

# Coalgebra and coinduction (I)

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- Motivation
- Streams and deterministic automata
- Annex:  $\mathbb{R}$ -streams

# Functional architectures

## The architecture of functional designs

|                      |   |
|----------------------|---|
| Interfaces:          | $f :: \dots \longrightarrow \dots$          |
| Components:          | $f = \dots$                                 |
| Connectors:          | $\cdot, \langle, \rangle, \times, +, \dots$ |
| Configurations:      | functions assembled by composition          |
| Properties:          | invariants (pre-, post-conditions)          |
| Behavioural effects: | monads and Kleisli composition              |
| Underlying maths:    | universal algebra and relational calculus   |

## Functional architectures

In particular, we've studied several ways of **glueing** functions ... each one leading to a different way of **aggregating** information:

**Pipelining**: leading to **function space**  $B^A$  (**dependency**)

$$A \xrightarrow{f} B \xrightarrow{g} C$$

**Conjunction**: leading to **product**  $A \times B$  (**spatial aggregation**)

$$C \xrightarrow{\langle f, g \rangle} A \times B$$

where  $\langle f, g \rangle (c) = (f c, g c)$

## Functional architectures

**Disjunction:** leading to **coproduct** (or disjoint union)  $A + B$   
(**choice**)

$$A + B = \{1\} \times A \cup \{2\} \times B \xrightarrow{[f,g]} C$$

$$\text{where } [f,g](x) = \begin{aligned} (x = (1, a)) &\rightarrow f a \\ (x = (2, b)) &\rightarrow g b \end{aligned}$$

**Constants & points:**

$$\begin{aligned} \text{empty} & \quad () : A \longleftarrow \emptyset \\ \text{collapse} & \quad ! : \mathbf{1} \longleftarrow A \\ \text{points} & \quad \underline{a} : A \longleftarrow \mathbf{1} \end{aligned}$$

# Functional architectures

The underlying 'semantic universe' assumes an elementary

- space of **types** and **typed arrows** ...
- with the structure of a (**partial**) **monoid**
- ... taken in the sequel as **sets** and **set-theoretical functions**

upon which **combinators** are defined by **universal** arrows

- associated to the **product**, **sum** and **exponential** constructions
- which behave ... as they should (formally, form a **ccc**)

but what is a **category**?

what does **universal** mean?

A parenthesis to come later ...

( ... )

# Functional architectures

The algebra of functions provides

- provides a **tool to think with** when approaching a design problem
- and the possibility of **animating** and **iterating** models

It also paves the way to the ability of **calculating** within the models and transform them into effective programs. But this often requires both

- a **notational shift** (eg, **getting rid of variables!**)
- a **wider mathematical framework** (namely, **relations** and the relational calculus)



## Functional architectures

Example: **modelling** vs **calculation**

The **explicit** definition of the **pairing** function looks obvious but is difficult to **handle**:

$$\langle f, g \rangle (c) = (f\ c, g\ c)$$

Now show:

that any function which builds a pair is a **pairing** function, ie,

$$\langle \pi_1 \cdot h, \pi_2 \cdot h \rangle = h$$

# Functional architectures

**Proof.** Suppose  $ha = \langle b, c \rangle$ . Then,

$$\begin{aligned} & \langle \pi_1 \cdot h, \pi_2 \cdot h \rangle a \\ = & \quad \{ \text{pairing definition, composition} \} \\ & (\pi_1(ha), \pi_2(ha)) \\ = & \quad \{ \text{definition of } h \} \\ & (\pi_1 \langle b, c \rangle, \pi_2 \langle b, c \rangle) \\ = & \quad \{ \text{definition of projection functions } \pi_1 \text{ and } \pi_2 \} \\ & (b, c) \\ = & \quad \{ \text{definition of } h \text{ again} \} \\ & ha \end{aligned}$$

# Functional architectures

Alternative **universal** definition

$\langle f, g \rangle$  is the **unique solution** of equations

$$\pi_1 \cdot x = f \quad \text{and} \quad \pi_2 \cdot x = g$$

that is

$$k = \langle f, g \rangle \quad \Leftrightarrow \quad \pi_1 \cdot k = f \wedge \pi_2 \cdot k = g$$

Note that

- $\Rightarrow$  gives **existence** and  $\Leftarrow$  gives **uniqueness**

# Functional architectures

Proof.

$$\begin{aligned} h &= \langle \pi_1 \cdot h, \pi_2 \cdot h \rangle \\ \equiv & \quad \{ \text{universal property with } f = \pi_1 \cdot h, g = \pi_2 \cdot h \} \\ & \pi_1 \cdot h = \pi_1 \cdot h \wedge \pi_2 \cdot h = \pi_2 \cdot h \end{aligned}$$

- simpler and smaller proof
- both proof and definition are **generic** and hold in other **modelling universes** (eg, relations, partial maps or ordered structures, ...)

