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software engineering dependability

Safety and Reliability of Embedded Systems

(Sicherheit und Zuverlässigkeit eingebetteter Systeme)

Fault Tree Analysis

Mathematical Background and Algorithms

- Definitions of Terms
- Introduction to Combinatorics
- General Formulas for AND-, OR-, NOT-, XOR-Gates
- Calculation of Top-Event Probability
- Results beyond Top-Event Probability
- Importance Measures
- Other Issues in Quantitative Analysis

- **Failure** is any behavior of a component or system that deviates from the specification
- **Fault** is an abnormal state or condition within a component that can lead to a failure
- **Accident** is an undesired event that causes death or injury of persons or harm to goods or to the environment
- **Hazard** is a state of a system *and* its environment where the occurrence of an accident depends only on influences that are not controllable by the system
- **Risk** is the combination of hazard probability and severity of the resulting accident
- **Acceptable Risk** is a level of risk that authorities or other bodies have defined as acceptable according to acceptance criteria



Other definitions exist,
but many of them are unpractical

- **Safety** is freedom from unacceptable risks
 - 👉 Safety analysis aims at proving that the actual risk is below the acceptable risk
- **Availability** is the property of a system to fulfill its purpose at a given point in time / is the probability that the system fulfills its purpose at a given point in time
 - 👉 The focus is on uninterrupted service
- **Reliability** is the property of an entity to fulfill its reliability requirements during or after a given time span under given application conditions
 - 👉 Reliability is related to the probability of a failure event over the mission time

- **Reliability Function $R(t)$:**

- $F(t)$ gives the probability that at time t the (non-repairable) system has failed
- Thus $R(t) = 1 - F(t)$ is the probability that at time t no failure has occurred yet

- **Probability Density $f(t)$:**

- The probability density $f(t)$ describes the modification of the probability that a system fails over time:

$$f(t) = \frac{d F(t)}{dt}$$



**States have a probability.
Events have a probability density
and an (occurrence) rate**

- **Failure Rate:**

- The failure rate is the relative boundary value of failed entities at time t in a time interval that approximates zero, referring to the entities still functional at the beginning of the time interval:

$$\lambda(t) = \frac{f(t)}{R(t)} = \frac{dF(t) / dt}{R(t)} = \frac{- dR(t) / dt}{R(t)}$$

- A **Cut Set** is a set of basic events, which in conjunction cause the top event
- A **Minimal Cut Set (MCS)** is a cut set that no longer is a cut set if any of its basic events is removed
- A **Path Set** is a set of basic events that, if they are false, inhibit the top event from occurring
- A **Minimal Path Set (MPS)** is a path set that no longer is a path set if any of its basic events is removed

AND: $A \wedge B$

OR: $A \vee B$

Proposition A →	False	True
Proposition B ↓		
False	False	False
	<i>False</i>	<i>True</i>
True	False	True
	<i>True</i>	<i>True</i>

- 👉 True and False are often represented by 0 and 1
- 👉 The propositions are usually of the type "Component X is in a failed state"

A is true with probability P1, B with probability P2

Proposition A →	1-P1	P1
Proposition B ↓		
1-P2	$(1-P1) * (1-P2)$	$P1 * (1-P2)$
P2	$(1-P1) * P2$	$P1 * P2$

AND: $P(A \wedge B) = P1 * P2$

OR: $P(A \vee B) = P1 * (1-P2) + (1-P1) * P2 + P1 * P2$
 $= 1 - [(1-P1)*(1-P2)]$
 $= P1 + P2 - P1*P2$

- **AND-Gate:**
$$P_{out} = \prod_{i=1}^n P_i$$
- **OR-Gate:**
$$P_{out} = 1 - \prod_{i=1}^n (1 - P_i)$$
- **NOT-Gate:**
$$P_{out} = 1 - P_{in} \quad (\text{only one input})$$
- **XOR-Gate:**
$$P_{out} = \sum_{i=1}^n P_i \cdot \prod_{\substack{j=1 \\ j \neq i}}^n (1 - P_j)$$

