

EFFECTFUL MEALY MACHINES

FILIPPO BONCHI¹, ELENA DI LAVORE², MARIO ROMÁN²

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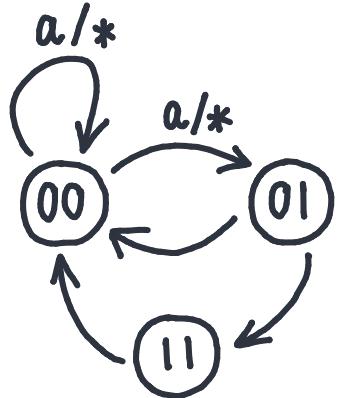


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PART 0: MOTIVATION



Mealy machine.

$$s : I \rightarrow S$$

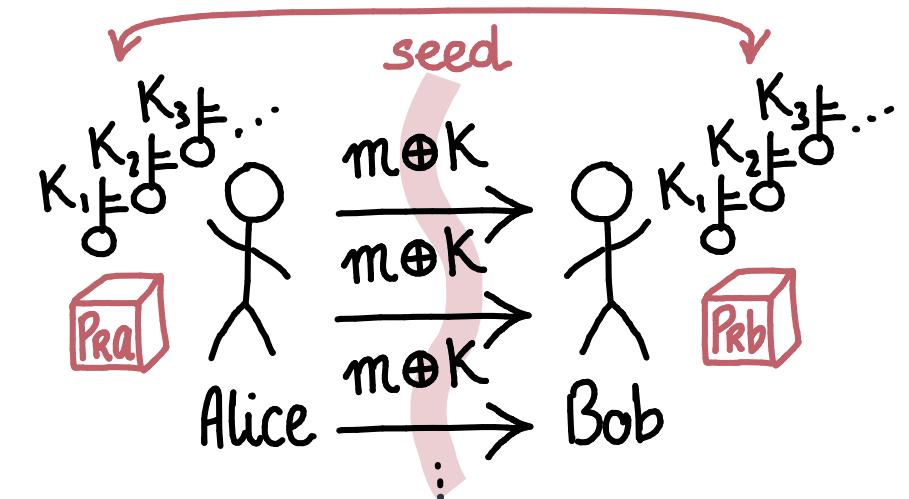
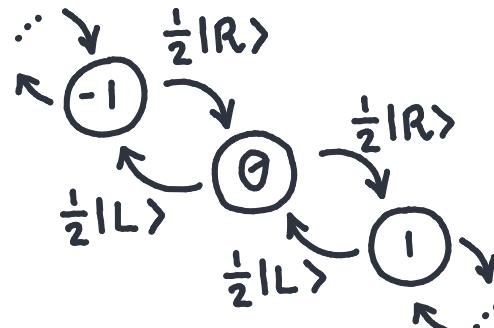
$$t : S \times A \rightarrow \text{Pow}(S \times B)$$

Markov decision process.

$$t : S \times A \rightarrow D(S)$$

$$r : S \times A \rightarrow D(B)$$

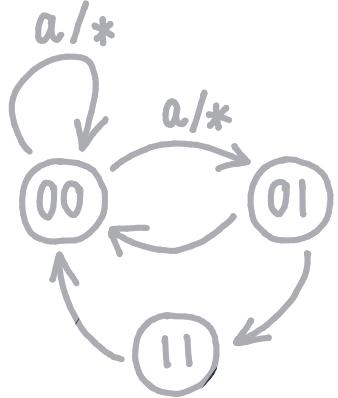
$$s : I \rightarrow D(S)$$



Stateful sequential process.

$$i : I \rightarrow M$$

$$t : S \otimes M \otimes A \rightarrow D(S \otimes M \otimes B)$$



Mealy machine.

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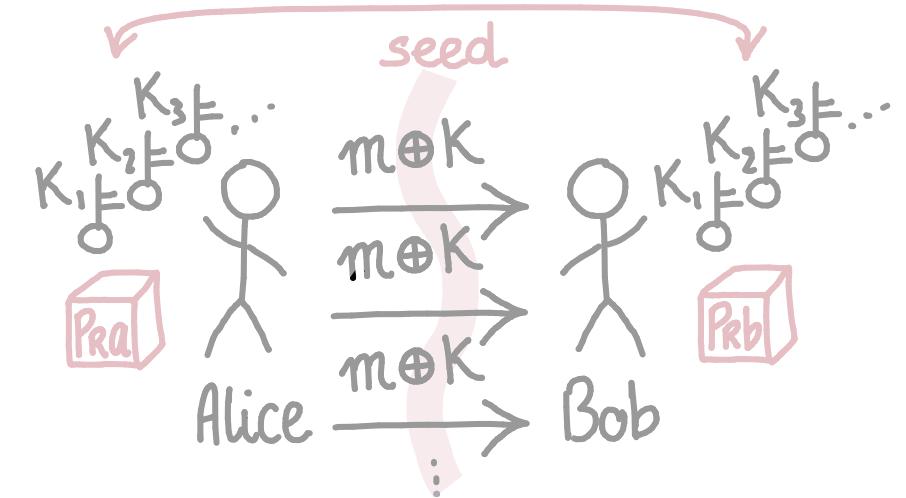
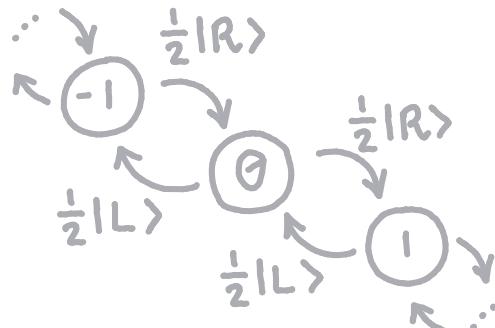
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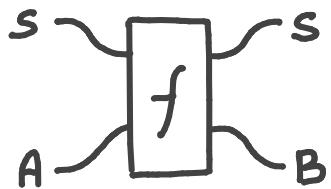


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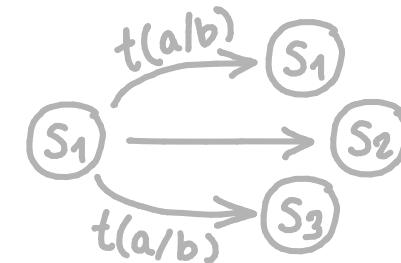
$$t : S \otimes M \otimes A \rightarrow D(S \otimes M \otimes B)$$

MONOIDAL COMPOSITION, COALGEBRAIC BEHAVIOUR



$$S \otimes A \rightarrow S \otimes B$$

- Composable: sequential and parallel.
- Trace-like iteration.
- Any symmetric monoidal category.



$$S \rightarrow (S \otimes B)^A$$

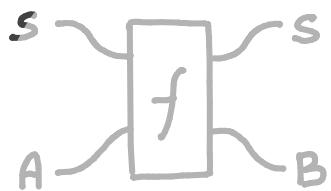
- Coalgebraic description.
- Bisimilarity / Trace equivalence.
- Closed structure.

$$\begin{aligned} S \times A &\rightarrow S \times B \\ S \times A &\rightarrow S \times B + 1 \\ S \times A &\rightarrow \mathcal{P}(S \times B) \\ S \times A &\rightarrow D(S \times B) \\ S \times A &\rightarrow Q(S \times B) \end{aligned}$$

| | |
|----------------|------------------|
| SET | Deterministic |
| PAR | Partial |
| REL | Nondeterministic |
| $\text{KL}(D)$ | Probabilistic |
| $\text{KL}(Q)$ | Quantum |

