

Cambridge Tracts in Theoretical Computer Science 52

Advanced Topics in Bisimulation and Coinduction

Coinduction is a method for specifying and reasoning about infinite data types and automata with infinite behaviour. In recent years, it has come to play an ever more important role in the theory of computing. It is studied in many disciplines, including process theory and concurrency, modal logic and automata theory. Typically, coinductive proofs demonstrate the equivalence of two objects by constructing a suitable bisimulation relation between them.

This collection of surveys is aimed at both researchers and Master's students in computer science and mathematics, and deals with various aspects of bisimulation and coinduction, with an emphasis on process theory. Seven chapters cover the following topics: history; algebra and coalgebra; algorithmics; logic; higher-order languages; enhancements of the bisimulation proof method; and probabilities. Exercises are also included to help the reader master new material.

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Contents

	List o	of contributors	page viii
	Prefe	ace	xi
1	Orig	ins of bisimulation and coinduction	1
	Davide Sangiorgi		
	1.1	Introduction	1
	1.2	Bisimulation in modal logic	3
	1.3	Bisimulation in computer science	7
	1.4	Set theory	15
	1.5	The introduction of fixed points in computer science	26
	1.6	Fixed-point theorems	29
		Bibliography	31
2	An i	ntroduction to (co)algebra and (co)induction	38
	Bart	Jacobs and Jan Rutten	
	2.1	Introduction	38
	2.2	Algebraic and coalgebraic phenomena	42
	2.3	Inductive and coinductive definitions	47
	2.4	Functoriality of products, coproducts and powersets	50
	2.5	Algebras and induction	53
	2.6	Coalgebras and coinduction	66
	2.7	Proofs by coinduction and bisimulation	76
	2.8	Processes coalgebraically	79
	2.9	Trace semantics, coalgebraically	87
	2.10	Exercises	90
		Bibliography	94



vi Contents

3	The	algorithmics of bisimilarity	100		
	Luca Aceto, Anna Ingolfsdottir and Jiří Srba				
	3.1	Introduction	100		
	3.2	Classical algorithms for bisimilarity	102		
	3.3	The complexity of checking bisimilarity			
		over finite processes	122		
	3.4	Decidability results for bisimilarity over			
		infinite-state systems	142		
	3.5	The use of bisimilarity checking in verification and tools	157		
		Bibliography	163		
4	Bisir	nulation and logic	173		
	Colin	n Stirling			
	4.1	Introduction	173		
	4.2	Modal logic and bisimilarity	175		
	4.3	Bisimulation invariance	179		
	4.4	Modal mu-calculus	184		
	4.5	Monadic second-order logic and bisimulation invariance	190		
		Bibliography	195		
5	How	e's method for higher-order languages	197		
	Andrew Pitts				
	5.1	Introduction	197		
	5.2	Call-by-value λ-calculus	200		
	5.3	Applicative (bi)similarity for call-by-value λ -calculus	201		
	5.4	Congruence	204		
	5.5	Howe's construction	207		
	5.6	Contextual equivalence	210		
	5.7	The transitive closure trick	214		
	5.8	CIU-equivalence	218		
	5.9	Call-by-name equivalences	225		
	5.10	Summary	229		
	5.11	Assessment	229		
		Bibliography	230		
6	Enha	ancements of the bisimulation proof method	233		
	Damien Pous and Davide Sangiorgi				
	6.1	The need for enhancements	235		
	6.2	Examples of enhancements	239		
	6.3	A theory of enhancements	249		
	6.4	Congruence and up to context techniques	260		



		Contents	vii
	6.5	The case of weak bisimilarity	269
	6.6	A summary of up-to techniques for bisimulation	286
		Bibliography	287
7	Prob	pabilistic bisimulation	290
	Prak	ash Panangaden	
	7.1	Introduction	290
	7.2	Discrete systems	295
	7.3	A rapid survey of measure theory	300
	7.4	Labelled Markov processes	306
	7.5	Giry's monad	308
	7.6	Probabilistic bisimulation	310
	7.7	Logical characterisation	313
	7.8	Probabilistic cocongruences	316
	7.9	Kozen's coinduction principle	319
	7.10	Conclusions	321
		Bibliography	323



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viii



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ix

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Preface

This book is about bisimulation and coinduction. It is the companion book of the volume *An Introduction to Bisimulation and Coinduction*, by Davide Sangiorgi (Cambridge University Press, 2011), which deals with the basics of bisimulation and coinduction, with an emphasis on labelled transition systems, processes, and other notions from the theory of concurrency.

