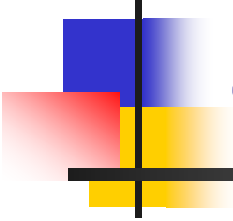


# What is Cyber-physical Computing: Basic Concepts and Application Examples



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A tale of Interactive Complexity  
in Systems that Interact with the  
Physical World... and with People!



# History: The Beginnings

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- NSF Workshop on Cyber-Physical Systems, October 16-17, 2006, Austin, TX.
- National Meeting on Beyond SCADA: **Networked Embedded Control** for Cyber Physical Systems, November 8-9, 2006, Pittsburgh, PA.
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- CPSWeek, April 21-24, 2008, St. Louis, MO.
- CPS Summit, April 25, 2008, St. Louis, MO: NSF Announces new CPS Initiative
- The First International Workshop on Cyber-Physical Systems, International Conference on Distributed Computing Systems (ICDCS), June 20, 2008, Beijing, CHINA.
- Workshop on CPS Applications in Smart **Power** Systems, Raleigh, NC, 2011



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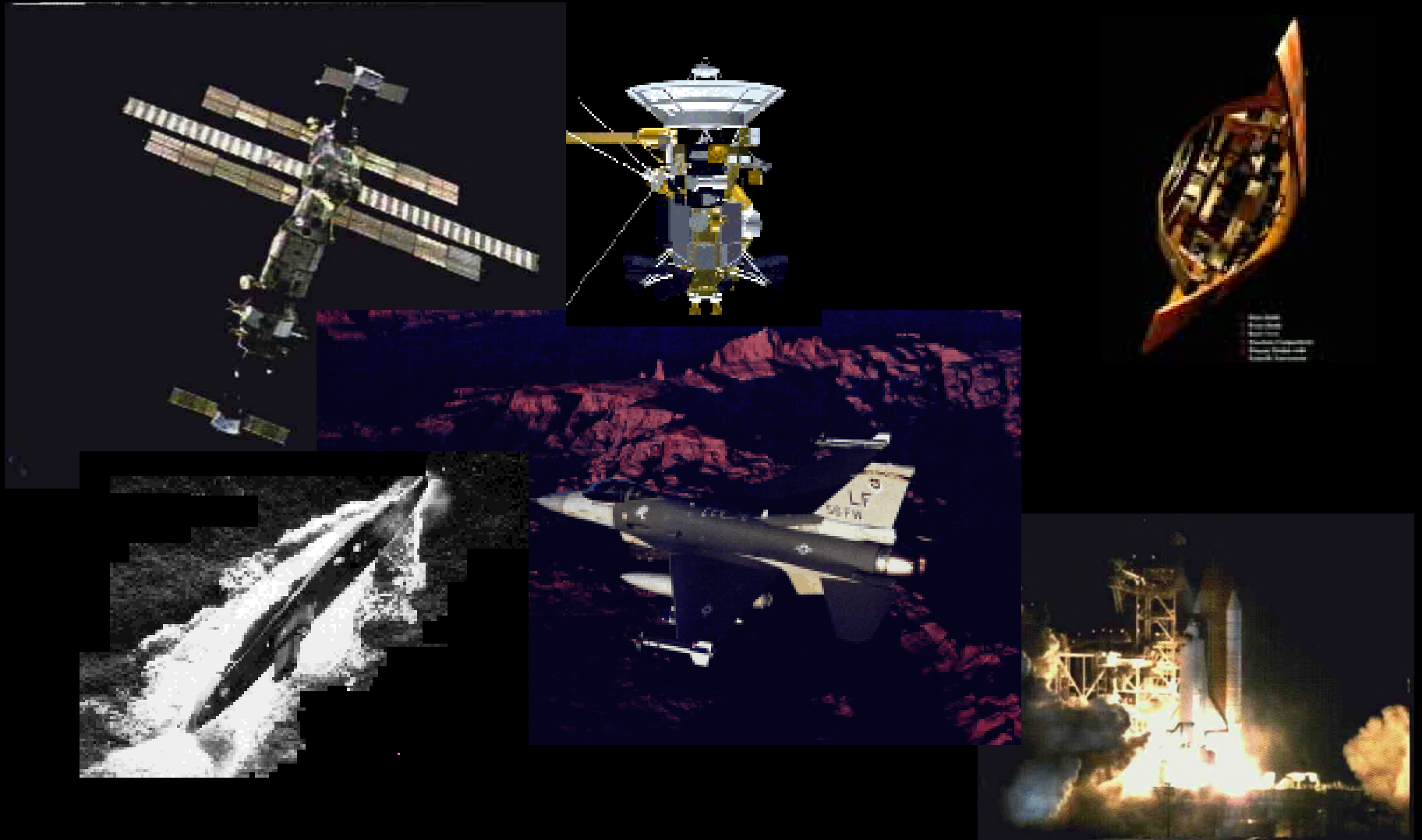


