Transition Systems and Bisimulation

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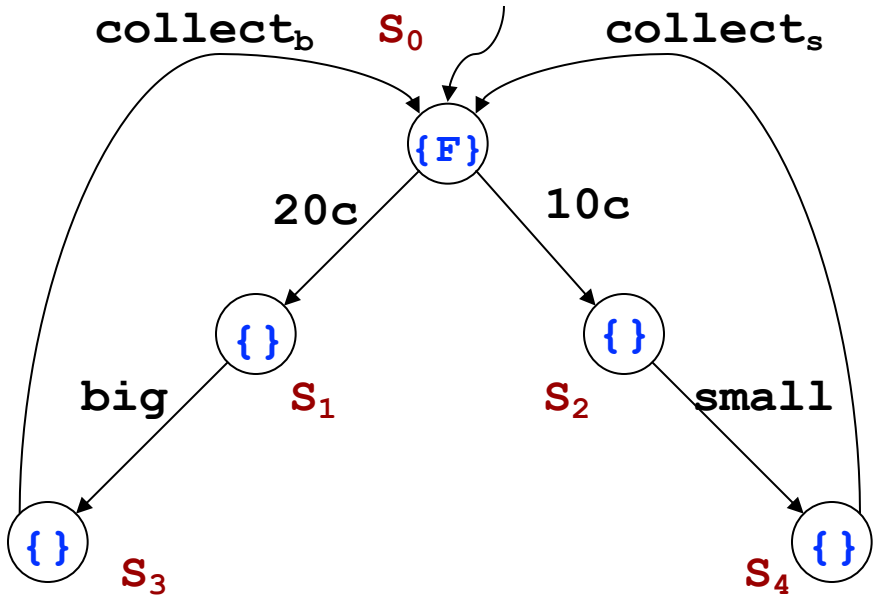
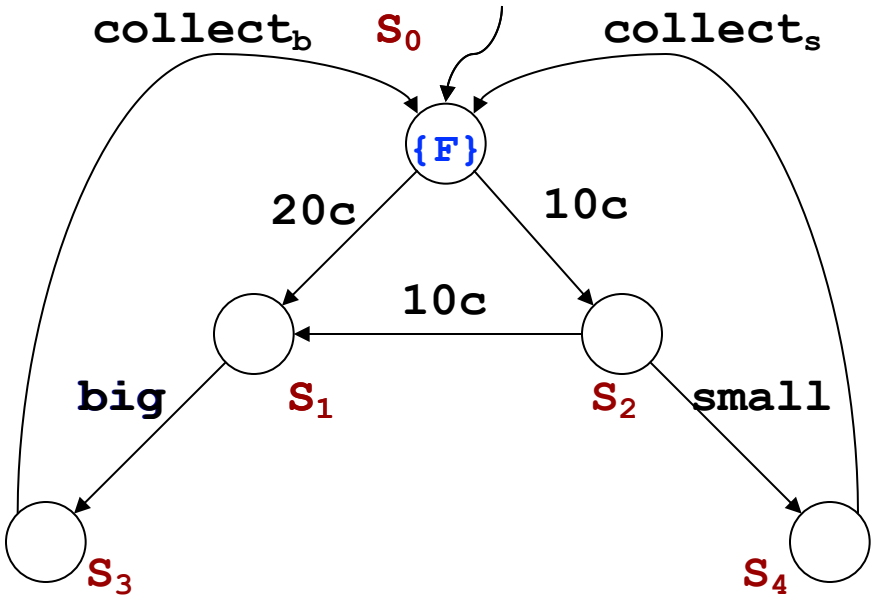
Transition Systems

Concentrating on behaviors: Vending Machine

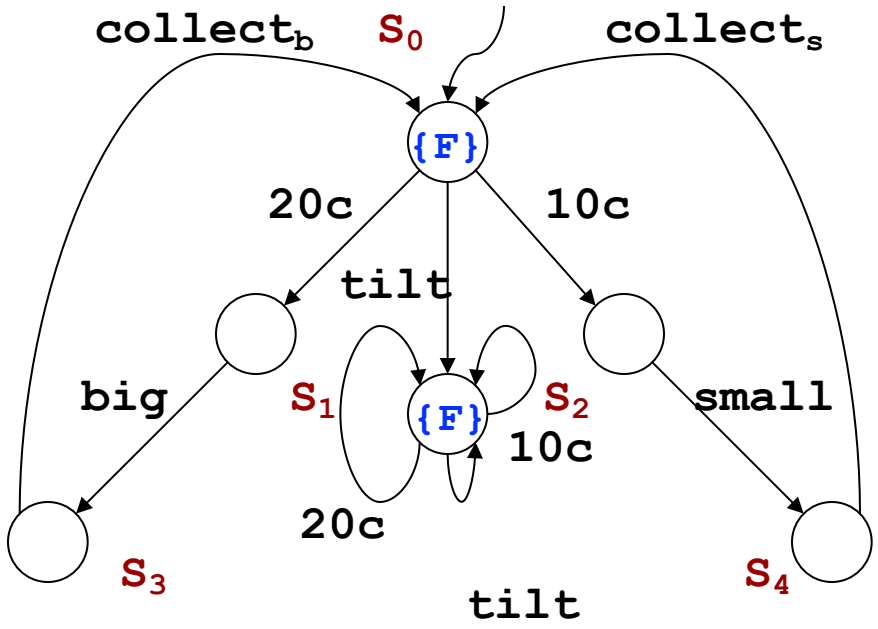


Concentrating on behaviors: Another Vending Machine

(We omit {} for simplicity)