In the present volume, we have collected a number of chapters, by different authors, on several advanced topics in bisimulation and coinduction. These chapters either treat specific aspects of bisimulation and coinduction in great detail, including their history, algorithmics, enhanced proof methods and logic. Or they generalise the basic notions of bisimulation and coinduction to different or more general settings, such as coalgebra, higher-order languages and probabilistic systems. Below we briefly summarise the chapters in this volume.

- The origins of bisimulation and coinduction, by Davide Sangiorgi
 In this chapter, the origins of the notions of bisimulation and coinduction are traced back to different fields, notably computer science, modal logic, and set theory.
- An introduction to (co)algebra and (co)induction, by Bart Jacobs and Jan Rutten

Here the notions of bisimulation and coinduction are explained in terms of coalgebras. These mathematical structures generalise all kinds of infinite-data structures and automata, including streams (infinite lists), deterministic and probabilistic automata, and labelled transition systems. Coalgebras are formally dual to algebras and it is this duality that is used to put both induction and coinduction into a common perspective. This generalises the treatment in the companion introductory volume, where induction and coinduction were explained in terms of least and greatest fixed points.



xii Preface

 The algorithmics of bisimilarity, by Luca Aceto, Anna Ingolfsdottir and Jiří Srba

This chapter gives an overview of the solutions of various algorithmic problems relating bisimilarity and other equivalences and preorders on labelled transition systems. Typical questions that are addressed are: How can one compute bisimilarity? What is the complexity of the algorithms? When is bisimilarity decidable?

• Bisimulation and logic, by Colin Stirling

This chapter discloses the strong and beautiful ties that relate bisimulation and modal logics. Various logical characterisations of bisimilarity are discussed. The main results are the characterisations of bisimilarity via a simple modal logic, the Hennessy–Milner logic, and the characterisation of this modal logic as the fragment of first-order logic that is bisimulation invariant. The results are then extended to modal logic with fixed points and to second-order logic.

• Howe's Method for higher-order languages, by Andrew Pitts

In programming languages, an important property of bisimulation-based equivalences is whether they are a congruence, that is, compatible with the language constructs. This property may be difficult to prove if such languages involve higher-order constructs, that is, ones permitting functions and processes to be data that can be manipulated by functions and processes. This chapter presents a method for establishing compatibility of coinductively defined program equalities, originally due to Howe.

• Enhancements of the bisimulation proof method, by Damien Pous and Davide Sangiorgi

This chapter discusses enhancements of the bisimulation proof method, with the goal of facilitating the proof of bisimilarity results. The bisimulation proof method is one of the main reasons for the success of bisimilarity. According to the method, to establish the bisimilarity between two given objects one has to find a bisimulation relation containing these objects as a pair. This means proving a certain closure property for each pair in the relation. The amount of work needed in proofs therefore depends on the size of the relation. The enhancements of the method in the chapter allow one to reduce such work by using relations that need only be *contained* in bisimulation relations. The chapter shows that it is possible to define a whole theory of enhancements, which can be very effective in applications.

• Probabilistic bisimulation, by Prakash Panangaden

Here notions of bisimulation are introduced for probabilistic systems. These differ from non-deterministic ones in that they take quantitative data into account on the basis of which they make quantitative predictions about a



Preface xiii

system's behaviour. The chapter first discusses the basic example of discrete systems, called labelled Markov chains. After a rapid introductory section on measure theory, the more general continuous case, of so-called labelled Markov processes, is treated. For both the discrete and the continuous case, logical characterisations of bisimilarity are given.

The chapters on probabilities and higher-order linguistic constructs deal with two important refinements of bisimulation. While these are certainly not the only interesting refinements of bisimulation (one could mention, for instance, the addition of time or of space constraints), probabilities and higher-order constructs have strong practical relevance (e.g. in distributed systems and other complex systems such as biological systems, and in programming languages) and offer technical challenges that make them one of the most active research topics in the area of coinduction and bisimulation.

Each chapter is a separate entity, therefore notations among chapters may occasionally differ. We are very grateful to the colleagues who contributed the chapters for the time, effort, and enthusiasm that they put into this book project.

We recall the Web page with general information and auxiliary material about the two volumes, including solutions to exercises in some of the chapters. At the time of writing, the page is

www.cs.unibo.it/~sangio/Book_Bis_Coind.html

Davide Sangiorgi and Jan Rutten