

Software Reliability

(Lecture 13)

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Organization of this Lecture:

- \$ Introduction.
- \$ Reliability metrics
- \$ Reliability growth modelling
- \$ Statistical testing
- \$ Summary



Introduction

- \$ Reliability of a software product:
 - \$ a concern for most users especially industry users.
 - \$ An important attribute determining the quality of the product.
- \$ Users not only want highly reliable products:
 - \$ want quantitative estimation of reliability before making buying decision.



Introduction

- \$ Accurate measurement of software reliability:
 - \$ a very difficult problem
 - \$ Several factors contribute to making measurement of software reliability difficult.



Major Problems in Reliability Measurements

- \$ Errors do not cause failures at the same frequency and severity.
 - \$ measuring latent errors alone not enough
- \$ The failure rate is observer-dependent



Software Reliability: 2

Alternate Definitions

- \$ Informally denotes a product's trustworthiness or dependability.
- \$ Probability of the product working "correctly" over a given period of time.



Software Reliability

\$ Intuitively:

\$ a software product having a large number of defects is unreliable.

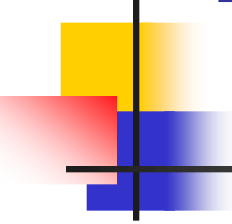
\$ It is also clear:

\$ reliability of a system improves if the number of defects is reduced.



Difficulties in Software Reliability Measurement (1)

- \$ No simple relationship between:
 - \$ observed system reliability
 - \$ and the number of latent software defects.
- \$ Removing errors from parts of software which are rarely used:
 - \$ makes little difference to the perceived reliability.



The 90-10 Rule

- \$ Experiments from analysis of behavior of a large number of programs:
 - \$ 90% of the total execution time is spent in executing only 10% of the instructions in the program.
- \$ The most used 10% instructions:
 - \$ called the **core** of the program.



Effect of 90-10 Rule on Software Reliability

- \$ Least used 90% statements:
 - \$ called **non-core** are executed only during 10% of the total execution time.
- \$ It may not be very surprising then:
 - \$ removing 60% defects from least used parts would lead to only about 3% improvement to product reliability.



Difficulty in Software Reliability Measurement

- \$ Reliability improvements from correction of a single error:
 - \$ depends on whether the error belongs to the core or the non-core part of the program.



Difficulty in Software Reliability Measurement (2)

- \$ The perceived reliability depends to a large extent upon:
 - \$ how the product is used,
 - \$ In technical terms on its operation profile.



Effect of Operational Profile on Software Reliability Measurement

- \$ If we select input data:
 - \$ only “correctly” implemented functions are executed,
 - \$ none of the errors will be exposed
 - \$ perceived reliability of the product will be high.



Effect of Operational Profile on Software Reliability Measurement

- \$ On the other hand, if we select the input data:
 - \$ such that only functions containing errors are invoked,
 - \$ perceived reliability of the system will be low.



Software Reliability

- \$ Different users use a software product in different ways.
 - \$ defects which show up for one user,
 - \$ may not show up for another.
- \$ Reliability of a software product:
 - \$ clearly observer-dependent
 - \$ cannot be determined absolutely.



Difficulty in Software Reliability Measurement (3)

- \$ Software reliability keeps changing through out the life of the product
 - \$ Each time an error is detected and corrected



Hardware vs. Software Reliability

- § Hardware failures:
 - § inherently different from software failures.
- § Most hardware failures are due to component wear and tear:
 - § some component no longer functions as specified.



Hardware vs. Software Reliability

- \$ A logic gate can be stuck at 1 or 0,
 - \$ or a resistor might short circuit.
- \$ To fix hardware faults:
 - \$ replace or repair the failed part.



Hardware vs. Software Reliability

- \$ Software faults are latent:
 - \$ system will continue to fail:
 - \$ unless changes are made to the software design and code.



