

# Dependable Systems

## Hardware Dependability - Diagnosis

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Sources:

Siewiorek, Daniel P.; Swarz, Robert S.:

Reliable Computer Systems. third. Wellesley, MA : A. K. Peters, Ltd., 1998. ,  
156881092X

Some images (C) Elena Dubrova, ESDLab, Kungl Tekniska Högskolan

# Fault Diagnosis

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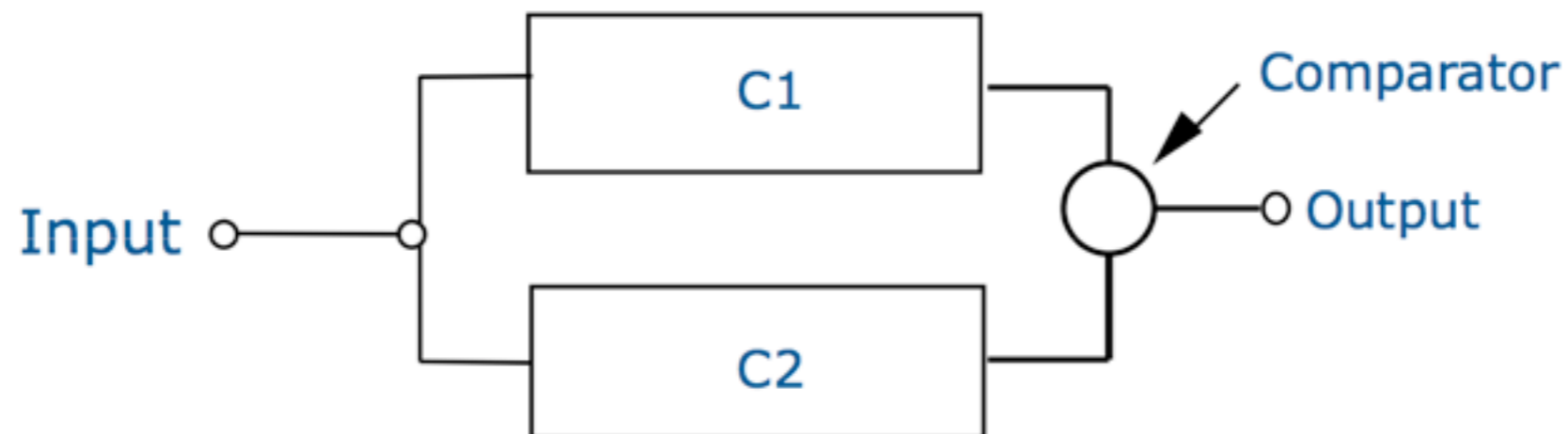
- Contains of fault detection (what ?) and fault location (where ?)
- Fault detection
  - Replication checks - Test operation / execution against alternate implementation
  - Timing checks - Test operation / execution against timing constraints
  - Reversal checks - Make use of operation reversibility
  - Coding checks - Utilize redundant (but different) representation of data
  - Reasonableness checks - Check against known system / data properties
  - Structural checks - Ensure consistent structure of data, diagnostic tests, ...
  - Diagnostic checks - Use set of inputs for which the outputs are known
  - Algorithmic checks - Check invariants of an algorithm

# Fault Detection

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- **Replication check**

- Perform test against the same / alternate implementation
  - Identical / partial copies of unit - assumes correct design and independent failure
  - Separate and different copies - assumes design faults
  - Repeated execution - assumes transient fault
- Works well, but expensive

