



# ***Composition via Simulation***

# 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!*

# Computing Bisimilarity on Finite Transition Systems

**Algorithm** Computing Bisimulation

**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**

$R = \emptyset$

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

while ( $R \neq R'$ ) {

$R := R'$

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

$\{(s,t) \mid \exists t',a. t \xrightarrow{a} t' \wedge \neg \exists s'. s \xrightarrow{a} s' \wedge (s',t') \in R'\})$

    }

return  $R'$

**Ydob**

# 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

$R = S \times T$

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

while  $(R \neq R')$  {

$R := R'$

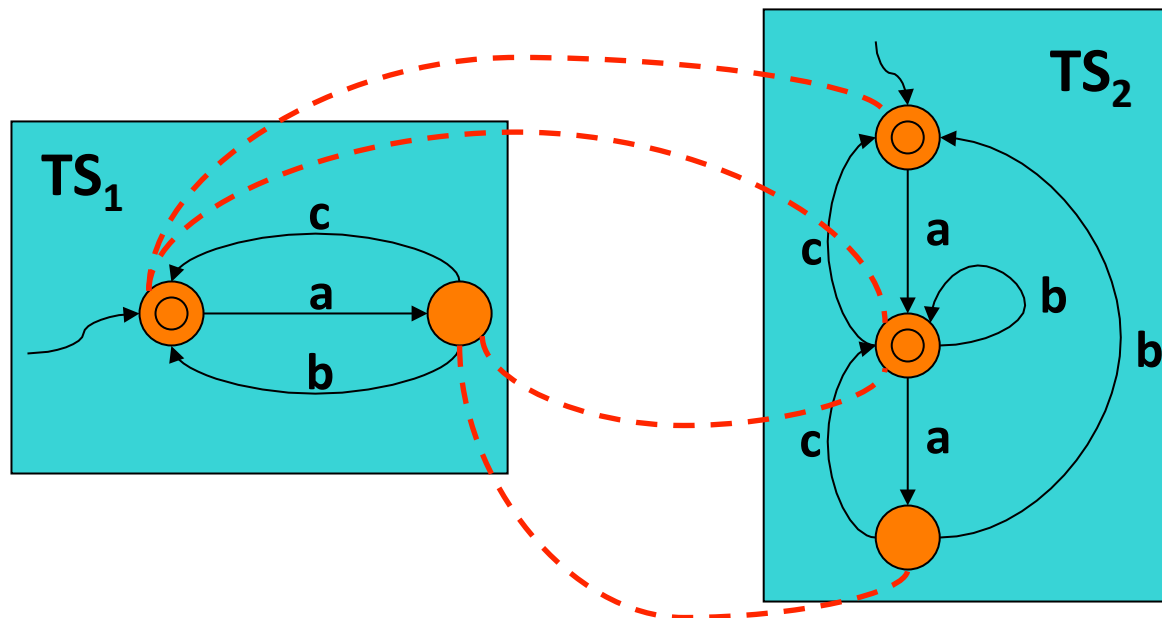
$R' := R' - \{(s,t) \mid \exists s',a. s \xrightarrow{a} s' \wedge \neg \exists t'. t \xrightarrow{a} t' \wedge (s',t') \in R'\}$

}

return  $R'$

## Ydob

## Example of simulation



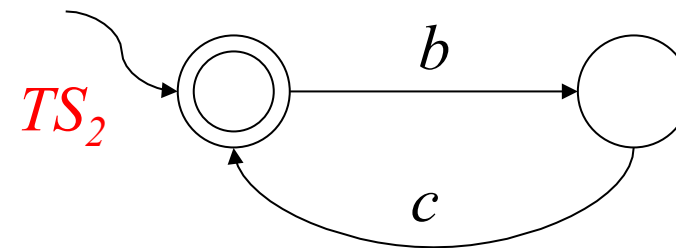
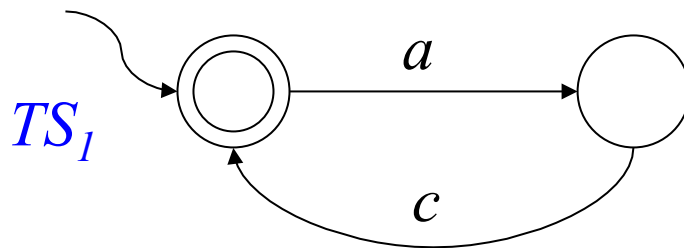
$TS_2$ 's behavior "includes"  $TS_1$ 's

