

Concepts of Concurrent Computation Spring 2015

Lecture 12: Coalgebra

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Research directions in concurrency

- Rigorous (mathematical) methods
 - for **specifying** & **reasoning** on computer systems
 - supported by **tool** implementations
 - outcome: **reliable** software/hardware
- Typical scenario:
 - consider:
 - the **specification** S
 - the **implementation** I of a system
 - question: does I **comply** to S ?

Theoretical models of computation

(Process) Algebra

Milner: “Concurrent processes have an *algebraic structure*”

$$\boxed{P1} \quad \mathbf{op} \quad \boxed{P2} \quad \Rightarrow \quad \boxed{P1 \mathbf{op} P2}$$

↑
“constructor”

e.g. CCS: $k \mid \cdot \mid + \mid \parallel \mid \setminus$

Structural Operational Semantics
(SOS)

e.g. CCS ACT: $\frac{\alpha}{\alpha.P \rightarrow P}$

⇒ Behavioral model & equivalence
e.g. LTSs & bisimilarity

Coalgebra

“black-box machine” metaphor

$$button : X \rightarrow B(X); \quad X \in Set$$



“destructor” (observer)
NO syntax!

B defines both

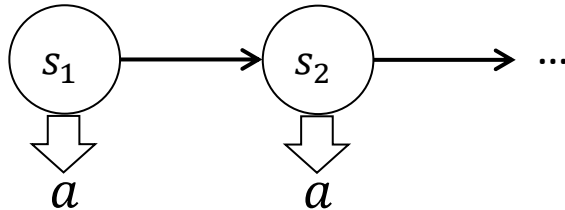
- the behavioral model &
- the equivalence

Systems as coalgebras

$(X, \text{button} : X \rightarrow B(X))$

Example: Streams

? $(X, \text{button} : X \rightarrow B(X))$



$X = \{s_i \mid i \geq 1\}$
 $\text{button} = \langle \text{hd}, \text{tl} \rangle$

$\text{hd}(s_i) = a$

$\text{tl}(s_i) = s_{i+1}$

$\text{hd}: X \rightarrow A$

$\text{tl}: X \rightarrow X$

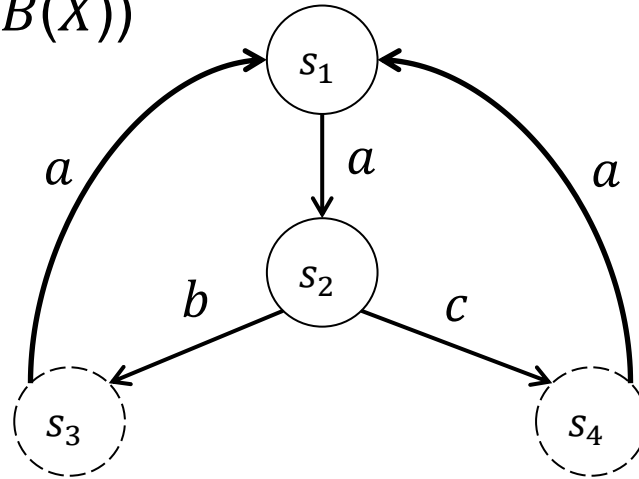
$A = \{a\}$

$(X, \langle \text{hd}, \text{tl} \rangle : X \rightarrow A \times X)$

$B(X) = A \times X$

Example: Deterministic Automata (DAs)

? $(X, \text{button} : X \rightarrow B(X))$



$X = \{s_1, s_2, s_3, s_4\}$

$\text{button} = \langle o, t \rangle$

$o: X \rightarrow 2 \quad 2 = \{0,1\}$

$t: X \rightarrow X^A \quad X^A = \{f: A \rightarrow X\} \quad A = \{a, b, c\}$

$(X, \langle o, t \rangle: X \rightarrow 2 \times X^A)$

$B(X) = 2 \times X^A$

$o(s_1) = 0 \quad o(s_2) = 0 \quad o(s_3) = 1 \quad o(s_4) = 1$

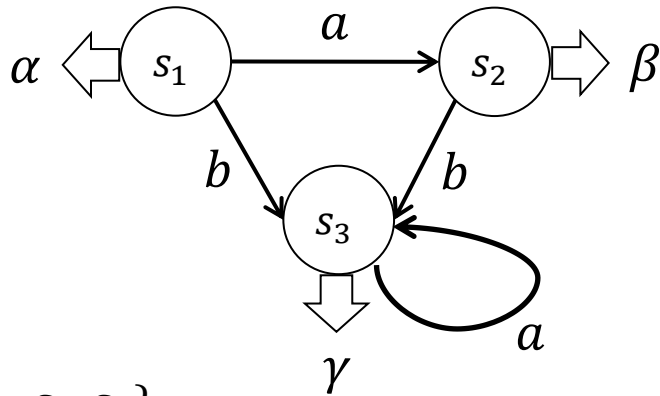
$t(s_1)(a) = s_2$

$t(s_2)(b) = s_3 \quad t(s_2)(c) = s_4$

$t(s_3)(a) = s_1 \quad t(s_4)(a) = s_1$

Example: Moore machines

? $(X, \text{button} : X \rightarrow B(X))$



$$X = \{s_1, s_2, s_3\}$$

$$\text{button} = \langle o, t \rangle$$

$$o(s_1) = \alpha \quad o(s_2) = \beta \quad o(s_3) = \gamma$$

$$t(s_1)(a) = s_2 \quad t(s_1)(b) = s_3$$

$$t(s_2)(b) = s_3$$

$$t(s_3)(a) = s_3$$

$$(X, \langle o, t \rangle : X \rightarrow O \times X^A)$$

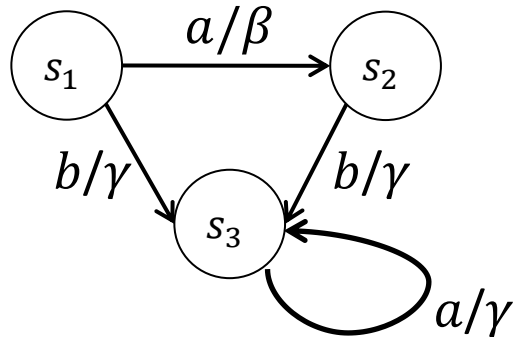
$$B(X) = O \times X^A$$

$$o : X \rightarrow O \quad O = \{\alpha, \beta, \gamma\}$$

$$t : X \rightarrow X^A \quad A = \{a, b\}$$

Example: Mealy machines

? $(X, \text{button} : X \rightarrow B(X))$



$$\text{button}(s_1)(a) = \langle \beta, s_2 \rangle \quad \text{button}(s_1)(b) = \langle \gamma, s_3 \rangle$$

$$\text{button}(s_2)(b) = \langle \gamma, s_3 \rangle$$

$$\text{button}(s_3)(a) = \langle \gamma, s_3 \rangle$$

$$(X, \delta : X \rightarrow (O \times X)^A)$$

$$B(X) = (O \times X)^A$$

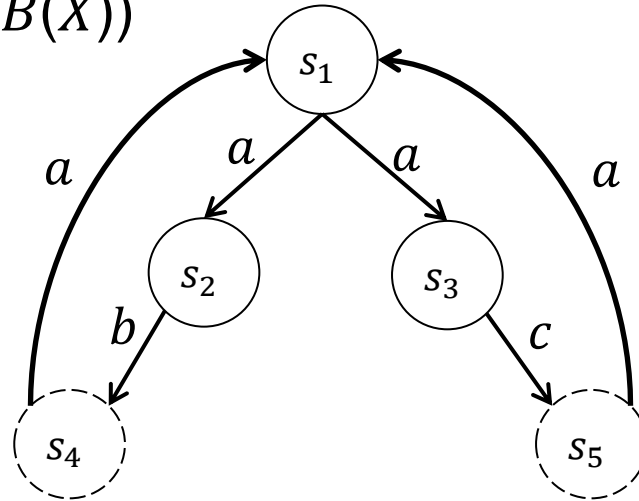
$$X = \{s_1, s_2, s_3\}$$

$$A = \{a, b\} \quad O = \{\beta, \gamma\}$$

$$\text{button} = \delta : X \rightarrow (O \times X)^A$$

Example: Nondeterministic Automata (NAs)

