

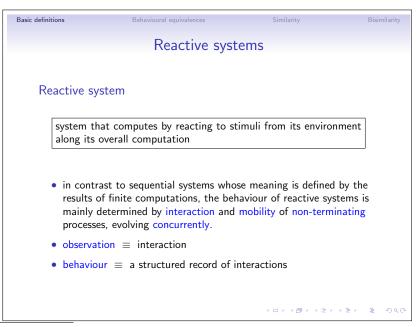
Lecture 2: Introduction to Labelled Transition Systems

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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



Lecture notes for Arquitectura e Cálculo, MEI profile in Formal Methods in Software Engineering, 2014-15.

Behavioural equivalence

Similar

Bisimilarity

Labelled Transition System

Definition

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

- $S = \{s_0, s_1, s_2, ...\}$ 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

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

Basic definitions

Behavioural equivalences

Similarity

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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 $h: S \longrightarrow S'$ st

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

morphisms preserve transitions

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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
- •

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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 $s \xrightarrow{\sigma}^* t$

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An alternative characterisation

Coalgebraic characterization (morphism)

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

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

i.e.,

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

or, going pointwise,

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



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An alternative characterisation

Coalgebraic characterization (morphism)

A morphism $h: \langle S, \mathsf{next} \rangle \longrightarrow \langle S', \mathsf{next'} \rangle$

preseves transitions:

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

• reflects transitions:

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

(why?)



 Basic definitions
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Comparison

• Both definitions coincide at the object level:

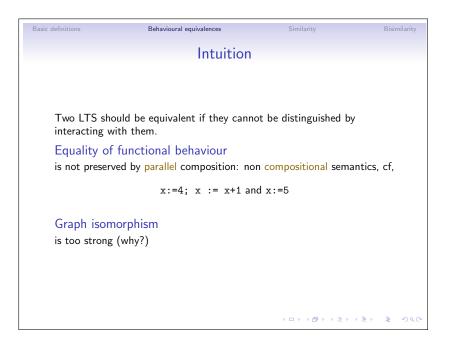
$$\langle s, a, s' \rangle \in T \equiv s' \in \text{next } \langle s, a \rangle$$

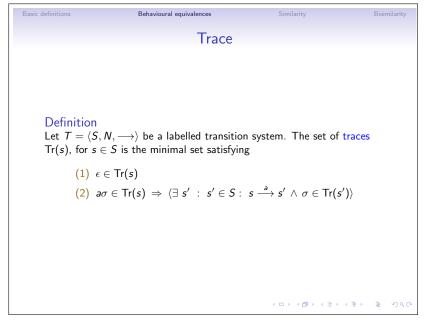
• Wrt morphisms, the relational definition is more general, corresponding, in coalgebraic terms to

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

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

2 Behavioural equivalences





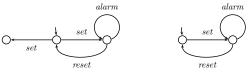
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Trace equivalence

Definition

Two states s, r are trace equivalent iff Tr(s) = 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.



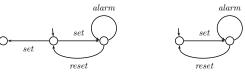
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Trace equivalence

Definition

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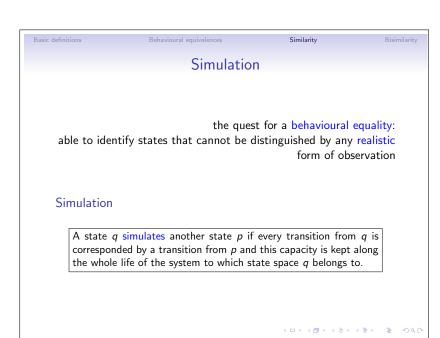
Example

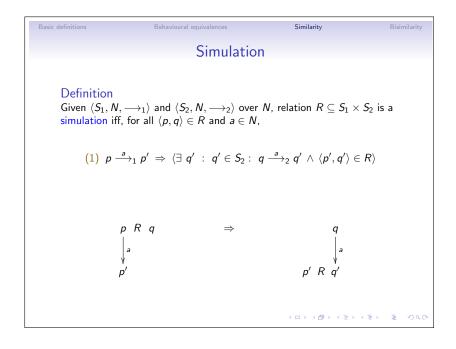


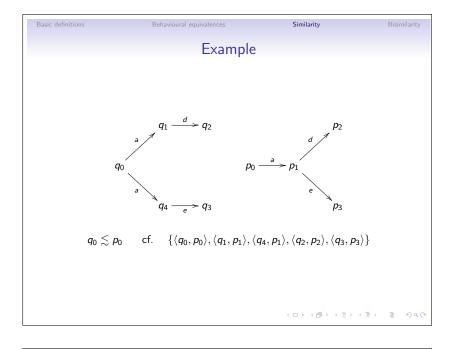
Trace equivalence applies when one can neither interact with a system, nor distinguish a slow system from one that has come to a stand still.

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3 Similarity









Definition

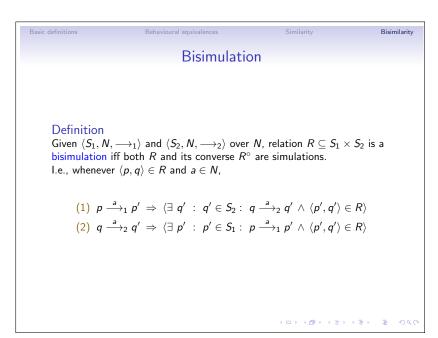
 $p \lesssim q \equiv \langle \exists \ R \ :: \ R \ \text{is a simulation and} \ \langle p,q \rangle \in R \rangle$

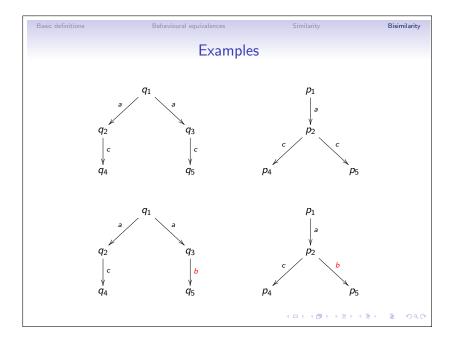
Lemma

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



4 Bisimilarity





After thoughts

- Follows a \forall , \exists pattern: p in all its transitions challenge q which is called to find a match 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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After thoughts

Compare the definition of bisimilarity with

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

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

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

After thoughts

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

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

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

- 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)



Bisimilarity

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After thoughts

Proof method

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

- ... impredicative character
- coinductive vs inductive definition

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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



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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 .

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Properties

Lemma

In a $\frac{\text{deterministic}}{\text{deterministic}}$ labelled transition system, two states are bisimilar iff they are trace equivalent, i.e.,

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

Hint: define a relation R as

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

and show R is a bisimulation.

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Properties

Warning

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

Example

$$q_0 \lesssim p_0, \; p_0 \lesssim q_0 \;\;\; {
m but} \;\;\; p_0 \not\sim q_0$$