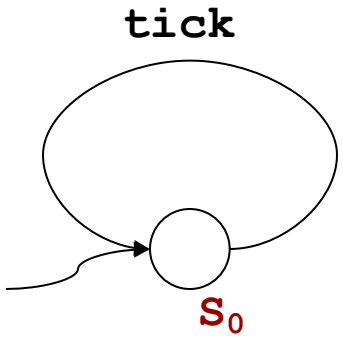


Concentrating on behaviors: Vending Machine with Tilt



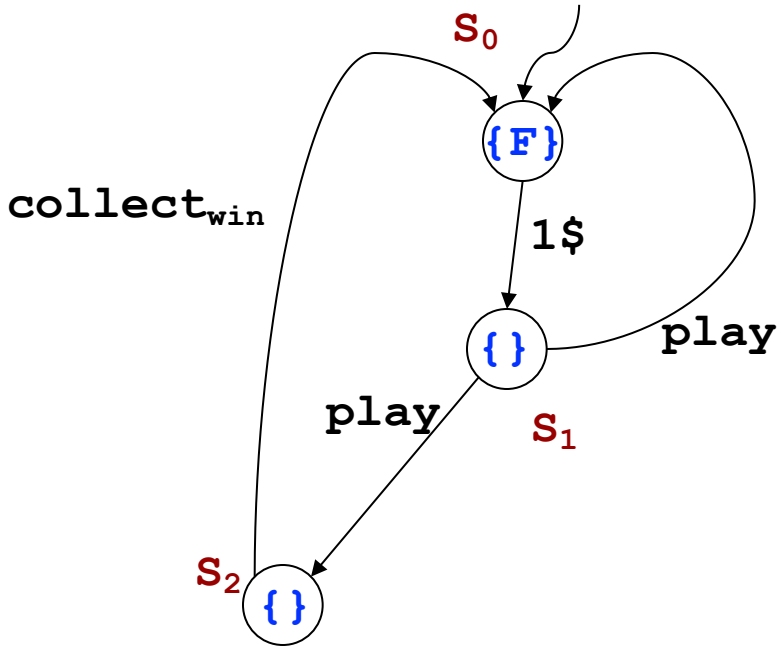
Example (Clock)

TS may describe (legal) nonterminating processes

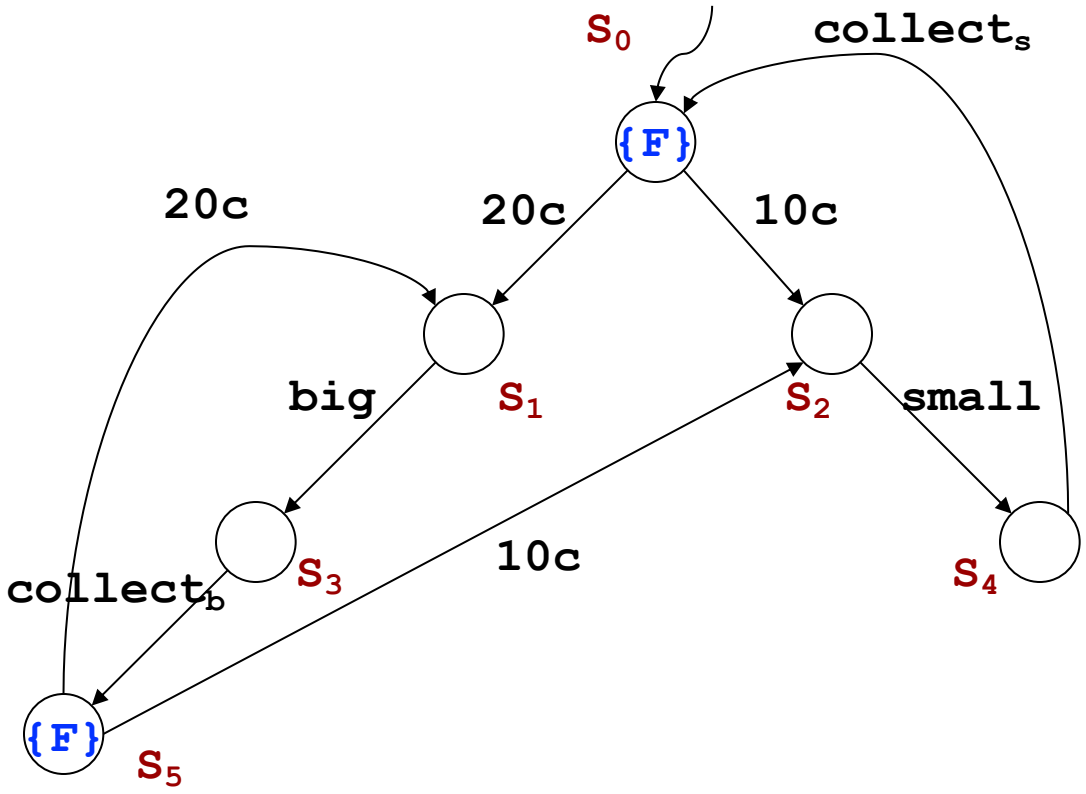


Example (Slot Machine)

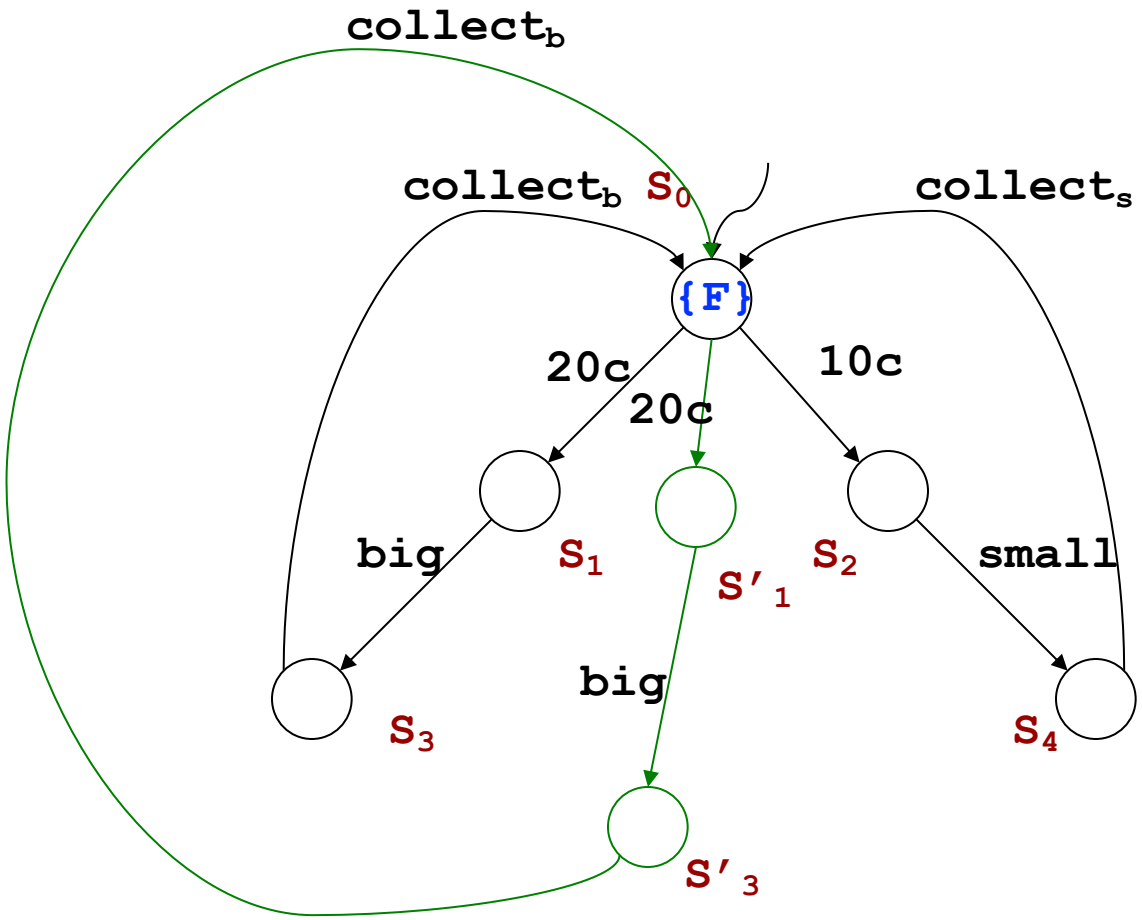
Nondeterministic transitions express
choice that is **not** under the **control** of clients