? $(X, \text{button} : X \rightarrow B(X))$



$X = \{s_1, s_2, s_3, s_4, s_5\}$

$\text{button} = \langle o, t \rangle$

$o(s_1) = 0$ $o(s_4) = 1$...

$t(s_1)(a) = \{s_2, s_3\}$

$t(s_2)(b) = \{s_4\}$

$t(s_4)(a) = \{s_1\}$

...

$o: X \rightarrow 2$ $2 = \{0,1\}$

$t: X \rightarrow (\text{Pow } X)^A$ $A = \{a, b, c\}$

$(X, \langle o, t \rangle : X \rightarrow 2 \times (\text{Pow } X)^A)$

$B(X) = 2 \times (\text{Pow } X)^A$

Pow – powerset functor

e.g. $\text{Pow } \{1, 2\} = \{\emptyset, \{1\}, \{2\}, \{1, 2\}\}$

Uniform representation of systems

$$B(X) ::= O \mid X \mid B(X)^A \mid Pow\ B(X) \mid B(X) \times B(X) \mid B(X) + B(X) \\ (X, button : X \rightarrow B(X))$$

$$\text{Streams: } (X, \langle hd, tl \rangle : X \rightarrow A \times X)$$

$$\text{DAs: } (X, \langle o, t \rangle : X \rightarrow 2 \times X^A)$$

$$\text{Moore machines: } (X, \langle o, t \rangle : X \rightarrow O \times X^A)$$

$$\text{Mealy machines: } (X, \delta : X \rightarrow (O \times X)^A)$$

$$\text{(finite) NAs: } (X, \langle o, t \rangle : X \rightarrow 2 \times (Pow_{fin} X)^A)$$

$$\text{(finite) LTSs: } (X, t : X \rightarrow (Pow_{fin} X)^A)$$

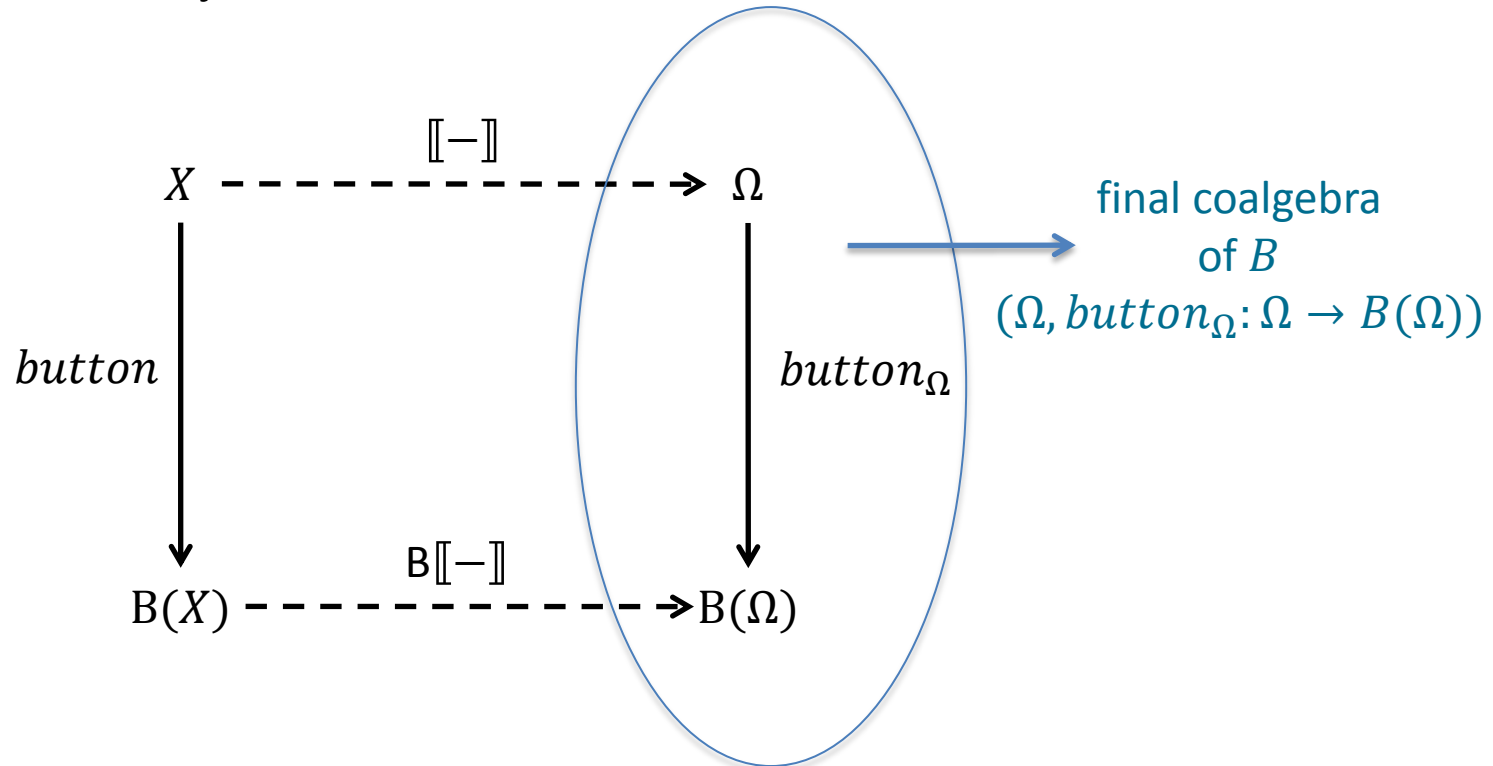
$$\text{divergent LTSs: } (X, t : X \rightarrow (1 + Pow X)^A)$$

...

