

Probabilistic simulation

Lecture #15 of Modeling Concurrent and Probabilistic Systems

Joost-Pieter Katoen and Thomas Noll

Lehrstuhl 2: Softwaremodeling and Verification

E-mail: katoen@cs.rwth-aachen.de

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Overview Lecture #15

⇒ *Probabilistic simulation*

- Simulation on labeled transition systems
- Weight functions
- Probabilistic simulation (on FPSs)
- Properties of probabilistic simulation

Labeled transition system

A *labeled transition system* LTS is a quadruple $(S, Act, \rightarrow, s_0)$ where

- S is a set of states,
- Act is a set of actions,
- $\rightarrow \subseteq S \times Act \times S$ is a transition relation,
- $s_0 \in S$ is the initial state.

Strong simulation

- Let $LTS = (S, Act, \rightarrow, s_0)$ and R a binary relation on S
- R is a **strong simulation** on $S \times S$ whenever for $(s, t) \in R$:
 - if $s \xrightarrow{\alpha} s'$ then there exists $t' \in S$ such that $t \xrightarrow{\alpha} t'$ and $(s', t') \in R$
- Pictorially:

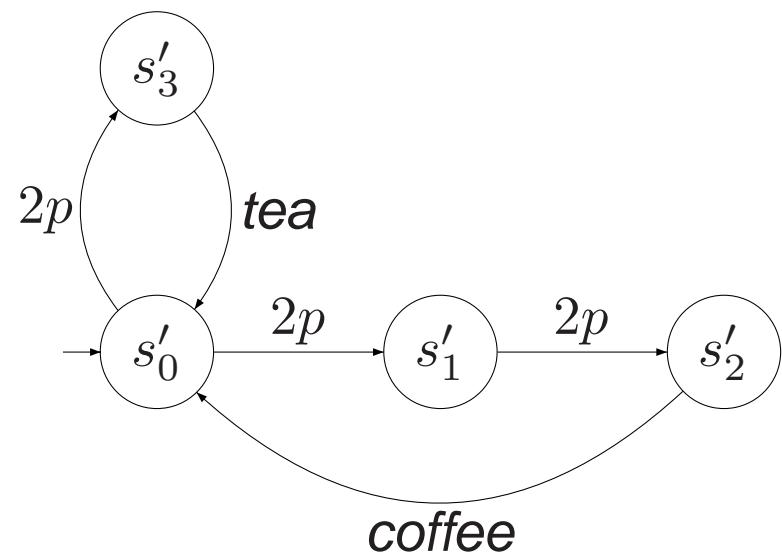
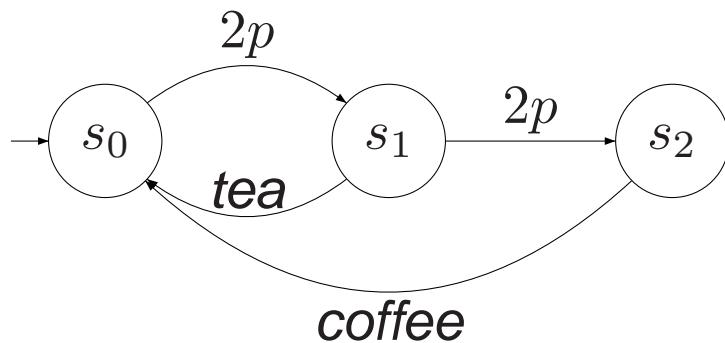
$$\begin{array}{ccc}
 s & \xrightarrow{\alpha} & s' \\
 R & & \text{can be completed to} \\
 t & & R
 \end{array}
 \qquad
 \begin{array}{ccc}
 s & \xrightarrow{\alpha} & s' \\
 R & & R \\
 t & \xrightarrow{\alpha} & t'
 \end{array}$$

note: transitions of state t do not need to be mimicked by state s

Strong simulation

- State s is *strongly simulated* by t , notation $s \sqsubseteq t$, if:
there exists a strong simulation R such that $(s, t) \in R$
- Property: \sqsubseteq is a pre-order (i.e., reflexive and transitive)
- Lifting \sqsubseteq to transition systems: $LTS \sqsubseteq LTS'$ if
 - there is a strong simulation R on $S \uplus S'$ such that $(s_0, s'_0) \in R$
 - where s_0 and s'_0 is the initial state of LTS and LTS' , respectively
- Property: $LTS \sqsubseteq LTS'$ implies $Traces(LTS) \subseteq Traces(LTS')$
 - the converse holds for if LTS is deterministic, but not in general!

