



# Concurrency Theory

Winter Semester 2019/20

Lecture 13: Properties of Strong Bisimulation

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<https://moves.rwth-aachen.de/teaching/ws-19-20/ct/>

# Recap: Strong Bisimulation

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## Outline of Lecture 13

Recap: Strong Bisimulation

Deadlock Sensitivity

Buffers Revisited

Strong Bisimilarity as a Game

Simulation Equivalence

Epilogue

# Recap: Strong Bisimulation

## Strong Bisimulation

Definition (Strong bisimulation)

(Park 1981, Milner 1989)

A binary relation  $\rho \subseteq \text{Prc} \times \text{Prc}$  is a **strong bisimulation** whenever for every  $(P, Q) \in \rho$  and  $\alpha \in \text{Act}$ :

1. if  $P \xrightarrow{\alpha} P'$ , then there exists  $Q' \in \text{Prc}$  such that  $Q \xrightarrow{\alpha} Q'$  and  $P' \rho Q'$ , and
2. if  $Q \xrightarrow{\alpha} Q'$ , then there exists  $P' \in \text{Prc}$  such that  $P \xrightarrow{\alpha} P'$  and  $P' \rho Q'$ .

**Note:** strong bisimulations are not necessarily equivalences

Definition (Strong bisimilarity)

Processes  $P$  and  $Q$  are **strongly bisimilar**, denoted  $P \sim Q$ , iff there is a strong bisimulation  $\rho$  with  $P \rho Q$ . Thus,

$$\sim = \bigcup \{ \rho \mid \rho \text{ is a strong bisimulation} \}.$$

Relation  $\sim$  is called **strong bisimilarity**.

# Recap: Strong Bisimulation

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## Properties of Strong Bisimilarity

### Lemma (Properties of $\sim$ )

1.  $\sim$  is an *equivalence relation* (i.e., reflexive, symmetric, and transitive)
2.  $\sim$  is the *coarsest* strong bisimulation

Proof.

on the board



## Recap: Strong Bisimulation

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### Strong Bisimulation vs. Trace Equivalence

#### Theorem

$P \sim Q$  implies that  $P$  and  $Q$  are trace equivalent. The reverse does generally not hold.

#### Proof.

The implication from left to right follows from the previous slide.

Consider the other direction.

Take  $P = a.P_1$  with  $P_1 = b.nil + c.nil$  and  $Q = a.b.nil + a.c.nil$ .

Then:  $Tr(P) = \{\epsilon, a, ab, ac\} = Tr(Q)$ .

Thus,  $P$  and  $Q$  are trace equivalent.

But:  $P \not\sim Q$ , as there is no state in the LTS of  $Q$  that is bisimilar to  $P_1$  (cf. Example 12.5).

Why? No state in  $Q$  can perform both  $b$  and  $c$ . □

# Recap: Strong Bisimulation

## Congruence

Theorem (CCS congruence property of  $\sim$ )

*Strong bisimilarity  $\sim$  is a CCS congruence, that is, whenever  $P, Q \in \text{Prc}$  such that  $P \sim Q$ ,*

$$\begin{array}{ll} \alpha.P \sim \alpha.Q & \text{for every action } \alpha \\ P + R \sim Q + R & \text{for every process } R \\ P \parallel R \sim Q \parallel R & \text{for every process } R \\ P \setminus L \sim Q \setminus L & \text{for every set } L \subseteq A \\ P[f] \sim Q[f] & \text{for every relabelling } f : A \rightarrow A \end{array}$$

Proof.

- for  $\parallel$ : on the board
- for other CCS operators: left as an exercise

□

# Deadlock Sensitivity

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# Deadlock Sensitivity

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## Deadlock Sensitivity of Strong Bisimulation

Definition (Deadlock; cf. Definition 11.6)

Let  $P, Q \in \text{Prc}$  and  $w \in \text{Act}^*$  such that  $P \xrightarrow{w} Q$  and  $Q \not\rightarrow$ . Then  $Q$  is called a  $w$ -**deadlock** of  $P$ .



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Definition (Deadlock sensitivity; cf. Definition 11.8)

Relation  $\equiv \subseteq Prc \times Prc$  is **deadlock sensitive** whenever:

$P \equiv Q$  implies  $(\forall w \in Act^*. P \text{ has a } w\text{-deadlock iff } Q \text{ has a } w\text{-deadlock})$ .