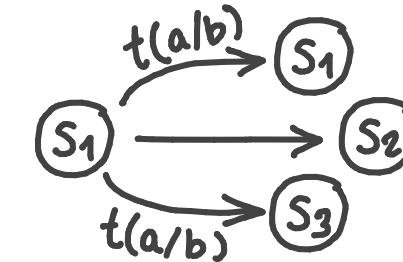
$$\begin{aligned} S &\rightarrow (S \times B)^A \\ S &\rightarrow (S \times B + 1)^A \\ S &\rightarrow \mathcal{P}(S \times B)^A \\ S &\rightarrow D(S \times B)^A \\ S &\rightarrow Q(S \times B)^A \end{aligned}$$

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SET Deterministic

PAR Partial

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$\text{KL}(D)$ Probabilistic

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SUMMARY

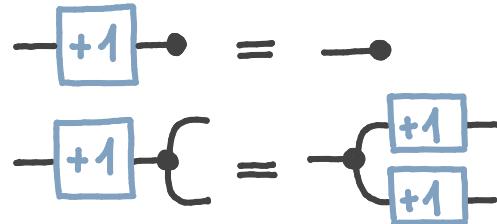
1. Effectful triples: theories of processes.
2. Machines over an effectful triple: unifying bisimulation.
3. Traces over an effectful triple: effectful streams; causal processes.

PART 1. EFFECTFUL TRIPLES

EFFECTFUL TRIPLES

cartesian category

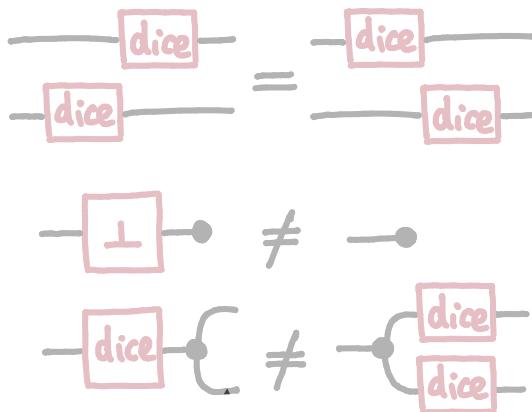
Values that are both deterministic and total



$$\mathbb{V} \xrightarrow{\text{i.i.o}} \mathbb{P} \xrightarrow{\text{i.i.o}} \mathbb{C}$$

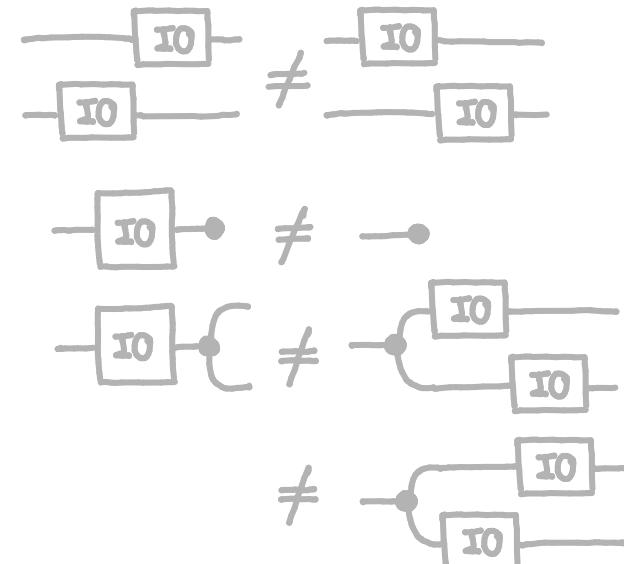
symmetric monoidal

Local effects that interchange, but are not always deterministic nor total.



symmetric premonoidal

GLOBAL EFFECTS that do not interchange.



Jeffrey, 1998.



Power and Robinson, 1997.

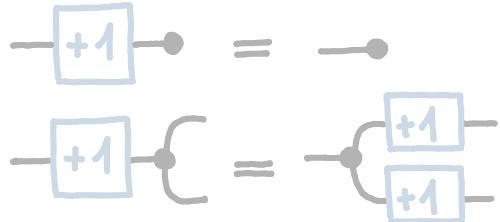


Román, Sobociński, 2025.

EFFECTFUL TRIPLES

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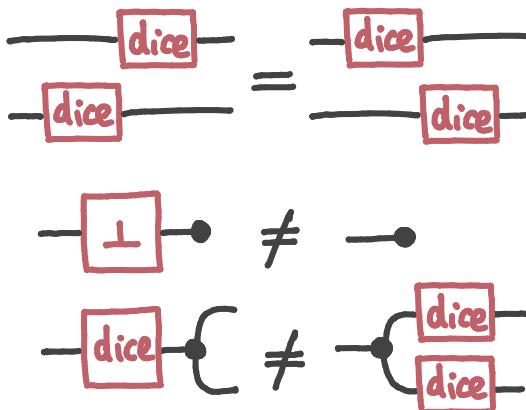
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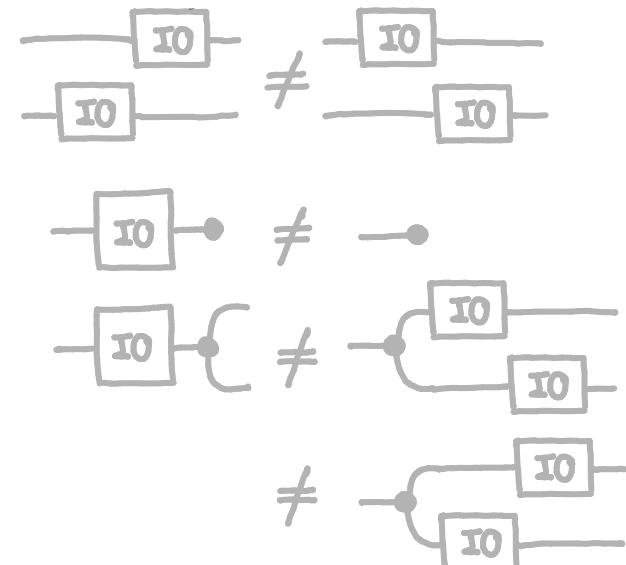
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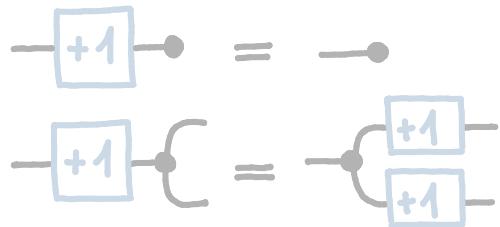
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Román, Sobociński, 2025.