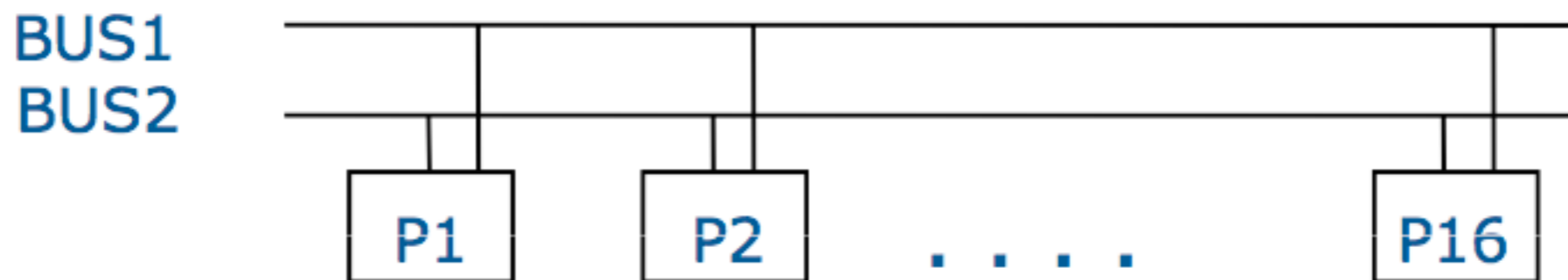


# Fault Detection

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- **Timing checks**

- Monitor execution based on timing constraints
- Watchdog - Progress resets timer, expired timer assumes broken component
  - Detection of crash, overload, infinite loop; frequency depends on application
- Broadcast timeout - Component broadcasts message on progress, receivers have deadline for next message
- Acknowledge timeout - Peer should react on request with answer message



*Tandem: Heartbeat broadcast every second, check on every second message*

# Fault Detection

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- **Reversal checks**

- One-to-one relationship between inputs and outputs
  - Calculates inputs from output by reverse function, comparison
    - Re-read data after write, mathematical functions

$$\sqrt{x^2} = x$$

- **Diagnostic checks**

- Check known output for some test inputs
- Typical approach in built-in hardware testing
- Load tests - run at saturation levels, trigger abnormal environmental conditions

- **Plausibility checks**

- Based on knowledge about system design and data types - range checks, consistency checks, type checks

# Fault Detection - Coding Checks

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- Coding techniques help with fault detection, diagnosis and tolerance
- General idea: Apply redundancy to information word
  - Code defines a subset of all possible information words as valid information
  - Each valid information is a **code word**
  - Error detection: Is the given word a (valid) code word
- Number space - All numbers that can be represented in a numerical system
  - Code space - Subset of a number space
- Separable code vs. non-separable code
- Applications: Data storage, ALU, communication busses, self-checking hardware, ...
- Ranking of codes: detection coverage, overhead, complexity added, ...

# Coding Checks in Memory Hardware

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- **Primary memory**

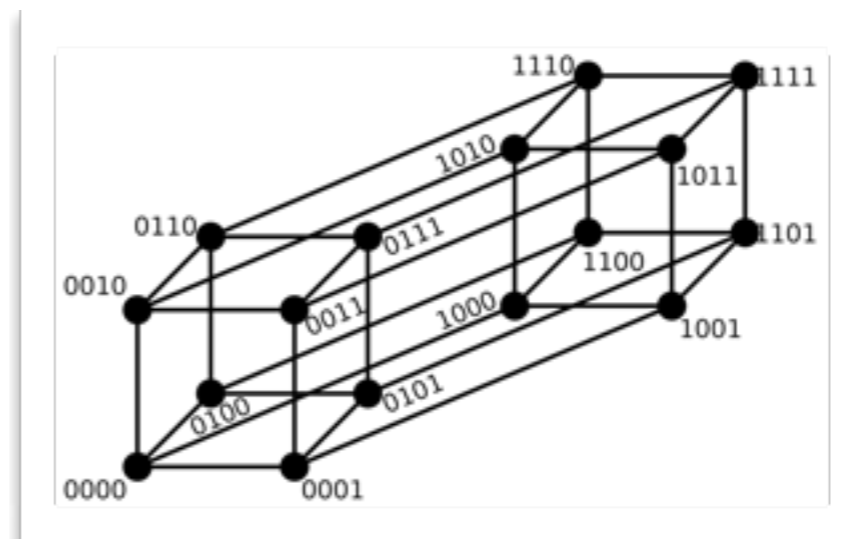
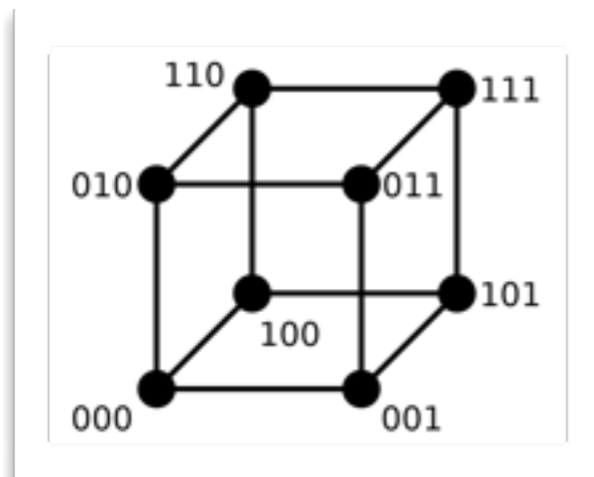
- Parity code
- m-out-of-n resp. m-of-n resp. m/n code
- Checksumming
- Berger Code
- Hamming code