# Potential Behavior of the Whole Community

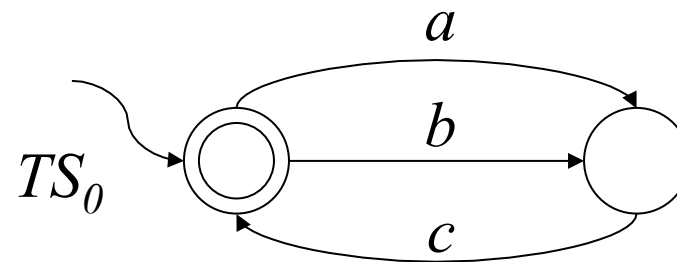
- The potential behavior of the whole community is obtained by executing concurrently all TSs allowing for all possible interleaving (no synchronization).
- Formally we need to do the **asynchronous product** of the TSs.
- Let  $TS_1, \dots, TS_n$  be the TSs of the component services. The **asynchronous product** of  $TS_1, \dots, TS_n$ , (also called the **Community TS**) is defined as:  $TS_c = \langle A, S_c, S_c^0, \delta_c, F_c \rangle$  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:
    - $(s_1, \dots, s_n) \rightarrow_a (s'_1, \dots, s'_n)$  iff
      1.  $\exists i. s_i \rightarrow_a s'_i \in \delta_i$
      2.  $\forall j \neq i. s'_j = s_j$

