

## Composition via Simulation

## Computing Bisimilarity on Finite Transition Systems

**Algorithm** ComputingBisimulation

**Input:** transition system  $TS_S = \langle A, S, S^0, \delta_S, F_S \rangle$  and  
 transition system  $TS_T = \langle A, T, T^0, \delta_T, F_T \rangle$

**Output:** the **bisimilarity** relation (the largest bisimulation)

**Body**

```

R = ∅
R' = S × T - {(s,t) | ¬(s ∈ F_S ≡ t ∈ F_T)}
while (R ≠ R') {
    R := R'
    R' := R' - (
        {(s,t) | ∃ s',a. s →_a s' ∧ ¬∃ t'. t →_a t' ∧ (s',t') ∈ R'}
        ∪
        {(s,t) | ∃ t',a. t →_a t' ∧ ¬∃ s'. s →_a s' ∧ (s',t') ∈ R'}
    )
}
return R'
    
```

**Ydob**

## Bisimulation

- A binary relation  $R$  is a **bisimulation** iff:

$(s,t) \in R$  implies that

- $s$  is *final* iff  $t$  is *final*
- for all actions  $a$ 
  - if  $s \rightarrow_a s'$  then  $\exists t' . t \rightarrow_a t'$  and  $(s',t') \in R$
  - if  $t \rightarrow_a t'$  then  $\exists s' . s \rightarrow_a s'$  and  $(s',t') \in R$

- A state  $s_0$  of transition system  $S$  is **bisimilar**, or simply **equivalent**, to a state  $t_0$  of transition system  $T$  iff there **exists** a **bisimulation** between the initial states  $s_0$  and  $t_0$ .

- Notably
  - bisimilarity** is a bisimulation
  - bisimilarity** is the **largest** bisimulation

*Note it is a co-inductive definition!*

## Simulation

- A binary relation  $R$  is a **simulation** iff:

$(s,t) \in R$  implies that

- $s$  is *final* implies that  $t$  is *final*
- for all actions  $a$ 
  - if  $s \rightarrow_a s'$  then  $\exists t' . t \rightarrow_a t'$  and  $(s',t') \in R$

- A state  $s_0$  of transition system  $S$  is **simulated by** a state  $t_0$  of transition system  $T$  iff there **exists** a **simulation** between the initial states  $s_0$  and  $t_0$ .

- Notably
  - simulated-by** is a simulation
  - simulated-by** is the **largest** simulation

*Note it is a co-inductive definition!*

- NB: A simulation is just one of the two directions of a bisimulation

# Computing Simulation on Finite Transition Systems

**Algorithm** ComputingSimulation

**Input:** transition system  $TS_S = \langle A, S, S^0, \delta_S, F_S \rangle$  and transition system  $TS_T = \langle A, T, T^0, \delta_T, F_T \rangle$

**Output:** the **simulated-by** relation (the largest simulation)

**Body**

$R = \emptyset$

$R' = S \times T - \{(s,t) \mid s \in F_S \wedge \neg(t \in F_T)\}$

while  $(R \neq R')$  {

$R := R'$

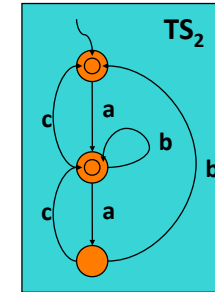
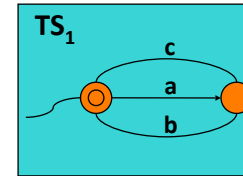
$R' := R' - \{(s,t) \mid \exists s',a. s \rightarrow_a s' \wedge \neg \exists t'. t \rightarrow_a t' \wedge (s',t') \in R'\}$

