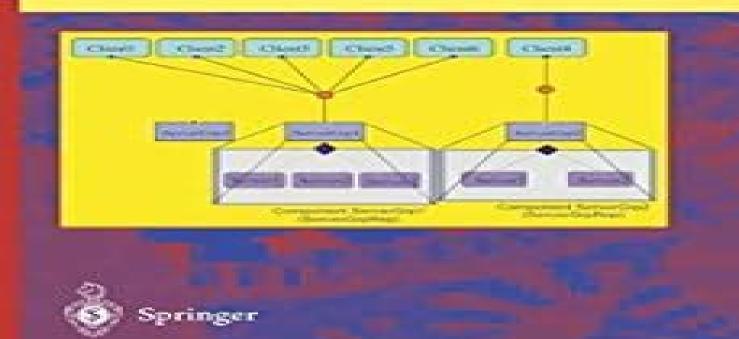
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Architecting Dependable Systems



Rogério de Lemos, Cristina Gacek, Alexander Romanovsky

Architecting Dependable Systems II Rogério de Lemos, Cristina Gacek, Alexander Romanovsky, 2004-11-29 As software systems become ubiquitous the issues of dependability become more and more critical Given that solutions to these issues must be taken into account from the very beginning of the design process it is appropriate that dependability is addressed at the architectural level This book results from an effort to bring together the research communities of software architectures and dependability Inspired by the ICSE 2003 Workshop on Software Architectures for Dependable Systems the book focuses on topics relevant to improving the state of the art in architecting dependable systems. The 15 thoroughly reviewed papers originate partly from the workshop others were solicited in order to achieve complete coverage of all relevant aspects The papers are organized into topical sections on architectures for dependability fault tolerance in software architectures dependability analysis in software architectures and industrial experience **Architecting Dependable Systems** Rogério de Lemos, Cristina Gacek, Alexander Romanovsky, 2007-08-01 As software systems become more and more ubiquitous the issues of dependability become more and more critical Given that solutions to these issues must be planned at the beginning of the design process it is appropriate that these issues be addressed at the architectural level This book is inspired by the ICSE 2002 Workshop on Architecting Dependable Systems it is devoted to current topics relevant for improving the state of the art for architecting dependability Some of the 13 peer reviewed papers presented were initially presented at the workshop others were invited in order to achieve competent and complete coverage of all relevant aspects. The papers are organized in topical sections on architectures for dependability fault tolerance in software architectures dependability analysis in software architectures industrial experience Architecting Dependable Systems III Rogério de Lemos, Cristina Gacek, Alexander Romanovsky, 2005-09-27 As software systems become ubiquitous the issues of dependability become more and more crucial Given that solutions to these issues must be considered from the very beginning of the design process it is reasonable that dependability is addressed at the architectural level This book comes as a result of an effort to bring together the research communities of software architectures and dependability This state of the art survey contains 16 carefully selected papers originating from the Twin Workshops on Architecting Dependable Systems WADS 2004 accomplished as part of the International Conference on Software Engineering ICSE 2004 in Edinburgh UK and of the International Conference on Dependable Systems and Networks DSN 2004 in Florence Italy The papers are organised in topical sections on architectures for dependable services monitoring and reconfiguration in software architectures dependability support for software architectures architectural evaluation and architectural abstractions for dependability *Structure for Dependability:* Computer-Based Systems from an Interdisciplinary Perspective Denis Besnard, Cristina Gacek, Cliff Jones, 2006-04-28 Computer based systems are now essential to everyday life They involve both tech cal hardware software components and human beings as active participants Wh ever we y aboard an aircraft or withdraw money from a cash point a combination of

humans machines and software is supporting the delivery of the service These systems and many others bene t from the miniaturisation and cost reduction of the hardware which has made it possible for computers to be embedded everywhere An equally remarkable development is the software involved today systems are built which were literally unthinkable twenty or thirty years ago Measured in terms of their function the productivity of their creation has also advanced enormously largely cause of the software infrastructure Even the dependability of the best of todays so ware is praiseworthy when one considers the complexity of the functionality provided Solid engineering and the increasing adoption of methods based on rmly established theory are to be thanked here However in large and complex systems there remain major challenges to achieving dependability when complex interactions exist between technical and human components Large and complex things are understood as assemblages of simpler components the way these components t together is the structure of the system Structure can be real and physical or a subjective mental tool for analysis

