

Socio-technical risks and simulation

Background and some observations

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Agenda

- **System Risk Management (SRM)**
 - “Finding and qualifying risks in socio-technical systems”
 - What is it, how it is currently done, why improve on it
- **Metric Driven Verification (MDV)**
 - “The current simulation-based way to verify HW blocks / chips”
 - What is it, why it works well
- **Simulation for SRM**
 - Why MDV is not enough, what are the challenges
- **Open questions**

System Risk Management (SRM)

Some suggested definitions



- What is SRM?
 - “Finding and qualifying risks in socio-technical systems”
- What are socio-technical systems?
 - complex systems-of-systems comprising of electronics, software, mechanics, people and so on (also called cyber-physical systems)
 - Examples: airports, airplanes, robotic systems, military systems, hospitals, smart cities, energy systems, medical systems, ...
- What kinds of risks?
 - Accident-causing risks:
 - Plugger friendly-fire, Bhopal, Ariane 5, aviation, ...
 - Project risks:
 - Project arrives late or never, or has low availability / maintainability, e.g. because of inconsistent assumptions
- Nir's presentation will give some examples

How people do SRM today



- This is mainly a manual process
 - Smart people thinking of all possible scenarios
 - Using whiteboards and word documents
 - Using fault tree software etc. only to sum things up
 - The process is mostly regulation-based
- Some localized simulation
 - E.g. of drone navigation software + weather
 - E.g. of ice buildup on drone wing
 - But no full-system simulation
- Other techniques
 - Model checking
 - Nancy Leveson’s STAMP
 - ...
- Boris’ presentation will review common practices

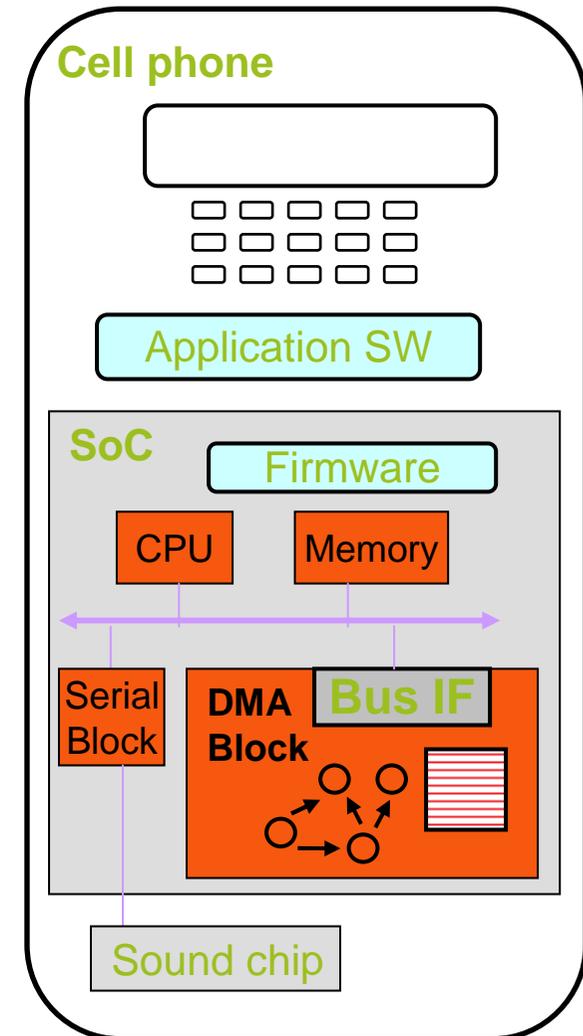
Why improve current SRM techniques

- Claim: Current techniques work, but:
 - Costly, somewhat ineffective: Too much manual labor, little automation
 - Don't allow enough iterations and optimizations
 - Don't find enough of the risks in new systems:
- Newer socio-technical systems are different
 - More complex, with much more software
 - People are more dependent on them
 - More interaction between systems
 - Less time to create them (so regulation cannot keep up):
- Big systems need to be designed faster, because of
 - Everything else is moving so fast
 - Raised expectations (e.g. drones in civil airspaces)
 - Competitive pressure (e.g. very deep sea drilling)
 - Problems created by technology (e.g. geo-engineering)

