

# Concurrency 4 = CCS (2/4)

Scoping, weak and strong bisimulation

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(<http://pauillac.inria.fr/~leifer/teaching/mpri-concurrency-2004>)

# Scope and recursion (1/4)

Consider (example of Frank Valencia) (we write  $\mu$  for  $\mu \cdot 0$ ) :

$$P_1 = (\text{let } K = \bar{a}|(\nu a)((a \cdot \text{test})|K) \text{ in } K)$$

Applying the rules, we have (two unfoldings) :

$$(\bar{a}|(\nu a)((a \cdot \text{test})|\bar{a}|(\nu a)((a \cdot \text{test})|K)) \xrightarrow{\tau} (\bar{a}|(\nu a)(\text{test})0|(\nu a)((a \cdot \text{test})|K))$$

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$$(\bar{a}|(\nu a)((a \cdot \text{test})|K)) \xrightarrow{\tau} (\nu a)(\text{test})0|(\nu a)((a \cdot \text{test})|K)$$

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$$K \xrightarrow{\tau} (\nu a)(\text{test})0|(\nu a)((a \cdot \text{test})|K)$$

What about  $P_2 = (\text{let } K = \bar{a}|(\nu b)((b \cdot \text{test})|K) \text{ in } K)$  : the double unfolding yields  $\bar{a}|(\nu b)((b \cdot \text{test})|\bar{a}|(\nu b)((b \cdot \text{test})|K))$ , which is deadlocked, while the first definition of  $K$  allows to perform  $\text{test}$  (notice the capture of  $\bar{a}$ ).

## Scope and recursion (2/4)

$$P_1 = (\text{let } K = \bar{a} | (\nu a)((a \cdot \text{test}) | K) \text{ in } K)$$

$$P_2 = (\text{let } K = \bar{a} | (\nu b)((b \cdot \text{test}) | K) \text{ in } K)$$

There is a tension :

- These two definitions have a different behaviour.
- The identity of bounded names should be irrelevant ( $\alpha$ -conversion).

So let us rename  $a$  in the first definition :

$$P_3 = (\text{let } K = \bar{a} | (\nu b)((b \cdot \text{test}) | K[a \leftarrow b]) \text{ in } K)$$

But what is  $K[a \leftarrow b]$ ? Well, we argue that it is **not**  $K$ , it is a substitution or (**explicit**) **relabelling** which is **delayed** until  $K$  is replaced by its actual definition (cf. e.g.  $\lambda$ -calculus with term metavariables and explicit substitutions)

So, all is well, we maintain both  $\alpha$ -conversion ( $P_1 = P_3$ ) and the difference of behaviour ( $P_1 \neq P_2$ ), and the tension is resolved ...

## Scope and recursion (3/4)

In an  $\alpha$ -conversion  $(\nu x)P = (\nu y)P[x \leftarrow y]$ ,  $y$  should be chosen **free** in  $P$ .  
BUT when substitution arrives on  $K$ , **how do I know whether  $y$  is free in  $K$** ? For example, in

$$P_4 = (\text{let } K = \bar{b} | (\nu a)((a \cdot \text{test}) | K) \text{ in } K)$$

$b$  is free in  $K$ , but I cannot know it from just looking at the subterm  $(\nu a)((a \cdot \text{test}) | K)$ .

Clean solution ( **definitions with parameters** ) : maintain the list of free variables of a constant  $K$ , and hence write constants always in the form  $K(\vec{x})$  and make sure that in a definition  $\text{let } K(\vec{a} = P \text{ in } Q$  we have  $FV(P) \subseteq \vec{a}$ . (cf. syntax adopted in Milner's  $\pi$ -calculus book).

And now, **relabelling** can be **omitted** from syntax, i.e. left implicit, since, e.g.  $K(a, b)[a \leftarrow c] = K(c, b)$ .