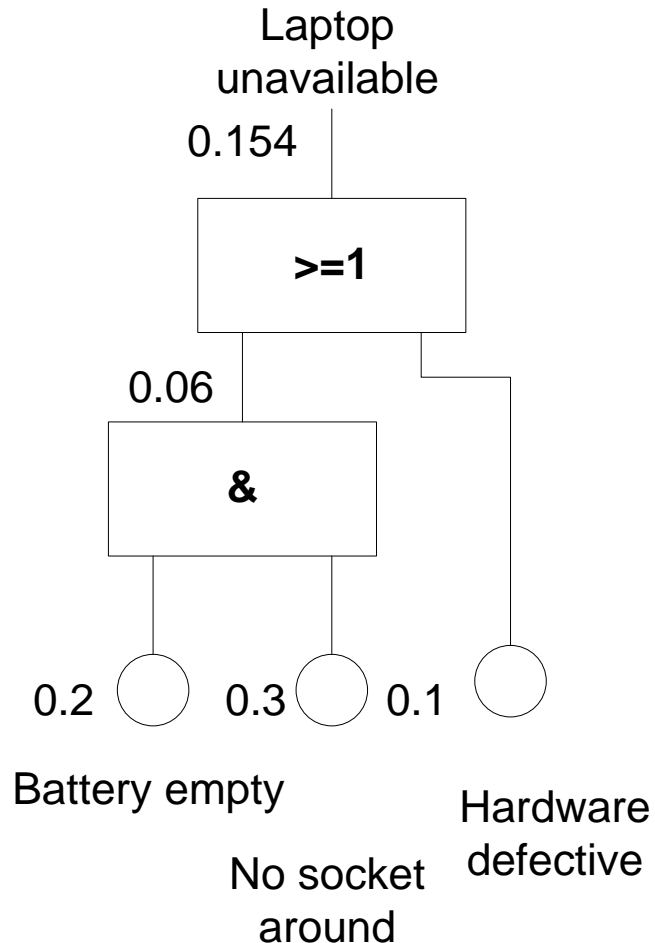


**Precondition for these formulas:
Stochastically independent
events!**

 **XOR is normally defined for 2 inputs only**

- The **n-out-of-m Voter** can be replaced by a combination of AND / OR gates
- The **Inhibit-Gate** can be replaced by an AND and a NOT gate

 **The Priority-AND has no static combinatorial formula**



- Apply gate formulas in a bottom-up fashion
- Stop if top-event is reached

👉 Bottom-up calculation is not efficient for large FTs

There are two practical algorithms...

- The top-event is the union of all intersection-free minimal cut sets
- If cut-set probabilities are small (below 0.1), then intersection probabilities are even smaller
- The top-event probability is the sum of all MCS probabilities

$$P_{top} = \sum_{all\ MCS} P_{MCSi}$$

- The probability of each MCS is the product of the probabilities of the included basic events

$$P_{MCS} = \prod_{all\ events \in MCS} P_i$$

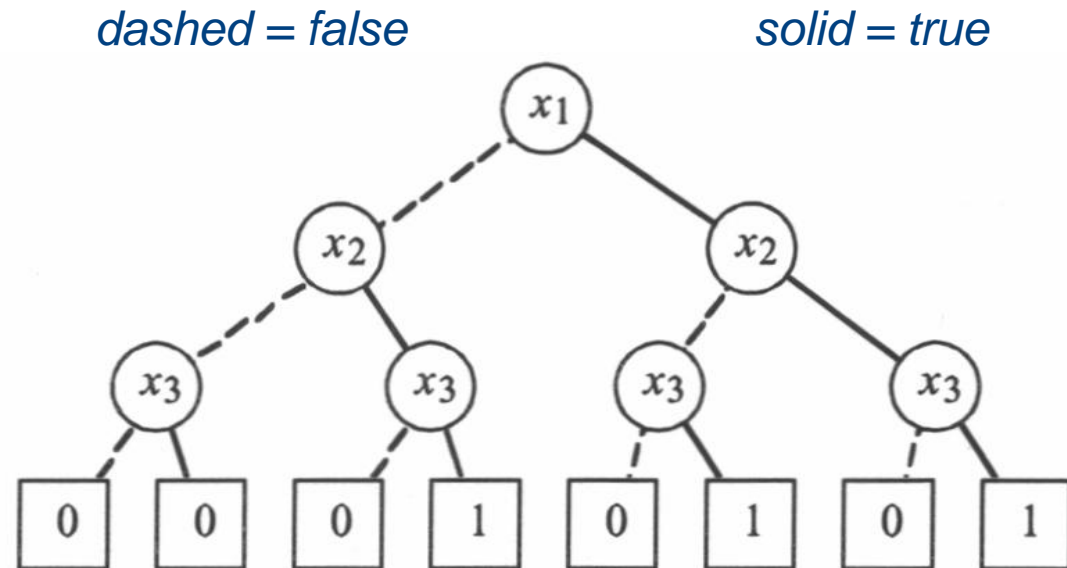
 **This algorithm leads to an approximation. It does not work for NOT gates**

- Decompose the tree recursively
- For each OR gate
 - Generate as many entries as there are inputs $\{(i1), (i2), (i3)...\}$
- For each AND gate
 - Generate one entry containing all inputs $\{(i1, i2, i3,...)\}$
- Repeat until all gates are resolved
- Cancel cut sets that are not minimal (redundant)

