

Generic Forward & Backward Simulation II

Probabilistic Simulation

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For Purely Probabilistic Systems...

Jonsson-Larsen simulation for prob. sys.

[Jonsson-Larsen, LICS'91]

via weight function

$u \setminus v$	\perp	$\dots y' \dots$
\perp	$\sum \geq 0$	≥ 0
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x'	0	$\begin{cases} \geq 0 & (x' R y') \\ 0 & (\text{o.w.}) \end{cases}$
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For Purely Probabilistic Systems...

coalgebraic

Kleisli simulation

[H., CONCUR'06]

$$\begin{array}{ccc} \text{fwd.} & FX \xleftarrow{Ff} FY & \text{bwd.} & FX \xrightarrow{Fb} FY \\ c \uparrow & \sqsubseteq & \uparrow d & \\ X \xleftarrow{f} Y & & X \xrightarrow{b} Y & \end{array}$$

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Hughes-Jacobs simulation

[Hughes-Jacobs, TCS'04]

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For Purely Probabilistic Systems...

soundness theorem

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Generic *Kleisli* Simulation

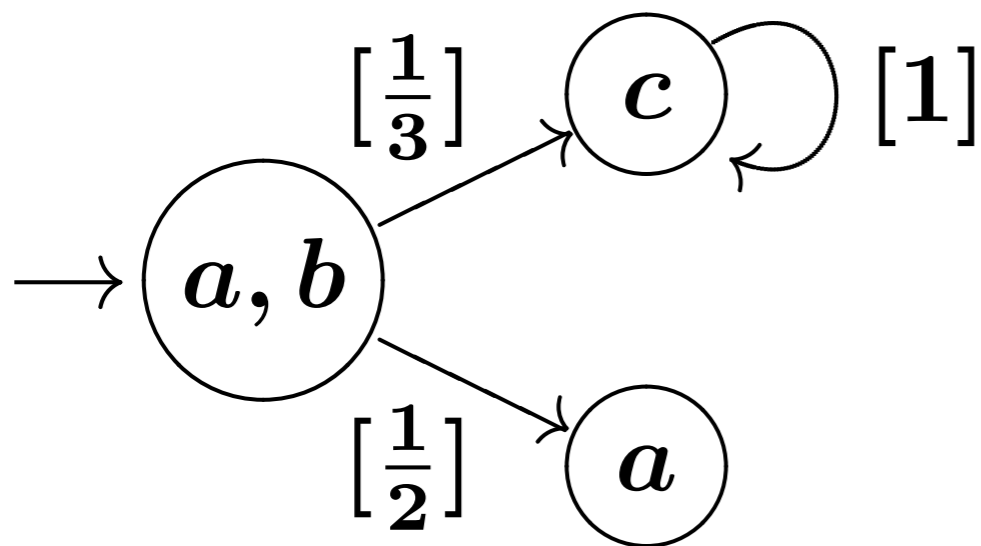
- I. Hasuo. *Generic forward and backward simulations*. CONCUR'06.
- Coalgebraic generalization of
 - N. Lynch and F. Vaandrager. *Forward and backward simulations I. Untimed systems*. Inf.&Comp.'95.



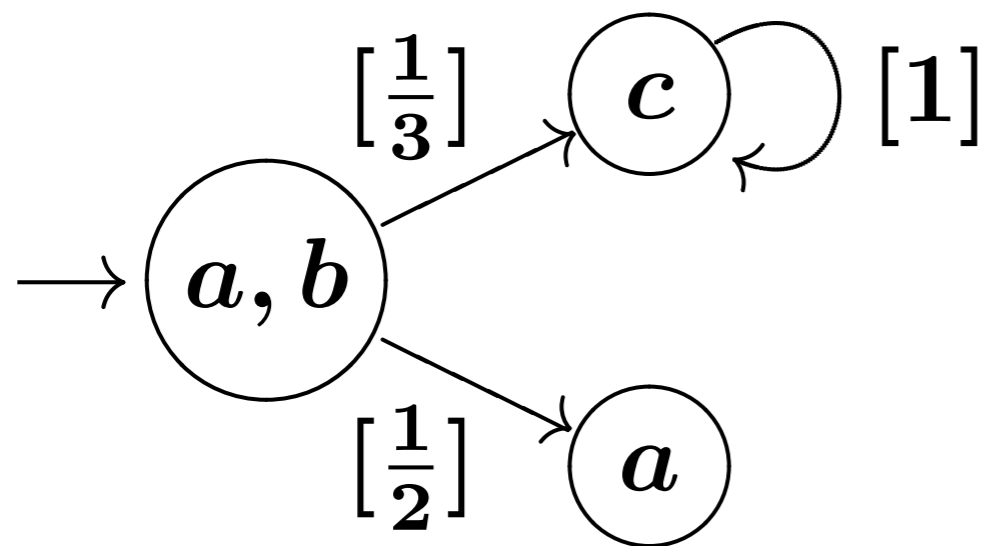
Background: Jonsson-Larsen Simulation for Prob. Systems

Probabilistic System

- Randomized algorithms, complexity
- Pervasive in distributed/concurrent applications
- Network protocols flipping coins



Probabilistic System



- Randomized algorithms, complexity
- Pervasive in distributed/concurrent applications
- Network protocols flipping coins

- N.B. Only *purely probabilistic* systems in the current work
- Unlike Segala's *probabilistic automata*

Theory of Probabilistic Systems

- Bisimulation
 - When are two systems *equivalent*?
 - Definitions based on *weight functions* or *equivalence classes* (these are equivalent)

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 - When are two systems *equivalent*?
 - Definitions based on *weight functions* or *equivalence classes* (these are equivalent)
- Simulation: two different views/uses
 - As def. of “refinement relation” [Jonsson-Larsen, LICS’91]
[Baier-Katoen-Hermanns-Wolf, Inf.&Comp.’05]
 - As a proof method for trace inclusion
[Lynch-Vaandrager, Inf.&Comp.’95] [H., CONCUR’06]

Simulation-Based Verification: a Scenario

specification system

\mathcal{S}

- small enough, obviously
satisfies a safety property P

implementation system

\mathcal{I}

- bigger
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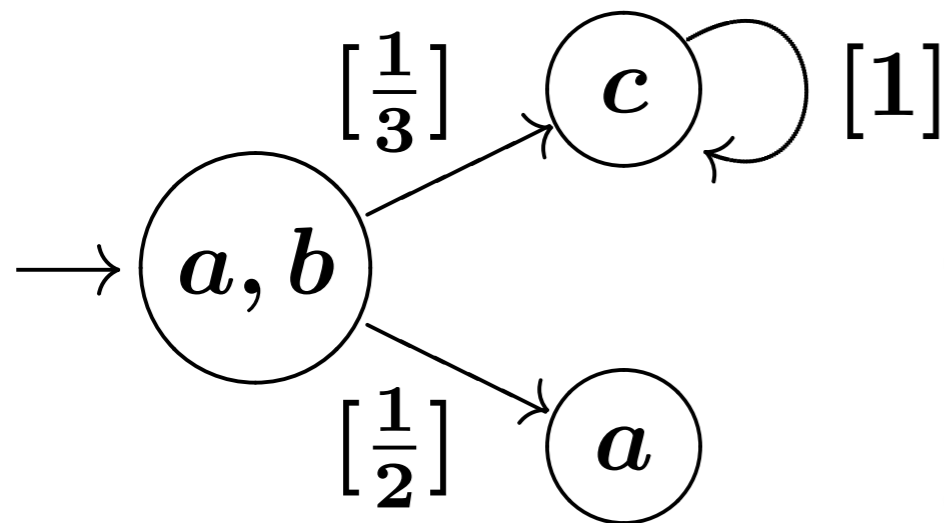
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Thm. (Soundness)

$\exists \text{ simulation} \Rightarrow \text{trace incl.}$

- Trace incl.: arbitrary many steps
- Simulation: stepwise

DTMC



Definition. A *discrete-time Markov chain (DTMC)* is

$$(X, x_0, l, p)$$

where

- X is a *state space*;
- $x_0 \in X$ is an *initial state*;
- $l : X \rightarrow \mathcal{P}(\mathbf{AP})$ is a *labeling function*,

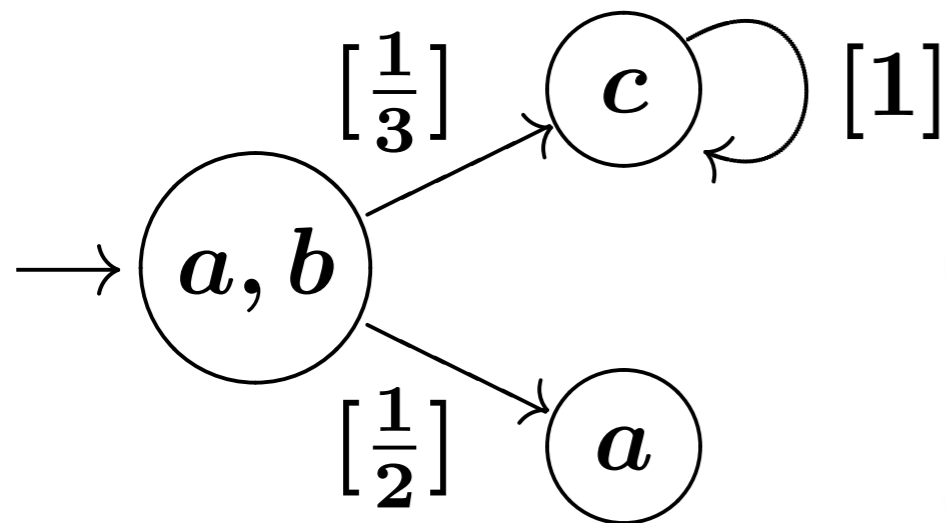
$$l(x) = \{\text{atomic propositions true at } x\}$$

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DTMC:
“Probabilistic Kripke model”

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[Jonsson-Larsen, LICS'91]

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- Relation to non-det. version

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(e) for each $y' \in Y$:

$$\Delta_{x,y}(\perp, y') + \sum_{x' \in X} \Delta_{x,y}(x', y') = q(y)(y') .$$

- Why this definition?
- Relation to non-det. version
- Asymmetry?
- Adaptation to other types of systems?

Jonsson-Larsen Simulation

[Jonsson-Larsen, LICS'91]

Definition. (JL-simulation) Let $\mathcal{X} = (X, x_0, l, p)$ and $\mathcal{Y} = (Y, y_0, m, q)$ be DTMCs. A *JL-simulation* from \mathcal{X} to \mathcal{Y} is a relation $R \subseteq X \times Y$ which satisfies the following.

1. $x_0 R y_0$.
2. $x R y$ implies $l(x) = m(y)$.
3. For each $x \in X$ and $y \in Y$ such that $x R y$, there exists a *weight function*

$$\Delta_{x,y} : (\{\perp\} + X) \times (\{\perp\} + Y) \longrightarrow [0, 1]$$

such that

- (a) $\Delta_{x,y}(u, v) > 0$ implies either
 - $u = \perp$, or
 - $u = x' \in X, v = y' \in Y$ and $x' R y'$;
- (b) $\Delta_{x,y}(\perp, \perp) + \sum_{y' \in Y} \Delta_{x,y}(\perp, y') = 1 - \sum_{x' \in X} p(x)(x')$;
- (c) for each $x' \in X$:
 $\Delta_{x,y}(x', \perp) + \sum_{y' \in Y} \Delta_{x,y}(x', y') = p(x)(x')$;
- (d) $\Delta_{x,y}(\perp, \perp) + \sum_{x' \in X} \Delta_{x,y}(x', \perp) = 1 - \sum_{y' \in Y} q(y)(y')$;
- (e) for each $y' \in Y$:
 $\Delta_{x,y}(\perp, y') + \sum_{x' \in X} \Delta_{x,y}(x', y') = q(y)(y')$.

- Why this definition?
- Relation to non-det. version
- Asymmetry?
- Adaptation to other types of systems?
- Soundness?

For Purely Probabilistic Systems...

coalgebraic

Kleisli simulation

[H., CONCUR'06]

$$\begin{array}{ccc} \text{fwd.} & FX \xleftarrow{Ff} FY & \text{bwd.} & FX \xrightarrow{Fb} FY \\ c \uparrow & \sqsubseteq & \uparrow d & \\ X \xleftarrow{f} Y & & X \xrightarrow{b} Y & \end{array}$$

specializes

Hughes-Jacobs simulation

[Hughes-Jacobs, TCS'04]

$$\begin{array}{ccc} BX \xleftarrow{B\pi_1} BR \xrightarrow{B\pi_2} BY & & \\ c \uparrow & \sqsubseteq & r \uparrow & \sqsubseteq & \uparrow d \\ X \xleftarrow{\pi_1} R \xrightarrow{\pi_2} Y & & \end{array}$$

specializes

Jonsson-Larsen simulation for prob. sys.

[Jonsson-Larsen, LICS'91]

via weight function

$u \setminus v$	\perp	$\dots y' \dots$
\perp	$\sum \geq 0$	≥ 0
\vdots		
x'	0	$\begin{cases} \geq 0 & (x' R y') \\ 0 & (\text{o.w.}) \end{cases}$
\vdots		

For Purely Probabilistic Systems...

coalgebraic

Another understanding
provides better
understanding

Kleisli simulation

[H., CONCUR'06]

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\vdots		

specializes



Generic Kleisli Simulation

[H., CONCUR'06]

Kleisli Simulation

- Uniform definition for a variety of systems
- Parameters:

T	branching type	non-determinism, probability, weighted, ...
F	transition/action type	LTS, Kripke models, CFG, ...

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- Generic soundness theorem:
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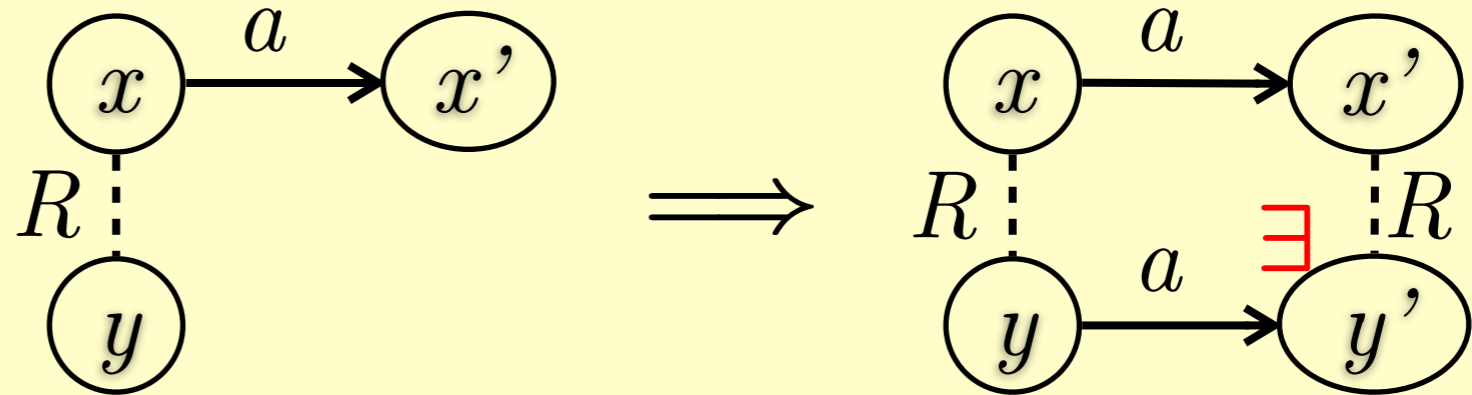
- Generic soundness theorem:
 \exists simulation \Rightarrow trace inclusion
- Forward, backward, hybrid (fwd.-bwd, bwd.-fwd)
- Let's start with instances...

Kleisli Simulation for LTS

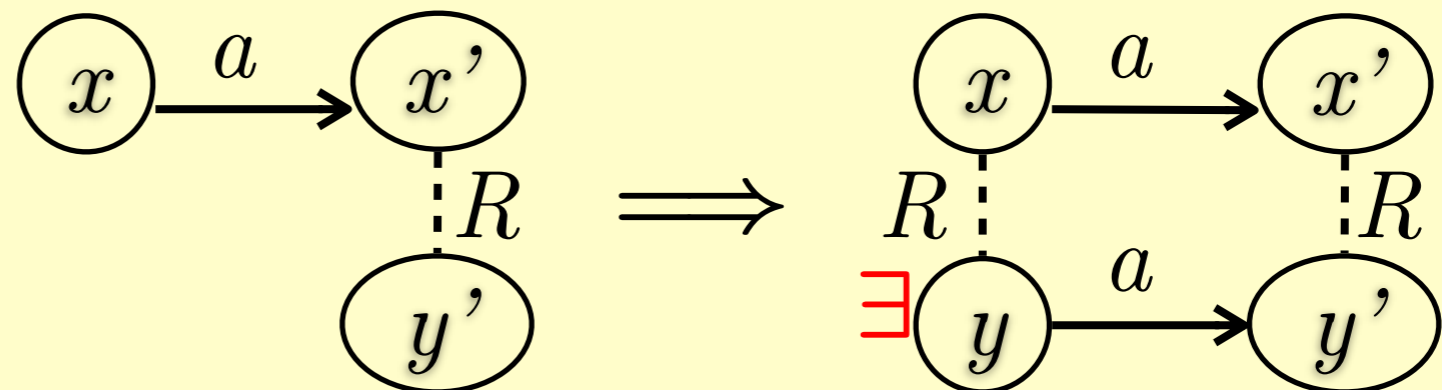
- Coincides with the standard definition
e.g. in [Lynch-Vaandrager, Inf.&Comp.'95]

Forward
simulation

A relation R between states of two systems, s.t.



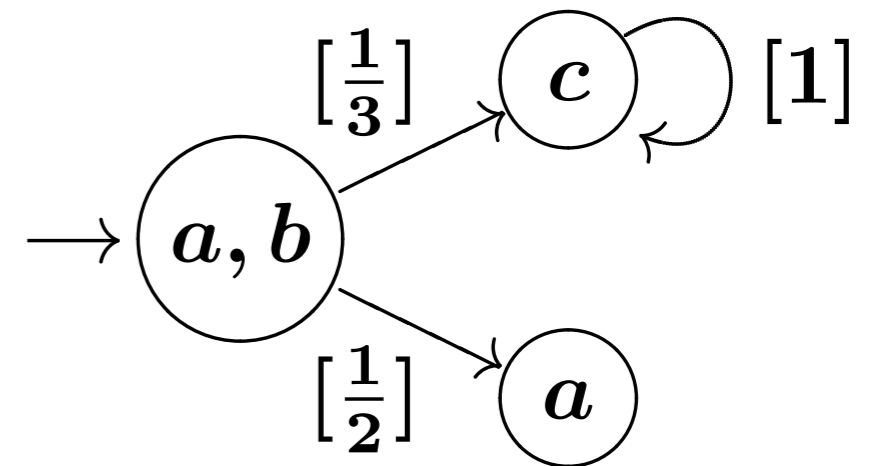
Backward
simulation



Kleisli Simulation for Probabilistic LTS

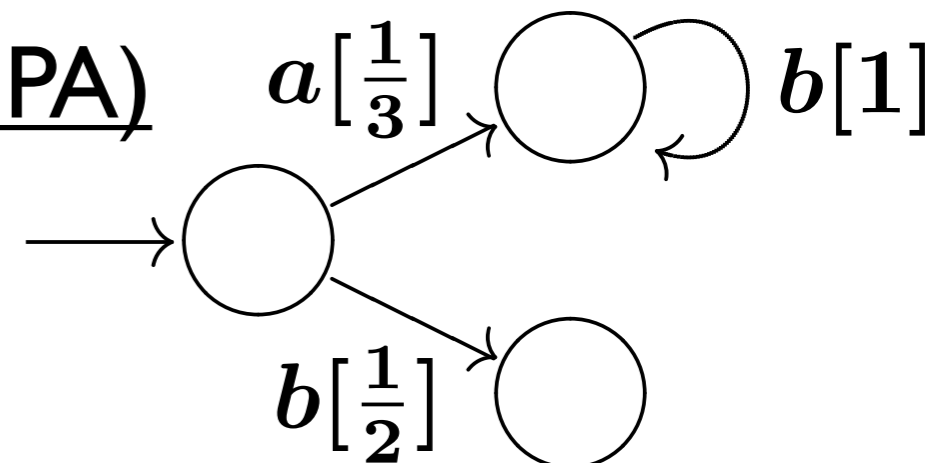
Discrete Time Markov Chain (DTMC)

- “Probabilistic Kripke model”
- Labeled *states*



Generative Probabilistic Automaton (GPA)

- “Probabilistic LTS”
- Labeled *transitions*



Hasuo (Kyoto, JP)

Kleisli Simulation for Probabilistic LTS

Definition.