# Scope and recursion (4/4)

A “real” example : Consider the following **linking** operation :

$$P \frown Q = (\nu i', z', d')(P[i, z, d \leftarrow i', z', d'] | Q[\text{inc, zero, dec} \leftarrow i', z', d'])$$

In particular

$$\begin{aligned} C(\text{inc, zero, dec, } z, d) \frown C(\text{inc, zero, dec, } z, d) \\ = (\nu i', z', d')(C(\text{inc, zero, dec, } z', d') | C(i', z', d', z, d)) \end{aligned}$$

A (**unbounded**) **counter** :

$$C = \text{inc} \cdot (C \frown C) + \text{dec} \cdot D \quad D = \bar{d} \cdot C + \bar{z} \cdot B \quad B = \text{inc} \cdot (C \frown B) + \text{zero} \cdot B$$

An example of execution :

$$\begin{aligned} B &\xrightarrow{\text{zero}} B \xrightarrow{\text{inc}} (C \frown B) \xrightarrow{\text{inc}} ((C \frown C) \frown B) \xrightarrow{\text{dec}} ((D \frown C) \frown B) \\ &\xrightarrow{\tau} ((C \frown D) \frown B) \xrightarrow{\text{dec}} ((D \frown D) \frown B) \xrightarrow{\tau} ((D \frown B) \frown B) \\ &\xrightarrow{\tau} ((B \frown B) \frown B) \xrightarrow{\text{inc}} ((C \frown B) \frown B) \dots \end{aligned}$$

**Exercise 1** Show that there is no derivation  $B \xrightarrow{\tau^*} \text{inc} \xrightarrow{\tau^*} \text{dec} \xrightarrow{\tau^*} \text{dec}$ .

# Bisimilarity is not trace equivalence

As automata  $P = a \cdot (b + c)$  and  $Q = a \cdot b + a \cdot c$  recognize the same language  $\{ab, ac\}$  of traces.

As processes, they are **not bisimilar** ( $Q$  does not even simulate  $P$ ).  $P$  keeps the choice after performing  $a$ ,  $Q$  not.

Think of  $a$  as **inserting 40 cents**,  $b$  as **getting tea** and  $c$  as **getting coffee**. Imagine a vending machine with a **slot** for  $a$  and two **buttons** for  $b$  and  $c$ . The machine allows you to **press**  $b$  (resp.  $c$ ) only if action  $b$  (resp.  $c$ ) can be performed. As a customer you will prefer  $P$ .

# Structural equivalence

**Exercise 2** Show that structural equivalence  $\equiv$  is included in (strong) bisimulation  $\sim$ .

# Variations on bisimilarity (1/3)

A **bisimulation up to  $\sim$**  is a relation  $\mathcal{R}$  such that for all  $P, Q$  :

$P \mathcal{R} Q \Rightarrow \forall \mu, P' (P \xrightarrow{\mu} P' \Rightarrow \exists Q' Q \xrightarrow{\mu} Q' \text{ and } P' \sim \mathcal{R} \sim Q')$  and conversely

If  $\mathcal{R}$  is strong bisimulation up to  $\sim$ , then  $\mathcal{R} \subseteq \sim$ .

**Exercise 3** Prove it.

Hence, to show  $P \sim Q$ , it is enough to find a bisimulation up to  $\sim$  such that  $P \mathcal{R} Q$ .

## Variations on bisimilarity (2/3)

As an example, take

$$Sem = P \cdot Sem'$$

$$Sem' = V \cdot Sem$$

$$Sem^0 = P \cdot Sem^1$$

$$Sem^1 = P \cdot Sem^2 + V \cdot Sem^0$$

$$Sem^2 = P \cdot Sem^3 + V \cdot Sem^1$$

$$Sem^3 = V \cdot Sem^2$$

Then a (strong) bisimulation up-to witnessing that  $(Sem|Sem|Sem) \sim Sem^0$  is, say :

$$\{ ((Sem|Sem|Sem), Sem^0) \\ ((Sem'|Sem|Sem), Sem^1) \\ ((Sem'|Sem|Sem'), Sem^2) \\ ((Sem'|Sem'|Sem'), Sem^3) \}$$

## Variations on bisimilarity (3/3)

For **any** LTS, one can change  $Act$  to  $Act^*$  (words of actions), setting

$$P \xrightarrow{s} Q \text{ if } \begin{cases} s = \mu_1 \dots \mu_n \text{ and} \\ (\exists P_1, \dots, P_n (P_n = Q \text{ and } P \xrightarrow{\mu_1} P_1 \dots \xrightarrow{\mu_n} P_n)) \end{cases}$$

This yields a new LTS, call it  $LTS^*$  (the **path LTS**). Then the notions of **LTS** and of **LTS\*** bisimulation coincide.

