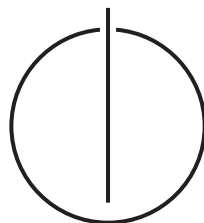


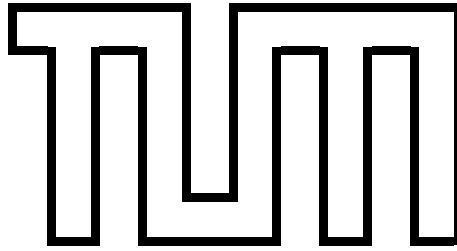
FAKULTÄT FÜR INFORMATIK  
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*Bachelor's thesis in Informatics*

# Algorithms for refinement of modal process rewrite systems

Philipp Meyer





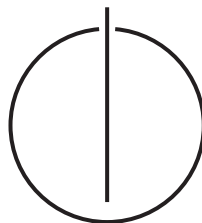
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# Algorithms for refinement of modal process rewrite systems

## Algorithmen zur Verfeinerung von modalen Prozessersetzungssystemen

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I assure the single handed composition of this bachelor's thesis only supported by declared resources.

*Munich, April 4, 2013*

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Philipp Meyer

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# 1 Introduction

## 2 Theory

### 2.1 Basic definitions

process rewrite systems [May00, Esp01].

**Definition 1** (Process). The set of processes  $\mathcal{P}$  over a set of constants  $Const$  is given by

$$\frac{}{\varepsilon \in \mathcal{P}} (0) \quad \frac{X \in Const}{X \in \mathcal{P}} (1) \quad \frac{p \in \mathcal{P} \quad q \in \mathcal{P}}{p \cdot q \in \mathcal{P}} (S) \quad \frac{p \in \mathcal{P} \quad q \in \mathcal{P}}{p \parallel q \in \mathcal{P}} (P)$$

Processes are considered modulo the usual structural congruence, i.e. the smallest congruence such that the operator  $\cdot$  is associative,  $\parallel$  is associative and commutative and  $\varepsilon$  is a unit for both  $\cdot$  and  $\parallel$ .

From here on we will denote processes by lowercase letters  $p, q, \dots$  and single constants by uppercase letters  $P, Q, \dots$ .

The class of processes that can be produced just with rule 0, 1 and S, i.e. contain no  $\parallel$ , is the class of *sequential processes* **S**. The class of processes that can be produced just with rule 0, 1 and P, i.e. contain no  $\cdot$ , is the class of *parallel processes* **P**.

**Definition 2** (Size of a process). The size  $|p|$  of a process term  $p$  is defined by

$$\begin{aligned} |\varepsilon| &= 0 \\ |X| &= 1 \\ |p \cdot q| &= |p| + |q| \\ |p \parallel q| &= |p| + |q| \end{aligned}$$

### 2.2 Modal transition system

Modal transition system definition from [BK12]:

**Definition 3** (Modal transition system). A *modal transition system* (MTS) over an action alphabet  $Act$  is a triple  $(\mathcal{P}, \dashrightarrow, \longrightarrow)$  where  $\mathcal{P}$  is a set of processes  $\longrightarrow \subseteq \dashrightarrow \subseteq \mathcal{P} \times Act \times \mathcal{P}$ . An element  $(p, a, q) \in \dashrightarrow$  is a *may transition*, also written as  $p \dashrightarrow^a q$ , and an element  $(p, a, q) \in \longrightarrow$  is a *must transition*, also written as  $p \longrightarrow^a q$ .

## 2.3 Modal refinement

**Definition 4** (Refinement). Let  $(\mathcal{P}, \dashrightarrow, \longrightarrow)$  be an MTS and  $p, q \in \mathcal{P}$  be processes. We say that  $p$  *refines*  $q$ , written  $p \leq_m q$ , if there is a relation  $\mathcal{R} \subseteq \mathcal{P} \times \mathcal{P}$  such that  $(p, q) \in \mathcal{R}$  and for every  $(p, q) \in \mathcal{R}$  and every  $a \in Act$ :

1. If  $p \dashrightarrow^a p'$  then there is a transition  $q \dashrightarrow^a q'$  s.t.  $(p', q') \in \mathcal{R}$ .
2. If  $q \longrightarrow^a q'$  then there is a transition  $p \longrightarrow^a p'$  s.t.  $(p', q') \in \mathcal{R}$ .

Modal refinement can also be seen as a refinement game from a pair of processes  $(p, q)$  where each side plays an attacking transition and the other a defending transition to reach a new state. The attacker wins if there is a strategy of attacking transitions where the defender always ends up in state where there are no defending transitions, otherwise the defender wins.

