Nondeterministic Bigraphical Reactive Systems for Markov Decision Processes*

Paulius Dilkas[0000−1111−2222−3333] and Michele Sevegnani[1111−2222−3333−4444]

University of Glasgow, Glasgow, UK

Abstract. The abstract should briefly summarize the contents of the paper in 150–250 words.

Keywords: First keyword · Second keyword · Another keyword.

1 Introduction

Definition 1 (Markov decision process). *For any finite set X, let $Dist(X)$ denote the set of discrete probability distributions over X. A* Markov Decision Process *is a tuple $(S, \overline{s}, A, P, L)$, where: S is a finite set of states and $\overline{s} \in S$ is the initial state; A is a finite set of* actions*; $P : S \times A \to Dist(S)$ is a (partial) probabilistic transition function, mapping state-action pairs to probability distributions over S; $L : S \to 2^P$ is a labelling with atomic propositions.*

Definition 2 (rewards). *A* reward structure *for an MDP $(S, \overline{s}, A, P, L)$ is a pair (ρ, ι), where $\rho : S \to \mathbb{R}$ is the* state reward function*, and $\iota : S \times A \to \mathbb{R}$ is the* transition reward function*.*

From [3].

Definition 3 (concrete place graph with sharing). *A* concrete place graph with sharing

$$F = (V_F, ctrl_F, prnt_F) : m \to n$$

is a triple having an inner interface m and an outer interface n. These index the sites and regions of the place graph, respectively. F has a finite set $V_F \subset \mathcal{V}$ of nodes, a control map $ctrl_F : V_F \to \mathcal{K}$, and a parent relation

$$prnt_F \subseteq (m \uplus V_F) \times (V_F \uplus n)$$

that is acyclic, i.e., $(v, v) \notin prnt_F^+$ for any $v \in V_F$.

Definition 4 (composition for place graphs with sharing). *If $F : k \to m$ and $G : m \to n$ are two concrete place graphs with sharing with $V_F \cap V_G = \emptyset$, their composite*

$$G \circ F = (V, ctrl, prnt) : k \to n$$

* Supported by organization x.

has nodes $V = V_F \uplus V_G$ *and control map* $ctrl = ctrl_F \uplus ctrl_G$*. Its parent relation* $prnt \subseteq (k \uplus V) \times (V \uplus n)$ *is given by:*

$$prnt \coloneqq prnt_G^{\lhd} \uplus prnt_{\circ} \uplus prnt_F^{\rhd},$$

where

$$\begin{aligned} prnt_F^{\rhd} &= prnt_F \rhd V_F, \\ prnt_G^{\lhd} &= V_G \lhd prnt_G, \\ prnt_{\circ} &= (m \lhd prnt_G) \circ (prnt_F \rhd m). \end{aligned}$$

Definition 5 (tensor product for place graphs). *If* $G_0 : m_0 \to n_0$ *and* $G_1 : m_1 \to n_1$ *are two concrete place graphs with sharing with* $V_F \cap V_G = \emptyset$*, their tensor product*

$$G_0 \otimes G_1 = (V, ctrl, prnt) : m_0 + m_1 \to n_0 + n_1$$

has nodes $V = V_{G_0} \uplus V_{G_1}$ *and control map* $ctrl \coloneqq ctrl_{G_0} \uplus ctrl_{G_1}$*. Its parent relation* $prnt \subseteq [(m_0 + m_1) \uplus V] \times [V \uplus (n_0 + n_1)]$ *is defined as*

$$prnt_{G_0} \uplus prnt_{G_1}^{(m_0,n_0)},$$

where

$$\begin{aligned} prnt_{G_1}^{(m_0,n_0)} = &\{(v,w) \mid (v,w) \in prnt_{G_1} \text{ and } v,w \in V_{G_1}\} \\ &\uplus\{(m_0+i,w) \mid (i,w) \in prnt_{G_1}, w \in V_{G_1} \text{ and } i \in m_1\} \\ &\uplus\{(v,n_0+i) \mid (v,i) \in prnt_{G_1}, v \in V_{G_1} \text{ and } i \in n_1\} \\ &\uplus\{(m_0+i,n_0+j) \mid (i,j) \in prnt_{G_1}, i \in m_1, \text{ and } j \in n_1\}. \end{aligned}$$