}

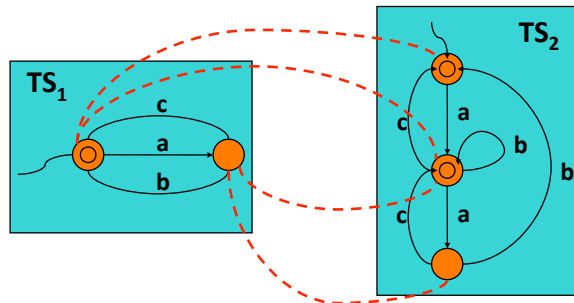
return  $R'$

**Ydub**

# Example of simulation



# Example of simulation



$TS_2$ 's behavior "includes"  $TS_1$ 's

# Potential Behavior of the Whole Community

• Let  $TS_1, \dots, TS_n$  be the TSs of the component services.

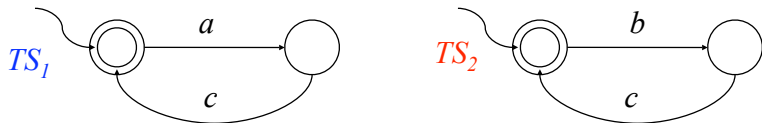
• The **Community TS** is defined as the **asynchronous product** of  $TS_1, \dots, TS_n$ , namely:

$TS_c = \langle A, S_c, S_c^0, \delta_c, F_c \rangle$  where:

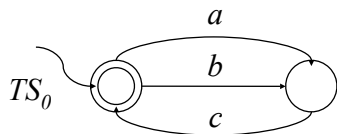
- $A$  is the set of actions
- $S_c = S_1 \times \dots \times S_n$
- $S_c^0 = \{(s_1^0, \dots, s_n^0)\}$
- $F \subseteq F_1 \times \dots \times F_n$
- $\delta_c \subseteq S_c \times A \times S_c$  is defined as follows:
  - $(s_1 \boxtimes \dots \boxtimes s_n) \rightarrow_a (s_1' \boxtimes \dots \boxtimes s_n')$  iff
    - $\exists i. s_i \rightarrow_a s_i' \in \delta_i$
    - $\forall j \neq i. s_j' = s_j$

