

# System Validation: Weak Behavioral Equivalences

Mohammad Mousavi and Jeroen Keiren



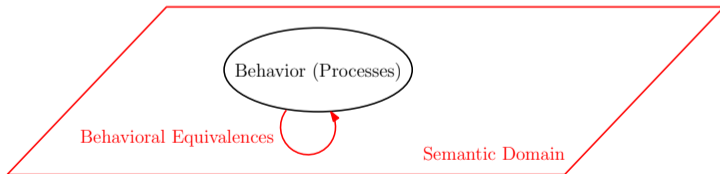
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# General Overview

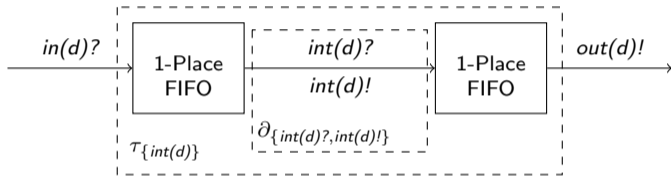
System Models

System Requirements



# Motivation

## Verifying two-place buffer



?



# Weak Equivalences

## Idea

- ▶ **Internal** actions should be **invisible** to the outside world

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- ▶  $\tau$ : The collective name for **all invisible actions**

# Weak Equivalences

## Idea

- ▶ **Internal** actions should be **invisible** to the outside world
- ▶  $\tau$ : The collective name for **all invisible actions**
- ▶ Adapt behavioral equivalence to **neglect  $\tau$**

# Trace Equivalence

## Traces of a State

For state  $t \in S$ ,  $Traces(t)$  is the minimal set satisfying:

1.  $\epsilon \in Traces(t)$
2.  $\checkmark \in Traces(t)$  when  $t \in T$
3.  $a\sigma \in Traces(t)$  when  $t \xrightarrow{a} t'$ , and  
 $\sigma \in Traces(t')$

## Trace Equivalence

For states  $t, t'$ ,  $t$  is trace equivalent to  $t'$  iff  
 $Traces(t) = Traces(t')$ .

# Weak Trace Equivalence

## Weak Traces of a State

For state  $t \in S$ ,  $WTraces(t)$  is the minimal set satisfying:

1.  $\epsilon \in WTraces(t)$
2.  $\checkmark \in WTraces(t)$  when  $t \in T$
3.  $a\sigma \in WTraces(t)$  when  $t \xrightarrow{a} t'$ , ( $a \neq \tau$ ) and  $\sigma \in WTraces(t')$
4.  $\sigma \in WTraces(t)$  when  $t \xrightarrow{\tau} t'$  and  $\sigma \in WTraces(t')$

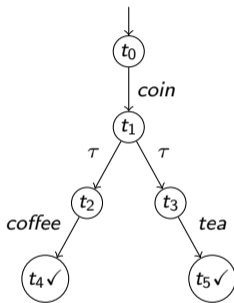
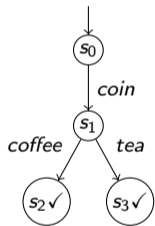
## Weak Trace Equivalence

For states  $t, t'$ ,  $t$  is trace equivalent to  $t'$  iff  
 $WTraces(t) = WTraces(t')$   $Traces(t) = Traces(t')$ .



# Weak Traces

## Example

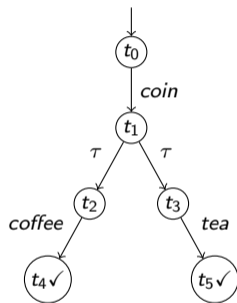


# Weak Traces

## Example

1.  $\epsilon \in WTraces(t)$ ,
2.  $\checkmark \in WTraces(t)$  when  $t \in T$ ,
3.  $a\sigma \in WTraces(t)$  when  $t \xrightarrow{a} t'$  and  $\sigma \in WTraces(t')$ ,
4.  $\sigma \in WTraces(t)$  when  $t \xrightarrow{\tau} t'$  and  $\sigma \in WTraces(t')$ .

What are  $WTraces(s_0)$  and  $WTraces(t_0)$ ?



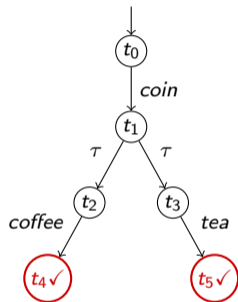
# Weak Traces

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What are  $WTraces(s_0)$  and  $WTraces(t_0)$ ?