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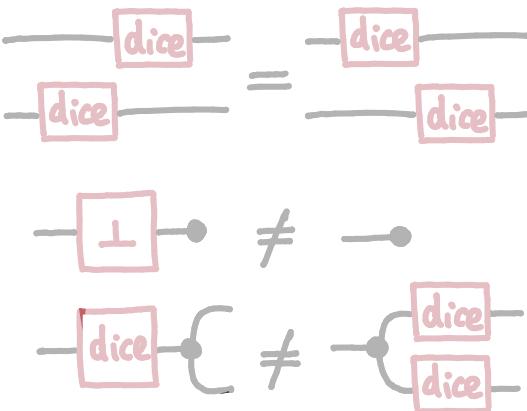
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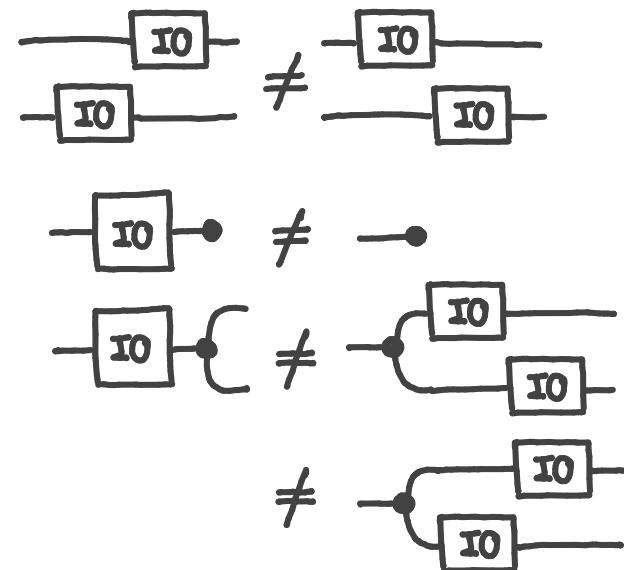
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$$\begin{array}{c} \text{---} \\ \square +1 \\ \text{---} \end{array} = \bullet$$
$$\begin{array}{c} \text{---} \\ \square +1 \\ \text{---} \end{array} = \begin{array}{c} \text{---} \\ \square +1 \\ \text{---} \end{array} \quad \square +1 \quad \square +1$$

$$\begin{array}{ccc} \vee & \xrightarrow{\text{i.i.o}} & P \\ & & \text{symmetric monoidal} \end{array}$$
$$P \xrightarrow{\text{i.i.o}} C$$

Local effects that interchange, but are not always deterministic nor total.

$$\begin{array}{c} \text{---} \\ \square \text{dice} \\ \text{---} \end{array} = \begin{array}{c} \text{---} \\ \square \text{dice} \\ \text{---} \end{array}$$
$$\begin{array}{c} \text{---} \\ \square \perp \\ \text{---} \end{array} \neq \bullet$$
$$\begin{array}{c} \text{---} \\ \square \text{dice} \\ \text{---} \end{array} \neq \begin{array}{c} \text{---} \\ \square \text{dice} \\ \text{---} \end{array}$$

Alan Jeffrey's string diagrams with extra wire

symmetric premonoidal

GLOBAL EFFECTS that do not interchange.

$$\begin{array}{c} \text{---} \\ \square IO \\ \text{---} \end{array} \neq \begin{array}{c} \text{---} \\ \square IO \\ \text{---} \end{array}$$
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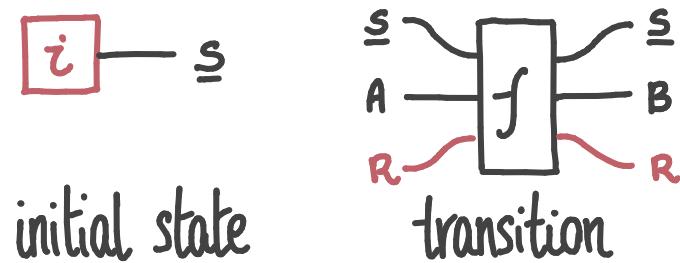
Román, Sobociński, 2025.

PART 2. EFFECTFUL MACHINES

EFFECTFUL MACHINES

DEFINITION. An effectful machine over $\mathbb{V}, \mathbb{P}, \mathbb{C}$ is

- a state object, $S \in \text{obj}$;
- an initial state, $i \in \mathbb{P}(I; S)$;
- a transition morphism, $t: \mathbb{C}(S \otimes A; S \otimes B)$.



DEFINITION (Homomorphism of machines).

A homomorphism $\alpha: (S, i, f) \rightarrow (T, j, g)$ is $\alpha \in \mathbb{V}(A; B)$ such that

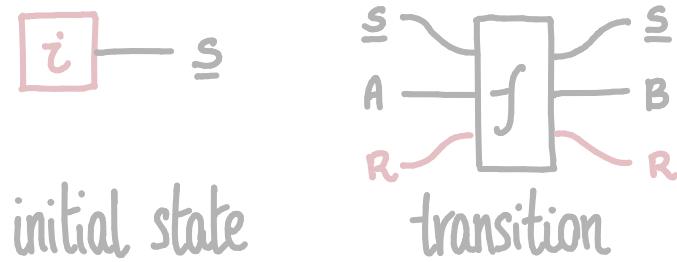
$$\begin{array}{ccc} \begin{array}{c} \text{---} \\ \text{---} \\ f \\ \text{---} \\ \text{---} \end{array} & = & \begin{array}{c} \alpha \\ \text{---} \\ g \\ \text{---} \\ \text{---} \end{array} ; \\ \begin{array}{c} i \\ \text{---} \\ \alpha \\ \text{---} \end{array} & = & \begin{array}{c} j \\ \text{---} \end{array} . \end{array}$$

REMARK. A shadow of the uniformity axiom of traced monoidal categories.

EFFECTFUL MACHINES

DEFINITION. An effectful machine over V.P.C is

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$$\begin{array}{ccc} \begin{array}{c} \boxed{\alpha} \\ \boxed{f} \end{array} & = & \begin{array}{c} \boxed{\alpha} \\ \boxed{g} \end{array} ; \\ \boxed{i} - \boxed{\alpha} & = & \boxed{j} - \end{array}$$

REMARK. A shadow of the uniformity axiom of traced monoidal categories.

BISIMILARITY

In Kleisli categories for a monad T , machines are $F_T(S) = T(S \times B)^A$ - coalgebras.

$$\frac{S \times A \rightarrow T(S \times B)}{S \rightarrow T(S \times B)^A}$$

DEFINITION (Bisimilarity). Two machines are bisimilar when connected by coalgebra span.

$$\begin{array}{ccccc} M & \xleftarrow{\pi_1} & R & \xrightarrow{\pi_2} & N \\ f \downarrow & & \downarrow & & g \downarrow \\ F_T(M) & \xleftarrow{} & F_T(R) & \xrightarrow{} & F_T(N) \end{array}$$

THEOREM (Rutten, 2000). When $F_T : \text{Set} \rightarrow \text{Set}$ preserves pullbacks, bisimilarity is an equivalence.

DEFINITION (Bisimilarity). Two machines are bisimilar when connected by a sequence of spans of machine homomorphisms.

$$(S, i, f) \xrightarrow{(R_1, r_1, t_1)} \dots \xrightarrow{(R_n, r_n, t_n)} (T, j, g)$$

PROPOSITION. For commutative monads preserving weak pullbacks, effectful bisimulation is coalgebraic bisimulation.

RECOVERS: bisimulation (REL), deterministic machine bisimulation (SET), partial machine bisimulation (e.g. Baier, Katoen, PAR), and probabilistic (Larsen, SKou, $\text{KL}(\text{DIST})$).

