# Reliability Engineering: Will my design work over the long term?

**CMPE349 Intro to Professional Practic** 

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### The "ilities"

- Reliability
- Availability
- Integrity
- Supportability
- Maintainability
- Portability
- Tend to be driven by the hardware/software architecture and not functional considerations
- Definitions are the key! YOU are responsible!
- Should be considered at block diagram level
- An analysis task that no one teaches or talks about

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# Strawman "ility" definitions

- Reliability
  - Probability that the system remains operational over some time interval
  - Generally a long term average over a large population
  - Statistic: Mean time between failure
- Availability
  - Probability that the system will be operating within its performance specifications when needed by the user
  - Generally a long term average over a large population
  - Statistic: Mean time between outage
- Continuity
  - Probability that the system will remain in service over a specified (short) interval, given that it was in service at the start of that interval
  - Sometimes equivalent to Probability of Mission Success
  - Not just short-term availability!

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#### The foundations

- Physical devices are characterized by a number called the *failure rate*,  $\lambda$  , usually given in "failures per million hours"
- The failure rate is assumed constant over time...
- ...except at the very beginning of operation
- ...and at the very end of lifetime
- Failures are assumed to be independent of each other...
- ...but this is actually a design constraint



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# **Independence**

- Two events X and Y are called independent if Pr{X and Y} = Pr{X}×Pr{Y}
- If X and Y are independent, their complements are as well

$$Pr\{NOT(X) \text{ and } NOT(Y)\} = Pr\{NOT(X \text{ or } Y)\}$$

$$= 1 - (Pr\{X \text{ or } Y\})$$

$$= 1 - (Pr\{X\} + Pr\{Y\} - Pr\{X \text{ AND } Y\})$$

$$= 1 - Pr\{X\} - Pr\{Y\} + Pr\{X\} Pr\{Y\}$$

$$= (1 - Pr\{X\}) \times (1 - Pr\{Y\})$$

$$Pr\{NOT(X)\} \times Pr\{NOT(Y)\}$$

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#### Some additional clarifications

- The reliability is the probability that the system is operational over some period.
- The unreliability is the probability that the system has failed over some period.
- Both the reliability and the unreliability are functions of time, and are frequently written as R(t), and U(t), respectively.
- Reliability and Unreliability are complements of each other, because the element is either operating or not operating. Therefore, U(t)=1-R(t)
- The general assumption is that the time before a failure is an exponentially distributed random variable

$$p_{T}(t) = \lambda e^{-\lambda t}, \ 0 \le t \qquad E(t) = \int_{0}^{\infty} \lambda \tau e^{-\lambda \tau} \ d\tau = \frac{1}{\lambda} \triangleq MTBF$$

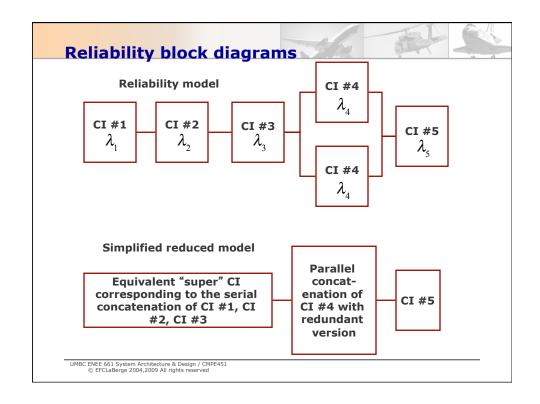
$$\Pr\left\{t < T\right\} = \int_{T}^{T} p_{T}(t) \ dt = 1 - e^{-\lambda T} = U(T) = \Pr\left\{\text{at least one failure in } T\right\}$$

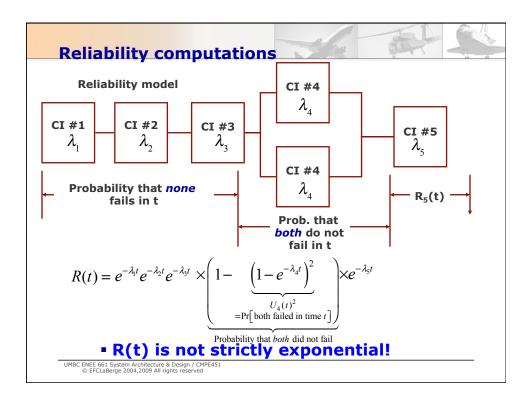
$$\Pr\left\{t \ge T\right\} = \int_{T}^{\infty} p_{T}(t) \ dt = e^{-\lambda T} = R(T) = \Pr\left\{\text{no failures in time } T\right\}$$

#### **And still more**

- For serial elements, all must be operating in order for the system to be operating. The reliability is, therefore, the *product* of the individual reliabilities.
- For parallel elements with only a single element required, all must be failed before the combination fails. The unreliability is, therefore the product of the unreliabilities, and the reliability R(t) = 1 - U(t)
- The "M-of-N" combinations are harder to analyze...
- ...but you can find your way using the binomial distribution

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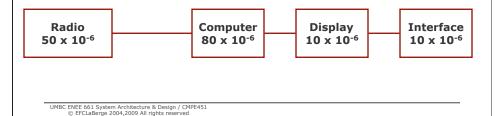


