FAULT TOLERANT COMPUTING

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GENERAL CHAIRMEN'S MESSAGE

With the wide applications of the computers to different areas and the rapid growth of the computing speed and memory capacity, the computing reliability, or more generally dependability, becomes the bottle-neck of the development for computer technology which attracts many researchers and practicers in the world to pay their attentions to this field and thus the discussion and communication among the scientists are needed in order to push forward the research on this topic.

In 1982 at the banquet of IEEE FTCS-12 in Santa Monica, Prof. Yoshihiro Tohma from Japan, Dr. Se June Hong from South Korea and Prof. Tinghuai Chen from China put their hands together and made a toast for their planning joint symposium to be hosted in turn in countries and regions in Asia. But at that time this symposium was only a dream. Many years passed until the joint symposium was proposed again by the Japanese colleagues in 1987. After this message was carried back by Prof. Yinghua Min and was discussed in the China side, the decisions for such joint symposium were made both in China and in Japan. Today we are proudly standing here to announce that '89 Joint Fault-Tolerant Computing Symposium is openning. This is the crystallization of the wishes, efforts and hard work of many Chinese and Japanese people.

This meeting is the first of the series of Joint Symposia on Fault-Tolerant Computing, sponsored by the Technical Committee on Fault-Tolerant Computing, Chinese Computer Federation and the Technical Committee on Fault-Tolerant Systems, IEICE. The first symposium is hosted by Chongqing University. We think, after many years it will be cherished that this symposium is a key milestone of the development on fault tolerance in the area of Asia-Pacific.

Since China is still a country in development, there are many difficulties in hosting an international conference, therefore we are extremely thankful to the program chairmen: Prof. Yinghua Min and Prof. Hideo Fujiwara for their active efforts and hard work under such difficult conditions. Sincere thanks are due to the referees who review the papers carefully, which guarantees the quality of the symposium. We would like to give thanks to all authors coming from Canada, India, Italy, Poland and USA through a long distance trip and also to all authors and participants for their outstanding work and warm concerns which make the symposium to be beneficial technically, professionally and socially.

We hope that everybody will have a nice meeting and a nice stay in Chongqing.

General Co-Chairmen

Tinghuai Chen
Chongqing University
China

Yoshiaki Koga
National Defense Academy
Japan

PROGRAM CHAIRMEN'S MESSAGE

There is a large number of applications for which computer failure is unacceptable. Even in less critical applications we have come to depend more on shared computing services, making dependability increasingly important. It is true in Japan. It is also becoming true in China because of the rapid increase in the use of computers in the recent years.

The two program chairmen recognized that a joint symposium on fault-tolerant computing would be valuable and significant for Chinese and Japanese scientists and engineers, and also be beneficial to developments in the state of the art. This suggestion was transferred to TC FTC of CCF by Yinghua Min who was invited to attend the 17th Japan FTC workshop in 1987, and transferred to TC FTS of IEICE as well, and then the decision of '89 JFTCS was made. The preparation work ran smoothly under the leadership of the general chairmen since then.

The digest you have in your hand is the first of the joint symposium on FTC. Its contents were obtained by the process of selection of program chair and committee, call for papers, the program committee meeting in Tokyo, 1988, distribution of papers to referees, evaluation of reports and paper selection at the program committee meetings separately on both sides, and final revision. Even though the '89 JFTCS is the first China-Japan joint symposium for the Chinese and Japanese scientists and engineers to present and discuss state-of-the-art developments in falut-tolerant computing and their applications, the symposium welcomes presentation and participation of people from elsewhere all over the world. The '89 JFTCS accepts 49 papers from China, Japan, India, Italy, Poland, Canada and the United States. Selection of the papers was based on originality, relevance to the symposium, and geographical distribution of the authors to encourage more people to participate in these technical interactions. Due to the limitation of time and space, many good papers unfortunitely could not be included in the program.

The 49 papers deal with not only traditional aspects but also some new techniques, such as fault-tolerance in parallel computing, techniques for tolerating software and hardware design faults as well as operator errors, and fault-tolerance techniques in VLSI.