Definition 6 (concrete link graph). *A* concrete link graph

$$F = (V_F, E_F, ctrl_F, link_F) : X \to Y$$

is a quadruple having an inner face X *and an outer face* Y*, both finite subsets of* $\mathcal{X}$*, called respectivelly the inner and outer names of the link graph.* F *has finite sets* $V_F \subset \mathcal{V}$ *of nodes and* $E_F \subset \mathcal{E}$ *of edges, a control map* $ctrl_F : V_F \to \mathcal{K}$ *and a* link map

$$link_F : X \uplus P_F \to E_F \uplus Y,$$

where $P_F \coloneqq \{(v,i) \mid i \in ar(ctrl_F(v))\}$ *is the set of ports of* F*. Thus* (v,i) *is the* i*th port of node* v*. We shall call* $X \uplus P_F$ *the* points *of* F*, and* $E_F \uplus Y$ *its* links.

The sets of points and the set of ports of a link l are defined by

$$points_F(l) \coloneqq \{p \mid link_F(p) = l\}, \quad ports_F(l) \coloneqq points_F(l) \setminus X.$$

An edge is *idle* if it has no points. Identities over name sets are defined by $\mathsf{id}_X = (\emptyset, \emptyset, \emptyset, \mathsf{Id}_X) : X \to X$.

Definition 7 (concrete bigraph with sharing). *A concrete bigraph*

$$F = (V_F, E_F, ctrl_F, prnt_F, link_F) : \langle k, X\rangle \to \langle m, Y\rangle$$

consists of a concrete place graph with sharing $F^P = (V_F, ctrl_F, prnt_F) : k \to m$ *and a concrete link graph* $F^L = (V_F, E_F, ctrl_F, link_F) : X \to Y$*. If* $X = \epsilon$*, then* F *is called* ground*. We write the concrete bigraph with sharing as* $F = (F^P, F^L)$*.*

Definitions: support translation, lean-support equivalence, concretion, abstraction.

More definitions: level, normalised levels, occurrence, matching, concrete occurrence, underlying graph

Stochastic bigraphs [1]

From PhD thesis [2]

Definition 8 (reaction rule). *A* reaction rule *is a pair*

$$\mathsf{R} = (R : m \to J, R' : m \to J),$$

sometimes written as $R \longrightarrow R'$*, where* R *is the* redex *and* R' *the* reactum*, and* R *is solid. The rule generates all the* ground reaction rules (r, r')*, where* $r = (R \otimes \mathsf{id}_Y) \circ d$ *and* $r' = (R' \otimes \mathsf{id}_Y) \circ d$ *for some discrete ground* parameter $d : \epsilon \to \langle m, Y\rangle$*. The* reaction relation $\longrightarrow\!\!\triangleright_{\mathsf{R}}$ *over ground bigraphs is defined by*

$$g \longrightarrow\!\!\triangleright_{\mathsf{R}} g' \text{ iff } g = Dr \text{ and } g' = Dr'$$

for some bigraph D *and some ground reaction rule* (r, r') *generated from* R*.*

Definition 9 (bigraphical reactive system (BRS)). *A* bigraphical reactive system *consists of a pair* $(\mathcal{B}, \mathcal{R})$*, where* $\mathcal{B}$ *is a set of agents and* $\mathcal{R}$ *is a set of reaction rules defined over* $\mathcal{B}$*. It has a reaction relation*

$$\longrightarrow\!\!\triangleright_{\mathcal{R}} := \bigcup_{\mathsf{R} \in \mathcal{R}} \longrightarrow\!\!\triangleright_{\mathsf{R}},$$

which will be written $\longrightarrow\!\!\triangleright$ *when* $\mathcal{R}$ *is understood.*