- **Secondary storage**

- RAID codes
- Reed-Solomon code

# Hamming Distance

- Number of positions on which two words differ (Richard Hamming, 1950)
  - Alternative definition: Number of necessary substitutions to make A to B
  - Alternative definition: Number of errors that transform A to B



(C) Wikipedia

- Minimum / code Hamming distance: Minimum distance between any two code words
- To *detect*  $d$  single-bit errors, a code must have a min. distance of at least  $d + 1$ 
  - If at least  $d+1$  bits change in the transmitted code, a new (valid) code appears
- To *correct*  $d$  single-bit errors, the minimum distance must be  $2d+1$

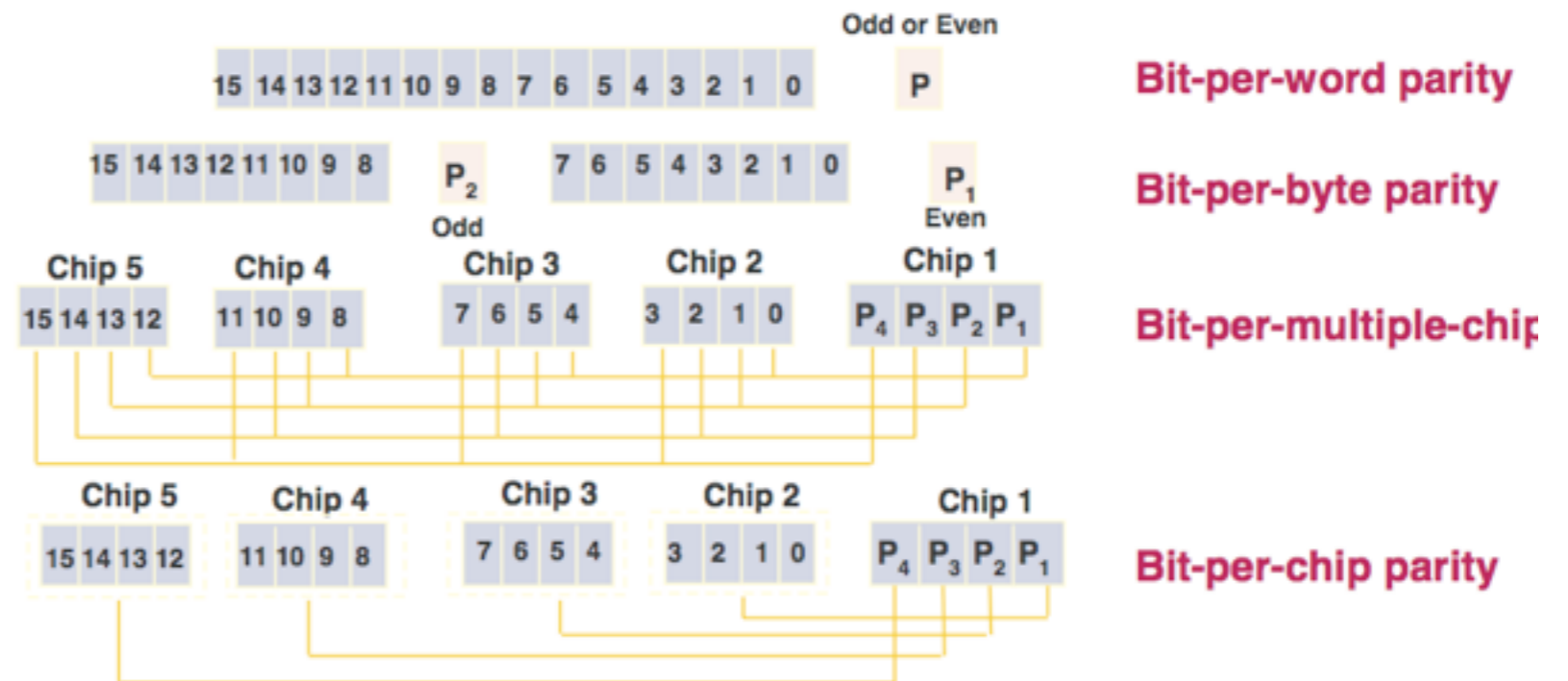


# Parity Codes

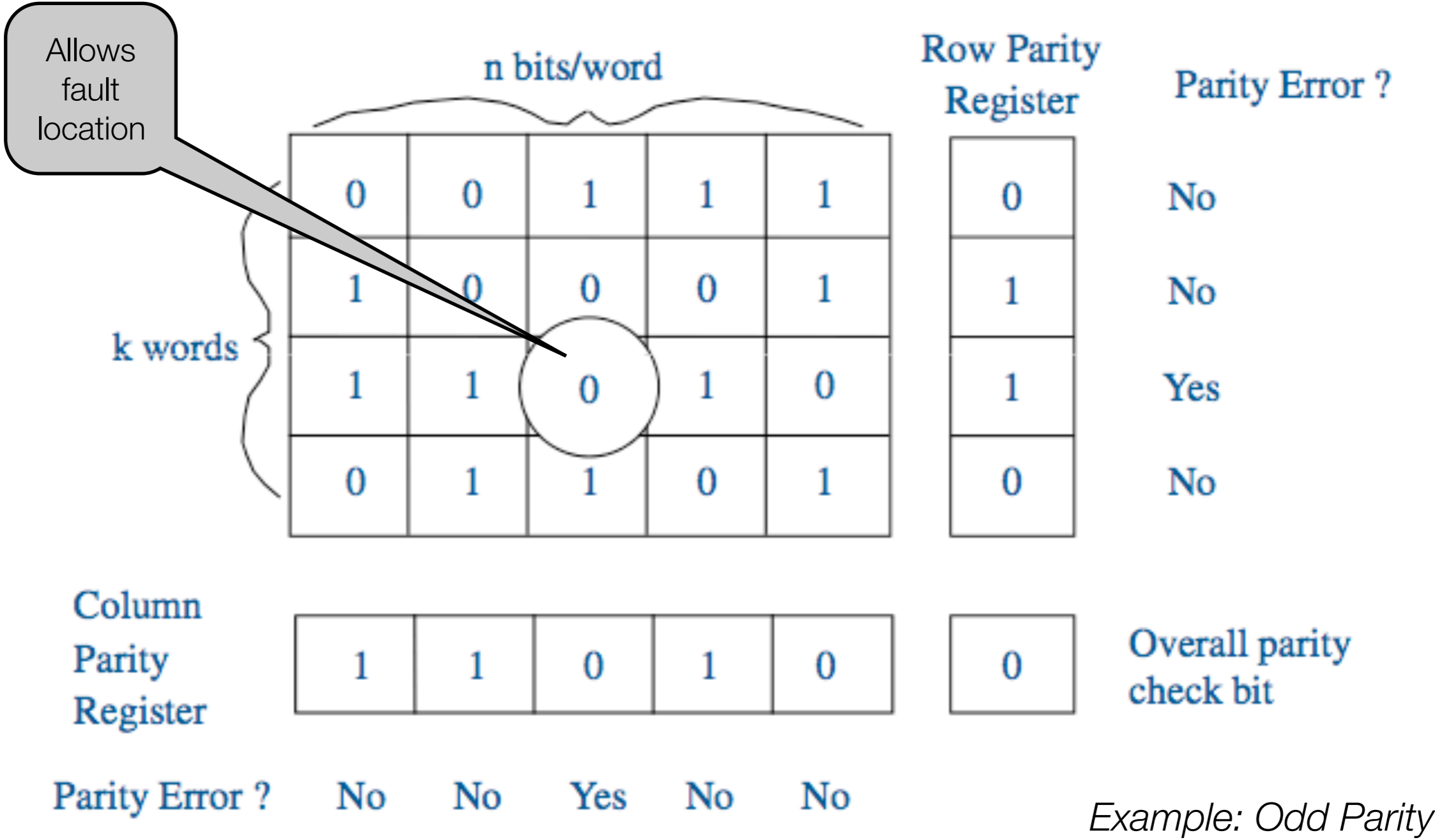
- Add parity bit to the information word
  - Even parity: If odd number of ones, add one to make the number of ones even
  - Odd parity: If even number of ones, add one to make the number of ones odd