Architecting Dependable Systems ,2004

A Generic Fault-Tolerant Architecture for Real-Time Dependable Systems David Powell, 2013-04-17 The design of computer systems to be embedded in critical real time applications is a complex task Such systems must not only guarantee to meet hard real time deadlines imposed by their physical environment they must guarantee to do so dependably despite both physical faults in hardware and design faults in hardware or software A fault tolerance approach is mandatory for these quarantees to be commensurate with the safety and reliability requirements of many life and mission critical applications This book explains the motivations and the results of a collaborative project whose objective was to significantly decrease the lifecycle costs of such fault tolerant systems. The end user companies participating in this project already deploy fault tolerant systems in critical railway space and nuclear propulsion applications However these are proprietary systems whose architectures have been tailored to meet domain specific requirements This has led to very costly inflexible and often hardware intensive solutions that by the time they are developed validated and certified for use in the field can already be out of date in terms of their underlying hardware and software technology Delta-4: A Generic Architecture for **Dependable Distributed Computing** David Powell, 2012-12-06 Delta 4 is a 5 nation 13 partner project that has been investigating the achievement of dependability in open distributed systems including real time systems. This book describes the design and validation of the distributed fault tolerant architecture developed within this project. The key features of the Delta 4 architecture are a distributed object oriented application support environment b built in support for user transparent fault tolerance c use of multicast or group communication protocols and d use of standard off the shelf processors and standard local area network technology with minimum specialized hardware. The book is organized as follows The first 3 chapters give an overview of the architecture s objectives and of the architecture itself and compare the proposed solutions with other approaches Chapters 4 to 12 give a more detailed insight into the Delta 4 architectural concepts Chapters 4 and 5 are devoted to providing a firm set of general concepts and terminology regarding dependable and real

time computing Chapter 6 is centred on fault tolerance techniques based on distribution The description of the architecture itself commences with a description of the Delta 4 application support environment Deltase in chapter 7 Two variants of the architecture the Delta 4 Open System Architecture OSA and the Delta 4 Extra Performance Architecture XPA are described respectively in chapters 8 and 9 Both variants of the architecture have a common underlying basis for dependable Automotive Embedded Systems Handbook Nicolas Navet, Françoise Simonot-Lion, 2017-12-19 A Clear Outline of Current Methods for Designing and Implementing Automotive Systems Highlighting requirements technologies and business models the Automotive Embedded Systems Handbook provides a comprehensive overview of existing and future automotive electronic systems It presents state of the art methodological and technical solutions in the areas of in vehicle architectures multipartner development processes software engineering methods embedded communications and safety and dependability assessment Divided into four parts the book begins with an introduction to the design constraints of automotive embedded systems It also examines AUTOSAR as the emerging de facto standard and looks at how key technologies such as sensors and wireless networks will facilitate the conception of partially and fully autonomous vehicles The next section focuses on networks and protocols including CAN LIN FlexRay and TTCAN The third part explores the design processes of electronic embedded systems along with new design methodologies such as the virtual platform The final section presents validation and verification techniques relating to safety issues Providing domain specific solutions to various technical challenges this handbook serves as a reliable complete and well documented source of information on automotive Model Driven Architecture Uwe Aßmann, Mehmet Aksit, Arend Rensink, 2005-08-18 Model Driven embedded systems Architecture MDA is an initiative proposed by the Object M agement Group OMG for platform generic software development MDA s arates the speci cation of system functionality from the implementation on a speci c platform It is aimed at making software assets more resilient to changes caused by emerging technologies While stressing the importance of modeling the MDA initiative covers a wide spectrum of research areas Further e orts are required to bring them into a coherent approach based on open standards and supported by matured tools and techniques

Thisvolumecontainstheselectedpapersoftwoworkshopson Model Driven Architecture Foundations and Applications MDAFA MDAFA 2003 held at the University of Twente Twente The Netherlands June 26 27 2003 and MDAFA 2004 held at Linko ping University Link oping Sweden June 10 11 2004 The goal of the workshops was to understand the foundations of MDA to share experience in applying MDA techniques and tools and to outline future research directions The workshops organizers encouraged authors of accepted papers to re submit their papers to a post workshop reviewing process 15 of these papers were accepted to appear in this volume on MDA

