Semantics and Verification 2008

Lecture 4

- properties of strong bisimilarity
- weak bisimilarity and weak bisimulation games
- properties of weak bisimilarity
- example: a communication protocol and its modelling in CCS
- concurrency workbench (CWB)

Strong Bisimilarity – Properties

Strong Bisimilarity is a Congruence for All CCS Operators

Let P and Q be CCS processes such that $P \sim Q$. Then

- $\alpha.P \sim \alpha.Q$ for each action $\alpha \in Act$
- $P + R \sim Q + R$ and $R + P \sim R + Q$ for each CCS process R
- $P \mid R \sim Q \mid R$ and $R \mid P \sim R \mid Q$ for each CCS process R
- $P[f] \sim Q[f]$ for each relabelling function f
- $P \setminus L \sim Q \setminus L$ for each set of labels L.

Following Properties Hold for any CCS Processes P, Q and R

•
$$P+Q\sim Q+P$$

•
$$P \mid Q \sim Q \mid P$$

•
$$P + Nil \sim P$$

•
$$(P+Q)+R \sim P+(Q+R)$$

•
$$(P | Q) | R \sim P | (Q | R)$$

Example - Buffer

Buffer of Capacity 1

$$B_0^1 \stackrel{\text{def}}{=} in.B_1^1$$

 $B_1^1 \stackrel{\text{def}}{=} \overline{out}.B_0^1$

Buffer of Capacity n

$$B_0^n \stackrel{\text{def}}{=} in.B_1^n$$

$$B_i^n \stackrel{\text{def}}{=} in.B_{i+1}^n + \overline{out}.B_{i-1}^n \quad \text{for } 0 < i < n$$

$$B_n^n \stackrel{\text{def}}{=} \overline{out}.B_{n-1}^n$$

Example – Buffer

Theorem

For all natural numbers n: $B_0^n \sim \underbrace{B_0^1 | B_0^1 | \cdots | B_0^1}_{...}$

Proof.

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

$$R = \{ (B_i^n, B_{i_1}^1 | B_{i_2}^1 | \cdots | B_{i_n}^1) \mid \sum_{j=1}^n i_j = i \}$$

- $(B_0^n, B_0^1|B_0^1|\cdots|B_0^1) \in R$
- R is strong bisimulation

Strong Bisimilarity – Summary

Properties of \sim

- an equivalence relation
- the largest strong bisimulation
- a congruence
- enough to prove some natural rules like
 - $P|Q \sim Q|P$
 - $P|Nil \sim P$
 - $(P|Q)|R \sim Q|(P|R)$
 - ...

Question

Should we look any further???

Problems with Internal Actions

Question

Does $a.\tau.Nil \sim a.Nil$ hold?

NO!

Problem

Strong bisimilarity does not abstract away from au actions.

Example: SmUni \checkmark Spec $\begin{array}{cccc} SmUni & \checkmark & Spec \\ & \sqrt{pub} & & & \\ (CM \mid CS_1) \setminus \{coin, coffee\} & & \overline{pub} \\ & (CM_1 \mid CS_2) \setminus \{coin, coffee\} & & & \overline{pub} \\ & & \sqrt{\tau} & & & \\ (CM \mid CS) \setminus \{coin, coffee\} & & & & \\ \end{array}$

Weak Transition Relation

Let $(Proc, Act, \{\stackrel{a}{\longrightarrow} | a \in Act\})$ be an LTS such that $\tau \in Act$.

Definition of Weak Transition Relation

$$\stackrel{a}{\Longrightarrow} = \begin{cases} (\stackrel{\tau}{\longrightarrow})^* \circ \stackrel{a}{\longrightarrow} \circ (\stackrel{\tau}{\longrightarrow})^* & \text{if } a \neq \tau \\ (\stackrel{\tau}{\longrightarrow})^* & \text{if } a = \tau \end{cases}$$

What does $s \stackrel{a}{\Longrightarrow} t$ informally mean?

- If $a \neq \tau$ then $s \stackrel{a}{\Longrightarrow} t$ means that from s we can get to t by doing zero or more τ actions, followed by the action a, followed by zero or more τ actions.
- If $a = \tau$ then $s \stackrel{\tau}{\Longrightarrow} t$ means that from s we can get to t by doing zero or more τ actions.

Weak Bisimilarity

Let $(Proc, Act, \{\stackrel{a}{\longrightarrow} | a \in Act\})$ be an LTS such that $\tau \in Act$.

Weak Bisimulation

A binary relation $R \subseteq Proc \times Proc$ is a weak bisimulation iff whenever $(s, t) \in R$ then for each $a \in Act$ (including τ):

- if $s \stackrel{a}{\longrightarrow} s'$ then $t \stackrel{a}{\Longrightarrow} t'$ for some t' such that $(s', t') \in R$
- if $t \stackrel{a}{\longrightarrow} t'$ then $s \stackrel{a}{\Longrightarrow} s'$ for some s' such that $(s', t') \in R$.