1.1 Probabilistic bigraphs

Definition 10 (probabilistic reaction rule). *A* probabilistic reaction rule R *is a triple* (R, R', p)*, sometimes written* $R \xrightarrow{p} R'$*, where* (R, R') *is a reaction rule and* $p \in (0, 1]$ *is a probability. Similarly to Definition 8, it generates a set of ground reaction rules of the form* (r, r', p)*.*

Definition 11 (probabilistic bigraphical reactive system (PBRS)). *A* probabilistic bigraphical reactive system *consists of a pair* $(\mathcal{B}, \mathcal{R})$*, where* $\mathcal{B}$ *is a set of agents and* $\mathcal{R}$ *is a set of probabilistic reaction rules defined over* $\mathcal{B}$*.*

Let g, g' be ground bigraphs, and $\{(r_i, r'_i, p_i)\}_{i=1}^n$ a set of ground probabilistic reaction rules, where for each r_i, there exists a bigraph D_i such that $g = D_i r_i$. Let $S = \{(r_i, r'_i, p_i) \mid g' = D_i r'_i\}$ (for the same D_i), and

$$s = \sum_{i=1}^{n} p_i.$$

Then the reaction relation is defined as

$$g \xrightarrow{p}\!\triangleright_{\mathcal{R}} g' \text{ iff } S \neq \emptyset,$$

where

$$p = \frac{1}{s} \sum_{(r, r', p') \in S} p'.$$

1.2 Nondeterministic bigraphs

Definition 12 (nondeterministic reaction rule). *Let A be a set of actions. A* nondeterministic reaction rule R *is a tuple (R, R', a, p), where (R, R', p) is a probabilistic reaction rule, and $a \in A$ is an action. We also define a* reaction reward function $r : A \to \mathbb{R}$ *that assigns a reward/cost to each action.*

Definition 13 (nondeterministic bigraphical reactive system (NBRS)). *A* nondeterministic bigraphical reactive system *consists of a pair $(\mathcal{B}, \mathcal{R})$, where $\mathcal{B}$ is a set of agents and $\mathcal{R}$ is a set of nondeterministic reaction rules defined over $\mathcal{B}$.*

Let g, g' be ground bigraphs, $a \in A$ an action, and $\{(r_i, r'_i, a, p_i)\}_{i=1}^n$ a set of ground nondeterministic reaction rules with action a, where for each r_i, there exists a bigraph D_i such that $g = D_i r_i$. Let $S = \{(r_i, r'_i, a, p_i) \mid g' = D_i r'_i\}$ (for the same D_i), and

$$s = \sum_{i=1}^{n} p_i.$$

Then the reaction relation for action a is defined as

$$g \underset{r(a)}{\xrightarrow{p}\!\triangleright}_{a} g' \text{ iff } S \neq \emptyset,$$

where

$$p = \frac{1}{s} \sum_{(r, r', a, p') \in S} p'.$$

BigraphER [4] supports defining predicates, i.e., bigraphs that are compared to every encountered state. We can associate a reward with each predicate, allowing us to assign rewards to states in a flexible and semantically meaningful way: the reward of a state is simply the sum of the rewards of all matching predicates (and 0 in case there are none).

Proposition 1. *Any MDP can be expressed as an NBRS.*

Proof. Obvious.

2 Jupyter interface & visualisations

We introduce a convenient graphical user interface for working with bigraphs via Jupyter notebooks.