Architecture and Design of Distributed Embedded Systems Bernd Kleinjohann, 2013-04-18 Due to the decreasing production costs of IT systems applications that had to be realised as expensive PCBs formerly can now be realised as a system on chip Furthermore low cost broadband communication media for

wide area communication as well as for the realisation of local distributed systems are available Typically the market requires IT systems that realise a set of specific features for the end user in a given environment so called embedded systems Some examples for such embedded systems are control systems in cars airplanes houses or plants information and communication devices like digital TV mobile phones or autonomous systems like service or edutainment robots For the design of embedded systems the designer has to tackle three major aspects. The application itself including the man machine interface The target architecture of the system including all functional and non functional constraints and the design methodology including modelling specification synthesis test and validation The last two points are a major focus of this book This book documents the high quality approaches and results that were presented at the International Workshop on Distributed and Parallel Embedded Systems DIPES 2000 which was sponsored by the International Federation for Information Processing IFIP and organised by IFIP working groups WG10 3 WG10 4 and WG10 5 The workshop took place on October 18 19 2000 in Schlo Eringerfeld near Paderborn Germany Architecture and Design of Distributed Embedded Systems is organised similar to the workshop Chapters 1 and 4 Methodology I and II deal with different modelling and specification paradigms and the corresponding design methodologies Generic system architectures for different classes of embedded systems are presented in Chapter 2 In Chapter 3 several design environments for the support of specific design methodologies are presented Problems concerning test and validation are discussed in Chapter 5 The last two chapters include distribution and communication aspects Chapter 6 and synthesis techniques for embedded systems Chapter 7 This book is essential reading for computer science researchers and application developers **Improvements in System Safety** Felix Redmill, Tom Anderson, 2007-12-25 This book contains the full complement of papers presented at the sixteenth annual Safety critical Systems Symposium held at Bristol UK in February 2008 The Symposium is for engineers managers and academics in the field of safety across all industry sectors and so the papers included offer a wide ranging coverage of major safety issues as well as a good blend of academic research and industrial experience They include discussions of some of the most recent developments Dependable Computing Rogério le Lemos, Taisy Silva Weber, Joao Batista Camargo Jr., 2003-10-02 This book constitutes the refereed proceedings of the First Latin American Symposium on Dependable Computing LADC 2003 held in Sao Paulo Brazil in October 2003 The 21 revised full papers presented together with abstracts of invited talks a panel workshops and tutorials were carefully reviewed and selected for presentation The papers are organized in topical sections on fault injection security adaptive fault tolerance distributed algorithms and components and fault tolerance Autonomic Computing and Networking Mieso Denko, Laurence Tianruo Yang, Yan Zhang, 2009-06-12 Autonomic Computing and Networking presents introductory and advanced topics on autonomic computing and networking with emphasis on architectures protocols services privacy security simulation and implementation testbeds Autonomic computing and networking are new computing and networking paradigms that allow the creation of self managing and self

controlling computing and networking environments using techniques such as distributed algorithms and context awareness to dynamically control networking functions without human interventions Autonomic networking is characterized by recovery from failures and malfunctions agility to changing networking environment self optimization and self awareness The self control and management features can help to overcome the growing complexity and heterogeneity of exiting communication networks and systems The realization of fully autonomic heterogeneous networking introduces several research challenges in all aspects of computing and networking and related fields **Software Architecture** Richard N. Taylor, Nenad Medvidovic, Eric Dashofy, 2009-01-09 Software architecture is foundational to the development of large practical software intensive applications This brand new text covers all facets of software architecture and how it serves as the intellectual centerpiece of software development and evolution Critically this text focuses on supporting creation of real implemented systems Hence the text details not only modeling techniques but design implementation deployment and system adaptation as well as a host of other topics putting the elements in context and comparing and contrasting them with one another Rather than focusing on one method notation tool or process this new text reference widely surveys software architecture techniques enabling the instructor and practitioner to choose the right tool for the job at hand Software Architecture is intended for upper division undergraduate and graduate courses in software architecture software design component based software engineering and distributed systems the text may also be used in introductory as well as advanced software engineering courses Model-Driven Dependability Assessment of Software Systems Simona Bernardi, José Merseguer, Dorina Corina Petriu, 2013-10-22 Over the last two decades a major challenge for researchers working on modeling and evaluation of computer based systems has been the assessment of system Non Functional Properties NFP such as performance scalability dependability and security In this book the authors present cutting edge model driven techniques for modeling and analysis of software dependability Most of them are based on the use of UML as software specification language From the software system specification point of view such techniques exploit the standard extension mechanisms of UML i e UML profiling UML profiles enable software engineers to add non functional properties to the software model in addition to the functional ones The authors detail the state of the art on UML profile proposals for dependability specification and rigorously describe the trade off they accomplish The focus is mainly on RAMS reliability availability maintainability and safety properties Among the existing profiles they emphasize the DAM Dependability Analysis and Modeling profile which attempts to unify under a common umbrella the previous UML profiles from literature providing capabilities for dependability specification and analysis In addition they describe two prominent model to model transformation techniques which support the generation of the analysis model and allow for further assessment of different RAMS properties Case studies from different domains are also presented in order to provide practitioners with examples of how to apply the aforementioned techniques Researchers and students will learn basic dependability concepts and how to model them using