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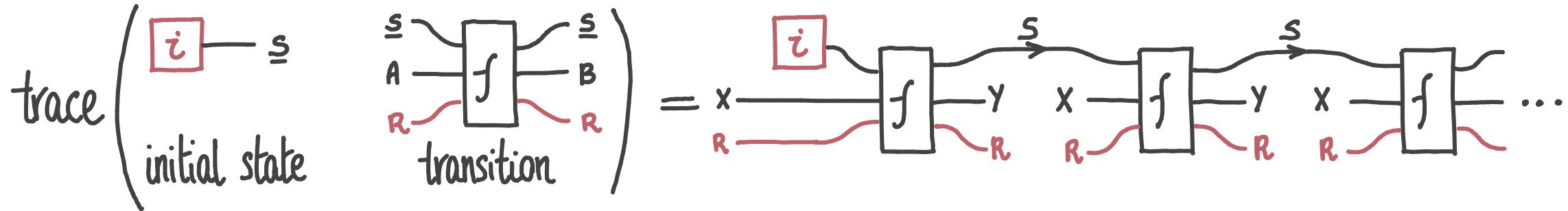
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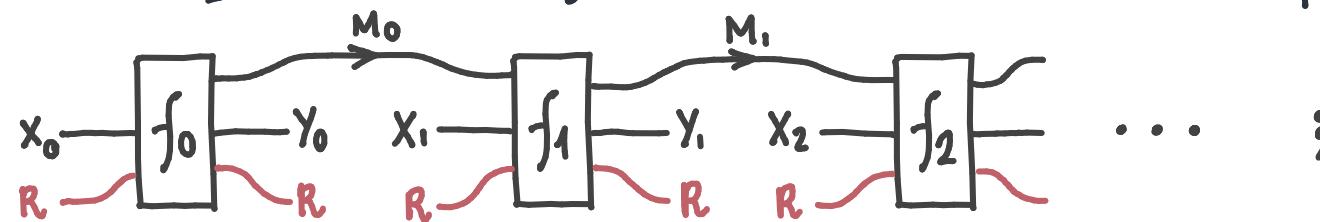
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PART 3. STREAM SEMANTICS

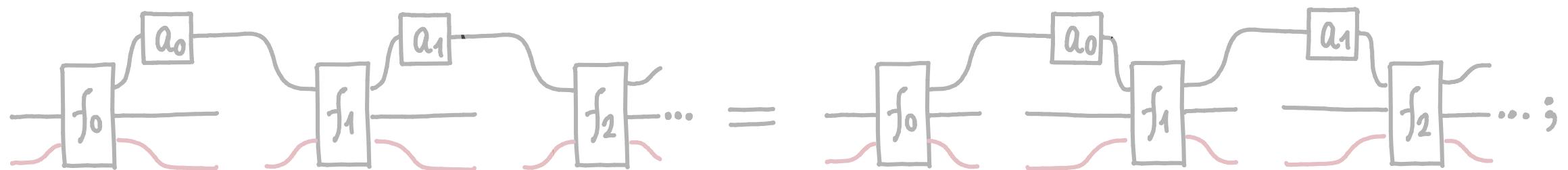


EFFECTFUL STREAMS

DEFINITION (Effectful Stream). An effectful stream, $f : \text{Stream}(A; B)$ consists of a morphism $f_0 : C(A_0; M \otimes B_0)$, followed by a stream, $f : \text{Stream}(M \cdot A^+; B^+)$. They are quotiented by sliding.

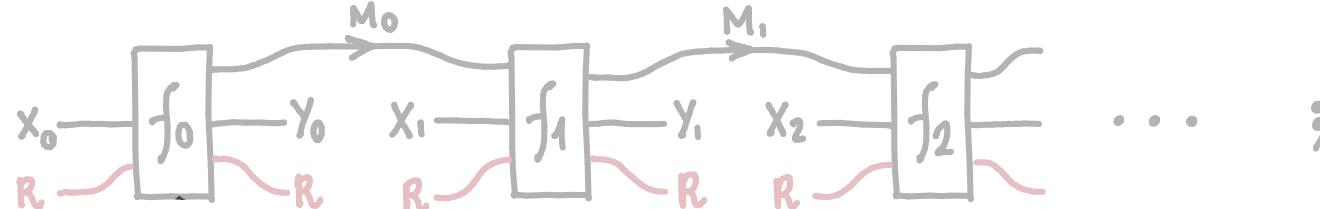


Sliding is defined in terms of dinaturality, $\phi(Q)(x, y) = \int^M C(x_0; M \otimes y_0) \times Q(M \cdot x_+; y_+)$.

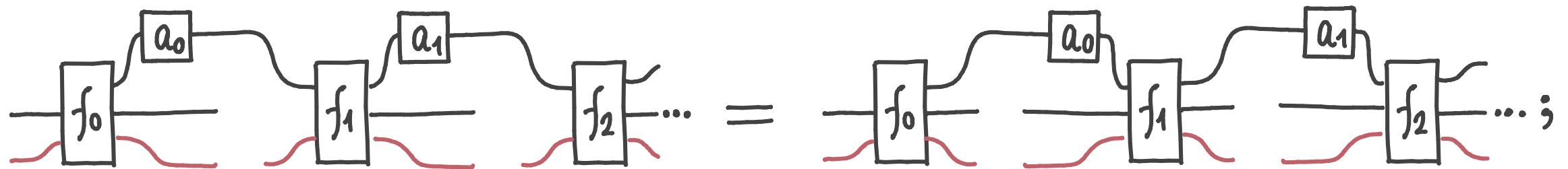


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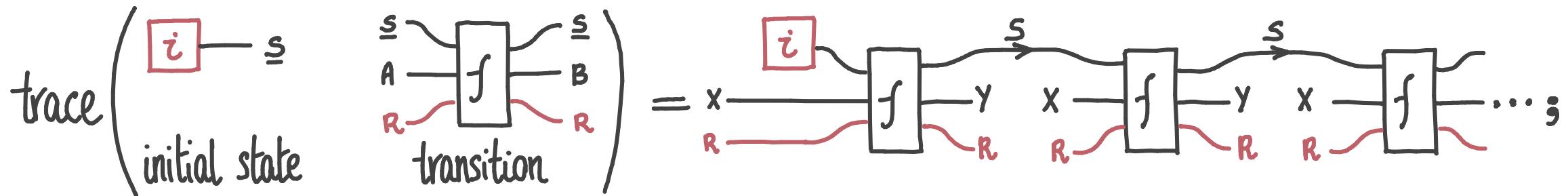


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EFFECTFUL STREAMS

DEFINITION (Trace of an effectful machine).

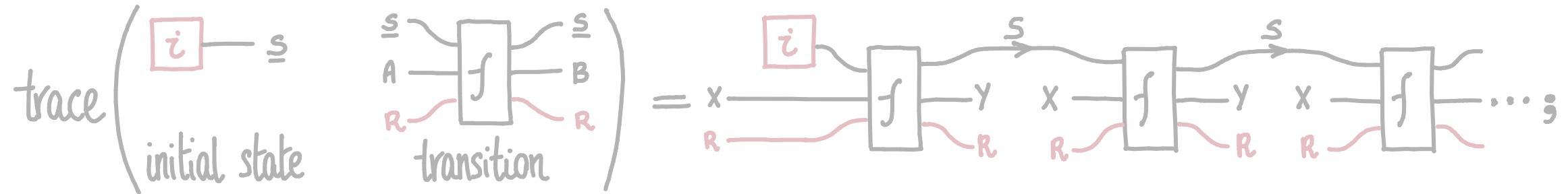


THEOREM . Bisimilarity implies trace equivalence.

