

## Architecting Software Fault Tolerance and Beyond

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- ◆ On architecting...
- ◆ Architecting dependability
  - ◆ motivation and contextualisation
  - ◆ architectural abstractions for fault tolerance
  - ◆ process of integrating verification and validation
- ◆ Architecting resilience
  - ◆ how to deal with change and uncertainty
  - ◆ self-adaptable software systems
  - ◆ adaptable error detection
  - ◆ "no failure assumptions"
- ◆ Summary and future work

- ◆ "Architecting"
  - ◆ Eberhardt Reichting. *Systems Architecting, Creating & Building Complex Systems*. 1991.
  - ◆ the process of creating and building architectures
    - ◆ the architect influences the whole development process
  - ◆ the art and science of creating and building complex systems
    - ◆ scoping, structuring and certifying
- ◆ Architecting dependable systems
  - ◆ <http://www.cs.kent.ac.uk/~rdl/ADSFuture/>

Two perspectives when considering dependability at the architectural level

- ◆ from the dependability perspective
  - ◆ reason about faults earlier rather than later
- ◆ from the software engineering perspective
  - ◆ acceptance of faults rather than their avoidance

Emerging applications that justify the approach

- ◆ trustworthy systems from untrustworthy components
  - ◆ off-the-shelf-components (OTS), system-of-systems, legacy systems, critical infrastructures

Fault tolerance at the architectural level

- ◆ **isn't too early to consider failure behaviours?**
  - ◆ faults don't respect phases of development or levels of abstraction
- ◆ **why introduce unnecessary complexity?**
  - ◆ fault tolerance doesn't come for free
    - ◆ structuring the complexity associated with redundancies
- ◆ **wouldn't it be more effective to build a fault free system?**
  - ◆ yes, but...
  - ◆ *optimists vs realists*

- ◆ Architectural patterns, styles or abstractions
  - ◆ basic structural and behavioural building blocks
- ◆ Not patterns because of design patterns
  - ◆ but beyond architectural tactics
- ◆ Can be considered as extensions to architectural styles
  - ◆ e.g., P2P architectural style
  - ◆ **architectural style** is a set of design rules
    - ◆ the kinds of components and connectors
    - ◆ local or global constraints on the composition
  - ◆ not called as such, just to avoid confusion...

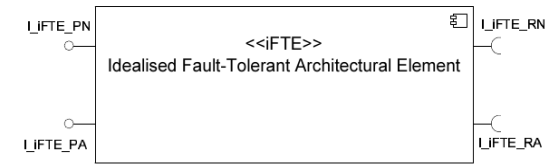
- ◆ **Implicit redundancy** - the normal and abnormal specifications can be entangled
  - ◆ idealised fault-tolerant architectural element (iFTE)
    - ◆ based on exception handling
- ◆ **Explicit redundancy** - structuring of redundancy is part of the actual system
  - ◆ an inherent aspect of strongly-structured systems
    - ◆ restrict the impact of faults
  - ◆ halt-on-failure architectural element (HoFE)
    - ◆ assumes crash failure semantics
- ◆ Selection depends on
  - ◆ failure assumptions and availability of resources

Development approach based on abstractions

- ◆ instantiate formal abstractions into components and connectors of the software architecture
  - ◆ prevent the introduction of design faults
- ◆ automatic verification of architectural models
  - ◆ identify and remove design faults
- ◆ generation of architectural-based test cases
  - ◆ identify and remove implementation faults related to the architectural design

An architectural solution based on **exception handling**

- ◆ components need to collaborate for handling certain failure scenarios
- ◆ configurations that allow the propagation of exceptions
  - ◆ controlled error propagation
- ◆ based on the **idealised fault-tolerant component**
  - ◆ provided and required services, and interface and failure exceptions
  - ◆ separation between normal and abnormal behaviour