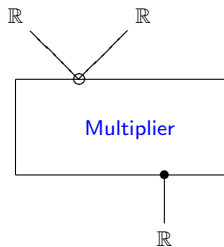
## Question

Can such a calculational discipline, well established in **functional programming**, be extended to reason about the architecture of **dynamic, reactive, state-based** systems?

- **persistence**, i.e., internal state and state transitions
- **continued interaction** along the whole computational process
- **potential infinite behaviour**
- **observability** through well-defined **interfaces** to ensure flow of data

# Behaviour

Example: the **Multiplier** component



Its **transformational** behaviour is captured by relation:

$$M : \mathbb{R} \longleftarrow \mathbb{R} \times \mathbb{R} \quad . \quad (a \times b) M (a, b)$$

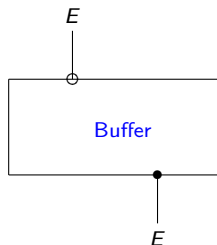
## Behaviour

But its successful composition as a part in any larger system requires the knowledge of other properties, eg

- does the Multiplier consume  $a$  and  $b$  in a specific order?
- does it consume whichever of  $a$  and  $b$  that arrives first?
- does it consume  $a$  and  $b$  only when both are available?
- does it consume  $a$  and  $b$  atomically?
- does it compute and produce the result atomically together with its last input?

# Behaviour

Example: the **Buffer** component



## Behavioural constraints:

- the sequence of data items that goes in is exactly the same that comes out: nothing is lost, the buffer generates no data of its own, and the order of the data items is preserved.
- every data item can come out only after it goes in.



## Behaviour & Interaction

In the era of **global computing**, software architecture deals with

... objects, components, processes, services, ...

which emphasises **behavioural** rather than **informational** structures  
and assigns a fundamental role to **interaction**:

## Behaviour & Interaction

[R. Milner, 1997]

Thus software, from being a prescription for how to do something — in Turing's terms a "list of instructions" — becomes much more akin to a description of behaviour, not only programmed on a computer, but occurring by hap or design inside or outside it.

[B. Jacobs, 2005]

The subject of Computer Science is not **information processing** or **symbol manipulation**, but **generated behaviour**.

# Anticipating

$B^*$  – finite sequences

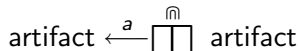
$$[\text{nil}, \text{cons}] : L \leftarrow \mathbf{1} + B \times L$$

In general:

a tool box:



an assembly process:



- abstract data structures as (initial) algebras
- emphasis is on construction

# Anticipating

$B^\omega$  – streams

$$\langle \text{at}, \text{m} \rangle : B \times U \longleftarrow U$$

In general:

a **lens**:



an **observation structure**:



- abstract **behavioural structures** as (final) coalgebras
- emphasis is on **observation**

# Anticipating

- The **lens** describes the **shape** (or **signature**) of legal observations, whose collection corresponds to the system's **generated behaviour**.
- The **observation structure** describes the system's **one-step dynamics**; It's a sort of **behaviour generating machine**.

# Anticipating

Coalgebra as the [mathematics of computational dynamics](#)

## Basic References:

- [Universal coalgebra: A theory of systems](#), J. Rutten, *Theor. Comp. Sci.*, 249(1), 2000 (previous CWI Rep, 1996).
- [A tutorial on \(co\)algebras and \(co\)induction](#), B. Jacobs and J. Rutten, *EATCS Bulletin*, 62, 1997.
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# Automata

|                      |                           |
|----------------------|---------------------------|
| state space          | $U$                       |
| transition function  | $m : U \longleftarrow U$  |
| attribute (or label) | $at : B \longleftarrow U$ |

i.e.,

$$p = \langle at, m \rangle : B \times U \longleftarrow U$$

Notation:

$$\begin{aligned}
 u \longrightarrow_p u' &\equiv m u = u' \\
 u \downarrow_p b &\equiv at u = b
 \end{aligned}$$



# Automata

The **behaviour** of  $p$  at (from) a state  $u \in U$  is revealed by successive observations (experiments):

$$\begin{aligned} \llbracket p \rrbracket u &= [\text{at } u, \text{at } (m \ u), \text{at } (m \ (m \ u)), \dots] \\ \llbracket p \rrbracket &= \text{cons} \cdot \langle \text{at}, \llbracket p \rrbracket \cdot m \rangle \end{aligned}$$

which means that

Automata behaviours are elements of  $B^\omega$  (i.e., streams)