**Definition 5** (Refinement game). Let  $(\mathcal{P}, \dashrightarrow, \longrightarrow)$  be an MTS and  $p, q \in \mathcal{P}$  be processes.

We define the set of *attacking transitions*  $Att = \{(p, q, p \dashrightarrow^a p') \mid p \dashrightarrow^a p'\} \cup \{(p, q, q \longrightarrow^a q') \mid q \longrightarrow^a q'\}$ .

For an attacking transition  $r \in Att$ , the defending transitions are we will make use of that notion

$$Def((p, q, r)) = \begin{cases} \{(q \dashrightarrow^a q', p', q') \mid q \dashrightarrow^a q'\} & \text{if } r = p \dashrightarrow^a p' \\ \{(p \longrightarrow^a p', p', q') \mid p \longrightarrow^a p'\} & \text{if } r = q \longrightarrow^a q' \end{cases}$$

Then if  $(p, q, r) \in Att$  and  $(p', q') \in Def((p, q, r))$  we would get an attack transition  $(p, q) \xrightarrow[r]{r, r'}_a (p', q')$ .

With that we can say that  $p \leq_m q$  if there is a relation  $\mathcal{R} \subseteq \mathcal{P} \times \mathcal{P}$  such that  $(p, q) \in \mathcal{R}$  and for every  $(p, q, r) \in Att$  if  $(p, q) \in \mathcal{R}$  then there is  $(p', q') \in Def((p, q, r))$  such that  $(p', q') \in \mathcal{R}$ .

## 2.4 Modal process rewrite system

**Definition 6** (Modal process rewrite system). A *process rewrite system* (PRS) over an action alphabet  $Act$  is a finite relation  $\Delta \subseteq \mathcal{P} \setminus \{\varepsilon\} \times Act \times \mathcal{P}$ . Elements of  $\Delta$  are called *rewrite rules*. A *modal process rewrite system* (mPRS) is a tuple  $(\Delta_{\text{may}}, \Delta_{\text{must}})$  where  $\Delta_{\text{may}}, \Delta_{\text{must}}$  are process rewrite systems such that  $\Delta_{\text{may}} \subseteq \Delta_{\text{must}}$ .

An mPRS  $(\Delta_{\text{may}}, \Delta_{\text{must}})$  induces an MTS  $(\mathcal{P}, \dashrightarrow, \rightarrow)$  as follows:

$$\begin{aligned} & \frac{(p, a, p') \in \Delta_{\text{may}}}{p \dashrightarrow^a p'} (1) \quad \frac{(p, a, p') \in \Delta_{\text{must}}}{p \rightarrow^a p'} (2) \\ & \frac{p \dashrightarrow^a p'}{p \cdot q \dashrightarrow^a p \cdot q} (3) \quad \frac{p \rightarrow^a p'}{p \cdot q \rightarrow^a p' \cdot q} (4) \quad \frac{p \dashrightarrow^a p'}{p \parallel q \dashrightarrow^a p \parallel q} (5) \quad \frac{p \rightarrow^a p'}{p \parallel q \rightarrow^a p' \parallel q} (6) \end{aligned}$$

## 2.5 Attack tree

**Definition 7** (Attack tree). An *attack tree* over a set of processes  $\mathcal{P}$  is a rooted tree where each node has two kinds of children. It is given by a triple  $(s, O, C)$ , representing the tree with the root node labeled by  $s \in \mathcal{P}^2$ , the set of open edges  $O$  leading to states  $s' \in \mathcal{P}^2$  and the set of closed edges  $C$  leading to the attack trees that are children of the root node.

The set of attack trees  $\mathcal{T}$  constructable from an MTS  $(\mathcal{P}, \dashrightarrow, \rightarrow)$  are defined inductively by

$$\begin{aligned} & \frac{p, q \in \mathcal{P}, p \dashrightarrow^a p'}{((p, q), \{(p', q') \mid q \dashrightarrow^a q'\}, \emptyset) \in \mathcal{T}} (1) \\ & \frac{p, q \in \mathcal{P}, q \rightarrow^a q'}{((p, q), \{(p', q') \mid p \rightarrow^a q'\}, \emptyset) \in \mathcal{T}} (2) \\ & \frac{((p, q), O \uplus (p', q'), C) \in \mathcal{T} \quad T = (p', q'), O', C') \in \mathcal{T}}{(s, O, C \cup T) \in \mathcal{T}} (3) \\ & \frac{(s, O \uplus (r', p', q'), C) \in \mathcal{T} \quad ((p', q', r''), O', C') \in \mathcal{T}}{(s, O, C \cup \{(r', (p', q', r''), O', C')\}) \in \mathcal{T}} (2) \end{aligned}$$



Rules 1 and 2 specify an initial tree for an attacking rule with the possible defensive states while rule 3 replaces an open edge to a state with a tree with that state as its root. As we can see from the construction rules, every node  $(p, q)$  in the tree corresponds to an attacking transition applicable from that state, while the set of edges from that node corresponds exactly to the defending transition applicable from that state and attacking transition.