## Example of Composition

- Available Services

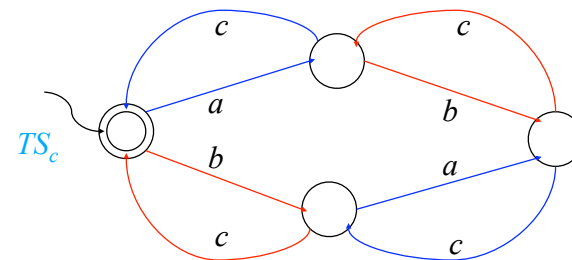


- Target Service



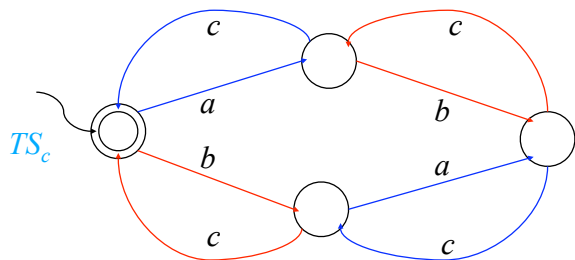
## Example of Composition

Community TS

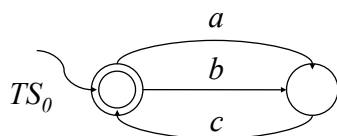


## Example of Composition

Community TS

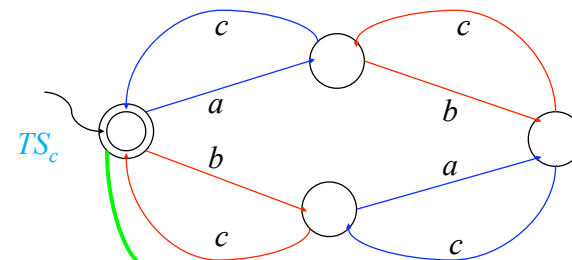


Target Service

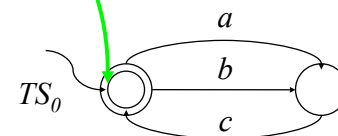


## Example of Composition

Community TS

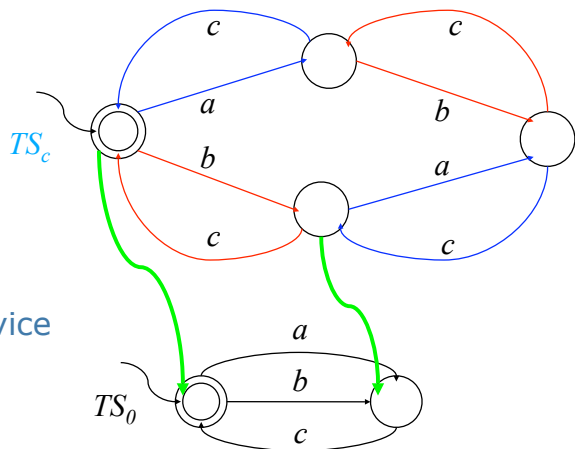


Target Service



## Example of Composition

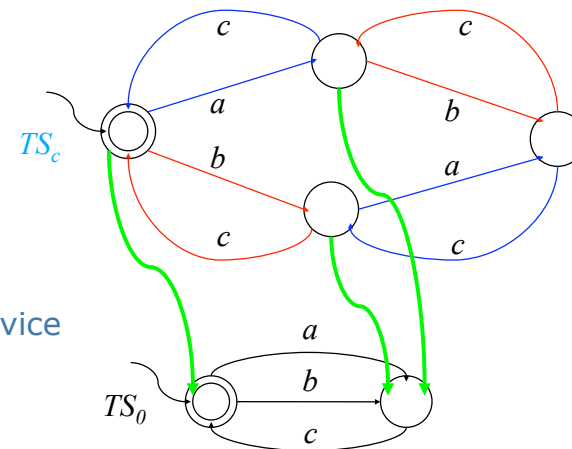
Community TS



Target Service

## Example of Composition

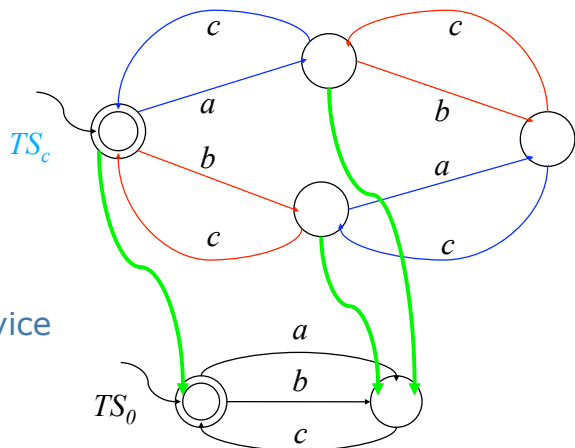
Community TS



Target Service

## Example of Composition

Community TS



Target Service

**Composition exists!**

## Composition via Simulation

- **Thm[IJFCS08]**  
 A composition realizing a target service  $TS\ TS_t$  exists if there **exists** a simulation relation between the initial state  $s_t^0$  of  $TS_t$  and the initial state  $(s_1^0, \dots, s_n^0)$  of the community  $TS\ TS_c$ .
- Notice if we take the union of all simulation relations then we get the largest simulation relation  $\mathbf{S}$ , still satisfying the above condition.
- **Corollary[IJFCS08]**  
 A composition realizing a target service  $TS\ TS_t$  exists iff  $(s_t^0, (s_1^0, \dots, s_n^0)) \in \mathbf{S}$ .
- **Thm[IJFCS08]**  
 Computing the largest simulation  $\mathbf{S}$  is polynomial in the size of the target service  $TS$  and the size of the community  $TS$ ...
- ... hence it is **EXPTIME** in the size of the available services.