A *forward simulation* from (X, x_0, c) to (Y, y_0, d) is a function

$$f : Y \longrightarrow \mathcal{D}X$$

such that

$$f(y_0)(x_0) = 1 \quad (\text{INIT})$$

$$\sum_{x \in X} f(y)(x) \cdot c(x)(a, x') \leq \sum_{y' \in Y} d(y)(a, y') \cdot f(y')(x')$$

for each $y \in Y$, $a \in \mathbf{Ac}$ and $x' \in X$
(ACT)

$$\mathcal{D}X \quad \underline{\text{Subdistribution opr.}}$$
$$= \left\{ d : X \rightarrow [0, 1] \mid \sum_x d(x) \leq 1 \right\}$$

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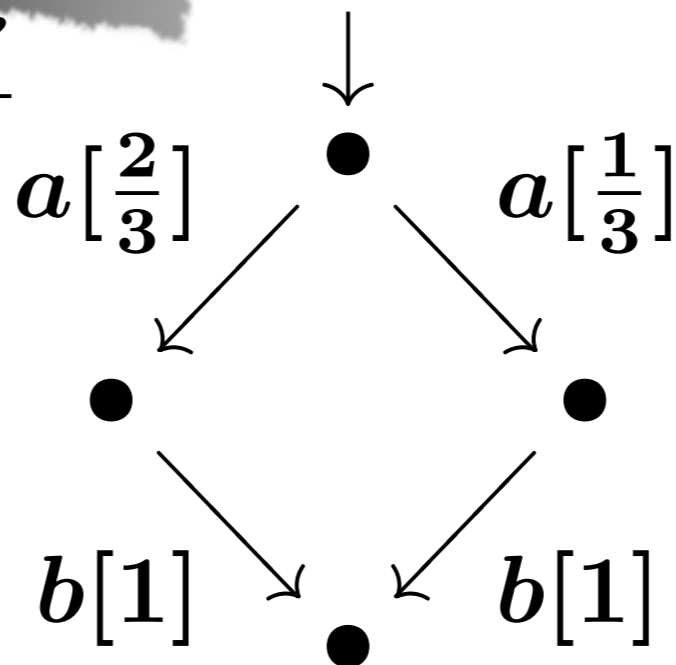
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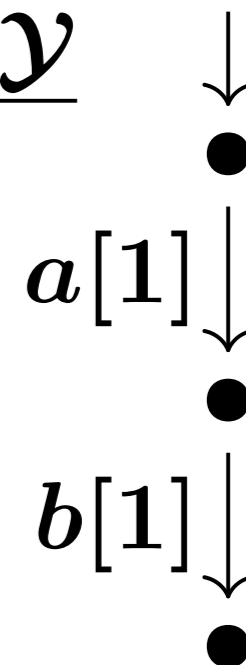
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(ACT)

\mathcal{X}



\mathcal{Y}



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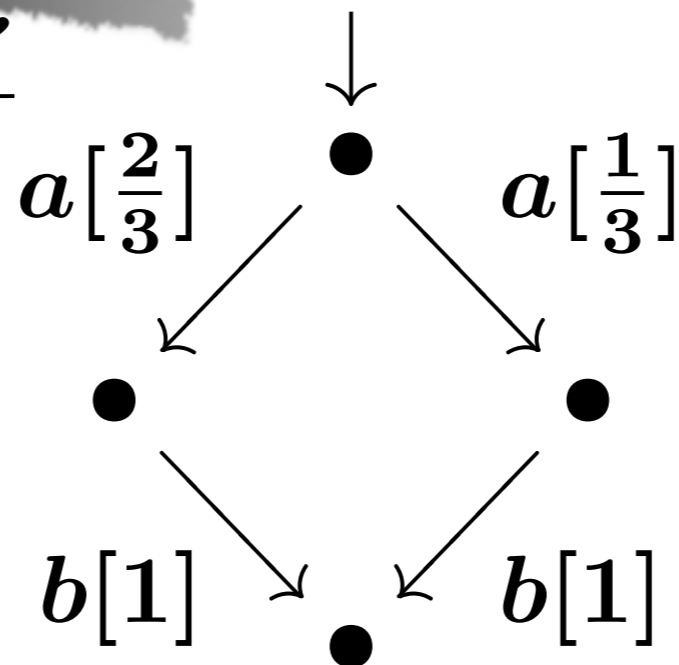
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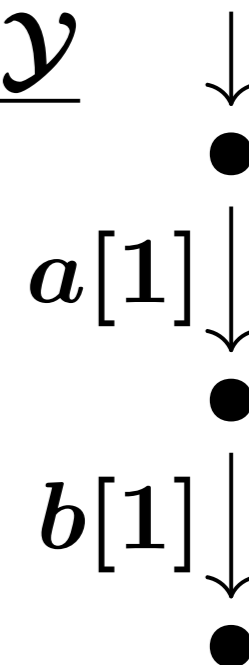
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\mathcal{X}



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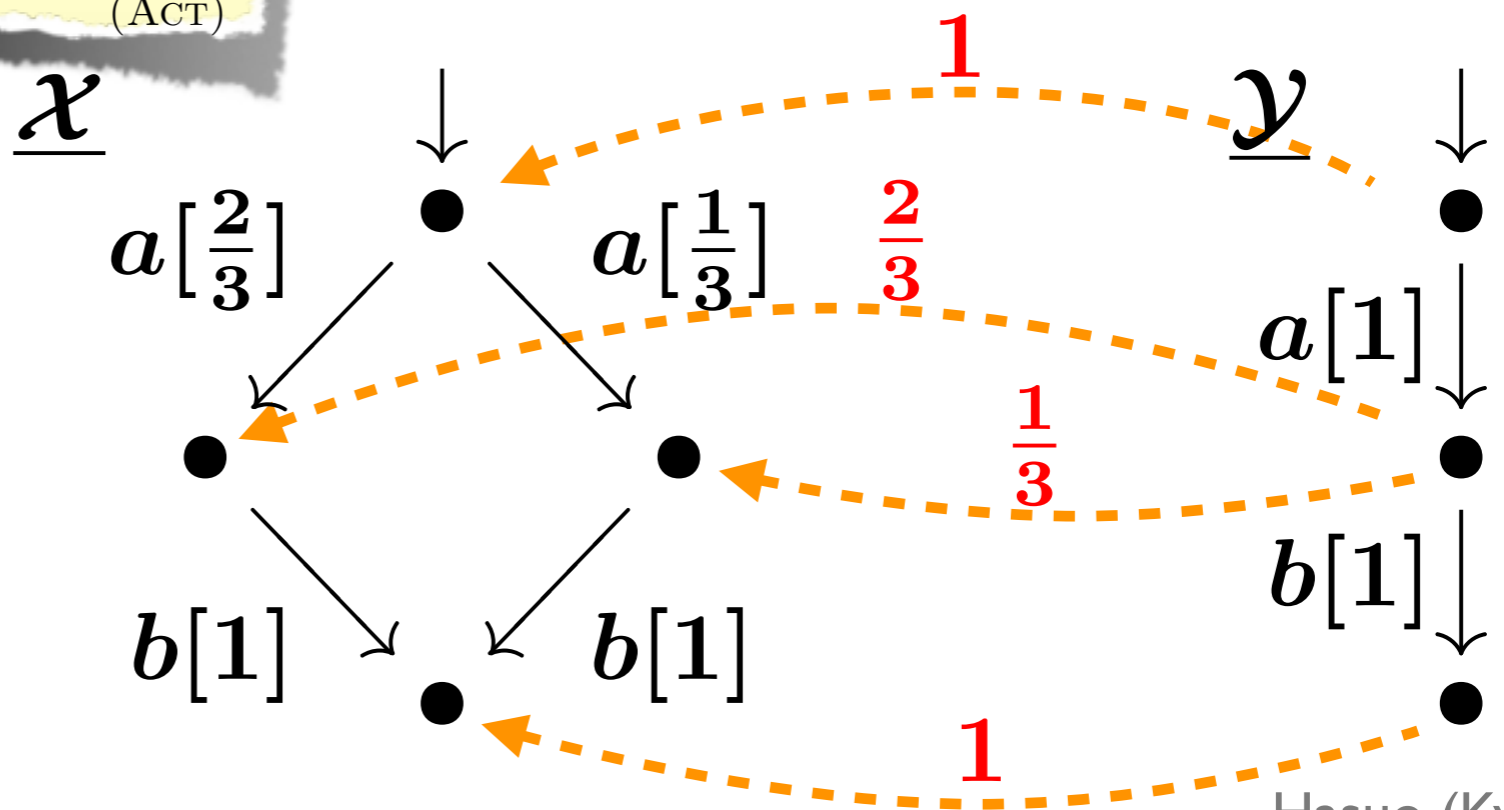
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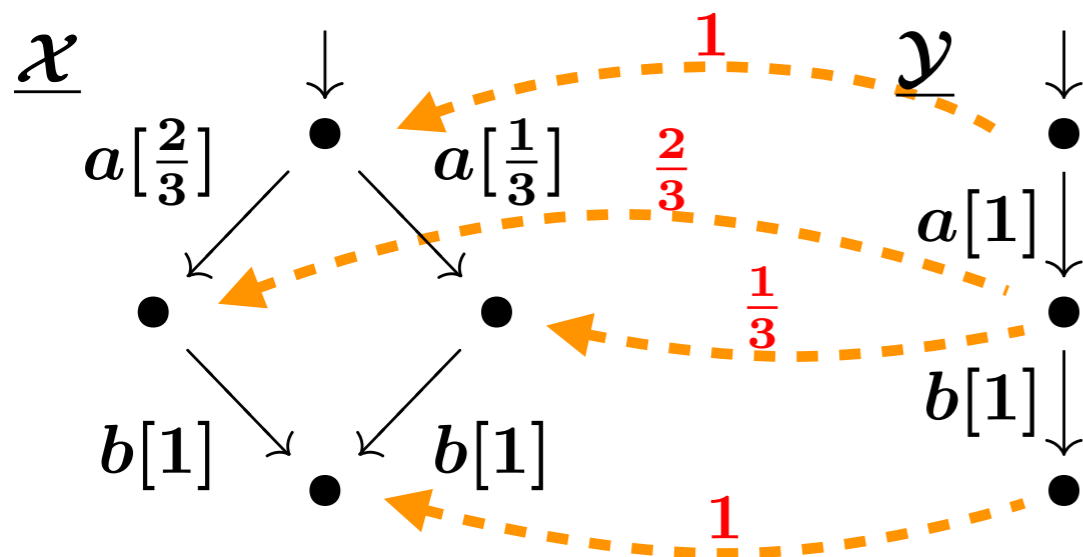
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$$\Pr \left[\begin{array}{c} y \\ \vdots \\ \bullet \end{array} \xrightarrow{a} x' \right] \leq \Pr \left[y \xrightarrow{a} \bullet \begin{array}{c} \vdots \\ x' \end{array} \right]$$



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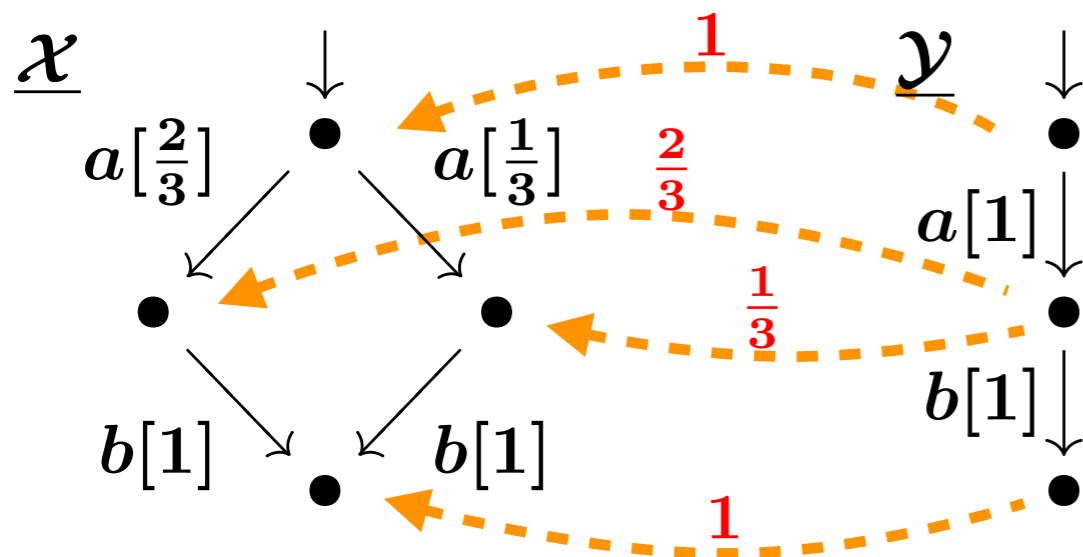
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Cf.

$$\left(\begin{array}{c} y \\ \vdots \\ \bullet \end{array} \xrightarrow{a} x' \right) \text{ implies } \left(y \xrightarrow{a} \exists \bullet \begin{array}{c} \vdots \\ x' \end{array} \right)$$

Kleisli Simulation for Probabilistic LTS

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A forward simulation from (X, x_0, c) to (Y, y_0, d) is a function

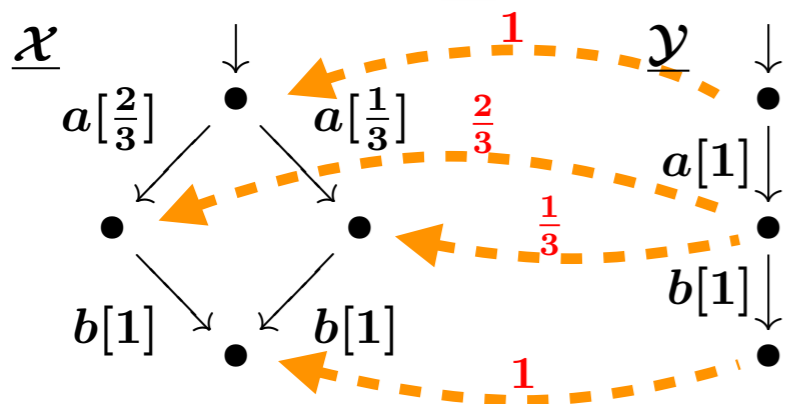
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**How Are These
“The Same”?**

Kleisli Arrow

$$\frac{X \xrightarrow{+} Y \quad \mathcal{P}\text{-Kleisli arrow}}{X \longrightarrow \mathcal{P}Y \quad \text{function}}$$

Kleisli Arrow

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- X, Y : sets
- \mathcal{P} : powerset opr.
- *non-deterministic function*

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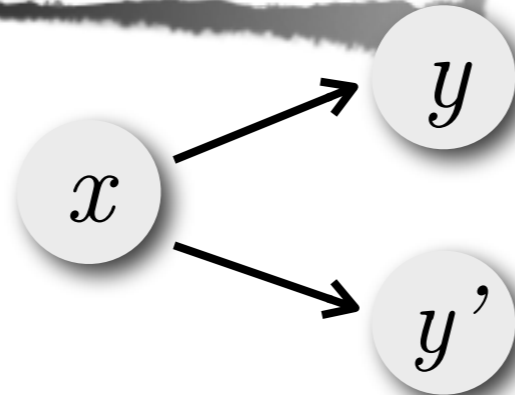
$$x \longmapsto \{y, y'\}$$

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$$\frac{X \longrightarrow Y \quad \mathcal{D}\text{-Kleisli arrow}}{X \longrightarrow \mathcal{D}Y \quad \text{function}}$$

- \mathcal{D} : subdistribution opr.

$\mathcal{D}X$

$$= \left\{ d : X \rightarrow [0, 1] \mid \sum_x d(x) \leq 1 \right\}$$

- *probabilistic function*

Kleisli Arrow

$$\frac{X \multimap Y \quad \mathcal{P}\text{-Kleisli arrow}}{X \longrightarrow \mathcal{P}Y \quad \text{function}}$$

- X, Y : sets
- \mathcal{P} : powerset opr.
- *non-deterministic function*

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- *probabilistic function*

$$x \longmapsto \left[\begin{array}{l} y \mapsto \frac{1}{3} \\ y' \mapsto \frac{2}{3} \end{array} \right]$$

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$$\frac{X \multimap Y \quad \mathcal{P}\text{-Kleisli arrow}}{X \longrightarrow \mathcal{P}Y \quad \text{function}}$$

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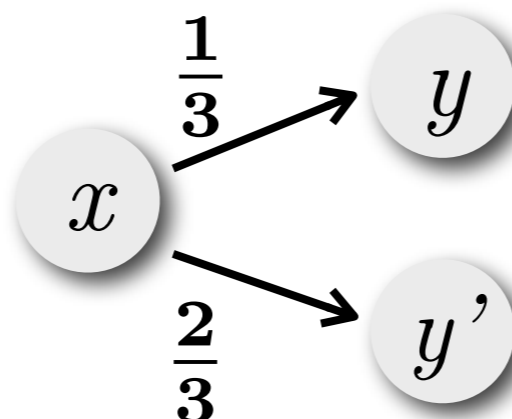
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Kleisli Category

- Kleisli arrows form a *category*
- identity
- composition

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \circ f} Z}$$

$$\frac{X \xrightarrow{+} Y \quad \mathcal{P}\text{-Kleisli arrow}}{X \longrightarrow \mathcal{P}Y \quad \text{function}}$$

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- Kleisli arrows form a *category*

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- A standard construction in category theory

- $\mathcal{P}, \mathcal{D} : \textit{monads}. Cf. “Effect” monads in Haskell [Wadler, Moggi]$

- In this work: for “branching”

- non-determinism, probability, weighted, quantum, ...

Kleisli Coalgebraic Modeling of Systems

An LTS
(w/o initial state)

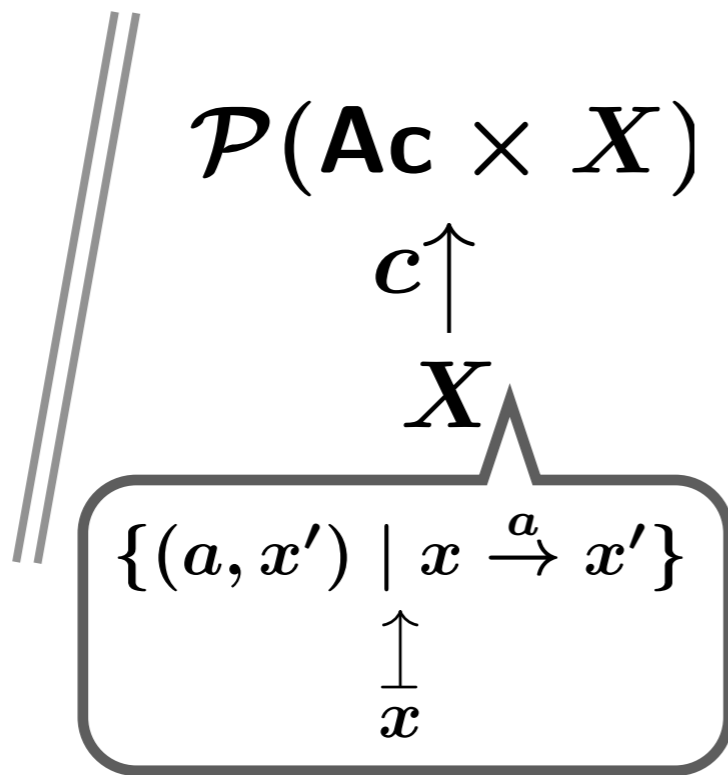


$\mathcal{P}(Ac \times X)$

$c \uparrow$
 X

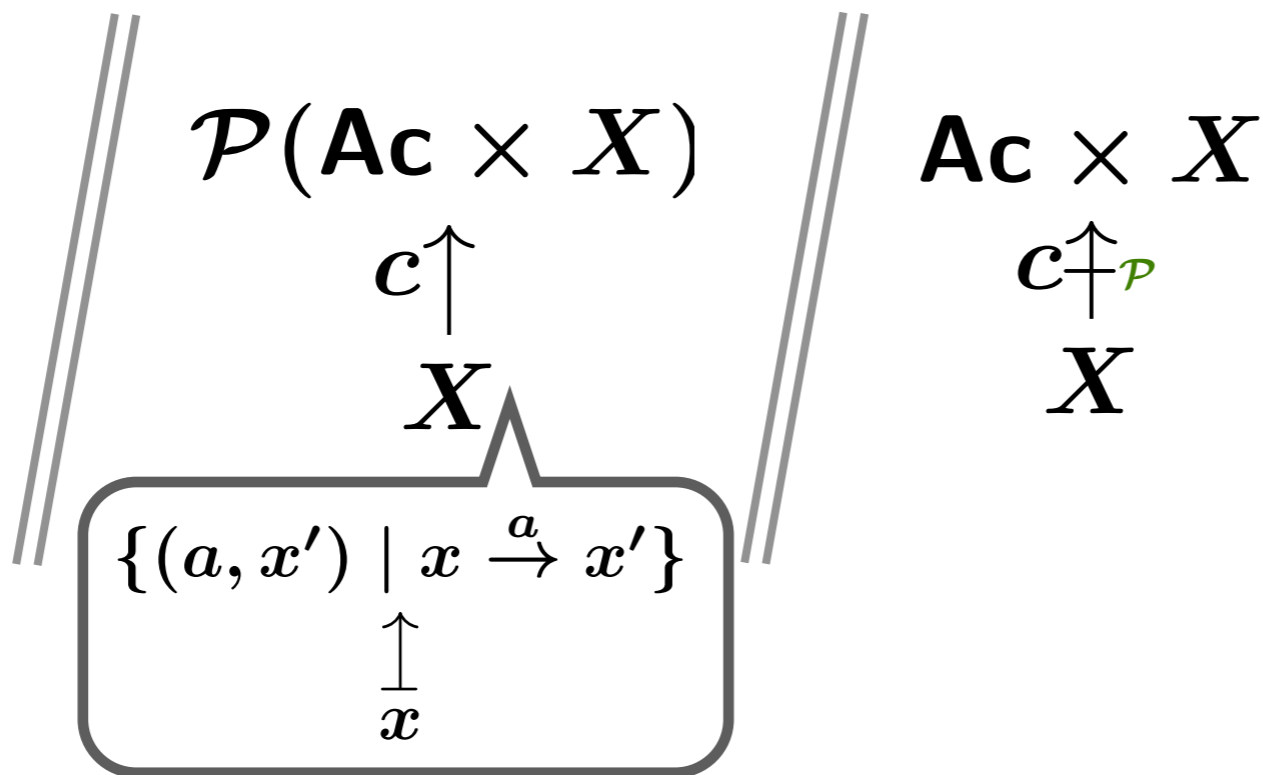
Kleisli Coalgebraic Modeling of Systems

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Kleisli Coalgebraic Modeling of Systems

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Kleisli Coalgebraic Modeling of Systems

An LTS
(w/o initial state)

$$\mathcal{P}(\mathbf{Ac} \times X)$$

$$c \uparrow X$$

$$\{(a, x') \mid x \xrightarrow{a} x'\}$$

$$\uparrow x$$

$$\mathbf{Ac} \times X$$

$$c \uparrow^{\mathcal{P}} X$$

A GPA
(w/o initial state)

$$\mathcal{D}(\mathbf{Ac} \times X)$$

$$c \uparrow X$$

Kleisli Coalgebraic Modeling of Systems

An LTS
(w/o initial state)

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$$\uparrow x$$

$$\mathbf{Ac} \times X$$

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$$\mathcal{D}(\mathbf{Ac} \times X)$$

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$$\mathbf{Ac} \times X$$

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Kleisli Coalgebraic Modeling of Systems

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$$\uparrow x$$

$$\mathbf{Ac} \times X$$

$$c \uparrow_{\mathcal{P}} X$$

A (branching) system
as a *Kleisli coalgebra*

$$FX$$

$$c \uparrow$$

$$X$$

A GPA
(w/o initial state)

$$\mathcal{D}(\mathbf{Ac} \times X)$$

$$c \uparrow X$$

$$\mathbf{Ac} \times X$$

$$c \uparrow_{\mathcal{D}} X$$

Kleisli Simulation

Definition.

A *forward Kleisli simulation*

$$\text{from } \begin{array}{c} \mathbf{Ac} \times X \\ c \uparrow \\ X \end{array} \text{ to } \begin{array}{c} \mathbf{Ac} \times Y \\ d \uparrow \\ Y \end{array}$$

is a Kleisli arrow

$$f : Y \rightarrow X$$

such that $c \odot f \sqsubseteq (\mathbf{Ac} \times f) \odot d$, that is

$$\begin{array}{ccc} \mathbf{Ac} \times X & \xleftarrow{\mathbf{Ac} \times f} & \mathbf{Ac} \times Y \\ c \uparrow & \sqsubseteq & \uparrow d \\ X & \xleftarrow{f} & Y \end{array}$$

Kleisli Simulation

Definition.

A *forward Kleisli simulation*

Branching system
(LTS, GPA, ...)

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$$f : Y \multimap X$$

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“Simulating”
(more behavior)

“Simulated”
(less behavior)

Kleisli Simulation

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“Simulating”
(more behavior)

“Simulated”
(less behavior)

Natural order for
 $\mathcal{P} / \mathcal{D}$

Kleisli Simulation

Definition.

