



Reliability, Availability and Fault Tolerance

By - Ahmed



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Availability

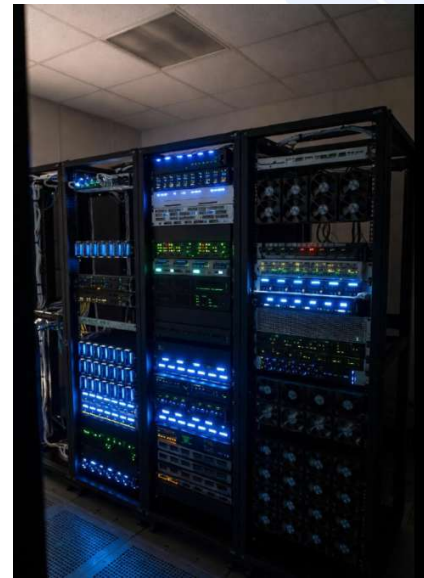
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What is Availability



- **Availability** is a measure of **how consistently a system, application, or service remains operational and accessible when users need it.**
- It is usually expressed as uptime percentage (**99%, 99.9%, 99.99%, 99.999%**).
- **Formal Definition**
 - **Availability = Ability of a system to remain functional despite failures or disruptions.**
- A system with **high availability** has:
 - **Minimal downtime**
 - **Quick recovery from failures**
 - **No single point of failure**
- **Example:** If an online payment system is available **99.99%**, it means it can only be down for **52 minutes per year.**



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Availability ... continue



- **Calculation**
 - **Formula:**

$$\checkmark \text{ Availability} = (\text{Total Time} - \text{Downtime}) / \text{Total Time}$$
 - **Alternatively, system availability** can be **calculated** using maintenance metrics like **Mean Time Between Failures (MTBF)** and **Mean Time To Repair (MTTR)**

$$\checkmark \text{ Availability} = \text{MTBF} / (\text{MTBF} + \text{MTTR})$$
- **Goal of Architects:** Design systems so they remain operational even if components fail.
- Availability is typically **expressed** as a **percentage** over a **specified period** (e.g., a month or a year).
- The industry **often uses** the term "**Nines**" to **describe high levels of availability.**

Nines	Percentage	Total Allowed Downtime Per Year (Approx)
Two Nines	99%	3 days, 14 hours, 24 minutes
Three Nines	99.9%	8 hours, 45 minutes, 56 seconds
Four Nines	99.99%	52 minutes, 35 seconds
Five Nines	99.999%	5 minutes, 15 seconds

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Achieving High Availability (HA)



- High Availability **accomplished through:**

- **Redundancy**

- Having **duplicate, failover components** (*like backup servers, redundant power supplies, or mirrored data storage*) so that if **one component fails**, the **backup immediately takes over**.

- **Fault Tolerance**

- The **ability** of a **system** to **continue operating without interruption** even when one or more of its **components fail**.

- **Disaster Recovery (DR)**

- Having a plan and **systems in place** to **quickly restore service** after a **major, catastrophic outage** (*like a natural disaster or major data center failure*).

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Reliability



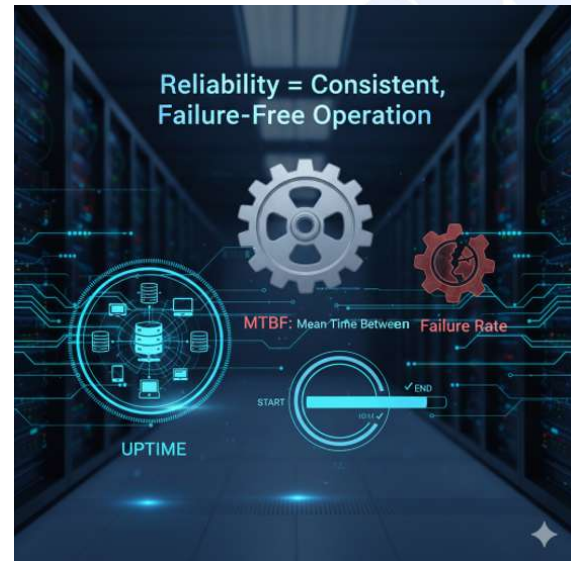
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What is Reliability



- **Reliability** is the **probability** that a **system, component, or product** will perform its **intended function correctly** and **without failure**, under **specified conditions**, for a **specified period of time**.
- In simpler terms, reliability answers the question: "Can the system consistently do its job without breaking down?"
- **Key Characteristics**
 - **Focus on Consistency**
 - Reliability measures the system's ability to maintain its **functionality** and **quality** of performance **over time**, **preventing failures from** occurring in the first place.
 - **Time-Dependent**
 - Reliability is typically **expressed** as a **probability** that **decreases** as the **time period considered increases**.
 - The **longer** you need a **system** to **run without failure**, the **lower** the mathematical **probability** of it achieving that.
 - **Failure Definition is Crucial**
 - A **system** is **only reliable** if it **meets** its **defined performance specifications**.
 - For **example**, a **reliable server** must **not only** stay on (**Availability**) but **also** process transactions within a **required time frame** (**Reliability**).