## Composition via Simulation

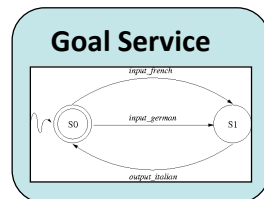
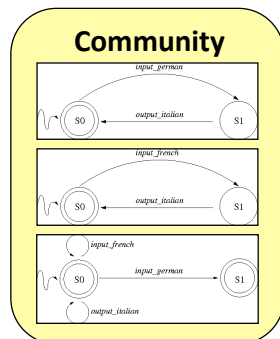
- Given the largest simulation  $S$  from  $TS_t$  to  $TS_c$  (which include the initial states), we can build the **orchestrator generator**.
- This is an orchestrator program that can change its behavior reacting to the information acquired at run-time.
- Def:  $OG = \langle A, [1, \dots, n], S_r, s_r^0, \omega_r, \delta_r, F_r \rangle$  with
  - $A$ : the **actions** shared by the community
  - $[1, \dots, n]$ : the **identifiers** of the available services in the community
  - $S_r = S_1 \times S_2 \times \dots \times S_n$ : the **states** of the orchestrator program
  - $s_r^0 = (s_1^0, s_2^0, \dots, s_n^0)$ : the **initial state** of the orchestrator program
  - $F_r \subseteq \{ (s_1, s_2, \dots, s_n) \mid s_i \in F_i \}$ : the **final states** of the orchestrator program
  - $\omega_r : S_r \times A_r \rightarrow [1, \dots, n]$ : the **service selection function**, defined as follows:
 
$$\omega_r(t, s_1, \dots, s_n, a) = \{ i \mid TS_i \text{ and } TS_c \text{ can do } a \text{ and remain in } S \}$$
 i.e.,  $\dots = \{ i \mid s_i \xrightarrow{a} s'_i \wedge \exists s'_1, \dots, s'_n (s'_1, \dots, s'_n) \in S \}$
  - $\delta_r \subseteq S_r \times A_r \times [1, \dots, n] \rightarrow S_r$ : the **state transition function**, defined as follows: Let  $k \in \omega_r(s_1, \dots, s_n, a)$  then  $(s_1, \dots, s_n) \xrightarrow{a, k} (s'_1, \dots, s'_n)$  where  $s_k \xrightarrow{a} s'_k$

## Composition via Simulation

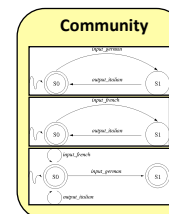
- For **generating OG** we need only to compute  $S$  and then apply the template above
- For **running an orchestrator from the OG** we need to store and access  $S$  (*polynomial time, exponential space*) ...
- ... and compute  $\omega_r$  and  $\delta_r$  at each step (*polynomial time and space*)

## Example of composition via simulation (1)

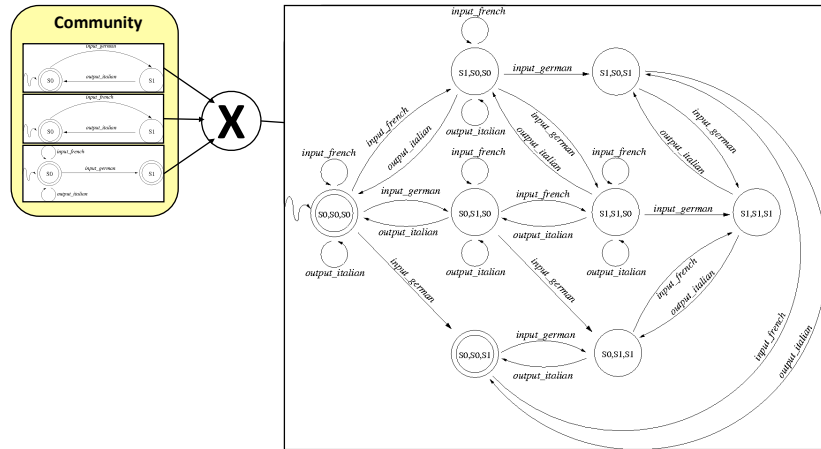
- A Community of services over a shared alphabet  $\mathcal{A}$
- A (Virtual) Goal service over  $\mathcal{A}$