Hardware vs. Software Reliability

- \$ Because of the difference in effect of faults:
 - \$ Though many metrics are appropriate for hardware reliability measurements
 - \$ Are not good software reliability metrics



Hardware vs. Software Reliability

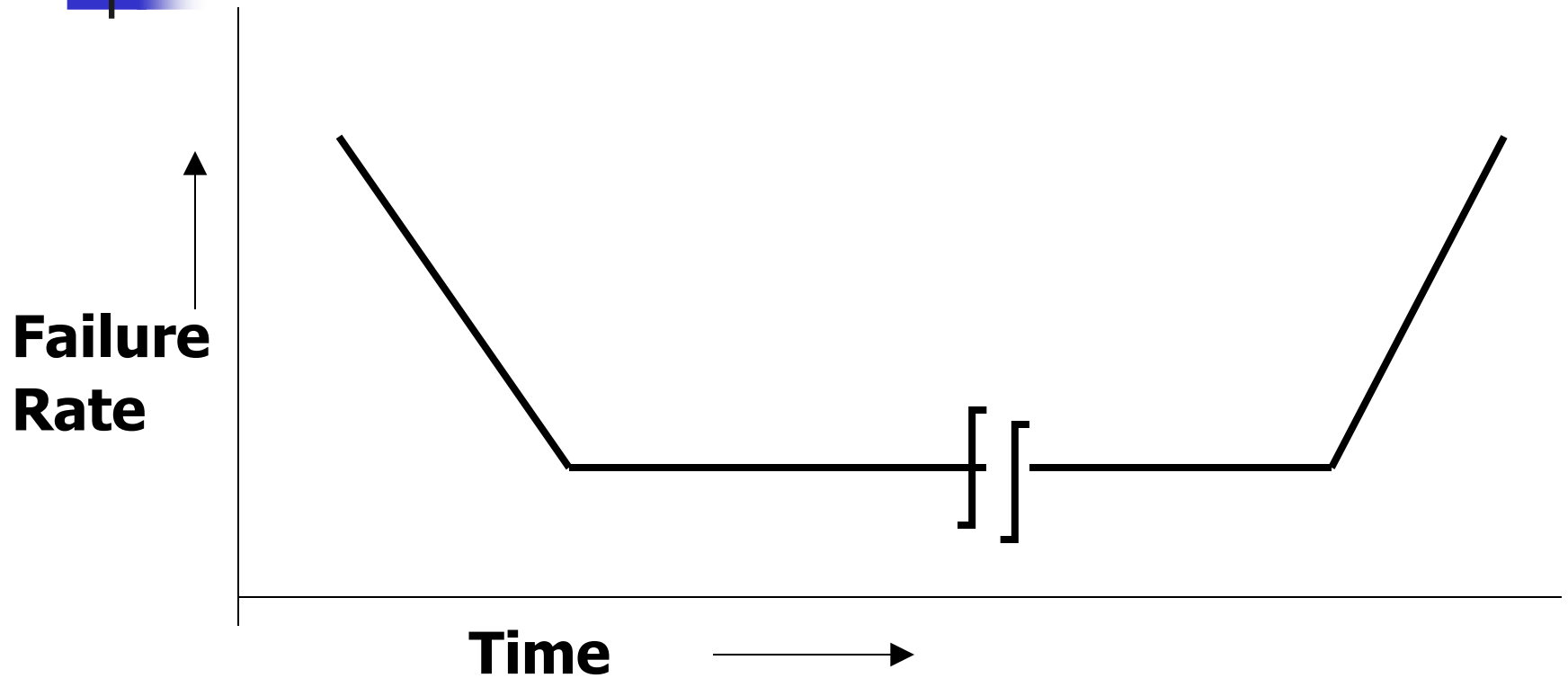
- \$ When a hardware is repaired:
 - \$ its reliability is maintained
- \$ When software is repaired:
 - \$ its reliability may increase or decrease.



Hardware vs. Software Reliability

- \$ Goal of hardware reliability study
 - \$ **stability** (i.e. interfailure times remains constant)
- \$ Goal of software reliability study
 - \$ **reliability growth** (i.e. interfailure times increases)

Digression: The Bath Tub Curve





Reliability Metrics

- \$ Different categories of software products have different reliability requirements:
 - \$ level of reliability required for a software product should be specified in the SRS document.



