



Lecture 2: Introduction to Labelled Transition Systems

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Abstract

This lecture offers an introduction to labelled transition systems and their application as a basic semantic structure for non-deterministic reactive systems. Notions of simulation, trace-equivalence and bisimulations are studied in some detail. Students are encouraged to complement the lectures with laboratory, hands-one work with MCRL2.

1 Basic definitions

The screenshot shows a presentation slide with a light blue header and footer. The header contains four navigation tabs: 'Basic definitions', 'Behavioural equivalences', 'Similarity', and 'Bisimilarity'. The main title 'Reactive systems' is centered in blue. Below it, the sub-title 'Reactive system' is also in blue. A text box with a black border contains the definition: 'system that computes by reacting to stimuli from its environment along its overall computation'. Below this, there are three bullet points: 'in contrast to sequential systems whose meaning is defined by the results of finite computations, the behaviour of reactive systems is mainly determined by interaction and mobility of non-terminating processes, evolving concurrently.', 'observation ≡ interaction', and 'behaviour ≡ a structured record of interactions'. The footer contains a set of small navigation icons.

Labelled Transition System

Definition

A LTS over a set N of names is a tuple $\langle S, N, \longrightarrow \rangle$ where

- $S = \{s_0, s_1, s_2, \dots\}$ is a set of states
- $\longrightarrow \subseteq S \times N \times S$ is the transition relation, often given as an N -indexed family of binary relations

$$s \xrightarrow{a} s' \equiv \langle s', a, s \rangle \in \longrightarrow$$

Labelled Transition System

Morphism

A **morphism** relating two LTS over N , $\langle S, N, \longrightarrow \rangle$ and $\langle S', N, \longrightarrow' \rangle$, is a function $h : S \rightarrow S'$ st

$$s \xrightarrow{a} s' \Rightarrow h s \xrightarrow{a'} h s'$$

morphisms **preserve** transitions

Labelled Transition System

System

Given a LTS $\langle S, N, \longrightarrow \rangle$, each state $s \in S$ determines a **system** over all states reachable from s and the corresponding restrictions of \longrightarrow and \downarrow .

LTS classification

- deterministic
- non deterministic
- finite
- finitely branching
- image finite
- ...

Reachability

Definition

The reachability relation, $\longrightarrow^* \subseteq S \times N^* \times S$, is defined inductively

- $s \xrightarrow{\epsilon}^* s$ for each $s \in S$, where $\epsilon \in N^*$ denotes the empty word;
- if $s \xrightarrow{a} s''$ and $s'' \xrightarrow{\sigma}^* s'$ then $s \xrightarrow{a\sigma}^* s'$, for $a \in N, \sigma \in N^*$

Reachable state

$t \in S$ is **reachable** from $s \in S$ iff there is a word $\sigma \in N^*$ st $s \xrightarrow{\sigma}^* t$

An alternative characterisation

Coalgebraic characterization (morphism)

A **morphism** $h : \langle S, \text{next} \rangle \rightarrow \langle S', \text{next}' \rangle$ is a function $h : S \rightarrow S'$ st the following diagram commutes

$$\begin{array}{ccc} S \times N & \xrightarrow{\text{next}} & \mathcal{P}S \\ h \times \text{id} \downarrow & & \downarrow \mathcal{P}h \\ S' \times N & \xrightarrow{\text{next}'} & \mathcal{P}S' \end{array}$$

i.e.,

$$\mathcal{P}h \cdot \text{next} = \text{next}' \cdot (h \times \text{id})$$

or, going pointwise,

$$\{h x \mid x \in \text{next} \langle s, a \rangle\} = \text{next}' \langle h s, a \rangle$$

An alternative characterisation

Coalgebraic characterization (morphism)

A **morphism** $h : \langle S, \text{next} \rangle \rightarrow \langle S', \text{next}' \rangle$

- **preseves** transitions:

$$s' \in \text{next} \langle s, a \rangle \Rightarrow h s' \in \text{next}' \langle h s, a \rangle$$

- **reflects** transitions:

$$r' \in \text{next}' \langle h s, a \rangle \Rightarrow (\exists s' \in S : s' \in \text{next} \langle s, a \rangle : r' = h s')$$

(why?)

Comparison

- Both definitions coincide at the **object** level:

$$\langle s, a, s' \rangle \in T \equiv s' \in \text{next} \langle s, a \rangle$$

- Wrt **morphisms**, the relational definition is more general, corresponding, in coalgebraic terms to

$$\mathcal{P}h \cdot \text{next} \subseteq \text{next}' \cdot (h \times \text{id})$$

How can these notions of **morphism** be used to compare LTS?