For an attack tree  $T = ((p, q), O, C)$ , the root is given by  $root(T) = (p, q)$ . We define the set of *open states* by the states that have an open edge to it, that is  $open(((p, q, r), O, C)) = O \cup \bigcup_{T' \in C} open(T')$ . We say that a tree is *closed* if it has no open states, that is  $closed(T) = open(T) = \emptyset$ .

**Lemma 1.** *If there are attack trees  $T$  with  $root(T) = (p, q)$  and  $R$  with  $root(R) = (p', q')$  and  $(p', q') \in open(T)$ , then there is an attack tree  $S$  with  $root(S) = (p, q)$  and  $open(S) = open(T) \setminus \{(p', q')\} \cup open(R)$*

**Lemma 2.** *If there are attack trees  $T = ((p, q), O, C)$  and  $R = ((p', q'), O', C')$  with  $(p', q') \in open(T)$ , then there is an attack tree  $S$  with  $S = ((p, q), O' \setminus \{p', q'\}, C'')$  with  $open(S) = open(T) \setminus \{(p', q')\} \cup open(R)$*

*Proof.* We prove the proposition by induction on  $T$ :

1.  $T = ((p, q), O, \emptyset)$ : Then  $(p', q') \in O$  and we can construct  $S = ((p, q), O \setminus \{(p', q')\}, \{R\})$  with  $open(S) = open(T) \setminus \{(p', q')\} \cup open(R)$
2.  $T = ((p, q), O, C \cup T'')$  from  $T' = ((p, q), O \uplus \{(p'', q'')\}, C)$  and  $T'' = ((p'', q''), O'', C'')$ .  
 $open(T) = open(T') \setminus \{(p'', q'')\} \cup open(T'')$

If  $(p', q') \in open(T')$ , by induction hypothesis we get  $S' = ((p, q), (O \uplus \{(p'', q'')\}) \setminus \{(p', q')\}, C')$  with  $open(S') = open(T') \setminus \{(p', q')\} \cup open(R)$ .

If  $(p', q') \in open(T'')$ , by induction hypothesis we get  $S''$  with  $root(S'') = (p'', q'')$  and  $open(S'') = open(T'') \setminus \{(p', q')\} \cup open(R)$ . else set  $S'' = T''$ .

As  $(p', q') \in open(T)$ , if  $(p', q') \in O$ , then  $(p', q') \neq (p'', q'')$ . Therefore  $S' = ((p, q), (O \setminus \{(p', q')\}) \uplus C')$ . Then from  $S'$  and  $S''$  construct  $S = ((p, q), O \setminus \{(p'', q'')\} \setminus \{(p', q')\}, C \cup S'')$  with  $open(S) = open(S') \setminus \{(p'', q'')\} \cup open(S'')$ .  
 $= (open(T') \setminus \{(p', q')\} \setminus \{(p'', q'')\} \cup open(R)) \cup (open(T'') \setminus \{(p', q')\} \cup open(R))$   
 $= ((open(T') \setminus \{(p'', q'')\} \cup open(T'')) \setminus \{(p', q')\}) \cup open(R)$ .

By replacing all nodes  $((p'', q''), O', C')$  where  $(p', q') \in O'$  with  $((p'', q''), O \setminus \{(p', q')\}, C' \cup R)$ .  $\square$

**Theorem 1.** For an MTS  $(\mathcal{P}, \dashrightarrow, \rightarrow)$  and processes  $p, q \in \mathcal{P}$ :

$$(p \leq_m q) \iff \neg \exists T \in \mathcal{T} : \text{root}(T) = (p, q) \wedge \text{closed}(T)$$

*Proof.*  $\Rightarrow$ : Assume  $p \leq_m q$ . Then there is a refinement relation  $\mathcal{R}$ . To show that for  $(p, q) \in \mathcal{R}$  there is no closed tree from  $(p, q)$ , we show for any  $T$  with  $\text{root}(T) = (p, q)$ , if  $T$  is closed, then  $(p, q) \notin \mathcal{R}$ .