# Example of Composition

- Available Services



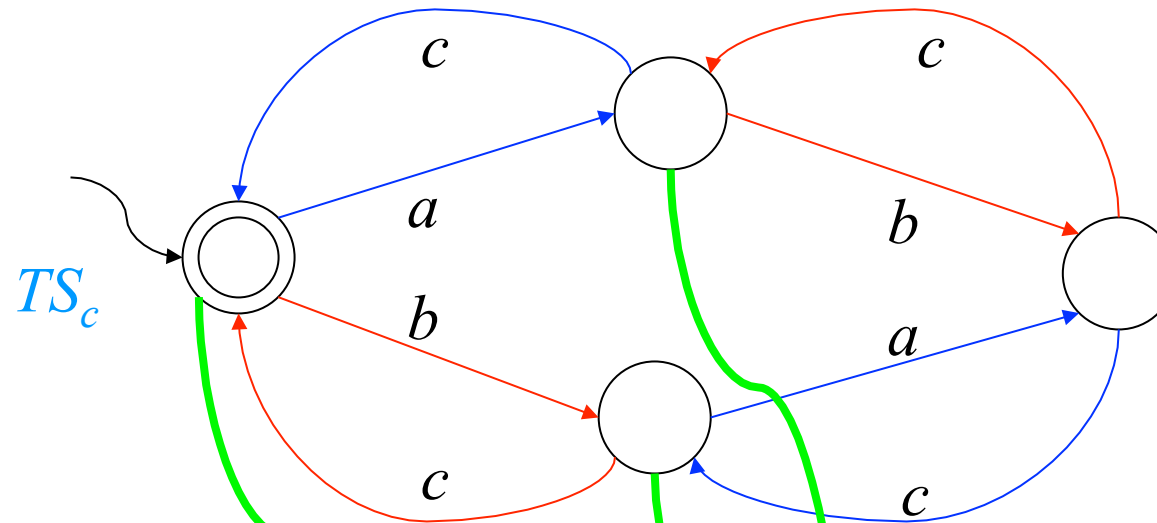
- Target Service



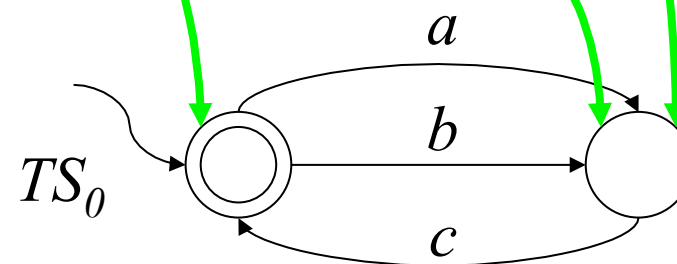


# Example of Composition

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 **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 **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  $\mathbf{S}$  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
  - $S_r = S_t \times S_1 \times \dots \times S_n$  : the **states** of the orchestrator program
  - $s_r^0 = (s_t^0, s_1^0, \dots, s_n^0)$  : the **initial state** of the orchestrator program
  - $F_r \subseteq \{ (s_t, s_1, \dots, s_n) \mid s_t \in F_t \}$  : 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:
 
$$\omega_r(t, s_1, \dots, s_n, a) = \{ i \mid TS_t \text{ and } TS_i \text{ can do } a \text{ and remain in } \mathbf{S} \}$$
 i.e.,  $\dots = \{ i \mid s_t \rightarrow_a, s'_t \wedge \exists s'_i. s_i \rightarrow_a, s'_i \wedge (s'_t, (s_1, \dots, s'_i, \dots, s_n)) \in \mathbf{S} \}$
  - $\delta_r \subseteq S_r \times A_r \times [1, \dots, n] \rightarrow S_r$  : the **state transition function**, defined as follows:
 

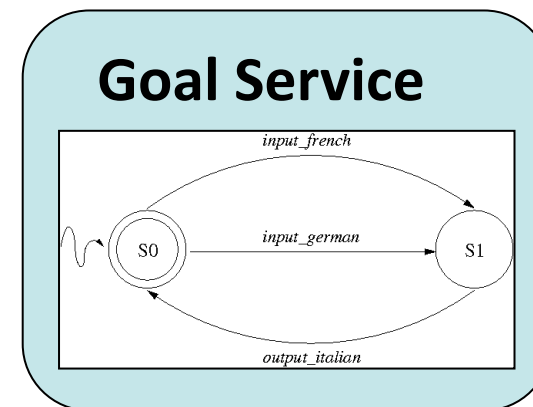
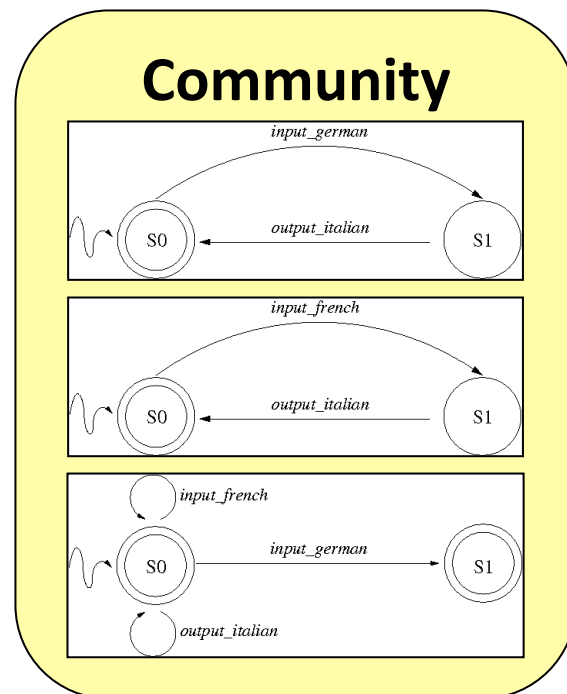
Let  $k \in \omega_r(s_t, s_1, \dots, s_k, \dots, s_n, a)$  then  
 $(s_t, s_1, \dots, s_k, \dots, s_n) \rightarrow_{a,k} (s'_t, s_1, \dots, s'_k, \dots, s_n)$  where  $s_k \rightarrow_a, s'_k$