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Reliability Metrics



- Reliability is **quantified using time-based metrics** that **help predict** and **measure how often a failure occurs**.
- **Mean Time Between Failures (MTBF)**
 - **MTBF** is the most **common metric** for **reparable systems** (like servers, aircraft engines, or software applications).
 - It **represents** the **average time elapsed between one failure and the next**.
- **Mean Time To Failure (MTTF)**
 - **MTTF** is **similar to MTBF** but is **used for non-reparable systems** or **components** that are **typically discarded upon failure** (like a lightbulb or a non-redundant hard drive).
 - It **represents** the **average expected time** until the **first failure**.
- **Failure Rate**
 - The **failure rate** is the **frequency of failures per unit of time**.
 - It is **generally the inverse of MTBF** for systems operating in their "useful life" period.

$$\text{MTBF} = \text{Total Operational Time} / \text{Total Number of Failures}$$

- **Goal:** A **higher MTBF** indicates a **more reliable system**, as it **operates longer before a failure occurs**.

$$\text{Failure Rate} = \text{Total Number of Failures} / \text{Total Time in Service}$$

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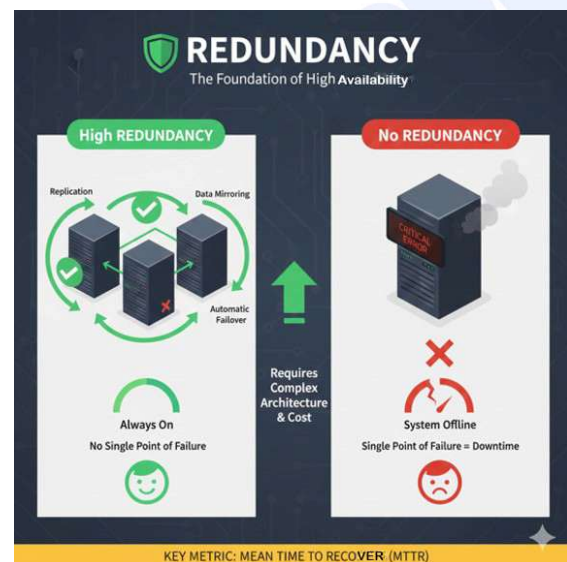
Redundancy

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What is Redundancy

- **Redundancy in computing and engineering** is the practice of **duplicating critical components** or functions of a system to **serve as a backup in case the primary component fails**.
- Its main purpose is to prevent a **Single Point of Failure (SPOF)**, thereby increasing the system's **reliability** and **availability** (*uptime*) by allowing the backup system to seamlessly take over operations.
- **Why Redundancy is Important**
 - **Redundancy ensures:**
 - Continuous service
 - Automatic failover
 - High Availability
 - Business continuity
- **How Redundancy Helps**
 - Prevents downtime
 - Automatically takes over if a component fails
 - Maintains availability even during failures
 - Supports load balancing and scaling



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Types of Redundancy

Type of Redundancy	Description	Examples	Where Used (Industry)
Hardware Redundancy	Duplicate physical components to avoid single point of failure	Multiple servers , dual power supplies, RAID disks	Data centers, manufacturing plants
Software / Application Redundancy	Multiple instances of the same service running to ensure continuity	Multiple microservice replicas , app clusters	SaaS, e-commerce applications
Network Redundancy	Multiple network paths , ISPs, routers, switches	Dual routers , MPLS + Internet, multi-AZ networks	Telecom, banks, enterprise networks
Data Redundancy	Storing/replicating data in multiple locations	Database replication , multi-AZ DB, cross-region copy	Financial systems, healthcare records
Geographic Redundancy	Deploying systems across different physical locations	Multi-region deployments , DR sites	Banking, aviation, global apps
Functional Redundancy	Multiple components performing the same function but differently	Two monitoring tools , dual authentication systems	Security, monitoring-heavy industries
Power Redundancy	Backup power sources to ensure uninterrupted operation	Dual UPS , generators, dual power feeds	Data centers, hospitals
Storage Redundancy	Multiple storage units working together to avoid data loss	RAID 1/5/10, replicated storage	Enterprise storage, cloud storage providers