Weak Bisimilarity

Two processes $p_1, p_2 \in Proc$ are weakly bisimilar $(p_1 \approx p_2)$ if and only if there exists a weak bisimulation R such that $(p_1, p_2) \in R$.

$$\approx = \bigcup \{R \mid R \text{ is a weak bisimulation}\}\$$

Weak Bisimulation Game

Definition

All the same except that

• defender can now answer using $\stackrel{a}{\Longrightarrow}$ moves.

The attacker is still using only $\stackrel{a}{\longrightarrow}$ moves.

Theorem

- States s and t are weakly bisimilar if and only if the defender has a universal winning strategy starting from the configuration (s, t).
- States s and t are not weakly bisimilar if and only if the attacker has a universal winning strategy starting from the configuration (s, t).

Weak Bisimilarity - Properties

Properties of \approx

- an equivalence relation
- the largest weak bisimulation
- validates lots of natural laws, e.g.
 - a.τ.P ≈ a.P
 - $P + \tau . P \approx \tau . P$
 - $a.(P + \tau.Q) \approx a.(P + \tau.Q) + a.Q$
 - $P + Q \approx Q + P$ $P|Q \approx Q|P$ $P + Nil \approx P$...
- strong bisimilarity is included in weak bisimilarity ($\sim \subseteq \approx$)
- ullet abstracts from au loops



Is Weak Bisimilarity a Congruence for CCS?

Theorem

Let P and Q be CCS processes such that $P \approx Q$. Then

- $\alpha.P \approx \alpha.Q$ for each action $\alpha \in Act$
- $P \mid R \approx Q \mid R$ and $R \mid P \approx R \mid Q$ for each CCS process R
- $P[f] \approx Q[f]$ for each relabelling function f
- $P \setminus L \approx Q \setminus L$ for each set of labels L.

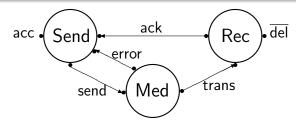
What about choice?

$$\tau$$
.a.Nil \approx a.Nil but τ .a.Nil + b.Nil \approx a.Nil + b.Nil

Conclusion

Weak bisimilarity is not a congruence for CCS.

Case Study: Communication Protocol



```
\stackrel{\mathrm{def}}{=} trans.Del
                                       acc.Sending
                                                                                                                            Rec
Send
                          \stackrel{\mathrm{def}}{=}
                                                                                                                                           \stackrel{\mathrm{def}}{=} \overline{\mathsf{del}}.\mathsf{Ack}
                                      send.Wait
Sending
                                                                                                                            Del
                                                                                                                                           \stackrel{\mathrm{def}}{=} \overline{\mathsf{ack}}.Rec
                          \stackrel{\text{def}}{=}
                                                                                                                           Ack
Wait
                                       ack.Send + error.Sending
                                                                \stackrel{\mathrm{def}}{=} send.Med'
                                                 Med
                                               \mathsf{Med}' \stackrel{\mathrm{def}}{=} \tau.\mathsf{Err} + \overline{\mathsf{trans}}.\mathsf{Med}
                                                    \operatorname{\mathsf{Err}} \stackrel{\mathrm{def}}{=} \overline{\operatorname{\mathsf{error}}}.\mathsf{Med}
```

Verification Question

$$\begin{aligned} \mathsf{Impl} &\stackrel{\mathrm{def}}{=} (\mathsf{Send} \,|\, \mathsf{Med} \,|\, \mathsf{Rec}) \smallsetminus \{\mathsf{send}, \mathsf{trans}, \mathsf{ack}, \mathsf{error}\} \\ &\quad \mathsf{Spec} \stackrel{\mathrm{def}}{=} \mathsf{acc}. \overline{\mathsf{del}}. \mathsf{Spec} \end{aligned}$$

Question

$$\mathsf{Impl} \overset{?}{\approx} \mathsf{Spec}$$

- Oraw the LTS of Impl and Spec and prove (by hand) the equivalence.
- Use Concurrency WorkBench (CWB).

CCS Expressions in CWB

CCS Definitions

```
Med \stackrel{\mathrm{def}}{=} send.Med'
Med' \stackrel{\mathrm{def}}{=} \tau.Err + \overline{\mathsf{trans}}.Med
Err \stackrel{\mathrm{def}}{=} \overline{\mathsf{error}}.Med

:
Impl \stackrel{\mathrm{def}}{=} (Send | Med | Rec) \
{send, trans, ack, error}
```

CWB Program (protocol.cwb)

```
agent Med = send.Med';
agent Med' = (tau.Err + 'trans.Med);
agent Err = 'error.Med;
:
set L = {send, trans, ack, error};
agent Impl = (Send | Med | Rec) \ L;
agent Spec = acc.'del.Spec;
```

CWB Session

```
fire1$ /pack/FS/CWB/cwb
> help;
> input "protocol.cwb";
> vs(5,Impl);
> sim(Spec);
> eq(Spec,Impl);
                            ** weak bisimilarity **
> strongeq(Spec,Impl);
                            ** strong bisimilarity **
```