# Composition via Simulation

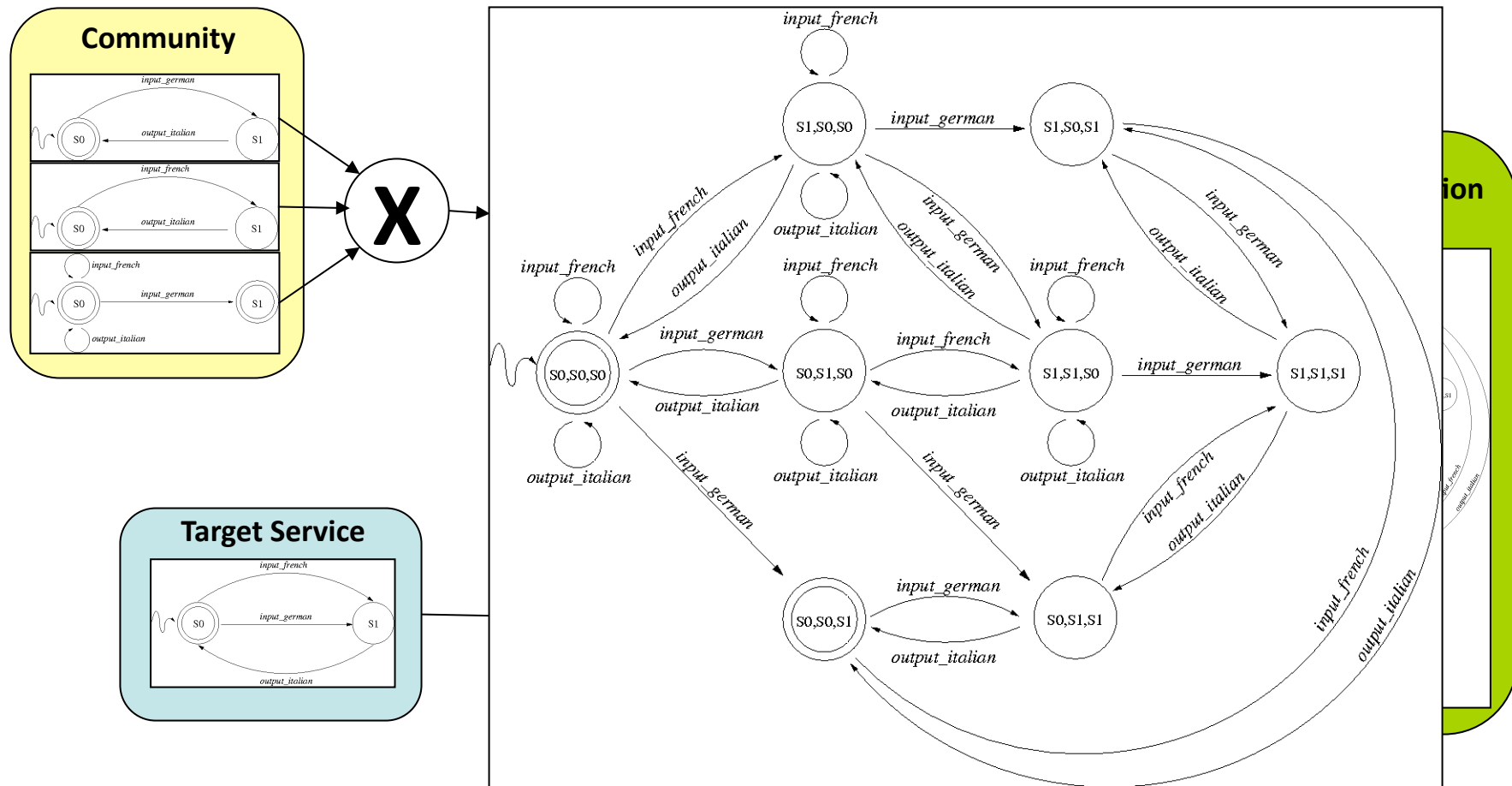
- For **generating OG** we need only to compute **S** and then apply the template above
- For **running an orchestrator from the OG** we need to store and access **S** (*polynomial time, exponential space*) ...
- ... and compute  $\omega_r$  and  $\delta_r$  at each step (*polynomial time and space*)