Example strong simulation



$LTS_{right} \sqsubseteq LTS_{left}$ but $LTS_{left} \not\sqsubseteq LTS_{right}$

Why?

note that $Traces(LTS_{left}) = Traces(LTS_{right})$

Strong simulation on executions

Whenever we have:

$$\begin{array}{ccccccc}
 s_0 & \xrightarrow{\alpha_0} & s_1 & \xrightarrow{\alpha_1} & s_2 & \xrightarrow{\alpha_2} & s_3 & \xrightarrow{\alpha_3} & s_4 \dots \dots \\
 \sqsubseteq & & & & & & & & \\
 t_0 & & & & & & & &
 \end{array}$$

this can be completed to

$$\begin{array}{ccccccc}
 s_0 & \xrightarrow{\alpha_0} & s_1 & \xrightarrow{\alpha_1} & s_2 & \xrightarrow{\alpha_2} & s_3 & \xrightarrow{\alpha_3} & s_4 \dots \dots \\
 \sqsubseteq & & \sqsubseteq & & \sqsubseteq & & \sqsubseteq & & \sqsubseteq \\
 t_0 & \xrightarrow{\alpha_0} & t_1 & \xrightarrow{\alpha_1} & t_2 & \xrightarrow{\alpha_2} & t_3 & \xrightarrow{\alpha_3} & t_4 \dots \dots
 \end{array}$$

Simulation equivalence

- \sqsubseteq is reflexive and transitive, but not necessarily symmetric
 - relations that are reflexive and transitive are also called **pre-orders**
- The *kernel* of \sqsubseteq is defined by:

$$\simeq = \sqsubseteq \cap \sqsubseteq^{-1}$$

- Relation \simeq is an equivalence and is called *simulation equivalence*
 - $LTS \simeq LTS'$ iff $LTS \sqsubseteq LTS'$ and $LTS' \sqsubseteq LTS$

\simeq and \sim are slightly different

For strong bisimulation it holds:

$$s \xrightarrow{\alpha} s'$$

$$\sim$$

can be completed to

$$t$$

$$s \xrightarrow{\alpha} s'$$

$$\sim$$

$$\sim$$

$$t \xrightarrow{\alpha} t'$$

but for strong simulation equivalence:

$$s$$

$$\simeq$$

$$t \xrightarrow{\alpha} t'$$

$$s \xrightarrow{\alpha} s'$$

$$\simeq$$

\sqsubseteq (not \simeq)

$$t \xrightarrow{\alpha} t'$$

Bisimulation \neq simulation equivalence

Fully probabilistic system

A *fully probabilistic system* (FPS) is a pair $\mathcal{D} = (S, \mathbf{P})$ where:

- S is a countable set of states
- $\mathbf{P} : S \times S \rightarrow [0, 1]$ is a *probability matrix* satisfying

$$\sum_{s' \in S} \mathbf{P}(s, s') \in [0, 1] \quad \text{for all } s \in S$$

Deadlocks

- The probability to move from s to (a state in) $C \subseteq S$:

$$\mathbf{P}(s, C) = \sum_{s' \in C} \mathbf{P}(s, s')$$

- Let $\mathbf{P}(s, \perp) = 1 - \mathbf{P}(s, S)$
 - the probability to stay forever in s without performing any transition
 - although \perp is not a “real” state (i.e., $\perp \notin S$), it may be regarded as a *deadlock*
 - \perp is treated in the next lecture as an auxiliary state

s is stochastic iff $\mathbf{P}(s, \perp) = 0$ iff $\mathbf{P}(s, S) = 1$

Discrete-time Markov chain

A DTMC is an FPS where *no* state is sub-stochastic:

$$\mathbf{P}(s, S) = 1 \quad \text{for all} \quad s \in S$$

Probabilistic simulation

- For transition systems, state s' simulates state s if
 - for each successor t of s there is a one-step successor t' of s' that simulates t \Rightarrow simulation of two states is defined in terms of simulation of successor *states*
- What are successor states in the probabilistic setting?
 - the target of a transition is in fact a probability distribution \Rightarrow the simulation relation \sqsubseteq needs to be lifted from states to distributions
- \Rightarrow probabilistic simulation of two states will be defined in terms of simulation of successor *distributions*

let's first considering lifting an equivalence relation

Distribution functions

- A *distribution* on set S is a function $\mu : S \rightarrow [0, 1]$ with

$$\sum_{s \in S} \mu(s) \leq 1$$

- Distribution μ on S is called *stochastic* if $\mu(\perp) = 0$
 - where $\mu(\perp) = 1 - \sum_{s \in S} \mu(s)$
- Let $Distr(S)$ denote the set of all distributions on S
- For $C \subseteq S$, let $\mu(C) = \sum_{s \in C} \mu(s)$

Probabilistic bisimulation

- Let $\mathcal{D} = (S, \mathbf{P})$ be a FPS and R an equivalence relation on S
- R is a *probabilistic bisimulation* on S if for any $(s, s') \in R$:

$$\mathbf{P}(s, C) = \mathbf{P}(s', C) \quad \text{for all } C \text{ in } S/R$$

- s and s' are *probabilistic bisimilar* (or: lumping equivalent), $s \sim_p s'$, if:
there exists a probabilistic bisimulation R on S with $(s, s') \in R$

it follows that: $s \sim_p s' \Rightarrow \mathbf{P}(s, \perp) = \mathbf{P}(s', \perp)$

Probabilistic bisimulation revisited

- Let $\mathcal{D} = (S, \mathbf{P})$ be a FPS and R an equivalence relation on S
- R is a *probabilistic bisimulation* on S if for any $(s, s') \in R$:

$$\mathbf{P}(s, \cdot) \equiv_R \mathbf{P}(s', \cdot)$$

where \equiv_R denotes the lifting of R on $Distr(S)$ defined by:

$$\mu \equiv_R \mu' \text{ iff } \mu(C) = \mu'(C) \text{ for all } C \in S/R$$

Probabilistic bisimulation revisited

- Let $\mathcal{D} = (S, \mathbf{P})$ be a FPS and R an equivalence relation on S
- R is a *probabilistic bisimulation* on S if for any $(s, s') \in R$:

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$$\mu \equiv_R \mu' \text{ iff } \mu(C) = \mu'(C) \text{ for all } C \in S/R$$

for probabilistic simulation, we replace \equiv_R by a pre-order \sqsubseteq_R
 this is obtained using the concept of weight functions

Weight function

- Δ “*distributes*” a distribution over X to one over Y
 - such that the total probability assigned by Δ to $y \in Y$. . . equals the original probability $\mu'(y)$ on Y
 - and symmetrically for the total probability mass of $x \in X$ assigned by Δ
- Δ is *a distribution on $X \times Y$* such that:
 - the probability to select (x, y) with $(x, y) \in R$ is one, and
 - the probability to select $(x, \cdot) \in R$ equals $\mu(x)$, and
 - the probability to select $(\cdot, y) \in R$ equals $\mu'(y)$
- \perp is a “bottom state” that can be simulated by *any* other state
 - $\Delta(\perp, \perp) > 0$ is possible, but $\Delta(s, \perp) = 0$ for any state s

Weight function

- Let S be a countable set, $R \subseteq S \times S$, and $\mu, \mu' \in Distr(S_\perp)$
- $\Delta \in Distr(S_\perp \times S_\perp)$ is a *weight function* for μ and μ' wrt. R if:
 1. $\Delta(s, s') > 0$ implies $(s, s') \in R$ or $s = \perp$
 2. $\mu(s) = \sum_{s' \in S_\perp} \Delta(s, s')$ for any $s \in S_\perp$
 3. $\mu'(s') = \sum_{s \in S_\perp} \Delta(s, s')$ for any $s' \in S_\perp$
- $\mu \sqsubseteq_R \mu'$ iff there exists a weight function for μ and μ' wrt. R
 - \sqsubseteq_R is the lifting of R (on states) to distributions

