Process equivalence: motivation

"The sequence of actions a₁... a_n must be carried out cyclically starting with a₁" (the scheduler of Lecture 4)

Communication and Concurrency Lecture 7

Colin Stirling (cps)

School of Informatics

10th October 2013

(4日) (個) (目) (目) (目) (の)

Process equivalence: motivation

- "The sequence of actions a₁...a_n must be carried out cyclically starting with a₁" (the scheduler of Lecture 4)
- ▶ This property cannot be formalised in CTL⁻

Process equivalence: motivation

- "The sequence of actions a₁... a_n must be carried out cyclically starting with a₁" (the scheduler of Lecture 4)
- ▶ This property cannot be formalised in CTL⁻
- More natural way of specifying this: When all actions but a₁,..., a_n are restricted, the system should "behave like" the process P, defined by

$$P \stackrel{\mathrm{def}}{=} \mathtt{a}_1.\mathtt{a}_2.\ldots.\mathtt{a}_n.P$$

▲□▶ ▲圖▶ ▲≣▶ ▲≣▶ = 悪 - 釣��

Process equivalence: motivation

- "The sequence of actions a₁... a_n must be carried out cyclically starting with a₁" (the scheduler of Lecture 4)
- ► This property cannot be formalised in CTL⁻
- More natural way of specifying this: When all actions but a₁,..., a_n are restricted, the system should "behave like" the process P, defined by

$$P \stackrel{\text{def}}{=} a_1.a_2.\ldots.a_n.P$$

 Generally: many systems are informally specified by "behave like" statements.

Example: when using telnet our machine should "behave like" the remote machine (abstracting from delays).

Process equivalence: motivation

- "The sequence of actions a₁...a_n must be carried out cyclically starting with a₁" (the scheduler of Lecture 4)
- ▶ This property cannot be formalised in CTL⁻
- More natural way of specifying this:
 When all actions but a₁,..., a_n are restricted, the system should "behave like" the process P, defined by

$$P \stackrel{\mathrm{def}}{=} \mathtt{a}_1.\mathtt{a}_2.\ldots.\mathtt{a}_n.P$$

 Generally: many systems are informally specified by "behave like" statements.

Example: when using telnet our machine should "behave like" the remote machine (abstracting from delays).

But how to formalise "behavioural equivalence"?

Wish list

1. Behavioural equivalence should be an equivalence relation, reflexive, symmetric and transitive.

Wish list

- 1. Behavioural equivalence should be an equivalence relation, reflexive, symmetric and transitive.
- 2. Processes that may terminate (deadlock) should not be equivalent to processes that may not terminate (deadlock).

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 三臣 - のへで

Wish list

Wish list

- 1. Behavioural equivalence should be an equivalence relation, reflexive, symmetric and transitive.
- 2. Processes that may terminate (deadlock) should not be equivalent to processes that may not terminate (deadlock).
- 3. Congruence: if a component Q of P is replaced by an equivalent component Q' yielding P', then P and P' should also be equivalent.

- 1. Behavioural equivalence should be an equivalence relation, reflexive, symmetric and transitive.
- 2. Processes that may terminate (deadlock) should not be equivalent to processes that may not terminate (deadlock).
- 3. Congruence: if a component Q of P is replaced by an equivalent component Q' yielding P', then P and P' should also be equivalent.
- 4. Two processes should be equivalent iff they satisfy exactly the same properties (such as expressible in modal or temporal logic)

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 ろんぐ

・ロト・日本・モート・モー うくの

Wish list

- 1. Behavioural equivalence should be an equivalence relation, reflexive, symmetric and transitive.
- 2. Processes that may terminate (deadlock) should not be equivalent to processes that may not terminate (deadlock).
- 3. Congruence: if a component Q of P is replaced by an equivalent component Q' yielding P', then P and P' should also be equivalent.
- 4. Two processes should be equivalent iff they satisfy exactly the same properties (such as expressible in modal or temporal logic)
- 5. It should abstract from silent actions.

Wish list

- 1. Behavioural equivalence should be an equivalence relation, reflexive, symmetric and transitive.
- 2. Processes that may terminate (deadlock) should not be equivalent to processes that may not terminate (deadlock).
- 3. Congruence: if a component Q of P is replaced by an equivalent component Q' yielding P', then P and P' should also be equivalent.
- 4. Two processes should be equivalent iff they satisfy exactly the same properties (such as expressible in modal or temporal logic)
- 5. It should abstract from silent actions.

We deal first with conditions 1-4

A first candidate: trace equivalence

A trace of a process E is a sequence w of actions such that E → F for some process F.

A first candidate: trace equivalence

- A trace of a process E is a sequence w of actions such that E → F for some process F.
- *E* and *F* are trace equivalent if they have the same traces.



A first candidate: trace equivalence

- A trace of a process E is a sequence w of actions such that E → F for some process F.
- *E* and *F* are trace equivalent if they have the same traces.
- ▶ This notion satisfies 1 and 3, but not 2.

A first candidate: trace equivalence

- A trace of a process E is a sequence w of actions such that E → F for some process F.
- *E* and *F* are trace equivalent if they have the same traces.
- ► This notion satisfies 1 and 3, but not 2.
- ► Counterexample. C1, C1′ trace equivalent

Cl $\stackrel{\text{def}}{=}$ tick.Cl Cl' $\stackrel{\text{def}}{=}$ tick.Cl' + tick.0

A second candidate: completed trace equivalence

A completed trace of E is a sequence w of actions such that E → F for some process F that cannot execute any action

A second candidate: completed trace equivalence

- A completed trace of E is a sequence w of actions such that E → F for some process F that cannot execute any action
- *E* and *F* are completed trace equivalent if they have the same traces and the same completed traces

▲□▶ ▲□▶ ▲目▶ ▲目▶ 目 ろくの

A second candidate: completed trace equivalence

- A completed trace of E is a sequence w of actions such that E → F for some process F that cannot execute any action
- ► *E* and *F* are completed trace equivalent if they have the same traces and the same completed traces
- ▶ This notion satisfies 1 and 2, but not 3.

$$\begin{array}{rcl} \operatorname{Ven}_1 & \stackrel{\mathrm{def}}{=} & \operatorname{1p.1p.(tea.Ven}_1 + \operatorname{coffee.Ven}_1) \\ \operatorname{Ven}_2 & \stackrel{\mathrm{def}}{=} & \operatorname{1p.(1p.tea.Ven}_2 + \operatorname{1p.coffee.Ven}_2) \\ \operatorname{Use} & \stackrel{\mathrm{def}}{=} & \overline{\operatorname{1p.1p.tea.ok.0}} \end{array}$$

A second candidate: completed trace equivalence

- A completed trace of E is a sequence w of actions such that E → F for some process F that cannot execute any action
- *E* and *F* are completed trace equivalent if they have the same traces and the same completed traces
- ▶ This notion satisfies 1 and 2, but not 3.

Ven₁ and Ven₂ are completed-trace equivalent, but (Ven₁ | Use)\K and (Ven₂ | Use)\K, where K = {1p, tea, coffee}, are not.

▲□▶ ▲□▶ ▲目▶ ▲目▶ 目 のへで