As an introduction to recent developments in research and application of fault-tolerant computing in China, a panel session, "FTC in China", is included in the program. Some experts are invited to present their work to reflect the developments of FTC in China.

We cannot sufficiently thank the many referees and program committee members for their tremendous contributions. Many of them were asked to read a large number of papers in a very short period of time. For those whose papers were not accepted, please accept our sincere regrets that the reviewing cycle does not allow iterations that in many cases would surely have resulted in acceptance.

Finally, we thank Prof. Kozo Kinoshita, Chair of TC FTS of IEICE, and Prof. Wei Daozheng, Chair of TC FTC of CCF, for their steady support and encouragement, and Prof. Tinghuai Chen, and Yoshiaki Koga, the general chairmen of '89 JFTCS for their cooperation.

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THE 1989 JOINT SYMPOSIUM ON FAULT-TOLERANT COMPUTING

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China

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Chair: Yongzhang Chen, Chongqing University, China

Late Paper

Session 1 A

Fault-Tolerant Hardware (I)

Chair: Yang Xiaozong

Harbin Institute of Technology, China

On Multiplication of Processors for Fault-Tolerance

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ABSTRACT The paper discusses the strategies of constituting fault-tolerant systems due to multiplication-and-voting. We show comparisons of two schemes, one based on hardware and the other based on software. Problems associate with synchronization and voting that are critical in fault-tolerant computing systems based on software are further investigated. Then, a interprocessor communication scheme employing small amount of memories is proposed.

1. Introduction

Although various fault-tolerant computing systems have ever been designed [1],[2], characteristics and problems associated with those principles must be investigated to make clear the general design methodologies and the way of estimating reliabilities.

Methods of constructing fault-tolerant systems by the multiplication-and-voting fall into two classes depending on the way of realization: one based on hardware and the other based based on software. We first show comparisons of those two schemes on various aspects. Synchronization and voting are realized by interprocessor communications in the scheme based on software. We investigate problems associated with the communication, making clear the conditions imposed on system configurations. Finally, we discuss various communication schemes on the performance and the hardware requirement, and propose a scheme in which small amount of memories are used.

2. Multiplication scheme based on Hardware and That based on Software

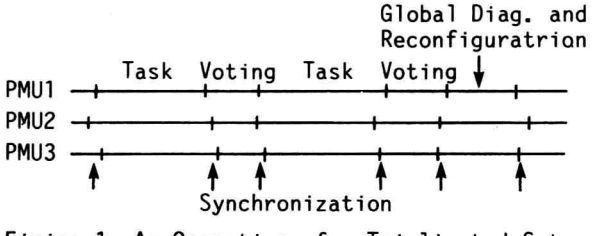
To constitute a computing system by multiplication-and-voting, required functions for providing fault-tolerance could be realized either based on hardware or on software. The typical examples of the actual systems are FTMP [3] and SIFT [4],[5], respectively.

The multiplication scheme based on hardware is realized by appending voters for corresponding signal lines of multiplicated processors or computing systems. In most actual fault-tolerant systems, however, voters are also multiplicated in the form of Triplicated-TMR to eliminate hard cores.

In the scheme based on software, on the other hand, voting is realized by confronting results of each processor with those of other two (or more) processors. Therefore, an application program must be divided into appropriate length of tasks, and the results of a task have to be justified before proceeding to the next task. (It is possible to postpone until the results are actually referred.) If an inconsistency is detected, it will be recorded in an error table. Then, after some repetitions of tasks and voting phases, system diagnosis along with system reconfiguration are performed referring the error records. The typical scheduling of the operation is shown in Figure 1. Processors have to be synchronized, possibly by exchanging flags values, every after tasks and voting phases to make sure that all active processors have completed them and to depress the skew within a predetermined range. Synchronizations are also required after system diagnoses and reconfigurations.

We now show comparisons on the various features of multiplication scheme based on hardware and that based on software. Discussons are summarrized in Table1.