Example (Vending Machine - Variant 1)



Example (Vending Machine - Variant 2)



Transition Systems

(TS also called Kripke Structures)

- A transition system TS is a tuple $T = < P, A, S, s_0, \delta, \Pi >$ where:
  - P is a set of propositions (local properties, e.g., Final/¬Final)
  - A is the set of actions
  - S is the set of states
  - $s_0 \in S$ is the initial state
  - $\delta \subseteq S \times A \times S$ is the transition relation: (s,a,s') $\in \delta$ says that there is a transition from s to s' labeled (i.e., caused) by action a
  - $\Pi: S \rightarrow 2^P$ is the state labeling function: Π(s) is a truth assignment to the propositions in P

- Variants:
  - No initial states
  - Many initial states
  - Deterministic actions
  - No labeling on transitions
  - No labeling on the states
  - Parametrized actions on transitions
  - FOL labeling on state

Inductive vs Coinductive Definitions: Reachability, Bisimilarity, …

Reachability

- A binary relation R is a **reachability-like relation** iff:
  - $(s,s) \in R$
  - if $\exists\, a, s'.\ s \rightarrow_a s' \wedge (s',s'') \in R$ then $(s,s'') \in R$
- A state s_0 of transition system S **reaches** a state s_f iff for **all** a **reachability-like relations** R we have $(s_0, s_f) \in R$.
- Notably that
  - **reaches** is a reachability-like relation itself
  - **reaches** is the smallest reachability-like relation

Note it is an inductive definition!

Computing Reachability on Finite Transition Systems

Algorithm ComputingReachability

Input: transition system TS
Output: the **reachable-from** relation (the smallest reachability-like relation)

Body
R = $\emptyset$
R' = {(s,s) | s $\in$ S}
while (R $\neq$ R') {
R := R'
R' := R' $\cup$ {(s,s'') | $\exists$ s',a. s $\rightarrow_a$ s' $\wedge$ (s',s'')$\in$ R'}
}
return R'
YdoB

*This algorithm is based on computing iteratively fixpoint approximates, starting from the empty set, for the **least fixpoint**.*

Bisimulation

Intuition:

Two (states of two) transition systems are bisimilar if they have the same behavior.

In the sense that:

- *Locally they (the two **states**) look indistinguishable*
- *Every **action** that can be done on one of them can also be done on the other remaining indistinguishable*

Bisimulation

- A binary relation R is a **bisimulation** iff:

  (s,t) $\in R$ implies that
  - $\Pi(s) = \Pi(t)$
  - For all actions a
    - If $s \rightarrow_a s'$ then $\exists\, t' \,.\, t \rightarrow_a t'$ and $(s',t') \in R$
    - If $t \rightarrow_a t'$ then $\exists\, s' \,.\, s \rightarrow_a s'$ and $(s',t') \in R$

- A state s_0 of transition system S is **bisimilar**, or simply **equivalent,** to a state t_0 of transition system T iff there **exists** a **bisimulation** between the initial states s_0 and t_0.

- Notably
  - **bisimilarity** is a bisimulation
  - **bisimilarity** is the largest bisimulation

Note it is a co-inductive definition!

