

## *Fault-Tolerant Architectures*

### ◆ Applications

- General Purpose Computing
- High-Availability Systems
  - » rapid error detection and correction => minimize downtime
  - » unacceptable downtime for software installation/updates
  - » examples AT&T switching systems, Tandem: software-intensive approach, Stratus: hardware approach.
- Long-Life Systems
  - » mobile systems: airplanes, mass transit systems etc.
  - » the concept of deferred maintenance
  - » special considerations: highly redundant spacecraft systems
    - automatic reconfiguration vs. remote access
  - » down-times might not be of great concern

## *Fault-Tolerant Architectures*

- Critical Computations
  - » real-time control systems and their timing sensitivity
  - » heavy computational workloads => multiple processors
  - » hard real-time environment
    - tasks have hard/soft deadlines
    - failure to meet deadlines => catastrophic results
  - » need for provably correct algorithms
    - formal verification methods
    - no unexpected side effects
  - » classic systems

# Fault-Tolerant Architectures

- ◆ Brief discussion of some classic systems
  - AT&T (highly available switching systems)
    - » goal: 2 hours downtime in 40 years (3 min/year :-)
    - » Pra96 table 2.7, pg 104: Probability of operational outage due to various sources.
    - » User implements part of redundancy, i.e. redial
    - » Pra96 table 2.8, pg 105: Levels of recovery in a switching system.
    - » system features include
      - hardware lock-step duplication
      - online processors write to both stores
      - byte parity on data paths
      - modified hamming code on main memory
      - maintenance channel for observability/controllability of processors
      - extensive self checking hardware (30% +)

**Table 2.7:** Probability of Operational Outage Due to Various Sources<sup>a</sup>

	AT&T Switching Systems <sup>b</sup> (Toy, 1978)	Bellcore <sup>b</sup> (Ali, 1986)	Japanese Commercial Users	Tandem (Gray, 1985)	Tandem (Gray, 1987)	Northern Telecom	Mainframe Users
Hardware	0.20	0.26 <sup>d</sup>	*g	0.18	0.19	.19	.45
Software	0.15	0.30 <sup>e</sup>	0.75 <sup>g</sup>	0.26	0.43	.19	.20
Maintenance	—	—	*g	0.25	0.13	—	.05
Operations	0.65 <sup>c</sup>	0.44 <sup>f</sup>	0.11	0.17	0.13	.33	.15
Environment	—	—	0.13	0.14	0.12	.28 <sup>h</sup>	.15

<sup>a</sup>Dashes indicate that no separate value was reported for that category in the cited study.

<sup>b</sup>Fraction of downtime attributed to each source. Downtime is defined as any service disruption that exceeds 30 seconds duration. The Bellcore data represented a 3.5-minute downtime per year per system.

<sup>c</sup>Split between procedural errors (0.3) and recovery deficiencies (0.35).

<sup>d</sup>47% of the hardware failures occurred due to the second unit failing before the first unit could be replaced.

<sup>e</sup>Recovery software.

<sup>f</sup>Split between procedural errors (0.42) and operational software (0.02).

<sup>g</sup>Study only reported probability of vendor-related outage (i.e., 0.75 is split between vendor hardware, software, and maintenance).

<sup>h</sup>(.15) attributed to power.

**Table 2.8:** Levels of Recovery in a Switching System

Phase	Recovery Action	Effect
1	Initialize transient memory	Affects temporary storage, no calls lost
2	Reconfigure peripheral hardware; initialize all transient memory	Lose calls in process of being established, calls in progress not lost
3	Verify memory operation, establish a workable processor configuration, verify program, configure peripheral hardware, initialize all transient memory	Lose calls in process of being established, calls in progress not affected
4	Establish a workable processor configuration; configure peripheral hardware, initialize all memory	All calls lost