Reliability Metrics

- \$ A good reliability measure should be observer-independent,
 - \$ so that different people can agree on the reliability.



Rate of occurrence of failure (ROCOF):

\$ ROCOF measures:

- \$ frequency of occurrence failures.
- \$ observe the behavior of a software product in operation:
 - \$ over a specified time interval
 - \$ calculate the total number of failures during the interval.



Mean Time To Failure (MTTF)

- \$ Average time between two successive failures:
 - \$ observed over a large number of failures.



Mean Time To Failure (MTTF)

\$ MTTF is not as appropriate for software as for hardware:

\$ Hardware fails due to a component's wear and tear

\$ thus indicates how frequently the component fails

\$ When a software error is detected and repaired:

\$ the same error never appears.



Mean Time To Failure (MTTF)

- \$ We can record failure data for n failures:
 - \$ let these be t_1, t_2, \dots, t_n
 - \$ calculate $(t_{i+1} - t_i)$
 - \$ the average value is MTTF $(t_{i+1} - t_i) / (n - 1)$



Mean Time to Repair (MTTR)

- \$ Once failure occurs:

- \$ additional time is lost to fix faults

- \$ MTTR:

- \$ measures average time it takes to fix faults.



Mean Time Between Failures (MTBF)

- \$ We can combine MTTF and MTTR:
 - \$ to get an availability metric:
 - \$ $MTBF = MTTF + MTTR$
- \$ MTBF of 100 hours would indicate
 - \$ Once a failure occurs, the next failure is expected after 100 hours of clock time (not running time).



Probability of Failure on Demand (POFOD)

- \$ Unlike other metrics
 - \$ This metric does not explicitly involve time.
- \$ Measures the likelihood of the system failing:
 - \$ when a service request is made.
 - \$ POFOD of 0.001 means:
 - \$ 1 out of 1000 service requests may result in a failure.



Availability

- \$ Measures how likely the system shall be available for use over a period of time:
 - \$ considers the number of failures occurring during a time interval,
 - \$ also takes into account the repair time (down time) of a system.



Availability

\$ This metric is important for systems like:

- \$ telecommunication systems,
- \$ operating systems, etc. which are supposed to be never down
- \$ where repair and restart time are significant and loss of service during that time is important.



Reliability metrics

- § All reliability metrics we discussed:
 - § centered around the probability of system failures:
 - § take no account of the consequences of failures.
 - § severity of failures may be very different.



Reliability metrics

- § Failures which are transient and whose consequences are not serious:
 - § of little practical importance in the use of a software product.
 - § such failures can at best be minor irritants.



Failure Classes

- \$ More severe types of failures:
 - \$ may render the system totally unusable.
- \$ To accurately estimate reliability of a software product:
 - \$ it is necessary to classify different types of failures.



Failure Classes

\$ Transient:

- \$ Transient failures occur only for certain inputs.

\$ Permanent:

- \$ Permanent failures occur for all input values.

\$ Recoverable:

- \$ When recoverable failures occur:
 - \$ the system recovers with or without operator intervention.



Failure Classes

- \$ **Unrecoverable:**

- \$ the system may have to be restarted.

- \$ **Cosmetic:**

- \$ These failures just cause minor irritations,
 - \$ do not lead to incorrect results.
 - \$ An example of a cosmetic failure:
 - \$ mouse button has to be clicked twice instead of once to invoke a GUI function.



Reliability Growth Modelling

- \$ A reliability growth model:
 - \$ a model of how software reliability grows
 - \$ as errors are detected and repaired.
- \$ A reliability growth model can be used to predict:
 - \$ when (or if at all) a particular level of reliability is likely to be attained.
 - \$ i.e. how long to test the system?