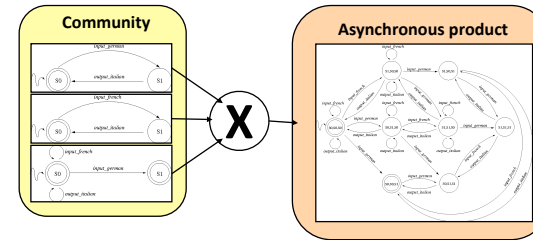
## Example of composition via simulation (2)



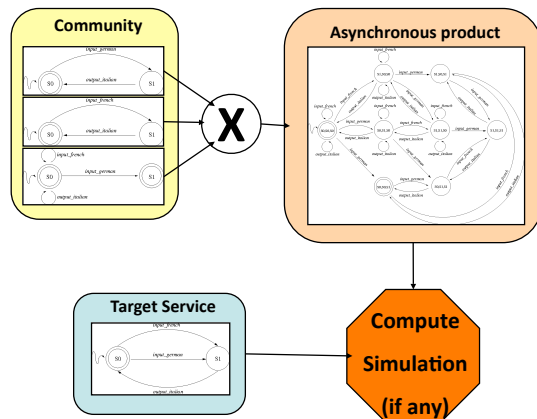
## Example of composition via simulation (2)



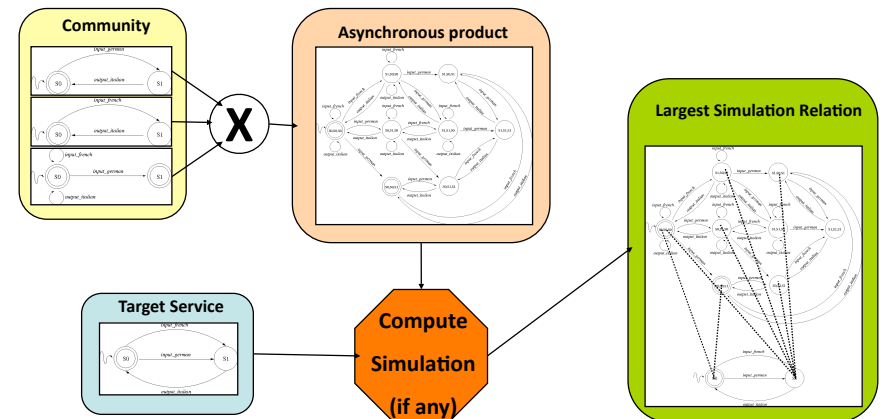
## Example of composition via simulation (2)



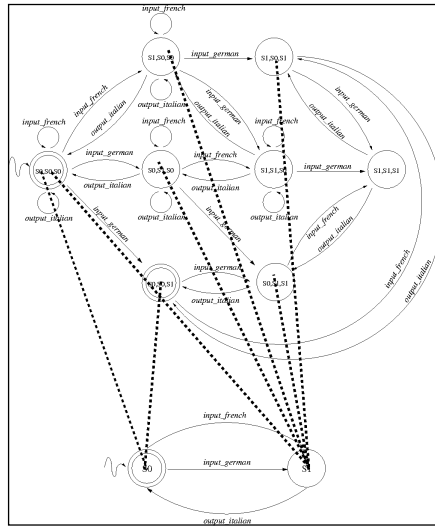
## Example of composition via simulation (2)



## Example of composition via simulation (2)



## Example of composition via simulation (3)



## Example of composition via simulation (4)