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Definition (Deadlock; cf. Definition 11.6)

Let  $P, Q \in \text{Prc}$  and  $w \in \text{Act}^*$  such that  $P \xrightarrow{w} Q$  and  $Q \not\rightarrow$ . Then  $Q$  is called a **w-deadlock** of  $P$ .

Definition (Deadlock sensitivity; cf. Definition 11.8)

Relation  $\equiv \subseteq \text{Prc} \times \text{Prc}$  is **deadlock sensitive** whenever:

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Theorem 13.1

$\sim$  is deadlock sensitive.

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# Buffers Revisited

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## Two Buffers

### Example 13.2

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Two-place buffer:

$$\begin{aligned} B_0^2 &= in.B_1^2 \\ B_1^2 &= in.B_2^2 + \overline{out}.B_0^2 \\ B_2^2 &= \overline{out}.B_1^2. \end{aligned}$$

# Buffers Revisited

## Two Buffers

### Example 13.2

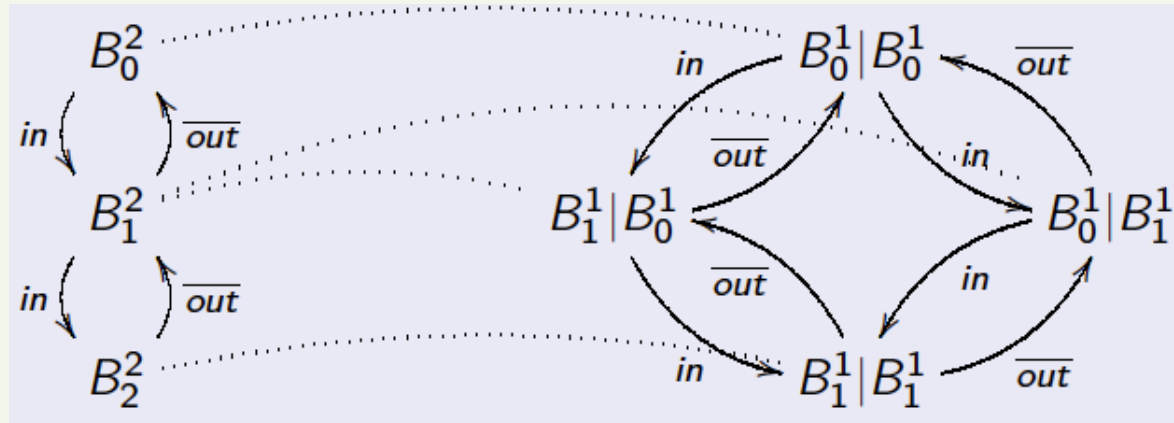
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Two-place buffer:

$$B_0^2 = in.B_1^2$$
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$$B_0^2 \sim B_0^1 \parallel B_1^1:$$



# Buffers Revisited

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## Semaphores I

### Example 13.3 (An $n$ -ary semaphore)

Let  $S_i^n$  stand for a semaphore for  $n$  exclusive resources  $i$  of which are taken:

$$\begin{aligned} S_0^n &= get.S_1^n \\ S_i^n &= get.S_{i+1}^n + put.S_{i-1}^n \quad \text{for } 0 < i < n \\ S_n^n &= put.S_{n-1}^n \end{aligned}$$



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This process is strongly bisimilar to  $n$  parallel binary semaphores:

### Lemma 13.4

For every  $n \in \mathbb{N}_+$ , we have:  $S_0^n \sim \underbrace{S_0^1 \parallel \dots \parallel S_0^1}_{n \text{ times}}$ .

# Buffers Revisited

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## Semaphores II

### Lemma

For every  $n \in \mathbb{N}_+$ , we have:  $S_0^n \sim \underbrace{S_0^1 \parallel \dots \parallel S_0^1}_{n \text{ times}}.$

# Buffers Revisited

## Semaphores II

### Lemma

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### Proof.