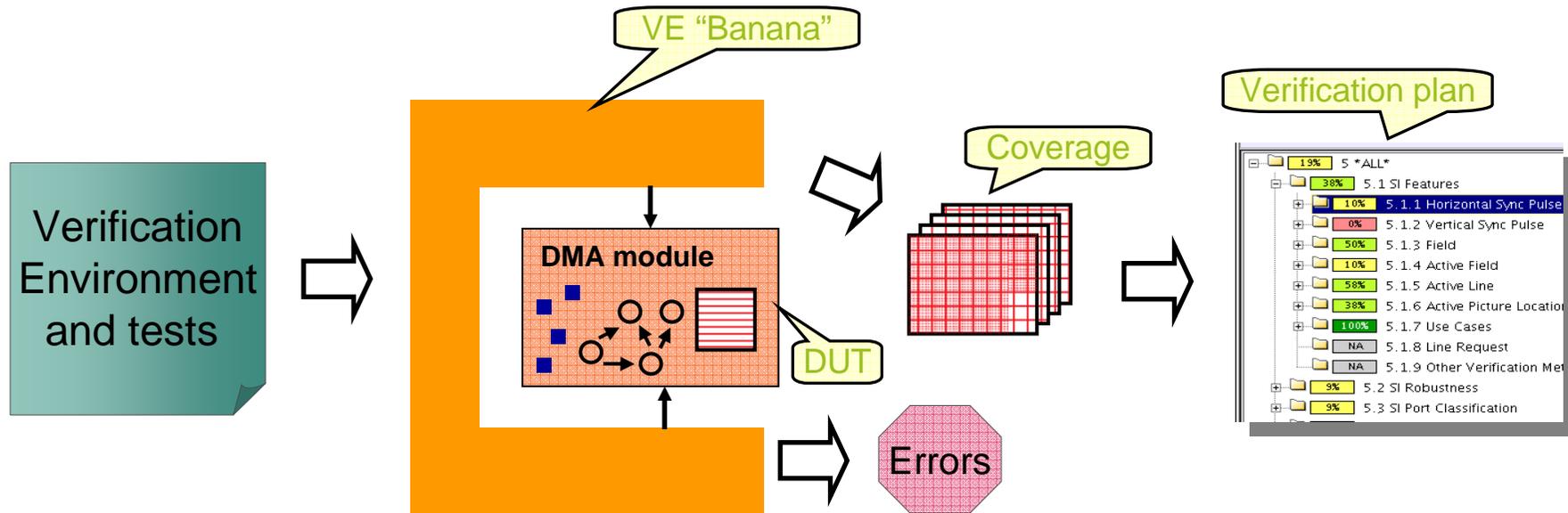
Metric Driven Verification (MDV)

MDV is the verification workhorse for HW blocks / chips

- Some terminology
 - DUT: Device Under Test
 - VE: Verification Environment
 - DVE: DUT + VE
 - VIP: Verification IP
 - HDL: Hardware Description Language
- Chips are written in an HDL
 - The most common: Verilog and VHDL
 - HDLs can be simulated and synthesized
 - Some of the DUT is SW
- Chip verification techniques
 - MDV (most bugs are found that way)
 - Deterministic testing (the old way)
 - Formal verification
 - Post-silicon testing
 - ...

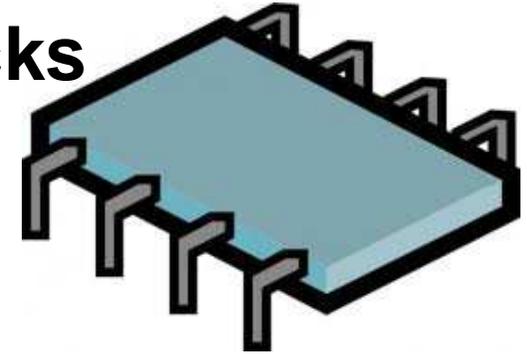


MDV at a glance



- Continuous day-and-night running of many simulations
- Directed-random test generation
- Self-checking
- Coverage tracking
- Clustering of errors
- Reasonable way to do debugging