Reliability Growth Modelling

- \$ There are two main types of uncertainty:
 - \$ in modelling reliability growth which render any reliability measurement inaccurate:
- \$ **Type 1 uncertainty:**
 - \$ our lack of knowledge about how the system will be used, i.e.
 - \$ its **operational profile**



Reliability Growth Modelling

§ Type 2 uncertainty:

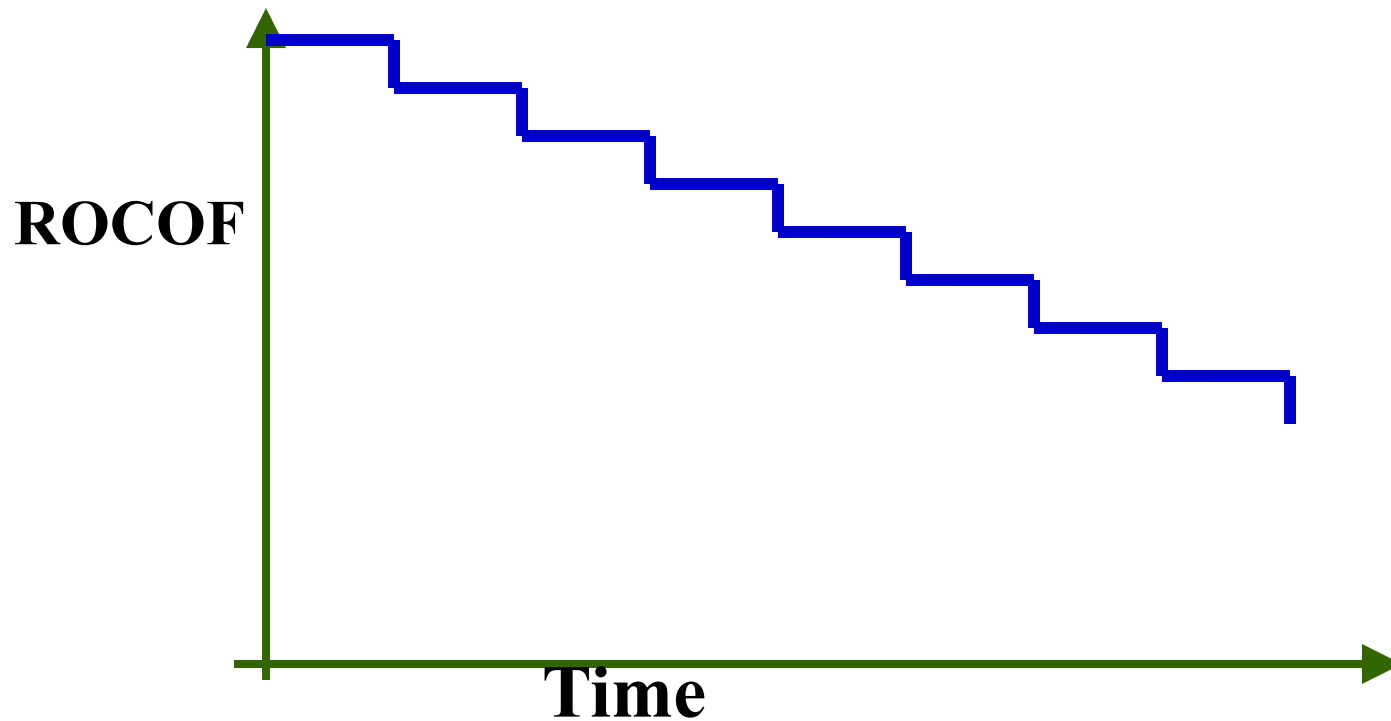
- § reflects our lack of knowledge about the effect of fault removal.
- § When we fix a fault
 - § we are not sure if the corrections are complete and successful and no other faults are introduced
- § Even if the faults are fixed properly
 - § we do not know how much will be the improvement to interfailure time.



Step Function Model

- \$ The simplest reliability growth model:
 - \$ a step function model
- \$ The basic assumption:
 - \$ reliability increases by a constant amount each time an error is detected and repaired.

Step Function Model





Step Function Model

\$ Assumes:

- \$ all errors contribute equally to reliability growth
- \$ highly unrealistic:
 - \$ we already know that different errors contribute differently to reliability growth.



Jelinski and Moranda Model

- § Realizes each time an error is repaired:
 - § reliability does not increase by a constant amount.
- § Reliability improvement due to fixing of an error:
 - § assumed to be proportional to the number of errors present in the system at that time.