Behaviors of systems as coalgebras

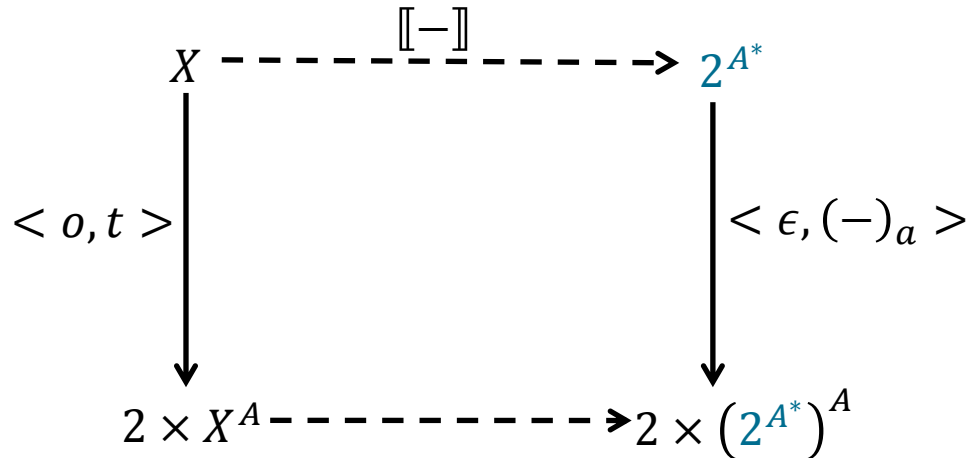
Final coalgebras

- Behaviors of systems “captured” by **final coalgebras**
 - e.g. DAs, Mealy machines, Moore machines, finite NAs, finite LTSs, ...



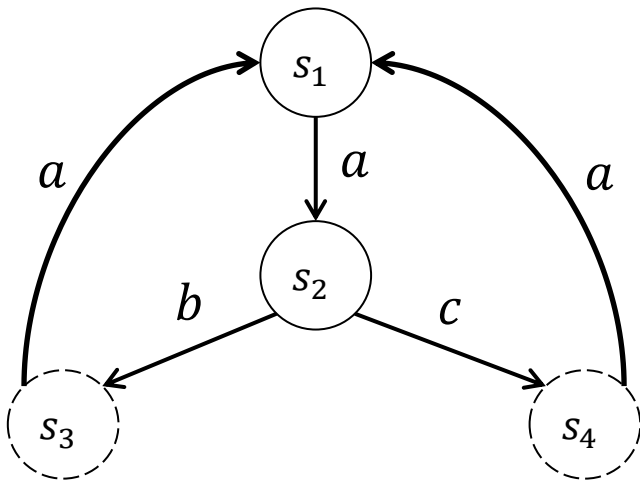
- $\llbracket - \rrbracket$ is the (unique) coalgebra homomorphism
 - making the above diagram commute (diagram chasing)
 - i.e. $\textit{button}_{\Omega} \circ \llbracket - \rrbracket = B\llbracket - \rrbracket \circ \textit{button}$
- Intuition: $\llbracket x \rrbracket$ maps x in X to the behavior of x in Ω

Example: DAs $(X, \langle o, t \rangle: X \rightarrow 2 \times X^A)$



- 2^{A^*} - the set of languages over A

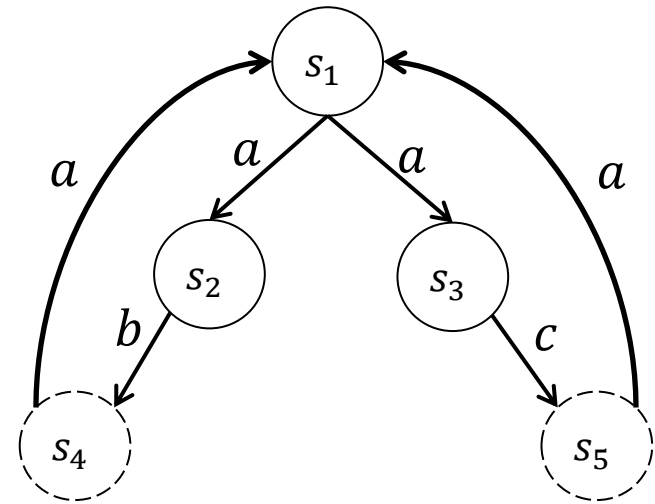
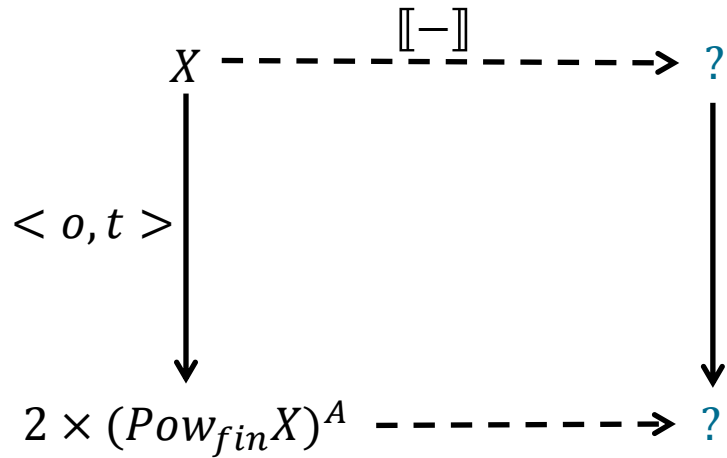
$$\begin{aligned} \epsilon(L) &= 1 \text{ ? } 0 : \epsilon \in L \\ (L)_a &= \{w \in A^* \mid aw \in L\} \\ \llbracket x \rrbracket(\epsilon) &= o(x) \\ \llbracket x \rrbracket(aw) &= \llbracket t(x)(a) \rrbracket(w) \end{aligned}$$



$$\begin{aligned} s_1 &\xrightarrow{\llbracket - \rrbracket} \{ab, ac, abaab, acaab, \dots\} \\ s_3 &\xrightarrow{\llbracket - \rrbracket} \{\epsilon, aab, aac, aacaab, \dots\} \end{aligned}$$