- Variants

- Bit-per-word parity
- Bit-per-byte parity  
(Example:  
Pentium data cache)
- Bit-per-chip parity
- ...



# Two-Dimensional Parity



# m-out-of-n Code

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- Data word of length  $n$  (including code bits), make sure that  $m$  ones are in the word
- Example: 2-out-of-5 code
  - Often used in telecommunication and in the US postal system
  - 5 bits allow 10 combinations with 2-out-of-5, so all decimal digits are representable
  - Supports more than only single-bit errors

Decimal Digit	2-out-of-5
0	0 0 0 1 1
1	0 0 1 0 1
2	0 0 1 1 0
3	0 1 0 0 1
4	0 1 0 1 0
5	0 1 1 0 0
6	1 0 0 0 1
7	1 0 0 1 0
8	1 0 1 0 0
9	1 1 0 0 0

# Code Properties

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Code	Bits / Word	Number of possible words	Coverage
Even Parity	4	8	Any single bit error, no double-bit error not all-0s or all 1s errors
Odd Parity	4	8	Any single bit error, no double-bit error all-0s or all 1s errors
2/4	4	6	Any single bit error, 33% of double bit errors

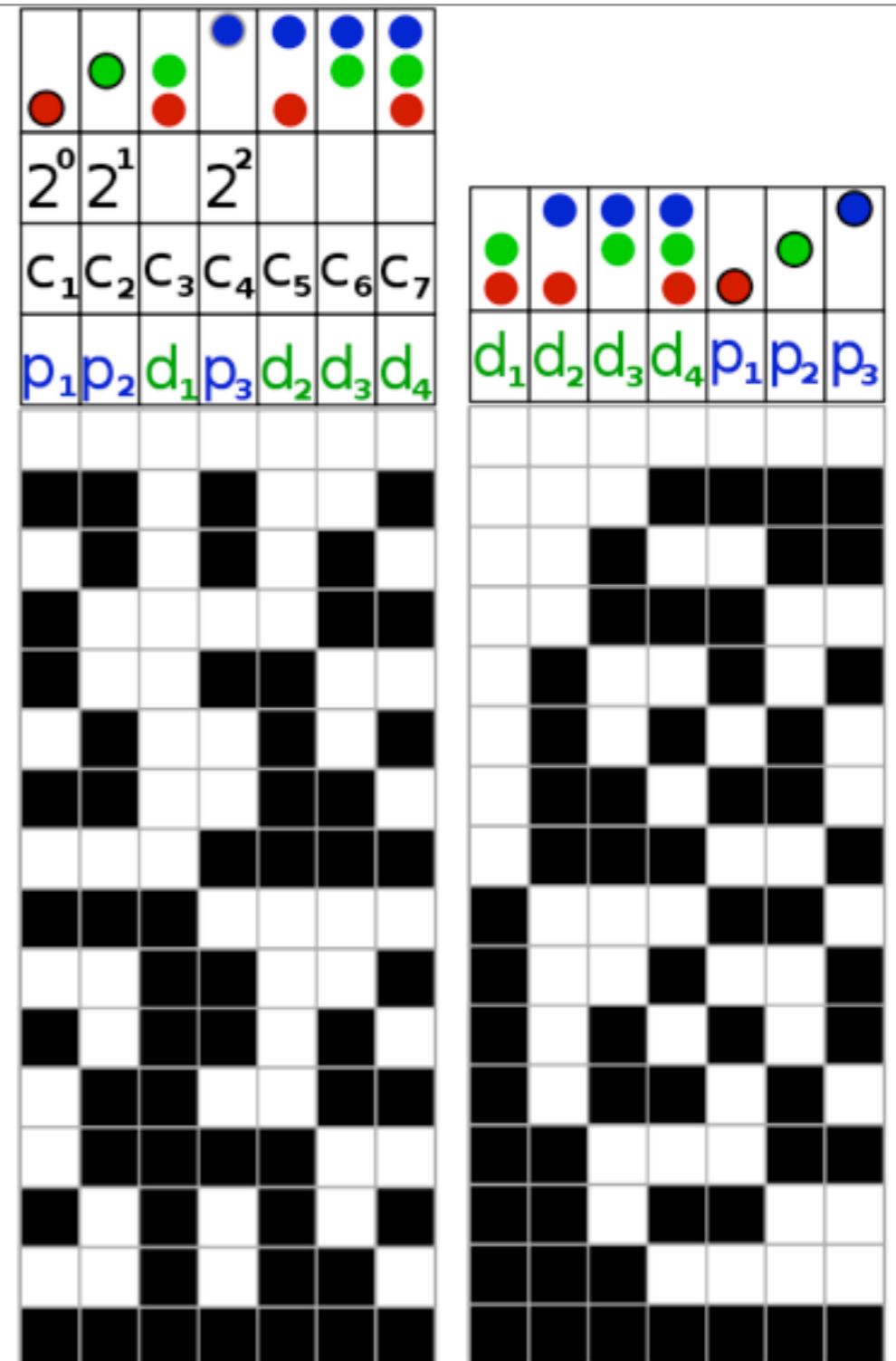
# Checksumming

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- General idea: Multiply components of a data word and add them up to a checksum
  - Good for large blocks of data, low hardware overhead
  - Might require substantial time, memory overhead
  - 100% coverage for single faults
- Example: ISBN 10 check digit
  - Final number of 10 digit ISBN number is a check digit, computed by this approach
    - Multiply all data digits by their position number, starting from right
    - Take sum of the products, and set the check digit so that result MOD 11 = 0
    - Check digit „01“ is represented by X
- More complex approaches get better coverage (e.g. CRC) for more CPU time