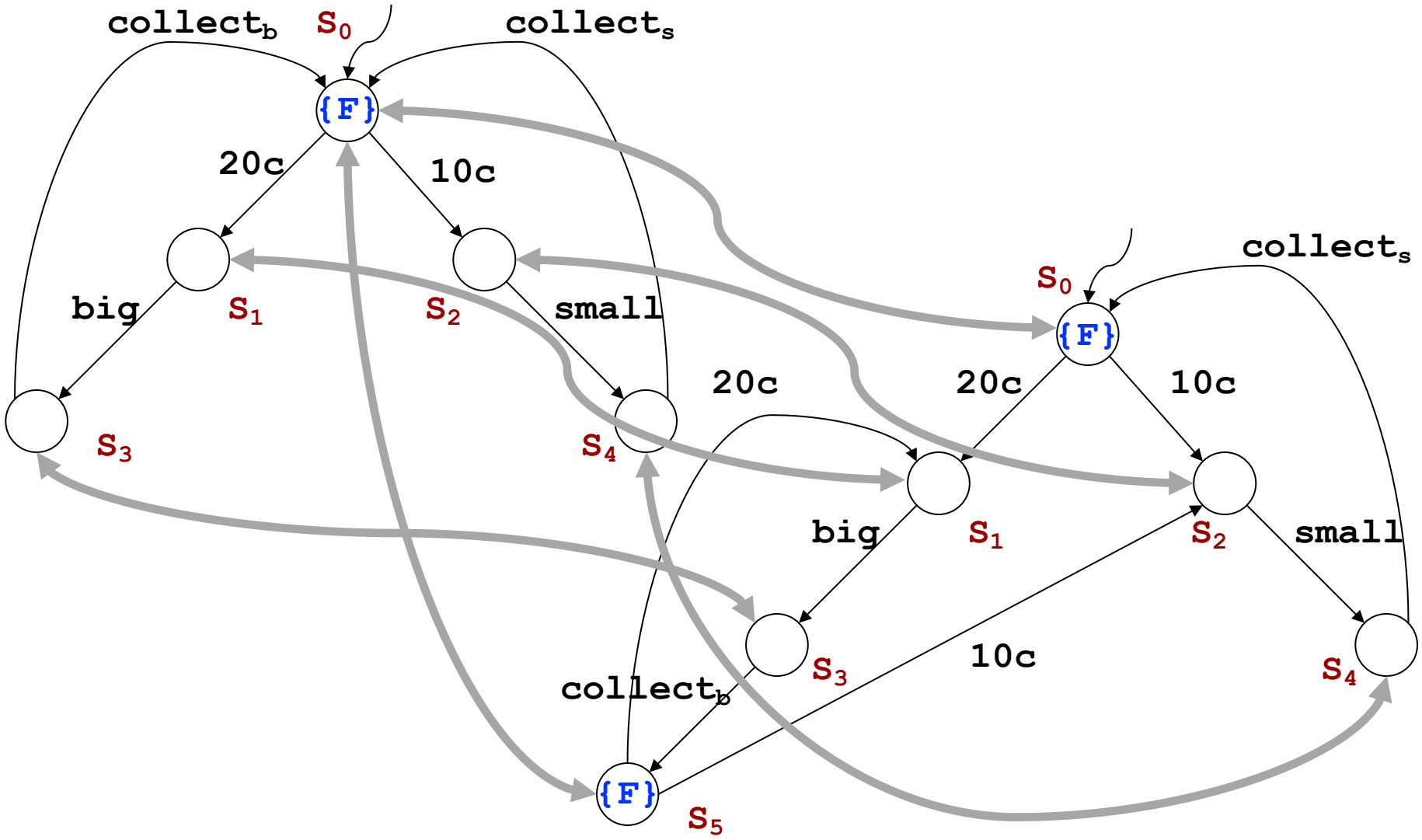
Computing Bisimulation on Finite Transition Systems

Algorithm ComputingBisimulation
Input: transition system $TS_S = < A, S, S^0, \delta_S, F_S >$ and
transition system $TS_T = < A, T, T^0, \delta_T, F_T >$
Output: the **bisimilarity** relation (the largest bisimulation)

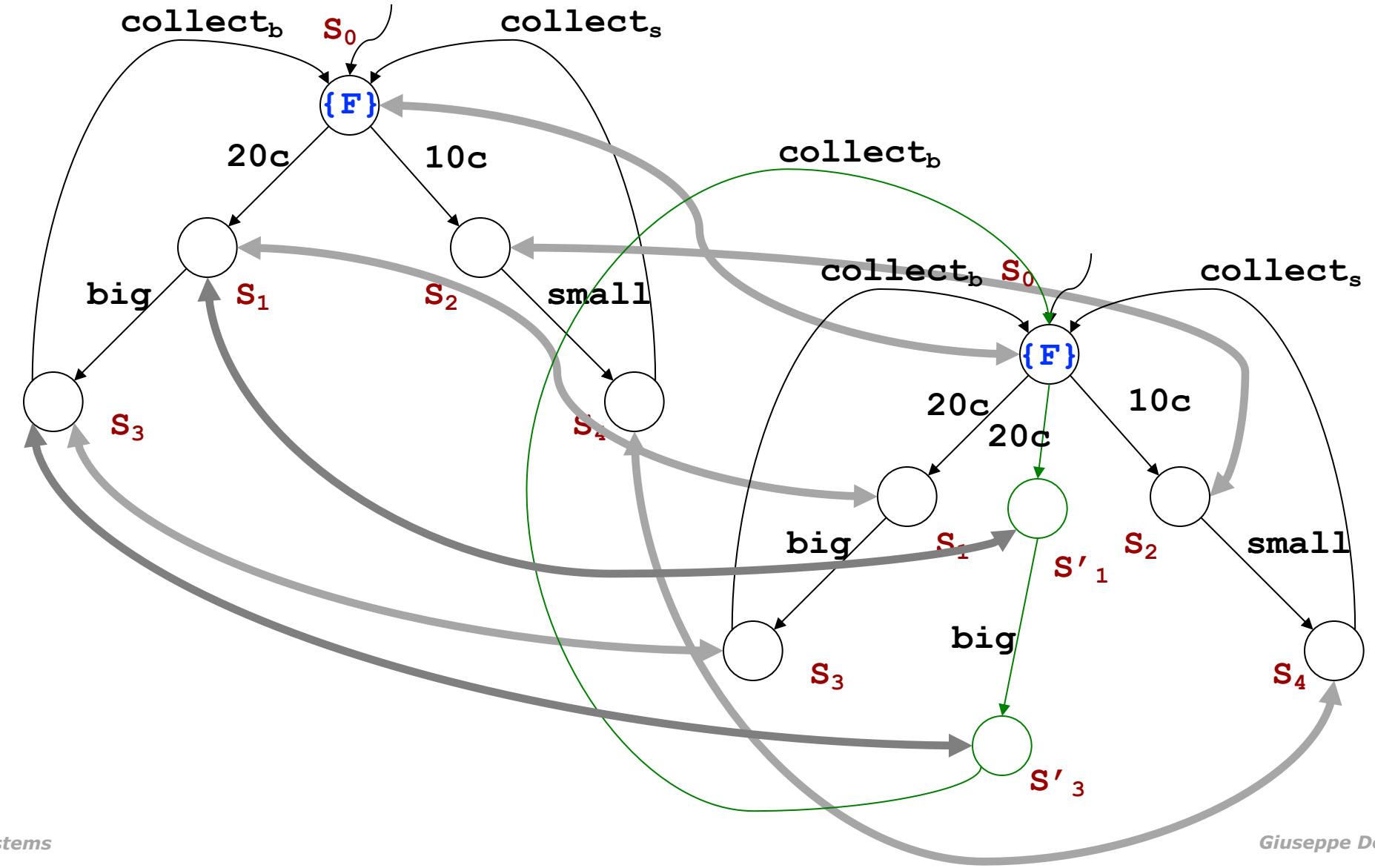
Body
$R = S \times T$
$R' = R - \{(s,t) \mid \Pi(s) \neq \Pi(t)\}$
while $(R \neq R')$ {
$R := R'$
$R' := R' - (\{(s,t) \mid \exists s', a.\ s \rightarrow_a s' \wedge \neg\exists t'.\ t \rightarrow_a t' \wedge (s',t') \in R'\}$
$\{(s,t) \mid \exists t', a.\ t \rightarrow_a t' \wedge \neg\exists s'.\ s \rightarrow_a s' \wedge (s',t') \in R'\})$
}
return R'
Ydob