- ▶  $WTraces(t_4) = WTraces(t_5) = \{\epsilon, \checkmark\}$ ,



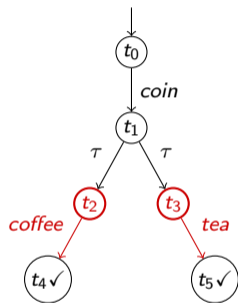
# Weak Traces

## Example

1.  $\epsilon \in WTraces(t)$ ,
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What are  $WTraces(s_0)$  and  $WTraces(t_0)$ ?

- ▶  $WTraces(t_4) = WTraces(t_5) = \{\epsilon, \checkmark\}$ ,
- ▶  $WTraces(t_2) = \{\epsilon, coffee, coffee\checkmark\}$ ,
- $WTraces(t_3) = \{\epsilon, tea, tea\checkmark\}$ ,



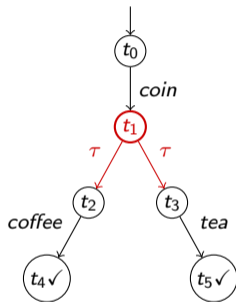
# Weak Traces

## Example

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What are  $WTraces(s_0)$  and  $WTraces(t_0)$ ?

- ▶  $WTraces(t_4) = WTraces(t_5) = \{\epsilon, \checkmark\}$ ,
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 $WTraces(t_3) = \{\epsilon, tea, tea\checkmark\}$ ,
- ▶  $WTraces(t_1) = \{\epsilon, coffee, tea, coffee\checkmark, tea\checkmark\}$ ,



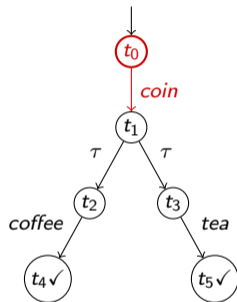
# Weak Traces

## Example

1.  $\epsilon \in WTraces(t)$ ,
2.  $\checkmark \in WTraces(t)$  when  $t \in T$ ,
3.  $a\sigma \in WTraces(t)$  when  $t \xrightarrow{a} t'$  and  $\sigma \in WTraces(t')$ ,
4.  $\sigma \in WTraces(t)$  when  $t \xrightarrow{\tau} t'$  and  $\sigma \in WTraces(t')$ .

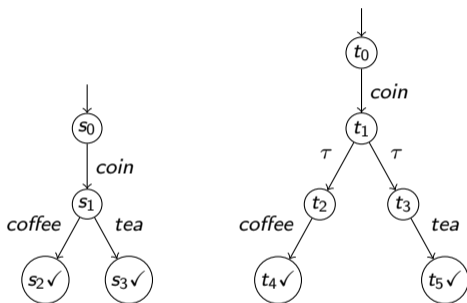
What are  $WTraces(s_0)$  and  $WTraces(t_0)$ ?

- ▶  $WTraces(t_1) = \{\epsilon, coffee, tea, coffee\checkmark, tea\checkmark\}$ ,
- ▶  $WTraces(t_0) = \{\epsilon, coin, coin\ coffee, coin\ tea, coin\ coffee\checkmark, coin\ tea\checkmark\}$ .



# Weak Trace Equivalence

## Observation



$WTraces(s_0) = WTraces(t_0) =$

$\{ \epsilon, \textit{coin}, \textit{coin coffee}, \textit{coin tea}, \textit{coin coffee}\checkmark, \textit{coin tea}\checkmark \}$

**Moral of the Story:** Weak Trace equivalence is **too coarse**

# Weak Bisimulations

## Idea

1. Mimic  $a$ -transition by same transition possibly with (stuttering)  $\tau$ -transitions before and/or after
2.  $\tau$ -transition can be mimicked by remaining in same state (making no transition)



# Weak Bimulation

## Strong Bisimulation

$R \subseteq S \times S$  is **strong bisimulation** iff  
for  $s, t \in S$  s.t.  $s R t$ , and  $a \in Act$ :

▶ if  $s \xrightarrow{a} s'$  then

▶  $\exists t' \in S$  s.t.  $t \xrightarrow{a} t'$  and  $s' R t'$ ,

▶ if  $s \in T$  then  $t \in T$ .

and vice versa.

# Weak Bimulation

## Weak Bisimulation

$R \subseteq S \times S$  is **weak bisimulation** iff  
for  $s, t \in S$  s.t.  $s R t$ , and  $a \in Act$ :

- ▶ if  $s \xrightarrow{a} s'$  then
  - ▶  $a = \tau$  and  $s' R t$ , or
  - ▶  $\exists t'_1, t'_2, t' \in S$  s.t.  $t \xrightarrow{\tau}^* t'_1 \xrightarrow{a} t'_2 \xrightarrow{\tau}^* t'$  and  $s' R t'$ ,
- ▶ if  $s \in T$  then  $\exists t' \in S t \xrightarrow{\tau}^* t'$  and  $t' \in T$ .

and vice versa.