# Streams as functions

$$B^\omega = \{\sigma \mid \sigma : B \longleftarrow \omega\}$$

$$\text{hd } s = s_0$$

initial value

$$\text{tl } s \ n = s(n+1)$$

first derivative

$$s^0 = s \text{ and } s^{k+1} = \text{tl}(s^k)$$

high-order derivatives

# Streams as functions

**Exercise.** Prove that  $s^n = s^n 0$ .

$$\begin{aligned} & s^n \\ = & \quad \{ \text{tl s definition} \} \\ & \text{tl } s^{(n-1)} \\ = & \quad \{ \text{induction} \} \\ & \text{tl } s^{(n-1)} 0 \\ = & \quad \{ \text{tl s definition} \} \\ & s^n 0 \end{aligned}$$

# Automata

Example: A twist automata

state space

$$U = \mathbb{N} \times \mathbb{N}$$

transition function

$$m(n, n') = (n', n)$$

attribute

$$\text{at}(n, n') = n$$

i.e.,

$$\text{twist} = \langle \pi_1, s \rangle$$

**Exercise.** Represent graphically this automata and describe its behaviour.

# Automata

Example: A stream automata

state space

$$U = B^\omega$$

transition function

$$ms = t!s$$

attribute

$$at s = hd s$$

i.e.,

$$\omega = \langle hd, t! \rangle$$

Automata behaviours form themselves an automata

# Automata morphisms

A **morphism**

$$h : q \longleftarrow p$$

where

$$p = \langle \text{at}, m \rangle : B \times U \longleftarrow U$$

$$q = \langle \text{at}', m' \rangle : B \times V \longleftarrow V$$

is a function  $h : V \longleftarrow U$  such that

$$\begin{array}{ccc} U & \xrightarrow{p} & B \times U \\ h \downarrow & & \downarrow \text{id} \times h \\ V & \xrightarrow{q} & B \times V \end{array}$$

*i.e.*,

$$\text{at} = \text{at}' \cdot h \quad \text{and} \quad h \cdot m = m' \cdot h$$

**Exercise.** Derive the equational characterisation of  $h$  above.

## A stream automata

Th: Behaviour  $\llbracket p \rrbracket$  is an automata morphism from  $p$  to  $\omega$

because

$$\begin{aligned}
 \text{at} &= \text{hd} \cdot \text{cons} \cdot \langle \text{at}, \llbracket p \rrbracket \cdot m \rangle \\
 &= \quad \{ \text{hd} \cdot \text{cons} = \pi_1 \} \\
 \text{at} &= \pi_1 \cdot \langle \text{at}, \llbracket p \rrbracket \cdot m \rangle \\
 &= \quad \{ \times \text{cancellation} \} \\
 \text{at} &= \text{at}
 \end{aligned}$$

and

$$\begin{aligned}
 \llbracket p \rrbracket \cdot m &= \text{tl} \cdot \text{cons} \cdot \langle \text{at}, \llbracket p \rrbracket \cdot m \rangle \\
 &= \quad \{ \text{tl} \cdot \text{cons} = \pi_2 \} \\
 \llbracket p \rrbracket \cdot m &= \pi_2 \cdot \langle \text{at}, \llbracket p \rrbracket \cdot m \rangle \\
 &= \quad \{ \times \text{cancellation} \} \\
 \llbracket p \rrbracket \cdot m &= \llbracket p \rrbracket \cdot m
 \end{aligned}$$

# Question

How to **reason** about automata behaviours?



## Sequences & Streams

Reasoning about  $B^*$

$$\text{len}(\text{map } f \ l) = \text{len } l$$

where functions are defined inductively by their effect on  $B^*$   
**constructors**

$$\text{len } [] = 0$$

$$\text{len}(h : t) = 1 + \text{len } t$$

$$\text{map } f \ [] = []$$

$$\text{map } f (h : t) = f(h) : \text{map } f \ t$$

## Sequences & Streams

Proof (by **structural induction**).

Base case is trivial. Then,

$$\begin{aligned} & \text{len}(\text{map } f(h : t)) \\ = & \quad \{ \text{map } f \text{ definition} \} \\ & \text{len}(f(h) : \text{map } f t) \\ = & \quad \{ \text{len definition} \} \\ & 1 + \text{len}(\text{map } f t) \\ = & \quad \{ \text{induction hypothesis} \} \\ & 1 + \text{len } t \\ = & \quad \{ \text{len definition} \} \\ & \text{len}(h : t) \end{aligned}$$

# Sequences & Streams

**Inductive reasoning** requires that, by repeatedly **unfolding** the definition, arguments become **smaller**, *i.e.*, closer to the elementary constructors

... but what happens if this **unfolding** process does not terminate?