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# Original Focus: Mission-critical Systems



Building Timely, Predictable, Reliable Systems



# Two Classical Challenges

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- ***Establish Functional Correctness:*** How to build functionally correct systems from possibly flawed components?
- ***Establish Temporal Correctness:*** What are the analytic foundations for robust timing guarantees in highly dynamic, time-critical software systems?



# Rate of Innovation and Development Time Issues

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- Near the turn of the 20<sup>th</sup> century products had a 20-30 year life-span before new “versions” were developed
- At present, a product is obsolete in 2-3 years at most
  - No time to discover and “debug” all possible problems
  - New problems introduced in new versions
  - Component reuse generates additional problems



# Software: Increasingly the Primary Cause of System Failure

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- Arbitrary component interactions unconstrained by physical laws of nature (algorithms can do anything)
  - Potential for high interactive complexity
- Fast error propagation (at computing device speed)
  - Potential for tight coupling
- Software that interacts with the physical world is buggy!

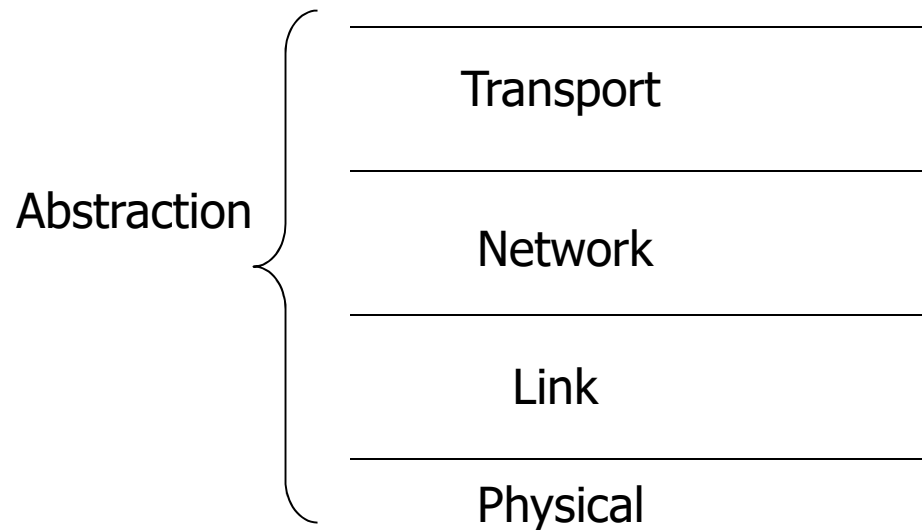




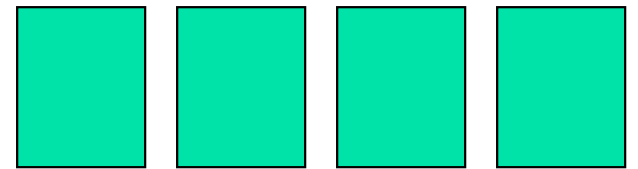
# Typical Isolation Techniques

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- Abstraction
- Separation of concerns