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PART 3. CAUSAL PROCESSES.

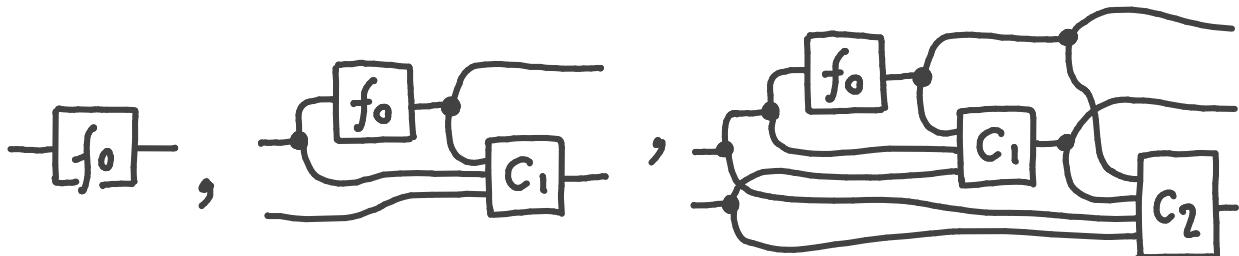
CAUSAL PROCESSES

Usually, controlled traces are simpler than streams: sliding equivalence may be difficult.

THEOREM (Raney, 1958). Causal functions are the executions of deterministic Mealy machines,

$$\begin{aligned}f_0: X_0 &\rightarrow Y_0, \\f_1: X_0 \times X_1 &\rightarrow Y_1, \\f_2: X_0 \times X_1 \times X_2 &\rightarrow Y_2, \\&\dots\end{aligned}$$

Generalizing requires some care: e.g. joint distributions cannot be split into marginals.



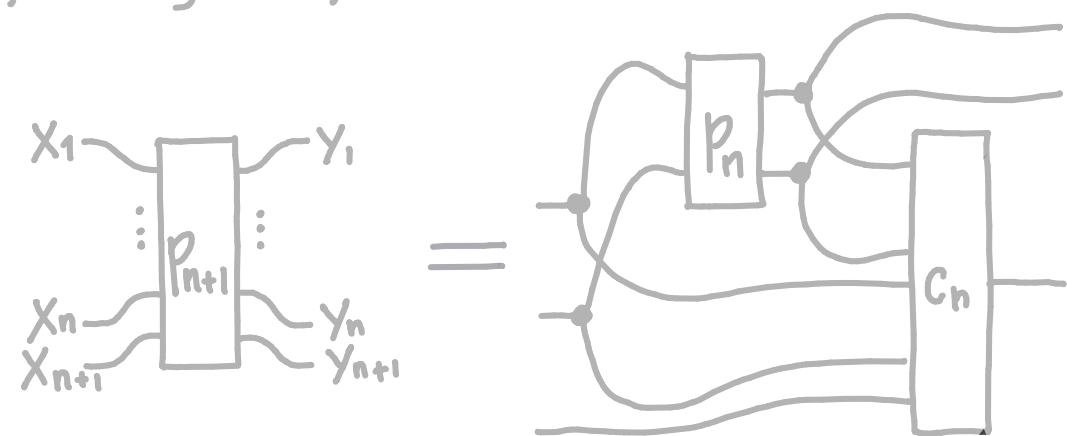
DEFINITION. In a copy-discard category, a causal process,

$$p: X_1, X_2, X_3, \dots \rightarrow Y_1, Y_2, Y_3, \dots$$

is a family of morphisms,

$$p_n: X_1 \otimes \dots \otimes X_n \rightarrow Y_1 \otimes \dots \otimes Y_n$$

factoring as follows



for some morphisms,

$$C_{n+1}: Y_0 \otimes \dots \otimes Y_n \otimes X_0 \otimes \dots \otimes X_n \otimes X_{n+1} \rightarrow Y_{n+1}.$$

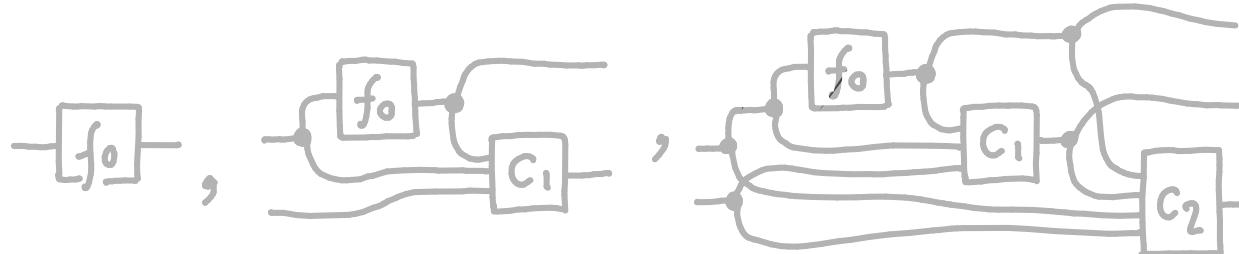
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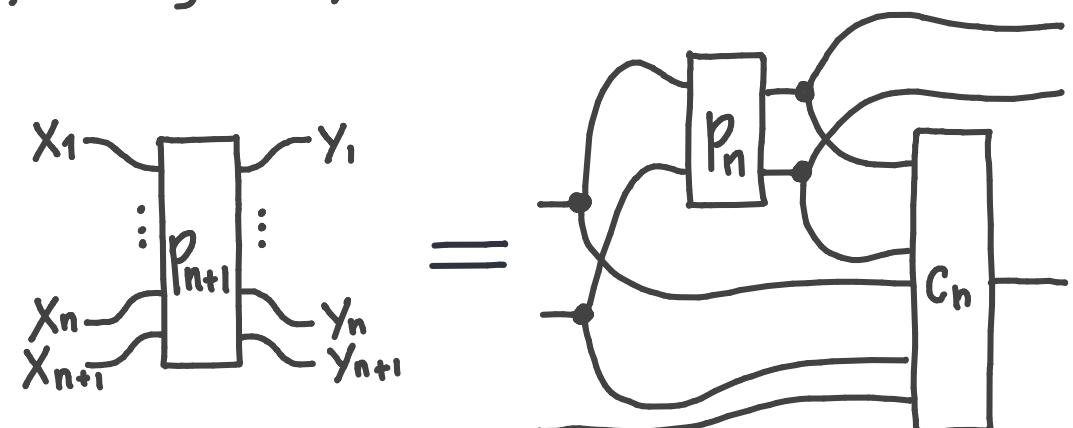
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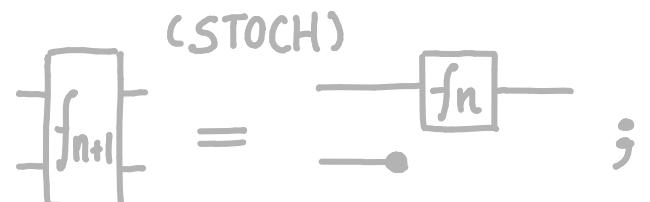
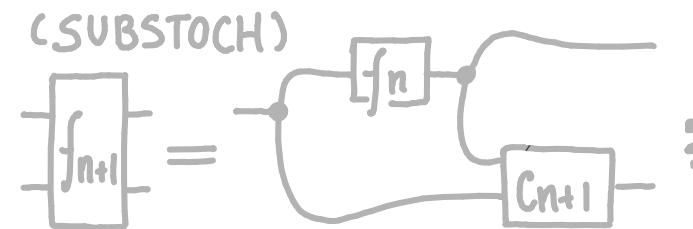
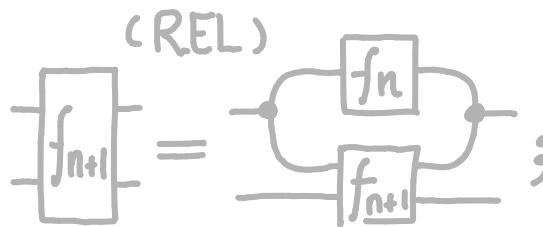
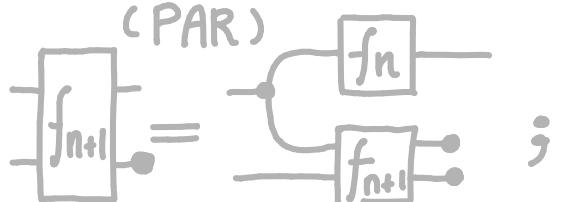
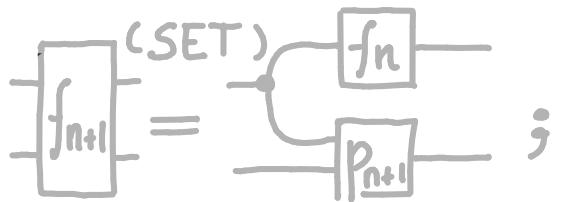
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$$c_{n+1}: Y_0 \otimes \dots \otimes Y_n \otimes X_0 \otimes \dots \otimes X_n \otimes X_{n+1} \rightarrow Y_{n+1}.$$