## Sequences & Streams

Consider

$$\text{map } f (h : t) = (f h) : \text{map } f t$$

$$\text{gen } f x = x : \text{gen } f (f x)$$

- **definition unfolding** does not terminate but ...
- ... reveals longer and longer prefixes of the result: every element in the result gets uniquely determined along this process

### Strategy

To reason about circular definitions over infinite structures, our attention shifts from **argument's structural shrinking** to the **progressive construction of the result** which becomes richer in **informational** contents.

# Coinduction & Bisimulation

Reasoning about  $B^\omega$ : global view

Stream equality

$$\langle \forall n : n \geq 0 : s n = t n \rangle$$

can be established by **induction** over  $n$

However, it

- requires a (workable) formula for arguments  $s n$ ,  $t n$ , often not available
- does not scale easily to other **behaviour types**

# Coinduction & Bisimulation

Reasoning about  $B^\omega$ : local view

Two streams  $s$  and  $r$  are **observationally** the same if

- they have identical **head** observations:  $\text{hd } s = \text{hd } r$ ,
- and their **tails** —  $\text{tl } s$  and  $\text{tl } r$  — support a similar verification.

Relation  $R : B^\omega \longleftarrow B^\omega$  is a (stream) **bisimulation** iff

$$\langle x, y \rangle \in R \Rightarrow \text{hd } x = \text{hd } y \wedge \langle \text{tl } x, \text{tl } y \rangle \in R$$

(i.e.,  $R$  is **closed** under the **computational dynamics** )

# Coinduction & Bisimulation

**Th (coinduction):** Bisimilarity ( $\sim$ ) coincides with stream equality

Stream equality is, obviously, a bisimulation. Then,

$$\begin{aligned}
 & s \sim r \\
 \equiv & \quad \{ \sim \text{ definition } \} \\
 & \langle \exists R : B^\omega \longleftarrow B^\omega : R \text{ bisimulation} : \langle s, r \rangle \in R \rangle \\
 \Rightarrow & \quad \{ \text{induction on } n \} \\
 & \langle \exists R : B^\omega \longleftarrow B^\omega : R \text{ bisimulation} : \langle \forall n : n \geq 0 : \langle s^n, r^n \rangle \in R \rangle \rangle \\
 \Rightarrow & \quad \{ R \text{ bisimulation } \} \\
 & \langle \forall n : n \geq 0 : s^n 0 = r^n 0 \rangle \\
 \equiv & \quad \{ s n = s^n 0 \} \\
 & \langle \forall n : n \geq 0 : s n = r n \rangle \\
 \equiv & \quad \{ \text{stream equality } \} \\
 & s = t
 \end{aligned}$$

# Coinduction & Bisimulation

Coinduction as a proof principle:

- a systematic way of strengthening the statement to prove: from equality  $s = r$  to a larger set  $R$  which contains pair  $\langle s, r \rangle$
- ensuring that such a set is a **bisimulation**, *i.e.*, the closure of the original set under taking derivatives

Note that,

- for proving stream equality, **coinduction** is both **sound** and **complete**
- moreover, it generalises from **streams** to a large class of **behaviour** types



## Coinduction & Bisimulation

**Exercise.** Check that  $R$  below is a bisimulation

$$R = \{ \langle \text{map } f (\text{gen } f x), \text{gen } f (f x) \rangle \mid x \in \dots, f \in \dots \}$$

- $\text{hd} (\text{map } f (\text{gen } f x)) = f f x = \text{hd} (\text{gen } f (f x))$
- $\text{tl} (\text{map } f (\text{gen } f x)) = \text{map } f \text{tl} (\text{gen } f x)$  and  $\text{tl} (\text{gen } f (f x)) = \text{gen } f (f f x)$ . Thus,

$$\langle \text{tl} (\text{map } f (\text{gen } f x)), \text{tl} (\text{gen } f (f x)) \rangle \in R$$

**Remark:**

In general, however, much **larger** relations have to be considered and the construction of bisimulations is not trivial

**Remark:**

Note the proof can be presented in a **equational style** which leaves **implicit** the bisimulation relation:

## Coinduction & Bisimulation

$$\begin{aligned}
 & \text{map } f (\text{gen } f \ x) \\
 = & \quad \{ \text{gen definition} \} \\
 & \text{map } f (x : \text{gen } f (f \ x)) \\
 = & \quad \{ \text{map definition} \} \\
 & (f \ x) : \text{map } f (\text{gen } f (f \ x)) \\
 = & \quad \{ \text{coinduction hypothesis} \} \\
 & (f \ x) : \text{gen } f (f (f \ x)) \\
 = & \quad \{ \text{gen definition} \} \\
 & \text{gen } f (f \ x)
 \end{aligned}$$

### Remark:

The underlying bisimulation allows an instance of the theorem to be used in a **guarded context**, i.e, in the tail of the stream.