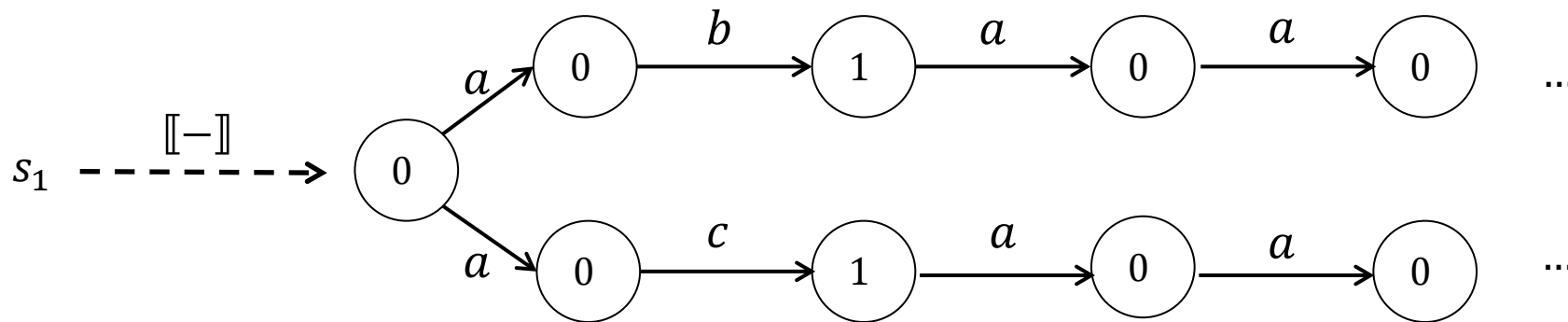
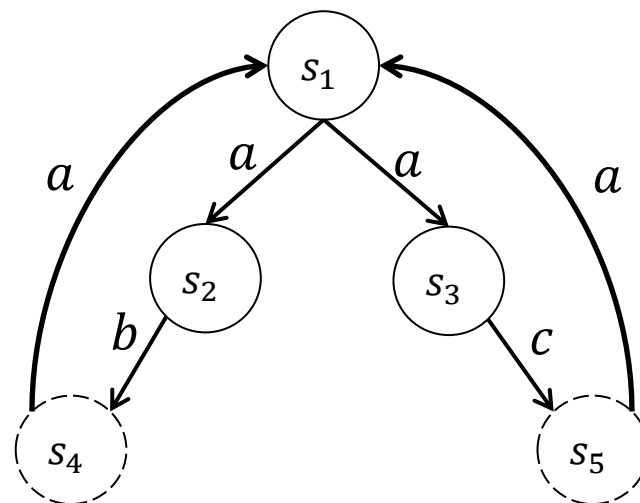
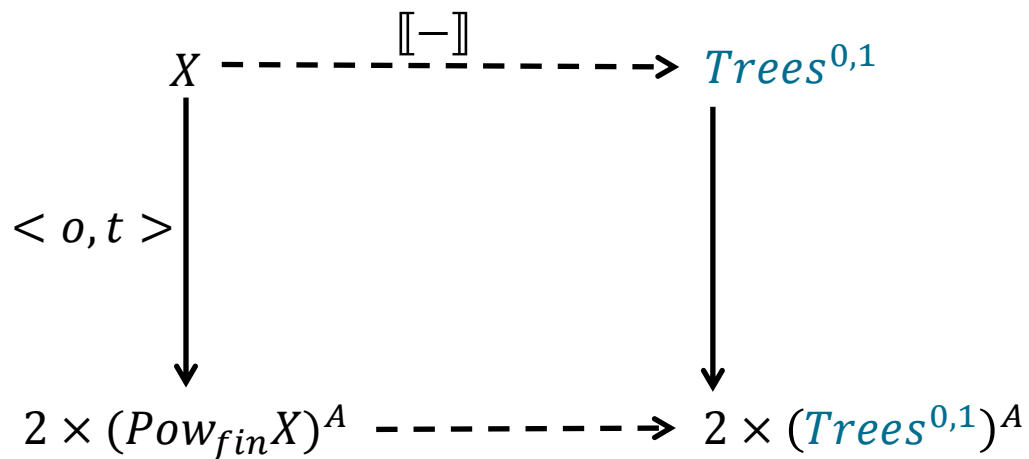
Example: finite NAs

$$(X, \langle o, t \rangle : X \rightarrow 2 \times (Pow_{fin} X)^A)$$



Example: finite NAs

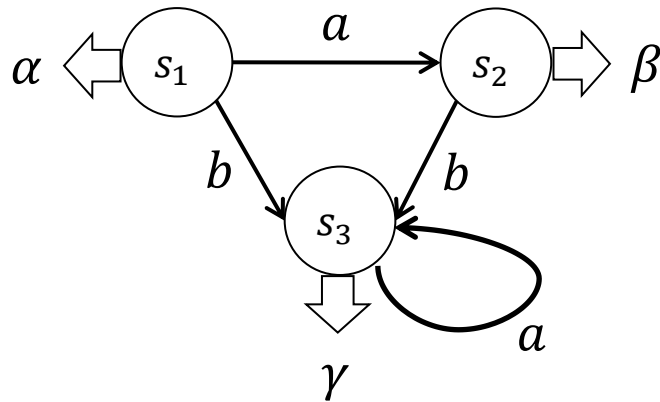
$$(X, \langle o, t \rangle : X \rightarrow 2 \times (\text{Pow}_{fin} X)^A)$$



Example: Moore & Mealy machines

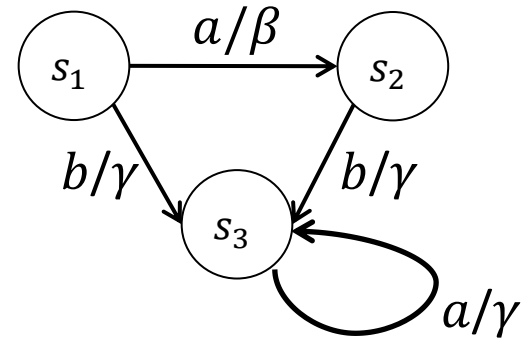
Moore

$$(X, \langle o, t \rangle: X \rightarrow O \times X^A)$$

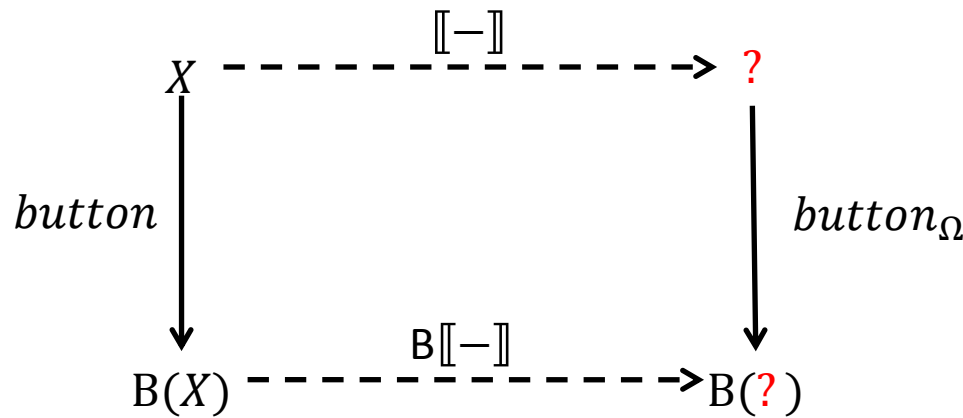


Mealy

$$(X, \delta: X \rightarrow (O \times X)^A)$$



O^{A^*}



O^{A^+}

Uniform representation of behaviors

Final coalgebras: $(\Omega, \text{button}_\Omega : \Omega \rightarrow B(\Omega))$

$$B(X) ::= O \mid X \mid B(X)^A \mid \text{Pow}_{fin} B(X) \mid B(X) \times B(X) \mid B(X) + B(X)$$

$$\begin{array}{c} \text{DAs} \\ (X, \langle o, t \rangle : X \rightarrow 2 \times X^A) \end{array} \xrightarrow{\llbracket - \rrbracket} (2^{A^*}, \langle \epsilon, (-)_a \rangle : 2^{A^*} \rightarrow 2 \times (2^{A^*})^A)$$

finite NAs

$$(X, \langle o, t \rangle : X \rightarrow 2 \times (\text{Pow}_{fin} X)^A) \xrightarrow{\llbracket - \rrbracket} (\text{Trees}^{0,1}, \langle o_\Omega, t_\Omega \rangle : \text{Trees}^{0,1} \rightarrow 2 \times (\text{Pow}_{fin} \text{Trees}^{0,1})^A)$$

Moore

$$(X, \langle o, t \rangle : X \rightarrow O \times X^A) \xrightarrow{\llbracket - \rrbracket} (O^{A^*}, \langle o_\Omega, t_\Omega \rangle : O^{A^*} \rightarrow O \times (O^{A^*})^A)$$

Mealy

$$(X, \delta : X \rightarrow (O \times X)^A) \xrightarrow{\llbracket - \rrbracket} (O^{A^+}, \delta_\Omega : O^{A^+} \rightarrow (O \times O^{A^+})^A)$$

...