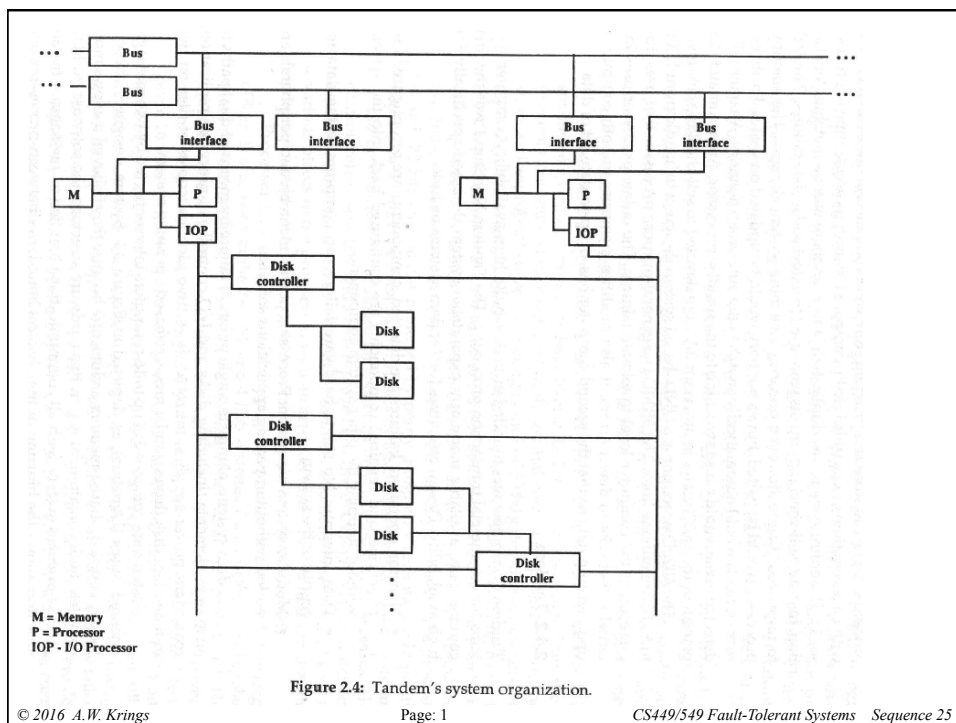
## *Fault-Tolerant Architectures*

### – Tandem

- » High-availability systems for transaction processing.
- » NonStop1 -- first commercial OS designed for high availability.
- » Design objectives
  - nonstop operation: non-intrusive fault detection, reconfiguration and repair.
  - data integrity: no single hardware failure can compromise data integrity.
  - modular system expansion: software application not affected by adding expansion hardware.
- » No single point of failure: dual paths to all system components, including disks, I/O controllers, processor replication, power supplies, RAID 1 disks, and message based OS.

## Fault-Tolerant Architectures

- » Pra96 fig 2.4, pg 112
  - loosely shared-memory architecture
  - duplication of all components
- » Hardware/Software modules designed to behave like a FSP
- » Retries on I/O devices
  - 1) hardware retry, assuming transient fault
  - 2) software retry
  - 3) alternate path retry
  - 4) alternate device retry
- » Check point recovery mechanism
- » Maintenance and diagnosis system analyzes the event log and automatically calls for field replaceable units.



## Fault-Tolerant Architectures

- Stratus
  - » Continuous checking of duplexed components
  - » Pair and Spare Architecture Pra96, fig 2.7, pg 117
    - 2 processor boards with 2 microprocessors each
    - each board operates independently
    - bus halves are wired-ORed with their counterparts
  - » One module consists of replicated power, backplane buses
  - » Modules can be interconnected => communicate via message passing SIB (Stratus Intermodule Bus).
  - » Boards compare their halves and remove themselves upon disagreement between A and B halves, indicating maintenance interrupt => FSP behavior
  - » Board is diagnosed for transient fault and possibly returned to service. Permanent failure is reported by phone to customer assistance center.

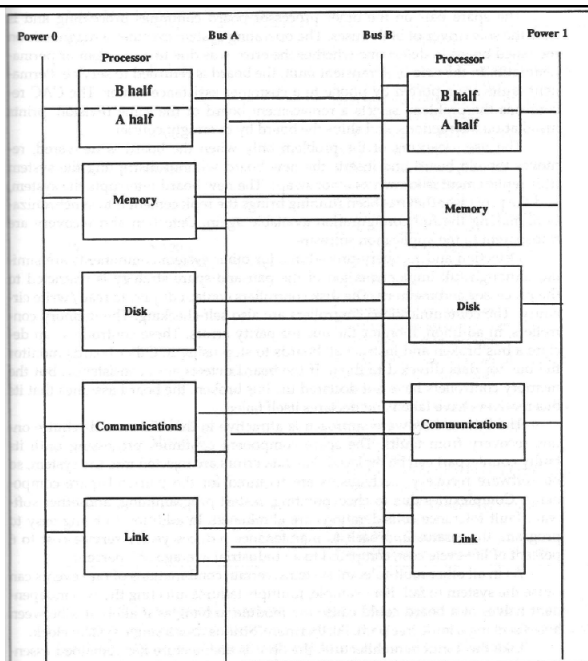


Figure 2.7: The Stratus pair-and-spare architecture.