# Coinduction & Bisimulation

**Th:** Behaviour  $\llbracket p \rrbracket$  is the **unique** morphism from  $p$  to  $\omega$

because

$f$  and  $g$  are automata morphisms

$\equiv$  { morphism definition }

$\text{hd} \cdot f = \text{at} = \text{hd} \cdot g$  and  $\text{tl} \cdot f = f \cdot m$  ,  $\text{tl} \cdot g = g \cdot m$

$\equiv$  { definition of bisimulation }

relation  $R = \{ \langle f u, g u \rangle \mid u \in U \}$  is a bisimulation

$\equiv$  { coinduction }

$\langle \forall u : u \in U : f u = g u \rangle$

$\equiv$  { function equality }

$f = g$

## An universal property

Existence and uniqueness of  $\llbracket p \rrbracket$  can be captured by the following **universal property**:

$$k = \llbracket p \rrbracket \Leftrightarrow \omega \cdot k = (\text{id} \times k) \cdot p$$

- **Existence**  $\equiv$  **definition** principle (**co-recursion**)
- **Uniqueness**  $\equiv$  **proof** principle (**co-induction**)

From which:

$$\text{cancellation} \quad \omega \cdot \llbracket p \rrbracket = (\text{id} \times \llbracket p \rrbracket) \cdot p$$

$$\text{reflection} \quad \llbracket \omega \rrbracket = \text{id}_\omega$$

$$\text{fusion} \quad \llbracket p \rrbracket \cdot h = \llbracket q \rrbracket \quad \text{if} \quad p \cdot h = (\text{id} \times h) \cdot q$$

## An universal property

Example: fusion law

$$\begin{aligned} & \llbracket p \rrbracket \cdot h = \llbracket q \rrbracket \\ \equiv & \quad \{ \text{universal law} \} \\ \omega \cdot \llbracket p \rrbracket \cdot h &= (\text{id} \times (\llbracket p \rrbracket \cdot h)) \cdot q \\ \equiv & \quad \{ \text{cancellation law and functoriality} \} \\ (\text{id} \times \llbracket p \rrbracket) \cdot p \cdot h &= (\text{id} \times \llbracket p \rrbracket) \cdot (\text{id} \times h) \cdot q \\ \Leftarrow & \quad \{ \text{function equality} \} \\ p \cdot h &= (\text{id} \times h) \cdot q \end{aligned}$$

## An universal property

... from which the following (main) result is a direct corollary:

**Th:** morphisms preserve behaviour:  $\llbracket p \rrbracket = \llbracket q \rrbracket \cdot h$

# Definition by coinduction

Example: Stream gen, merge and twist

$$\begin{array}{ccc}
 B^\omega & \xrightarrow{\langle \text{hd}, \text{tl} \rangle} & B \times B^\omega \\
 \text{gen} \uparrow & & \uparrow \text{id} \times \text{gen} \\
 B & \xrightarrow{\Delta} & B \times B
 \end{array}$$

$$\text{gen} = \llbracket \Delta \rrbracket$$

$\Delta$  carries the 'genetic inheritance' of the generating process

From a programming viewpoint it is the **eureka!** step

# Definition by coinduction

**Coinductive Definition** = behaviour given under all the **observers**

$$\begin{aligned}
 & (\text{id} \times \text{gen}) \cdot \Delta = \langle \text{hd}, \text{tl} \rangle \cdot \text{gen} \\
 = & \quad \{ \Delta \text{ definition} \} \\
 & (\text{id} \times \text{gen}) \cdot \langle \text{id}, \text{id} \rangle = \langle \text{hd}, \text{tl} \rangle \cdot \text{gen} \\
 = & \quad \{ \times \text{ absorption and fusion} \} \\
 & \langle \text{id}, \text{gen} \rangle = \langle \text{hd} \cdot \text{gen}, \text{tl} \cdot \text{gen} \rangle \\
 = & \quad \{ \text{structural equality} \} \\
 & \text{hd} \cdot \text{gen} = \text{id} \quad \wedge \quad \text{tl} \cdot \text{gen} = \text{gen} \\
 = & \quad \{ \text{going pointwise} \} \\
 & \text{hd} (\text{gen } a) = a \quad \wedge \quad \text{tl} (\text{gen } a) = \text{gen } a
 \end{aligned}$$