Let  $r$  be the attacking transition corresponding to  $(p, q)$  in  $T$ . For every fitting defending transition  $r'$  to  $(p', q')$  there is an edge from  $(p, q)$  to  $(p', q')$ . As  $T$  is closed, with  $\text{open}(T) = O \cup \bigcup_{T' \in C} \text{open}(T') = \emptyset$  we get  $O = \emptyset$  and every  $T'$  is closed.

Now we show the proposition by induction over the number of children  $|C|$ :

1.  $|C| = 0$ : Then there is an attacking transition, but no defending transition, therefore  $(p, q) \notin \mathcal{R}$ .
2.  $|C| \geq 1$ : Then there is an attacking rule, and for every defending transition leading to  $(p', q')$ , there is an edge to a closed tree  $T'$  with  $\text{root}(T') = (p', q')$ . By induction hypothesis we have  $(p', q') \notin \mathcal{R}$  and therefore  $(p, q) \notin \mathcal{R}$ .

$\Leftarrow$ : Assume there is no closed attack tree  $T$  with  $\text{root}(T) = (p, q)$ . To show  $p \leq_m q$ , we show that  $\mathcal{R} := \{(p', q') \mid \neg \exists T : \text{root}(T) = (p', q') \wedge \text{closed}(T)\}$  is a valid refinement relation with  $(p, q) \in \mathcal{R}$ .

For any attacking transition  $r$  and  $(p, q) \in \mathcal{R}$ , by inference rule 1 or 2 there exists an attacking tree  $T = ((p, q), O, C)$ . From all such  $T$  with  $\text{root}(T) = (p, q)$ , choose one where  $O$  is minimal with regard to the inclusion order. There exists  $(p', q') \in O$  with  $(p', q') \in \mathcal{R}$ , because otherwise there would be a closed attack tree  $T'$  with  $\text{root}(T') = (p', q')$  and by inference rule 3 we would get  $T'' = ((p, q), O'', C \cup T')$  with  $O'' = O \setminus \{(p', q')\} \subsetneq O$  in contradiction to the minimality of  $O$ . So for the attacking transition  $(p, q)$  there is a defending transition  $(p', q')$  with  $(p', q') \in \mathcal{R}$ .  $\square$

## 2.6 Visibly pushdown automaton

**Definition 8** (Visibly pushdown automaton). A PRS  $\Delta$  over the action alphabet  $Act$  is a *visibly pushdown automaton* (vPDA) if there is a partition  $Act = Act_r \uplus Act_i \uplus Act_c$

such that every rule  $(p, a, p') \in \Delta$  has the form

$$p = P \cdot S \quad \text{and} \quad p' = \begin{cases} Q & \text{if } a \in Act_r \quad (\text{return rule}) \\ Q \cdot T & \text{if } a \in Act_i \quad (\text{internal rule}) \\ Q \cdot T \cdot R & \text{if } a \in Act_c \quad (\text{call rule}) \end{cases}$$

A *modal visibly pushdown automaton* (mvPDA) is then an mPRS  $(\Delta_{\text{may}}, \Delta_{\text{must}})$  such that  $\Delta_{\text{must}}$  is a vPDA.

**Definition 9** (Attack rule). Let  $(\Delta_{\text{may}}, \Delta_{\text{must}})$  be an mvPDA. An *attack rule*  $(p, q) \rightarrow_a S$  with  $p, q \in \mathcal{P}$  and  $S \subseteq \mathcal{P}$  is obtainable from the rewrite rules if it can be constructed by the following rules:

$$\frac{(p, a, p') \in \Delta_{\text{may}}}{(p, q) \rightarrow_a \{(p', q') \mid (q, a, q') \in \Delta_{\text{may}}\}} \quad (1)$$

$$\frac{(q, a, q') \in \Delta_{\text{must}}}{(p, q) \rightarrow_a \{(p', q') \mid (p, a, p') \in \Delta_{\text{must}}\}} \quad (2)$$

$$\frac{(p, q) \rightarrow_a \{(p' \cdot P, q' \cdot Q)\} \uplus S \quad (p', q') \rightarrow_a S' \quad \forall (p'', q'') \in S' : |p''| = 1}{(p, q) \rightarrow_a S \cup \{(p'' \cdot P, q'' \cdot Q) \mid (p'', q'') \in S'\}} \quad (3)$$

$$\frac{(p, q) \rightarrow_a \{(p', q')\} \uplus S \quad (p', q') \rightarrow_a S' \quad \forall (p'', q'') \in S' : |p''| = 1}{(p, q) \rightarrow_a S \cup S'} \quad (4)$$

Due to the constraint on the rewrite rules of an mvPDA and the construction of the attack rules, we can see that for any element  $(p, q) \rightarrow_a S$  it holds that  $|p| = |q| = 2$  and for any  $(p', q') \in S$  that  $1 \leq |p'| = |q'| \leq 3$ .