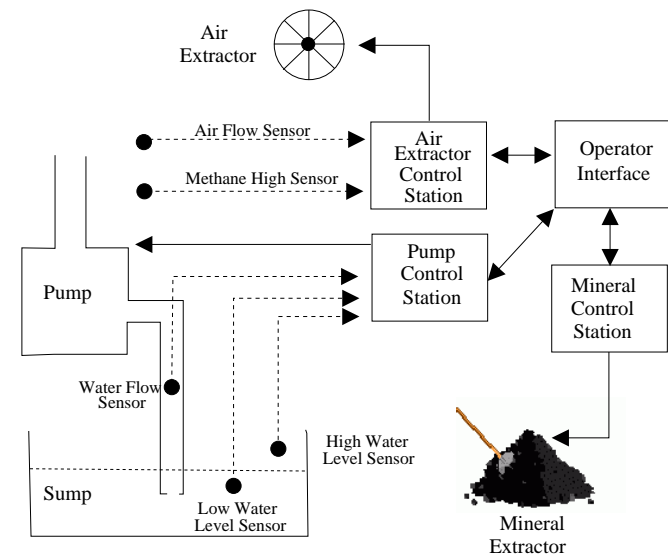
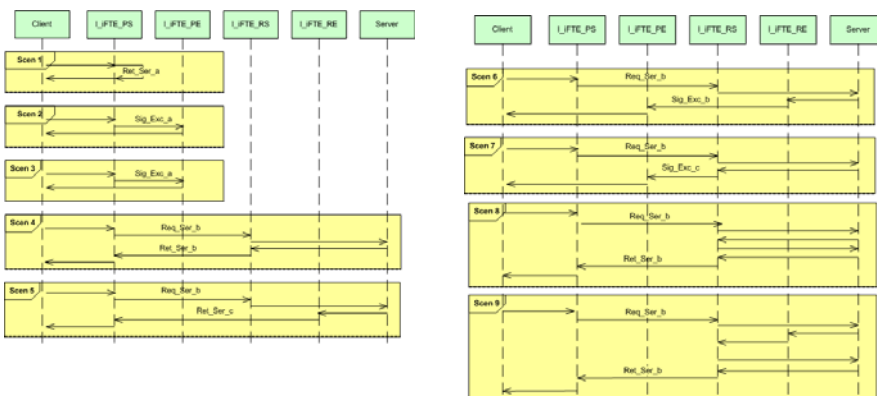


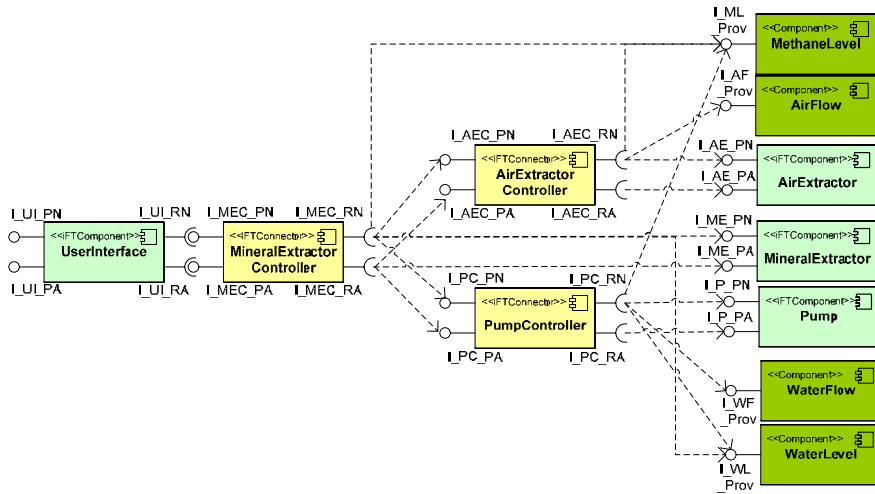
```

system ifte_abstraction
features
  I_iFTE_PN_i: in event data port Service;
  I_iFTE_PN_o: out event data port Service;
  I_iFTE_PA_o: out event data port Exception;
  I_iFTE_RN_i: in event data port Service;
  I_iFTE_RN_o: out event data port Service;
  I_iFTE_RA_i: in event data port Exception;
flows
  Ret_Ser_a: flow path I_iFTE_PN_i -> I_iFTE_PN_o;
  Sig_Exc_a: flow path I_iFTE_PN_i -> I_iFTE_PA_o;
  Req_Ser_b: flow path I_iFTE_PN_i -> I_iFTE_RN_o;
  Ret_Ser_b: flow path I_iFTE_RN_i -> I_iFTE_PN_o;
  Req_Ser_c: flow path I_iFTE_RN_i -> I_iFTE_RN_o;
  Sig_Exc_b: flow path I_iFTE_RN_i -> I_iFTE_PA_o;
  Req_Ser_d: flow path I_iFTE_RA_i -> I_iFTE_RN_o;
  Ret_Ser_c: flow path I_iFTE_RA_i -> I_iFTE_PN_o;
  Sig_Exc_c: flow path I_iFTE_RA_i -> I_iFTE_PA_o;
end ifte_abstraction;
    
```