Consider the following binary relation where  $i_1, i_2, \dots, i_n \in \{0, 1\}$ :

$$\rho = \left\{ (S_i^n, S_{i_1}^1 \parallel \dots \parallel S_{i_n}^1) \mid \sum_{j=1}^n i_j = i \right\}$$

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Then:  $\rho$  is a strong bisimulation and  $(S_0^n, \underbrace{S_0^1 \parallel \dots \parallel S_0^1}_{n \text{ times}}) \in \rho$ . □

# Strong Bisimilarity as a Game

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**Strong Bisimilarity as a Game**

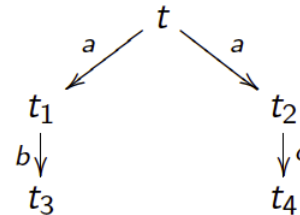
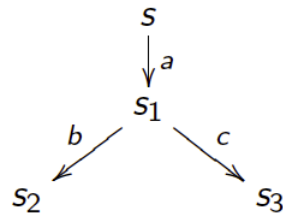
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# Strong Bisimilarity as a Game

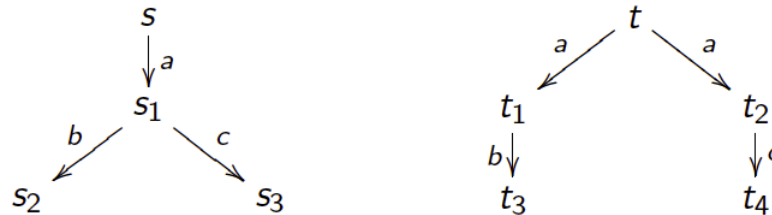
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## How to Show Non-Bisimilarity?



# Strong Bisimilarity as a Game

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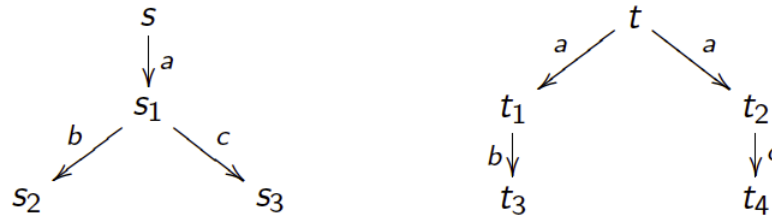


## Alternatives to prove that $s \not\sim t$

- Enumerate **all binary relations** and show that none of those containing  $(s, t)$  is a strong bisimulation.

# Strong Bisimilarity as a Game

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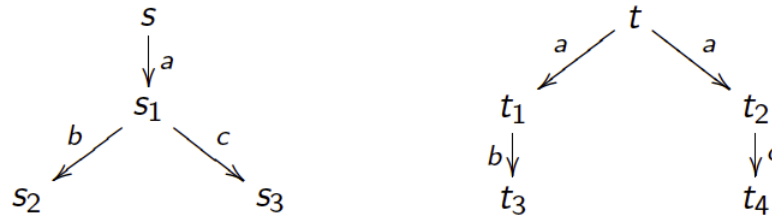
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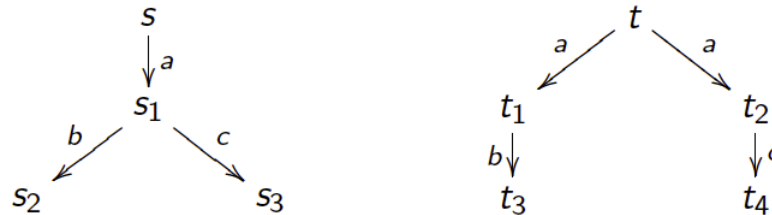


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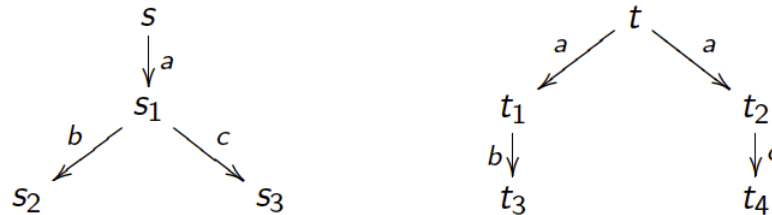


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- Make certain **observations** which will enable to disqualify many bisimulation candidates in one step. (Yields heuristics – how about completeness?)
- Use **game characterisation** of strong bisimilarity.

# Strong Bisimilarity as a Game

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## The Strong Bisimulation Game

Let  $(Prc, Act, \longrightarrow)$  be an LTS and  $s, t \in Prc$ . Question: does  $s \sim t$ ?

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### Intuition

The defender wants to show that  $s \sim t$  while the attacker aims to prove the opposite.