Jelinski and Moranda Model

- \$ Realistic for many applications,
 - \$ still suffers from several shortcomings.
 - \$ Most probable failures (failure types which occur frequently):
 - \$ discovered early during the testing process.



Jelinski and Moranda Model

- \$ Repairing faults discovered early:
 - \$ contribute maximum to the reliability growth.
- \$ Rate of reliability growth should be large initially:
 - \$ slow down later on,
 - \$ contrary to assumption of the model



Littlewood and Verall's Model

- § Allows for negative reliability growth:
 - § when software repair introduces further errors.
 - § Models the fact that as errors are repaired:
 - § average improvement in reliability per repair decreases.



Littlewood and Verall's Model

- \$ Treats a corrected bug's contribution to reliability improvement:
 - \$ an independent random variable having Gamma distribution.
- \$ Removes bugs with large contributions to reliability:
 - \$ earlier than bugs with smaller contribution
 - \$ represents diminishing return as test continues.



Reliability growth models

- § There are more complex reliability growth models,
 - § more accurate approximations to the reliability growth.
 - § these models are out of scope of our discussion.



Applicability of Reliability Growth Models

- § There is no universally applicable reliability growth model.
- § Reliability growth is not independent of application.



Applicability of Reliability Growth Models

- \$ Fit observed data to several growth models.
 - \$ Take the one that best fits the data.



Statistical Testing

- \$ A testing process:
 - \$ the objective is to determine reliability rather than discover errors.
 - \$ uses data different from defect testing.



Statistical Testing

- \$ Different users have different **operational profile**:
 - \$ i.e. they use the system in different ways
 - \$ formally, operational profile:
 - \$ **probability distribution of input**



Operational profile: Example

- \$ An expert user might give advanced commands:
 - \$ use command language interface, compose commands
- \$ A novice user might issue simple commands:
 - \$ using iconic or menu-based interface.



How to define operational profile?

- \$ Divide the input data into a number of input classes:
 - \$ e.g. create, edit, print, file operations, etc.
- \$ Assign a probability value to each input class:
 - \$ a probability for an input value from that class to be selected.



Steps involved in Statistical testing (Step-I)

- \$ Determine the operational profile of the software:
 - \$ This can be determined by analyzing the usage pattern.



Step 2 in Statistical testing

- \$ Manually select or automatically generate a set of test data:
 - \$ corresponding to the operational profile.



Step 3 in Statistical testing

- \$ Apply test cases to the program:
 - \$ record execution time between each failure
 - \$ it may not be appropriate to use raw execution time



Step 4 in Statistical testing

- \$ After a statistically significant number of failures have been observed:
 - \$ reliability can be computed.



Statistical Testing

- \$ Relies on using large test data set.
- \$ Assumes that only a small percentage of test inputs:
 - \$ likely to cause system failure.



Statistical Testing

- \$ It is straight forward to generate tests corresponding to the most common inputs:
 - \$ but a statistically significant percentage of unlikely inputs should also be included.
- \$ Creating these may be difficult:
 - \$ especially if test generators are used.



Advantages of Statistical Testing

- \$ Concentrate on testing parts of the system most likely to be used:
 - \$ results in a system that the users find more reliable (than actually it is!).



Advantages of Statistical Testing

- \$ Reliability predictions based on test results:
 - \$ gives an accurate estimation of reliability (as perceived by the average user) compared to other types of measurements.



Disadvantages of Statistical Testing

- \$ It is not easy to do statistical testing properly:
 - \$ there is no simple or repeatable way to accurately define operational profiles.
- \$ Statistical uncertainty.



Summary

- \$ Reliability of a software product:
 - \$ essentially denotes its trustworthiness or dependability.
 - \$ probability of the product working “correctly” over a given period of time.



Summary

- \$ Operational profile of a software
 - \$ reflects how it will be used in practice.
 - \$ Consists of specification of:
 - \$ classes of inputs
 - \$ probability of their occurrence.



Summary

- \$ Statistical testing:
 - \$ uses large data set selected based on operational profile.
 - \$ Provides more realistic reliability figures.