

Request for invitation to The Information Survivability Workshop, ISW-2001

I have a background in availability engineering, e.g. cluster technology and high availability server applications. I have looked at the software architectures used for obtaining high-availability and also considered when there may be conflicts between high-availability and other important qualities such as maintainability and performance. The applications that I have looked have mostly been servers in the telecommunication domain with no or little risk of hostile intrusion, i.e. the “survivability” of the system has mostly been a matter of handling different kind of hardware or software faults.

I would now like to expand the availability perspective to cover also the survivability of systems that operate in a more open environment where one needs to handle hostile attacks as well as hardware and software faults. In this context I would like to discuss.

- If, and how, well-established techniques for obtaining high availability, e.g. RAID and cluster technology, can improve the survivability properties of a system.
- If there are any conflicts between survivability architectures and other important quality attributes, e.g. maintainability, performance and availability.

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