Weight function example

- Let $S = \{s, t, u, v, w\}$ and (sub-stochastic) distribution μ and μ' :

$$\mu(s) = \frac{2}{9} \text{ and } \mu(t) = \frac{5}{9} \text{ and } \mu(\cdot) = 0 \text{ otherwise}$$

and

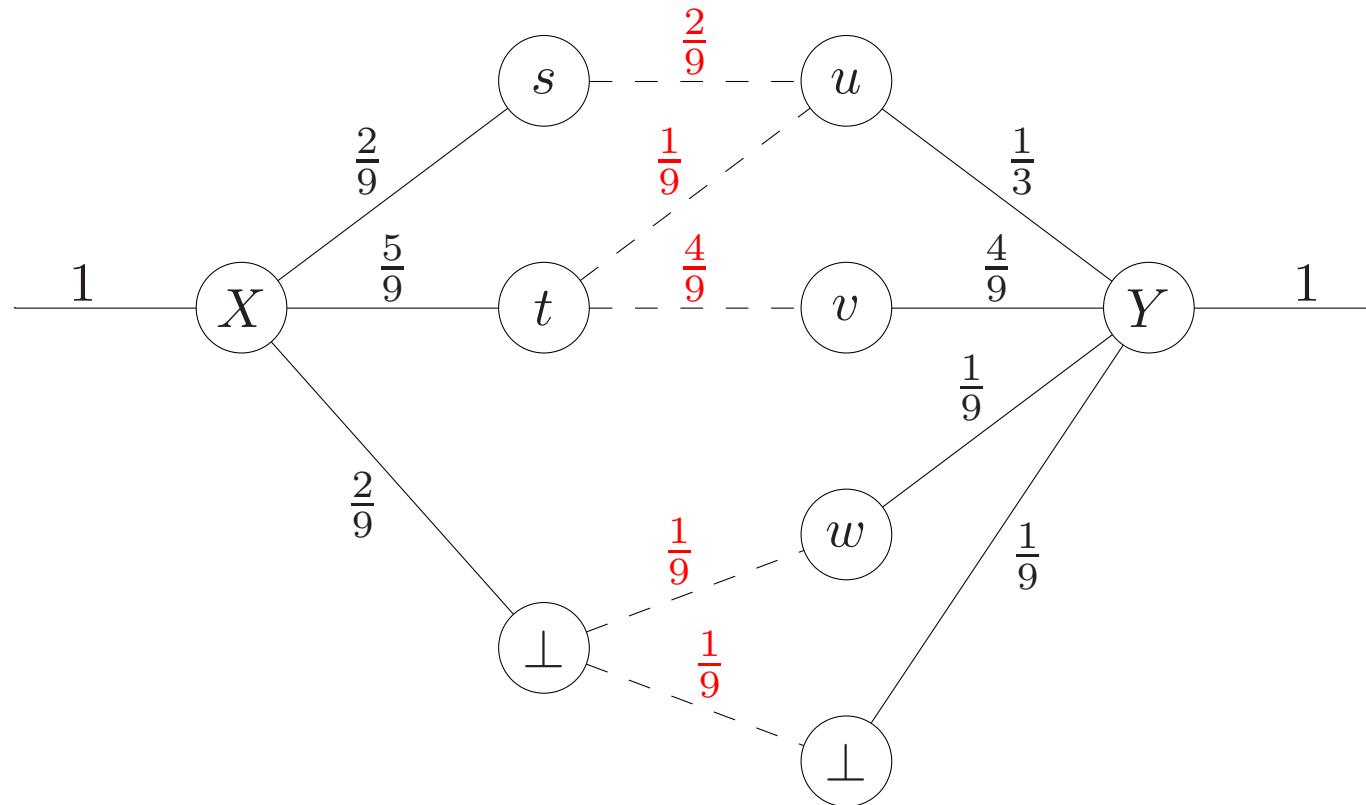
$$\mu'(u) = \frac{1}{3} \text{ and } \mu'(v) = \frac{4}{9} \text{ and } \mu'(w) = \frac{1}{9} \text{ and } \mu'(\cdot) = 0 \text{ otherwise}$$

