

Can We Trust the Computer

RISKS

- What can go wrong
 - Questions about Reliability and Safety
 - * Almost anything can go wrong.
 - * Complexity makes an error free system essentially impossible to create.
 - * Computer glitches and system failures have a myriad of causes including:
 - faulty design

- sloppy implementation
 - careless or insufficiently trained users
 - poor user interfaces
 - multiple factors
- Most systems and programs normally work fine.
 - How do we define acceptable risk
 - We play several roles:
 - * computer user

- * computer professional
- * educated member of society
- Categories of Failures (e.g.):
 - * cause
 - * seriousness of effects
 - * application area
- Scope of effects of failures:
 - * individuals (usually as consumers)
 - * system failures affecting many (excluding safety issues)

- * safety critical systems
- Problems for Individuals:
 - Billing errors
 - * solutions:
 - test ranges
 - test degree of change from previous
 - educate users
 - * gross errors caught quickly
 - Database accuracy problems

- * errors may propagate
 - * corrections may not propagate
 - * incorrect input
 - * differing code meanings between databases
 - * insufficient information to distinguish multiple instances or to identify inconsistencies
 - * identity theft
- Consumer hardware and software
- * first releases often exhibit serious errors

- * software routinely sold with known flaws
- * complexity often culprit
- * Pentium bug infamous because of management reaction
- * testing VS time to market
- System Failures
 - Communications
 - Business & Financial
- businesses destroyed

- systems delayed or abandoned

- * e.g. Denver airport baggage system

- real-world problems

- problems with other systems & interface

- software errors

- insufficient development & testing time allotted

- specs changed after project commenced

- Safety Critical Applications

- e.g. military, power plant, aircraft operation & traffic control, trains, factory automation, medical, ...