UML and its extensions They will also gain insights into dependability analysis techniques through the use of appropriate modeling formalisms as well as of model to model transformation techniques for deriving dependability analysis models from UML specifications Moreover software practitioners will find a unified framework for the specification of dependability **Software Architecture** Ron requirements and properties of UML and will benefit from the detailed case studies Morrison, Flavio Oquendo, 2005-06-20 The 1st European Workshop on Software Architecture EWSA 2004 was held in St Andrews Scotland on 21 22 May 2004 The workshop provided an intertional forum for researchers and practitioners from academia and industry to discuss a wide range of topics in the area of software architecture and to jointly formulate an agenda for future research We were pleased to continue this forum in EWSA 2005 The importance of software architecture as a fundamental area of software engineering continues to grow Inaddition to describing the underlying structure of software systems architectures are now being used to model and understand dynamicbehavior Newareasofstudy which have their roots in control systems are beginning to emerge. The eldofautonomics requires an underlying software architecture to describe the executing computation as does any control system that involves system evolution The range of papers in EWSA 2005 rejected both the traditional and new applications of software architecture techniques EWSA 2005 distinguished between three types of papers research papers which describe authors novel research work a case study which describes experiences related to software architectures and position papers which present concise arguments about a topic of software architecture research or practice TheProgrammeCommitteeselected18papers 12researchpapers 4position papers 1 case study and 1 unrefereed invited paper out of 41 submissions from 20 countries Australia Belgium Brazil Chile China Czech Republic Finland France Germany India Italy Ireland Korea Netherlands Pakistan Portugal Spain Switzerland UK USA All submissions were reviewed by at least three members of the Programme Committee Papers were selected based on originality quality soundness and relevance to the workshop Credit for the quality of the proceedings goes to all authors of Software Engineering of Fault Tolerant Systems P. Pelliccione, 2007 In architecting dependable systems what is papers required to improve the overall system robustness is fault tolerance Many methods have been proposed to this end the solutions are usually considered late during the design and implementation phases of the software life cycle e g Java and Windows NT exception handling thus reducing the effectiveness error and fault handling Since the system design typically models only normal behaviour of the system while ignoring exceptional ones the implementation of the system is unable to handle abnormal events Consequently the system may fail in unexpected ways due to faults It has been argued that fault tolerance management during the entire life cycle improves the overall system robustness and that different classes of threats need to be identified for and dealt with at each distinct phase of software development depending on the abstraction level of the software system being modelled This book builds on this trend and investigates how fault tolerance mechanisms can be applied when engineering a software system In particular it identifies the new problems arising in this area

introduces the new models to be applied at different abstraction levels defines methodologies for model driven engineering of such systems and outlines the new technologies and validation and verification environments supporting this Reliable Software Technologies - Ada-Europe 2002 Johann Blieberger, Alfred Strohmeier, 2003-08-02 This book constitutes the refereed proceedings of the 7th International Conference on Reliable Software Technologies Ada Europe 2002 held in Vienna Austria in June 2002 The 24 revised full papers presented together with four invited papers were carefully reviewed and selected for inclusion in the proceedings The papers are organized in topical sections on embedded systems case studies real time systems high integrity systems Ada language issues program analysis tools distributed systems and libraries and APIs

Software Design and Development: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources, 2013-07-31 Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions Software Design and Development Concepts Methodologies Tools and Applications brings together the best practices of theory and implementation in the development of software systems This reference source is essential for researchers engineers practitioners and scholars seeking the latest knowledge on the techniques applications and methodologies for the design and development of software systems

Rigorous Development of Complex Fault-Tolerant Systems Michael Butler, Cliff Jones, Alexander Romanovsky, Elena Troubitsyna, 2006-11-23 This book brings together 19 papers focusing on the application of rigorous design techniques to the development of fault tolerant software based systems It is an outcome of the REFT 2005 Workshop on Rigorous Engineering of Fault Tolerant Systems held in conjunction with the Formal Methods 2005 conference at Newcastle upon Tyne UK in July 2005

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