- For $R = \{(s, u), (t, u), (t, v)\}$, it follows $\mu \sqsubseteq_R \mu'$, as, e.g., Δ :

$$\Delta(s, u) = \frac{2}{9} \quad \Delta(t, u) = \frac{1}{9} \quad \Delta(t, v) = \frac{4}{9} \quad \Delta(\perp, w) = \frac{1}{9} \quad \Delta(\perp, \perp) = \frac{1}{9}$$

fulfills the constraints of being a weight function

Weight function example



Properties of weight functions (1)

- Let $\mu_1, \mu_2 \in Distr(S)$ and $R_1, R_2 \subseteq S \times S$ with $R_1 \subseteq R_2$. Then:
 - $\mu_1 \sqsubseteq_{R_1} \mu_2$ implies $\mu_1 \sqsubseteq_{R_2} \mu_2$
- Let $\mu_1, \mu_2, \mu_3 \in Distr(S)$ and $R_1, R_2 \subseteq S \times S$. Then:
 - $\mu_1 \sqsubseteq_{R_1} \mu_2$ and $\mu_2 \sqsubseteq_{R_2} \mu_3$ implies $\mu_1 \sqsubseteq_{R_1 \odot R_2} \mu_3$
- Let $R \subseteq S \times S$. Then:
 - R is reflexive (transitive) implies \sqsubseteq_R is reflexive (transitive)
- If $R \subseteq S \times S$ is symmetric and $\mu, \mu' \in Distr(S)$ with $\mu(S) = \mu'(S)$ then
 - $\mu \sqsubseteq_R \mu'$ iff $\mu' \sqsubseteq_R \mu$

Properties of weight functions (2)

Let $R \subseteq S \times S$ be an equivalence and $\mu, \mu' \in Distr(S)$

- $\mu \equiv_R \mu'$ implies that $\mu \sqsubseteq_R \mu'$ and $\mu(S) = \mu'(S)$
- $\mu(S) = \mu'(S)$ implies that $\mu \equiv_R \mu'$ iff $\mu \sqsubseteq_R \mu'$

\sqsubseteq_R on stochastic distributions is an equivalence and agrees with \equiv_R