Why MDV works so well for HW blocks

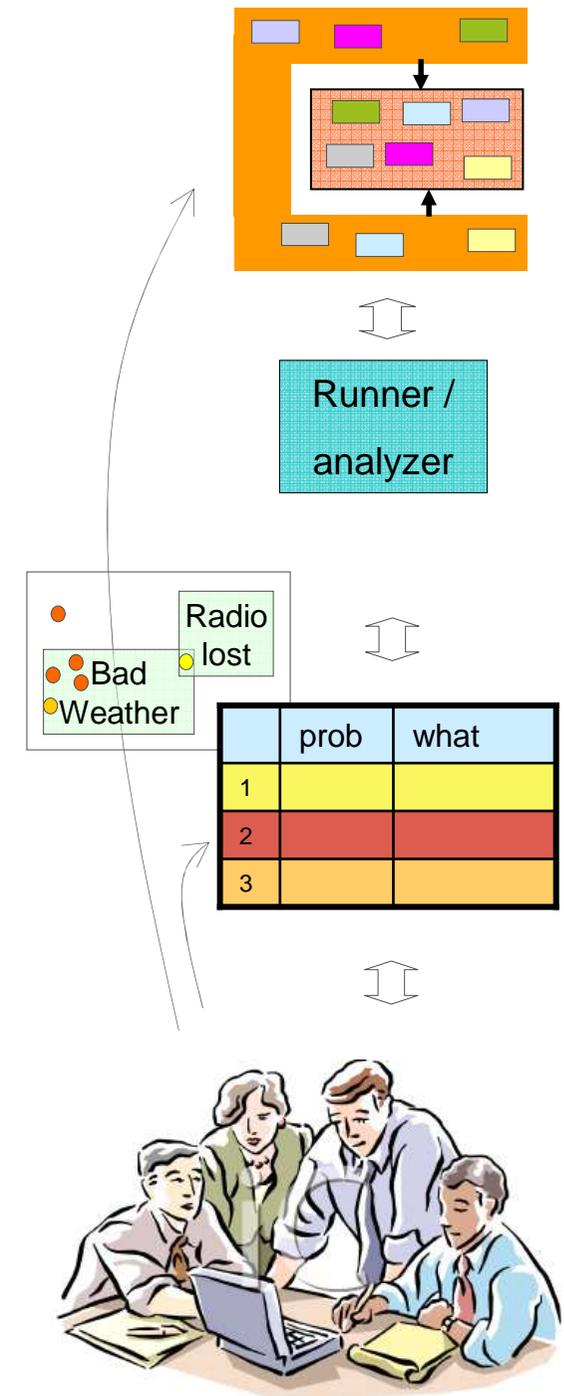


- Cost of failure is very high
 - So projects willing to invest 50%+ in verification
- Easy to simulate the DUT
 - There is a full, simulation-ready model, created for other reasons
 - Model is “just” hardware (and some software)
 - Simulation is getting cheaper quickly
- There are lots of standard protocols
 - So there is a market for pre-created VIPs
- Tools and methodologies exist for 20 years
 - Because of above-mentioned high cost of failure
 - So had time for improvements and adoption
- Moshe’s presentation will discuss possible lessons from chip verification and how they may apply to system engineering

Simulation-based SRM (SSRM)

