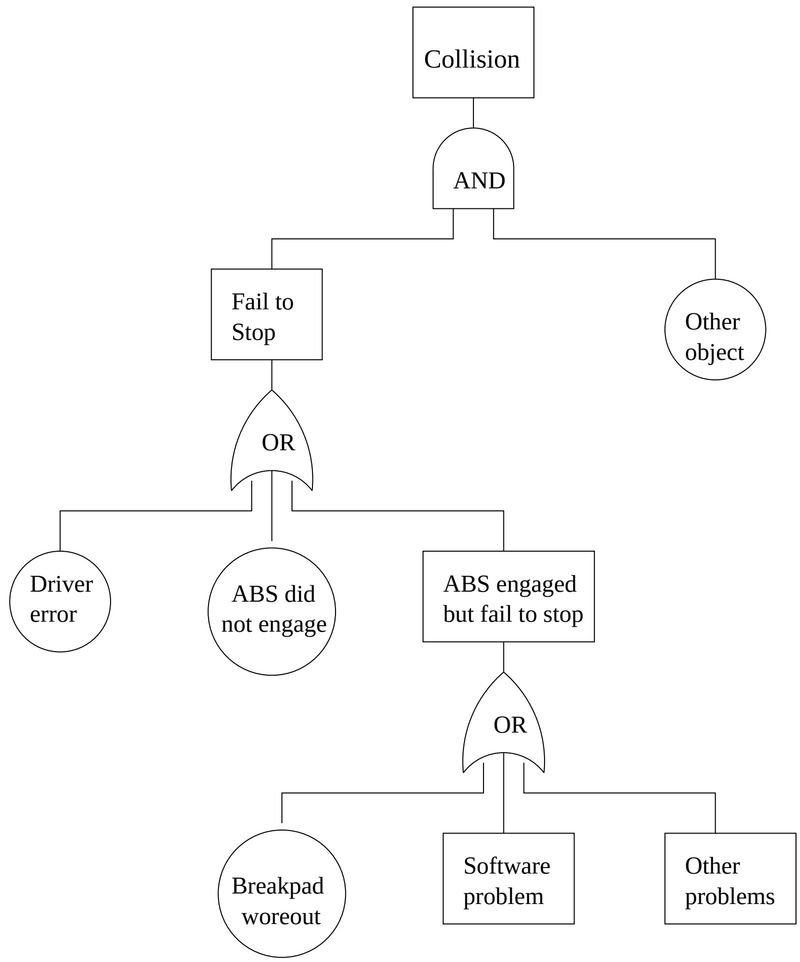
- Hazard resolution
  - ▷ Hazard elimination
  - ▷ Hazard reduction
  - ▷ Hazard control
  - ▷ Related: damage reduction

Hazard Analysis: FTA

- Fault tree idea:
  - ▷ Top event (accident)
  - ▷ Intermediate events/conditions
  - ▷ Basic or primary events/conditions
  - ▷ Logical connections
  - ▷ Form a tree structure

- Elements of a fault tree:
  - ▷ Nodes: conditions and sub-conditions
    – terminal vs. no terminal
  - ▷ Logical relations among sub-conditions
    – AND, OR, NOT
  - ▷ Other types/extensions possible

Hazard Analysis: FTA Example



- Example FTA for an automobile accident (Fig. 16.3, p.276)

Hazard Analysis: FTA

- FTA construction:
  - ▷ Starts with top event/accident
  - ▷ Decomposition of events or conditions
  - ▷ Stop when further development not required or not possible (atomic)
  - ▷ Focus on controllable events/elements

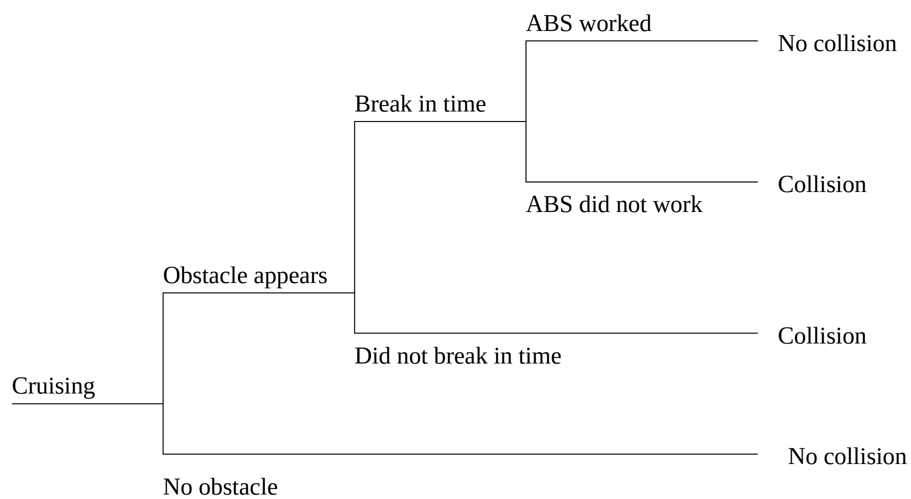
- Using FTA:
  - ▷ Hazard identification
    - *logical* composition
    - (vs. *temporal* composition in ETA)
  - ▷ Hazard resolution (more later)
    - component replacement etc.
    - focused safety verification
    - negate logical relation

