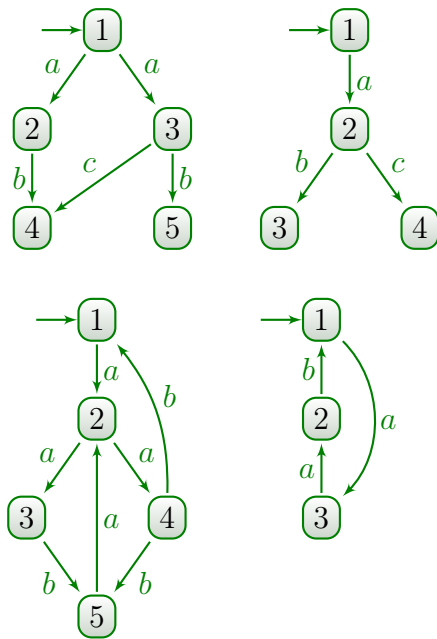


Model Checking – Solution sheet 11

Exercise 11.1: Simulation and bisimulation



1. T_2 simulates T_1 , e.g. the relation $R_{2 \rightarrow 1}$:
 $\{(1, 1), (2, 2), (2, 3), (3, 4), (3, 5), (4, 4)\}$
2. T_1 simulates T_2 , e.g. the relation $R_{1 \rightarrow 2}$:
 $\{(1, 1), (3, 2), (4, 4), (5, 3)\}$
3. Player 1 picks T_1 , goes to 2: player 2 must go to 2 in T_2 . Then player 1 picks T_2 , goes to 4 with c . Player 2 can't respond, hence T_1 and T_2 aren't bisimilar.
4. Remark the bisimulation relation $R_{3 \leftrightarrow 4}$:
 $\{(1, 1), (5, 1), (2, 3), (3, 2), (4, 2)\}$. As a strategy, to answer any move of Player 1, Player 2 just needs to pick an element that is reachable with the same action as Player 1 fired, and that is in relation $R_{3 \leftrightarrow 4}$ to the element reached by Player 1, which she can always do as $R_{3 \leftrightarrow 4}$ is a bisimulation relation.

5. If S_1 and S_2 are bisimilar and S_2 and S_3 are bisimilar, denote $R_{1 \leftrightarrow 2}$ and $R_{2 \leftrightarrow 3}$ explicit bisimulation relations. We define the relation $R_{1 \leftrightarrow 3}$ as follows:
 $R_{1 \leftrightarrow 3} = \{(x_1, x_3) \mid \exists x_2. (x_1, x_2) \in R_{1 \leftrightarrow 2} \wedge (x_2, x_3) \in R_{2 \leftrightarrow 3}\}$.

Let us show that $R_{1 \leftrightarrow 3}$ is a simulation relation of S_1 by S_3 . We need to show that if $(x_1, x_3) \in R_{1 \leftrightarrow 3}$, then for any action α , and any $x'_1 \in S_1$, if $x_1 \xrightarrow{\alpha} x'_1$ is feasible in S_1 , we can find x'_3 such that $(x'_1, x'_3) \in R_{1 \leftrightarrow 3}$ and $x_3 \xrightarrow{\alpha} x'_3$ is feasible in S_3 .

By definition of $R_{1 \leftrightarrow 3}$ there exists x_2 such that $(x_1, x_2) \in R_{1 \leftrightarrow 2}$ and $(x_2, x_3) \in R_{2 \leftrightarrow 3}$. Since $R_{1 \leftrightarrow 2}$ is a bisimulation relation, it is also a simulation relation of S_1 by S_2 , thus we can find x'_2 such that $x_2 \xrightarrow{\alpha} x'_2$ and $(x'_1, x'_2) \in R_{1 \leftrightarrow 2}$. Since $R_{2 \leftrightarrow 3}$ is a bisimulation relation, it is also a simulation relation of S_2 by S_3 , thus we can find x'_3 such that $x_3 \xrightarrow{\alpha} x'_3$ and $(x'_2, x'_3) \in R_{2 \leftrightarrow 3}$. Clearly $(x'_1, x'_3) \in R_{1 \leftrightarrow 3}$, therefore. $R_{1 \leftrightarrow 3}$ is a simulation relation of S_1 by S_3 .

In a similar manner we can show that $R_{1 \leftrightarrow 3}$ is also simulation relation of S_3 by S_1 , hence a bisimulation relation, therefore S_1 and S_3 are bisimilar.

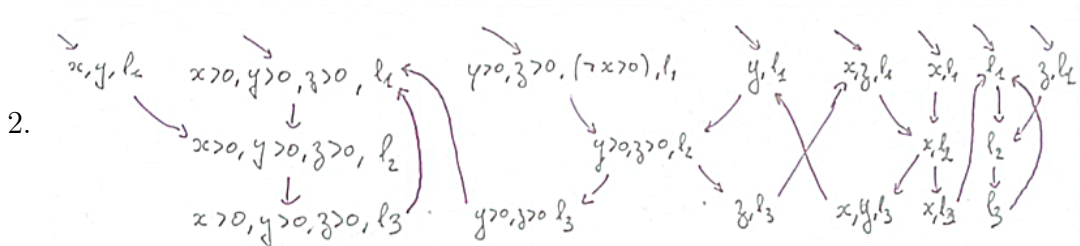
Exercise 11.2: Abstraction of a simple program

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1 while(true) {
2     z = y;
3     y = y + x;
4     x = z;
5 }

```

1. The size of the transition system is infinite: $\mathbb{Z} \times \mathbb{Z} \times \mathbb{Z} \times \{1, 2, 3\}$.



Exercise 11.3: Abstraction of a more complex program

1. In the abstract Kripke structure, we may reach a state where all values are negative (e.g. when branching, always choosing the transition that decreases the number of predicates holding)
2. In the concrete transition system, we may reach a state where all values are negative (e.g. $x=1$; $y=3$; $z=1$; remark that these initial values do not concretizes the aforementioned abstract path).
3. We can easily find a loop where all predicates always hold (hence all predicates *eventually* always hold).
4. $x=2$; $y=1$; $z=1$;
5. The two systems cannot be bisimilar, typically the concrete transition system is deterministic while the abstract Kripke structure is not: the concrete transition system cannot simulate the abstract Kripke structure.