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Minimizing Downtime

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Redundancy – The Foundation of Uptime

- **Redundancy** means having **multiple copies** of **critical components** so the system does not rely on any single point.
- *“If one fails, another is already ready.”*
- **Types of Redundancy**
 - **Hardware redundancy** (multiple servers, disks, network devices)
 - **Network redundancy** (multiple paths/ISPs)
 - **Database redundancy** (replica nodes, multi-AZ DB)
 - **Geographic redundancy** (multi-location deployments)
- **Benefit:**
 - **Service continues** even when components fail
 - **No downtime** during maintenance or patching
 - **Supports scaling** and load distribution
- Redundancy **reduces the chance** of downtime.

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Failover – Mechanism That Keeps You Running

- **Failover** is the **automatic process** of **switching** to a **healthy component** when a failure occurs.
- *“If something breaks, the system instantly moves to a backup.”*
- **Failover can be**
 - **Automatic** (preferred)
 - **Manual** (slow, used in low-cost DR setups)
- **Examples of Failover**
 - **Load balancer** sends traffic to **healthy servers** only
 - **DNS failover** from **primary** to **secondary site**
 - **Database failover** from **primary** to **read replica**
 - **Kubernetes** reschedules **pods on healthy nodes**
- **What failover ensures**
 - Zero or minimal interruption
 - Quick recovery
 - No user impact in many cases
- Failover **minimizes the impact** of downtime.

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Disaster Recovery (DR)

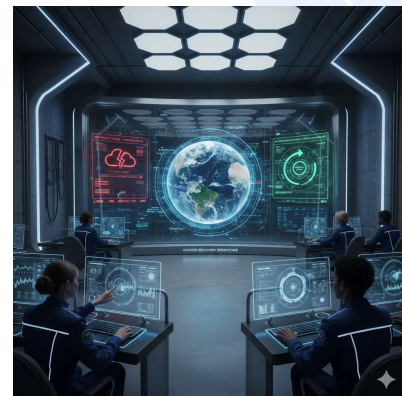
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What is Disaster Recovery (DR)

- **Disaster Recovery (DR)** is the **strategy, process, and technology** used to **restore IT systems, applications, and data** after a **major outage or disaster**.
- **DR activates** when **normal redundancy or high availability cannot protect** you.
- **Key Metrics for DR Planning**
 - An **effective DR plan** is defined by **two critical, measurable objectives**:

Metric	What it Measures	Goal
Recovery Time Objective (RTO)	The maximum acceptable time for systems and applications to be offline after a disaster.	To restore operations before the business impact becomes significant (e.g., <i>RTO of 4 hours</i>).
Recovery Point Objective (RPO)	The maximum acceptable age of data that can be lost from an IT service due to a major incident.	To minimize data loss (e.g., <i>an RPO of 15 minutes means backups must occur at least that often</i>).



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Core Components of a DR Strategy



- Disaster Recovery **relies** on having **redundant infrastructure** and documented procedures in a location separate from the primary site (often called **Geo-redundancy**).

1. Data Backup and Replication

- Backups:** Regular copies of data are taken and stored **off-site** (either physically or in the cloud) so they are unaffected if the primary data center is destroyed.
- Replication:** Critical data is continuously or frequently copied to a secondary, standby location.

2. Disaster Recovery Sites

- These are **alternate locations** where **systems can be brought online** after a **disaster**:

Site Type	Description	RTO/Cost
Hot Site	Fully equipped , ready-to-run data center with real-time data replication.	Fastest RTO / Highest Cost
Warm Site	Partially equipped , requiring some time to configure and load recent data.	Moderate RTO / Moderate Cost
Cold Site	Basic facility with power and cooling ; requires all hardware, software, and data to be delivered and installed.	Slowest RTO / Lowest Cost