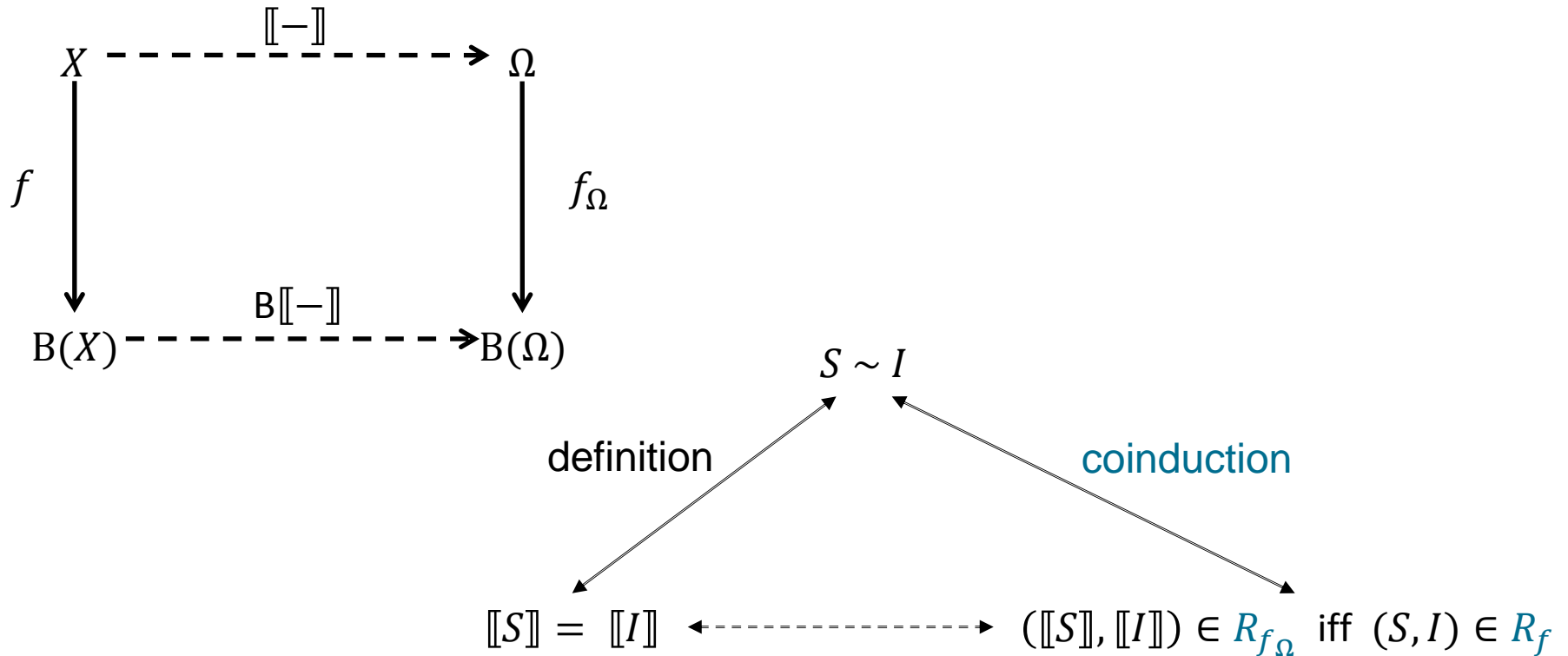
Uniformity

- Each behavioral functor B induces:
 - a **type of system**
 - e.g. DAs, finite NAs, Moore ...
 - the **behavior** of a certain system type
 - e.g. 2^{A^*} , $Trees^{0,1}$, O^{A^*} ...
 - a corresponding notion of **behavioral equivalence**
 - e.g. DAs & language equivalence, finite NAs & tree equivalence, Moore machines & “decorated” language equivalence

Behavioral equivalence & Coinduction

Coinduction proof principle

- Idea: reason on behavioral equivalence (\sim) by
 - bisimulation construction (algorithmic, thus suitable for automation!)



Intuition: R_{f_Ω} and R_f are bisimulations if they are “closed” w.r.t. f_Ω and f , respectively.