2 Behavioural equivalences

Basic definitions Behavioural equivalences Similarity Bisimilarity


Intuition

Two LTS should be equivalent if they cannot be distinguished by interacting with them.

Equality of functional behaviour
is not preserved by **parallel** composition: non **compositional** semantics, cf,

$$x:=4; x := x+1 \text{ and } x:=5$$

Graph isomorphism
is too strong (why?)




Basic definitions Behavioural equivalences Similarity Bisimilarity

Trace

Definition
Let $T = \langle S, N, \longrightarrow \rangle$ be a labelled transition system. The set of **traces** $\text{Tr}(s)$, for $s \in S$ is the minimal set satisfying

- (1) $\epsilon \in \text{Tr}(s)$
- (2) $a\sigma \in \text{Tr}(s) \Rightarrow \langle \exists s' : s' \in S : s \xrightarrow{a} s' \wedge \sigma \in \text{Tr}(s') \rangle$



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Trace equivalence

Definition
 Two states s, r are **trace equivalent** iff $\text{Tr}(s) = \text{Tr}(r)$
 (i.e. if they can perform the same finite sequences of transitions)

Example

Trace equivalence applies when one can neither interact with a system, nor distinguish a slow system from one that has come to a stand still.

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3 Similarity

Basic definitions Behavioural equivalences **Similarity** Bisimilarity

Simulation

the quest for a **behavioural equality**:
able to identify states that cannot be distinguished by any **realistic**
form of observation

Simulation

A state q **simulates** another state p if every transition from q is corresponded by a transition from p and this capacity is kept along the whole life of the system to which state space q belongs to.

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Basic definitions Behavioural equivalences **Similarity** Bisimilarity

Simulation

Definition
Given $\langle S_1, N, \longrightarrow_1 \rangle$ and $\langle S_2, N, \longrightarrow_2 \rangle$ over N , relation $R \subseteq S_1 \times S_2$ is a **simulation** iff, for all $\langle p, q \rangle \in R$ and $a \in N$,

$$(1) \quad p \xrightarrow{a}_1 p' \Rightarrow \langle \exists q' : q' \in S_2 : q \xrightarrow{a}_2 q' \wedge \langle p', q' \rangle \in R \rangle$$

$p \ R \ q$
 $\downarrow \scriptstyle a$
 p'

\Rightarrow

q
 $\downarrow \scriptstyle a$
 $p' \ R \ q'$

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Basic definitions Behavioural equivalences **Similarity** Bisimilarity

Example

```

graph TD
    q0 -- a --> q1
    q0 -- a --> q4
    q1 -- d --> q2
    q4 -- e --> q3
        
```

```

graph TD
    p0 -- a --> p1
    p1 -- d --> p2
    p1 -- e --> p3
        
```

$q_0 \lesssim p_0$ cf. $\{ \langle q_0, p_0 \rangle, \langle q_1, p_1 \rangle, \langle q_4, p_1 \rangle, \langle q_2, p_2 \rangle, \langle q_3, p_3 \rangle \}$

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Basic definitions Behavioural equivalences **Similarity** Bisimilarity

Similarity

Definition

$$p \lesssim q \equiv (\exists R :: R \text{ is a simulation and } \langle p, q \rangle \in R)$$

Lemma
The similarity relation is a preorder
(ie, reflexive and transitive)

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4 Bisimilarity

Basic definitions Behavioural equivalences Similarity **Bisimilarity**

Bisimulation

Definition
Given $\langle S_1, N, \rightarrow_1 \rangle$ and $\langle S_2, N, \rightarrow_2 \rangle$ over N , relation $R \subseteq S_1 \times S_2$ is a **bisimulation** iff both R and its converse R° are simulations.
I.e., whenever $\langle p, q \rangle \in R$ and $a \in N$,

- (1) $p \xrightarrow{a}_1 p' \Rightarrow \langle \exists q' : q' \in S_2 : q \xrightarrow{a}_2 q' \wedge \langle p', q' \rangle \in R \rangle$
- (2) $q \xrightarrow{a}_2 q' \Rightarrow \langle \exists p' : p' \in S_1 : p \xrightarrow{a}_1 p' \wedge \langle p', q' \rangle \in R \rangle$

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Basic definitions Behavioural equivalences Similarity **Bisimilarity**

Examples

The diagrams illustrate two examples of bisimulation. In the first example, a tree structure with root q_1 and children q_2 and q_3 is bisimilar to a tree structure with root p_1 and child p_2 . The second example shows a similar structure, but with a red arrow labeled b from q_3 to q_5 and a red arrow labeled b from p_2 to p_5 , indicating a difference in behavior.