*This algorithm is based on computing iteratively fixpoint approximates, starting from the total set (SxT), for the **greatest fixpoint**.*

Example of Bisimulation



Example of Bisimulation

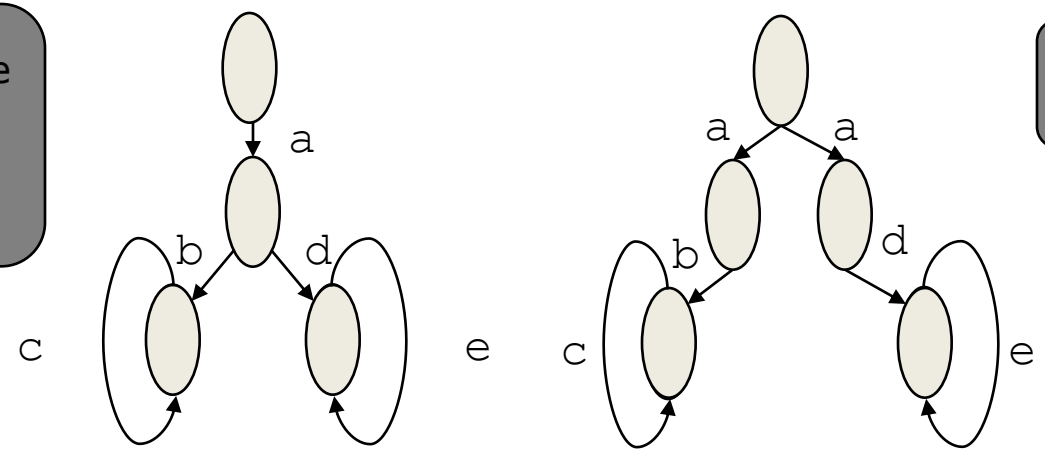


Automata vs.Transition Systems

- Automata
  - define sets of runs (or traces or strings): (finite) length sequences of actions
- TSs
  - … but I can be interested also in the alternatives "encountered" during runs, as they represent client's "choice points"

As automata they recognize the same language:

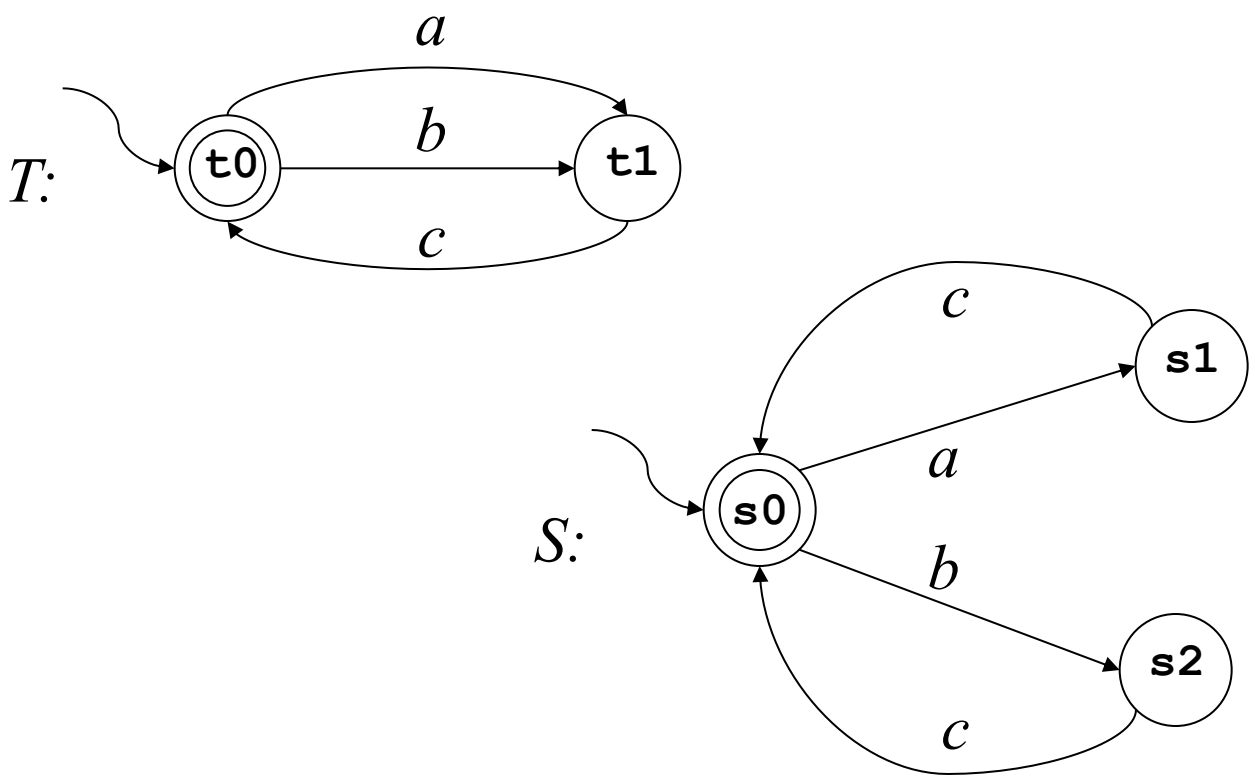
abc* + ade*



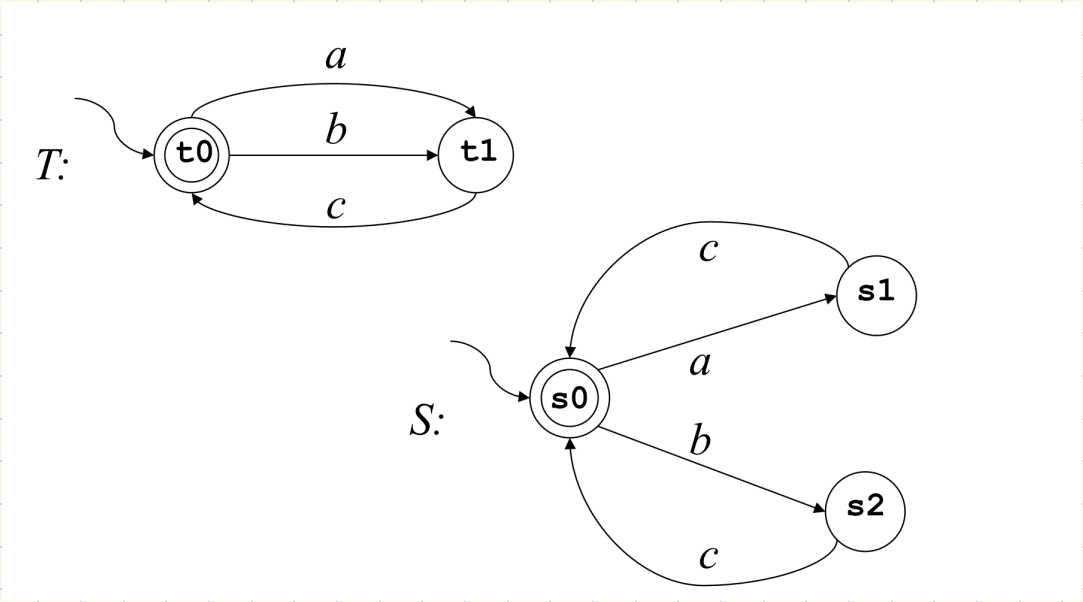
Different as TSs

Example of Bisimulation

(Double circle denotes {F}: i.e., the state is final)



Are S and T **bisimilar?**

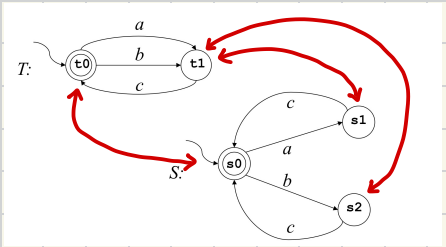


$R_0 = T \times S = \{(t_0, s_0), (t_0, s_1), (t_0, s_2), (t_1, s_0), (t_1, s_1), (t_1, s_2)\}$

$R_1 = \{(t_0, s_0), (t_1, s_1), (t_1, s_2)\}$ ENTRAMBI FINALI O NON FINALI

$R_2 = \{(t_0, s_0), (t_1, s_1), (t_1, s_2)\}$ CHECK IF ONE CAN COPY THE OTHER AND VICEVERSA

$R_1 = R_2$ SON

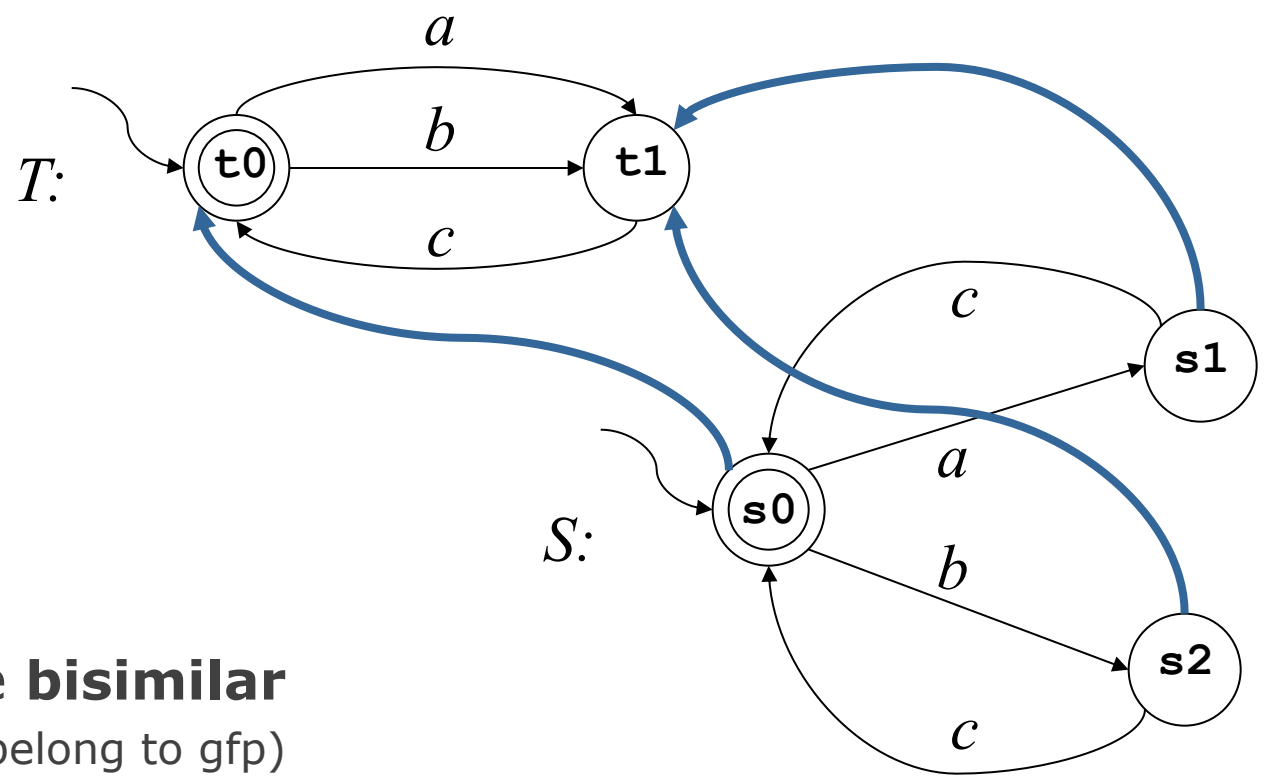


Computing Bisimulation

We need to compute the greatest fixpoint (gfp): we do it by computing approximates starting from the Cartesian product:

- R0={(t0,s0), (t0,s1), (t0,s2), (t1,s0), (t1,s1),(t1,s2)} – Cartesian product
- R1={(t0,s0),(t1,s1),(t1,s2)} – removed those pairs that violate local condition on final (final iff final)
- R2={(t0,s0),(t1,s1),(t1,s2)} – removed those pairs where one can do action and other cannot copy remaining in the relation.