Hazard Analysis: ETA

- ETA: Why?
  - ▷ FTA: focus on static analysis
    – (static) logical conditions
  - ▷ Dynamic aspect of accidents
  - ▷ Timing and temporal relations
  - ▷ Real-time control systems

- Search space/strategy concerns:
  - ▷ Contrast ETA with FTA:
    – FTA: backward search
    – ETA: forward search
  - ▷ May yield different path/info.
  - ▷ ETA provide additional info.

Hazard Analysis: ETA Example



- Example ETA for an automobile accident (Fig 16.4, p.277)

- Compare/contrast with FTA a few slides back.

Hazard Analysis: ETA

- Event trees:
  - ▷ Temporal/cause-effect diagram
  - ▷ (Primary) event and consequences
  - ▷ Stages and (simple) propagation
    - – not exact time interval
    - – logical stages and decisions

- Event tree analysis (ETA):
  - ▷ Recreate accident sequence/scenario
  - ▷ Critical path analysis
  - ▷ Used in hazard resolution (more later)
    - – esp. in hazard reduction/control
    - – e.g. creating barriers
    - – isolation and containment

Hazard Elimination

- Hazard sources identification $\Rightarrow$ elimination
  (Some specific faults prevented or removed.)

- Traditional QA (but with hazard focus):
  - ▷ Fault prevention activities:
    - education/process/technology/etc
    - formal specification & verification
  - ▷ Fault removal activities:
    - rigorous testing/inspection/analyses

- "Safe" design: More specialized techniques:
  - ▷ Substitution, simplification, decoupling.
  - ▷ Human error elimination.
  - ▷ Hazardous material/conditions$\downarrow$.

Hazard Reduction

- Hazard identification ⇒ reduction
  (Some specific system failures prevented or tolerated.)

- Traditional QA (but with hazard focus):
  - ▷ Fault tolerance
  - ▷ Other redundancy

- "Safe" design: More specialized techniques:
  - ▷ Creating hazard barriers
  - ▷ Safety margins and safety constraints
  - ▷ Locking devices
  - ▷ Reducing hazard likelihood
  - ▷ Minimizing failure probability
  - ▷ Mostly "passive" or "reactive"

Hazard Control

- Hazard identification $\Rightarrow$ control
  - ▷ Key: failure severity reduction.
  - ▷ Post-failure actions.
  - ▷ Failure-accident link weakened.
  - ▷ Traditional QA: not much, but good design principles may help.

- "Safe" design: More specialized techniques:
  - ▷ Isolation and containment
  - ▷ Fail-safe design & hazard scope$\downarrow$
  - ▷ Protection system
  - ▷ More "active" than "passive"
  - ▷ Similar techniques to hazard reduction,
    – but focus on post-failure severity$\downarrow$
    vs. pre-failure hazard likelihood$\downarrow$.

Accident Analysis & Damage Control

- Accident analysis:
  - ▷ Accident scenario recreation/analysis – possible accidents and damage areas
  - ▷ Generally simpler than hazard analysis
  - ▷ Based on good domain knowledge (not much software specifics involved)

- Damage reduction or damage control
  - ▷ Post-accident vs. pre-accident hazard resolution
  - ▷ Accident severity reduced
  - ▷ Escape route
  - ▷ Safe abandonment of material/product/etc.
  - ▷ Device for limiting damages

Software Safety Program (SSP)

- Leveson's approach (Leveson, 1995)
  — Software safety program (SSP)

- Process and technology integration
  - ▷ Limited goals
  - ▷ Formal verification/inspection based
  - ▷ But restricted to safety risks
  - ▷ Based on hazard analyses results
  - ▷ Safety analysis and hazard resolution
  - ▷ Safety verification:
    – few things carried over

- In overall development process:
  - ▷ Safety as part of the requirement
  - ▷ Safety constraints at different levels/phases
  - ▷ Verification/refinement activities
  - ▷ Distribution over the whole process

Case Study: PSC for CCSCS

- Object of study and general problems:
  - ▷ CCSCS: Computer-controlled safety-critical systems.
  - ▷ Problem: Safety and failure damage.
  - ▷ (software) reliability models unsuitable:
    - – assuming large numbers of failures
    - – missing damage information
  - ▷ Formal verification:
    - – static vs. dynamic verification
    - – need systematic assertion derivation