CAUSAL PROCESSES (Raney's theorem)

THEOREM. For a copy-discard category \mathcal{C} , with conditionals and ranges, consider $(\text{fun}(\mathcal{C}), \text{tot}(\mathcal{C}), \mathcal{C})$; causal processes coincide with streams.

CAUSALITY CONDITION.



TRACE PREDICATES.

$$\text{SET: } (\underline{s} = s_0) \wedge \forall i \leq n. f(s_i, a_i) = (s_{i+1}, b_i)$$

$$\text{PAR: } (\underline{s} = s_0) \wedge \forall i \leq n. f(s_i, a_i) \downarrow \wedge f(s_i, a_i) = (s_{i+1}, b_i)$$

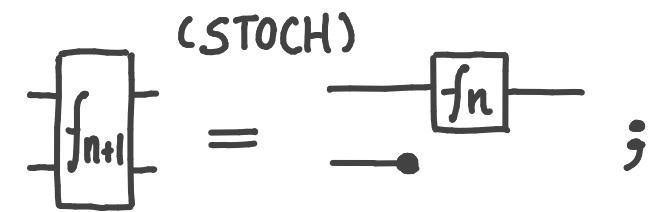
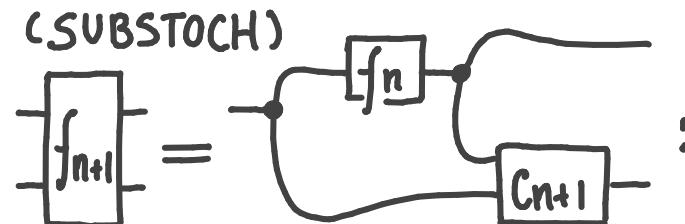
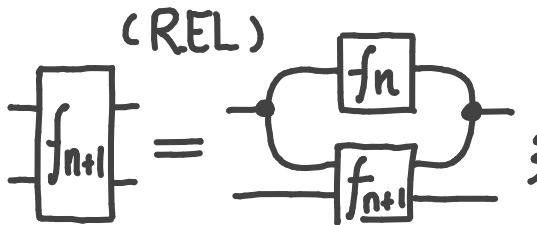
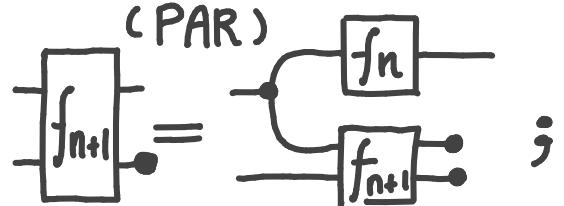
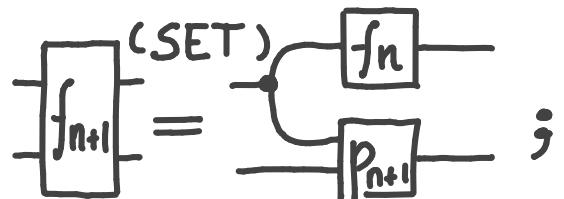
$$\text{REL: } \exists s_0, \dots, s_{n+1}. (s_0 \in \underline{s}) \wedge \forall i \leq n. f(s_i, a_i) \ni (s_{i+1}, b_i)$$

$$\text{STOCH}_{\leq 1}: \sum s_0, \dots, s_{n+1}. \underline{s}(s_0) \cdot \prod_{i \leq n} f(s_{i+1}, b_i | s_i, a_i).$$

CAUSAL PROCESSES (Raney's theorem)

THEOREM. For a copy-discard category \mathbb{C} , with conditionals and ranges, consider $(\text{fun}(\mathbb{C}), \text{tot}(\mathbb{C}), \mathbb{C})$; causal processes coincide with streams.

CAUSALITY CONDITION.



TRACE PREDICATES.

$$\text{SET: } (\underline{s} = s_0) \wedge \forall i \leq n. f(s_i, a_i) = (s_{i+1}, b_i)$$