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Basic definitions Behavioural equivalences Similarity **Bisimilarity**

After thoughts

- Follows a \forall, \exists pattern: p in all its transitions challenge q which is called to find a matchh to each of those (and conversely)
- Tighter correspondence with transitions
- Based on the information that the transitions convey, rather than on the shape of the LTS
- Local checks on states
- Lack of hierarchy on the pairs of the bisimulation (no temporal order on the checks is required)

which means bisimilarity can be used to reason about infinite or circular behaviours.

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Basic definitions Behavioural equivalences Similarity **Bisimilarity**

After thoughts

Compare the definition of bisimilarity with

$p == q$ if, for all $a \in N$

- (1) $p \xrightarrow{a}_1 p' \Rightarrow \langle \exists q' : q' \in S_2 : q \xrightarrow{a}_2 q' \wedge p' == q' \rangle$
- (2) $q \xrightarrow{a}_2 q' \Rightarrow \langle \exists p' : p' \in S_1 : p \xrightarrow{a}_1 p' \wedge p' == q' \rangle$

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After thoughts

$p == q$ if, for all $a \in N$

$$(1) p \xrightarrow{a}_1 p' \Rightarrow \langle \exists q' : q' \in S_2 : q \xrightarrow{a}_2 q' \wedge p' == q' \rangle$$

$$(2) q \xrightarrow{a}_2 q' \Rightarrow \langle \exists p' : p' \in S_1 : p \xrightarrow{a}_1 p' \wedge p' == q' \rangle$$

- The meaning of $==$ on the pair $\langle p, q \rangle$ requires having already established the meaning of $==$ on the derivatives
- ... therefore the definition is **ill-founded** if the state space reachable from $\langle p, q \rangle$ is infinite or contain loops
- ... this is a **local** but **inherently inductive** definition (to revisit later)

After thoughts

Proof method

To prove that two behaviours are bisimilar, find a bisimulation containing them ...

- ... **impredicative** character
- **coinductive** vs **inductive** definition

Basic definitions Behavioural equivalences Similarity **Bisimilarity**


Properties

Definition

$$p \sim q \equiv \langle \exists R :: R \text{ is a bisimulation and } \langle p, q \rangle \in R \rangle$$

Lemma

1. The identity relation id is a bisimulation
2. The empty relation \perp is a bisimulation
3. The converse R° of a bisimulation is a bisimulation
4. The composition $S \cdot R$ of two bisimulations S and R is a bisimulation
5. The $\bigcup_{i \in I} R_i$ of a family of bisimulations $\{R_i \mid i \in I\}$ is a bisimulation




Basic definitions Behavioural equivalences Similarity **Bisimilarity**

Properties

Lemma
The bisimilarity relation is an equivalence relation
(ie, reflexive, symmetric and transitive)

Lemma
The class of all bisimulations between two LTS has the structure of a **complete lattice**, ordered by set inclusion, whose top is the **bisimilarity** relation \sim .



Basic definitions Behavioural equivalences Similarity Bisimilarity

Properties

Lemma
 In a **deterministic** labelled transition system, two states are bisimilar iff they are trace equivalent, i.e.,

$$s \sim s' \Leftrightarrow \text{Tr}(s) = \text{Tr}(s')$$

Hint: define a relation R as

$$\langle x, y \rangle \in R \Leftrightarrow \text{Tr}(x) = \text{Tr}(y)$$

and show R is a bisimulation.

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Properties

Warning
 The bisimilarity relation \sim is not the symmetric closure of \lesssim

Example

$$q_0 \lesssim p_0, p_0 \lesssim q_0 \text{ but } p_0 \not\sim q_0$$

```

graph TD
  q0 -- a --> q1
  q0 -- a --> q2
  q2 -- b --> q3
          
```

```

graph LR
  p0 -- a --> p1
  p1 -- b --> p3
          
```

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Notes

Similarity as the greatest simulation

$$\lesssim \triangleq \bigcup \{S \mid S \text{ is a simulation}\}$$

Bisimilarity as the greatest bisimulation

$$\sim \triangleq \bigcup \{S \mid S \text{ is a bisimulation}\}$$