A f

$$\frac{\frac{Y \xrightarrow{P} X}{Y \longrightarrow \mathcal{P}X, \text{ function}}}{R \subseteq X \times Y, \text{ relation}}$$

Branching system

$$\frac{Y \xrightarrow{D} X}{Y \longrightarrow \mathcal{D}X, \text{ function}}$$

is a Kleisli arrow

$$f : Y \longrightarrow X$$

such that $c \odot f \sqsubseteq (\mathbf{Ac} \times f) \odot d$, that is

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(less behavior)

Natural order for
 $\mathcal{P} / \mathcal{D}$

is a Kleisli arrow

$$f : Y \multimap X$$

such that $c \odot f \sqsubseteq (\mathbf{Ac} \times f) \odot d$, that is

$$\begin{array}{ccc} \mathbf{Ac} \times X & \xleftarrow{\mathbf{Ac} \times f} & \mathbf{Ac} \times Y \\ c \uparrow & \sqsubseteq & \uparrow d \\ X & \xleftarrow{f} & Y \end{array}$$

$$\begin{array}{ccc}
 \mathbf{Ac} \times X & \xleftarrow{\mathbf{Ac} \times f} & \mathbf{Ac} \times Y \\
 \uparrow c & \square & \uparrow d \\
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y

$$\begin{array}{ccc}
 \mathbf{Ac} \times X & \xleftarrow{\mathbf{Ac} \times f} & \mathbf{Ac} \times Y \\
 \uparrow c & \sqsubseteq & \uparrow d \\
 X & \xleftarrow{f} & Y
 \end{array}$$

$$\{x \mid y \overset{R}{\dashrightarrow} x\}$$

$$y$$



$$\left\{ (a, x') \mid \begin{array}{c} y \\ \vdots \\ \bullet \end{array} \begin{array}{c} \longrightarrow a \\ \longrightarrow x' \end{array} \right\}$$



$$\{x \mid y \overset{R}{\dashrightarrow} x\}$$

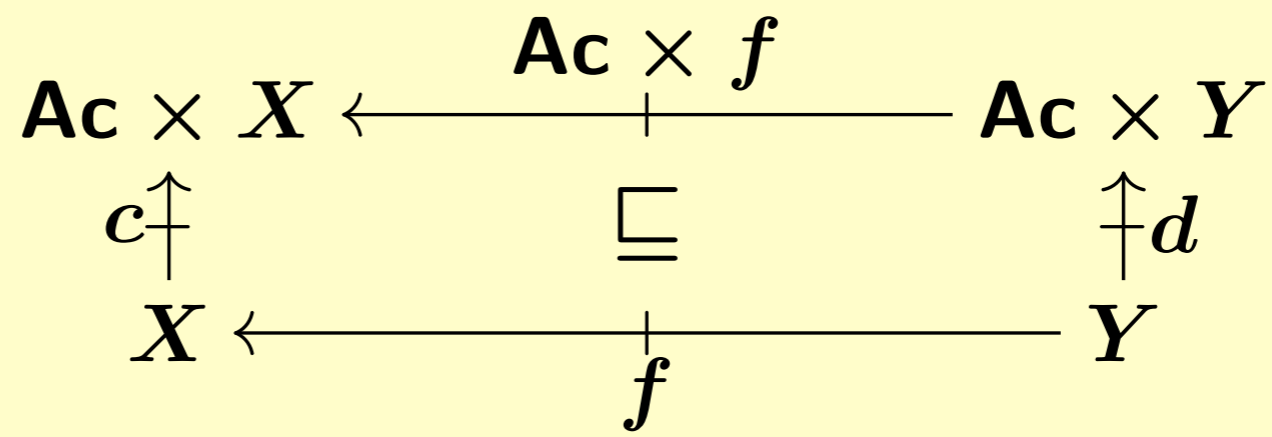


$$y$$

$$\begin{array}{ccc} \mathbf{Ac} \times X & \xleftarrow{\mathbf{Ac} \times f} & \mathbf{Ac} \times Y \\ \uparrow c & \sqsubseteq & \uparrow d \\ X & \xleftarrow{f} & Y \end{array}$$

$$\left\{ (a, x') \mid \begin{array}{c} y \\ \vdots \\ \bullet \xrightarrow{a} x' \end{array} \right\}$$

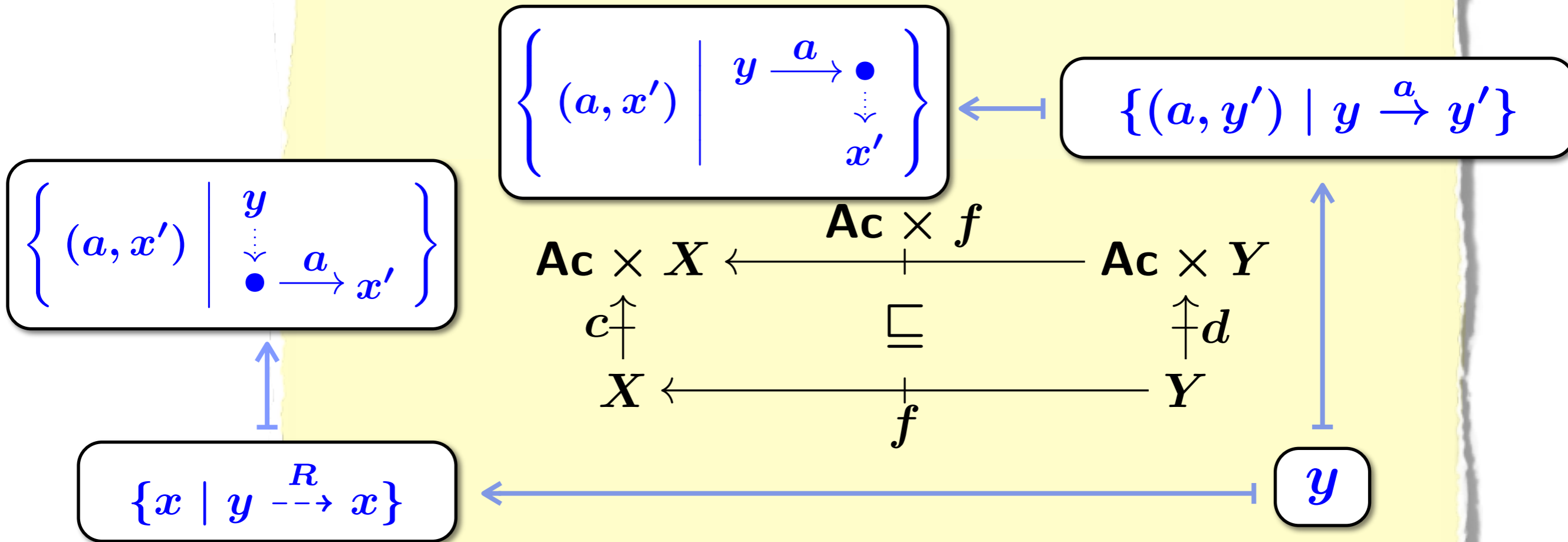
$$\{(a, y') \mid y \xrightarrow{a} y'\}$$

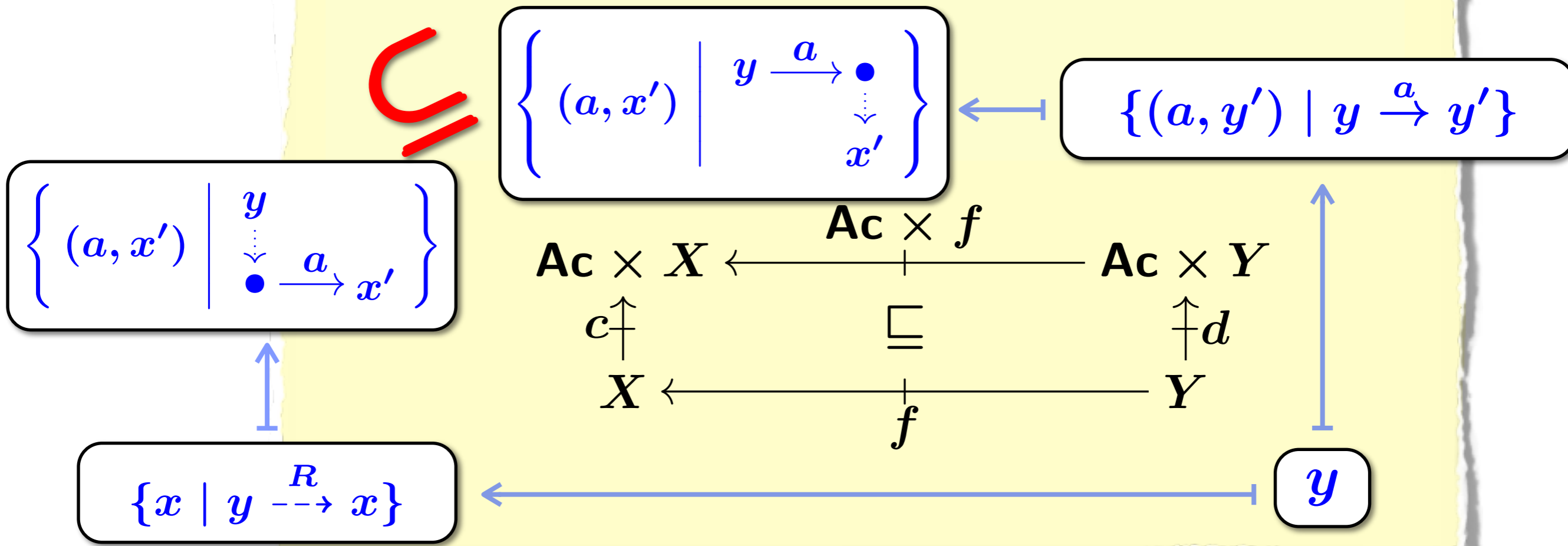


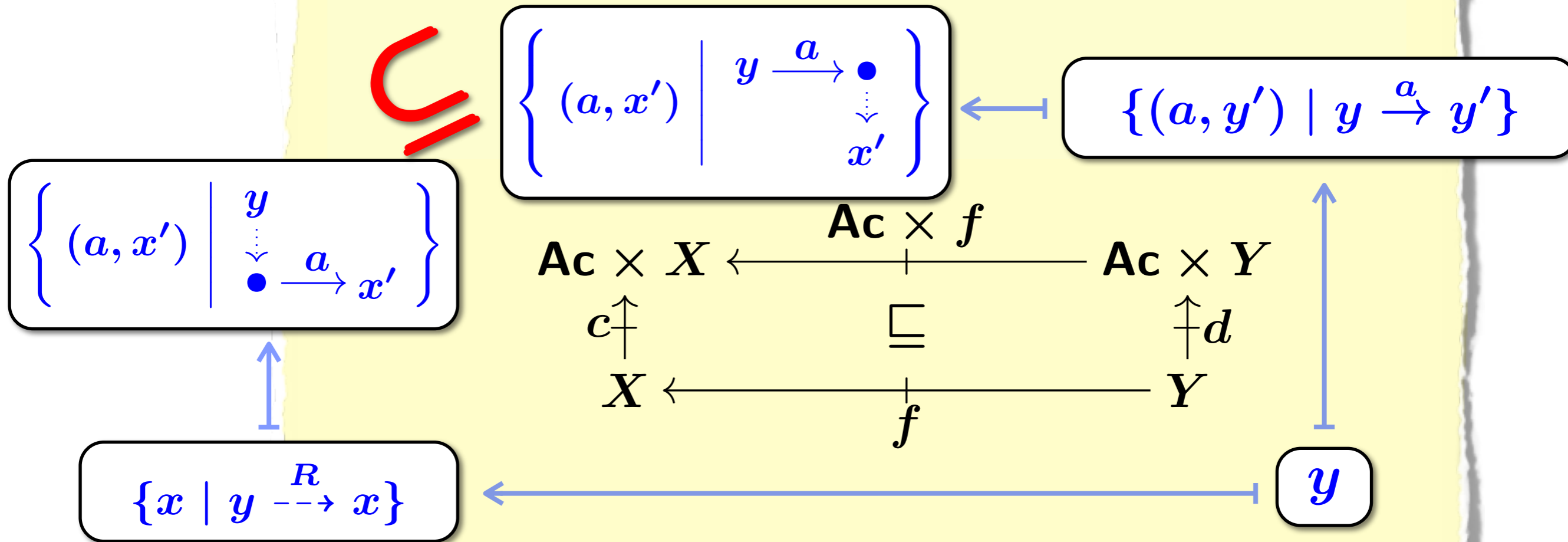
$$\{x \mid y \overset{R}{\dashrightarrow} x\}$$

$$y$$









For each $y \in Y$, $a \in \mathbf{Ac}$ and $x' \in X$,

$$\left(\begin{array}{c} y \\ \vdots \\ \bullet \end{array} \xrightarrow{a} x' \right) \text{ implies } \left(y \xrightarrow{a} \exists \bullet \begin{array}{c} \vdots \\ x' \end{array} \right)$$

Kleisli Simulation

Definition.

A forward Kleisli simulation

$$\text{from } \begin{array}{c} \mathbf{Ac} \times X \\ c \uparrow \\ X \end{array} \quad \text{to} \quad \begin{array}{c} \mathbf{Ac} \times Y \\ d \uparrow \\ Y \end{array}$$

is a Kleisli arrow

$$f : Y \rightarrow X$$

such that $c \odot f \sqsubseteq (\mathbf{Ac} \times f) \odot d$, that is

$$\begin{array}{ccc} \mathbf{Ac} \times X & \xleftarrow{\mathbf{Ac} \times f} & \mathbf{Ac} \times Y \\ c \uparrow & \sqsubseteq & \uparrow d \\ X & \xleftarrow{f} & Y \end{array}$$

is a Kleisli arrow

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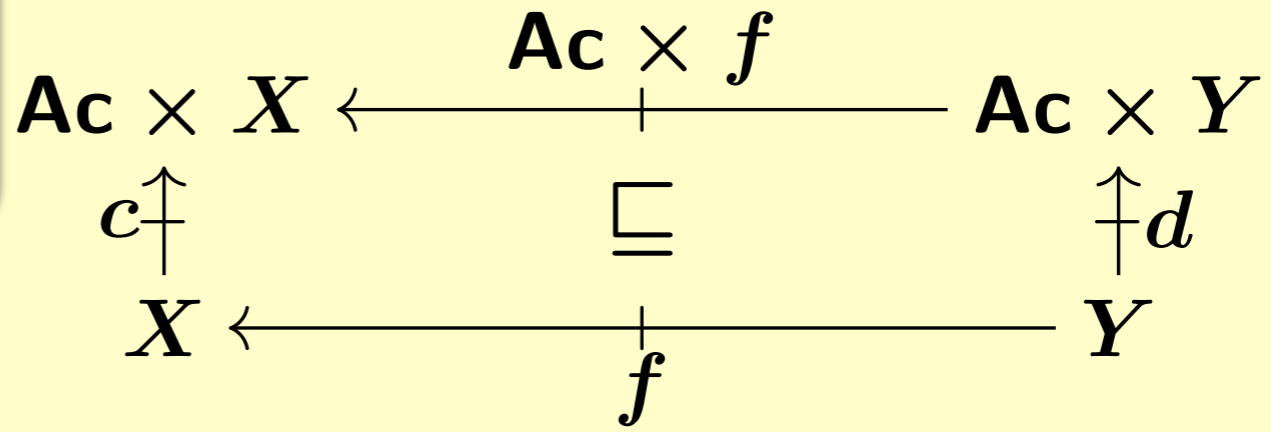
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 \uparrow c & \square & \uparrow d \\
 X & \xleftarrow{f} & Y
 \end{array}$$

y

$$\left[\begin{aligned} (a, x') &\mapsto \sum_x \Pr[y \dashrightarrow x] \cdot \Pr[x \xrightarrow{a} x'] \\ &= \Pr \left[\begin{array}{c} y \\ \vdots \\ \bullet \xrightarrow{a} x' \end{array} \right] \end{aligned} \right]$$

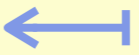
$$\left[x \mapsto \Pr[y \dashrightarrow x] \right]$$



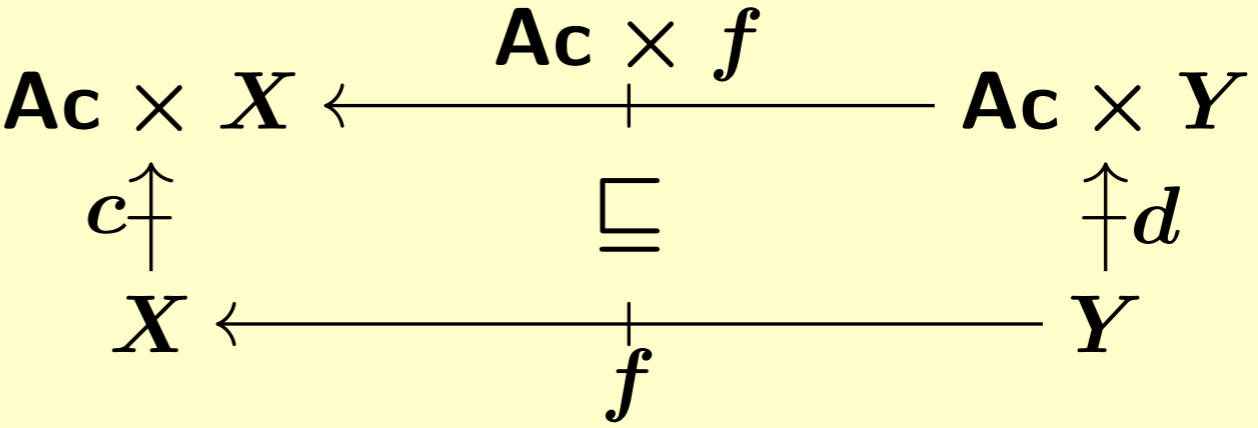
y

$$\left[\begin{aligned} (a, x') &\mapsto \sum_{y'} \Pr[y \xrightarrow{a} y'] \cdot \Pr[y' \dashrightarrow x'] \\ &= \Pr \left[\begin{array}{c} y \xrightarrow{a} \exists \bullet \\ \vdots \\ x' \end{array} \right] \end{aligned} \right]$$

$$[(a, y') \mapsto \Pr[y \xrightarrow{a} y']]$$



$$\left[\begin{aligned} (a, x') &\mapsto \sum_x \Pr[y \dashrightarrow x] \cdot \Pr[x \xrightarrow{a} x'] \\ &= \Pr \left[\begin{array}{c} y \\ \vdots \\ \bullet \xrightarrow{a} x' \end{array} \right] \end{aligned} \right]$$



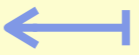
$$[x \mapsto \Pr[y \dashrightarrow x]]$$

$$y$$

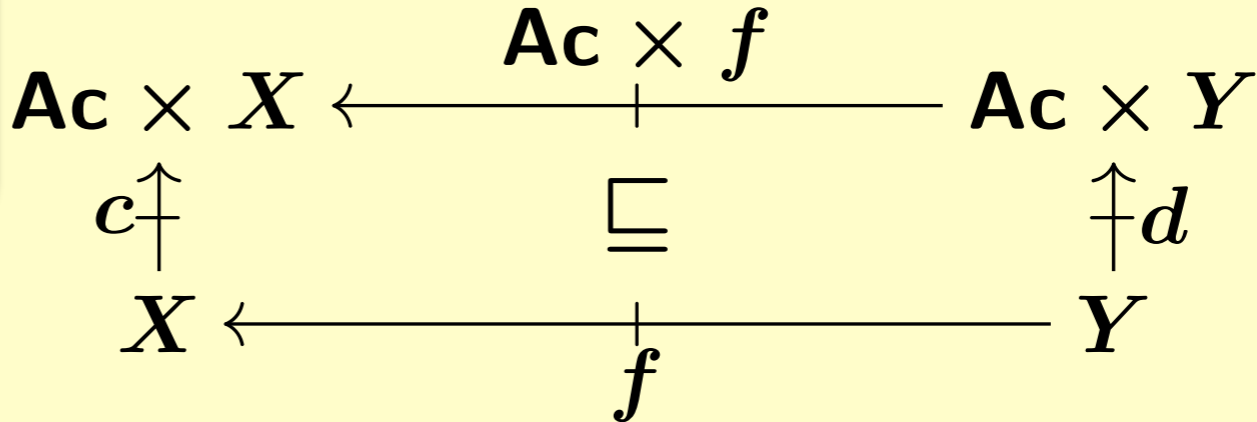


$$\left[\begin{aligned} (a, x') &\mapsto \sum_{y'} \Pr[y \xrightarrow{a} y'] \cdot \Pr[y' \dashrightarrow x'] \\ &= \Pr \left[\begin{array}{c} y \xrightarrow{a} \exists \bullet \\ \vdots \\ x' \end{array} \right] \end{aligned} \right]$$

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$$[x \mapsto \Pr[y \dashrightarrow x]]$$



$$y$$

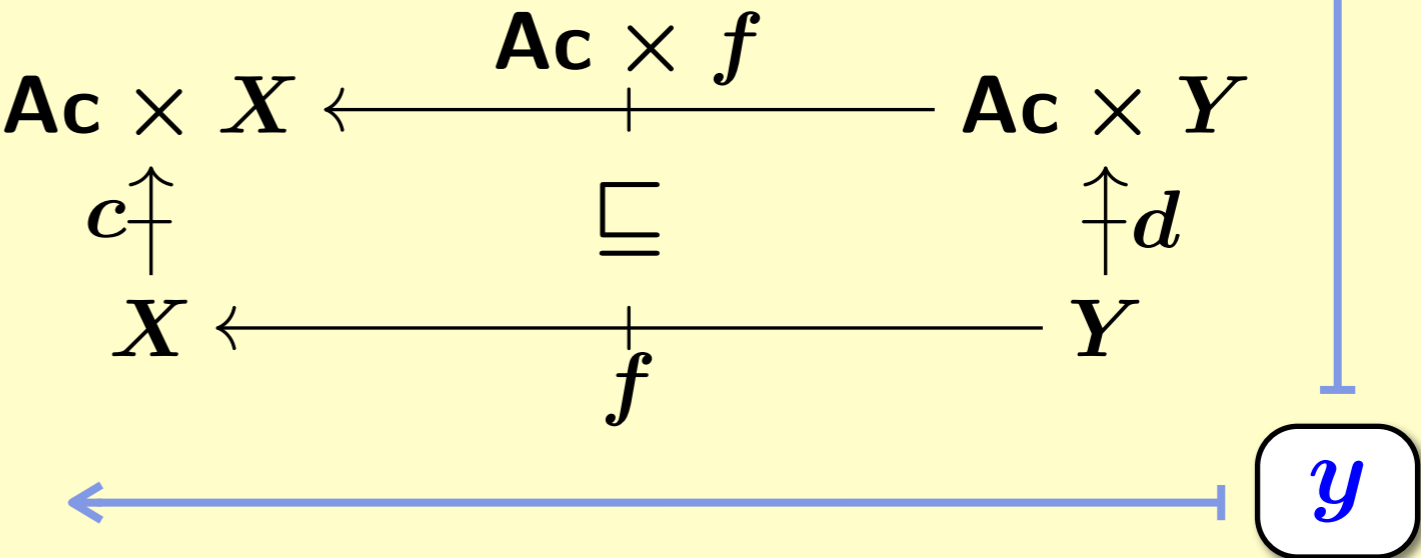


$$\left[\begin{array}{l} (a, x') \mapsto \sum_{y'} \Pr[y \xrightarrow{a} y'] \cdot \Pr[y' \dashrightarrow x'] \\ = \Pr \left[\begin{array}{c} y \xrightarrow{a} \bullet \\ \vdots \\ x' \end{array} \right] \end{array} \right]$$

$$[(a, y') \mapsto \Pr[y \xrightarrow{a} y']]$$

$$\left[\begin{array}{l} (a, x') \mapsto \sum_x \Pr[y \dashrightarrow x] \cdot \Pr[x \xrightarrow{a} x'] \\ = \Pr \left[\begin{array}{c} y \\ \vdots \\ \bullet \xrightarrow{a} x' \end{array} \right] \end{array} \right]$$

$$[x \mapsto \Pr[y \dashrightarrow x]]$$



For each $y \in Y$, $a \in \mathbf{Ac}$ and $x' \in X$,

$$\Pr \left[\begin{array}{c} y \\ \vdots \\ \bullet \end{array} \xrightarrow{a} x' \right] \leq \Pr \left[\begin{array}{c} y \xrightarrow{a} \bullet \\ \vdots \\ x' \end{array} \right]$$

Kleisli Simulation for Probabilistic LTS

Definition.