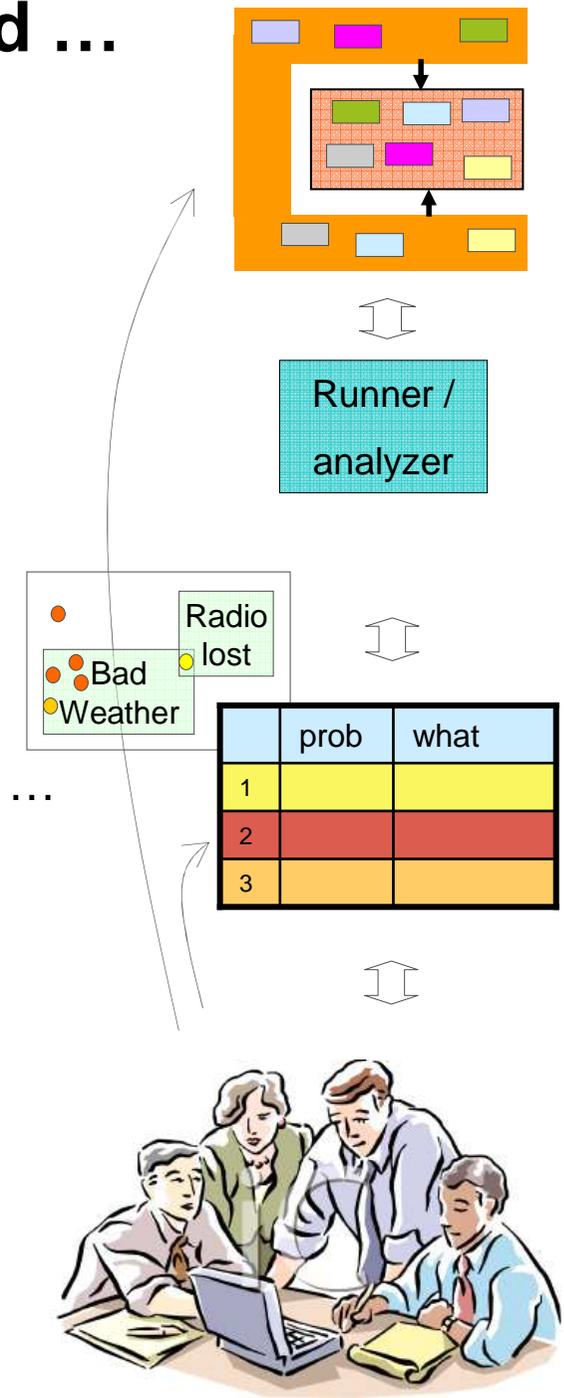
A possible SSRM flow

- Model of DUT and VE is written
 - By multiple people, using multiple notations
- Many simulation runs are executed
 - Over night / weekend
 - Analyzed for “concern clusters”
 - Projected on a “functionality map”
- Presentation, e.g. for drones:
 - Cluster 1: Crash in bad weather with loss of radio
 - Cluster 2: Unable to return to base in bad weather
 - Cluster 3: ...
- People investigate / discuss results, then:
 - Fix the design
 - Tweak the model
 - Tweak the clustering directives
 - Declare some clusters as impossible
- Repeat



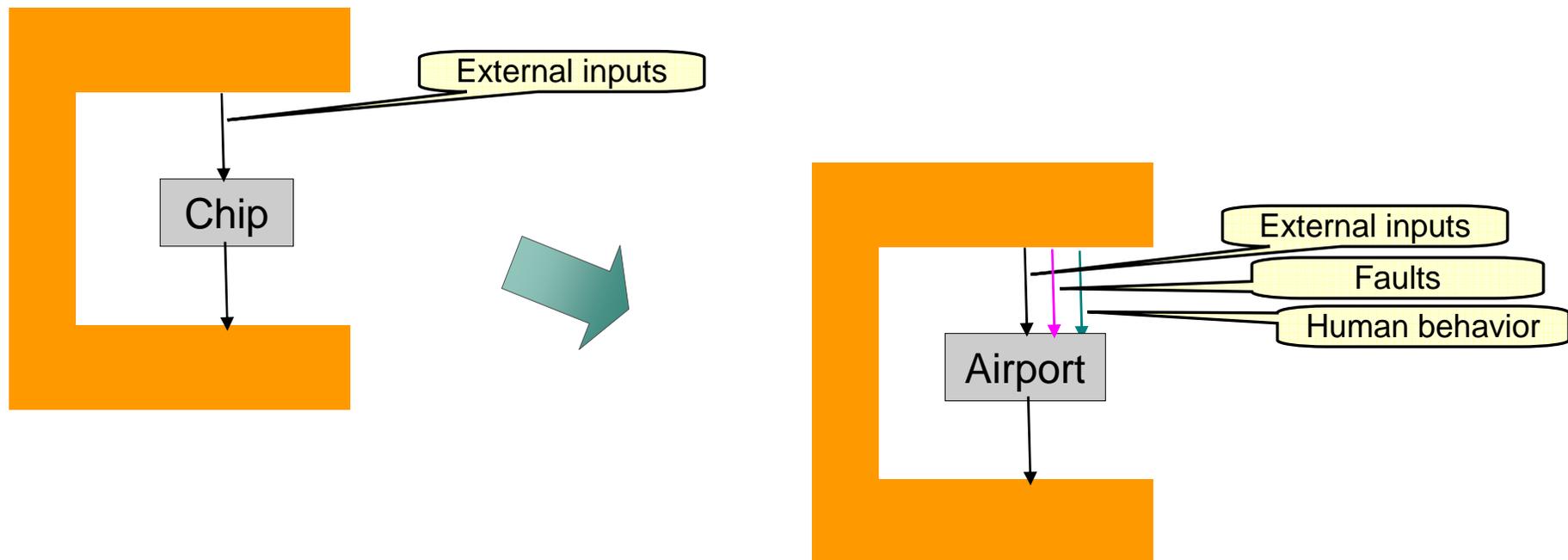
If this “works”, it could change the world ...