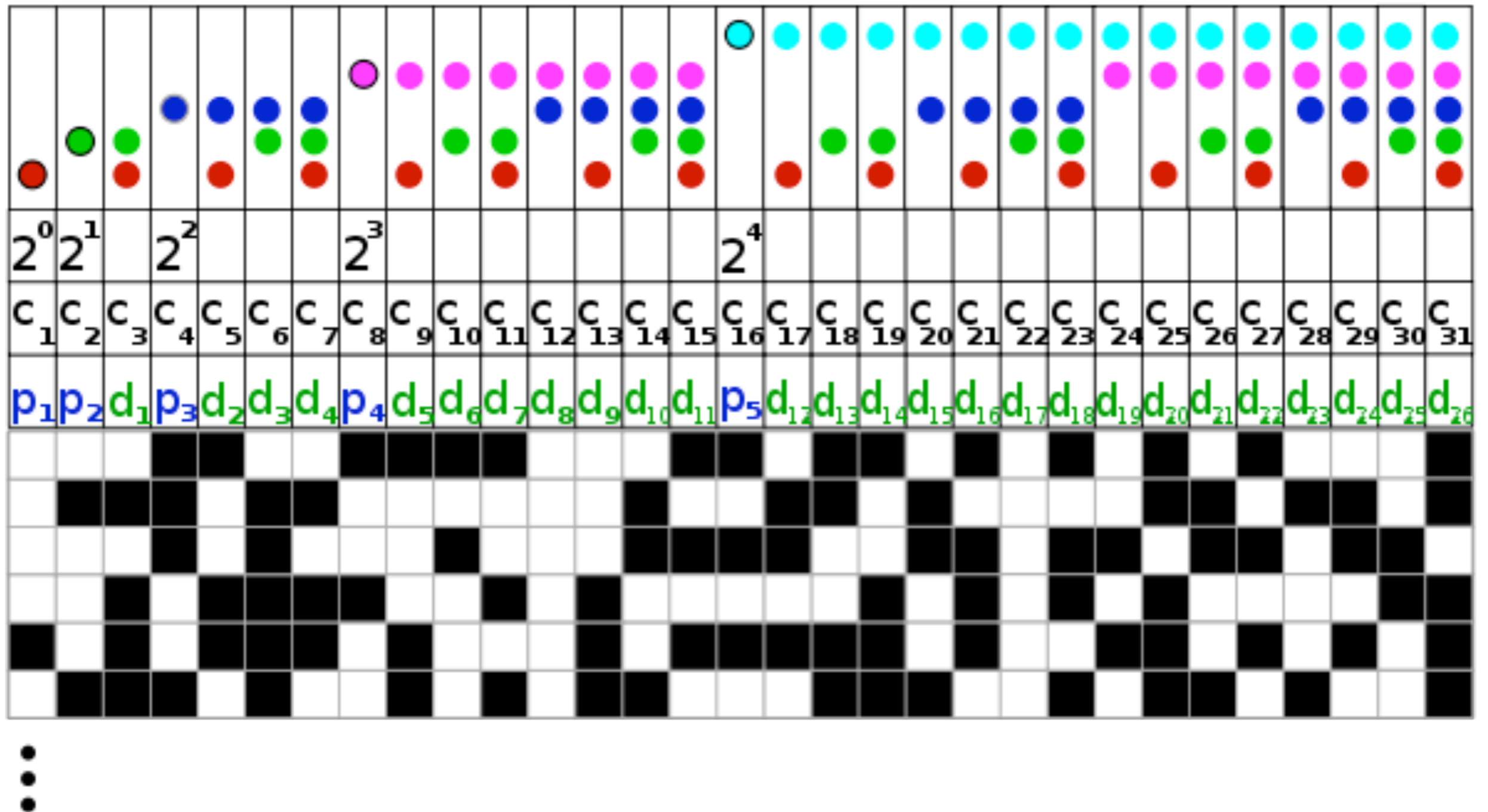
# Hamming Code

- Every data word with  $n$  bits is extended by  $k$  control bits
- **Control bits** by standard parity approach (even parity), implementable by XOR
  - Inserted **at power-of-two positions**
  - Parity bit  $p_x$  is responsible for all position numbers with the **X-least significant bit** set (e.g.  $p_1$  responsible for ‚red dot‘ positions)
- Parity bits check overlapping parts of the data bits, computation and check are cheap
- Minimum Hamming distance of three (single bit correction)
- Application in DRAM memory