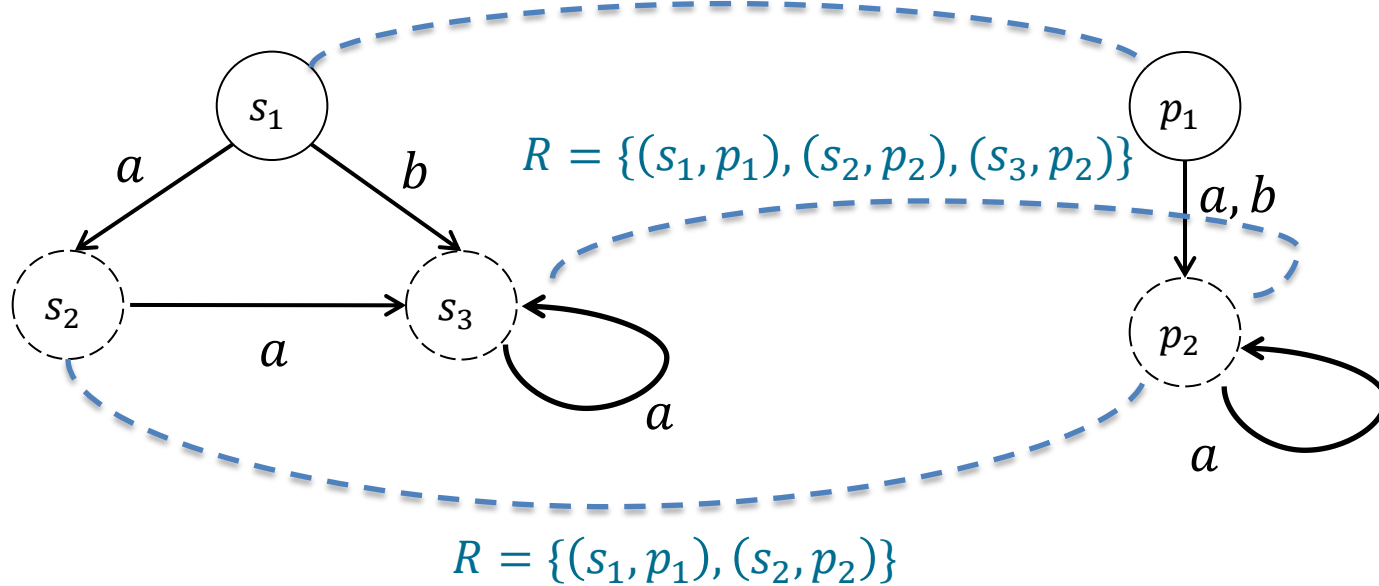
Example: DAs

$$o(s_1) = o(p_1) = 0$$

$$t(s_1)(a) = s_2 \quad t(p_1)(a) = p_2$$

$$t(s_1)(b) = s_3 \quad t(p_1)(b) = p_2$$

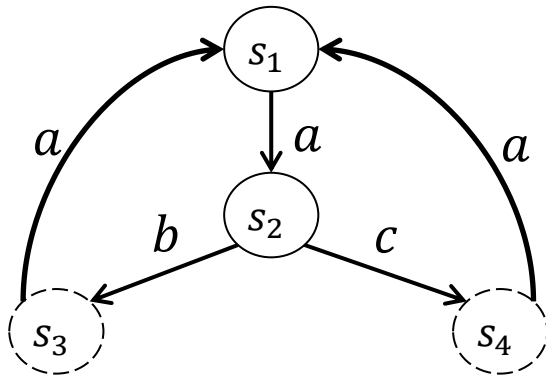
$$R = \{(s_1, p_1)\}$$



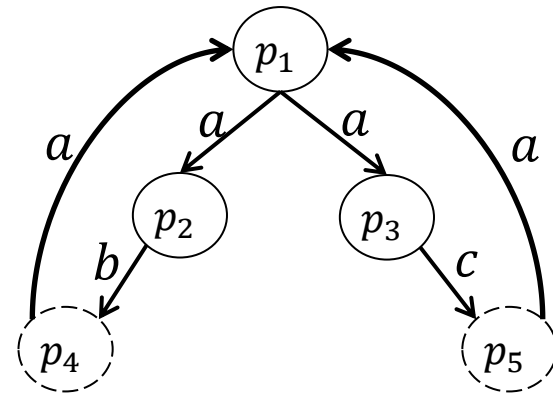
? $s_1 \sim p_1$ YES!

$$\begin{aligned} \xleftrightarrow{\text{coinduction}} (s_1, p_1) \in R &\xleftrightarrow{\text{def. } \sim} \llbracket s_1 \rrbracket = \llbracket p_1 \rrbracket \iff \\ &L(s_1) = L(p_1) = a^+ | ba^* \end{aligned}$$

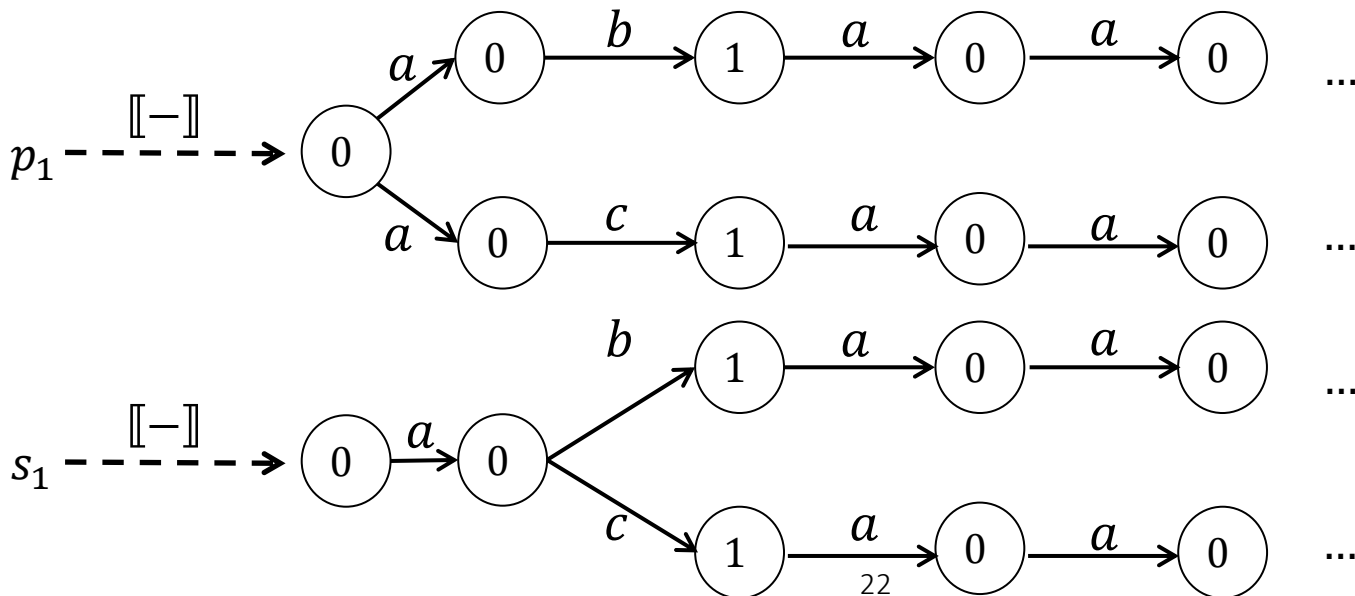
Example: finite NAs



? $s_1 \sim p_1$

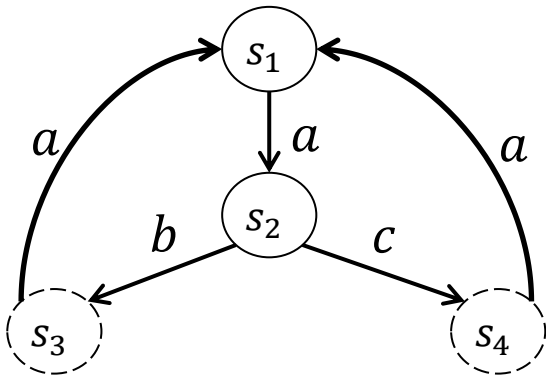


($\neg \exists R$ a bisimulation relation). $(s_1, p_1) \in R$ hence, s_1 and p_1 are **not beh. equiv.**