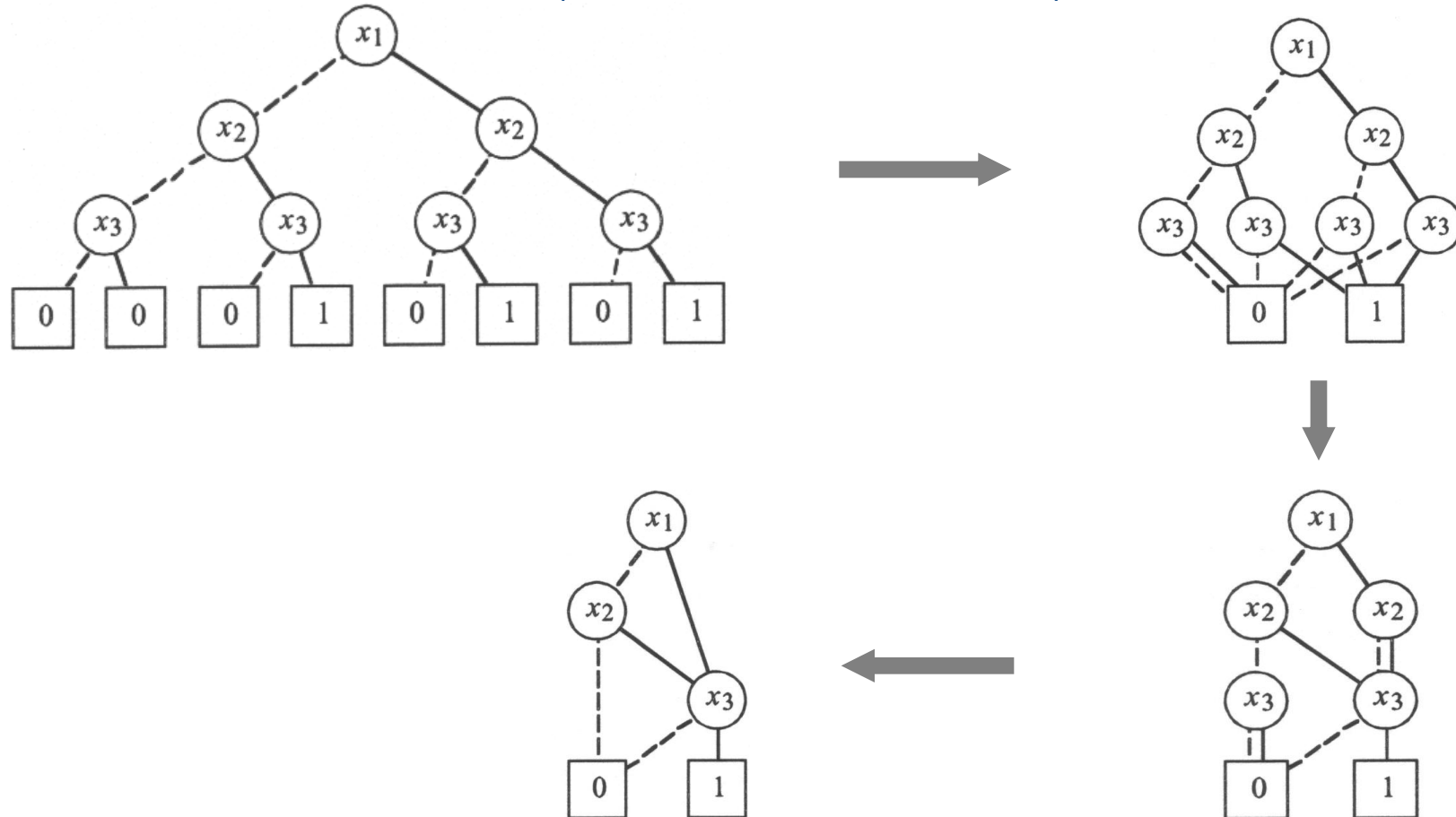
- **BDD** = Binary Decision Diagram
- **OBDD** = Ordered BDD (defined variable order)
- **ROBDD** = Reduced Ordered BDD (after elimination of redundancies)
- ROBDDs are an efficient representation of Boolean formulas

