

# Communication and Concurrency

## Lecture 7

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## Process equivalence: motivation

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- ▶ More natural way of specifying this:  
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- ▶ 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”?

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We deal first with conditions 1 – 4

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- ▶ Counterexample.  $C1, C1'$  trace equivalent

$$C1 \stackrel{\text{def}}{=} \text{tick}.C1$$
$$C1' \stackrel{\text{def}}{=} \text{tick}.C1' + \text{tick}.0$$

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- ▶  $\text{Ven}_1$  and  $\text{Ven}_2$  are completed-trace equivalent, but  $(\text{Ven}_1 \mid \text{Use}) \setminus K$  and  $(\text{Ven}_2 \mid \text{Use}) \setminus K$ , where  $K = \{1p, \text{tea}, \text{coffee}\}$ , are not.