# Strong Bisimilarity as a Game

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## Rules of the Bisimulation Game

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In each round, the current configuration  $(s, t)$  is changed as follows:

1. the **attacker** chooses one of the two processes in the current configuration, say  $t$ , and makes an  $\xrightarrow{\alpha}$ -move for some  $\alpha \in Act$  to  $t'$ , say,

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  - defender cannot move if no matching transition available
2. If the game can be played *ad infinitum*, the defender wins.

# Strong Bisimilarity as a Game

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## Examples

### Example 13.5 (Bisimulation games)

1. Use the game characterisation to show  $P \sim Q$  where

$$\begin{array}{ll} P = a.P_1 + a.P_2 & Q = a.Q_1 \\ P_1 = b.P_2 & Q_1 = b.Q_1 \\ P_2 = b.P_2 & \end{array}$$

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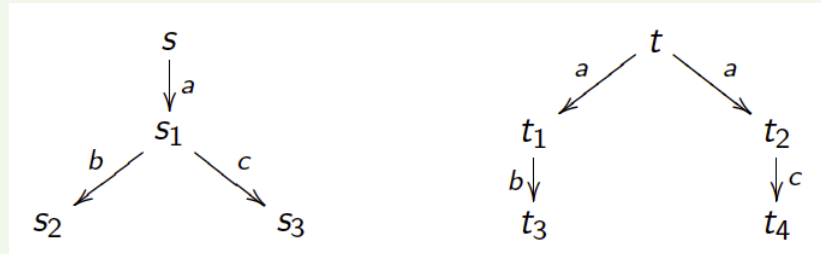
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2. Use the game characterisation to show that  $s \not\sim t$  where:



Two winning strategies for attacker in configuration  $(s, t)$ :

- start with  $s \xrightarrow{a} s_1$
- start with  $t \xrightarrow{a} t_1$



# Strong Bisimilarity as a Game

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## Game Characterisation of Bisimulation

Theorem 13.6 (Game characterisation of bisimulation) (Stirling 1995, Thomas 1993)

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*(By means of a universal winning strategy, a player can always win, regardless of how the other player selects their moves.)*

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A bisimulation game can be used to prove bisimilarity as well as non-bisimilarity.<sup>1</sup> It often provides elegant arguments for  $s \not\sim t$ .

<sup>1</sup>In the following lectures, we will present yet another method to check this.

# Simulation Equivalence

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## Strong Simulation

**Observation:** sometimes, the concept of strong bisimulation is **too strong** (example: extending a system by new features).

# Simulation Equivalence

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### Definition 13.7 (Strong simulation)

- Relation  $\rho \subseteq Prc \times Prc$  is a **strong simulation** if, whenever  $(P, Q) \in \rho$  and  $P \xrightarrow{\alpha} P'$ , there exists  $Q' \in Prc$  such that  $Q \xrightarrow{\alpha} Q'$  and  $P' \rho Q'$ .

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- $Q$  **strongly simulates**  $P$ , denoted  $P \sqsubseteq Q$ , if there exists a strong simulation  $\rho$  such that  $P \rho Q$ . Relation  $\sqsubseteq$  is called **strong similarity**.

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- $P$  and  $Q$  are **strongly simulation equivalent** if  $P \sqsubseteq Q$  and  $Q \sqsubseteq P$ .



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- $P$  and  $Q$  are **strongly simulation equivalent** if  $P \sqsubseteq Q$  and  $Q \sqsubseteq P$ .

**Thus:** if  $Q$  strongly simulates  $P$ , then whatever transition  $P$  takes,  $Q$  can match it with retaining all of  $P$ 's options.

# Simulation Equivalence

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## Strong Simulation

**Observation:** sometimes, the concept of strong bisimulation is **too strong** (example: extending a system by new features).

### Definition 13.7 (Strong simulation)

- Relation  $\rho \subseteq Prc \times Prc$  is a **strong simulation** if, whenever  $(P, Q) \in \rho$  and  $P \xrightarrow{\alpha} P'$ , there exists  $Q' \in Prc$  such that  $Q \xrightarrow{\alpha} Q'$  and  $P' \rho Q'$ .
- $Q$  **strongly simulates**  $P$ , denoted  $P \sqsubseteq Q$ , if there exists a strong simulation  $\rho$  such that  $P \rho Q$ . Relation  $\sqsubseteq$  is called **strong similarity**.
- $P$  and  $Q$  are **strongly simulation equivalent** if  $P \sqsubseteq Q$  and  $Q \sqsubseteq P$ .