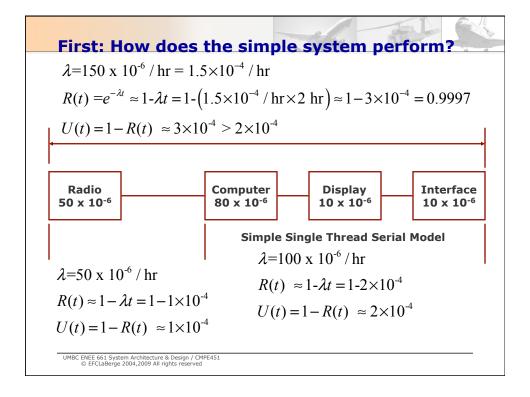


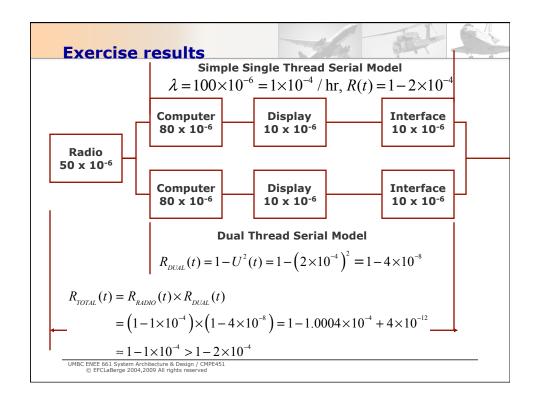
# Let's do an (extended) example

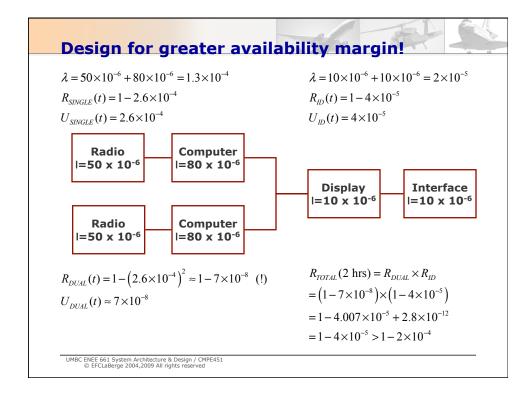
- Consider the airborne part of your landing system
- $\lambda$  is given in failure rate per hour or per million hours
- The system spec is to have a system availability of at least

 $1-2\times10^{-4}$  per 2 hour mission









# A few words about software reliability (C. LaBerge's view)

- The exponential failure rate assumption characterizes the aging of the hardware components as a function of time.
- The exponential failure rate assumption implicitly includes fault-free design!
  - The design faults are so rare that they are masked by component aging failures
- Software components never wear out: the exponential failure assumption does not hold!
- Because there is no masking effect, software faults are always design failures.
- The only recognized technique to eliminate design failures is design process
- Modern research continues in formal techniques to prove correctness, but this just pushes the difficulties to a lower level.

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# A few more words about software reliability (R. Taylor's view)

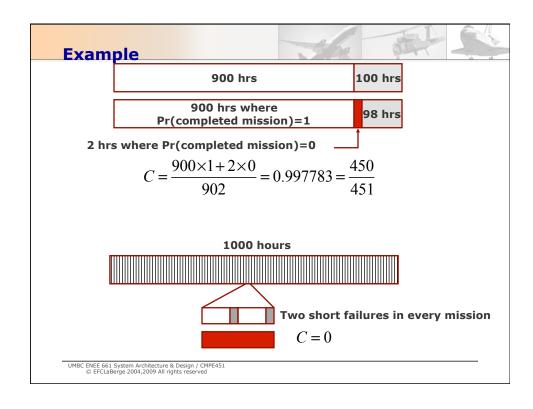
- Software "reliability" can be modeled as exponential, especially when operating systems are involved
- When software runs for an extended period of time, the complex and non-deterministic interaction between the operating system and the executing software result in a succession of completely unique states that can not have been tested...
- ...and this weakens (eliminates) the independence assumption.
- The time-dependent accumulation of minor flaws in the operating system – e.g., memory leaks – tend to accumulate in a random fashion and eventually cause a very low level fault of some kind.
- This fault occurs at a rate that may be somewhat less than exponential, but somewhat more than linear with time.

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# Continuity (of service)

- Conditional Probability
  - It worked when I started the mission, what's the probability that it works throughout the mission?
  - Example: Automatic precision landing
- This is not just a short term availability
- Example: Consider two systems with 90% availability over 1000 hours
  - System 1: up for 900 continuous hours, down for 100
  - System 2: up for 0.9 continuous hours, down for 0.1
- Which has better continuity for a 2 hour mission?

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# **End of Day 1**

- Reliability
  - Probability that the system works over a period of time
  - Usually assume exponentially distributed failure times
  - The failure rate is assumed constant over the lifetime
- Redundancy
  - Redundancy can improve Availability, but may actually hurt reliability...
  - ...because there are more parts to fail.
- Continuity
  - Probability that the system works over my mission time, given that it was working before I started.
  - Frequently confused with short term availability...
  - ...but this can be misleading
- Next time: we'll talk more carefully about availability

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