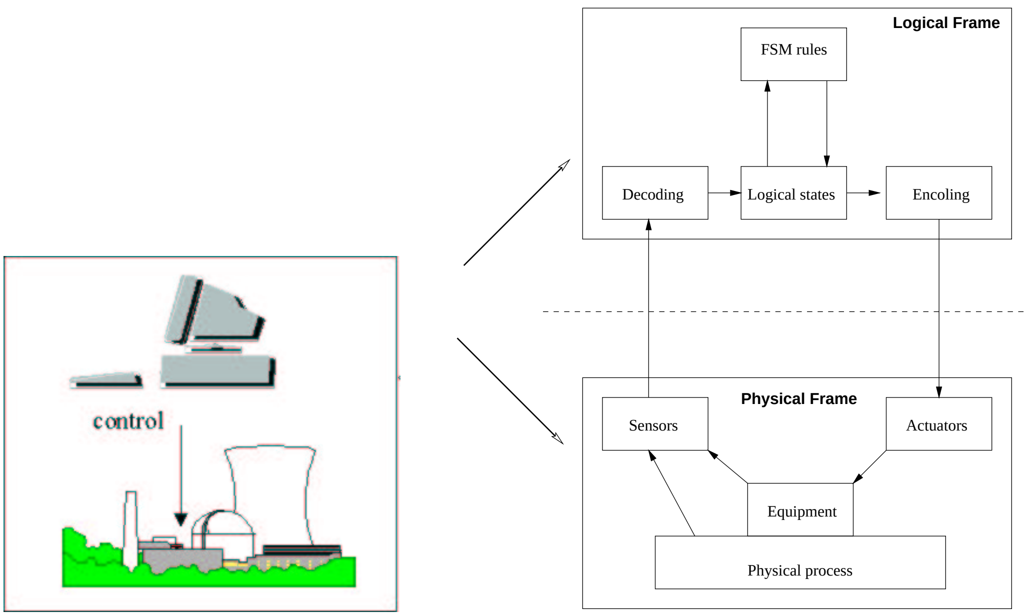
- Prescriptive specification checking:
  - ▷ Analyze sources of hazard
  - ▷ Derive systematic assertions
  - ▷ Dynamically check the assertions

TFM: Two-Frame-Model

- TFM: Two-Frame-Model
  - ▷ Physical frame
  - ▷ Logical frame
  - ▷ Sensors: physical ⇒ logical
  - ▷ Actuators: logical ⇒ physical

- TFM characteristics and comparison:
  - ▷ Interaction between the two frames
  - ▷ Nondeterministic state transitions and encoding/decoding functions
  - ▷ Focuses on symmetry/consistency between the two frames.

TFM Example



- TFM Example: Fig 16.5 (p.280).
  - ▷ physical frame: nuclear reactor
  - ▷ logical frame: computer controller

Usage of TFM

- Failure/hazard sources and scenarios:
  - ▷ Hardware/equipment failures.
  - ▷ Software failures.
  - ▷ Communication/interface failures.
  - ▷ Focus on last one, based on empirical evidence.

- Causes of communication/interface hazards:
  - ▷ Inconsistency between frames.
  - ▷ Sources of inconsistencies
  - ▷ Use of prescriptive specifications (PS)
  - ▷ Automatic checking of PS for hazard prevention

Frame Inconsistencies

- System integrity weaknesses: Major sources of frame inconsistencies in CCSCS.

- Discrete vs. continuous:
  - ▷ Logical frame: discrete
  - ▷ Physical frame: mostly continuous
  - ▷ Continuous regularity or validity of in-/extrapolation

- Total vs. partial functions:
  - ▷ Logical frame: partial function
  - ▷ Physical frame: total function
  - ▷ $\Rightarrow$ coercion, domain/default specs, etc.

Frame Inconsistencies (II)

- Invariants and limits:
  - ▷ Logical frame: no intrinsic invariant
  - ▷ Physical frame: intrinsic invariant
  - ▷ Special case: physical limit
  - ▷ ⇒ assertions on boundaries/relations as invariants/limits to check

- Semantic gap:
  - ▷ Logical frame: image/map of the reality
  - ▷ Physical frame: physical reality
  - ▷ Syntax vs. semantics in logical frame

- General solution: to derive systematic assertions for each integrity weakness and automatically/dynamically check them.