taken from Wikimedia Commons

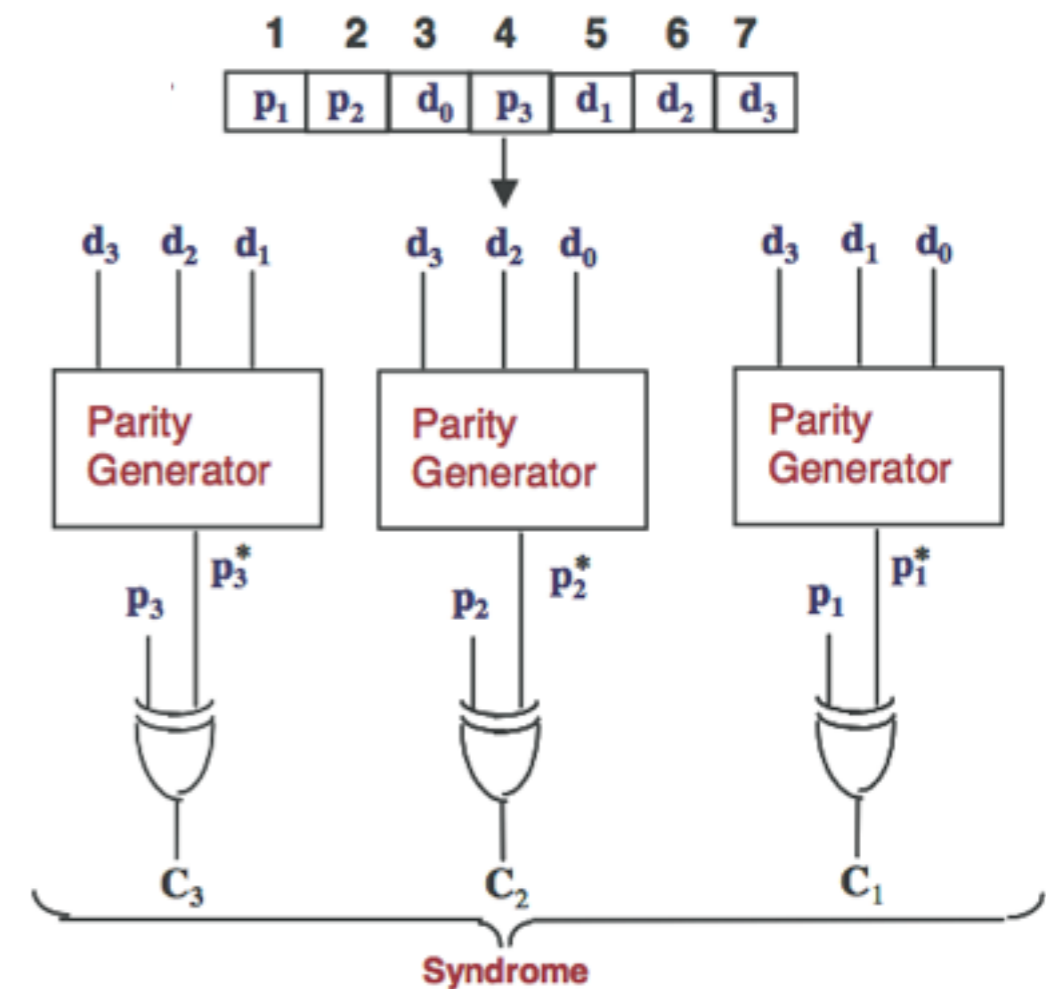
# Hamming Code for 26bit word size



taken from Wikimedia Commons

# Hamming Code

- Hamming codes are known to produce 10% to 40% of data overhead
- Syndrome determines which bit (if any) is corrupted
- Example ECC
  - Majority of „one-off“ soft errors in DRAM happens from background radiation
  - Denser packages, lower voltage for higher frequencies
  - Most common approach is the SECDEC Hamming code
    - "Single error correction, double error detection" (SECDEC)
    - Hamming code with additional parity
  - Modern BIOS implementations perform threshold-based warnings on frequent correctable errors



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