

Reliable Services in an Imperfect World

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With the ongoing trends of hardware complexity – device density increases, reducing geometrics, lower switching thresholds etc – hardware increasingly exhibits transient faults. Software is not perfect and the increasing complexity results in Heisenbugs. Consequently it becomes a complex technological challenge to build dependable embedded systems that can accommodate and mitigate these facts of hardware and software transients such that the user perceived services are not seriously impacted.