A forward simulation from (X, x_0, c) to (Y, y_0, d) is a function

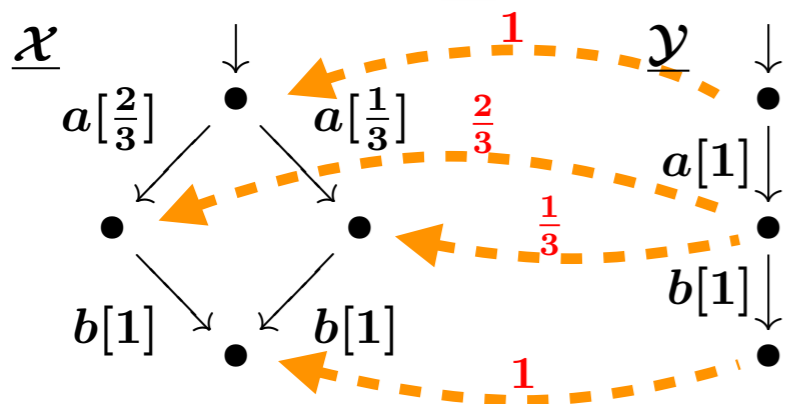
$$f : Y \longrightarrow \mathcal{D}X \quad \leftarrow \text{“delegation function”}$$

such that

$$f(y_0)(x_0) = 1 \quad (\text{INIT})$$

$$\sum_{x \in X} f(y)(x) \cdot c(x)(a, x') \leq \sum_{y' \in Y} d(y)(a, y') \cdot f(y')(x')$$

for each $y \in Y$, $a \in \mathbf{Ac}$ and $x' \in X$
(ACT)



$$\Pr \left[\begin{array}{c} y \\ \vdots \\ \bullet \end{array} \xrightarrow{a} x' \right] \leq \Pr \left[y \xrightarrow{a} \bullet \begin{array}{c} \vdots \\ x' \end{array} \right]$$

Four Variations

forward

$$\begin{array}{ccc}
 FX & \xleftarrow{Ff} & FY \\
 c \uparrow & \sqsubseteq & \uparrow d \\
 X & \xleftarrow{f} & Y
 \end{array}$$

backward

$$\begin{array}{ccc}
 FX & \xrightarrow{Fb} & FY \\
 c \uparrow & \sqsubseteq & \uparrow d \\
 X & \xrightarrow{b} & Y
 \end{array}$$

forward-backward

$$\begin{array}{ccccc}
 FX & \xleftarrow{Ff} & FU & \xrightarrow{Fb} & FY \\
 c \uparrow & \sqsubseteq & e \uparrow & \sqsubseteq & \uparrow d \\
 X & \xleftarrow{f} & U & \xrightarrow{b} & Y
 \end{array}$$

backward-forward

$$\begin{array}{ccccc}
 FX & \xrightarrow{Fb} & FU & \xleftarrow{Ff} & FY \\
 c \uparrow & \sqsubseteq & e \uparrow & \sqsubseteq & \uparrow d \\
 X & \xrightarrow{b} & U & \xleftarrow{f} & Y
 \end{array}$$

Four Variations

forward

$$\begin{array}{ccc}
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 \end{array}$$

backward

$$\begin{array}{ccc}
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forward-backward

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 X & \xleftarrow{f} & U & \xrightarrow{b} & Y
 \end{array}$$

Intermediate system

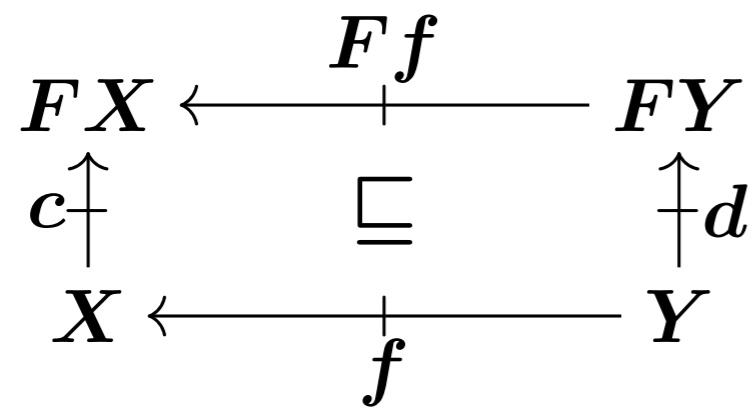
backward-forward

$$\begin{array}{ccccc}
 FX & \xrightarrow{Fb} & FU & \xleftarrow{Ff} & FY \\
 c \uparrow & \sqsubseteq & e \uparrow & \sqsubseteq & \uparrow d \\
 X & \xrightarrow{b} & U & \xleftarrow{f} & Y
 \end{array}$$

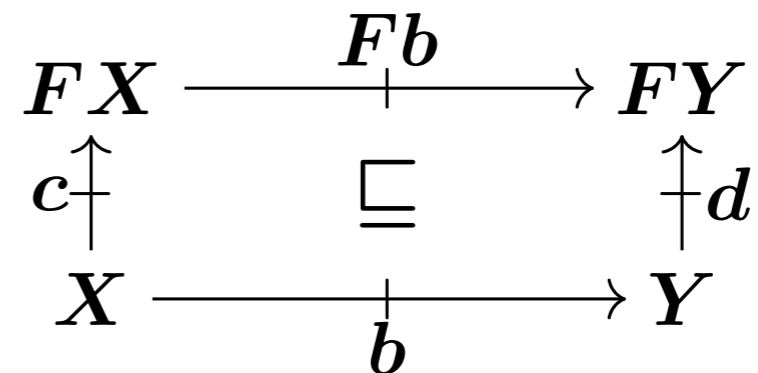
Intermediate system

Four Variations

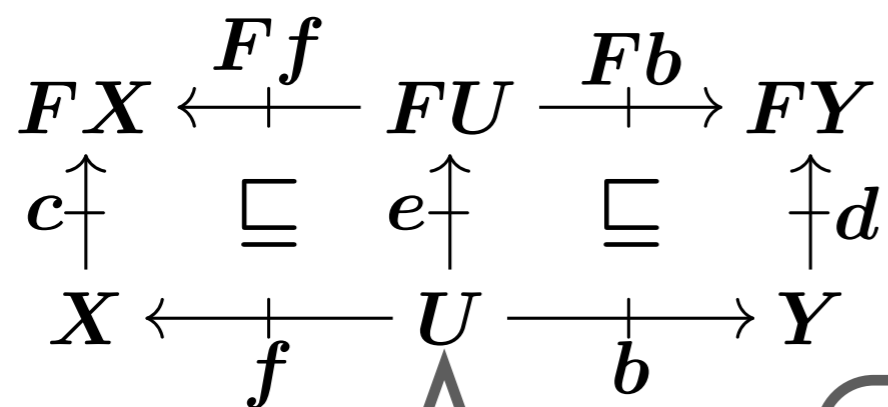
forward



backward



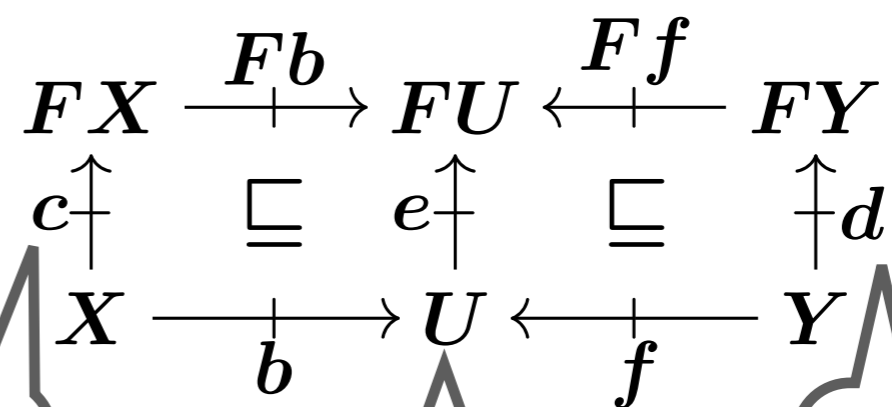
forward-backward



Intermediate system

“Simulated”
(less behavior)

backward-forward



Intermediate system

“Simulating”
(more behavior)

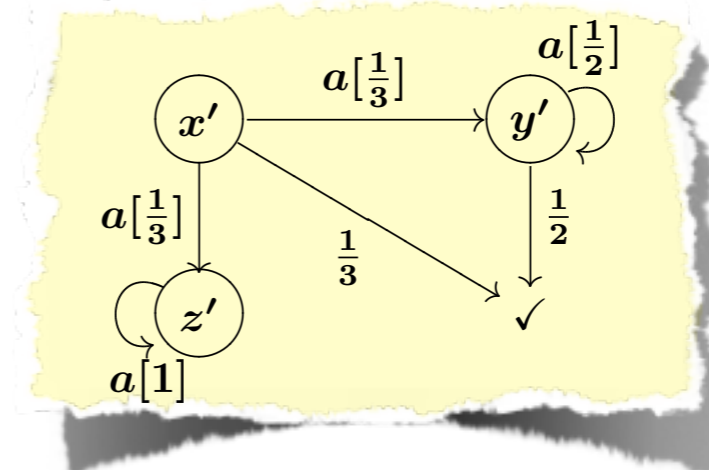
Hasuo (Kyoto, JP)

Generic Soundness Theorem

[H., CONCUR'06]

- Trace semantics:

NB. We need explicit termination:
see paper.



$$\text{tr}(x') = \left[\begin{array}{l} \langle \rangle \mapsto \frac{1}{3}, \quad a \mapsto \frac{1}{3} \cdot \frac{1}{2}, \quad a^2 \mapsto \frac{1}{3} \cdot \frac{1}{2} \cdot \frac{1}{2}, \quad \dots \\ a^n \mapsto \frac{1}{3} \cdot \left(\frac{1}{2}\right)^n, \quad \dots \end{array} \right]$$

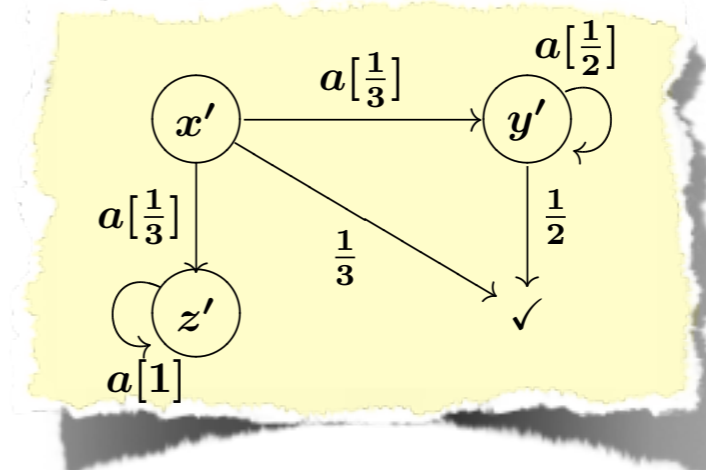
- Thm. \exists Kleisli simulation \Rightarrow trace inclusion

Generic Soundness Theorem

[H., CONCUR'06]

- Trace semantics:

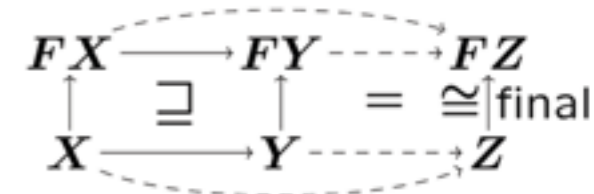
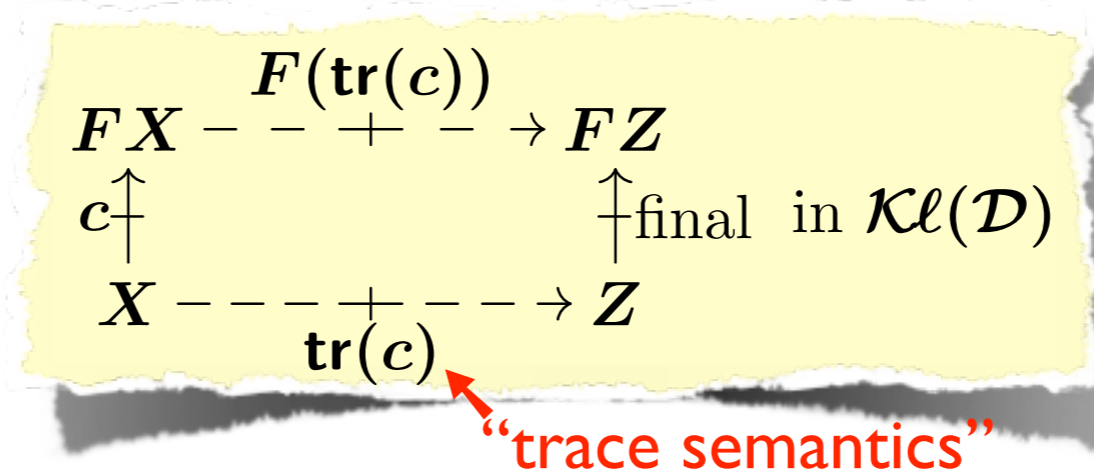
NB. We need explicit termination:
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- Thm. \exists Kleisli simulation \Rightarrow trace inclusion
- Proof uses *generic trace semantics* via final coalgebra

[H.-Jacobs-Sokolova, LMCS'07]



Kleisli Simulation:

Summary

$$\begin{array}{ccc} FX & \xleftarrow{Ff} & FY \\ \uparrow c & \sqsubseteq & \uparrow d \\ X & \xleftarrow{f} & Y \end{array}$$

Kleisli Simulation: Summary

$$\begin{array}{ccc}
 FX & \xleftarrow{Ff} & FY \\
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 \end{array}$$

$$T = \mathcal{P}$$

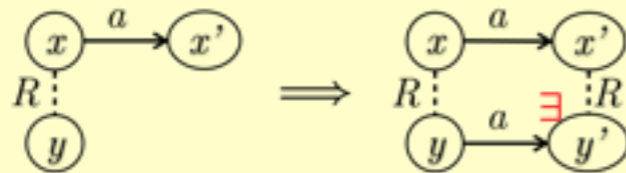
$$F = \text{Ac} \times _$$

$$T = \mathcal{D}$$

$$F = \text{Ac} \times _$$

Forward simulation

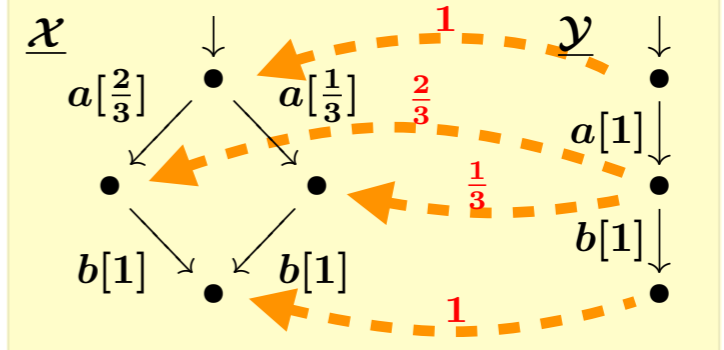
A relation R between states of two systems, s.t.



Soundness theorem

Existence of fwd./bwd. simulation \Rightarrow trace incl.

Forward simulation



Soundness theorem

Existence of fwd./bwd. simulation \Rightarrow trace incl.

Kleisli Simulation: Summary

- Uniform definition for a variety of systems

$$\begin{array}{ccc}
 \text{fwd.} & \begin{array}{ccc} FX & \xleftarrow{Ff} & FY \\ c \uparrow & \sqsubseteq & \uparrow d \\ X & \xleftarrow{f} & Y \end{array} & \text{bwd.} & \begin{array}{ccc} FX & \xrightarrow{Fb} & FY \\ c \uparrow & \sqsubseteq & \uparrow d \\ X & \xrightarrow{b} & Y \end{array}
 \end{array}$$

- esp.: non-det. & probability

Kleisli Simulation: Summary

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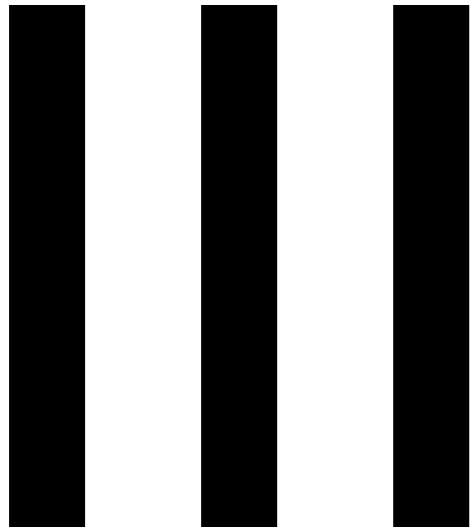
- esp.: non-det. & probability
- Generic soundness theorem:
 \exists simulation \Rightarrow trace inclusion

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 \end{array}$$

- esp.: non-det. & probability
- Generic soundness theorem:
 \exists simulation \Rightarrow trace inclusion
- Has been applied to verif. of *probabilistic anonymity*
[H.-Kawabe-Sakurada, TCS'10]



Characterization Results

Characterization

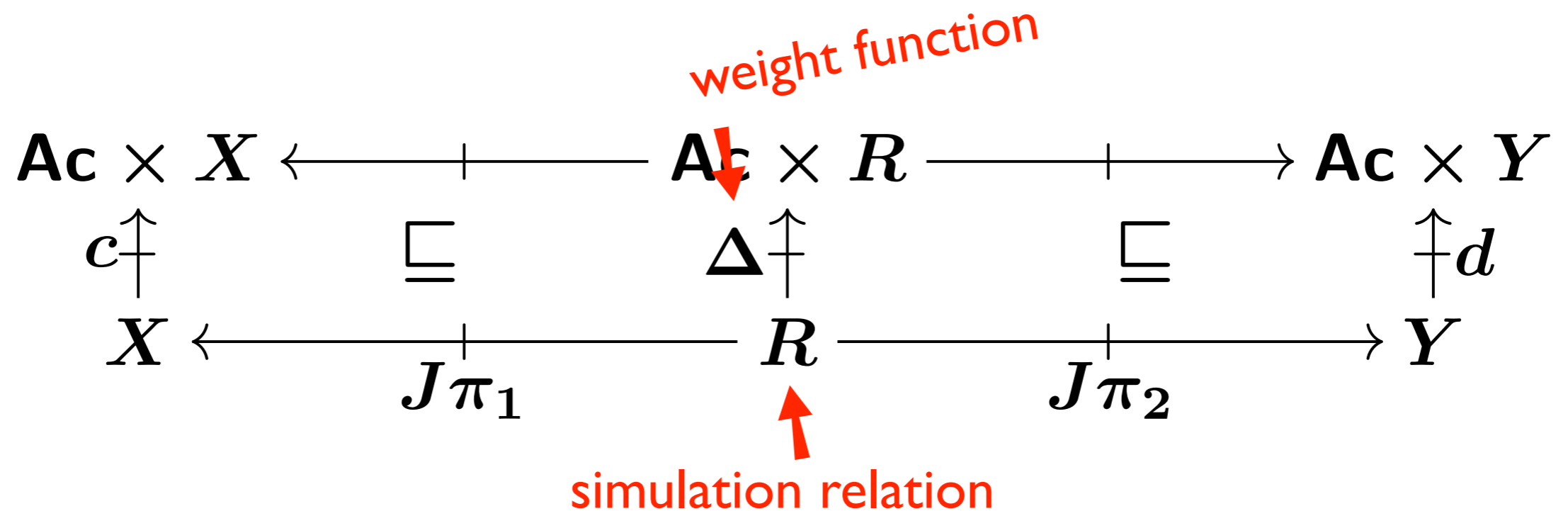
- Thm. A Jonsson-Larsen simulation R is a fwd.-bwd. Kleisli simulation, by

$$\begin{array}{ccccc}
 \mathbf{Ac} \times X & \longleftarrow & \mathbf{Ac} \times R & \longrightarrow & \mathbf{Ac} \times Y \\
 \uparrow c & \sqsubseteq & \uparrow \Delta & \sqsubseteq & \uparrow d \\
 X & \xleftarrow{J\pi_1} & R & \xrightarrow{J\pi_2} & Y
 \end{array}$$

- Cor. Soundness of JL-simulation

Characterization

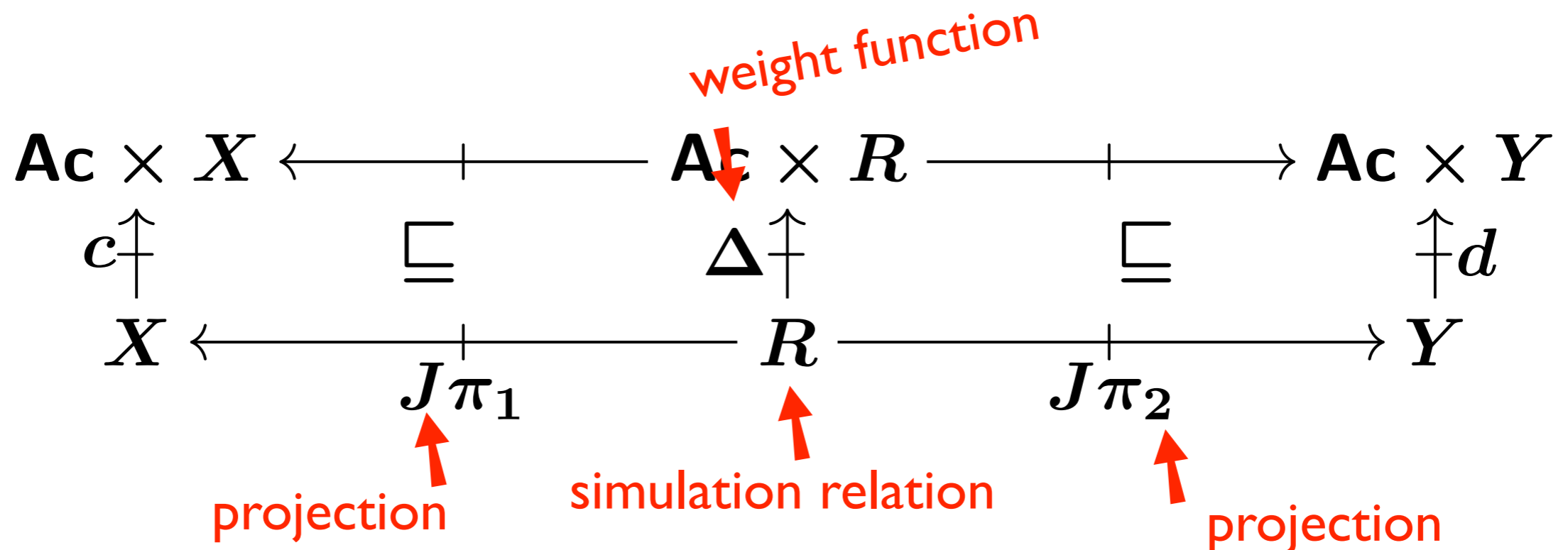
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Characterization

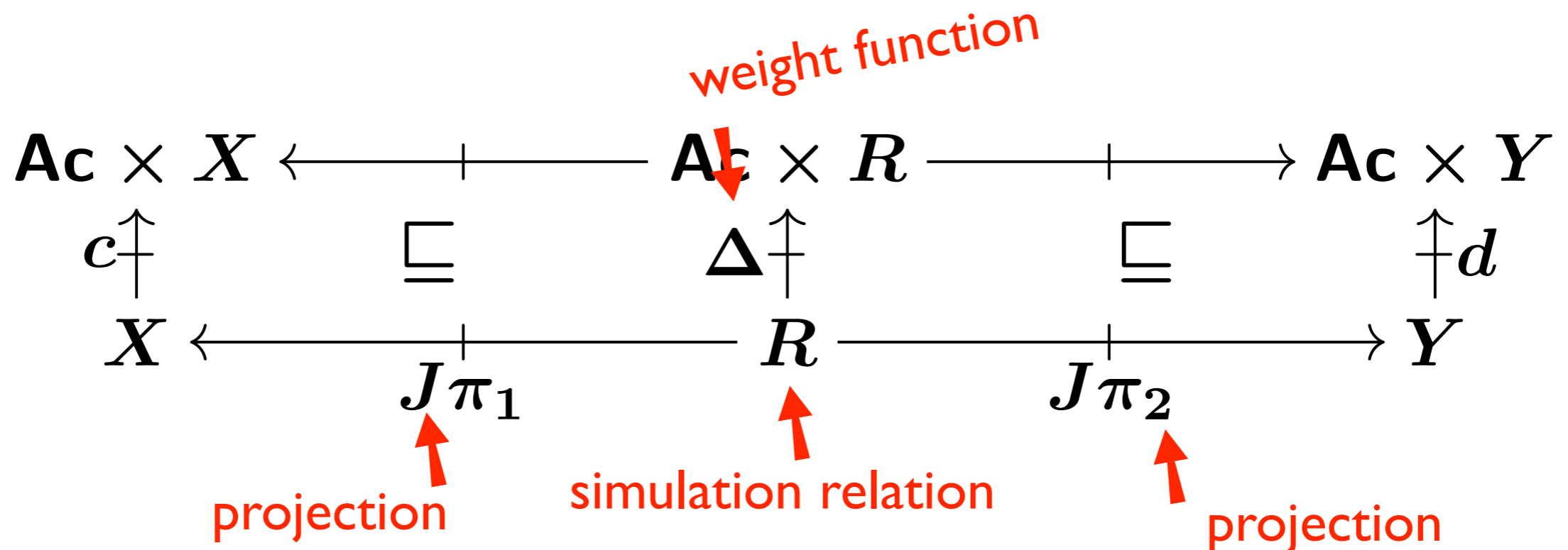
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Characterization

- Thm. A Jonsson-Larsen simulation R is a fwd.-bwd. Kleisli simulation, by



- Cor. Soundness of JL-simulation

For Purely Probabilistic Systems...

coalgebraic

Kleisli simulation

[H., CONCUR'06]

$$\begin{array}{ccc} \text{fwd.} & FX \xleftarrow{Ff} FY & \text{bwd.} & FX \xrightarrow{Fb} FY \\ c \uparrow & \sqsubseteq & \uparrow d & \\ X \xleftarrow{f} Y & & X \xrightarrow{b} Y & \end{array}$$

specializes

Hughes-Jacobs simulation

[Hughes-Jacobs, TCS'04]

$$\begin{array}{ccc} BX \xleftarrow{B\pi_1} BR \xrightarrow{B\pi_2} BY & & \\ c \uparrow & \sqsubseteq & r \uparrow & \sqsubseteq & \uparrow d \\ X \xleftarrow{\pi_1} R \xrightarrow{\pi_2} Y & & \end{array}$$

specializes

Jonsson-Larsen simulation for prob. sys.

