Redundancy Strategy and Reliability Analysis of the FTT-enabled switch

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Problem statement

- Networked Embedded Systems (NES) continuously require:
 - Higher bandwidth
 - □More heterogeneous & complex traffic
 - Higher levels of dependability

Problem statement

How can we deal with the increasing complexity of NES while ensuring timeliness together with a sufficient dependability level?

Existing solutions

- Ethernet is a good candidate
 - High bandwidth
 - Mature technology (LAN domain)

Existing solutions

- However, current RT-Ethernet solutions
 - Focus on bandwidth efficiency xor strict timeliness
 - Do not address dependability

Existing solutions

However, current RT-Ethernet solutions

Focus on bandwidth efficiency xor strict timeliness

Do not address dependability

FTT-enabled Ethernet Switch

FTT-enabled Ethernet Switch Basics

- Flexible Time-Triggered (FTT) Paradigm
 Synchronous traffic (window)
 - □ Asynchronous and NRT traffic (window)
- Integration of the FTT master within the switch
 On-line scheduling of the synchronous traffic
 - Servers for managing the asynchronous and NRT traffic (Server-SE based)

FTT-enabled Ethernet Switch

Advantages

- It is devoted to outperform RT-Ethernet solutions in terms
 - □Traffic management
 - Scheduling composability

FTT-enabled Ethernet Switch

Advantages

- Has dependability-related advantages due to its underlying star topology
 - The switch is a central bus guardian as it shapes the traffic at the outlinks
 - Resilient to spatial proximity and common-mode failures

Present work represents a further contribution to the FTT-enabled Ethernet switch...

...in terms of dependability (reliability)

Objectives

Reliability analysis (current FTT-ena. switch)

Redundancy strategy

Reliability analysis (proposed redundancy)

Objectives

Reliability analysis (current FTT-ena. switch)

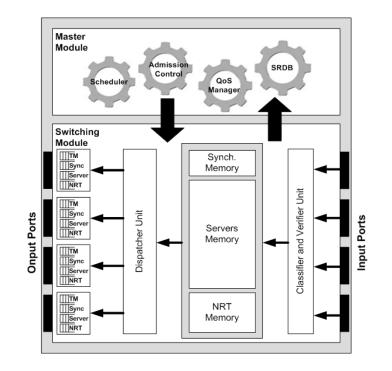
Redundancy strategy

Reliability analysis (proposed redundancy)

1st Reliability analysis Goal

To quantify the reliability achievable when:

Server-based scheduling is implemented in software vs hardware



- > Which is better?
- > Are they suitable for critical NES?

1st Reliability analysis Tasks

- Define the fault model: permanent and transient faults
- Characterization of parameters that strongly influence dependability
- Modelling of the system using Stochastic Activity Networks (SANs)
- Sensitivity analyses

Objectives

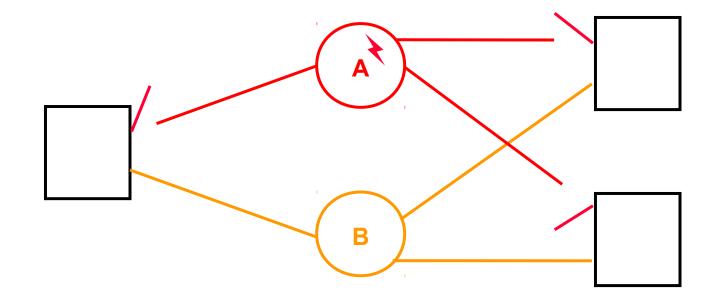
Reliability analysis (current FTT-ena. switch)

Redundancy strategy

Reliability analysis (proposed redundancy)

Redundancy strategy Goal

Tolerate faults at links, controllers, transceivers and/or switches



Redundancy strategy Tasks

- Adapt as much as possible the ideas developed at the recent frameworks of:
 - Master replication in FTT-CAN (backup strategy)
 - □ **ReCANcentrate** (active replication)

- Design specific fault-treatment mechanisms like:
 Detection of switch (master) faults
 - Replacement or masking of faulty switch

Objectives

Reliability analysis (current FTT-ena. switch)

Redundancy strategy

Reliability analysis (proposed redundancy)

2nd Reliability analysis Goal and tasks

- Quantify the reliability benefits of the proposed redundancy
 - □ Guide the design of the redundancy
 - Justify its implementation for critical NES

The tasks basically are the same ones as for the first analysis

Conclusions

The FTT-enabled Ethernet Switch can outperform other RT-Ethernet solutions in terms of scheduling and dependability

- But it is still necessary to quantify its dependability benefits for NES
- Particularly, it will be valuable to research on the replication of its infrastructure to achieve reliability levels appropriate for critical NES

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