Behavioural scenarios

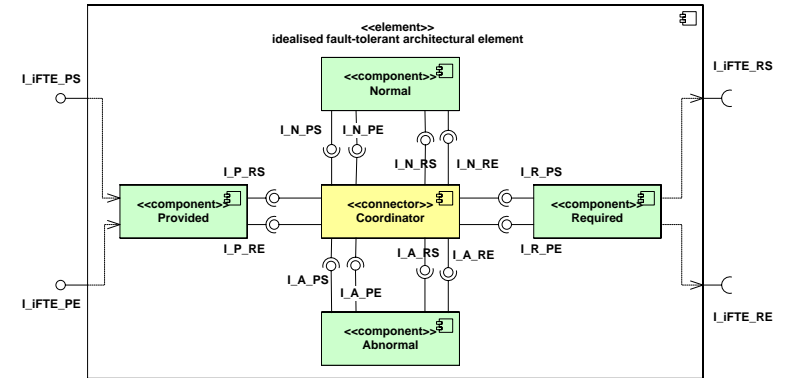
- ◆ constraint the behaviour of the iFTE



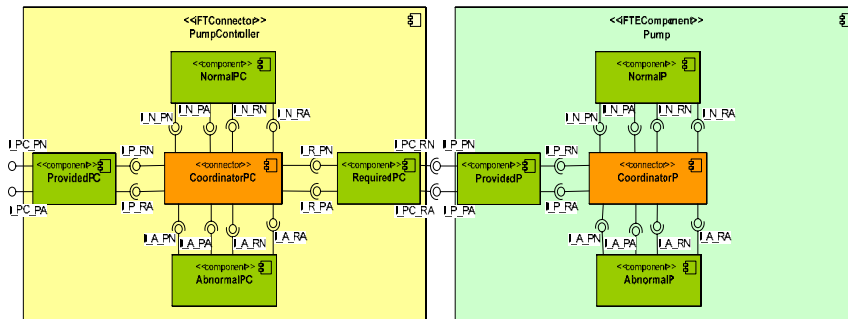


## iFTE detailed design

- iFTE internal structure follows recursively the iFTE abstraction

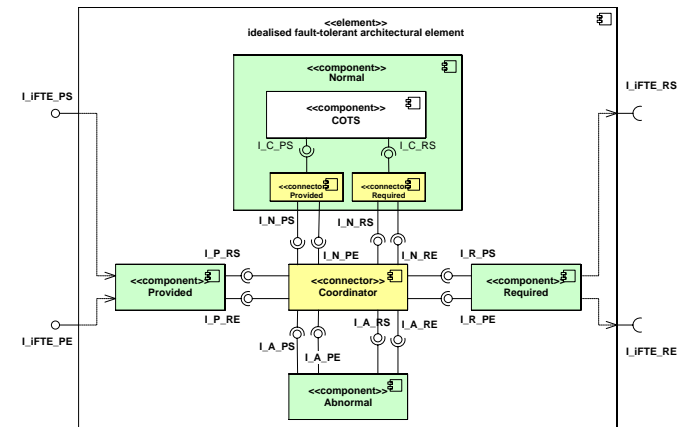


## Detailed iFTE-based software architecture



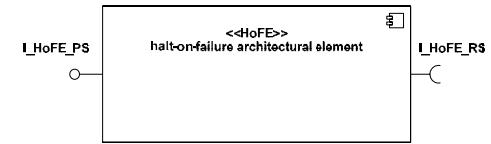
## iFTE detailed design

- iFTE applied to COTS



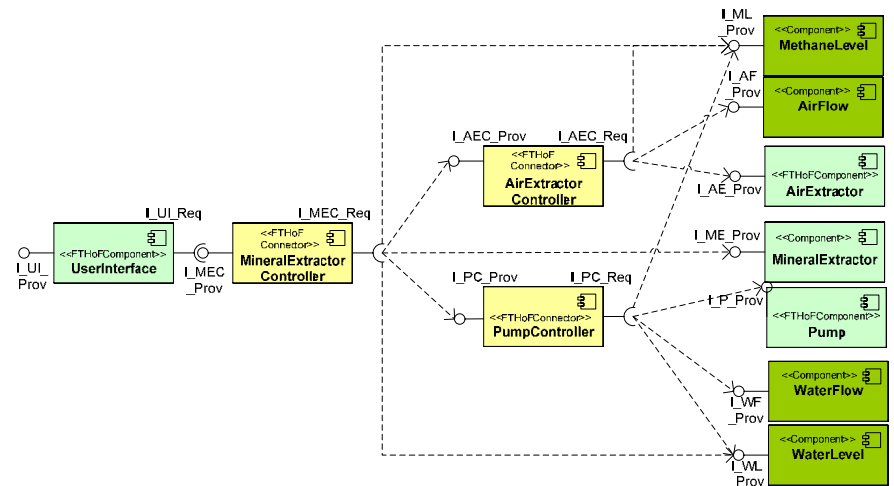
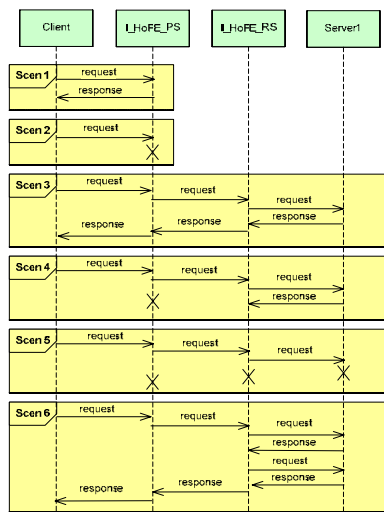