When the rules 3 and 4 always combine a rule  $(p, q) \rightarrow_a S \uplus \{(p', q')\}$  on the left and rule  $(p', q') \rightarrow_a S'$  on right, it always holds that  $|p'| = 2$  or  $|p'| = 3$  and for all  $(p'', q'') \in S' : |p''| = 1$ . We will call a rule  $p \rightarrow_a S$  a *right-hand side* rule if  $\forall (p', q') \in S : |p'| = 1$  and otherwise a *left-hand side* rule. This partitions the set of rules into two classes.

**Lemma 3.** *Given an MTS generated by a mvPDA, if there is an attack tree  $T$  with  $\text{root}(T) = (p, q)$ , then for any  $s, t \in \mathcal{P}$ , there is an attack tree  $R$  with  $\text{root}(R) = (p \cdot s, q \cdot t)$  and  $\text{open}(R) = \{(p' \cdot s, q' \cdot t) \mid (p', q') \in \text{open}(T)\}$ .*

*Proof.* As  $p$  and  $q$  are the left-hand side of some rewrite rule, we have  $|p| \geq 2$  and  $|q| \geq 2$ . Then by looking at the induction rules for an MTS from an mPRS, we have

## 2 Theory

that if  $p \xrightarrow{a} p'$ , then  $p \cdot s \xrightarrow{a} p' \cdot s$  and if  $p \cdot s \xrightarrow{a} p' \cdot s$ , then  $p \xrightarrow{a} p'$ , therefore  $\{p \cdot s \xrightarrow{a} p' \cdot s \mid p \xrightarrow{a} p'\} = \{p \cdot s \xrightarrow{a} p' \cdot s\}$ . The same holds for  $\rightarrow$ .

We then prove the proposition by induction on  $T$ :

1.  $T = ((p, q), O, \emptyset)$  from  $p \xrightarrow{a} p'$  with  $O = \{(p', q') \mid q \xrightarrow{a} q'\}$ . Then also  $p \cdot s \xrightarrow{a} p' \cdot s$  and with  $O' = \{(p' \cdot s, q' \cdot t) \mid q \cdot t \xrightarrow{a} q' \cdot t\} = \{(p' \cdot s, q' \cdot t) \mid q \xrightarrow{a} q'\} = \{(p' \cdot s, q' \cdot t) \mid (p', q') \in O\}$  we can construct  $R = ((p' \cdot s, q' \cdot t), O', \emptyset)$ .
2.  $T = ((p, q), O, \emptyset)$  from  $q \xrightarrow{a} q'$ . This case is symmetric to the first one.
3.  $T = ((p, q), O, C \cup T'')$  from  $T' = ((p, q), O \uplus \{(p', q')\}, C)$  and  $T'' = (p', q'), O', C'$ . By induction hypothesis we get  $R' = ((p \cdot s, q \cdot t), O' \uplus \{(p' \cdot s, q' \cdot t)\}, C')$  and  $R'' = (p' \cdot s, q' \cdot t), O'', C''$ . Then we can construct  $R = ((p \cdot s, q \cdot t), O, C' \cup R'')$  with  $\text{open}(R) = \text{open}(R') \setminus \{(p' \cdot s, q' \cdot t)\} \cup \text{open}(R'') = \{(p' \cdot s, q' \cdot t) \mid (p', q') \in \text{open}(T')\} \setminus \{(p' \cdot s, q' \cdot t)\} \cup \{(p'' \cdot s, q'' \cdot t) \mid (p'', q'') \in \text{open}(T'')\} = \{(p'' \cdot s, q'' \cdot t) \mid (p'', q'') \in \text{open}(T') \setminus \{p', q'\} \cup \text{open}(T'')\} = \{(p'' \cdot s, q'' \cdot t) \mid (p'', q'') \in \text{open}(T)\}$

□

**Theorem 2.** For an mvPDA  $(\Delta_{\text{may}}, \Delta_{\text{must}})$  with its induced MTS  $(\mathcal{P}, \xrightarrow{a}, \rightarrow)$ , it holds that for any  $P, S, Q, R \in \text{Const}$ :

$$\exists T : \text{root}(T) = (P \cdot S, Q \cdot R) \wedge \text{closed}(T) \iff (P \cdot S, Q \cdot T) \rightarrow_a \emptyset$$

*Proof.*  $\Rightarrow$ : Assume  $T$  to be closed tree with  $\text{root}(T) = (P \cdot S, Q \cdot T)$ .