Prescriptive Specifications (PS)

- Definition and examples:
  - ▷ Assertion: desired system behavior.
  - ▷ Use PS in CCSCS

- PS for CCSCS:
  - ▷ Address integrity weaknesses
  - ▷ Systematic derivation
  - ▷ How to check? dynamic/automatic
  - ▷ Applications in case studies
  - ▷ Effectiveness and completeness

Deriving Specific PS

- Domain prescriptions:
  - ▷ Address: partial/total function
  - ▷ Boundary: e.g., upper/lower bounds
  - ▷ Type:
    - – expected ⇒ normal processing
    - – unexpected: provide default values or perform exception handling

- Primitive invariants
  - ▷ Address: lack of intrinsic invariant
  - ▷ Relations based on physical law
  - ▷ Use TFM-based FTA and ETA to identify entities to check
  - ▷ e.g., conservation law:

$$\Delta P_i = P_i(t_1) - P_i(t_0) = G_i(t_0, t_1) - T_i(t_0, t_1)$$

Deriving Specific PS (II)

- Safety assertions:
  - ▷ Address: physical/safety limits
  - ▷ Directly from physical/safety limits
  - ▷ Indirect assertions:
    - – related program variables
    - – based on TFM-based FTA and ETA
- Image consistency assertions:
  - ▷ Address: discrete vs. continuous
  - ▷ State or status checking
  - ▷ Rate checking

Deriving Specific PS (III)

- Entity dependency assertions:
  - ▷ Address: linkage among components (discrete/continuous and semantic gap)
  - ▷ Functional/relational dependencies
  - ▷ Operational characteristics according to physical laws

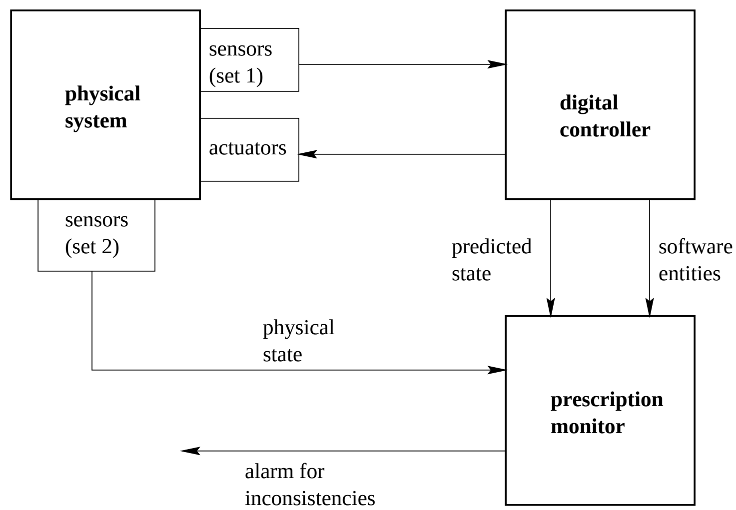
- Temporal dependency assertions:
  - ▷ Address:
    temporal relations among components (discrete/continuous and semantic gap)
  - ▷ Temporal relations/dependencies
  - ▷ Time delay effect according to physical laws
  - ▷ CCSCS are real-time systems

A Comprehensive Case Study

- Selecting a case study:
  - ▷ Several case studies performed
  - ▷ TMI-2: Three Mile Island accident
  - ▷ Simulator of TMI-2 accident
  - ▷ Seeding and detection of faults

- A simulator with components:
  - ▷ digital controller (pseudo-program chart)
  - ▷ physical system with 4 process variables:
    power, temp, pressure, water level
  - ▷ introducing prescription monitor

Prescription Monitor in Case Study



- Prescription monitor: Fig 16.6 (p.281)

- Prescription monitor development:
  - ▷ performance constraints
  - ▷ quality/reliability of itself?
  - ▷ usage of independent sets of sensors

Case Study (II)

- Developing PS in the case study:
  - ▷ Generic assertions (domain etc.)
  - ▷ Specific assertions with examples

- Fault seeding: wide variety of faults
  - ▷ Erroneous input from the user (1-4)
  - ▷ Wrong data types or values (5-7)
  - ▷ Programming errors (8-16)
  - ▷ Wrong reading of sensors (17-19)

- Result: all detected by prescription monitor by specific PS

Case Study Summary

- Prescriptive specification checking:
  - ▷ Based on TFM
  - ▷ Analyze system integrity weaknesses
  - ▷ Derive corresponding assertions or PS
  - ▷ Checking PS for hazard prevention
  - ▷ Appears to be effective in several case studies

- Future directions and development:
  - ▷ Apply to realistic applications
  - ▷ Prescription monitor development
  - ▷ Support for PS derivation
  - ▷ Generalization to other systems
    - – e.g., embedded systems,
    - – software-based heterogeneous systems...

Summary and Perspectives

- Software fault tolerance:
  - ▷ Duplication and redundancy.
  - ▷ Techniques: RB, NVP, and variations.
  - ▷ Cost and effectiveness concerns.
- SSE: Augment S/w Eng.
  - ▷ Analysis to identify hazard
  - ▷ Design for safety
  - ▷ Safety constraints and verification
  - ▷ Leveson's s/w safety program, PSC, etc.
  - ▷ Cost and application concerns.
- Comparison to other QA: Chapter 17.