[Jonsson-Larsen, LICS'91]

via weight function

$u \setminus v$	\perp	$\dots y' \dots$
\perp	$\sum \geq 0$	≥ 0
\vdots		
x'	0	$\begin{cases} \geq 0 & (x' R y') \\ 0 & (\text{o.w.}) \end{cases}$
\vdots		

A Few Words on Hughes-Jacobs Simulation

- Initial success of coalgebra:
generic definition of *bisimulation*
- HJ-simulation:
modified coalgebraic bisimulation
 - HJ-simulation: function-based
 - Kleisli simulation: Kleisli arrow-based
- For non-det./prob. systems:
HJ is Kleisli

Hughes-Jacobs simulation

[Hughes-Jacobs, TCS'04]

$$\begin{array}{ccccc} BX & \xleftarrow{B\pi_1} & BR & \xrightarrow{B\pi_2} & BY \\ c\uparrow & \sqsubseteq & r\uparrow & \sqsubseteq & \uparrow d \\ X & \xleftarrow{\pi_1} & R & \xrightarrow{\pi_2} & Y \end{array}$$

Conclusions & Future Work

- *Kleisli simulation*: new simulation notion for purely probabilistic systems
 - Mathematical generalization of non-deterministic notion
 - Not a relation, but a “delegation” function
 - Generic soundness
 - Jonsson-Larsen simulation as a special case
- Other probabilistic systems? E.g. Stochastic CFG
- Other branching? E.g. quantum channels
- Algorithmic aspects

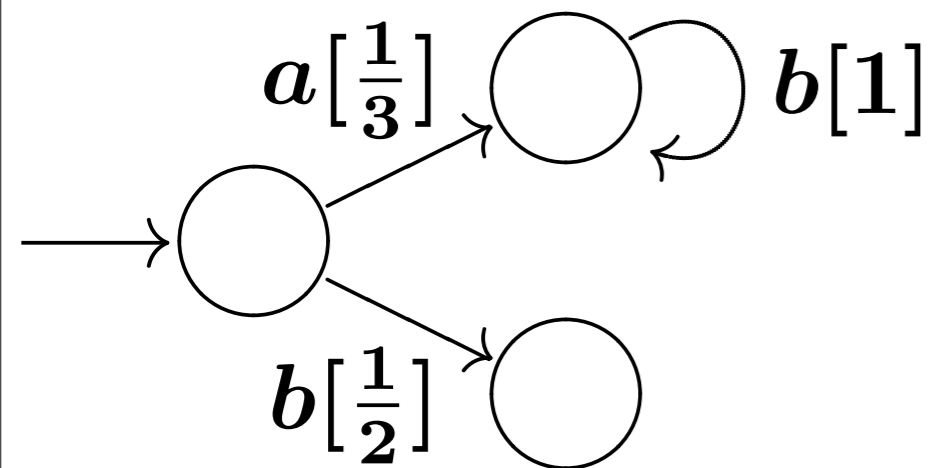
Conclusions & Future Work

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Thank you for your attention!
Ichiro Hasuo (RIMS, Kyoto U.)
<http://www.kurims.kyoto-u.ac.jp/~ichiro>

**The Following Slides
Are for Backup**

Kleisli Simulation for Probabilistic LTS



Definition. (GPA)

A generative probabilistic automaton (GPA) is

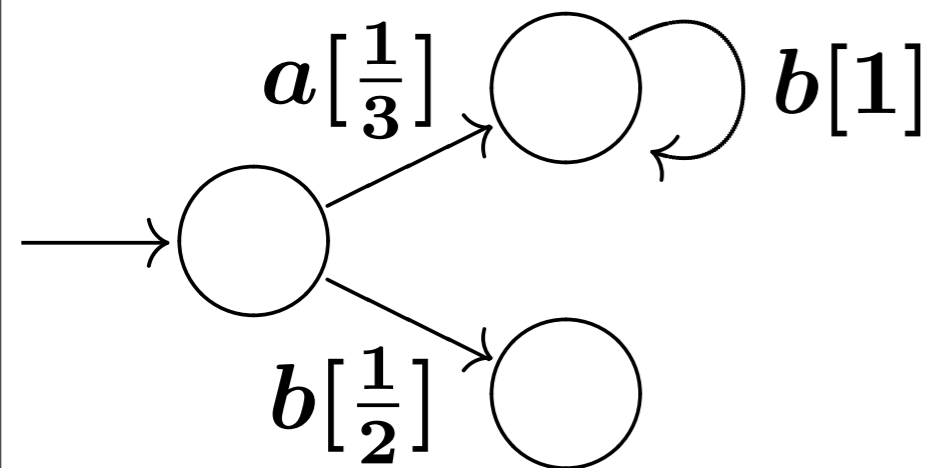
$$(X, x_0, c)$$

where

- X is a *state space*;
- $x_0 \in X$ is an *initial state*;
- c is a *transition function* $c : X \rightarrow \mathcal{D}(\mathbf{Ac} \times X)$.

N.B. without explicit termination,
for simplicity

Kleisli Simulation for Probabilistic LTS



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A generative probabilistic automaton (GPA) is

$$(X, x_0, c)$$

where

- X is a *state space*;
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- c is a *transition function* $c : X \rightarrow \mathcal{D}(\mathbf{Ac} \times X)$.

$\mathcal{D}X$

$$= \left\{ d : X \rightarrow [0, 1] \mid \sum_x d(x) \leq 1 \right\}$$

N.B. without explicit termination,
for simplicity

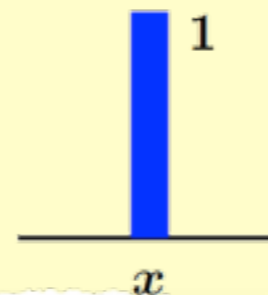
Identity Kleisli Arrow

- “No branching”
- Non-deterministic: *singleton*

$$\frac{X \xrightarrow{\eta_X} X \quad \mathcal{P}\text{-Kleisli arrow}}{X \longrightarrow \mathcal{P}X \quad \text{function}}$$
$$x \longmapsto \{x\}$$

- Probabilistic: *pointmass/Dirac distribution*

$$\frac{X \xrightarrow{\eta_X} X \quad \mathcal{D}\text{-Kleisli arrow}}{X \longrightarrow \mathcal{D}X \quad \text{function}}$$
$$x \longmapsto \left[\begin{array}{l} x \mapsto 1 \\ x' \mapsto 0 \quad (x' \neq x) \end{array} \right]$$



Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$

Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{}$$

$$X \xrightarrow{g \odot f} Z$$

that is

$$\frac{X \xrightarrow{f} \mathcal{P}Y \quad Y \xrightarrow{g} \mathcal{P}Z}{}$$

$$X \xrightarrow{g \odot f} \mathcal{P}Z$$

Composition of Kleisli Arrows

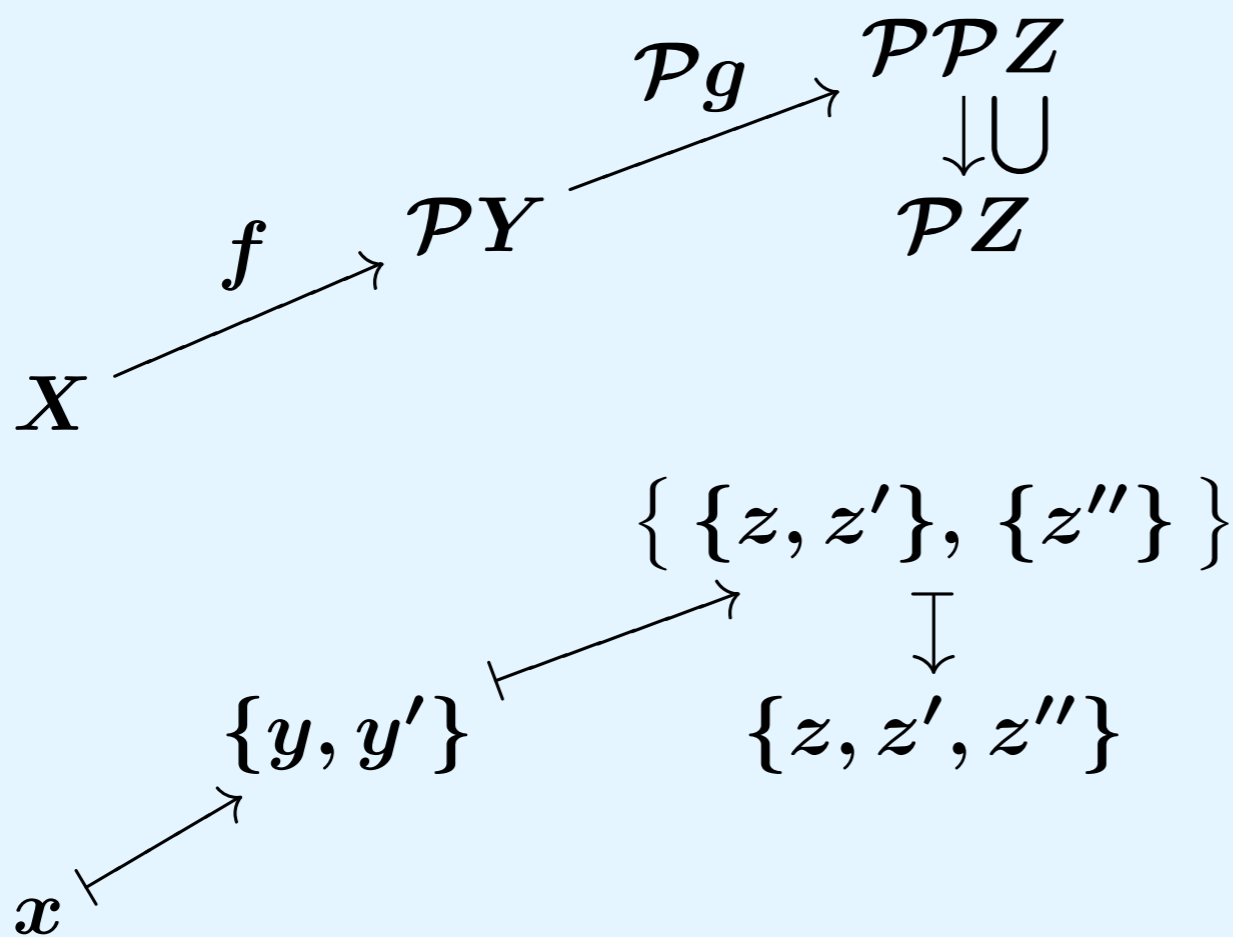
$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$

Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$

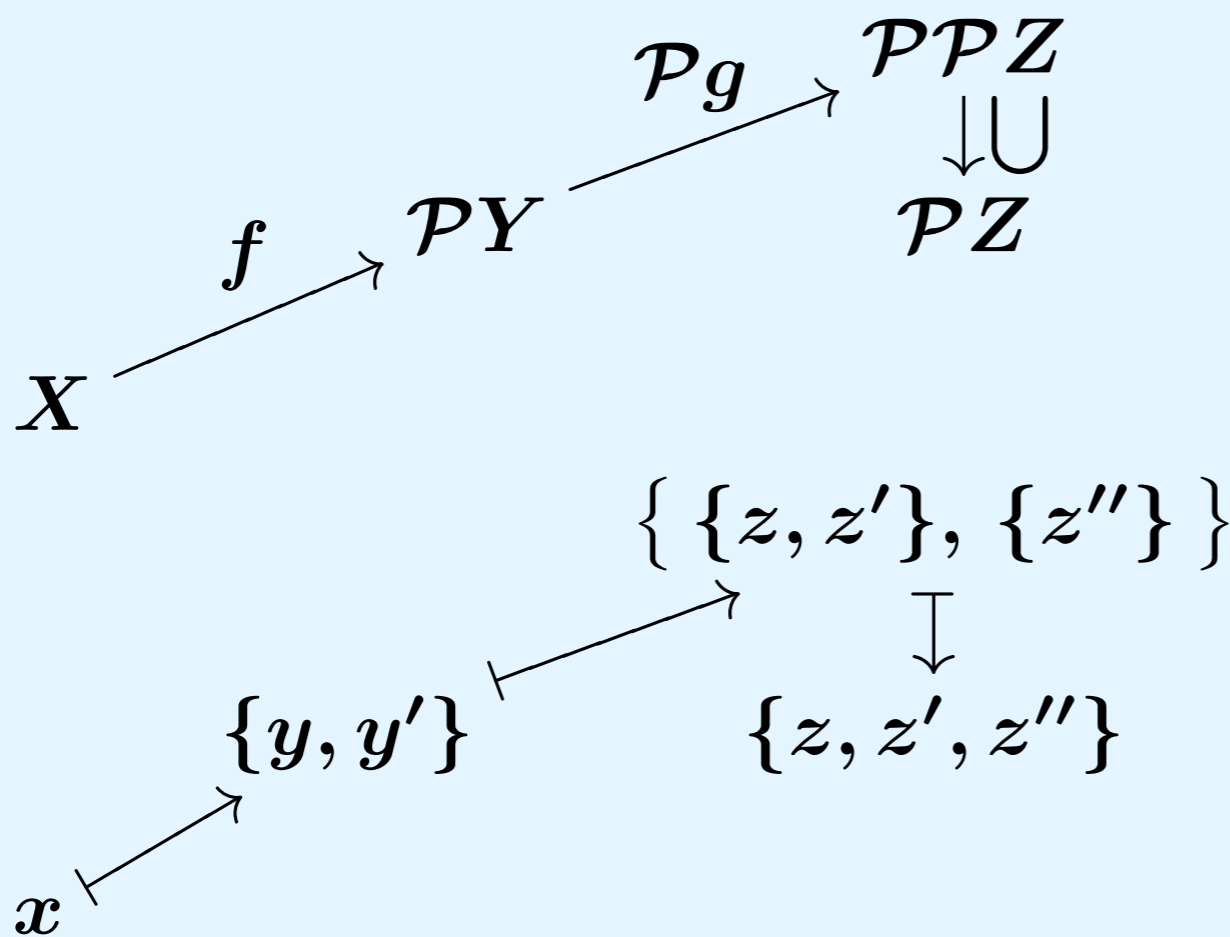
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



Composition of Kleisli Arrows

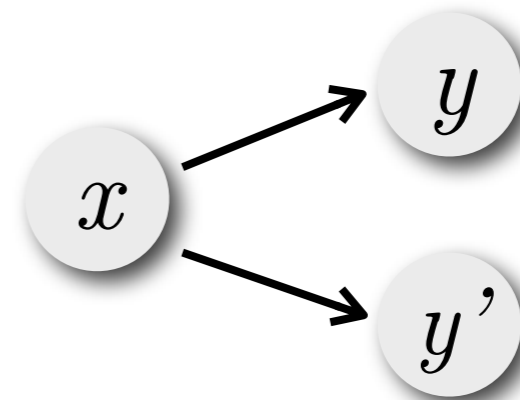
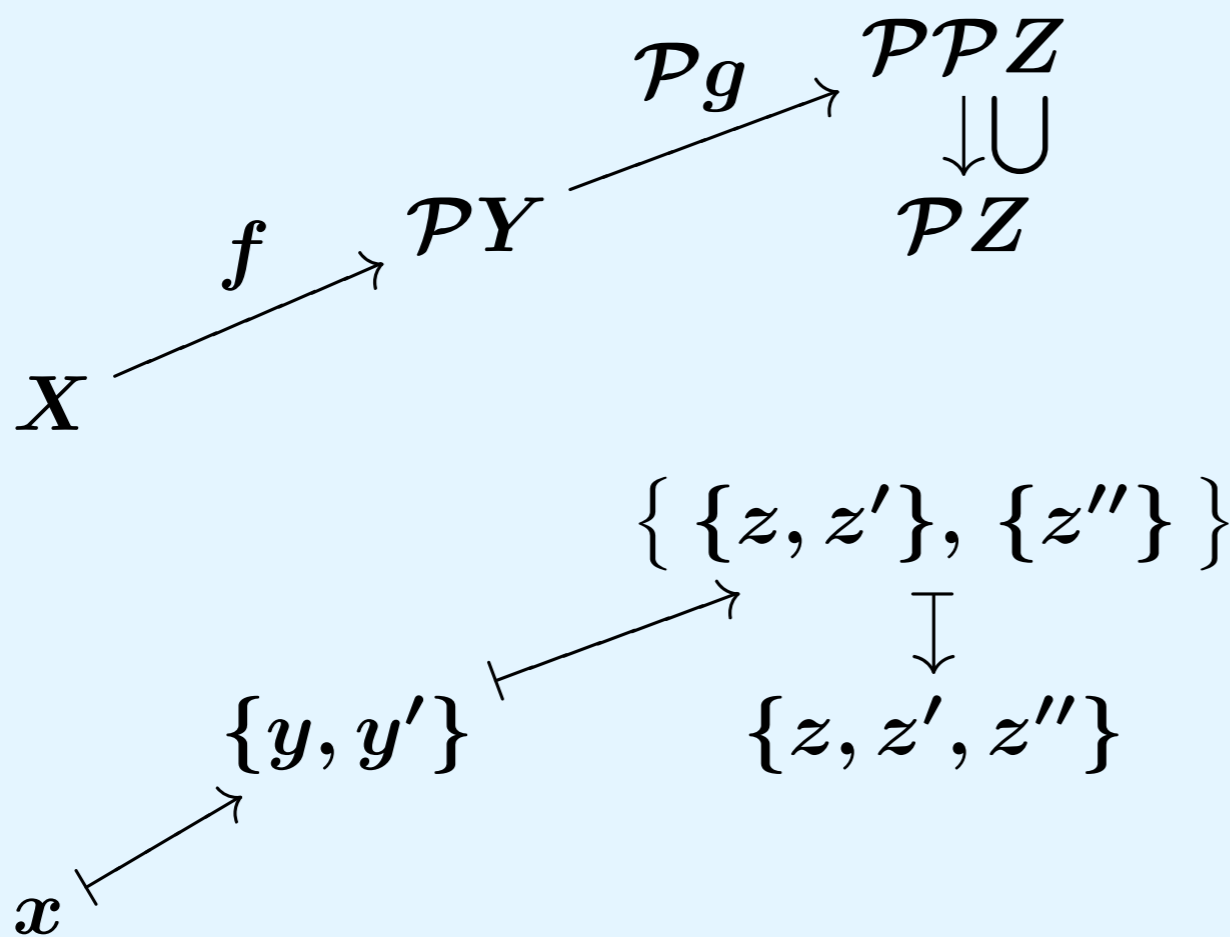
$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



x

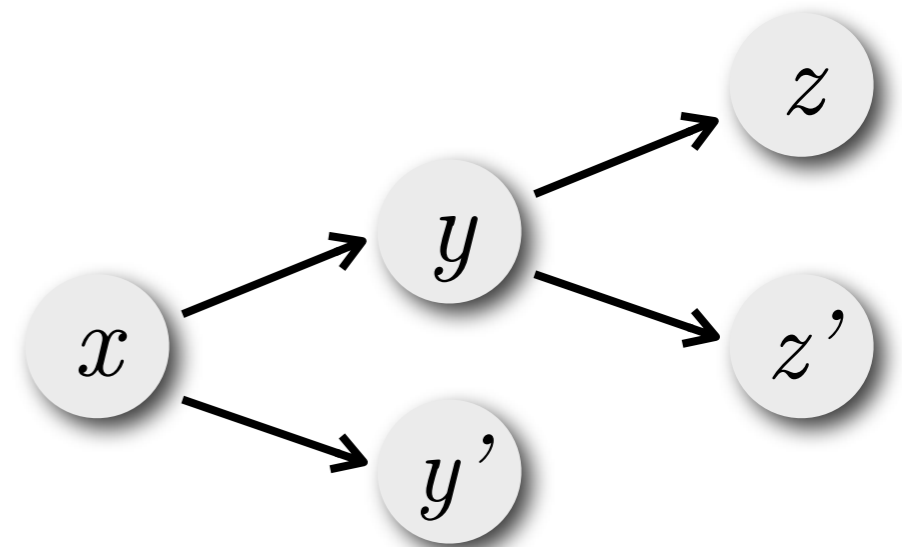
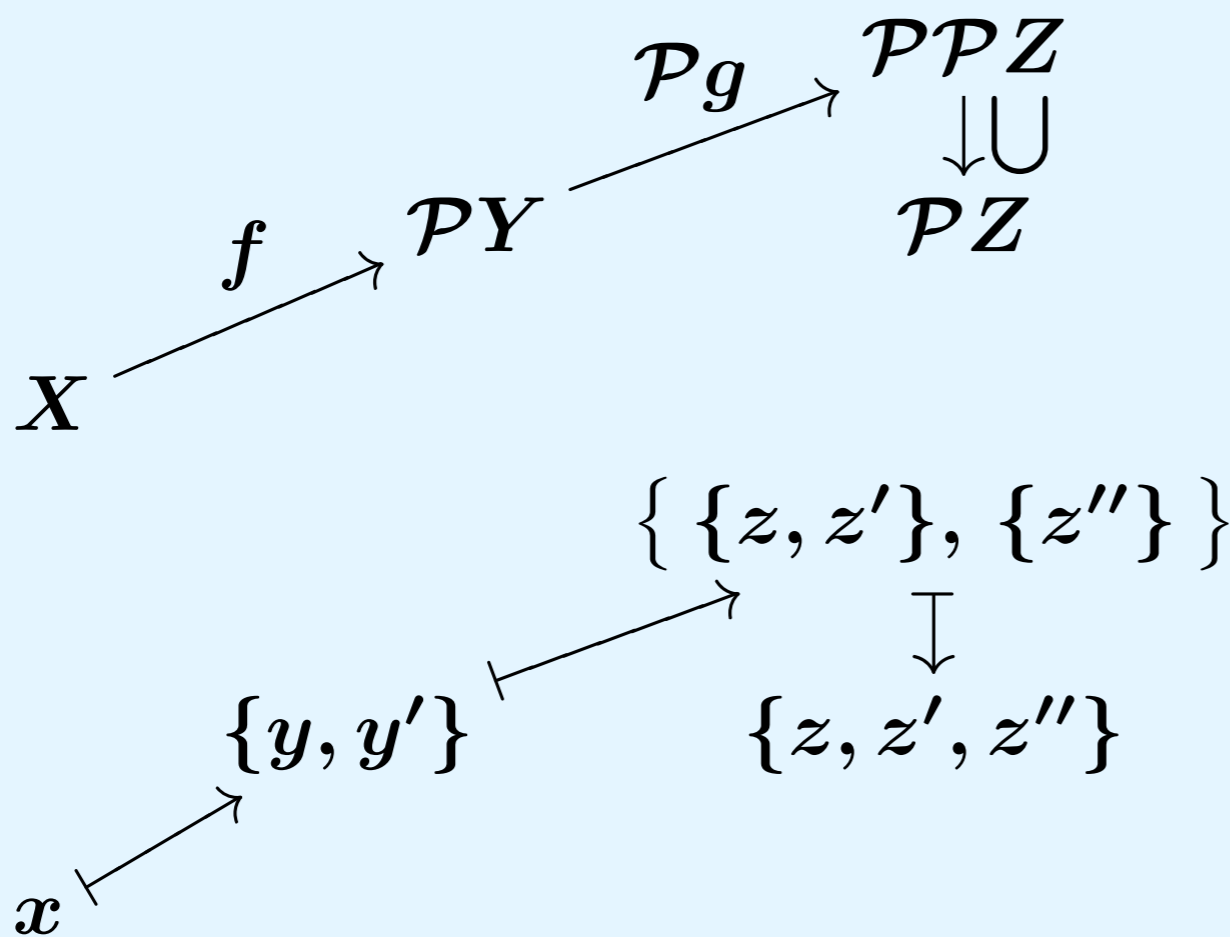
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



