Q1 Review Session

Therac-25

- **Complex system fails for complex reasons**
- Therac-20
  - hardware interlocks — protective circuits
- Therac-25
  - software shared code with Therac-20
  - software interlock is a boolean flag

Therac-25

turntable position	electron therapy	x-ray	field light
beam energy	5 - 25 mev	25 mev	0
beam current	low	high	0
beam modifiers	magnets	flattener	none

Therac-25

- Tyler accidents
  - Operator inputs parameters, moves cursor down to the bottom field
  - Keyboard thread sets a variable
  - Turntable thread and parameter setting thread read variable, do their work
  - Operator notices a mistake, goes back and makes changes
  - Parameter setting takes a long time to finish (~8 seconds)
  - Turntable processes the changes, parameter setting thread does not
- Yakima accidents
  - Counter overflow

Therac-25

- **Based on the the investigation of the Therac-25 accidents (reading #4), which of the following statements about the Therac-25 are true?**

- A. True / False The race conditions that caused some of the accidents could have been avoided by the use of locks and condition variables.

- True. Proper use of locks and condition variables would have eliminated at least one of the bugs. For example, locking the MEOS two-byte variable would have prevented the prescription from being changed after Datent has read the index from the high-order byte of MEOS.

- B. True / False The manufacturer proved that faulty switches caused the first accidents.

- False. The manufacturer believed that this was the cause of the accident, but were not able to show their theory was correct.

Therac-25

- C. True / False The authors of the paper believe that, in practice, hardware interlocks are necessary for safety.

- True. The authors discuss the need for hardware interlocks in critical systems in the “System Engineering” section of “Lessons Learned”, on p. 38 of the paper.

- D. True / False The fact that the Therac-25 was a multi-function machine, supporting two types of radiation, contributed to the accidents.

- True. Some of the accidents occurred when one part of the machine was set for electron radiation and another part was set for x-rays.

Naming

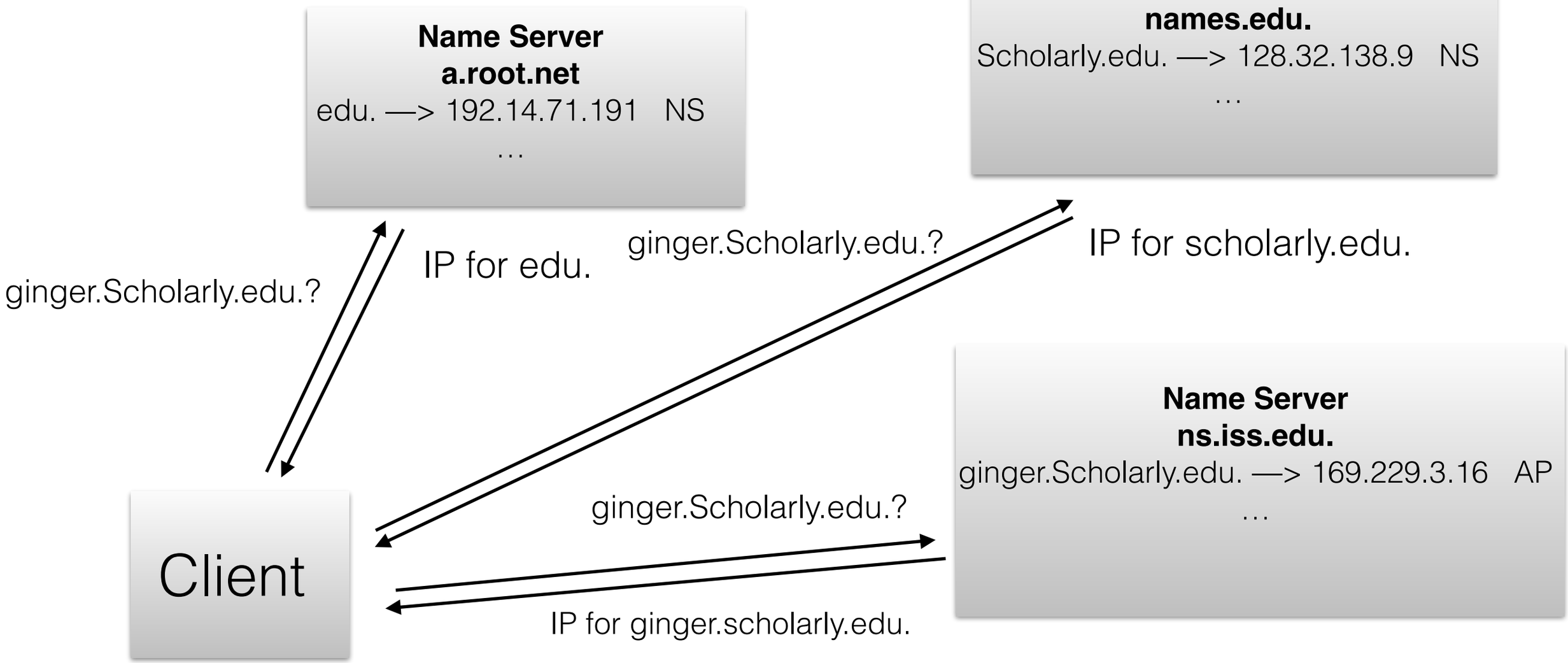
- Why naming?
  - User-friendly identifiers
  - Retrieval
  - Indirection
  - etc…
- Examples:
  - File systems
    - filename —> inode
  - DNS
    - hostname —> IP

DNS

- Mapping between hostname and IP
- Design
  - “Telephone book” — each user keeps
    - Update is a pain — network traffic
- Centralized?
  - Possible performance bottleneck
  - Single point of failure
- Decentralized

DNS

- Naming scheme: hierarchical
  - Want: ginger.Scholarly.edu



DNS

- Types of records
  - A record (“address”)
    - hostname —> IP
  - NS record
    - domain name (e.g. foo.com) —> hostname of name server
  - CNAME record
    - alias name —> canonical name
  - MX record
    - name —> hostname of mail server

DNS

- Queries
  - Iterative
    - client has to handle resolving
  - Recursive
    - the server can return the final answer
    - can cache results

DNS

- Which of the following statements are true and which ones are false? (Circle True or False for each choice.) [Q1 2013]

- A. True / False A DNS name (e.g., cnn.com) may be associated with multiple IP addresses, but each IP address has to be associated with a single DNS name.

- Answer: False

- B. True / False DNS caching reduces the time to resolve an IP address, but does not reduce DNS traffic on the Internet

- Answer: False

DNS

- C. True / False If all root DNS servers fail, no DNS names can be resolved to IP addresses

- Answer: False

- D. True / False A DNS request for the IP address of a host foo.com will be resolved to the same IP address regardless of which machine issues the request.

- Answer: False

- E. True / False DNS servers remember which clients have cached DNS replies so that the servers can send invalidation messages when name bindings change.

- Answer: False