# Branching Bimulation

## Strong Bisimulation

$R \subseteq S \times S$  is **strong bisimulation** iff  
for  $s, t \in S$  s.t.  $s R t$ , and  $a \in Act$ :

- ▶ if  $s \xrightarrow{a} s'$  then
  - ▶  $\exists t' \in S$  s.t.  $t \xrightarrow{a} t'$  and  $s' R t'$ ,
- ▶ if  $s \in T$  then  $t \in T$ .

and vice versa.

# Branching Bimulation

## Branching Bisimulation

$R \subseteq S \times S$  is **branching bisimulation** iff

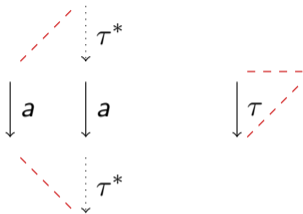
for  $s, t \in S$  s.t.  $s R t$ , and  $a \in Act$ :

- ▶ if  $s \xrightarrow{a} s'$  then
  - ▶  $a = \tau$  and  $s' R t$ , or
  - ▶  $\exists t'_1, t' \in S$  s.t.  $t \xrightarrow{\tau} *t'_1 \xrightarrow{a} t'$ ,  $s R t'_1$  and  $s' R t'$ ,
- ▶ if  $s \in T$  then  $\exists t' \in S t \xrightarrow{\tau} *t'$  and  $t' \in T$ .

and vice versa.

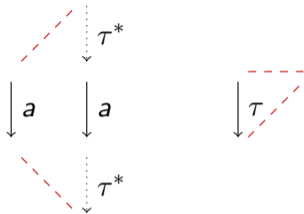
# Weak vs. Branching Bisimulation

## Weak Bisimulation

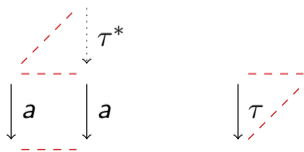


# Weak vs. Branching Bisimulation

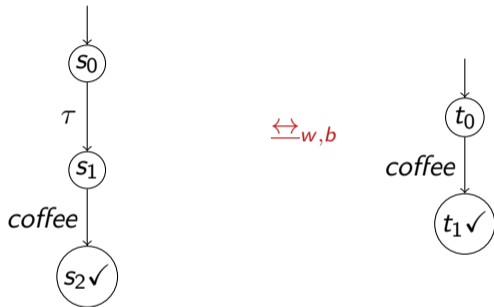
## Weak Bisimulation



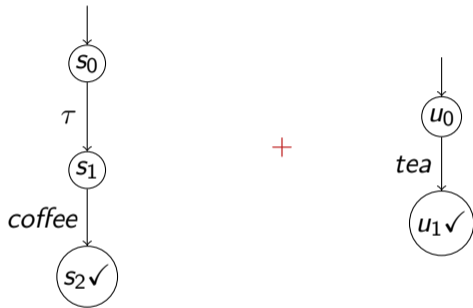
## Branching Bisimulation



## Weak Bisimulations and Choice



## Weak Bisimulations and Choice

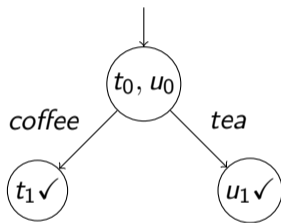
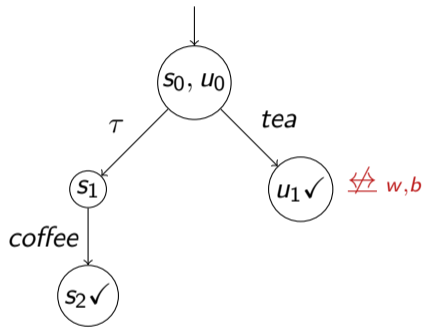