Example 1. Consider an MDP $(S, \overline{s}, A, P, L)$, where $S = \{s_0, s_1, s_2, s_3\}$, $\overline{s} = s_0$, $A = \{a, b, c\}$, and P, L defined as follows:

$$\begin{aligned} P(s_0, a) &= [s_1 \mapsto 1], \\ P(s_1, b) &= [s_0 \mapsto 0.7, s_1 \mapsto 0.3], \\ P(s_1, c) &= [s_2 \mapsto 0.5, s_3 \mapsto 0.5], \\ P(s_2, a) &= [s_2 \mapsto 1], \\ P(s_3, a) &= [s_3 \mapsto 1], \end{aligned} \qquad \begin{aligned} L(s_0) &= \{initial\}, \\ L(s_1) &= \emptyset, \\ L(s_2) &= \{heads\}, \\ L(s_3) &= \{tails\}. \end{aligned}$$

Furthermore, equip it with a reward structure (ρ, ι), where $\rho(s_2) = 3$, $\iota(s_1, b) = 1$, and both functions are zero everywhere else.

The MDP can be represented as an NBRS with BigraphER code in Listing 1.1. Furthermore, the BigraphER's visualisation of the (automatically generated) transition system is in Fig. 1.

3 Exporting to PRISM

Transitions, state rewards, transition rewards

4 Case study in autonomous agents

References

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```
atomic ctrl S0 = 0;
atomic ctrl S1 = 0;
atomic ctrl S2 = 0;
atomic ctrl S3 = 0;

big initial = S0;
big heads = S2;
big tails = S3;

action a
  react toTemp = S0 -[1.]-> S1;
  react loopH = S2 -[1.]-> S2;
  react loopT = S3 -[1.]-> S3;
end