An architectural solution based on explicit redundancies

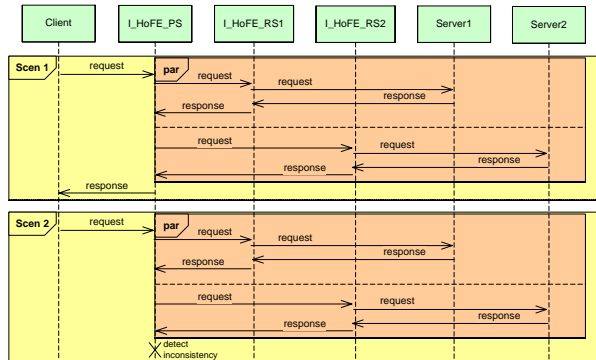
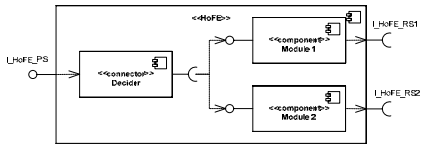
- ◆ assumes crash-failure semantics
  - ◆ either provides the service as specified or fails silent
- ◆ error detection by comparison (assuming a single fault)
  - ◆ to detect 1 error needs 2 redundant nodes
  - ◆ to tolerate 1 fault needs 2 HoFEs



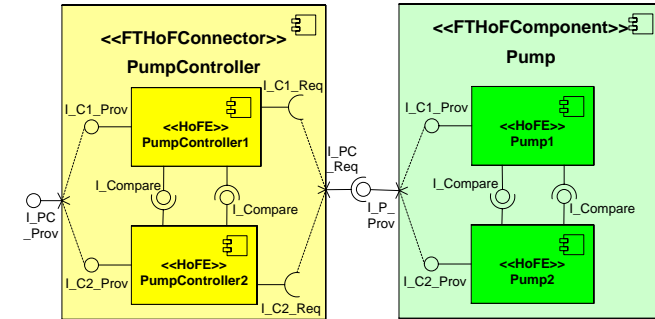
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## Detailed HoFE-based software architecture