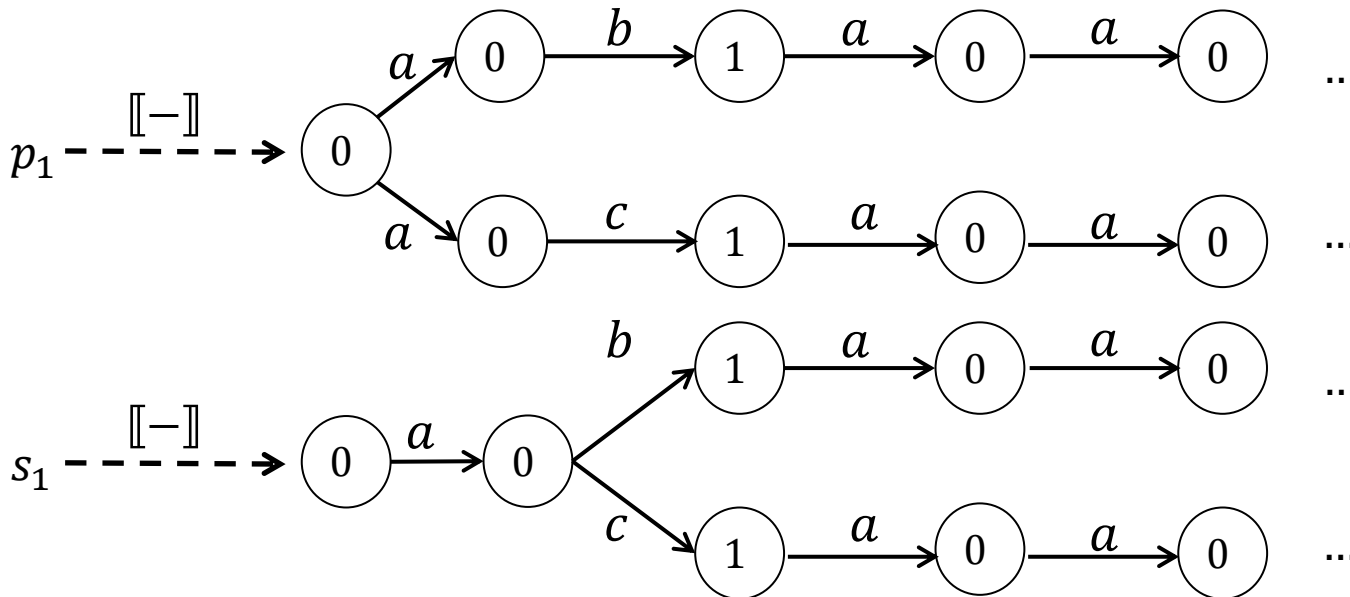
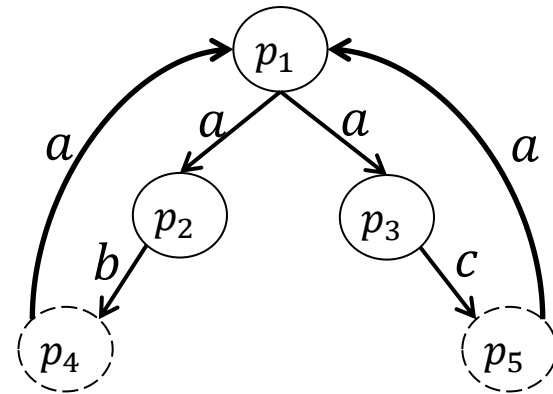


Coalgebraic Powerset Construction (PC)

Bisimilarity sometimes too fine

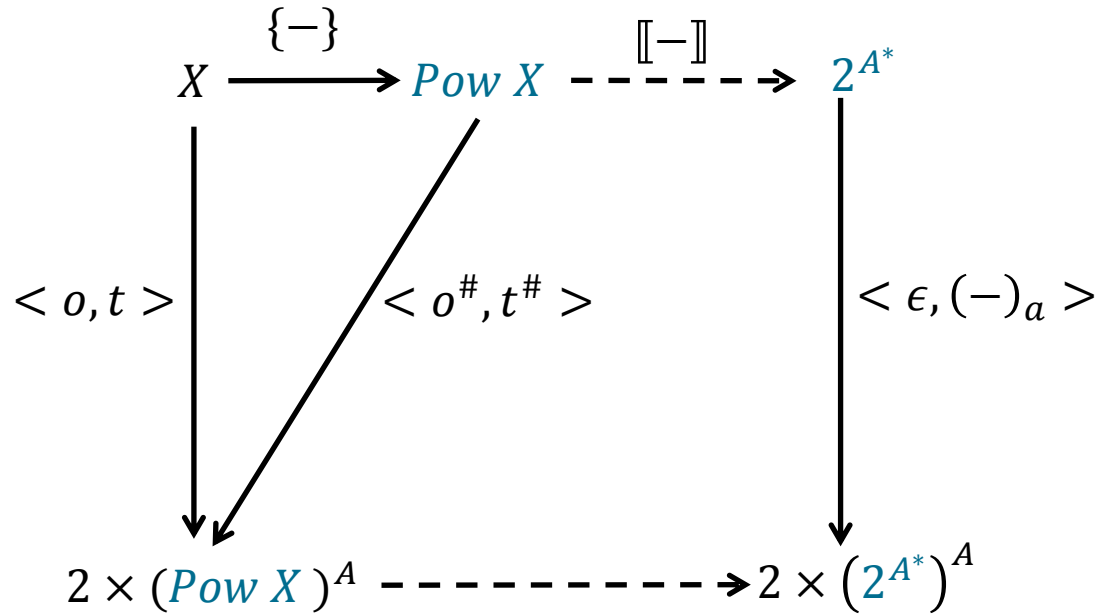


$\neg s_1 \sim p_1$



$L(p_1) =$
 $L(s_1) =$
 $\{ab, ac, abaab, abaac, \dots\}$
 $!!!$

NAs & PC



$$x \xrightarrow{\text{behavior}} \llbracket \{x\} \rrbracket = L(x) \cong 2^{A^*}$$

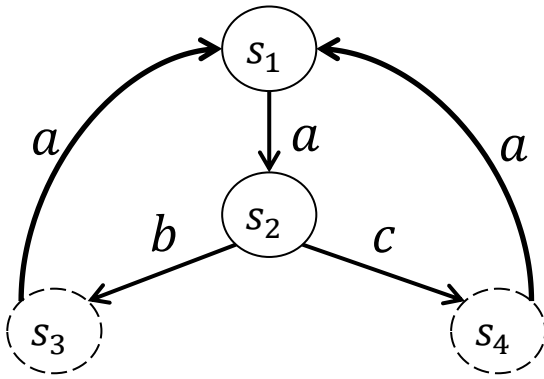
$$o^\#(Y) = \bigvee_{y \in Y} o(y)$$

$$\llbracket Y \rrbracket(\varepsilon) = o^\#(Y)$$

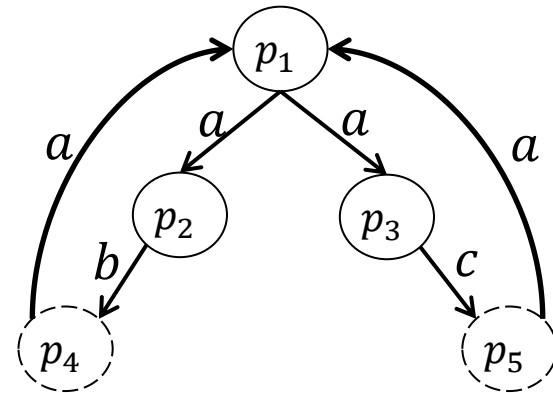
$$t^\#(Y)(a) = \bigcup_{y \in Y} t(y)(a)$$