# From strong to weak bisimulation (1/2)

Take the LTS of CCS, with  $Act = L \cup \bar{L} \cup \{\tau\}$ , call it **Strong**. The bisimulation for this system is called **strong bisimulation**.

Take **Strong\*** (its path LTS).

Consider the following LTS, call it **Weak†**, with the same set of actions as **Strong\*** :

$$P \xRightarrow{s} Q \text{ if and only if } (\exists t \ P \xrightarrow{t} Q \text{ and } \hat{s} = \hat{t})$$

where the function  $s \mapsto \hat{s}$  is defined as follows :

$$\hat{\epsilon} = \epsilon \quad \hat{\tau} = \epsilon \quad \hat{\alpha} = \alpha \quad \hat{s}\hat{\mu} = \hat{s}\hat{\mu}$$

The idea is that **weak bisimulation** is **bisimulation with possibly  $\tau$  actions interspersed**.

Let **Weak** be the LTS on  $Act$  whose transitions are  $P \xRightarrow{\mu} Q$ , that is :

$$P \xRightarrow{\tau} Q \text{ if and only if } P \xrightarrow{\tau^*} Q \quad P \xRightarrow{\alpha} Q \text{ if and only if } P \xrightarrow{\tau^*} \alpha \xrightarrow{\tau^*} Q$$

Then one has **Weak†** = **Weak\***.

## From strong to weak bisimulation (2/2)

None of the three equivalent definition of weak bisimulation (**Weak**, **Weak<sup>†</sup>**, **Weak<sup>\*</sup>**) is practical. The following is a fourth, equivalent, and more **tractable** version :

A **weak bisimulation** is a relation  $\mathcal{R}$  such that

$$P \mathcal{R} Q \Rightarrow \forall \mu, P' (P \xrightarrow{\mu} P' \Rightarrow \exists Q' Q \xrightarrow{\mu} Q' \text{ and } P' \mathcal{R} Q')$$

Two processes are **weakly bisimilar** if (notation  $P \approx Q$ ) if there exists a weak bisimulation  $\mathcal{R}$  such that  $P \mathcal{R} Q$ .

# Bisimulation is a congruence (1/6)

We define  $\sim^*$  inductively by the following rules :

$$\frac{P \sim Q}{P \sim^* Q} \quad \frac{P \sim^* Q}{Q \sim^* P} \quad \frac{P \sim^* Q \quad Q \sim^* R}{P \sim^* R}$$

$$\frac{\forall i \in I \ P_i \sim^* Q_i}{\Sigma_{i \in I} \mu_i \cdot P_i \sim^* \Sigma_{i \in I} \mu_i \cdot Q_i} \quad \frac{P_1 \sim^* Q_1 \quad P_2 \sim^* Q_2}{P_1 \mid P_2 \sim^* Q_1 \mid Q_2} \quad \frac{P \sim^* Q}{(\nu a)P \sim^* (\nu a)Q}$$

Clearly  $\sim \subseteq \sim^*$  and  $\sim^*$  is a congruence, by construction. It is enough to show that  $\sim^*$  is a bisimulation (since then  $\sim = \sim^*$  is a congruence).