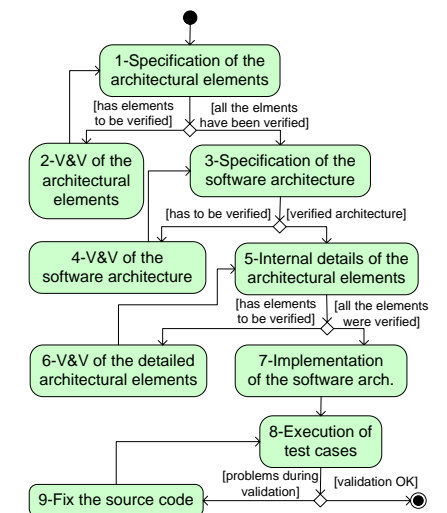


## Main features of iFTE and HoFE architectural abstractions

- ◆ enable the provision of fault tolerance
- ◆ described by their interfaces and behavioural scenarios
- ◆ allow to compose a system uniformly
  - ◆ eases integration of components and scaling
- ◆ can be used at two levels of abstraction
  - ◆ abstract and detailed design
- ◆ can be specified with other non-iFTEs or non-HoFEs

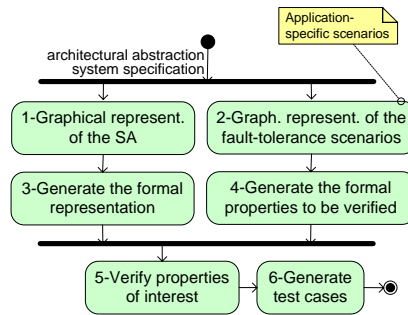
## iFTE and HoFE are first class modelling entities

- ◆ formal specification of architecture elements and configurations
  - ◆ structural and behavioural
- ◆ verification of architecture elements and configurations
- ◆ validation by generating architectural-based test cases
  - ◆ integration and robustness



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- ◆ Specification of the software architecture in UML
  - ◆ UML component diagram representing the structure of the software system
  - ◆ UML sequence diagrams representing the architectural scenarios related to fault tolerance
- ◆ Automatic model transformation from UML (XMI files) to B-Method and CSP

Architectural specification uses both B-Method and CSP

- ◆ B-Method
  - ◆ represents the structural information about the architecture
    - ◆ architectural elements, their interfaces and respective operations and exceptions
      - ◆ events related to requests and responses of operations
    - ◆ architectural configurations
  - ◆ represents exception types
    - ◆ internal, external (interface, failure, propagated)
  - ◆ represents relations between exception types
    - ◆ e.g., exception conversions

Architectural specification uses both B-Method and CSP

- ◆ CSP
  - ◆ facilitates the representation of complex ordering of events
    - ◆ behavioural scenarios
    - ◆ complex exception propagation rules
  - ◆ describes the sequence of events associated with each architectural element
  - ◆ how these events are related at the architectural level

## Verification of iFTE- and HoFE-based architectures

- ◆ architectural elements
  - ◆ consistency against the architectural abstraction
- ◆ architectural configuration
  - ◆ composition rules of the architectural abstraction

## Architectural verification uses ProB and the goals are

- ◆ integrity consistency
  - ◆ syntactical analysis of the B-Method machines
- ◆ architectural elements scenarios violations
  - ◆ violations on the specified scenarios
- ◆ architectural configuration scenarios violations
  - ◆ violation of specific scenarios from the composition of architectural elements
- ◆ application requirements
  - ◆ application specific scenarios

## Two techniques for validating a software system against its architectural representation

- ◆ **integration testing**
  - ◆ identification of mismatches between architectural elements
- ◆ **robustness testing**
  - ◆ complement functional testing
  - ◆ guarantee that the software behaviour is acceptable
    - ◆ internal or external failures
    - ◆ stressful environmental conditions