# Definition by coinduction

Stream merge

$$\begin{array}{ccc}
 B^\omega & \xrightarrow{\langle \text{hd}, \text{tl} \rangle} & B \times B^\omega \\
 \text{merge} \uparrow & & \uparrow \text{id} \times \text{merge} \\
 B^\omega \times B^\omega & \xrightarrow{g} & B \times (B^\omega \times B^\omega)
 \end{array}$$

$$g = \langle \text{hd} \cdot \pi_1, \text{s} \cdot (\text{tl} \times \text{id}) \rangle$$

## Definition by coinduction

Unfolding the diagram and going pointwise, we get an **explicit** definition of stream **merge**:

$$\begin{aligned}\text{hd merge}(s, t) &= \text{hd } s \\ \text{tl merge}(s, t) &= \text{merge}(t, \text{tl } s)\end{aligned}$$

**Exercise.** Define operators *odd* and *even* to build the stream of elements in odd (resp., even) positions. Derive the corresponding **explicit** definitions.

**Exercise.** Prove, by constructing a suitable bisimulation that  $\text{even} \cdot \text{merge} = \pi_1$ .

# Definition by coinduction

Stream **twist**

$$\begin{array}{ccc}
 B^\omega & \xrightarrow{\langle \text{hd}, \text{tl} \rangle} & B \times B^\omega \\
 \uparrow \text{twist} = \llbracket g \rrbracket & & \uparrow \text{id} \times \text{twist} \\
 B \times B & \xrightarrow{g} & B \times (B \times B)
 \end{array}$$

$$g = \langle \pi_1, s \rangle$$

**Exercise.** Derive the **explicit** definition of this operator.

## Proof by coinduction

**Lemma:**  $\text{merge} \cdot \langle \text{even}, \text{odd} \rangle = \text{id}$

- Start with  $R = \{ \langle \text{merge}(\text{even } s, \text{odd } s), s \rangle \mid s \in B^\omega \}$
- Check the two conditions on **bisimulations**
  - Clearly

$$\text{hd merge}(\text{even } s, \text{odd } s) = \text{hd even } s = \text{hd } s$$

- The following pair **is not** in  $R$ :

$$\begin{aligned} \langle \text{tl merge}(\text{even } s, \text{odd } s), \text{tl } s \rangle &= \langle \text{merge}(\text{odd } s, \text{tl}(\text{even } s)), \text{tl } s \rangle \\ &= \langle \text{merge}(\text{odd } s, (\text{even } \text{tl } \text{tl } s)), \text{tl } s \rangle \end{aligned}$$

- Extend  $R$  to  $R \cup \{ \langle \text{merge}(\text{odd } s, (\text{even } \text{tl } \text{tl } s)), \text{tl } s \rangle \mid s \in B^\omega \}$  and iterate the construction

## Proof by coinduction

- Check the two conditions on **bisimulations**
  - Clearly

$$\text{hd merge}(\text{odd } s, \text{even tl tl } s) = \text{hd odd } s = \text{hd tl } s$$

- The following pair **is** in  $R$ :

$$\begin{aligned} & \langle \text{tl merge}(\text{odd } s, (\text{even tl tl } s)), \text{tl tl } s \rangle \\ &= \langle \text{merge}(\text{even tl tl } s, \text{tl odd } s), \text{tl tl } s \rangle \\ &= \langle \text{merge}(\text{even tl tl } s, \text{odd tl tl } s), \text{tl tl } s \rangle \end{aligned}$$

**Exercise.** Repeat this proof avoiding the explicit construction of a bisimulation.

# Proof by coinduction

**Lemma:**  $\text{merge}(a^\omega, b^\omega) = (ab)^\omega$

i.e.

$$\text{merge} \cdot (\text{gen} \times \text{gen}) = \text{twist}$$

# Proof by coinduction

$$\begin{aligned}
 & \text{merge} \cdot (\text{gen} \times \text{gen}) = \text{twist} \\
 = & \quad \{ \text{merge definition} \} \\
 & \llbracket \langle \text{hd} \cdot \pi_1, s \cdot (\text{tl} \times \text{id}) \rangle \rrbracket \cdot (\text{gen} \times \text{gen}) = \llbracket \langle \pi_1, s \rangle \rrbracket \\
 \Leftarrow & \quad \{ \text{coinduction fusion} \} \\
 & \langle \text{hd} \cdot \pi_1, s \cdot (\text{tl} \times \text{id}) \rangle \cdot (\text{gen} \times \text{gen}) = \text{id} \times (\text{gen} \times \text{gen}) \cdot \langle \pi_1, s \rangle \\
 = & \quad \{ \times \text{absorption and reflection} \} \\
 & \langle \text{hd} \cdot \text{gen} \cdot \pi_1, s \cdot ((\text{tl} \cdot \text{gen}) \times \text{gen}) \rangle = \text{id} \times (\text{gen} \times \text{gen}) \cdot \langle \pi_1, s \rangle \\
 = & \quad \{ \text{tl} \cdot \text{gen} = \text{gen and hd} \cdot \text{gen} = \text{id} \} \\
 & \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle = \text{id} \times (\text{gen} \times \text{gen}) \cdot \langle \pi_1, s \rangle
 \end{aligned}$$