action b[1]
  react toInit = S1 -[0.7]-> S0;
  react loop = S1 -[0.3]-> S1;
end

action c
  react toH = S1 -[0.5]-> S2;
  react toT = S1 -[0.5]-> S3;
end

begin nbrs
  init initial;
  rules = [ {toTemp, toInit,
    loop, toH, toT,
    loopH, loopT} ];
  preds = { initial, heads[3],
    tails };
end
```

Listing 1.1. BigraphER code.

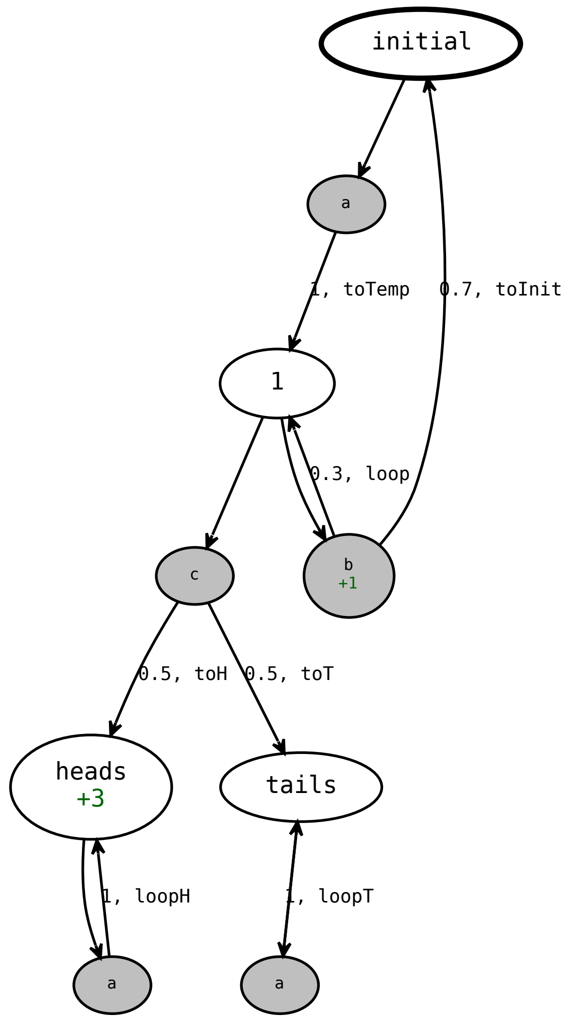

Fig. 1. The full transition system.

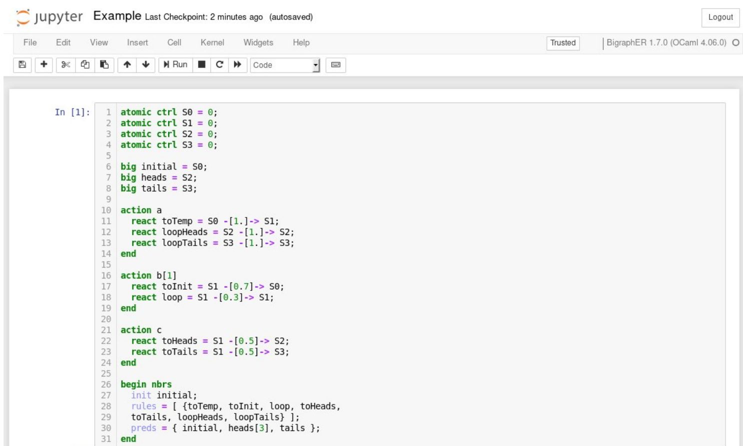

Fig. 2. The BigraphER Jupyter interface with syntax highlighting.

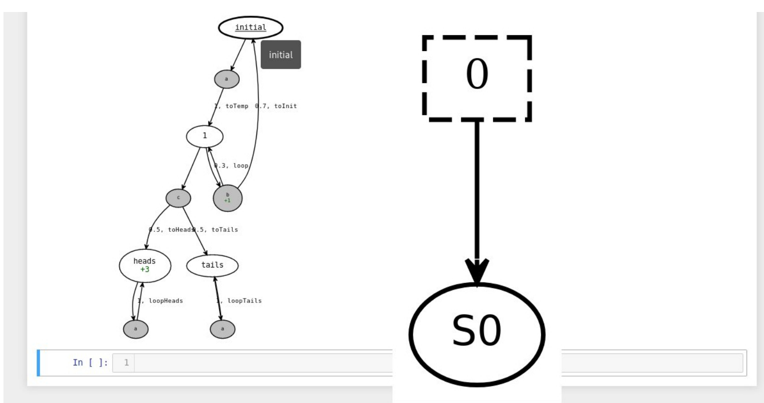

Fig. 3. ...

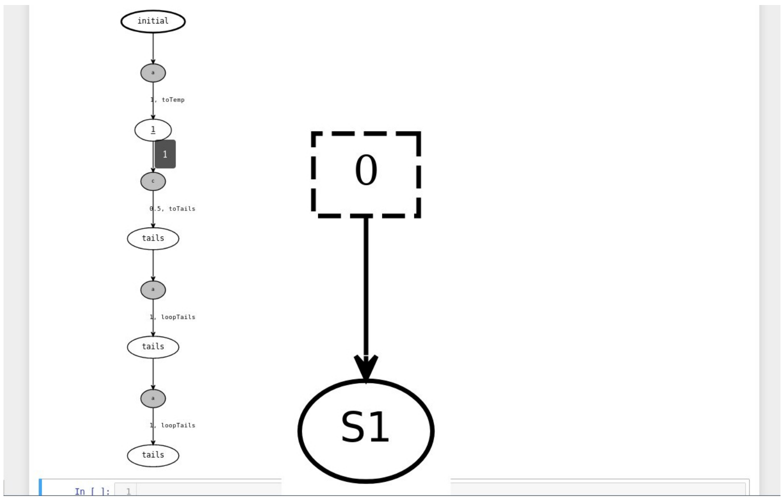

Fig. 4. ...

```
BigraphER: Bigraph Evaluator & Rewriting
========================================
Version:       1.7.0
Date:          Thu Aug 02 11:28:14 2018
Hostname:      tux
OS type:       Unix
Command line:  bigrapher validate -d jupyter-images/4 -f svg [4].big
Parsing model file [4].big ...
Type:          Nondeterministic BRS
Bindings:      14
# of rules:    7
Exporting declarations to jupyter-images/4 ...
Model file parsed correctly
```

Fig. 5. ...