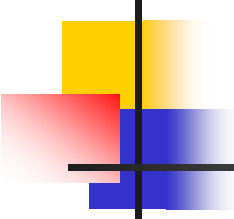


Separate virtual machines or protection domains



Kernel

Virtualization



# Abstraction → Specialization

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- Complexity
  - More levels of abstraction
  - Narrower specialization
    - More details are “abstracted away”
    - Myopic view. Less knowledge of possible adverse interactions
      - More potential for interaction or incompatibility errors

# The Curse of Component Re-use

## The Ariane 5 Explosion

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- On June 4, 1996, the maiden flight of the European Ariane 5 launcher crashed about 40 seconds after takeoff (0.5 Billion Dollars)
- Cause of problem?
  - An inertial reference software component.
    - Not needed during flight. Should be stopped before takeoff but is allowed to operate for up to 50 additional seconds to avoid expensive restarts should countdown be interrupted
    - Component was designed for Ariane 4. Ariane 5 was a faster system. Velocity variable overflowed.
    - Overflow causes an exception that is not caught and crashes the software



# Example 1: Interactive Complexity in Distributed Protocols


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- Interactive complexity means:
  - Simple individually insignificant failures interact to compound into system failures, or even...
  - Sets of correctly operating components interact to produce a system failure
    - Example:
      - Shortest hop routing
      - Adaptive rate control



## Example 1:

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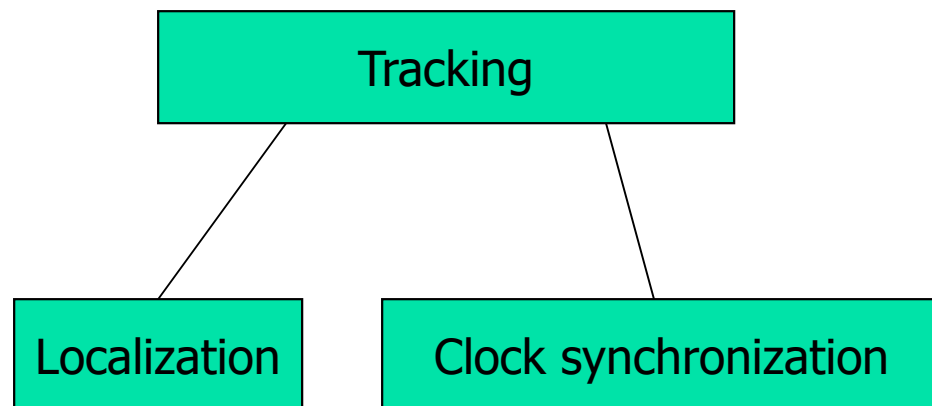
- Shortest hop routing
    - Find shorter path (fewer hops that are longer)
  - Long wireless hops → poor channel quality
  - Adaptive rate control
    - Reduce transmission rate to improve quality
  - Reduced transmission rate
    - longer transmission range
- 

## Example 2:

### Correlated failure modes between “independent components”

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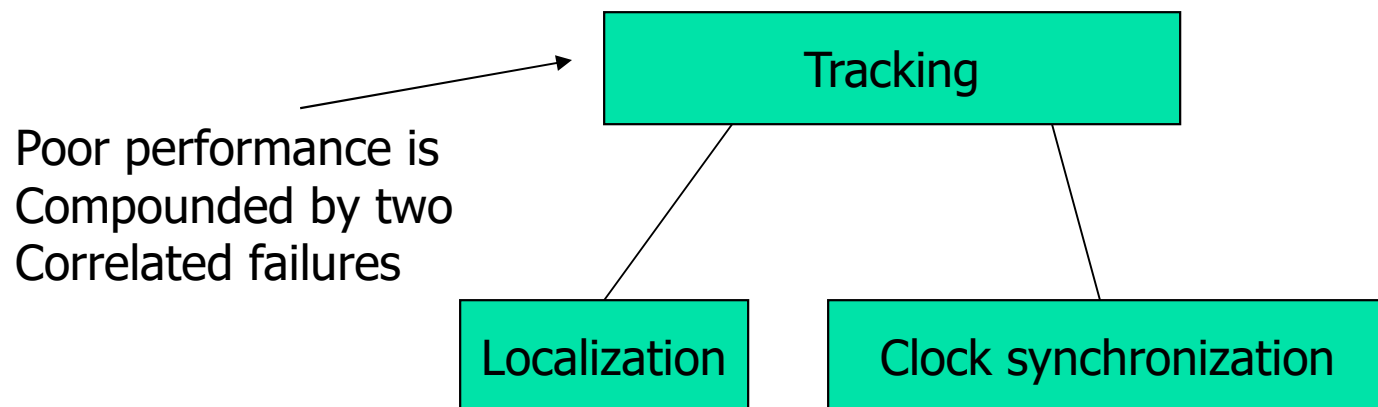
- Localization (determining a node's location) fails in a correlated manner with failure to synchronize clocks. Why?
  - Note: None of the two components uses the other