## Proof by coinduction

$$\begin{aligned} & \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle = \text{id} \times (\text{gen} \times \text{gen}) \cdot \langle \pi_1, s \rangle \\ = & \quad \{ \times \text{absorption} \} \\ & \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle = \langle \pi_1, (\text{gen} \times \text{gen}) \cdot s \rangle \\ = & \quad \{ s \text{ is natural, i.e., } (f \times g) \cdot s = s \cdot (g \times f) \} \\ & \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle = \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle \end{aligned}$$

**Exercise.** Repeat this proof by explicitly building a suitable bisimulation.



- Motivation
- Streams and deterministic automata
- Annex:  $\mathbb{R}$ -streams

Exercises on  $\mathbb{R}$ -streams

A calculational refactoring of some exercises from [Rutten, 01]

Sum

$$\begin{array}{ccc}
 \mathbb{R}^\omega & \xrightarrow{\langle \text{hd}, \text{tl} \rangle} & \mathbb{R} \times \mathbb{R}^\omega \\
 \uparrow + & & \uparrow \text{id} \times + \\
 \mathbb{R}^\omega \times \mathbb{R}^\omega & \xrightarrow{\langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle} & \mathbb{R} \times (\mathbb{R}^\omega \times \mathbb{R}^\omega)
 \end{array}$$

*i.e.*,

$$+ = \llbracket \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \rrbracket$$

Exercises on  $\mathbb{R}$ -streams

**Lemma:**  $\sigma + \tau = \tau + \sigma$

or, in **pointfree** notation

$$+ \cdot s = +$$

where  $s = \langle \pi_2, \pi_1 \rangle$  is the swap natural isomorphism

$$\begin{aligned}
 &+ \cdot s = + \\
 \equiv &\quad \{ \text{definition} \} \\
 &[[\langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle]] \cdot s = [[\langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle]]
 \end{aligned}$$

# Exercises on $\mathbb{R}$ streams

$$\begin{aligned}
 & \llbracket \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \rrbracket \cdot s = \llbracket \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \rrbracket \\
 \Leftarrow & \quad \{ \text{coinduction fusion law} \} \\
 & \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \cdot s = (\text{id} \times s) \cdot \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \\
 \equiv & \quad \{ \times\text{-fusion and absorption laws} \} \\
 & \langle + \cdot (\text{hd} \times \text{hd}) \cdot s, (\text{tl} \times \text{tl}) \cdot s \rangle = \langle + \cdot (\text{hd} \times \text{hd}), s \cdot (\text{tl} \times \text{tl}) \rangle \\
 \equiv & \quad \{ s \text{ is natural} \} \\
 & \langle + \cdot s \cdot (\text{hd} \times \text{hd}), s \cdot (\text{tl} \times \text{tl}) \rangle = \langle + \cdot (\text{hd} \times \text{hd}), s \cdot (\text{tl} \times \text{tl}) \rangle \\
 \equiv & \quad \{ \text{arithmetic addition is commutative (i.e., } + \cdot s = + \text{)} \} \\
 & \langle + \cdot (\text{hd} \times \text{hd}), s \cdot (\text{tl} \times \text{tl}) \rangle = \langle + \cdot (\text{hd} \times \text{hd}), s \cdot (\text{tl} \times \text{tl}) \rangle
 \end{aligned}$$

Exercises on  $\mathbb{R}$  streams

Reals as streams

$$\begin{array}{ccc}
 \mathbb{R}^\omega & \xrightarrow{\langle \text{hd}, \text{tl} \rangle} & \mathbb{R} \times \mathbb{R}^\omega \\
 \uparrow [\ ] & & \uparrow \text{id} \times [\ ] \\
 \mathbb{R} & \xrightarrow{\langle \text{id}, \underline{0} \cdot ! \rangle} & \mathbb{R} \times \mathbb{R}
 \end{array}$$

i.e.,

$$[\ ] = \llbracket \langle \text{id}, \underline{0} \cdot ! \rangle \rrbracket$$