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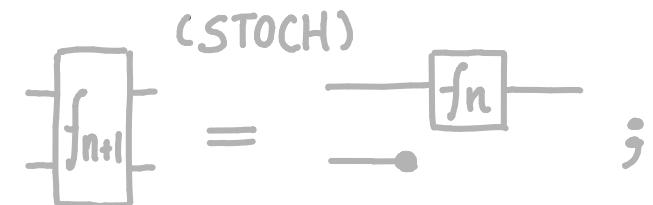
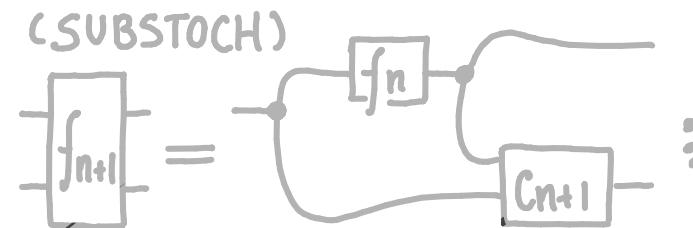
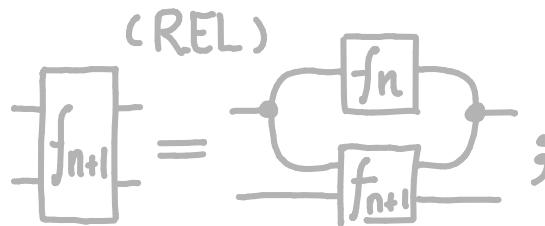
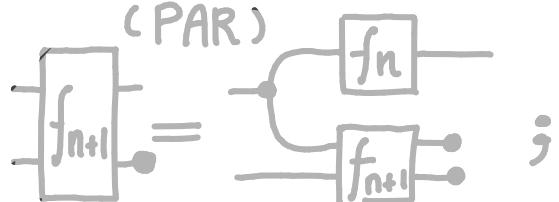
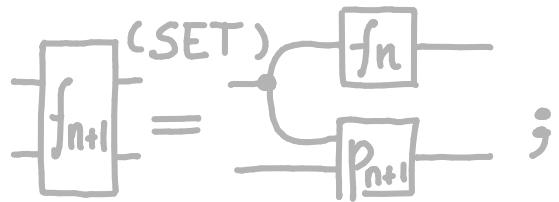
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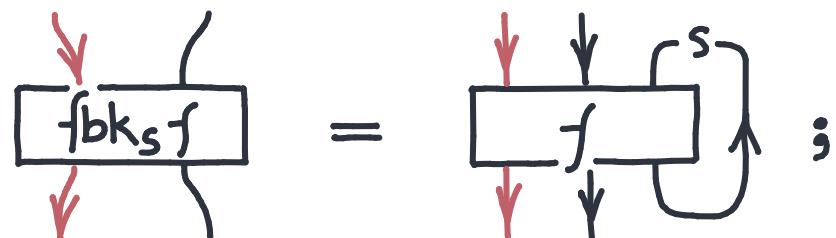
SUMMARY

1. Effectful triples: theories of processes.
2. Machines over an effectful triple: unifying bisimulation.
3. Traces over an effectful triple: effectful streams; causal processes.

END

FEEDBACK STRUCTURE

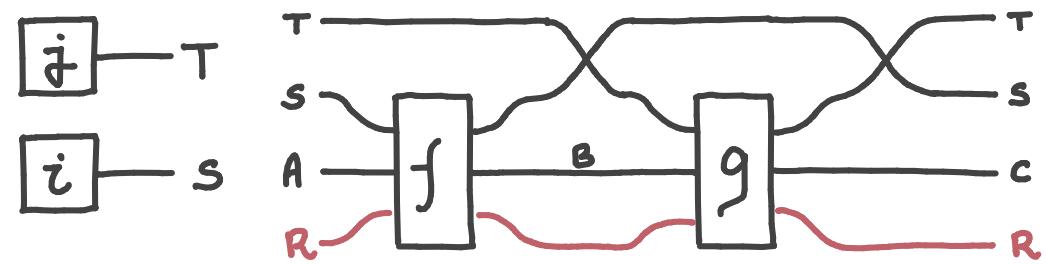
THEOREM. Effectful machines quotiented by bisimilarity are the free uniform feedback structure over an effectful triple.



DEFINITION (Uniform feedback structure). A feedback structure over (V, P, C) is a premonoidal category, F , with a feedback operator

$\text{FBK}: P(I; s) \times F(S \otimes X; S \otimes Y) \rightarrow F(X; Y)$,
satisfying C -uniform feedback axioms.

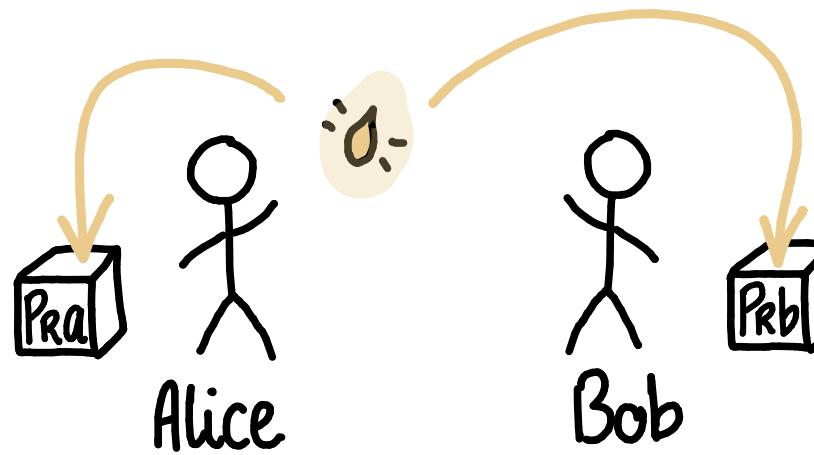
PROPOSITION. Machines over an effectful triple $\mathbf{V}, \mathbf{P}, \mathbf{C}$, form an effectful triple.



- Kleisli categories of strong (pro)monads: $(\mathbb{V}, Z(Kl(T)), Kl(T))$.

EXAMPLE : STREAM CIPHER

alice(m)^o =
seed() ~ ()
rand_a() ~ K_a ,
return ($m \oplus K_a$);
alice(m)^{+o} =
rand_a() ~ K_a ,
return ($m \oplus K_a$);
alice(m)⁺⁺ = alice(m)⁺;



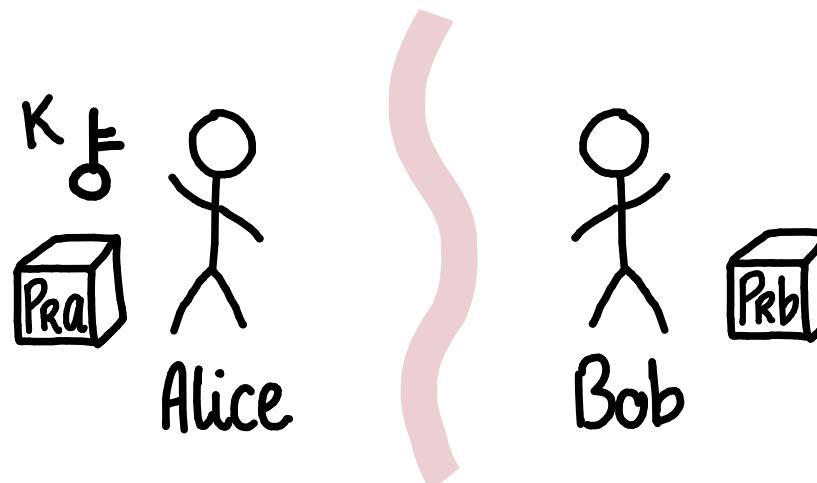
bob(n)^o =
rand_b() ~ K_b ,
return ($n \oplus K_b$);
bob(n)⁺ = bob(n);

EXAMPLE : STREAM CIPHER

$\text{alice}(m)^\circ =$
 $\text{seed}() \rightsquigarrow ()$
 $\text{randa}() \rightsquigarrow K_a$
 $\text{return}(m \oplus K_a);$

$\text{alice}(m)^+ =$
 $\text{randa}() \rightsquigarrow K_a$
 $\text{return}(m \oplus K_a);$