# Bisimulation is a congruence (2/6)

Proof by rule induction. We look at case  $P_1 \mid P_2 \sim^* Q_1 \mid Q_2$  :

1. (**backward**) decomposition phase : if  $P_1 \mid P_2 \xrightarrow{\mu} P'$ , then  $P' = P'_1 \mid P'_2$  and three cases may occur, corresponding to the three rules for parallel composition in the labelled operational semantics. We only consider the synchronisation case. If  $P_1 \xrightarrow{a} P'_1$  and  $P_2 \xrightarrow{\bar{a}} P'_2$ , then
2. by **induction** there exists  $Q'_1$  such that  $Q_1 \xrightarrow{a} Q'_1$  and  $P'_1 \sim^* Q'_1$ , and there exists  $Q'_2$  such that  $Q_2 \xrightarrow{\bar{a}} Q'_2$  and  $P'_2 \sim^* Q'_2$ .
3. Hence (**forward** phase) we have  $Q_1 \mid Q_2 \xrightarrow{\tau} Q'_1 \mid Q'_2$  and  $P'_1 \mid P'_2 \sim^* Q'_1 \mid Q'_2$ .

# Bisimulation is a congruence (3/6)

$\approx$  is also a **congruence** (for our choice of language with **guarded sums**).

Same proof technique : define  $\approx^*$ . For the forward phase, we use the following properties, which are true :

$$(P \xrightarrow{\mu} P') \Rightarrow ((\nu a)P \xrightarrow{\mu} (\nu a)Q')$$

$$(Q_1 \xrightarrow{\mu} Q'_1) \Rightarrow (Q_1 \mid Q_2 \xrightarrow{\mu} Q'_1 \mid Q_2)$$

$$(Q_1 \xrightarrow{a} Q'_1 \text{ and } Q_2 \xrightarrow{\bar{a}} Q'_2) \Rightarrow (Q_1 \mid Q_2 \xrightarrow{\tau} Q'_1 \mid Q'_2)$$

## Bisimulation is a congruence (4/6)

Consider CCS with prefix and sums instead of guarded sums, i.e., replace  $\sum_{i \in I} \mu_i \cdot P_i$  by two constructs  $\sum_{i \in I} P_i$  and  $a \cdot P$ , with rules

$$\frac{P_i \xrightarrow{\mu} P'_i}{\sum_{i \in I} P_i \xrightarrow{\mu} P'_i} \quad \frac{}{\mu \cdot P \xrightarrow{\mu} P}$$

Then strong bisimulation is a congruence, and weak bisimulation is not a congruence.

The problem does not arise because more processes (like  $P + (Q|R)$ ) are allowed.

# Bisimulation is a congruence (5/6)

What goes wrong is the **sum** rule? For the forward phase, we would need the property :

$$(Q_1 \stackrel{\mu}{\Rightarrow} Q'_1) \Rightarrow (Q_1 + Q_2 \stackrel{\mu}{\Rightarrow} Q'_1)$$

which does **not** hold (take  $\mu = \tau$  and  $Q'_1 = Q_1$ ).

Counter-example :  $\tau \cdot a \cdot 0 + b \cdot 0 \not\approx a \cdot 0 + b \cdot 0$

# Bisimulation is a congruence (6/6)

We have left out recursion, but even so we have :

Proposition : For any process  $S$  (possibly with recursive definitions) with free variables in  $\vec{K}$  :

$$\forall \vec{Q}, \vec{Q}' \quad (\vec{Q} \approx \vec{Q}' \Rightarrow S[\vec{K} \leftarrow \vec{Q}] \approx S[\vec{K} \leftarrow \vec{Q}'])$$

The proof is by induction on the size of  $S$ . The non-recursion cases follow by congruence. For the recursive definition case  $S = \text{let } \vec{L} = \vec{P} \text{ in } L_j$ , the trick is to **unfold** :

$$\begin{aligned} S[\vec{K} \leftarrow \vec{Q}] &=_{\text{def}} \text{let } \vec{L} = \vec{P}[\vec{K} \leftarrow \vec{Q}] \text{ in } L_j \\ &\approx P_j[\vec{K} \leftarrow \vec{Q}][\vec{L} \leftarrow (\text{let } \vec{L} = \vec{P} \text{ in } \vec{L})] \\ &\approx_{\text{ind}} P_j[\vec{K} \leftarrow \vec{Q}'][\vec{L} \leftarrow (\text{let } \vec{L} = \vec{P} \text{ in } \vec{L})] \\ &\approx S[\vec{K} \leftarrow \vec{Q}'] \end{aligned}$$