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Backup & Replication

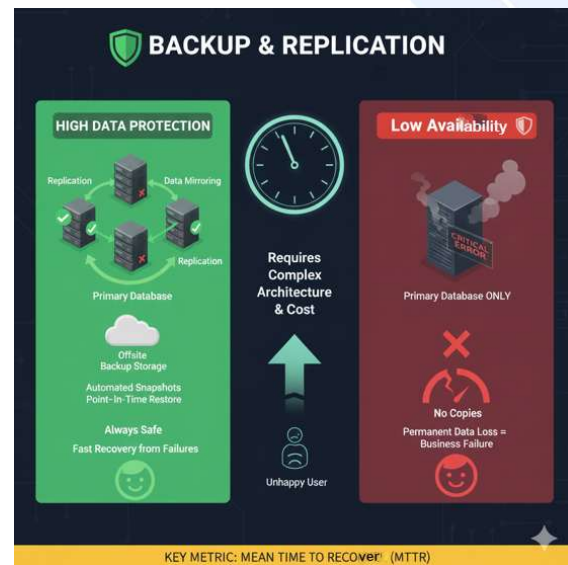

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What is Backup and Replication



- **Safeguarding data** requires a **multi-layered approach** that **combines both Backup Strategies and Replication** to **protect** against different types of threats, ranging from small-scale file **corruption** to **large-scale disaster**.
- **In essence:**
 - **Backup** is for **point-in-time recovery** and protection **against data corruption** or human error.
 - **Replication** is for **real-time business continuity** and minimizing downtime during a system failure.



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Data Backup Strategies



- **Data Backup** involves **creating copies** of data at specific, **scheduled intervals** and **storing them separately**.
- Its primary objective is to **facilitate the restoration of data** to a specific, uncorrupted point in the past.

A. Types of Backups

Type	Description	Pros & Cons
Full	Copies all selected data every time.	Simplest to restore but takes the most time and storage.
Incremental	Copies only the data that has changed since the last backup (of any type).	Fastest backup process, uses least storage, but restoration is complex (requires the last full backup plus <i>all</i> subsequent incremental).
Differential	Copies all data that has changed since the last full backup .	Better restore time than incremental (only needs the last full and one differential) but takes more storage than incremental.

B. The 3-2-1 Rule

- This is the **standard** for a robust backup strategy:
 - **3 Total Copies of your data** (the original data plus two backup copies).
 - **2 Different Media Types** (e.g., local disk and cloud storage or tape). This protects against a single media type failure.
 - **1 Offsite Copy** (e.g., in the cloud or a geographically separate data center). This protects against site-wide disasters like fire or flooding.

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Data Replication

- Data Replication is the **process** of **creating and maintaining multiple, synchronized copies** of data **across different systems** or locations, often in real-time.

A. Types of Replication

Type	Synchronization	Best For
Synchronous	Data is written to both the primary and secondary locations simultaneously . The primary system waits for confirmation from the replica before completing the operation.	Mission-critical apps requiring zero data loss (RPO = 0) . Only suitable for short distances due to latency concerns.
Asynchronous	Data is written to the primary first and then copied to the secondary location with a slight delay .	High-performance apps over long distances. Tolerates a small amount of data loss (RPO > 0) but avoids performance impact.

B. Failover Capability

- Replication systems are typically **used with failover** mechanisms.
- If the **primary system fails**, the **secondary replicated** copy, often a **Hot Site** (ready-to-run system), can **instantly take over**, ensuring continuous operation with minimal downtime.

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DR Approaches

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Disaster Recovery Approaches



- **Building Robust Disaster Recovery (DR) Approaches** means **creating a comprehensive, resilient plan** and **infrastructure** that ensures the **rapid and reliable restoration of critical business functions** and IT systems after a major, disruptive event.
- A robust **approach moves beyond simple data backups** to focus on minimizing downtime and data loss across the entire organization.



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DR Approaches ... continue



- **Define Clear Recovery Objectives**
 - The foundation of a robust DR plan lies in **establishing measurable targets based on business priorities**, which are determined during a **Business Impact Analysis (BIA)**.
 - **Recovery Time Objective (RTO)**
 - The **maximum tolerable downtime** before the business suffers unacceptable consequences.
 - A robust system often targets RTOs measured in minutes or hours, requiring automated failover systems.
 - **Recovery Point Objective (RPO)**
 - The **maximum tolerable period** in which **data** might be lost due to a disaster.
 - A robust system uses continuous or near-real-time replication to achieve an RPO of seconds or zero.
 - **Prioritize Critical Systems**
 - **Identify** the handful of **Tier 1 or Tier 2 applications** (e.g., *trading platforms, core databases*) that **must be recovered first** and allocate the fastest, most expensive DR resources to them.
 - **Classify Applications by Criticality**

Tier	Type	DR Need
Tier-1	Mission-critical (Payments, customer portal)	Hot/Warm standby
Tier-2	Important (HR, CRM)	Pilot-light / Daily backup
Tier-3	Non-critical (reports, batch jobs)	Cold backup

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