## Example 2:

### Correlated failure modes between “independent components”

- Localization (determining a node's location) fails in a correlated manner with failure to synchronize clocks. Why?
  - Note: None of the two components uses the other
- Answer: communication problems. Both subsystems rely on distributed protocols



# Example 3:

## More on hidden interactions

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- Magnetic tracking system operates perfectly in calm weather but fails under strong wind conditions. Why?
  - Wind should not change magnetic sensor reading



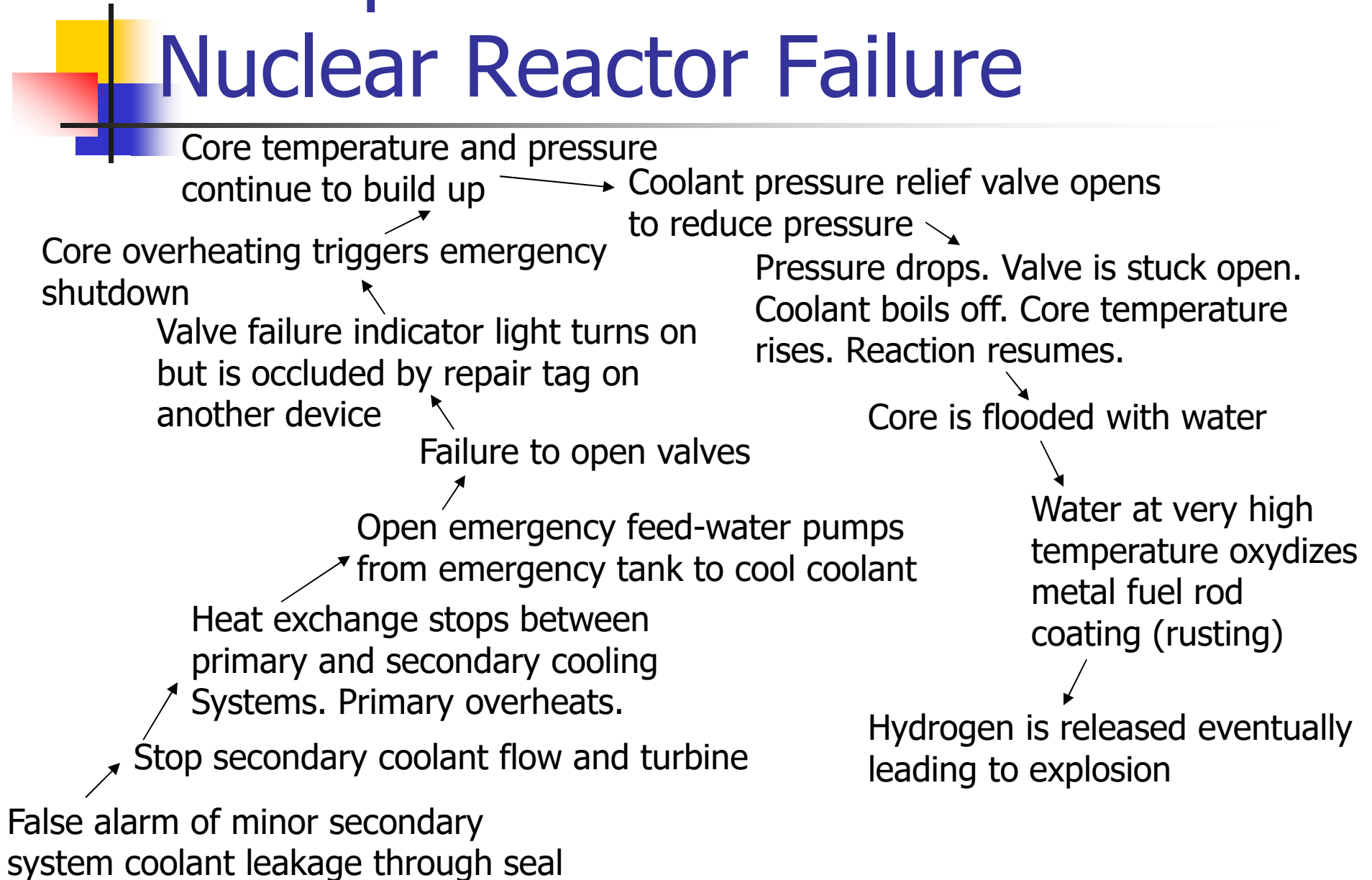
# Example 3:

## More on hidden interactions

---

- Magnetic tracking system operates perfectly in calm weather but fails under strong wind conditions. Why?
  - Wind should not change magnetic sensor reading
- Explanation
  - Wind caused node antenna to vibrate
  - Moving (metal) antenna caused a lot of noise on the magnetic sensor
  - Noise filter adapted noise threshold to remove background noise (and in this case the signal too)

# Example 4: Three Mile Island Nuclear Reactor Failure



# HW1 Preview: The Fukushima Reactor Failure?

- In April 2011, Japan was hit with an Earthquake followed by a Tsunami. This led to a series of events that ultimately caused a level-7 meltdown in the Fukushima Nuclear Reactor. Research and show the chain of events that led to the meltdown.





# Ensuring Software Correctness

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- The physical world has no “reset” button
  - When failures occur, they can be costly!
- Must reduce:
  - Interactive complexity
    - Unexpected interactions between seemingly correct components
  - Coupling
    - Fast propagation of effects of failure to other system components



# Designing Complex Systems

## (Example: Air-traffic control)

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- Reduce interactive complexity
  - Air traffic is restricted to non-intersecting “corridors” that separate flight paths in the sky
- Reduce coupling
  - Separate aircraft by a substantial distance to reduce cascaded failure effects (think: multiple-car pile-ups in freeway accidents)



# Interaction Examples

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- Function calls
- Resource sharing
  - One module crashes → overwrites memory of another → second “unrelated” module crashes (analogy to physical proximity and correlated damage)
  - One module is overloaded → another starves
- Timing and synchronization constraints
  - Precedence constraints (one module must execute before another)
  - Exclusion constraints (cannot operate at the same time)
- Assumptions
  - I thought you submitted our project report?
  - No, I thought you did?



# Question: How to Build Reliable Software?

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- Common approaches:
  - Tracing, source level debugging
  - Simulation/emulation
  - Network error status reporting
  - Log and replay
- Hard to catch all bugs.



# Candidate Approach: Formal Methods

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- Express safety properties (e.g., task A will never miss its deadline)
- Prove that safety properties hold
  - If proof fails, counter example is presented (a sequence of events that leads to failure)
- Problem:
  - Proofs require axioms. Axioms may make incorrect assumptions (e.g., circular sensing range)
  - Interactions must be explicitly modeled. Failure to model interactions (e.g., between wind and magnetic sensor) may overlook some failure modes.





# Living with Buggy Systems

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- If errors cannot be avoided (even using formal methods), we must design systems to tolerate them
  - Architectures for “living with bugs”
  - Fast diagnosis and recovery
  - Issues
    - Problem must be observable (or else cannot diagnose)
    - Observation must be in time so that recovery is possible (observing that you forgot your parachute *after* you jump will not help you)
    - Systems with highly auto-correlated state on long time-scales will likely take long to recover



# Simplicity to Conquer Complexity

Lui Sha

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- Elements of a good design
  - Simple safety core
  - Complex enhanced mission functionality
  - Formal proof of core correctness
  - Well formed dependency (core may use but will not depend on any other components)