Semantics and Verification 2005

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)

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Buffer Example Summary

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 | Nil ∼ P
- $P \mid Q \sim Q \mid P$
- $\bullet (P+Q)+R \sim P+(Q+R)$
- *P* + *Nil* ∼ *P*
- $(P|Q)|R \sim P|(Q|R)$

Strong Bisimilarity
Weak Bisimilarity
munication Protocol

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Properties
Buffer Example
Summary

Example – Buffer

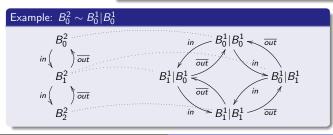
Buffer of Capacity 1

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

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

Buffer of Capacity n

$$\begin{array}{ll} B_0^n \stackrel{\mathrm{def}}{=} in.B_1^n \\ B_i^n \stackrel{\mathrm{def}}{=} in.B_{i+1}^n + \overline{out}.B_{i-1}^n & \text{for } 0 < i < n \\ B_n^n \stackrel{\mathrm{def}}{=} \overline{out}.B_{n-1}^n \end{array}$$



Lecture 4
Strong Bisimilarity
Weak Bisimilarity
Communication Protocol

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Definitions
Weak Bisimulation Game

Example - Buffer

Theorem

For all natural numbers n:

$$B_0^n \sim \underbrace{B_0^1 |B_0^1| \cdots |B_0^1}_{n \text{ times}}$$

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
 - $P|Q \sim Q|P$
 - $P|Nil \sim P$
 - $(P|Q)|R \sim Q|(P|R)$
 - **a** ...

Question

Should we look any further???

Problems with Internal Actions

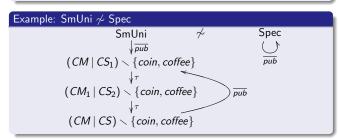
Question

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

NO!

Problem

Strong bisimilarity does not abstract away from τ actions.



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

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

Weak Bisimulation Game

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

$$\stackrel{a}{\Longrightarrow} = \left\{ \begin{array}{cc} (\stackrel{\tau}{\longrightarrow})^* \circ \stackrel{a}{\longrightarrow} \circ (\stackrel{\tau}{\longrightarrow})^* & \text{if } a \neq \tau \\ (\stackrel{\tau}{\longrightarrow})^* & \text{if } a = \tau \end{array} \right.$$

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}\}\$

Definition of the Protocol

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?

 τ .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.

Theorem

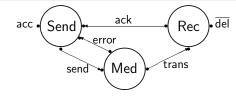
Weak Bisimulation Game

All the same except that

Definition

- 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).

Case Study: Communication Protocol



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

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

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Case Study: Communication Protocol

Weak Bisimilarity
Weak Bisimilarity
Case Study: Communication Protocol

Concurrency Workbench

Verification Question

CCS Expressions in CWB

$Impl \stackrel{\text{def}}{=} (Send \mid Med \mid Rec) \setminus \{send, trans, ack, error\}$

$$\mathsf{Spec} \overset{\mathrm{def}}{=} \mathsf{acc}.\overline{\mathsf{del}}.\mathsf{Spec}$$

Question

$$Impl \stackrel{?}{\approx} Spec$$

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

CCS Definitions

```
\mathsf{Med} \stackrel{\mathrm{def}}{=} \mathsf{send}.\mathsf{Med'} 
\mathsf{Med'} \stackrel{\mathrm{def}}{=} \tau.\mathsf{Err} + \overline{\mathsf{trans}}.\mathsf{Med} 
\mathsf{Err} \stackrel{\mathrm{def}}{=} \overline{\mathsf{error}}.\mathsf{Med}
Impl \stackrel{\text{def}}{=} (Send \mid Med \mid Rec) \setminus
  {send, trans, ack, error}
```

 $Spec \stackrel{\text{def}}{=} acc.\overline{\text{del}}.Spec$

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) \setminus L;
agent Spec = acc.'del.Spec;
```

borg\$ /pack/FS/CWB/cwb

CWB Session

```
> help;
> input "protocol.cwb";
> vs(5,Impl);
> sim(Spec);
> eq(Spec,Impl);
                           ** weak bisimilarity **
> strongeq(Spec,Impl);
                           ** strong bisimilarity **
```

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