

## **Engr 666: Fault Tolerant Computing**

### **[School of Engineering](#)**

Reliability, safety, availability, maintainability, and performance modeling; fault-tolerant design in VLSI; software reliability growth models; fault-tolerant data structures and algorithms; design diversity; self-stabilizing fault tolerance; Byzantine failures; performance and reliability tradeoffs.

3 Credits

### **Instruction Type(s)**

- Lecture: Lecture for Engr 666

### **Subject Areas**

- [Engineering, General](#)
- [Computer Science](#)