We show that for any partition of the tree  $P = \{T_1, \dots, T_n\}$  where every  $T_i$  is represented by a rule  $b_i$ , there is an attack rule representing the whole tree. Proof by induction over the length of the partition  $n$ :

1.  $n = 1$ : Then  $T_1 = T$  and  $b_1$  represents  $T$ .
2.  $n > 1$ : WLOG let  $T_1 = (P \cdot S, Q \cdot T)$  be the part at the root of the tree  $T$  with succeeding partitions  $C$ .

As  $n > 1$ , there is  $(p', q', r') \in C$ . Then for  $b_1 = (P \cdot S, Q \cdot T) \rightarrow_a S$  we have by representation  $(p', q') \in S$  and we have  $|p'| = |q'| \geq 2$ , as otherwise the rule  $r'$  would not be applicable from the state  $(p', q')$ . So  $b_1$  is a left-hand side rule.

For every partition  $T_i$  with no succeeding partitions, we have  $b_i = (p, q) \rightarrow \emptyset$ , so that is a right-hand side rule.

Then by following the successors of the partitions from  $T_1$ , we will eventually come to a partition  $T_i$  followed by a partition  $T_j$  such that  $b_i$  is a left-hand side rule and  $b_j$  is a right-hand side rule.

Then by rule 3 or 4 we can combine  $b_i$  and  $b_j$  into a new rule  $b_0$ . This rule represents the partition  $T_i$  in  $P' = P \setminus \{T_j\}$ . Every other  $T_k \in P'$  remains unchanged and is still represented by  $b_k$ . Then by induction hypothesis there is a  $b$  representing  $T$ .

$\Leftarrow$ : We show that if  $(p, q) \rightarrow_a S$ , then there is a tree  $T$  with  $\text{root}(T) = (p, q)$  such that  $\text{open}(T) = S$  by induction on the construction of  $(p, q) \rightarrow_a S$ :

1. It was constructed by rule 1 from  $(p, a, p') \in \Delta_{\text{may}}$ . Then there is an attacking transition  $p \xrightarrow{a} p'$  and for every  $(q, a, q') \in \Delta_{\text{may}}$  there is an induced defending transition  $q \xrightarrow{a} q'$ . Then  $S = \{(p', q') \mid q \xrightarrow{a} q'\}$  and by attack tree inference rule 1 there is  $T = ((p, q), S, \emptyset)$  with  $\text{open}(T) = S$ .
2. It was constructed by rule 2 from  $(q, a, q') \in \Delta_{\text{must}}$ . Then there is an attacking transition  $q \xrightarrow{a} q'$  and for every  $(p, a, p') \in \Delta_{\text{may}}$  there is an induced defending transition  $p \xrightarrow{a} p'$ . Then  $S = \{(p', q') \mid p \xrightarrow{a} p'\}$  and by attack tree inference rule 2 there is  $T = ((p, q), S, \emptyset)$  with  $\text{open}(T) = S$ .
3. It was constructed by rule 3 from  $(p, q) \rightarrow_a \{(p' \cdot P, q' \cdot Q)\} \uplus S''$  and  $(p', q') \rightarrow_a S'$  with  $S = S'' \cup S'$  and  $S''' = \{(p'' \cdot P, q'' \cdot Q) \mid (p'', q'') \in S'\}$ . Then by induction hypothesis there is a tree  $T'$  with  $\text{root}(T') = (p', q')$  and  $\text{open}(T') = S'$  and a tree  $T''$  with  $\text{root}(T'') = (p, q)$  and  $\text{open}(T'') = S'' \uplus \{(p' \cdot P, q' \cdot Q)\}$ . By applying lemma 3 on  $T'$  there is a tree  $T'''$  with  $\text{root}(T''') = (p' \cdot P, q' \cdot Q)$ ,  $\text{open}(T''') = O''' \uplus \{(p' \cdot P, q' \cdot Q)\}$  and  $O''' = \{(p'' \cdot P, q'' \cdot Q) \mid (p'', q'') \in S'\} = S'''$ . By applying lemma 1 on  $T''$  and  $T'''$  there is a tree  $T$  with  $\text{root}(T) = (p, q)$  and  $\text{open}(T) = S'' \cup S''' = S$ .
4. It was constructed by rule 4 from  $(p, q) \rightarrow_a S'' \uplus \{(p', q')\}$  and  $(p', q') \rightarrow_a S'$  with  $S = S'' \cup S'$ . Then by induction hypothesis there is a tree  $T'$  with  $\text{root}(T') = (p', q')$  and  $\text{open}(T') = S'$  and a tree  $T''$  with  $\text{root}(T'') = (p, q)$  and  $\text{open}(T'') = S'' \uplus \{(p', q')\}$ . By applying lemma 1 on  $T'$  and  $T''$  there is a tree  $T$  with  $\text{root}(T) = (p, q)$  with  $\text{open}(T) = S'' \cup S' = S$ .