$\text{alice}(m)^{++} = \text{alice}(m)^+;$



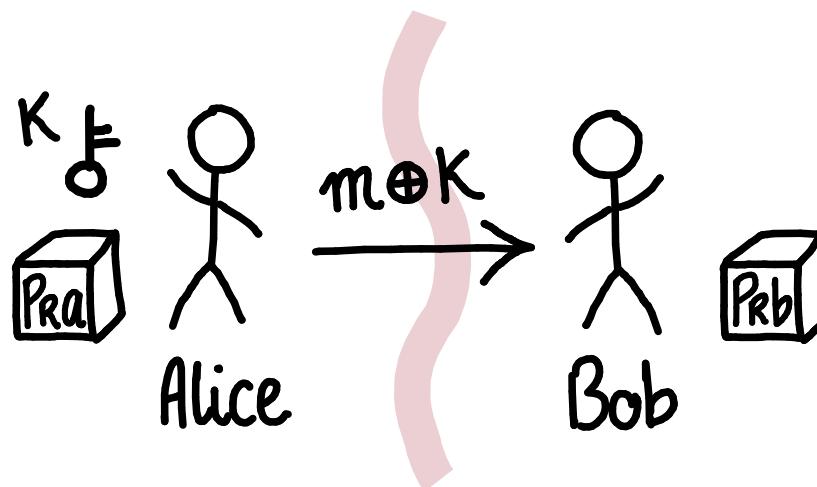
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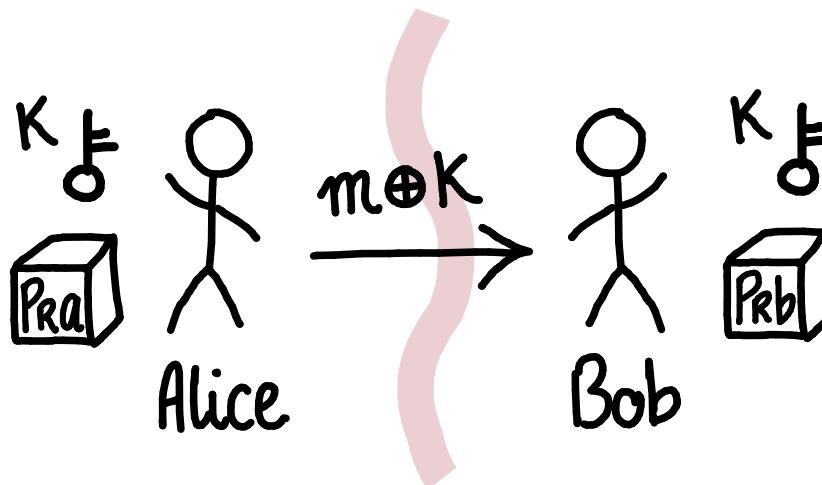
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 $\text{return}(m \oplus K_a);$

$\text{alice}(m)^{++} = \text{alice}(m)^{+};$



$\text{bob}(n)^o =$
 ~~$\text{rand}_b() \rightsquigarrow K_b$~~
 $\text{return}(n \oplus K_b);$

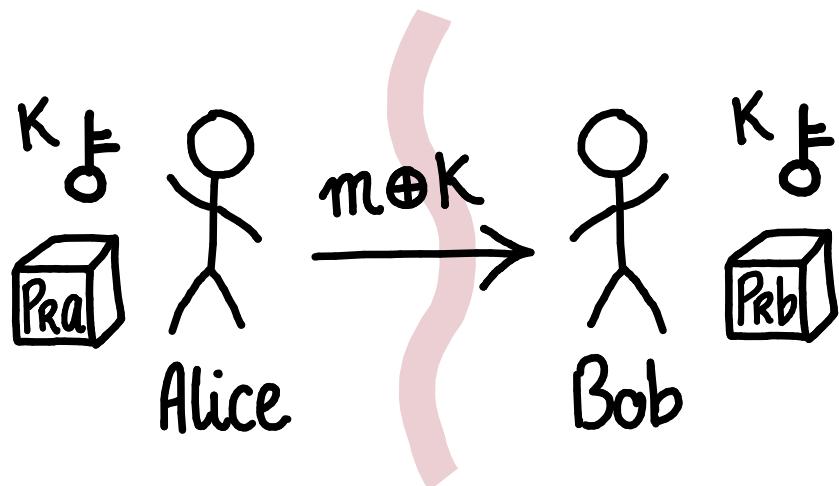
$\text{bob}(n)^+ = \text{bob}(n);$

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$\text{alice}(m)^+o =$
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 $\text{return}(m \oplus K_a);$

$\text{alice}(m)^{++} = \text{alice}(m)^+;$



$\text{bob}(n)^o =$
 $\text{rand}_b() \rightsquigarrow K_b$
 $\text{return}(n \oplus K_b);$

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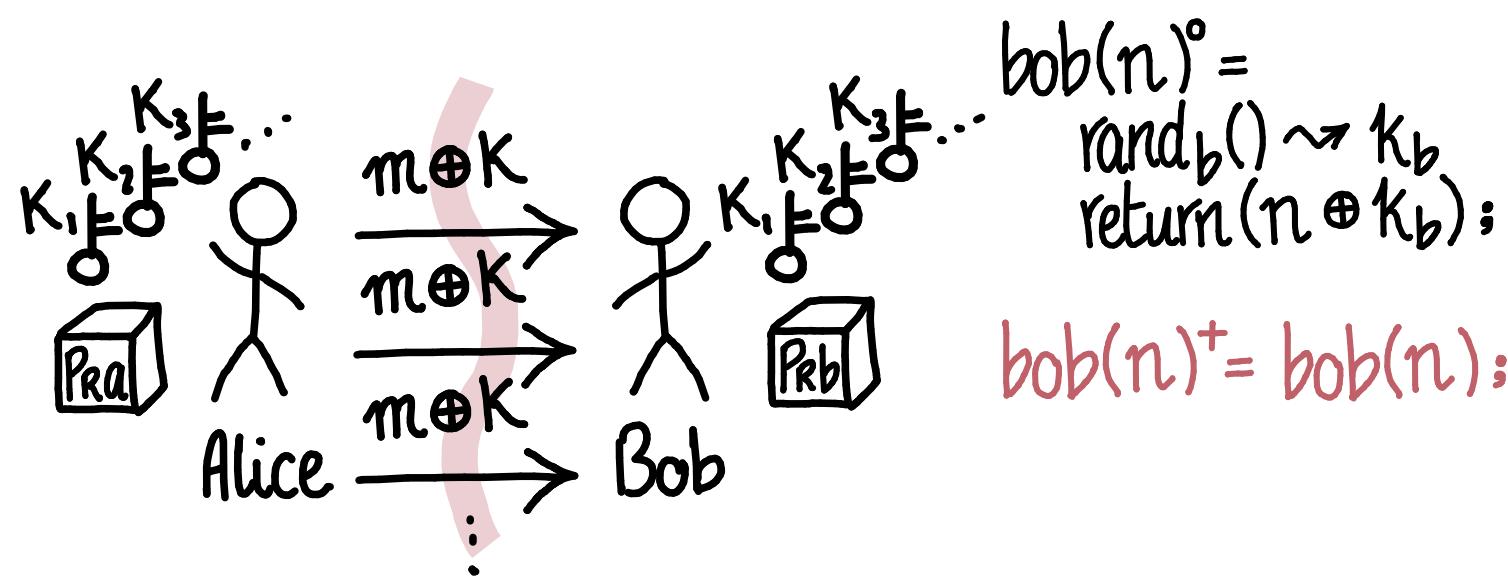
$$n \oplus K = (m \oplus K) \oplus K = m$$

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