- Full system simulations could revolutionize “big system” design
 - In planning, tradeoff analysis, risk management
- Could succeed because
 - Simulations are now 1,000,000 times cheaper than in the early 80’s
 - Note: running actual system is also “simulation”
 - Simulation may be the best way to combine all risk sources: Mechanical faults, SW bugs, spec bugs, ...
 - We see the beginnings of many of the needed ideas and technologies
- But there are lots of challenges
 - Modeling is the biggest, but there are others
 - Need to tie together experience and ideas from many fields



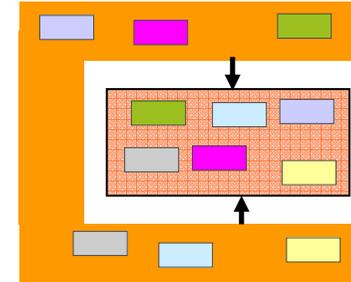
Why MDV is not good enough for SSRM

- In principle, we need to “just” extend MDV slightly:



- But reality is much more complex

SSRM modeling problems



- No full model of DVE exists
 - Chips almost always have a simulation-ready HDL model
 - Big socio-technical systems never model all domains: HW, SW, mechanics, human behavior, infinite variety of the external world, ...
 - Need ways to abstract domains and embed them in one simulation
- Need to model man / machine interaction
 - Gennady's presentation will show an example
 - Need also to model human mistakes
- Need new languages to simplify modeling
 - Especially for abstraction and programming by use case
 - Assaf's presentation will show one way to do it
- Need to find modeling shortcuts
 - Using the actual hardware / software (once they exist, or previous version)
 - Using training simulators
 - Using real-life info to calibrate simulation
 - Automatic extraction of risks from the web
- Need to model faults and reduced functionality
 - Many bad bugs happen at intersection of multiple failures

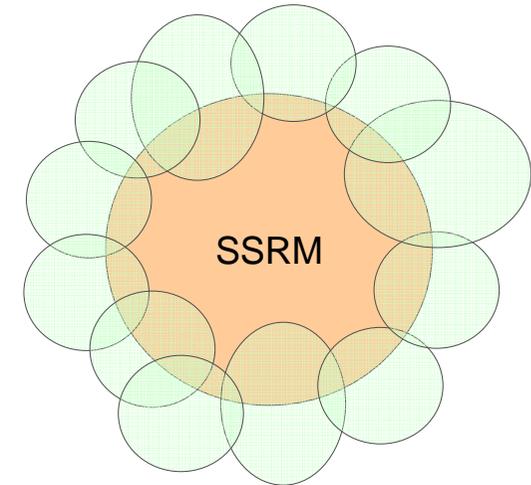
Other SSRM issues

- Need to find very rare events
 - Random simulation with “real-life” probabilities will never find them
- Need a mechanized way to estimate risk probability
 - At least very roughly
- Need to connect multiple simulation paradigms / systems
 - Continuous, event-based, agent-based, ...
 - Written by multiple people
 - Need to let each person debug using his terms/notations
- Concern of the “echo effect”
 - I.e. “simulation can only tell you about risks you told it”
- No guarantee
 - You can never promise “all risks were found”
 - You need to use coverage, but this also scares people
- “Concerns” are more complex than “errors”
 - It is all a big optimization game

Open Questions

Other questions

- How does SSRM relate to:
 - Model-based development and simulation (e.g. with UML)
 - Agent-based simulation
 - Formal verification
 - Game theory
 - System engineering
 - Monte-Carlo simulation
 - System verification and validation
 - Software testing techniques
 - Operational Risk Management
 - Financial risk
- How can SSRM help system integration
 - Many project spend most time there, never get to full verification
- Who will pay for SSRM
 - Who cares about those risks
 - What's a good industry to start in



Summary

- SRM needs to improve
- MDV-style simulation may be a good way
- Lots of challenges and open questions
- Thank you

Questions?



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