# Example of composition via simulation (1)

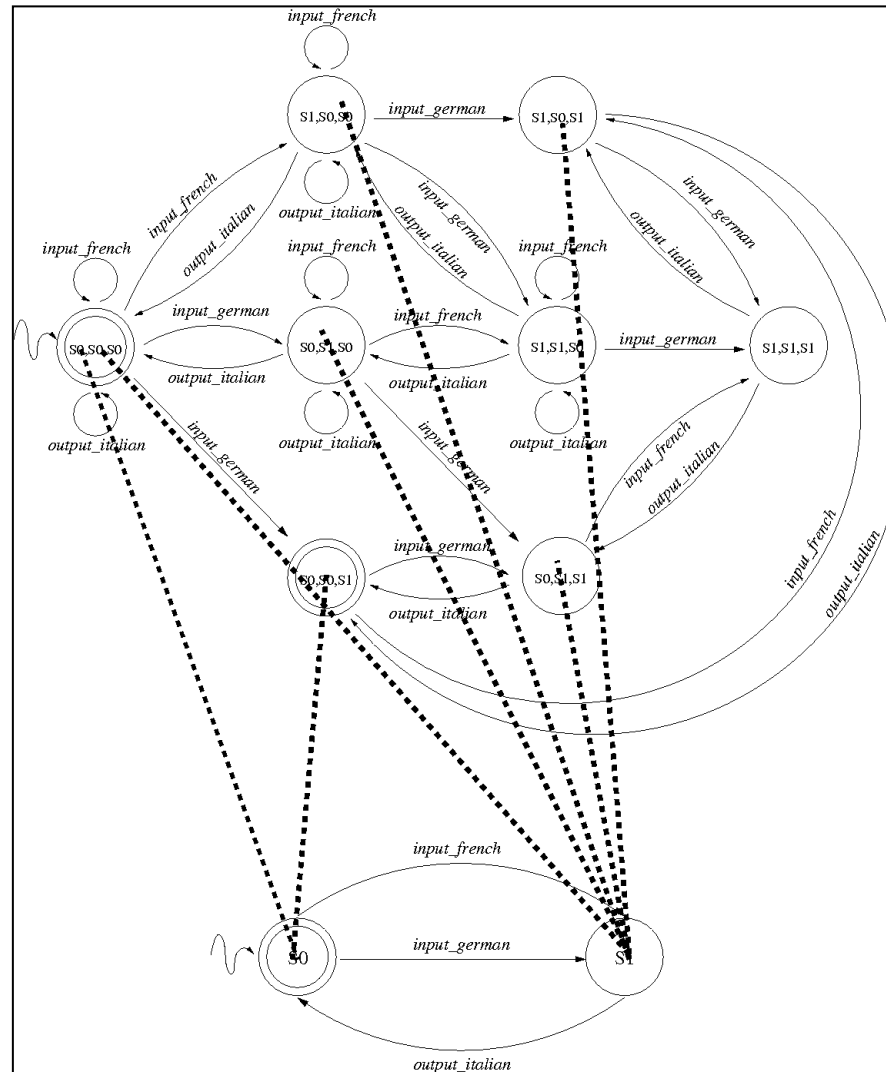
- A Community of services over a shared alphabet  $\mathcal{A}$
- A (Virtual) Goal service over  $\mathcal{A}$



# Example of composition via simulation (2)



# Example of composition via simulation (3)



# Example of composition via simulation (4)

