

Safety and Reliability of Embedded Systems

SRES (WS 19/20)

Problem Set 1

Problem 1: Software Intensive Systems

- a) Please define the general term “*System*” according to Birolini and explicitly name the parts a system can encompass. Explain your answer in the view of a technical field.
- b) What is the difference to a “*Technical System*”?
- c) For the analysis of a technical (embedded) system it is crucial to extract it from its environment. How can this be achieved? Please sketch your ideas.
- d) Please list important non-functional requirements for embedded systems. What category (functional / non-functional) does *Safety* belong to? Why?

Problem 2: Reliability vs. Availability

Please explain the difference between “*Reliability*” and “*Availability*”.

Problem 3: Safety vs. Security

Please explain the terms “*Safety*” and “*Security*”.

What is meant by “*Technical Safety*” in comparison to “*Safety*”?

Problem 4: Failure, Fault, Error

What is meant by the terms “*Failure*”, “*Fault*”, and “*Error*”? Please illustrate your answer by means of the “Ariane 5” disaster (see lecture).

Does an error always result into a failure?

Problem 5: Hardware Failures vs. Software Failures

Please explain the differences between hardware failures and software failures.

Problem 6: Correctness and Robustness

Please give your opinion on the following statements:

	true	false
Correctness has a binary character	<input type="checkbox"/>	<input type="checkbox"/>
An artifact is not consistent to its specification, if it is not correct	<input type="checkbox"/>	<input type="checkbox"/>
Robustness has a binary character	<input type="checkbox"/>	<input type="checkbox"/>
Robustness is a property only of the implementation	<input type="checkbox"/>	<input type="checkbox"/>
A safe system can suffer from security breach	<input type="checkbox"/>	<input type="checkbox"/>
Environment can influence system's safety	<input type="checkbox"/>	<input type="checkbox"/>