

Bisimilarity is a bisimulation

Exercise: \sim is (1) an equivalence and (2) a bisimulation.

Proof (1) For reflexivity, it is enough to show that the identity relation over \mathcal{Q} , that is the relation $Id_{\mathcal{Q}} = \{(p, p) \mid p \in \mathcal{Q}\}$, is a bisimulation. This is easy.

For symmetry, we have to show that if \mathcal{S} is a bisimulation then so is its converse \mathcal{S}^{-1} . But this is obvious from Definition 3.6.

For transitivity, we must show that if \mathcal{S}_1 and \mathcal{S}_2 are bisimulations, then so is their relational composition

$$\mathcal{S}_1\mathcal{S}_2 = \{(p, r) \mid \exists q. p\mathcal{S}_1q \text{ and } q\mathcal{S}_2r\}.$$

It is enough to show that this is a simulation. Let $(p, r) \in \mathcal{S}_1\mathcal{S}_2$, and $p \xrightarrow{\alpha} p'$. Since there exists q such that $p\mathcal{S}_1q$ and $q\mathcal{S}_2r$, there exist also q' such that $q \xrightarrow{\alpha} q'$ and $p'\mathcal{S}_1q'$, and hence r' such that $r \xrightarrow{\alpha} r'$ and $q'\mathcal{S}_2r'$. So $(p', r') \in \mathcal{S}_1\mathcal{S}_2$, and we have established the simulation condition for $\mathcal{S}_1\mathcal{S}_2$.

(2) Let $p \sim q$. Then by definition $p\mathcal{S}q$ for some bisimulation \mathcal{S} . Therefore if $p \xrightarrow{\alpha} p'$, there exists q' for which $q \xrightarrow{\alpha} q'$ and $p'\mathcal{S}q'$ – hence also $p' \sim q'$. Thus \sim satisfies the simulation condition, and by symmetry so does its converse. ■

Bisimilarity: Back-and-forth property

Theorem

$p \sim q$ if and only if

- 1 $p \xrightarrow{\alpha} p'$ implies for some q' , $q \xrightarrow{\alpha} q'$ and $p' \sim q'$
- 2 $q \xrightarrow{\alpha} q'$ implies for some p' , $p \xrightarrow{\alpha} p'$ and $p' \sim q'$

Definition

Define $p \sim' q$ if and only if

- 1 $p \xrightarrow{\alpha} p'$ implies for some q' , $q \xrightarrow{\alpha} q'$ and $p' \sim q'$
- 2 $q \xrightarrow{\alpha} q'$ implies for some p' , $p \xrightarrow{\alpha} p'$ and $p' \sim q'$

Proof.

By showing that $\sim' = \sim$. Since \sim is a bisimulation $\sim \subseteq \sim'$ (*). To show $\sim' \subseteq \sim$, verify that \sim' is a bisimulation. This can be done by using (*) to show that if $p' \sim q'$ then $p' \sim q'$.



Commutativity

Proof of commutativity of \parallel :

Proposition $P \parallel Q \sim Q \parallel P$

Proof We need to find

a bisimulation which contains the pair $(P \parallel Q, Q \parallel P)$ for arbitrary P and Q . In fact we shall show that the set of all such pairs

$$\mathcal{S} \stackrel{\text{def}}{=} \{ (P \parallel Q, Q \parallel P) \mid P, Q \in \mathcal{P} \}$$

is a strong bisimulation. To show this consider an arbitrary transition $P \parallel Q \xrightarrow{\alpha} R_1$; we have to find a matching

transition $Q \parallel P \xrightarrow{\alpha} R_2$ with $(R_1, R_2) \in \mathcal{S}$. There are three cases, according to how the given transition is inferred:

Case 1 $R_1 \equiv P' \parallel Q$, with the transition inferred by Com₁ from $P \xrightarrow{\alpha} P'$. Then we can infer $Q \parallel P \xrightarrow{\alpha} Q \parallel P'$ by Com₂, and take $R_2 \equiv Q \parallel P'$.