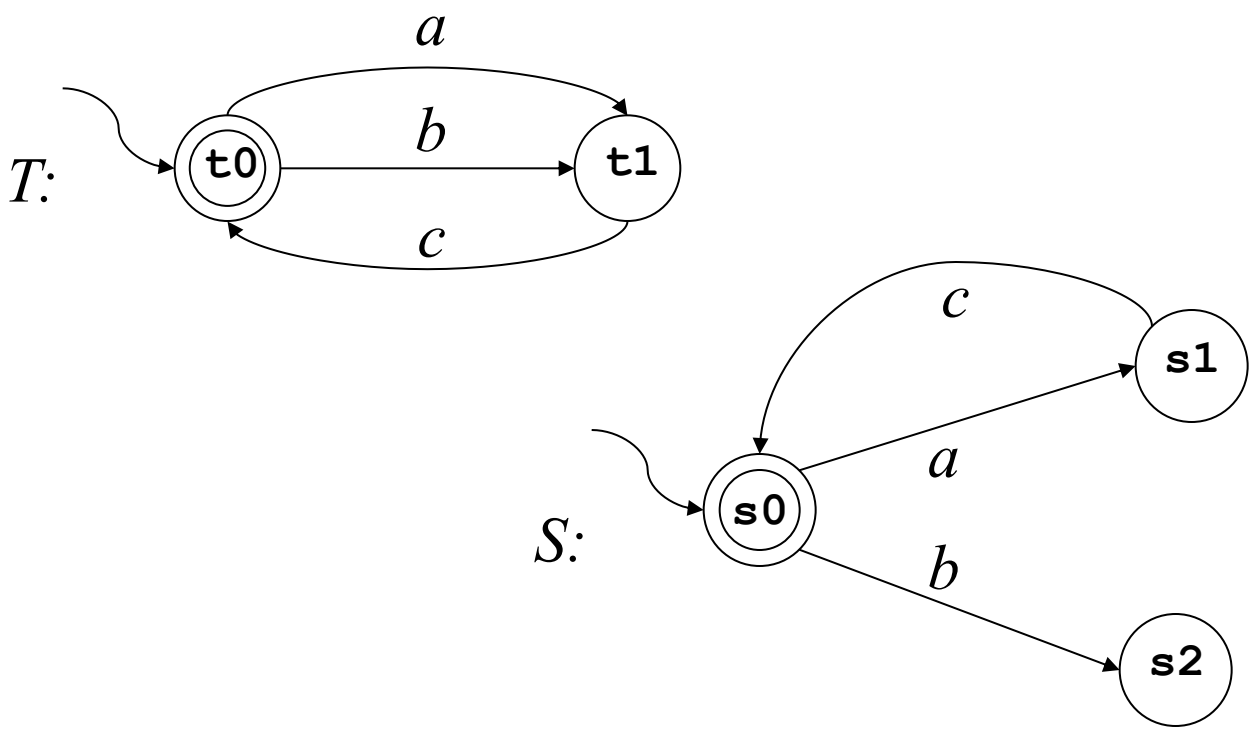
R1=R2 greatest fixpoint reached!



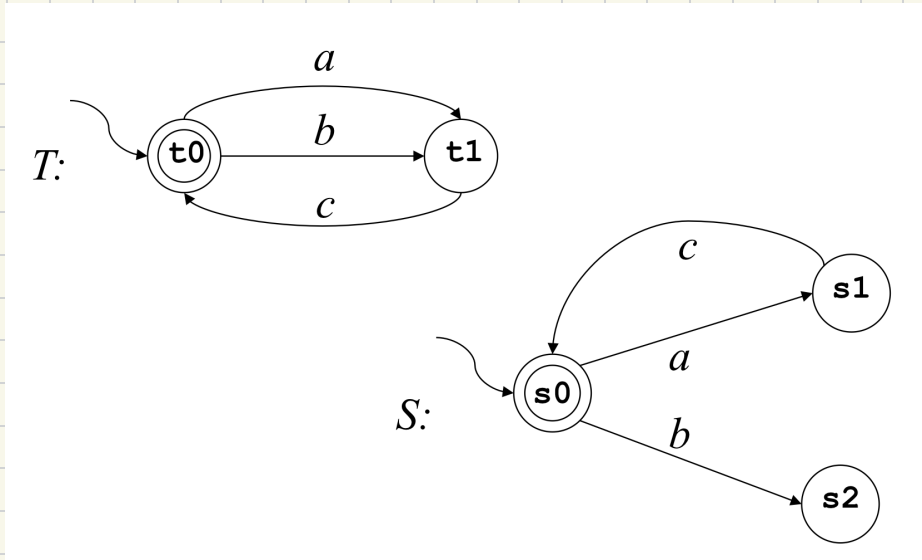
S and T are **bisimilar**

((t0,s0) do belong to gfp)

Example of NON Bisimulation



Are S and T **bisimilar?**



$R_0 = T \times S = \{(t_0, s_0), (t_0, s_1), (t_0, s_2), (t_1, s_0), (t_1, s_1), (t_1, s_2)\}$