# *Fault-Tolerant Architectures*

- Spacecraft Systems: Long period of unattended operation
  - » Design considerations include effects of environment, power, temperature, stability, vibration etc.
  - » Systems range from weather, and communication satellites in various orbits to deep-space probes.
  - » Propulsion: controlling fuels and stabilization.
  - » Power: regulating and storing power from different sources, e.g. solar panels, batteries.
    - Table 2.13, pg 125, Typical Power Subsystem
  - » Data Communication: communication with earth using uplinks, data stream from craft using redundant downlinks
  - » Attitude Control: redundant sensors, gyros, momentum wheels
  - » Command and Control: hardware testing of parity, illegal instructions, mem. addresses, sanity checks, timing mechanisms

**Table 2.13:** Typical Power Subsystem

Element	Tracking Solar Array	Solar Array Drive	Slip-Ring Assembly	Charge Controller	Batteries	Power Regulation	Power Distribution
Redundancy	Extra capacity series/parallel connections of individual solar cells allows for graceful degradation	Redundant drive elements and motors	Parallel rings for power transfer	Automatic monitoring and control of battery charge state	Series/parallel connections; diode protection	Redundant spares	Automatic load shedding

**Table 2.14:** Attributes of the Voyager Spacecraft

Systems Characteristics	Propulsion	Power	Data Communications	Attitude Control	Command and Payload
Planetary probe Three-axis stabilized Mission life: 7 years	Hydrazine thrusters	Three radioactive thermal generators; 430 W at Jupiter	Downlink, 2; uplink, 1; two antennas (high gain and low gain)	Redundant sun sensors and Canopus (star) trackers	Command rate: 16 bps Redundant computers, 4K words each; data storage on board

## Fault-Tolerant Architectures

- SIFT (software implemented fault tolerance) (70s)
  - » intended for real-time aircraft control
  - » assumption that future airplanes would be designed to be unstable
  - » loss of computer for even milliseconds could lead to catastrophe
  - » how does one verify systems when fail rates are  $10^{-10}$ ?
  - » approach: mathematically prove correctness of system software
  - » hardware is assumed to use independent computers using fully connected graph topology, implementing unidirectional series links.
  - » software divided into tasks, results from redundant tasks are voted upon. (Actually it is the inputs to tasks that is voted on).
  - » 3 processor example Pra96, fig 2.11, pg 130
    - input to A is output of voter with 3 inputs

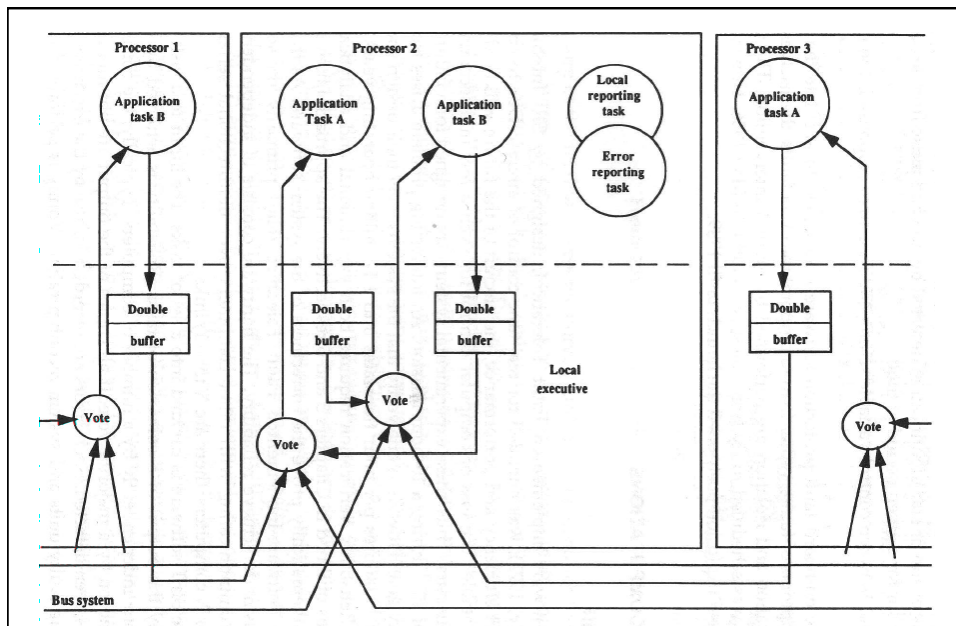


Figure 2.11: Arrangement of application tasks within SIFT configuration. (Adapted from Wensley 1978).