$$\llbracket Y \rrbracket(aw) = \llbracket t^\#(Y)(a) \rrbracket(w)$$

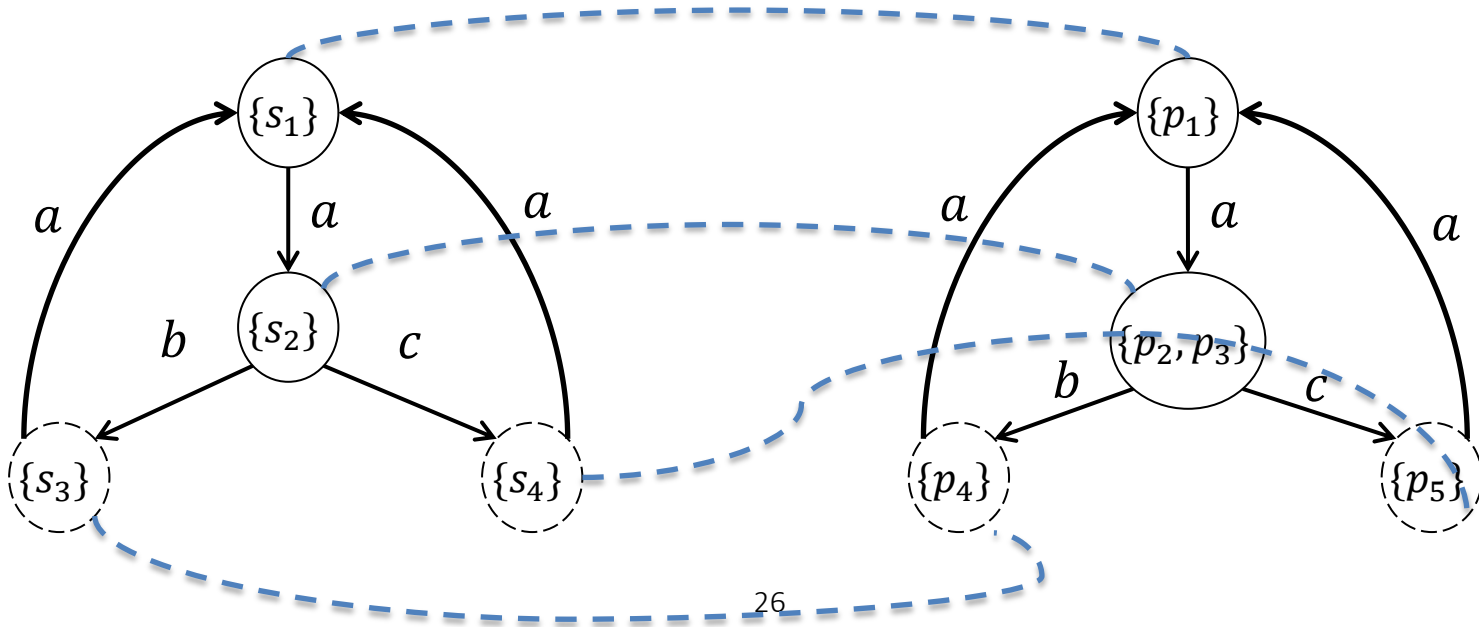
NAs & PC - example



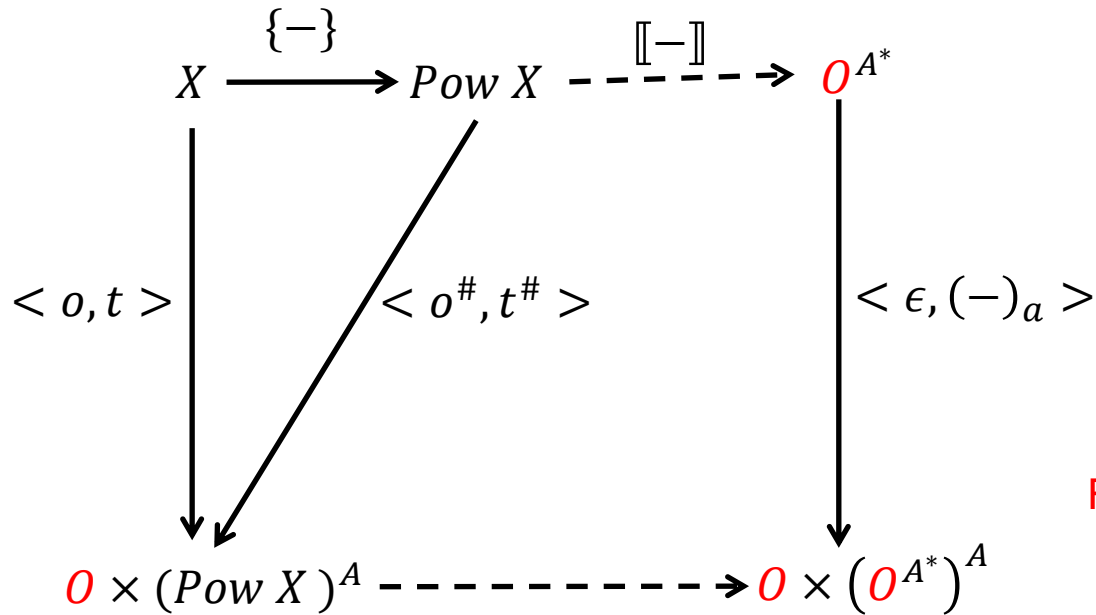
$$L(s_1) = L(p_1)$$



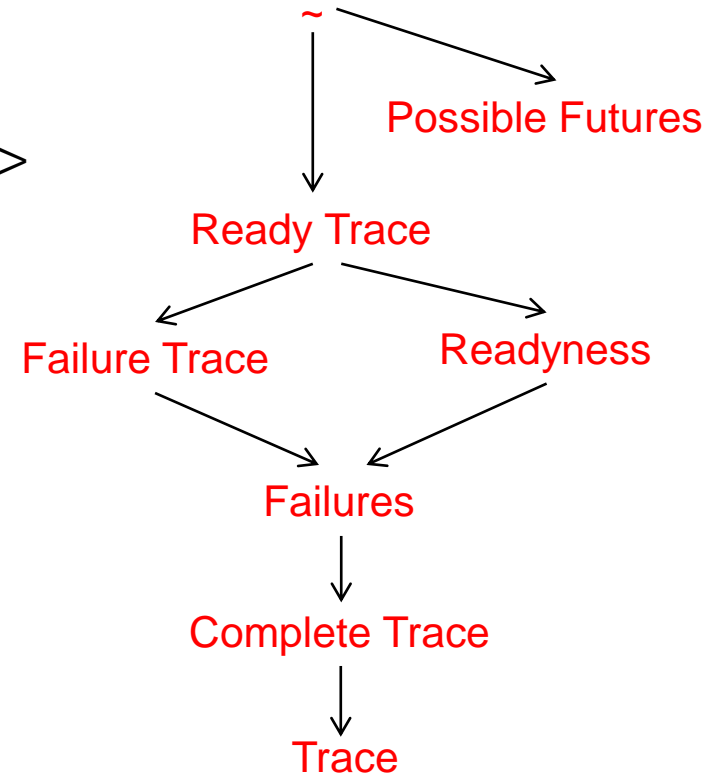
$$L(s_1) = L(p_1) \xLeftrightarrow{PC} \llbracket \{s_1\} \rrbracket = \llbracket \{p_1\} \rrbracket \xLeftrightarrow{\text{coinduction}} (\{s_1\}, \{p_1\}) \in R$$



Generalized PC



van Glabbeek spectrum



$$o^\#(Y) = \bigvee_{y \in Y} o(y)$$

$$\llbracket Y \rrbracket(\epsilon) = o^\#(Y)$$

$$t^\#(Y)(a) = \bigcup_{y \in Y} t(y)(a)$$

$$\llbracket Y \rrbracket(aw) = \llbracket t^\#(Y)(a) \rrbracket(w)$$

Coalgebra

- **Systems as coalgebras**
 - uniform representation in terms of a functor B
- **System behaviors as final coalgebras**
 - uniformly induced by the behavior functor B
- **The coinduction proof principle**
 - uniform reasoning on behavioral equivalence by bisimulation construction (suitable for automation)
- **The (generalized) powerset construction**
 - shifting from bisimilarity to language equivalence