$R_1 = \{(t_0, s_0), (t_1, s_1), (t_1, s_2)\}$

$R_2 = \{(t_0, s_0), (t_1, s_1)\}$

$R_3 = \{(t_1, s_1)\}$

$R_4 = \{\}$

$R_5 = \{\}$

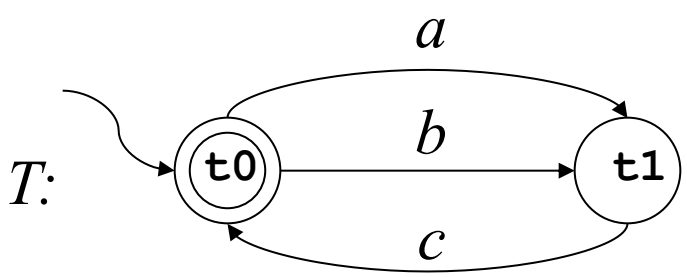
S AND T ARE NOT BISIMILIAR

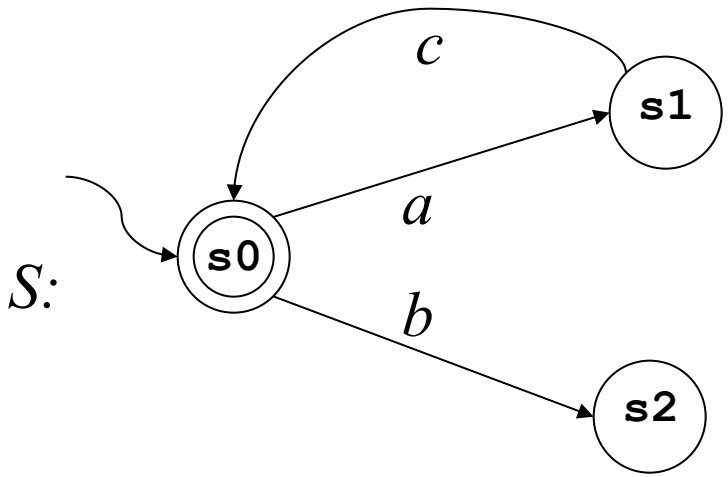
Computing Bisimulation

We need to compute the greatest fixpoint: we do it by computing approximates starting from the cartesian product:

- R0={(t0,s0), (t0,s1), (t0,s2), (t1,s0), (t1,s1),(t1,s2)} – cartesian product
- R1={(t0,s0),(t1,s1),(t1,s2)} – removed those pairs that violate local condition on final (final iff final)
- R2={(t0,s0),(t1,s1)} – removed (t1,s2) since t1 can do c but s2 cannot.
- R3={(t1,s1)} – removed (t0,s0) since t0 can do b, s2 can do b as well, but then the resulting states (t1,s2) are NOT in R2.
- R4 = {} – removed (t1,s1) since t1 can do c, s1 can do c as well, but then the resulting states (t0,s0) are NOT in R3.
- R5 = {}

R4=R5 greatest fixpoint reached!

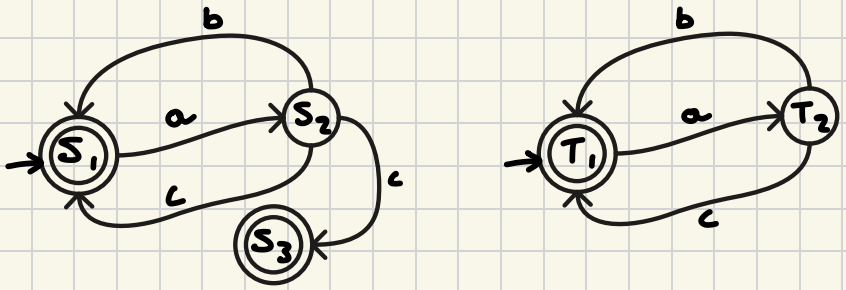




S and T are NOT **bisimilar**

((t0,s0) do not belong to gfp)

Ex:



$R_0 = T \times S = \{(s_1, t_1), (s_1, t_2), (s_2, t_1), (s_2, t_2), (s_3, t_1), (s_3, t_2)\}$

$R_1 = \{(s_1, t_1), (s_2, t_2), (s_3, t_1)\}$

$R_2 = \{(s_1, t_1), (s_2, t_2)\}$

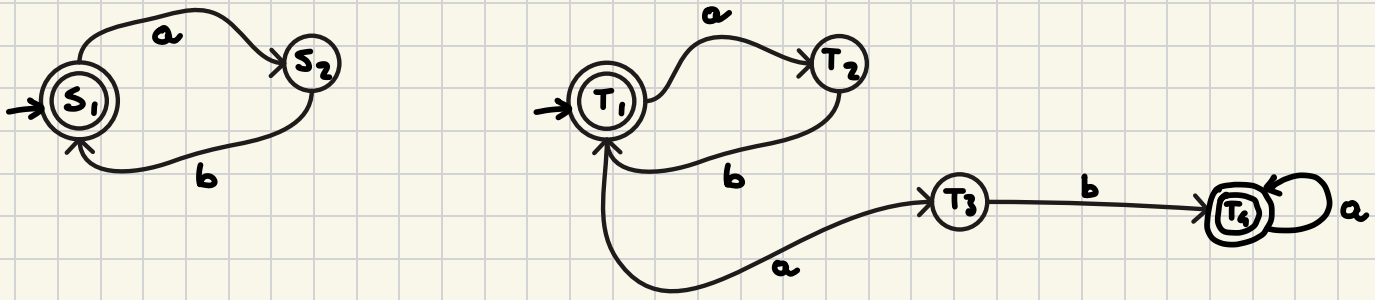
$R_3 = \{(s_1, t_1)\}$

$R_4 = \{\}$

$R_5 = \{\}$

S AND T ARE NOT BISIMILIAR

Ex



$R_0 = T \times S = \{(s_1, t_1), (s_1, t_2), (s_1, t_3), (s_1, t_4), (s_2, t_1), (s_2, t_2), (s_2, t_3), (s_2, t_4)\}$

$R_1 = \{(s_1, t_1), (s_1, t_4), (s_2, t_2), (s_2, t_3)\}$

$R_2 = \{(s_1, t_1), (s_2, t_2), (s_2, t_3)\}$

$R_3 = \{(s_1, t_1), (s_2, t_2)\}$

$R_4 = \{(s_2, t_2)\}$

$R_5 = \{\}$

$R_6 = \{\}$

S AND T ARE NOT BISIMILIAR