Therefore if  $(P \cdot S, Q \cdot T) \rightarrow_a \emptyset$ , then there is a tree  $T$  with  $\text{root}(T) = (P \cdot S, Q \cdot T)$  and  $\text{open}(T) = \emptyset$ .  $\square$

## 3 The algorithm

### 3.1 Description

### 3.2 Implementation

Figure 3.1: Algorithm for calculating the attack rules on mvPDAs

```
1: function ATTACKRULES( $mvPDA = (\Delta_{\text{may}}, \Delta_{\text{must}})$ )
2:    $rules \leftarrow \emptyset$ 
3:   for  $P, Q, S, T \in \text{Const}(mvPDA), a \in \text{Act}(mvPDA), type \in \{\text{may}, \text{must}\}$ 
4:     do
5:       if  $type = \text{may}$  then
6:          $lhs \leftarrow (P \cdot S, Q \cdot T)$   $\triangleright$  Attack from left-hand side for may rules
7:       else
8:          $lhs \leftarrow (Q \cdot S, P \cdot Y)$   $\triangleright$  Attack from right-hand side for must rules
9:       end if
10:      for  $(P \cdot S, a, p') \in \Delta_{type}$  do
11:         $rhs \leftarrow \emptyset$ 
12:        for  $(Q \cdot T, a, q') \in \Delta_{type}$  do
13:          if  $type = \text{may}$  then
14:             $newRhs \leftarrow (p', q')$ 
15:          else
16:             $newRhs \leftarrow (q', p')$ 
17:          end if
18:           $rhs \leftarrow rhs \cup \{newRhs\}$ 
19:        end for
20:       $rules \leftarrow rules \cup \{(lhs, rhs)\}$ 
21:    end for
22:  return  $rules$ 
23: end function
```

Figure 3.2: Algorithm for combining attack rules

```

1: function COMBINE( $lhsRule = (lhs, lhsRhsSet), rhsRule = (rhsLhs, rhsSet)$ )
2:    $rules \leftarrow \emptyset$ 
3:   if  $\forall rhs \in rhsSet : size(rhs) \leq 1$  then
4:     for  $lhsRhs \in lhsRhsSet : lhsRhs = rhsLhs \cdot p$  do
5:        $newRhs \leftarrow (lhsRhsSet \setminus lhsRhs) \cup \{rhs \cdot p \mid rhs \in rhsSet\}$ 
6:        $rules \leftarrow rules \cup \{(lhs, newRhs)\}$ 
7:     end for
8:   end if
9:   return  $rules$ 
10: end function

```

Figure 3.3: Refinement algorithm for mvPDAs

```

1: function VPDAREFINEMENT( $P \cdot S, Q \cdot T, mvPDA$ )  $\triangleright P \cdot S \leq_m Q \cdot T$  given  $mvPDA$ 
2:    $initial \leftarrow [P \cdot S, Q \cdot T]$ 
3:    $rules \leftarrow ATTACKRULES(mvPDA)$ 
4:   while  $\exists lhsRule, rhsRule \in rules : COMBINE(lhsRule, rhsRule) \not\subseteq rules$  do
5:      $rules \leftarrow rules \cup COMBINE(lhsRule, rhsRule)$ 
6:   end while
7:   return  $(initial, \emptyset) \in rules$ 
8: end function

```

### 3.3 Soundness and completeness

Follows from theorem and theorem and

### 3.4 Runtime

### 3.5 Optimizations

### 3.6 Input and output

### 3.7 Performance evaluation

### 3.8 Example

Figure 3.4 and 3.5 define two mvPDA. The corresponding may transitions for the must transitions are implied. The problem is to decide whether  $p \cdot S \leq_m q \cdot S$ .

$$\begin{aligned}
 P \cdot S &\xrightarrow{\text{coin}} P \cdot M \cdot S \\
 P \cdot M &\xrightarrow{\text{coin}} P \cdot M \cdot M \\
 P \cdot M &\xrightarrow{\text{tea}} T \\
 P \cdot M &\xrightarrow{\text{coffee}} c \\
 T \cdot M &\xrightarrow{\text{tea}} T \\
 T \cdot S &\xrightarrow{\text{coin}} P \cdot M \cdot S \\
 c \cdot M &\xrightarrow{\text{coffee}} c \\
 c \cdot S &\xrightarrow{\text{coin}} P \cdot M \cdot S
 \end{aligned}$$