Case 2 $R_1 \equiv P \parallel Q'$, with the transition inferred by Com₂ from $Q \xrightarrow{\alpha} Q'$. This case is symmetric with Case 1.

Case 3 $R_1 \equiv P' \parallel Q'$, with the transition inferred by Com₃ from $P \xrightarrow{\ell} P'$ and $Q \xrightarrow{\ell} Q'$ (same ℓ), and $\alpha = \tau$. Then we can also infer $Q \parallel P \xrightarrow{\tau} Q' \parallel P'$ by Com₃, and take $R_2 \equiv Q' \parallel P'$. \square

Counter instructions

We have sequentialization and counters. For counter X replace C with X and $zero$, inc , dec with $zero_X$, inc_X , dec_X . As before we use t to signal termination.

- The instruction $X++$ corresponds to $\overline{inc_X}.\bar{t}$ and
- The instruction $X--$ corresponds to $dec_X.\bar{t} + zero_X.\bar{t}$
- Encode the assignment instruction $X := Y$.

Solution.

- 1 Provide R_X that resets X to 0, this is easy.
- 2 $M_{Y,X}(I)$ moves Y to X and produces $l_Y.\overline{inc_Y}.\overline{l_{Y-1}} \parallel \dots \parallel l_1.\overline{inc_Y}.\bar{t}$.
 - $M_{Y,X}(I) \stackrel{def}{=} zero_Y.\bar{t} + dec_Y.\overline{inc_X}.$ $(\nu I')(I'.\overline{inc_Y}.\bar{t} \parallel M_{Y,X}(I'))$.
- 3 The assignment instruction is given by $(\nu I)(R_X; (M_{Y,X}(I) \parallel I.\bar{t}))$

Recall our sequential composition $P; Q = (\nu s)(P[s/t] \parallel s.Q)$ where s is fresh and \bar{t} is the last action of P .

Exercise: Prove that sequentialization is associative:

$$P; (Q; R) \sim (P; Q); R.$$

Hint: Using the algebraic equations and the fact that \sim is a congruence we get:

- $P; (Q; R) \sim (\nu s)(P[s/t] \parallel s.(\nu s')(Q[s'/t] \parallel s'.R)) \sim$
 - $\sim (\nu s)(\nu s')(P[s/t] \parallel s.(Q[s'/t] \parallel s'.R))$
- $(P; Q); R \sim (\nu s')((\nu s)(P[s/t] \parallel s.Q)[s'/t] \parallel s'.R) \sim$
 - $(\nu s')(\nu s)(P[s/t] \parallel s.Q)[s'/t] \parallel s'.R) \sim$
 - $\sim (\nu s)(\nu s')(P[s/t] \parallel s.Q[s'/t] \parallel s'.R)$
- It remains to prove that if s and s' are fresh then
 - $P[s/t] \parallel s.Q[s'/t] \parallel s'.R \sim P[s/t] \parallel s.(Q[s'/t] \parallel s'.R)$

Bisimilarity and Games

Exercise: Prove that $p \sim q$ if and only if Player II (defender) has a winning strategy over Player I (attacker) for the game (p, q) .

Definition. Say that p is game equivalent to q iff Player II has a winning strategy for (p, q) .

Proof: Assume that p is game equivalent to q . We show that $p \sim q$ by establishing that the relation $\mathcal{R} = \{(p, q) : p \text{ and } q \text{ are game equivalent}\}$ is a bisimulation. Suppose $P \xrightarrow{a} p'$, and as this is a possible move by player I we know that player II can respond with $q \xrightarrow{a} q'$ in such a way that $(p', q') \in \mathcal{R}$, and similarly when $q \xrightarrow{a} q'$. For the other direction suppose $p \sim q'$, and so there is a bisimulation relation \mathcal{R} such that $(p, q) \in \mathcal{R}$. We construct a winning strategy for player II for the game (p, q) : in any play, whatever move player I makes player II responds by making sure that the resulting pair of processes remain in the relation \mathcal{R} . Clearly player I cannot then win any play from (p, q) . \square