Why Probability and Nondeterminism? Concurrency Theory

- Nondeterminism
  - Scheduling within parallel composition
  - Unknown behavior of the environment
  - Underspecification
- Probability
  - Environment may be stochastic
  - Processes may flip coins

#### Automata



#### Example: Automata

 $A = (Q, q_0, E, H, D)$ 



Execution: $q_0 n q_1 n q_2 ch q_3 coffee q_5$ Trace:n n coffee

#### Probabilistic Automata



### Example: Probabilistic Automata



#### Example: Probabilistic Automata



## Example: Probabilistic Automata



#### What is the probability of beeping?

## **Example: Probabilistic Executions**



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#### **Example: Probabilistic Executions**



# Measure Theory

- <u>Sample set</u>
  - Set of objects  $\Omega$
- <u>Sigma-field</u> (σ-field)
  - Subset F of  $2^{\Omega}$  satisfying
    - Inclusion of  $\Omega$
    - Closure under complement
    - Closure under countable union
    - Closure under countable intersection
- <u>Measure on</u>  $(\Omega, F)$ 
  - Function  $\mu$  from F to  $\Re^{\geq 0}$ 
    - For each countable collection  $\{X_i\}_I$  of pairwise disjoint sets of F,  $\mu(\bigcup_I X_i) = \sum_I \mu(X_i)$
- <u>(Sub-)probability measure</u>
  - Measure  $\mu$  such that  $\mu(\Omega) = 1$  ( $\mu(\Omega) \le 1$ )
- Sigma-field generated by  $C \subseteq 2^{\Omega}$ 
  - Smallest  $\sigma$ -field that includes C

Example: set of executions

Study probabilities of sets of executions which sets can I measure?

## Measure Theory

Why not  $F = 2^{\Omega}$ ? Flip a fair coin infinitely many times  $\Omega = \{h, t\}^{\infty}$   $\mu(\omega) = 0$  for each  $\omega \in \Omega$  $\mu(\text{first coin } h) = 1/2$ 

Theorem: there is no probability measure on  $2^{\Omega}$  such that  $\mu(\omega) = 0$  for each  $\omega \in \Omega$ .

# **Cones and Measures**

- Cone of  $\alpha$ 
  - Set of executions with prefix  $\alpha$
  - Represent event " $\alpha$  occurs"
- Measure of a cone
  - Product edges of  $\alpha$



 $q_0$ 

# Examples of Events

- Eventually action a <u>occurs</u>
  - Union of cones where action a occurs once
- Action a <u>occurs at least</u> n times
  - Union of cones where action a occurs n times
- Action a <u>occurs at most</u> n times
  - Complement of action a occurs at least n+1 times
- Action a <u>occurs exactly</u> n times
  - Intersection of previous two events
- Action a <u>occurs infinitely</u> many times
  - Intersection of action a occurs at least n times for all n
- Execution  $\alpha$  occurs and <u>nothing is scheduled after</u>
  - Set consisting of  $\boldsymbol{\alpha}$  only
  - $C_{\alpha}$  intersected complement of cones that extend  $\alpha$

#### Schedulers - Resolution of nondeterminism

#### <u>Scheduler</u>

Function

$$\sigma : exec^{*}(A) \rightarrow Q \times (E \cup H) \times Disc(Q)$$

if 
$$\sigma(\alpha) = (q, a, v)$$
 then  $q = lstate(\alpha)$ 

<u>Probabilistic execution</u> generated by  $\sigma$  from state r

Measure
$$\mu_{\sigma,r}(C_s) = 0$$
if  $r \neq s$  $\mu_{\sigma,r}$  $\mu_{\sigma,r}(C_r) = 1$  $\mu_{\sigma,r}(C_{\alpha aq}) = \mu_{\sigma,r}(C_{\alpha}) \bullet v(q)$ if  $\sigma(\alpha) = (q, a, v)$ 

#### **Probabilistic CCS**

$$P ::= 0 | P|P | \alpha P | P + P | (v\alpha) P$$
$$| X | let X = P in X | P \oplus_{p} P$$

Prefix

$$\alpha.P \xrightarrow{\alpha} \delta(P)$$

Probabilistic processes

$$P \xrightarrow{\alpha} \mu$$

$$P + Q \xrightarrow{\alpha} \mu$$

$$P_1 \oplus_p P_2 \xrightarrow{\tau} p\mu_1 + (1-p)\mu_2$$

#### **Probabilistic CCS**



Communication

$$\begin{array}{ccc} P_1 \xrightarrow{a} \delta(P'_2) & P_2 \xrightarrow{\hat{a}} \delta(P'_2) \\ P_1 \mid P_2 \xrightarrow{\tau} \delta(P'_2 \mid P'_2) \end{array}$$

Recursion

$$P[ let X = P in X / X ] \xrightarrow{\alpha} \mu$$

let 
$$X = P$$
 in  $X \xrightarrow{\alpha} \mu$ 

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Catuscia Palamidessi

#### **Bisimulation Relations**

- We have the following objectives
- They should extend the corresponding relations in the non probabilistic case
- Keep definitions simple
- Where are the key differences?

## Strong Bisimulation on Automata

Strong bisimulation between  $A_1$  and  $A_2$ Relation  $\mathbf{R} \subseteq Q \ge Q$ , $\forall q, s, a, q' \exists$  $Q = Q_1 \cup Q_2$ , such thatq = a





Strong Bisimulation on Probabilistic Automata



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# **Probabilistic Bisimulations**

• These two Probabilistic Automata are not bisimilar



- Yet they satisfy the same formulas of a logic PCTL
  - The logic observes probability bounds on reachability properties
- Bisimilar if we match transitions with convex combinations of transitions

#### Weak Bisimulation on Automata

# Weak bisimulation between $A_1$ and $A_2$ Relation $\mathbf{R} \subseteq Q \ge Q$ , $\forall q, s, a, q'$ $Q=Q_1 \cup Q_2$ , such thatq





Weak bisimulation on Probabilistic Automata

Weak bisimulation between  $A_1$  and  $A_2$ Relation  $\mathbf{R} \subseteq Q \ge Q$ , $\forall q, s, a, \mu$  $Q = Q_1 \cup Q_2$ , such thatq = a

![](_page_21_Figure_2.jpeg)

![](_page_21_Figure_3.jpeg)

#### Weak Transition

![](_page_22_Figure_1.jpeg)

#### There is a probabilistic execution $\mu$ such that

- $\mu(exec^*) = 1$  (it is finite)
- $trace(\mu) = \delta(a)$  (its trace is a)
- $fstate(\mu) = \delta(q)$  (it starts from q)
- $lstate(\mu) = \rho$  (it leads to  $\rho$ )

 $q \stackrel{a}{\Rightarrow} s$  iff  $\exists \alpha: trace(\alpha) = a, fstate(\alpha) = q, lstate(\alpha) = s$ 

![](_page_23_Picture_0.jpeg)

- Prove that the probabilistic CCS is an extension of CCS (to define what this means is part of the exercise)
- Prove that probabilistic bisimulation is an extension of bisimulation
- Write the Lehmann-Rabin algorithm in probabilistic
   CCS (without using guarded choice)