Figure 3.4: mvPDA for process  $P \cdot S$

$$\begin{aligned}
 Q \cdot S &\xrightarrow{\text{coin}} Q \cdot T \cdot S \\
 Q \cdot S &\xrightarrow{\text{coin}} Q \cdot C \cdot S \\
 Q \cdot T &\xrightarrow{\text{coin}} Q \cdot T \cdot T \\
 Q \cdot C &\xrightarrow{\text{coin}} Q \cdot C \cdot C \\
 Q \cdot T &\xrightarrow{\text{tea}} Q \\
 Q \cdot T &\xrightarrow{\text{coffee}} Q \\
 Q \cdot C &\xrightarrow{\text{tea}} Q \\
 Q \cdot C &\xrightarrow{\text{coffee}} Q
 \end{aligned}$$

Figure 3.5: mvPDA for process  $Q \cdot S$



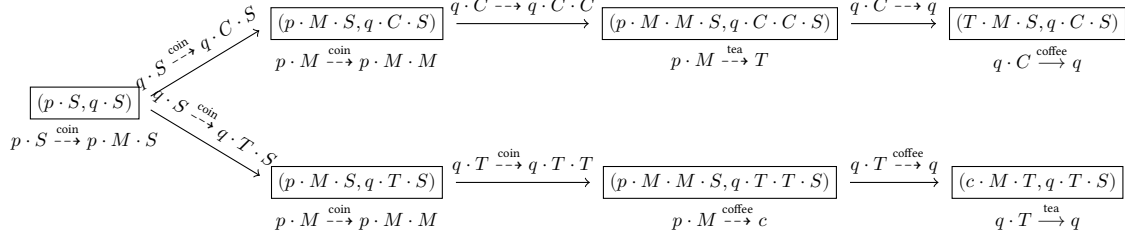


Figure 3.6: Tree for winning strategy

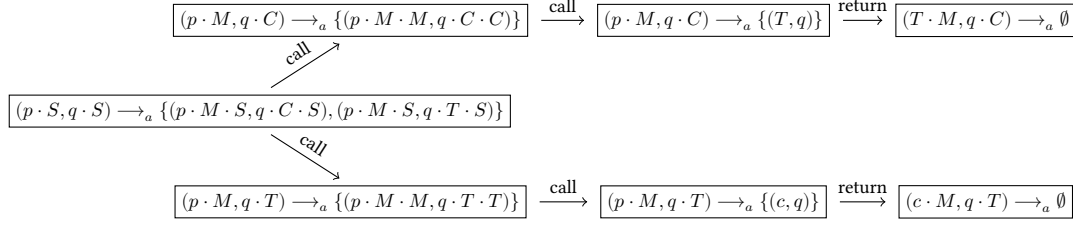


Figure 3.7: Tree for winning strategy with attack rules

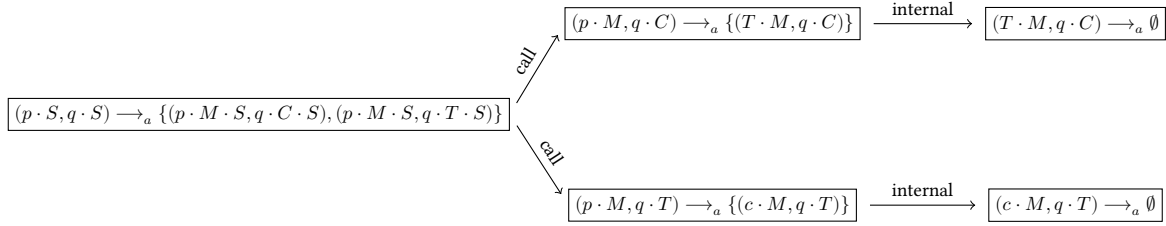


Figure 3.8: Merged tree for winning strategy with attack rules after one step

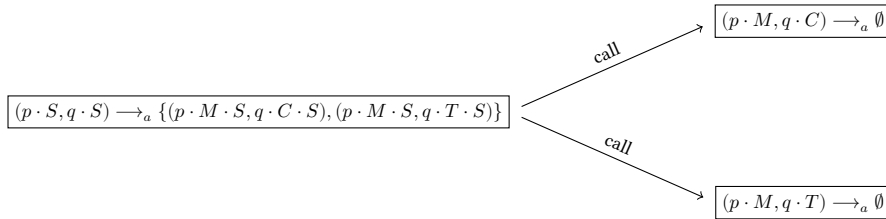


Figure 3.9: Merged tree for winning strategy with attack rules after two steps

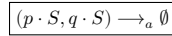


Figure 3.10: Final merged tree for winning strategy

## **4 Conclusion**

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