**Thus:** if  $Q$  strongly simulates  $P$ , then whatever transition  $P$  takes,  $Q$  can match it with retaining all of  $P$ 's options.

**But:**  $P$  does not need to be able to match each transition of  $Q$ !

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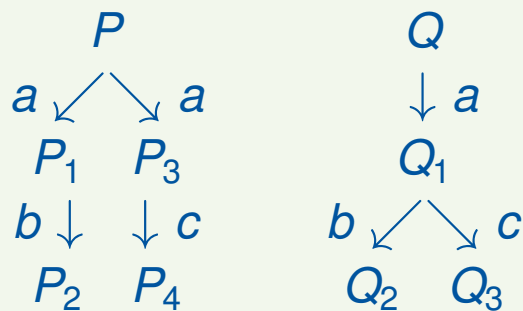
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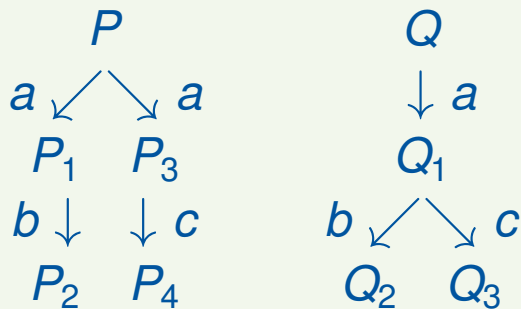
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This yields that:

$$\begin{aligned} a.b.\text{nil} + a.c.\text{nil} &\sqsubseteq a.(b.\text{nil} + c.\text{nil}) \\ a.(b.\text{nil} + c.\text{nil}) &\not\sqsubseteq a.b.\text{nil} + a.c.\text{nil}. \end{aligned}$$

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## Strong Simulation and Bisimilarity

Lemma 13.9 (Bisimilarity implies simulation equivalence)

*If  $P \sim Q$ , then  $P \sqsubseteq Q$  and  $Q \sqsubseteq P$ .*



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If  $P \sim Q$ , then  $P \sqsubseteq Q$  and  $Q \sqsubseteq P$ .

Proof.

A strong bisimulation  $\rho \subseteq Proc \times Proc$  for  $P \sim Q$  is a strong simulation for both directions. □

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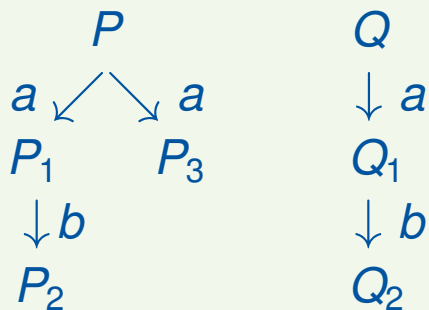
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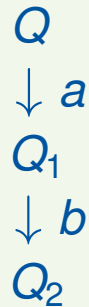
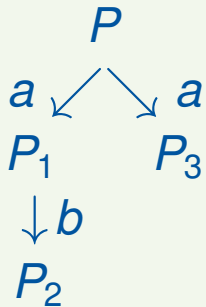
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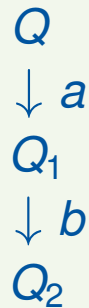
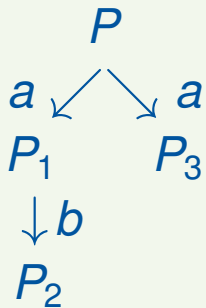
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### Example 13.10



$P \sqsubseteq Q$  and  $Q \sqsubseteq P$ , but  $P \not\sim Q$

**Reason:**  $\sim$  allows the attacker to **switch sides at each step!**

# Epilogue

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## Outline of Lecture 13

Recap: Strong Bisimulation

Deadlock Sensitivity

Buffers Revisited

Strong Bisimilarity as a Game

Simulation Equivalence

Epilogue

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- Strong similarity  $\sqsubseteq$ :
  1. is a one-way strong bisimilarity
  2. bi-directional version (strong simulation equivalence) is strictly coarser than  $\sim$

## Overview of Some Behavioural Equivalences