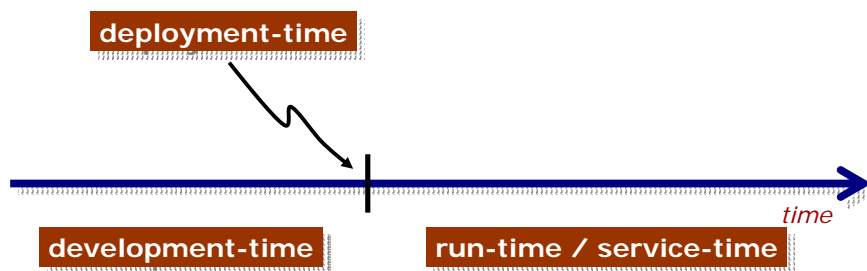
## Architecting software fault tolerance using abstractions

- ◆ architectural abstractions
  - ◆ idealised fault-tolerant architectural element (iFTE)
    - ◆ implicit redundancy and based on exception handling
  - ◆ halt-on-failure architectural element (HoFE)
    - ◆ explicit redundancy and based on the crash failure semantics
- ◆ rigorous development method
  - ◆ automatic verification of architectural models
  - ◆ generation of architectural-based test cases

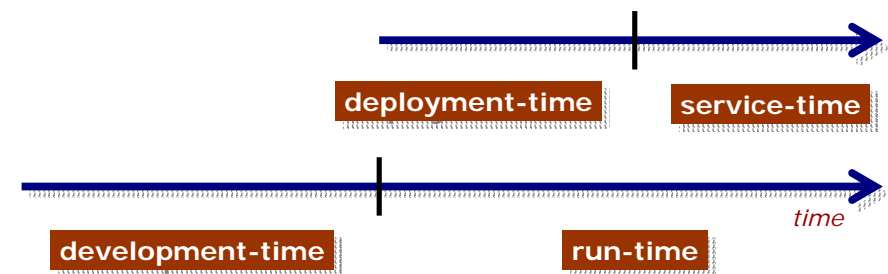
- ◆ ...beyond design faults
  - ◆ **change** instead of faults
    - ◆ environment, requirements or system (e.g., faults or QoS)
- ◆ **Resilience** according to *Laprie*
  - ◆ persistence of service delivery that can justifiably be trusted, when facing changes
- ◆ It is not only change
  - ◆ **uncertainty** associated with change
  - ◆ **uncertainty** how the system reacts to change
- ◆ Provision of self-adaptability

- ◆ **Self-adaptive system** is able to modify its behaviour according to environmental and system changes
  - ◆ it must continuously monitor changes and react accordingly
- ◆ Two dichotomies that need come together
  - ◆ centralised vs. decentralised (or self-organised)
    - ◆ top down vs. bottom up
  - ◆ process-driven vs. data-driven
    - ◆ based on models for the purpose of obtaining assurances

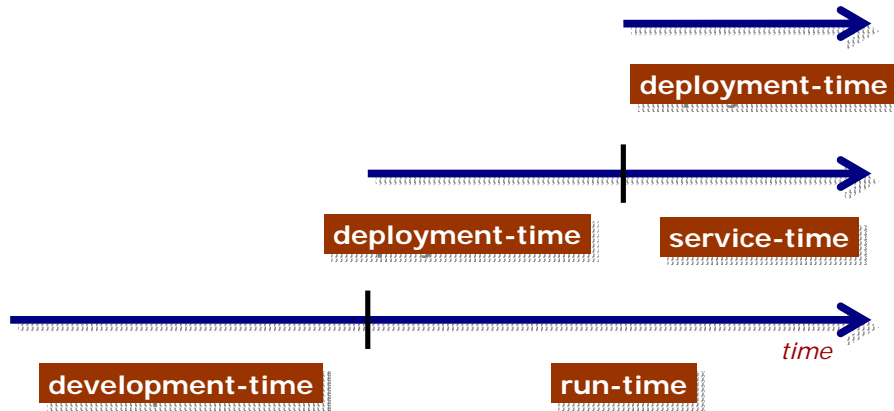
Traditional software engineering approaches



