Dependable Computing in 2031— Back to the Start?

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John von Neumann, Theory of Self-Reproducing Automata, Urbana, University of Illinois Press, 1966

The three main causes for the failure of systems will still be the same:

- ♦ Physical Faults--Hardware
- ♦ Design Faults in Hardware and Software
- ♦ Improper User Interactions

However, a new fault pattern, the *unintended emergent behavior of a self-organizing system*, might justify the introduction of a new fault class.

Estimated Parameters of an SoC around 2025

	2004	2007	2025
Feature Size (nm)	90	65	<10
DRAM Mbits/mm ²	10	40	>500
SRAM Mbits/mm ²	0.2	.8	>10
Million transistors/mm ²	1	4	>50
<u>Chip size mm²</u>	200	200	200
Frequency in GHz	2	8	>100
Cost/ mm ² (in cents)	10	10	10
Cost per transistor (µcents)	10	2.5	< 0.2
Number of CPUs/mm ²	5	20	>250
Cost (c) per CPU ARM 7 (200k)	2	0.5	0.04
MTTF/chip permanent (years)	1000	1000	100
MTTF/chip transient (years)	1	.8	< 0.01

- ♦ Hardware will get smaller and cheaper, but not as fast as in the past--Moore's law will slow down.
- Reliability per function will increase, but not at *Moore's speed* anymore--this has dramatic consequences for system design.
- Reliability per chip will decrease significantly, particularly w.r.t. transient faults (e.g., soft errors caused by cosmic radiation)
- Mitigation techniques for soft errors will be needed at different levels--material selection, cell design level, system design level.
- Hardware delivers only the *intrinsic reliability* for mass-market devices--reliability improvements for more demanding applications must be done at the system level.

Architectural means to mitigate the consequences of component failures might become a necessity when using the upcoming submicron devices, as stipulated in the latest 2005 *International Roadmap of Semiconductors p.6:*

Relaxing the requirement of 100% correctness for devices and interconnects may dramatically reduce the costs of manufacturing, verification and test. Such a paradigm shift is likely **forced in any case by technology scaling**, which leads to more transient and permanent failures of signals, logic values, devices and interconnects.

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The maturing of FPGA technology has a dramatic effect on system design

- Compared to a hardwired chip, FPGA loses a factor of 10 in most parameters (size, power, performance)
- Compared to a CPU implementation of an algorithm, FPGA implementations can gain a 100x performance improvement.
- FPGA chips are well-suited for mass production--Non -recurring costs (e.g., mask costs) can be distributed over high production volumes.
- ♦ FPGA-based design environments blur the difference between hardware and software design (e.g., *soft CPU* in an FPGA)

Significant System Architecture Trends

- Multi-core chips are the norm--Network-on-chips link the islands of synchronicity
- Component-based design technology has matured, since this is the only way to handle the complexity of the giga-scale SoCs
- Static and dynamic reconfiguration around faulty on-chip subsystems is widely deployed
- System design must consider both hardware and software aspects (e.g., power-aware algorithms).
- TMR structures are widely deployed at the system level to mask transient hardware failures and *Heisenbugs* in the software.

The reduction and management of the *cognitive complexity* of large systems are the key design drivers for the software:

- Model-Driven Design Methods have emerged to the point where the behavior of platform independent models (PIM) can be analyzed and the *transformation* to the desired platform-specific model (PSM) for a heterogeneous execution environment, meeting given non-functional requirements such as the required dependability, is tool supported.
- ♦ Correct-by-construction system platforms will facilitate the integration of components into a system.
- Integrated diagnostic services will detect the misbehavior of components and initiate fault-management activities autonomously.

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Gall states among the principles of Systemantics:

- A complex system that works is invariably found to have evolved from a simple system that works.
- A complex system designed from scratch never works and cannot be patched up to make it work. You have to start over, beginning with a simple working system. (Translation for computer programmers: Programs never run the first time. Complex programs never run.)

Amory Lovins, Brittle Power, p. 202

Robustness

The user-perceived services of the highly interconnected information infrastructure must be reliable, despite the failure of some subsystems, which will be the norm:

- Fault Masking and Reconfiguration must be autonomic without any explicit human interaction.
- Ambient intelligence will only succeed, if the fault-diagnosis is done by the system and physical repair--if needed-- can be performed by the average user.
- New design methods, such as *state-aware design*, are needed to simplify reconfiguration and repair.
- Even in a single system, different functions are designed to differing reliability levels (e.g., multimedia)

- Certification is widely deployed, e.g., aerospace, automotive, medical, some process industries.
- The system architecture is determined, to a considerable degree, by dependability and certification requirements in order that it can be analyzed: see the quote from *von Neumann*.
- ♦ A shift from *process-oriented* to *product-oriented* certification will have taken based.
- Modular certification technology, where the certification arguments are strongly supported by architectural properties, has matured.

Conclusion: What Can we Expect 25 Years from Now?

- The concern for dependability will increase significantly, due to the deteriorating hardware base and the increased dependence of society on all types of computing systems.
- To me, the biggest challenge is in the field of education: bringing the concern for and the knowledge about dependability into the heads of the practicing engineers.
- ♦ I do not expect *revolutionary new methods* to enter the mainstream of dependable computing in the next twenty-five years.
- We started work on our Time-Triggered Architecture (TTA) in 1979--more than 25 years ago--and only today we see some industrial uptake.

A valuable lesson from the August 14 blackout is the importance of having time-synchronized system data recorders. The Task Force's investigators labored over **thousands** of data items to determine the sequence of events, much like putting together small pieces of a very large puzzle. That process would have been significantly faster and easier if there had been wider use of synchronized data recording devices.

U. S. - Canada Power System Outage Task Force, Final Report on the August 14, 2003 Blackout in the United States and Canada: Causes and Recommendations P.173

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U. S. - Canada Power System Outage Task Force, Final Report on the June 22, 2022 Blackout in the United States and Canada: Causes and Recommendations P.888