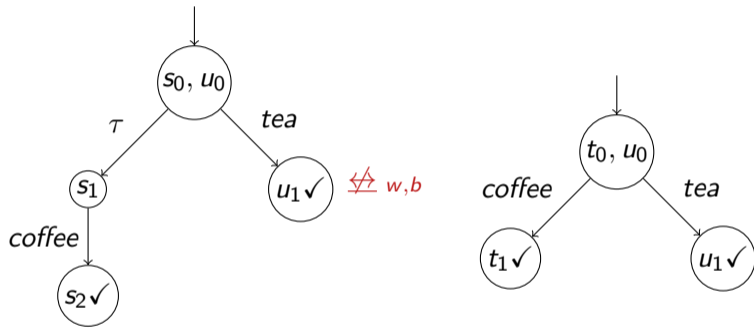
## Weak Bisimulations and Choice



## Weak Bisimulations and Choice



## Weak Bisimulations and Choice



### Observation

Weak- and branching bisimulation **are not preserved** under **choice**

# Root Condition

## Basic Idea

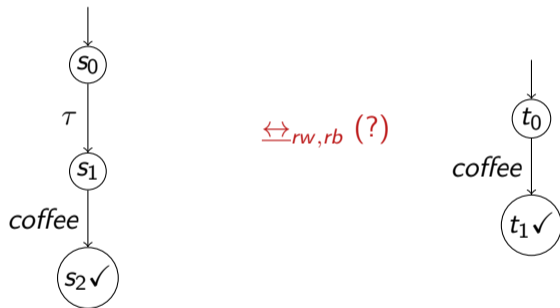
For a branching (or weak) bisimulation to be a congruence with respect to choice, the **first  $\tau$ -transition** should be **mimicked** by a  **$\tau$  transition**.

## Rootedness

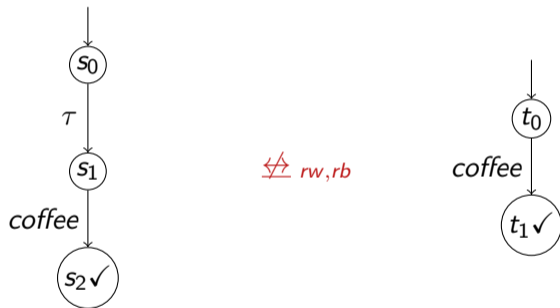
Two state  $s, t$  are **rooted** branching bisimilar if

- ▶ there exists a branching bisimulation relation  $R$  such that  $s R t$  and
- ▶ if  $s \xrightarrow{a} s'$  then there is  $t' \in S$  s.t.  $t \xrightarrow{a} t'$  and  $s' \xleftrightarrow{b} t'$ , and
- ▶ if  $t \xrightarrow{a} t'$  then there is  $s' \in S$  s.t.  $s \xrightarrow{a} s'$  and  $s' \xleftrightarrow{b} t'$ , and

## Weak Bisimulations and Choice

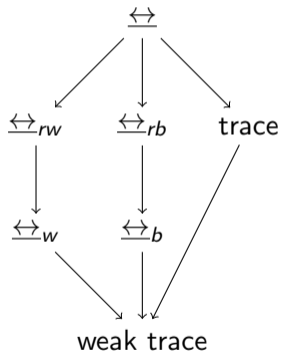


# Weak Bisimulations and Choice

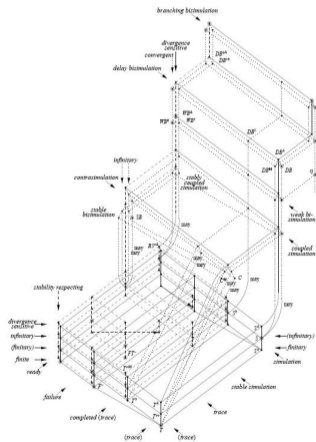


# Van Glabbeek's Spectrum

The Treated Part

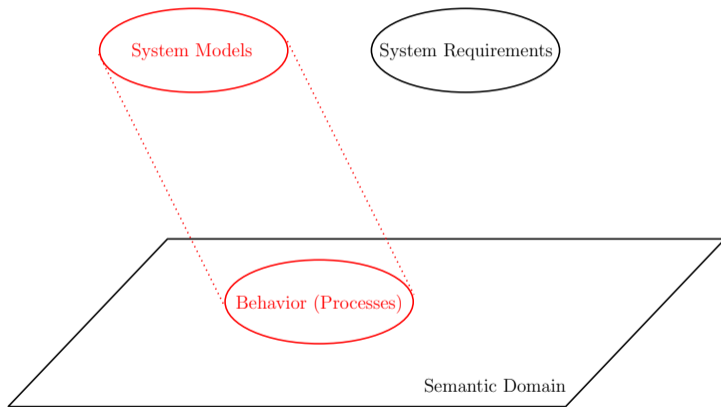


# Van Glabbeek's Spectrum





# General Overview



Thank you very much.