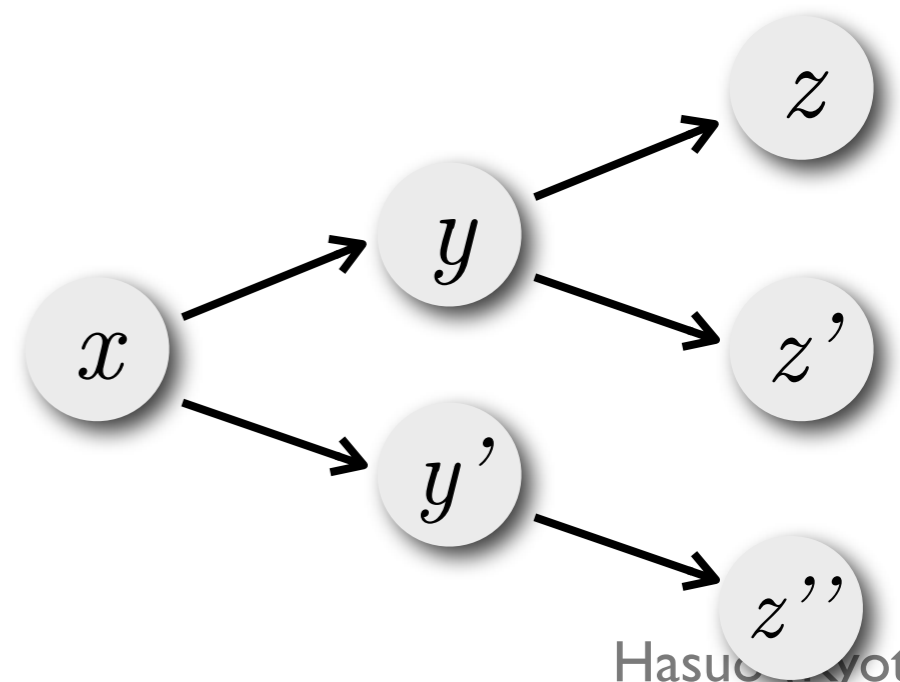
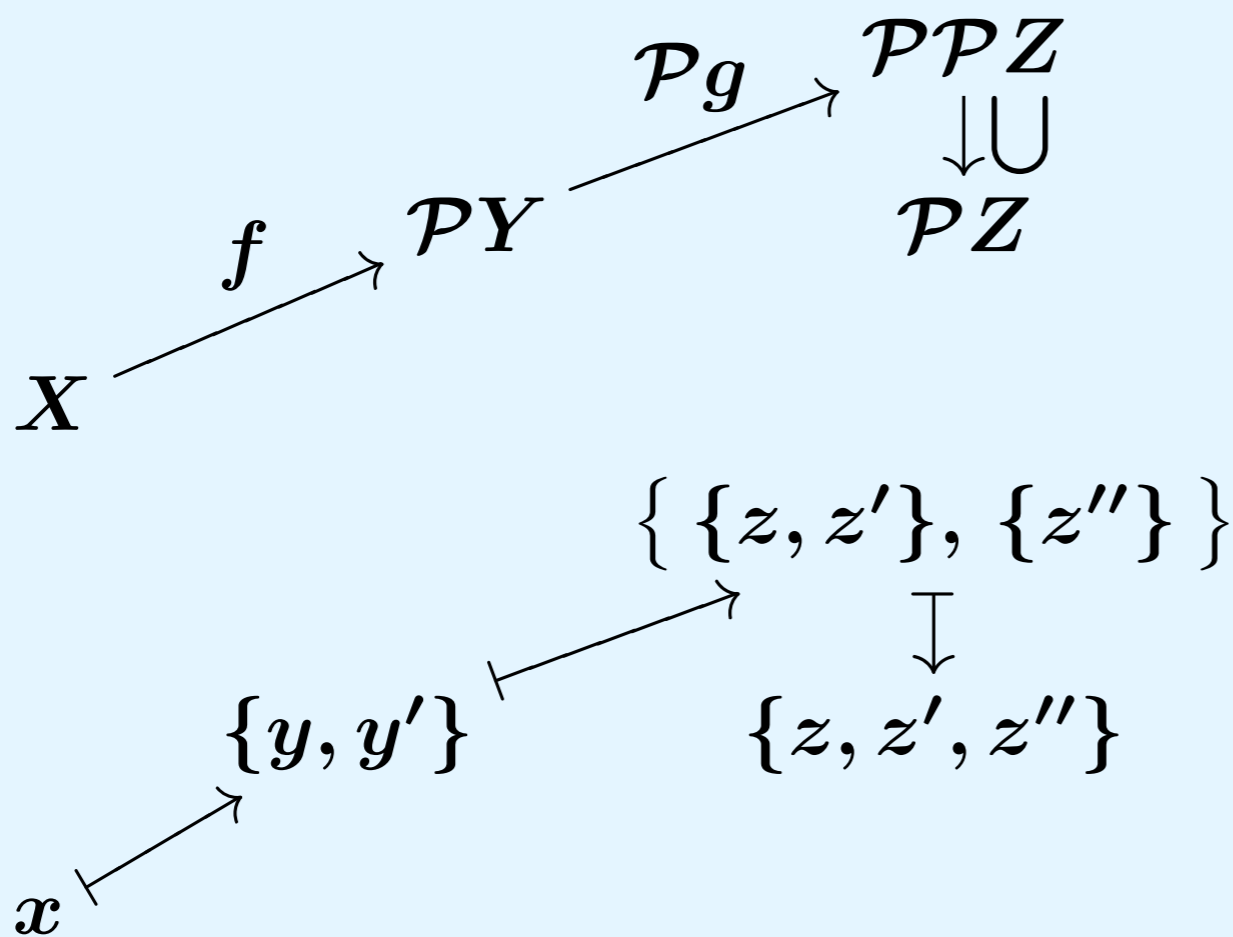
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



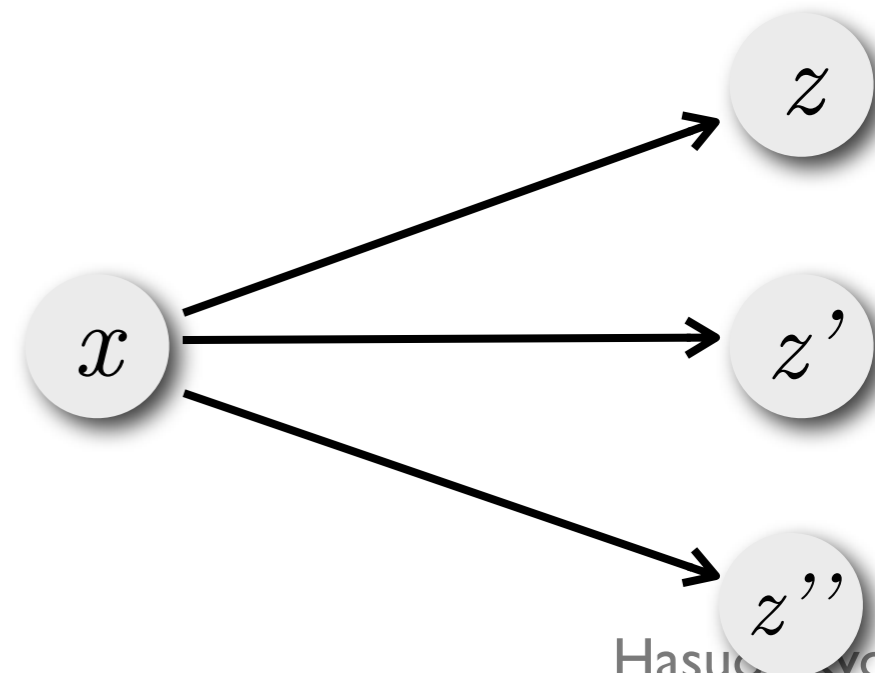
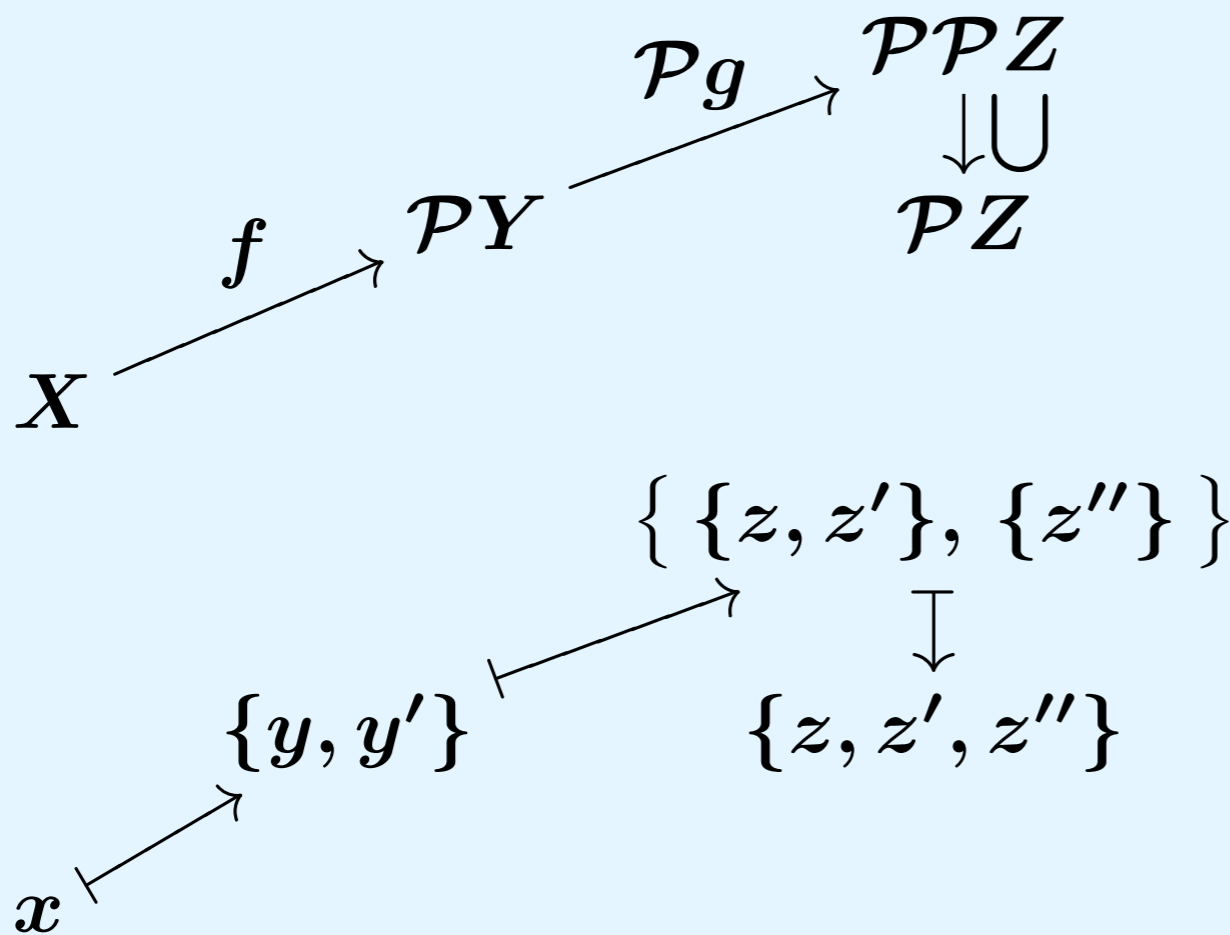
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



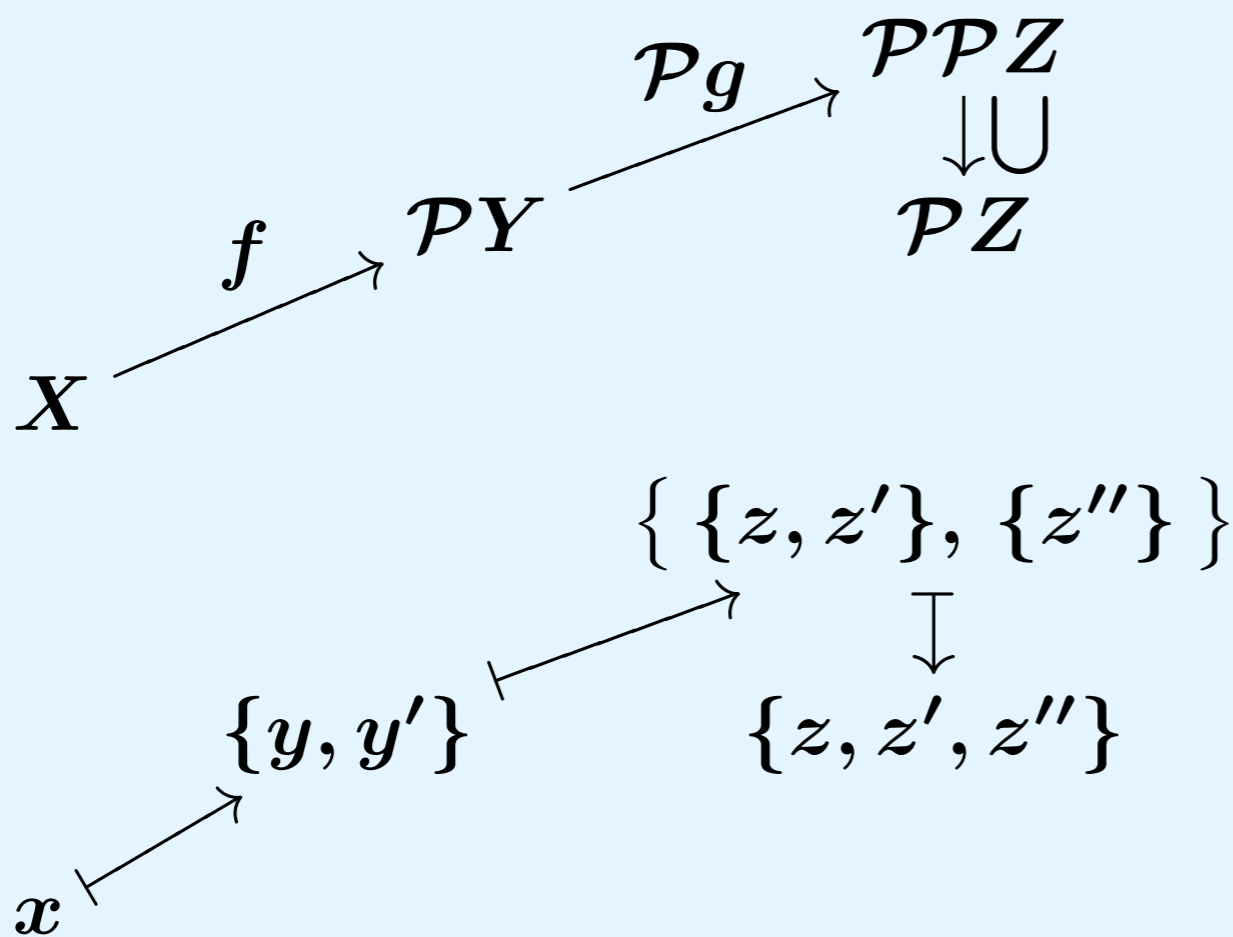
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$

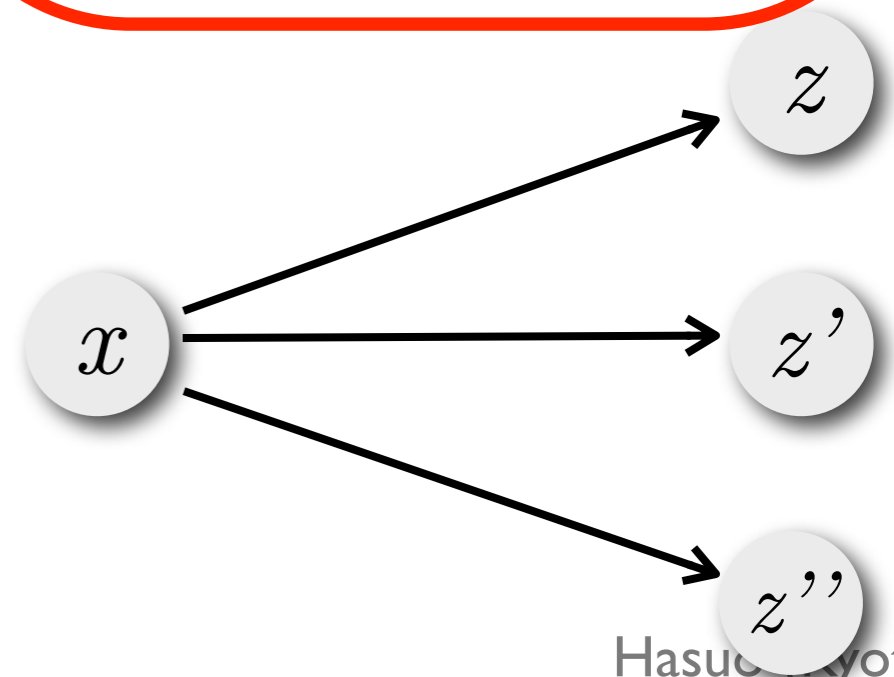


Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



unfolding internal branching
(relevant to trace sem., soundness)

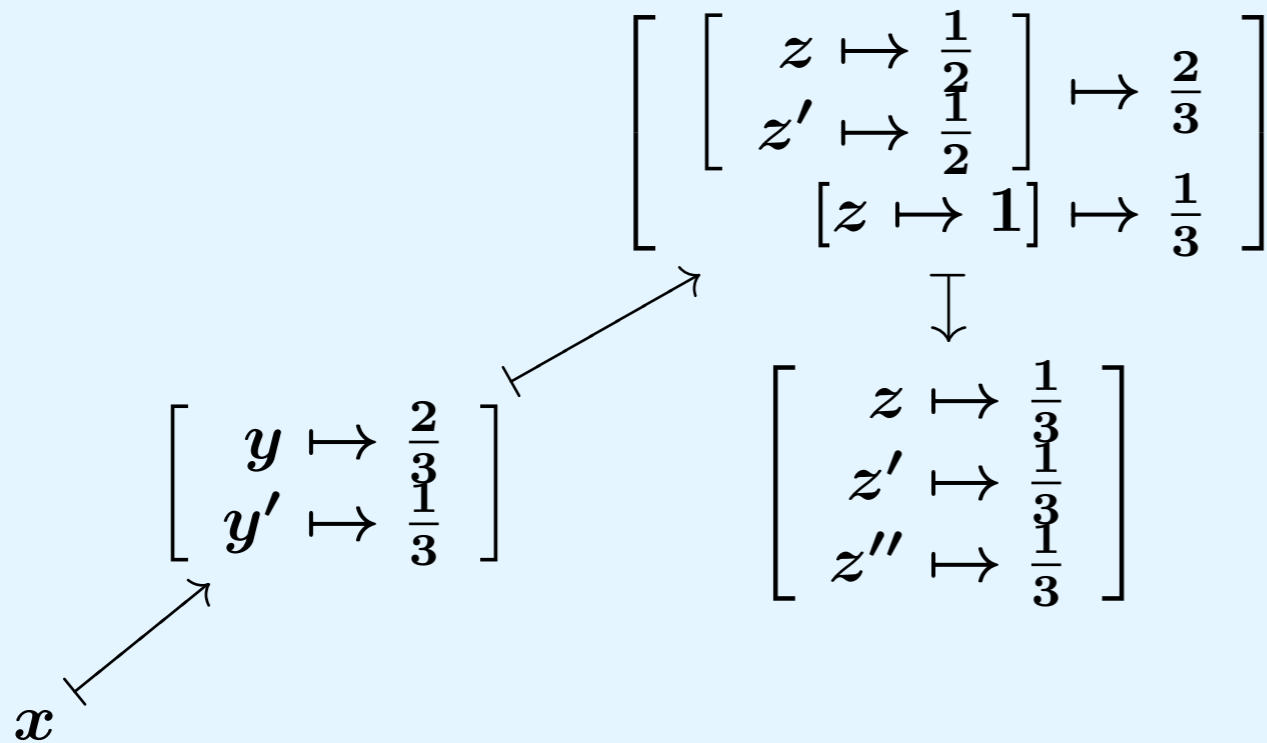
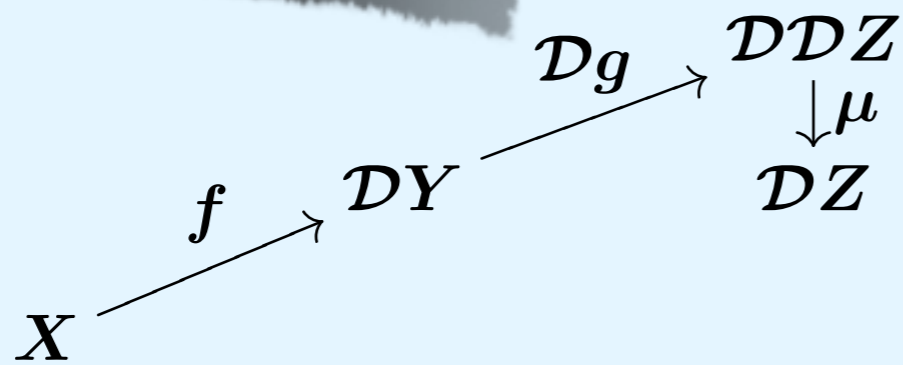


Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$

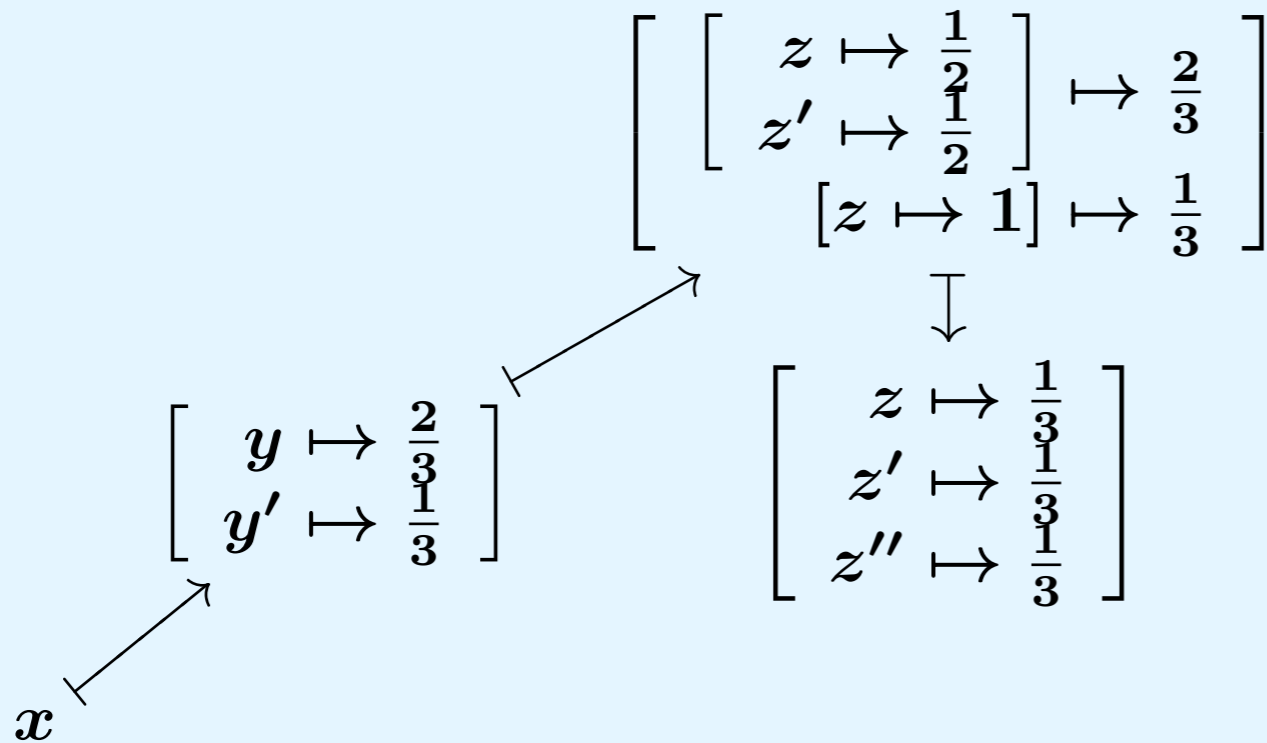
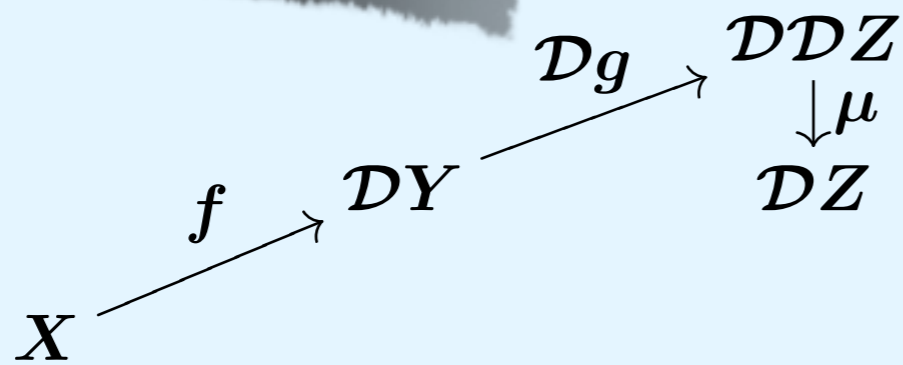
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



Composition of Kleisli Arrows

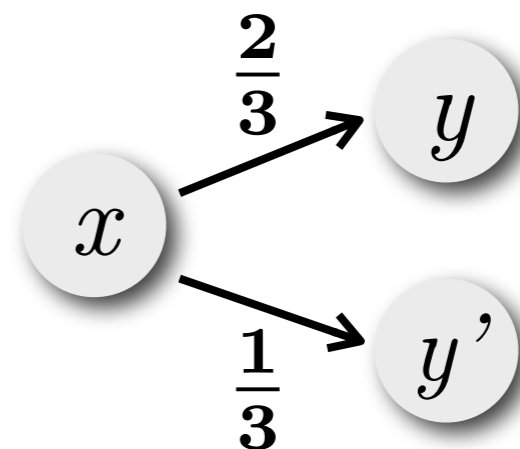
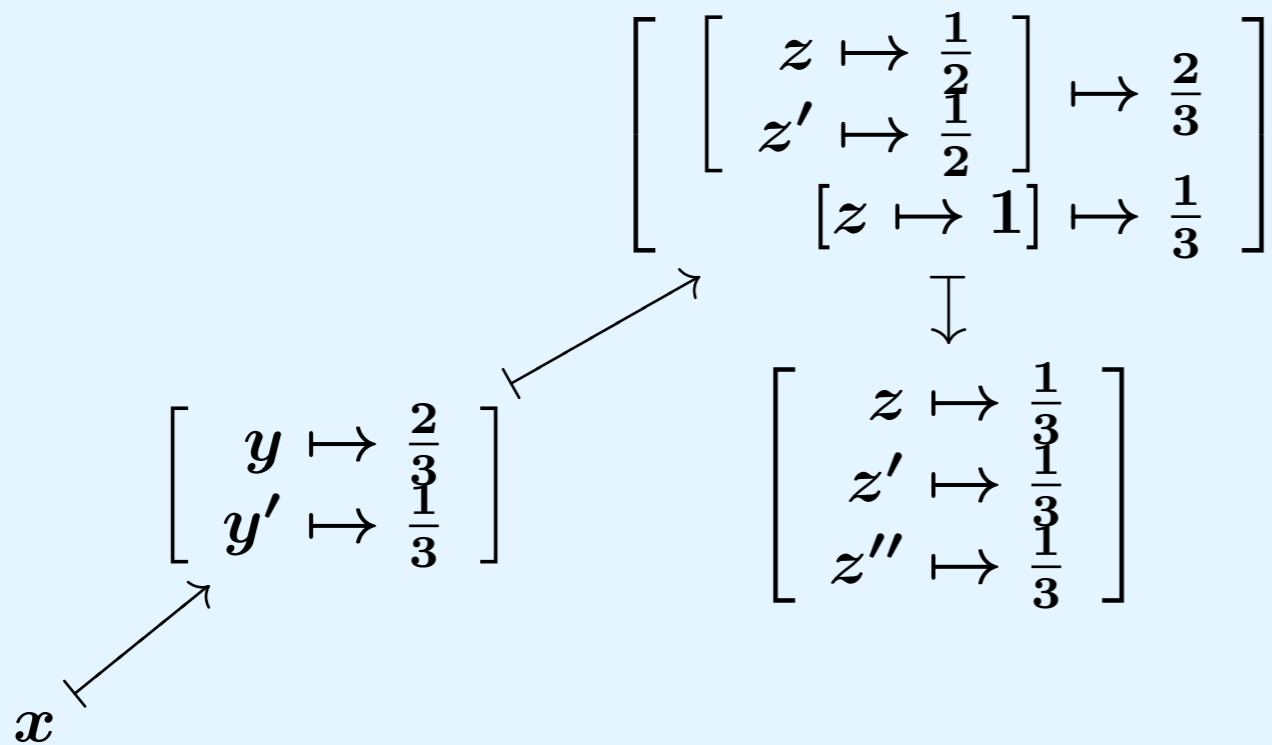
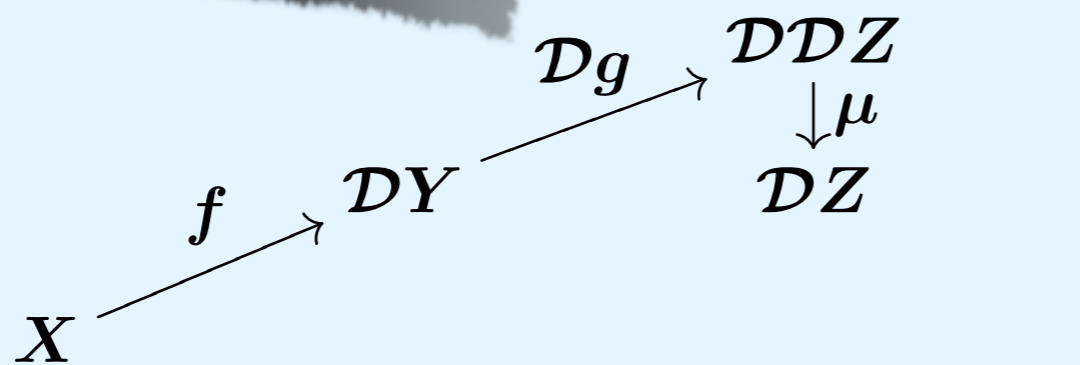
$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



\mathcal{X}

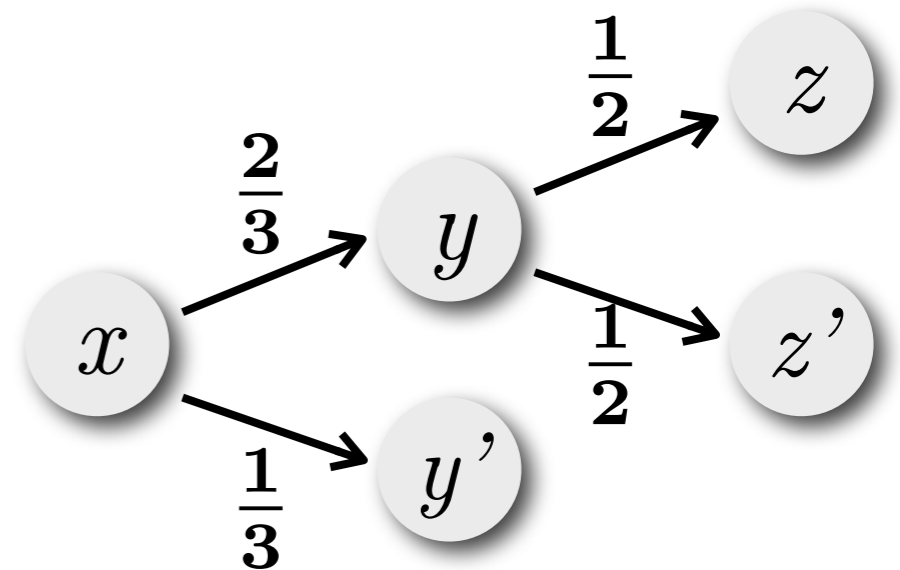
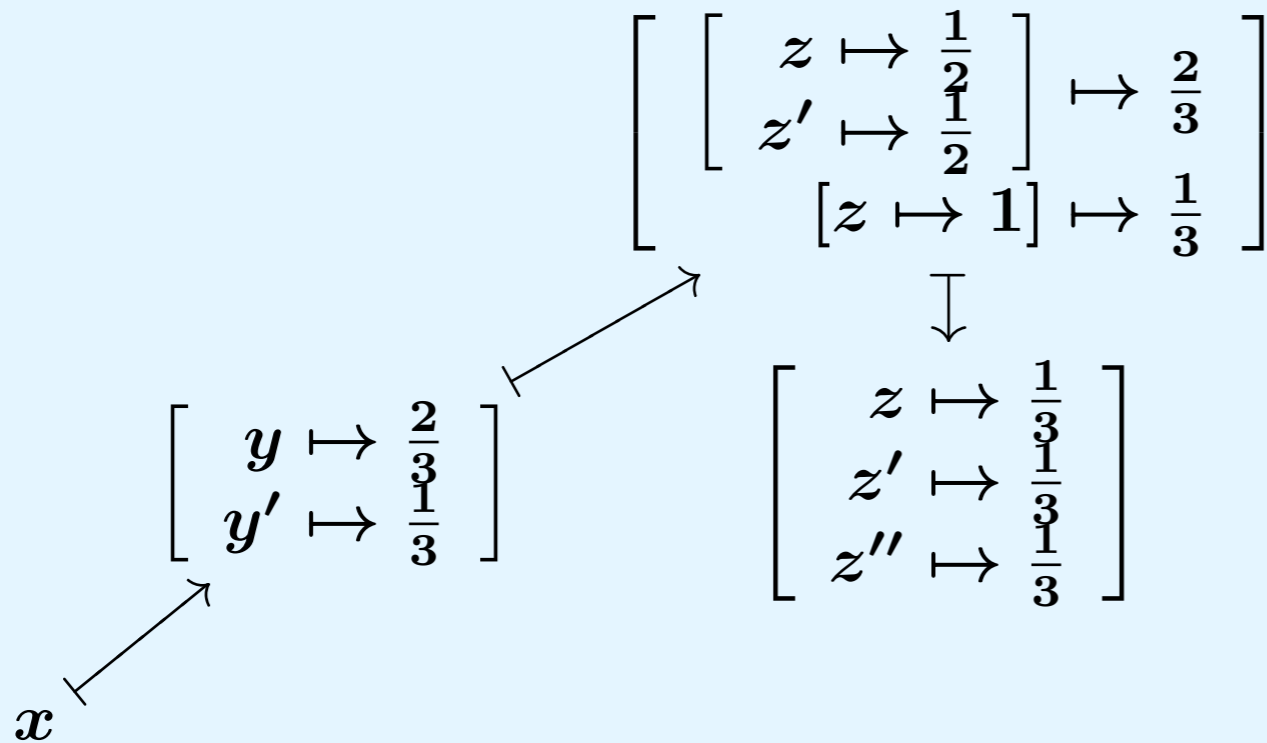
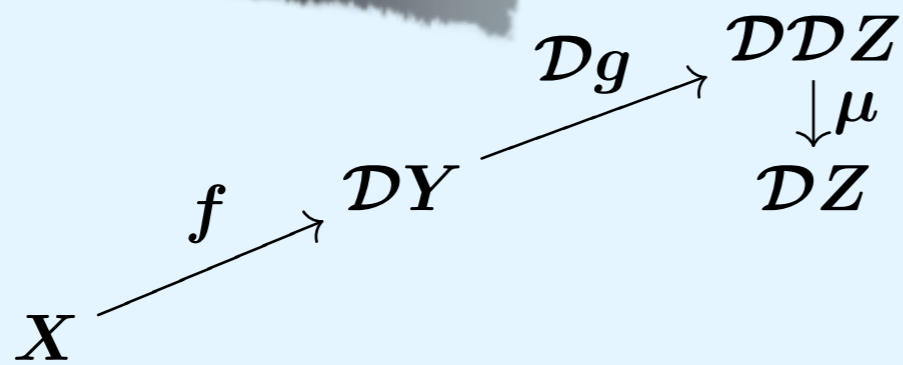
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



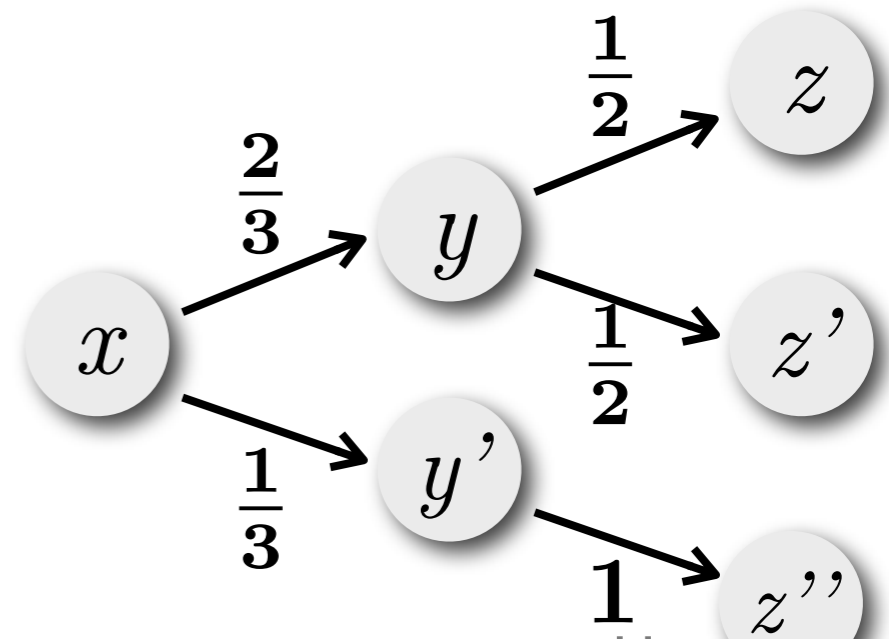
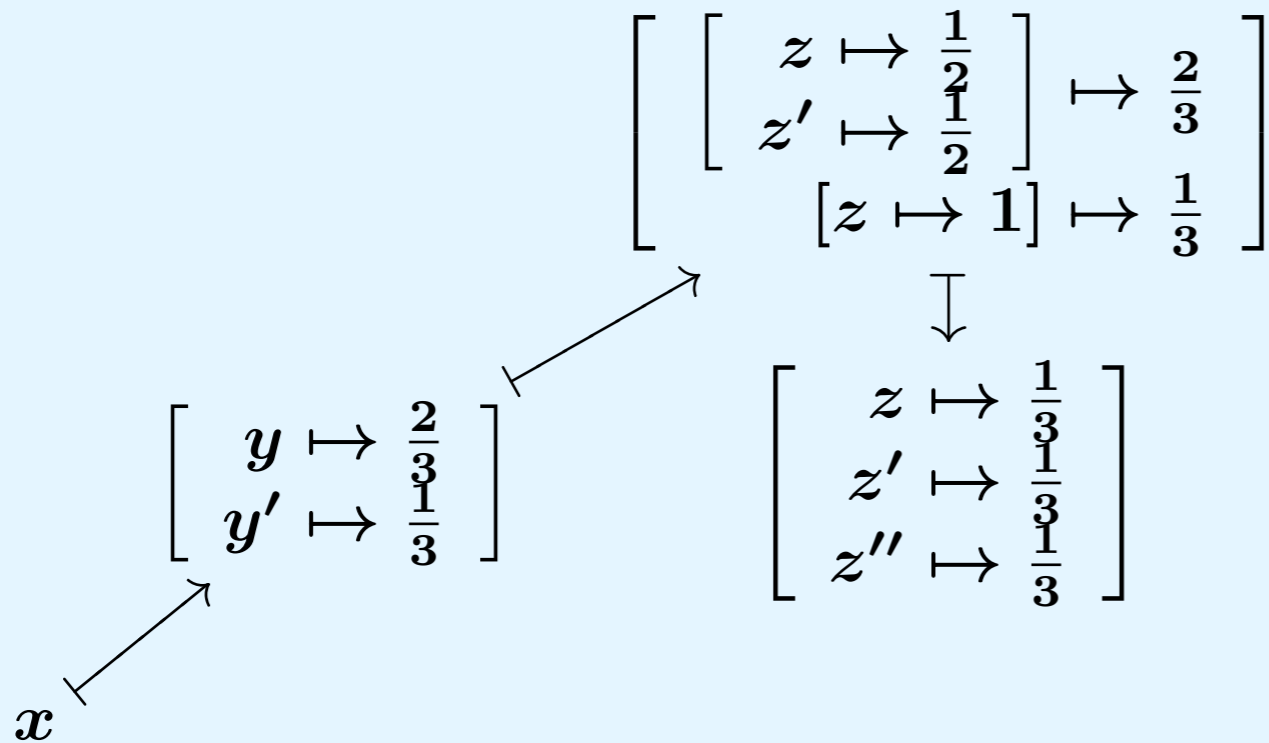
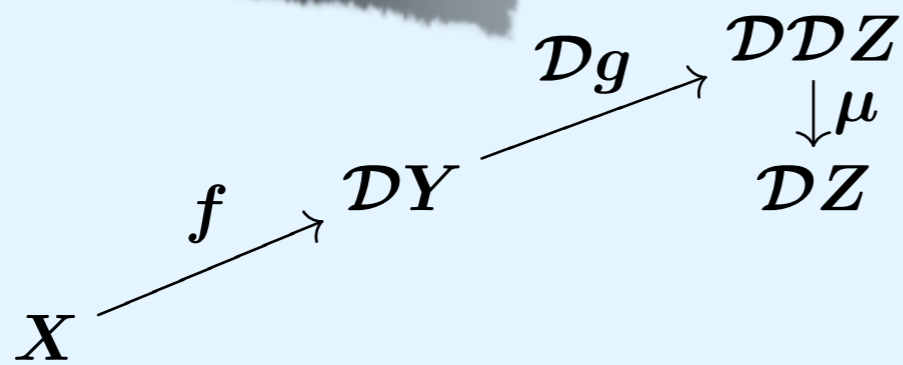
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



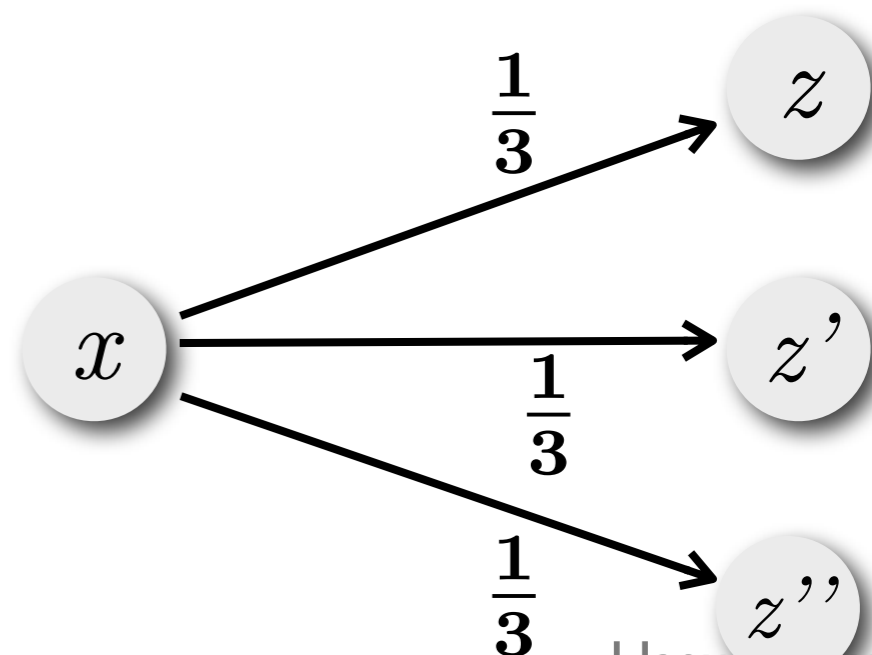
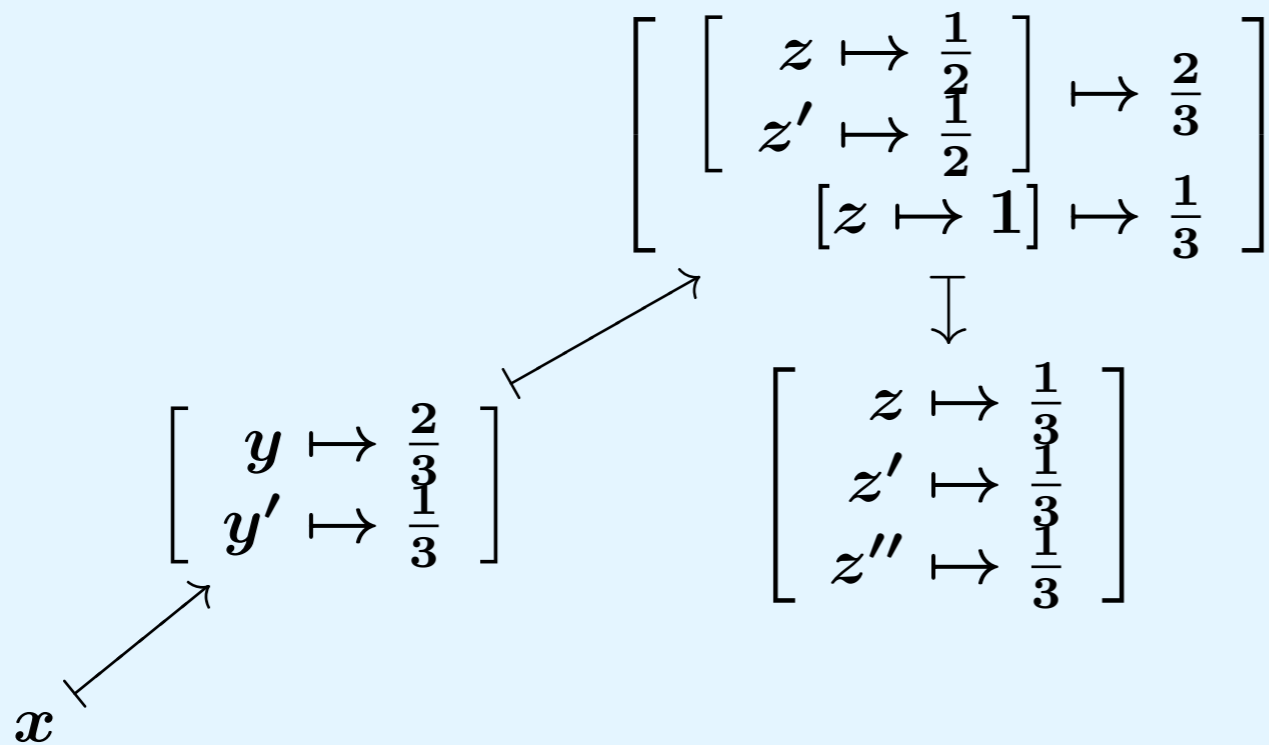
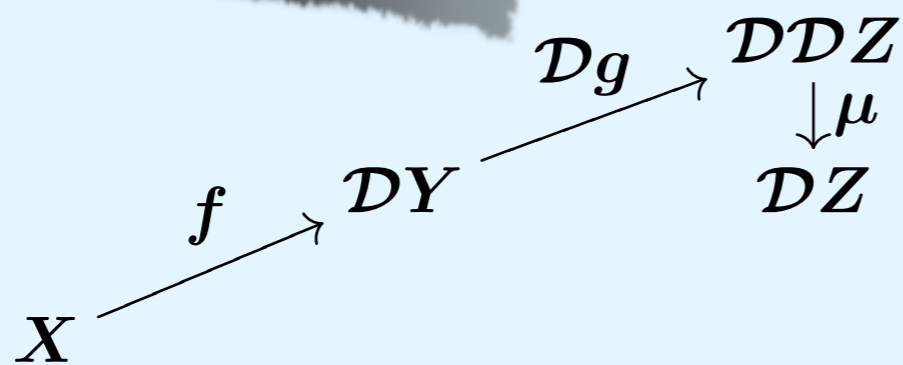
Composition of Kleisli Arrows