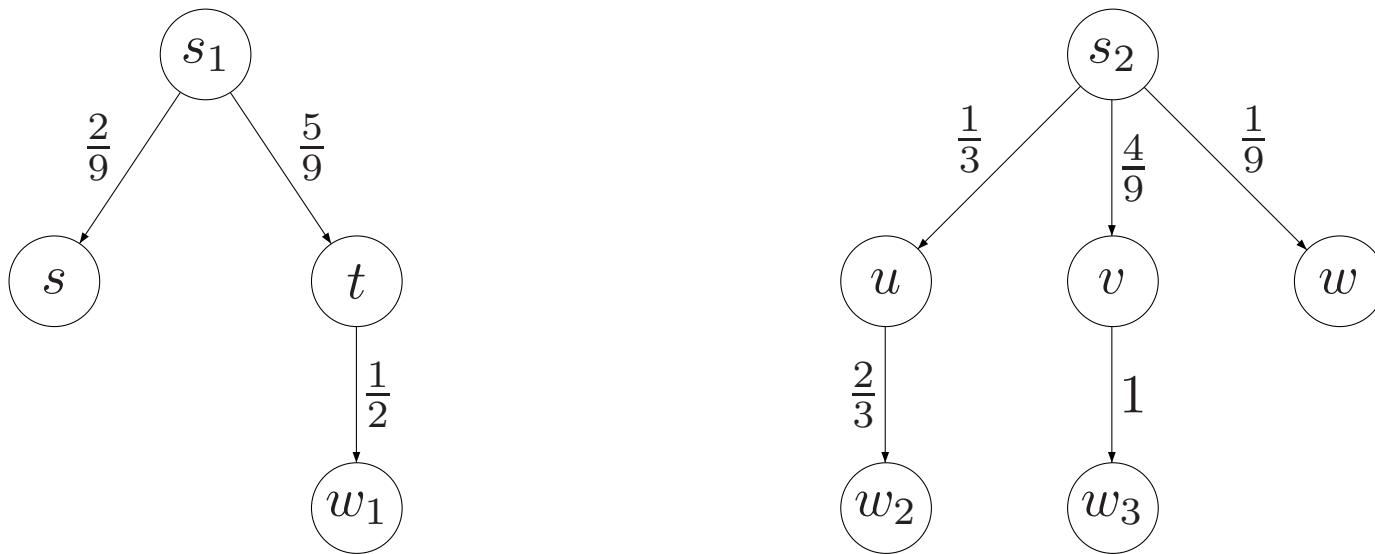
Probabilistic simulation

- Let $\mathcal{D} = (S, \mathbf{P})$ be a FPS and $R \subseteq S \times S$
- R is a *strong probabilistic simulation* on S if for all $(s, s') \in R$:

$$\mathbf{P}(s, \cdot) \sqsubseteq_R \mathbf{P}(s', \cdot)$$

- s' probabilistically **simulates** s , denoted $s \sqsubseteq_p s'$, if there exists a (strong) probabilistic simulation R on S such that $(s, s') \in R$

Probabilistic simulation example



$$R = \{ (s_1, s_2), (s, u), (t, u), (t, v), (w_1, w_2), (w_1, w_3) \}$$

is a probabilistic simulation (cf. weight function on direct successors of s_1 and s_2)

Some properties

1. \sqsubseteq_p is the *coarsest* probabilistic simulation on \mathcal{D}
2. $s \sim_p s'$ implies $s \sqsubseteq_p s'$
3. For any DTMC without absorbing states:
 \sqsubseteq_p is symmetric and coincides with \sim_p

Upward and downward closure

Let S be a set, $C \subseteq S$, and $R \subseteq S \times S$ be a pre-order. Then:

$$C \uparrow_R = \{s' \in S \mid (s, s') \in R \text{ for some } s \in C\}$$

$$C \downarrow_R = \{s' \in S \mid (s', s) \in R \text{ for some } s \in C\}$$

C is called *R-downward-closed* iff $C = C \downarrow_R$

C is called *R-upward-closed* iff $C = C \uparrow_R$

C is R-downward-closed iff S – C is R-upward closed

if R is an equivalence relation, then $s \uparrow_R = s \downarrow_R = [s]_R$

Property

For any FPS, \sqsubseteq_p is the coarsest binary relation R on S such that:

for all $(s, s') \in R$ and $C \subseteq S$: $\mathbf{P}(s, C \uparrow_R) \leq \mathbf{P}(s', C \uparrow_R)$

Simulation equivalence = bisimulation

For any FPS:
probabilistic simulation equivalence
coincides with
probabilistic bisimulation

as opposed to transition systems!

Probabilistic reachability

For any $C \subseteq S$ such that $C = C \uparrow_{\sqsubseteq_p}$:

$$s \sqsubseteq_p s' \Rightarrow \underbrace{\Pr \left\{ s \xrightarrow{\leq n} C \right\}}_{p(s, n, C)} \leq \Pr \left\{ s' \xrightarrow{\leq n} C \right\} \quad \text{for any } n \geq 0$$

where

$$p(s, n, C) = \begin{cases} 1 & \text{if } s \in C \\ \sum_{s' \in S} \mathbf{P}(s, s') \cdot p(s', n-1, C) & \text{if } s \notin C \text{ and } n > 0 \\ 0 & \text{otherwise} \end{cases}$$

this can be generalized by forbidding paths that visit states in $B \subseteq S$ with $B = B \uparrow_{\sqsubseteq_p}$