x_1	x_2	x_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

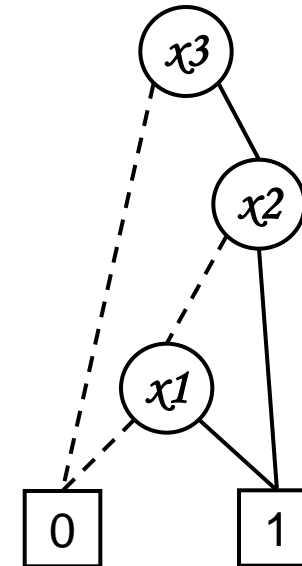
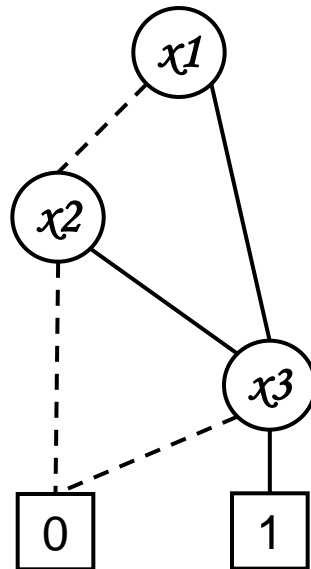
$$f = (x_1 \vee x_2) \wedge x_3$$



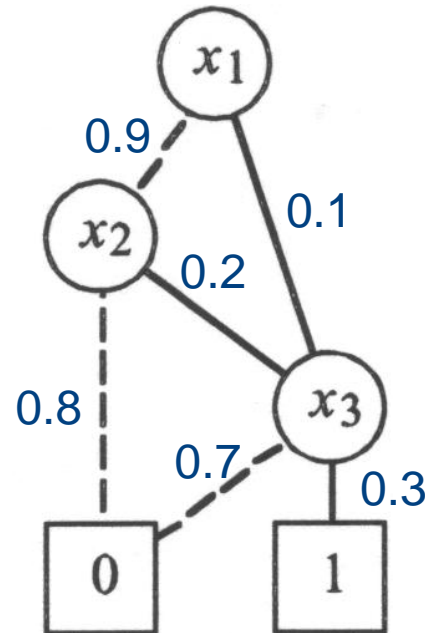
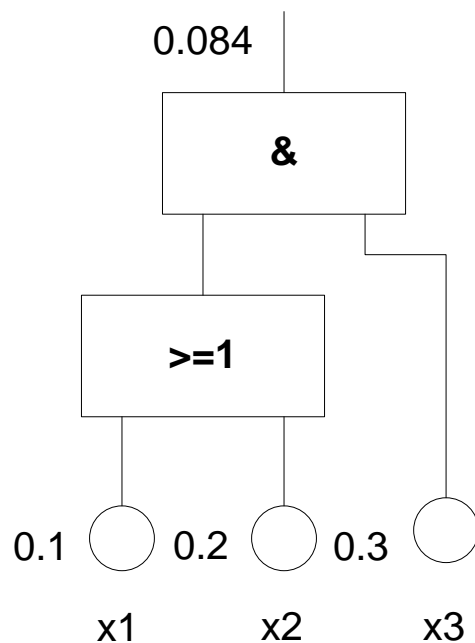
- Removal of redundant nodes (terminal and non-terminal) and tests:



- The variable order may have considerable influence on the size of the OBDDs
- Same function, different variable order:



 Finding the best variable order is NP-complete (= unachievable for large FTs)



- Annotate probabilities from FT to true branches
- Annotate 1-P to false branches
- For each path multiply branch probabilities
- Sum up all paths that lead to terminal 1

$$P = 0.1 * 0.3 + 0.9 * 0.2 * 0.3 = 0,084$$

- Probability of cut sets with order 1 (consisting of only one event)
 - Single points of failure should have extremely low probability
- Failure probabilities of (technical) sub-systems
 - Here, redundancy can reduce failure probability of the system
- Equivalent failure rates
 - Specify, which percentage of the intact systems are expected to fail within a given time span

- Importance measures quantify the significance of FT events in terms of their contribution to the top-event probability
- To know the importance of part of the FT is important for
 - **Robustness Estimation:** How much will my result change if input values are roughly estimated or change during operation?
 - **Work planning:** You should rather spend your time on system changes that have significant impact on overall failure probability

- Fussell-Vesely Importance
 - Absolute or relative (= percentage) contribution to the top-event probability
- Risk Reduction Worth or Top Decrease Sensitivity
 - Decrease of top-event probability if a given event is assured not to occur
- Risk Achievement Worth
 - Increase of top-event probability if a given event occurs
- Binbaum's Importance Measure
 - Rate of change of top-event probability in relation to rate of change of a given event

- Uncertainty Quantification
 - Event data is taken from samples or from other environment
 - Sensitivity analysis or formal uncertainty analysis (assigning a probability distribution)
- Coverage Factors
 - Take into account that some failures do not lead to catastrophic results
- Time or Phase Dependent Analysis
 - Use different models or rates for different time intervals according to mission phases

- FTA and Probabilistic Risk Assessment

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