$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \circ f} Z}$$

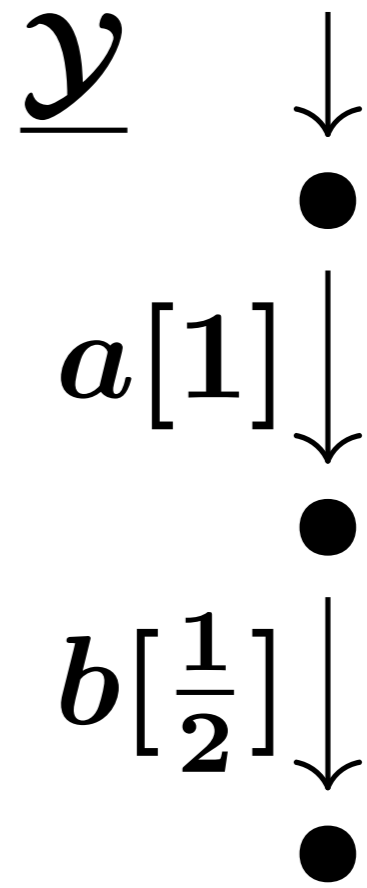
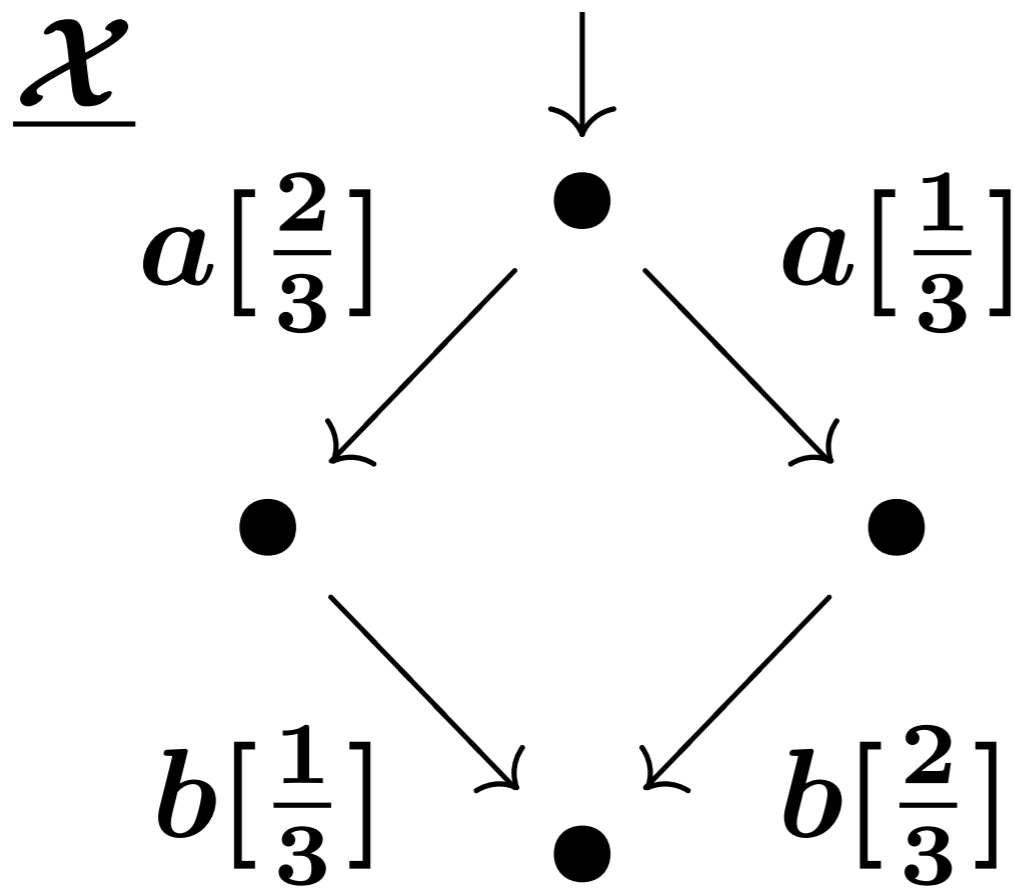


Composition of Kleisli Arrows

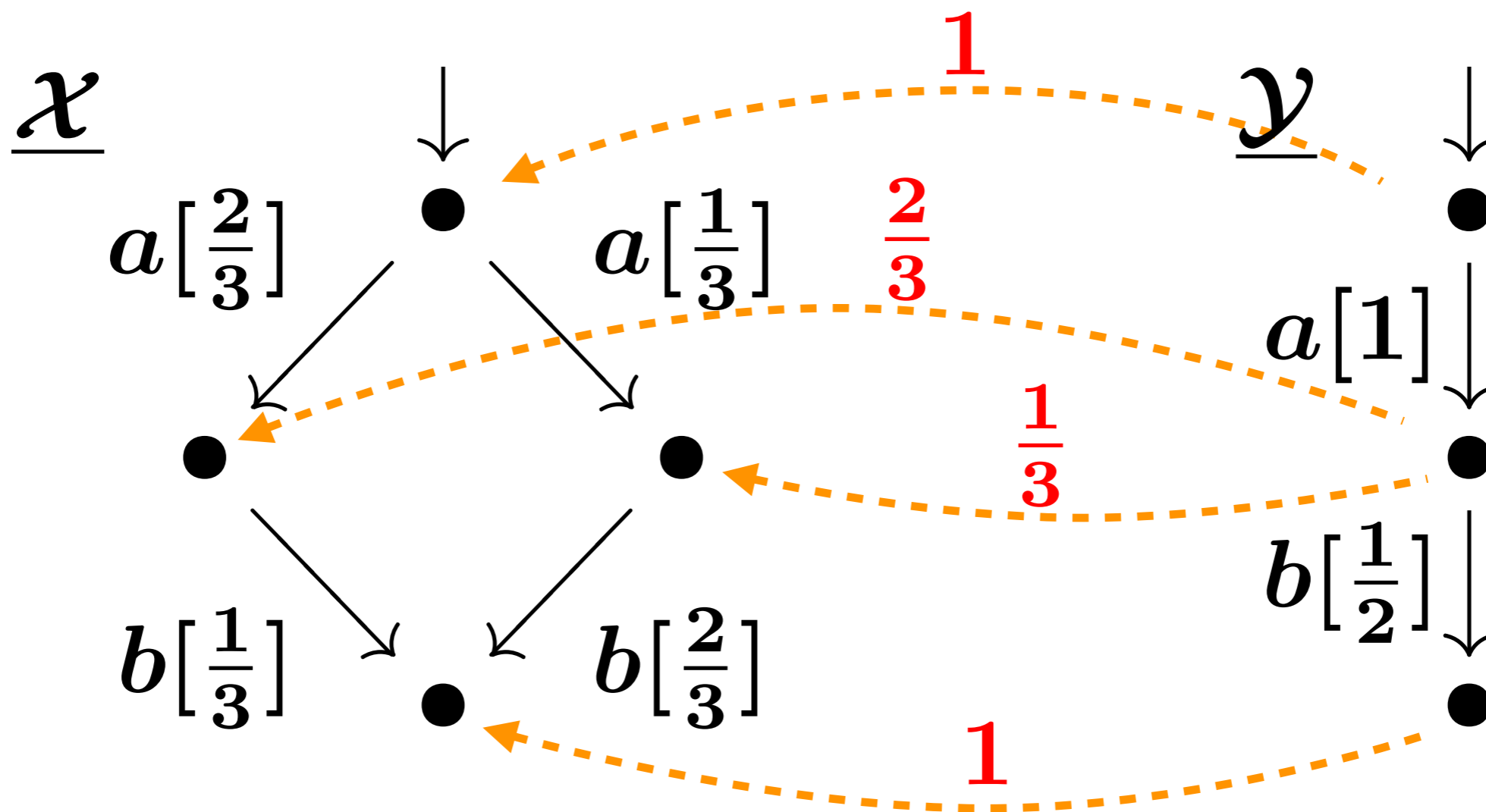
$$\frac{X \xrightarrow{f} Y \quad Y \xrightarrow{g} Z}{X \xrightarrow{g \odot f} Z}$$



Example

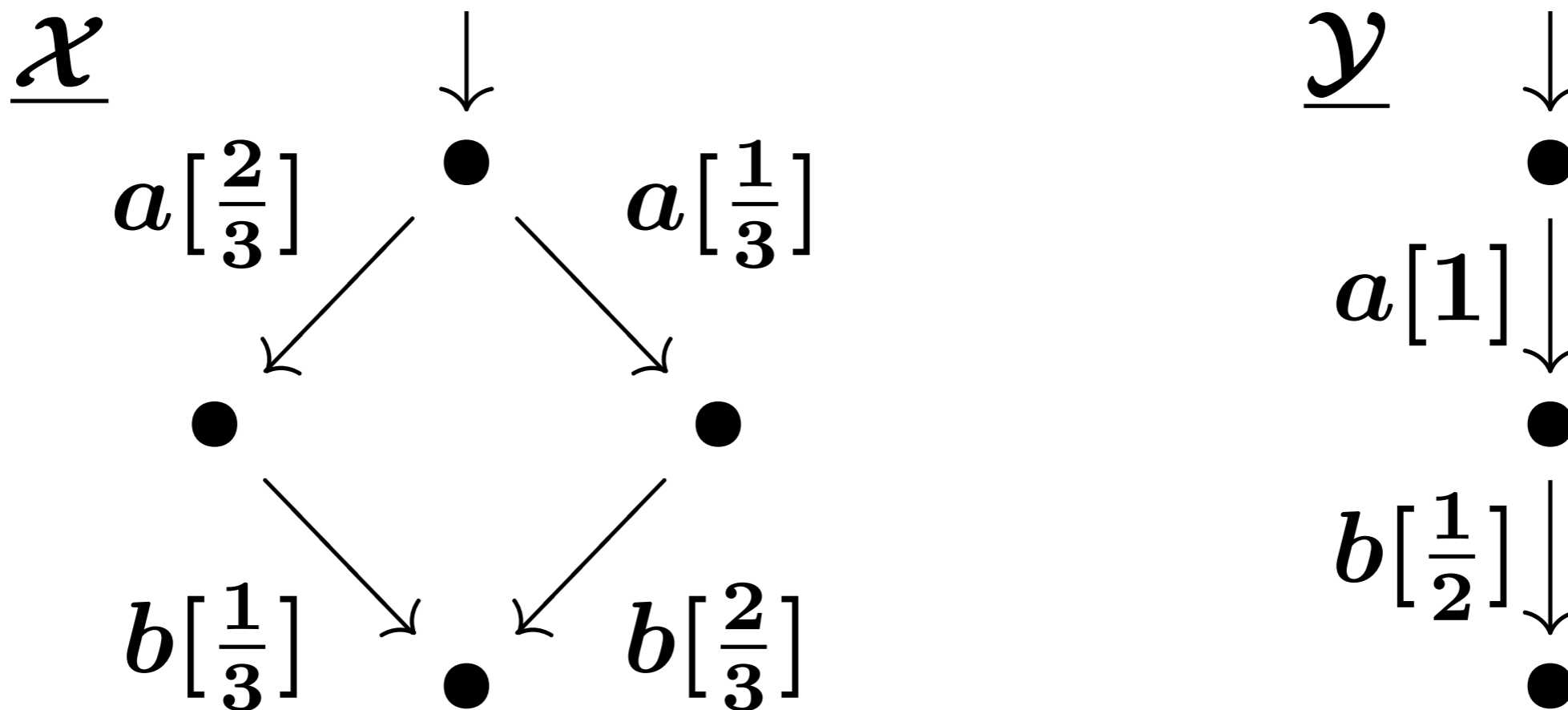


Example



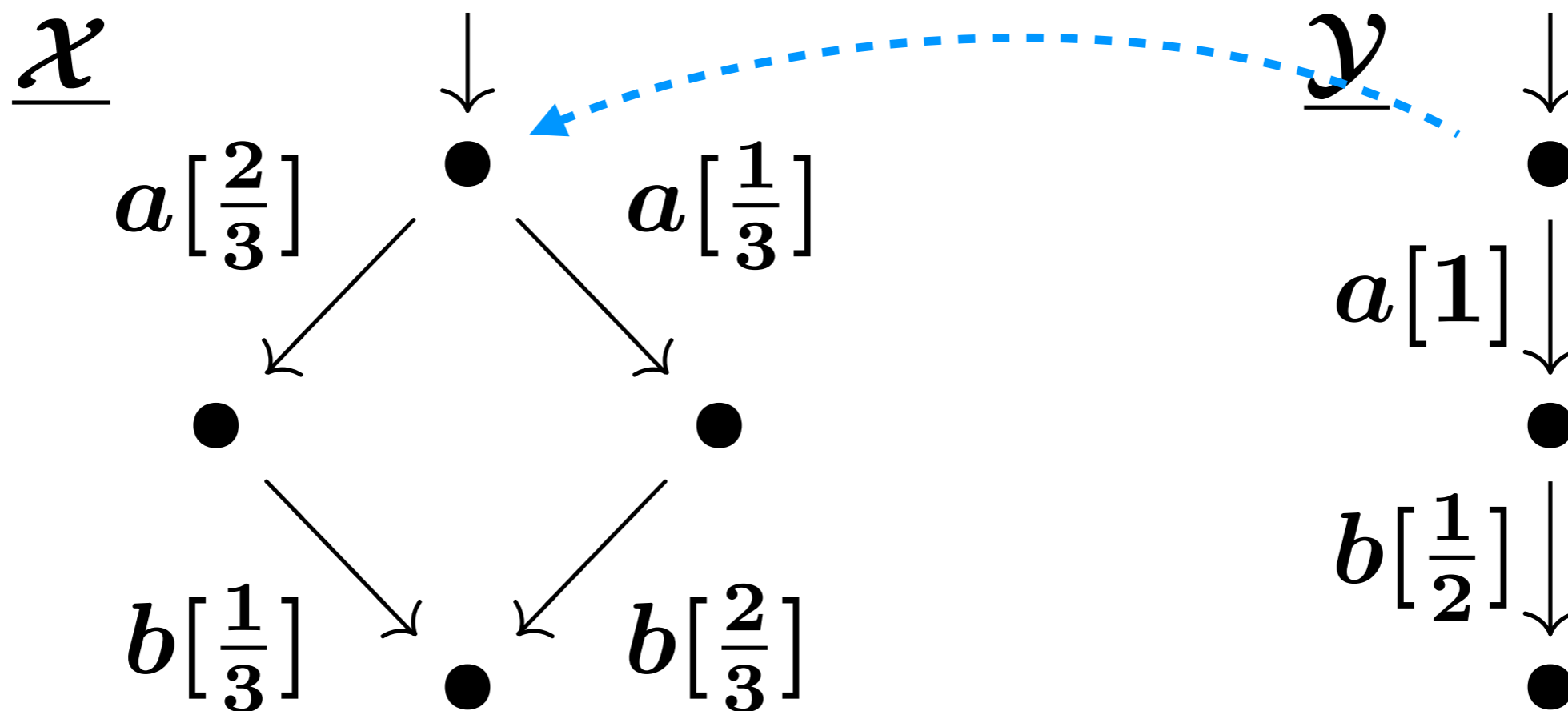
- There is a fwd. Kleisli simulation

Example



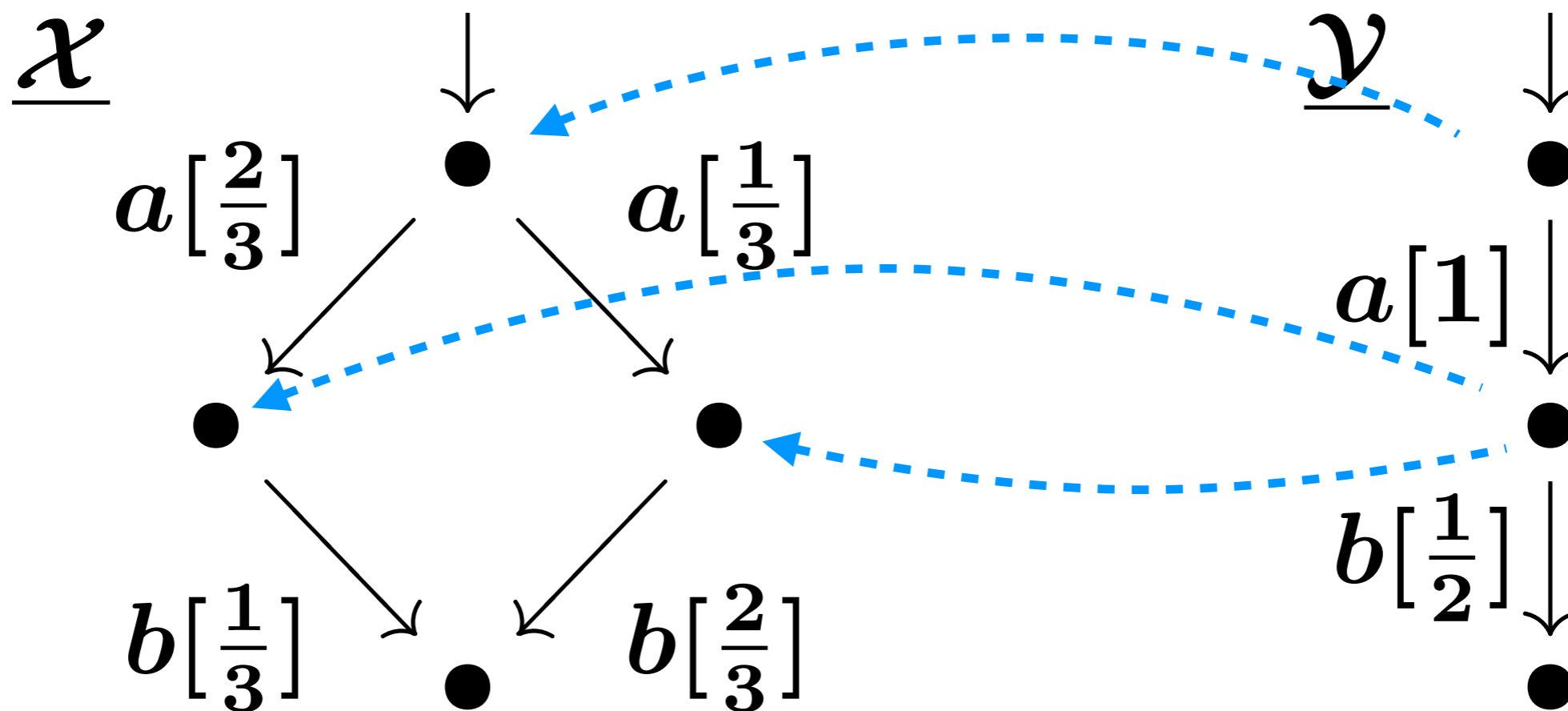
- There is a fwd. Kleisli simulation
- No Jonsson-Larsen simulation!

Example



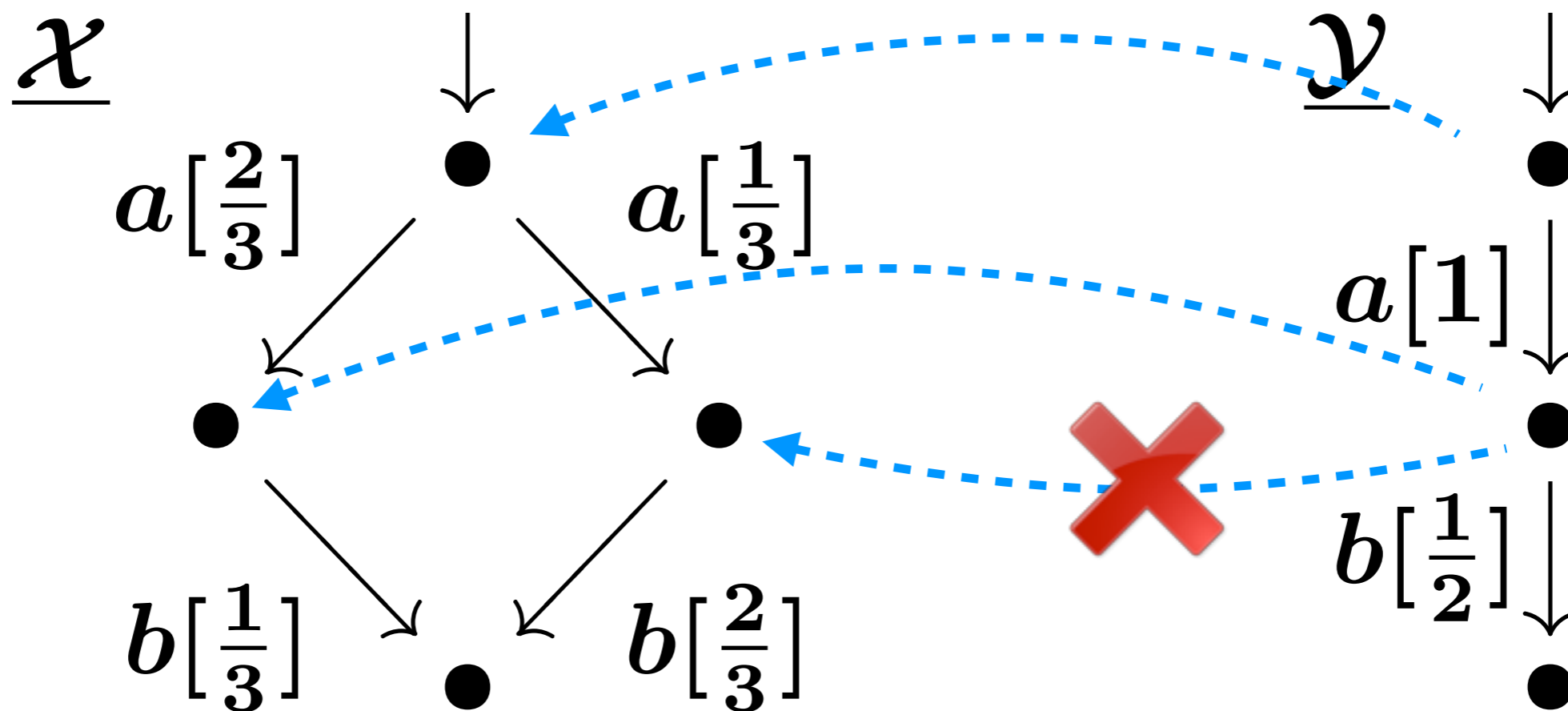
- There is a fwd. Kleisli simulation
- No Jonsson-Larsen simulation!

Example



- There is a fwd. Kleisli simulation
- No Jonsson-Larsen simulation!

Example



- There is a fwd. Kleisli simulation
- No Jonsson-Larsen simulation!

Comparison