Basic Configurations: In the scheme based on hardware, processors and memories can be multiplicated respectively. On the other hand, in the scheme based on software, a processor requires a dedicated memory. Faults in a processor and the dedicated memory are indistinguishable. Therefore, they have to be multiplicated intrinsically in one united body. Fault isolation in software based system can be



Figire 1. An Operation of a Triplicated Sytem based on Software Voting.

achieved by prohibiting write operation of a dedicated memory from other processors.

Synchronization: In order to supply signals to a hardware voter simultaneously, processors must be synchronized tightly in clock level. Since the reliability of a common clock generator give direct inference on that of the whole system, its fault-tolerance is essential. It is usually achieved by multiplicating clock generators and interconnecting them with a phase locked loop. However, such synchronization is turning to be more and more difficult as the speed of processors increases.

In the scheme based on software, on the other hand, loose synchronization in the software level allowing with a certain range of skew is sufficient.

Hardware Overhead: The scheme based on hardware requires a hardware voter for each bit of signals that should be checked. Consequently, voters account for a major portion of hardware overhead. The absence of testability of voting elements often incurs a problem. Further, such fault isolation mechanisms like bus-isolation gates of the FTMP are also required in most systems. In stead of the hardware voters, the scheme based on software requires interprocessor communication mechanism. As discussed more detail in latter section, its effective realization is a crucial issue.

Overhead in Time Domain: In the scheme based on the hardware, the operational delay of voters will cause the overhead in time domain. System reconfigurations may also incur the overhead. In the scheme based on software, on the other hand, the most serious overhead in time domain comes from the interprocessor communication.

Reconfiguration Scheme: In the scheme based on hardware, the system reconfiguration is achieved physically by precluding faulty units and including spire ones. On the other hand, in the scheme based on software, it can be achieved logically. However, if a faulty processor is left operational, it may disturb other active processors by absurdly accessing to the communication mechanism. Therefore, it is better to preclude faulty units not only logically but also physically as soon as possible.

Restrictions on Software: In the scheme based on hardware, no restriction is imposed principally on software, since voting operation is applied for predetermined signal lines. However, when only a particular set of signals are voted, application programs must be designed so as to transmit critical data to the voted signal lines. Actually, in the FTMP system, processors have dedicated cache memories in which most operation are carried out, and voting is applied only for data on the redundant buses connecting processor units and main memory units. Therefore, data to be voted must be transferred to or from main memory units.

In the scheme based on software, application programs have to be divided into appropriate length of tasks to take vote on the results of computations. If the task is too long, system reliability will be decreased due to an occurrence of untoleratable faults. On the contrary, if the task is too short, it will suffer heavy overhead in time domain from synchronization and voting. Thus, the length of task must be determined appropriately regarding the trade-off between reliability and overhead in time domain.

If an application program is divided into tasks at arbitrary points, large amount of data including results of computation and program status words will be required to be voted. So that, an application programs should be divided at appropriately in order to increase the throughput. For example, for a program which repeats similar routines, it is quite natural to assign a repetition to a task. A relatively short off-line program could be assigned to a task. However, the appropriate partitioning of an arbitrary program is a difficult problem. The similar problem can be found in setting

Table 1. Comparisons of Multiplication Schemes, one based on Hardware and the other based on Software.

	Mechanisms for Providing Fault-Tolerance	
	Hardware	Software
Processor and Memory	Multiplicated in One United Body or Respectively	Multiplicated in One United Body
Synchronization	Clock Level	Software Level
Additional H/W Overhead	Voters and Fault Isolation Mechanism	Communication Mechanism
Overhead in Time Domain	Slight	Crucial
Reconfiguration	Physical	Physical or Logical
Restrictions on Software	Slight	Programs must be divided into Tasks.
Correlated Err.	Tend to Suffer	Hard to Suffer
N-version Programming	Incompatible	Compatible
Analog Signal Processing	A common quantized value must be used.	Flexible
Lying Problem	Serious	More Serious
Actual Systems	FTMP	SIFT