Software engineering for self-adaptive systems



Software engineering for self-adaptive systems

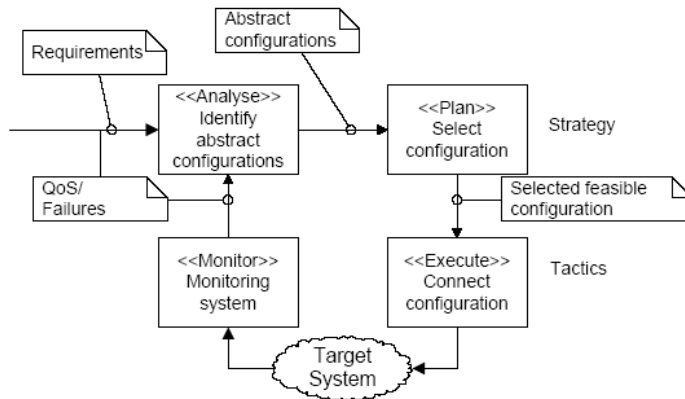


- ◆ **Development-time process**
  - ◆ emphasis at the initial phases of development
- ◆ **Deployment-time process**
  - ◆ goal refinement
  - ◆ automatic generation of code
    - ◆ e.g., from architectural designs
    - ◆ e.g., mismatch resolution and tolerance
  - ◆ built-in self-testing
- ◆ **Decision-making process**
  - ◆ no humans in the loop during run-time
    - ◆ e.g., architectural design decisions

- ◆ Four groups of modelling dimensions
  - ◆ representation of **goals** considering system self-adaptation
    - ◆ evolution, flexibility, duration, multiplicity, and dependency
  - ◆ **change** the trigger of self-adaptation
    - ◆ source, type, frequency, and anticipation
  - ◆ **mechanisms** that handle self-adaptation
    - ◆ what is the reaction of the system towards change
    - ◆ type, autonomy, organisation, scope, duration, timeliness, and triggering
  - ◆ **effects** of self-adaptation upon the system
    - ◆ what is the impact of self-adaptation upon the system
    - ◆ overheads, predictability, criticality, resilience

- ◆ Modelling dimensions
  - ◆ understanding what are self-adaptive systems
- ◆ Requirements
  - ◆ new requirements language for dealing with uncertainty
  - ◆ transformation from requirements to architecture
- ◆ Assurances
  - ◆ agile run-time assurance in terms of architectural models
- ◆ Feedback control loops
  - ◆ explicit architectural representation

- ◆ Automatic generation of workflows for architectural reconfiguration

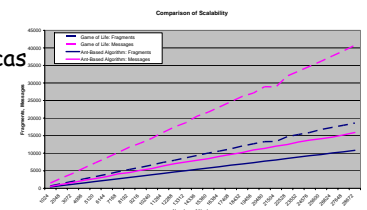


Two examples how self-adaptability can support resilience

- ◆ Data-driven solution
  - ◆ improving the availability of self-service terminals
  - ◆ adaptable error detection
- ◆ Self-organisation
  - ◆ dependable and secure distributed storage system
  - ◆ relaxing failure assumptions

- ◆ Failure assumptions of evolving systems may change
- ◆ For improving system availability (reduce maintenance)
  - ◆ increase error detection coverage
- ◆ Adaptable error detection mechanisms
  - ◆ detection of errors that were not known during the design-time of systems
- ◆ Immune inspired adaptable error detection
  - ◆ *vaccination* and *adaptability* analogies of the immune system

- ◆ A self-organizing storage system
  - ◆ fragmentation-redundancy-scattering (FRS)
  - ◆ swarm of fragments replicas
- ◆ Two different algorithms
  - ◆ fragments are autonomous agents that manage replicas locally
  - ◆ the number of fragment replicas is an emergent property
    - ◆ depends on the parameters of the local algorithm
  - ◆ arbitrary node failures and hostile nodes
- ◆ Simulations have shown
  - ◆ stable population of fragment replicas
    - ◆ network instability
    - ◆ malicious information destruction
  - ◆ scalable solution (28K nodes)



- ◆ Self-adaptable software system going through a revival lately
  - ◆ there has been a lot of work on architectural resilience
    - ◆ dynamic architectural reconfiguration
  - ◆ change has become the main focus
    - ◆ not restricted to architectural design
- ◆ Incorporation of self-adaptable capabilities
  - ◆ increases system complexity
    - ◆ like redundancies in fault tolerance
  - ◆ aims to increase resilience in systems



Thanks to

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