Then define

$$[r] = [\ ] r \quad \text{which equivaless to} \quad \underline{[r]} = [\ ] \cdot \underline{r}$$

Exercises on  $\mathbb{R}$  streams

|  |
|--|
| <b>Lemma:</b> $\langle \text{hd}, \text{tl} \rangle \cdot [ ] = (\text{id} \times [ ]) \cdot \langle \text{id}, \underline{0} \cdot ! \rangle$ |
|--|

$$\langle \text{hd}, \text{tl} \rangle \cdot [ ] = (\text{id} \times [ ]) \cdot \langle \text{id}, \underline{0} \cdot ! \rangle$$

$$\equiv \quad \{ \text{\color{blue} } \times\text{-fusion and absorption laws} \}$$

$$\langle \text{hd} \cdot [ ], \text{tl} \cdot [ ] \rangle = \langle \text{id}, [ ] \cdot \underline{0} \cdot ! \rangle$$

$$\equiv \quad \{ \text{\color{blue} } \text{pairing equality} \}$$

$$\text{hd} \cdot [ ] = \text{id} \quad \wedge \quad \text{tl} \cdot [ ] = [ ] \cdot \underline{0} \cdot !$$

$$\Rightarrow \quad \{ \text{\color{blue} } \text{applying to an arbitrary } r \text{ value} \}$$

$$\text{hd}[r] = r \quad \wedge \quad \text{tl}[r] = ([ ] \cdot \underline{0} \cdot !)r = [ ]0 = [0]$$

Exercises on  $\mathbb{R}$  streams

|                                       |
|---------------------------------------|
| <b>Lemma:</b> $\sigma + [0] = \sigma$ |
|---------------------------------------|

or, in **pointfree** notation

$$+ \cdot \langle \text{id}, \underline{[0]} \rangle = \text{id}$$

where  $\underline{[0]} = [0] \cdot !$

$$+ \cdot \langle \text{id}, \underline{[0]} \rangle = \text{id}$$

$$\equiv \quad \{ \text{+ definition and coinduction reflexive law} \}$$

$$\llbracket \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \rrbracket \cdot \langle \text{id}, \underline{[0]} \rangle = \llbracket \langle \text{hd}, \text{tl} \rangle \rrbracket$$

$$\Leftarrow \quad \{ \text{coinduction fusion law} \}$$

$$\langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \cdot \langle \text{id}, \underline{[0]} \rangle = (\text{id} \times \langle \text{id}, \underline{[0]} \rangle) \cdot \langle \text{hd}, \text{tl} \rangle$$

# Exercises on $\mathbb{R}$ streams

$$\begin{aligned}
 & \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \cdot \langle \text{id}, \underline{[0]} \rangle = (\text{id} \times \langle \text{id}, \underline{[0]} \rangle) \cdot \langle \text{hd}, \text{tl} \rangle \\
 \equiv & \quad \{ \text{\texttimes-fusion and absorption laws} \} \\
 & \langle + \cdot (\text{hd} \times \text{hd}) \cdot \langle \text{id}, \underline{[0]} \rangle, (\text{tl} \times \text{tl}) \cdot \langle \text{id}, \underline{[0]} \rangle \rangle = \langle \text{hd}, \langle \text{id}, \underline{[0]} \rangle \cdot \text{tl} \rangle \\
 \equiv & \quad \{ \text{\texttimes-fusion and absorption laws (again!)} \} \\
 & \langle + \cdot \langle \text{hd}, \text{hd} \cdot \underline{[0]} \rangle, \langle \text{tl}, \text{tl} \cdot \underline{[0]} \rangle \rangle = \langle \text{hd}, \langle \text{tl}, \underline{[0]} \rangle \cdot \text{tl} \rangle \\
 \equiv & \quad \{ \text{point definition } (f \cdot \underline{p} = \underline{f p}) \text{ and constant} \} \\
 & \langle + \cdot \langle \text{hd}, \underline{\text{hd} [0]} \rangle, \langle \text{tl}, \underline{\text{tl} [0]} \rangle \rangle = \langle \text{hd}, \langle \text{tl}, \underline{[0]} \cdot ! \cdot \text{tl} \rangle \rangle \\
 \equiv & \quad \{ \text{[0] laws above and !-universal } (! = ! \cdot f) \} \\
 & \langle + \cdot \langle \text{hd}, \underline{0} \rangle, \langle \text{tl}, \underline{[0]} \rangle \rangle = \langle \text{hd}, \langle \text{tl}, \underline{[0]} \rangle \rangle \\
 \equiv & \quad \{ \text{arithmetic} \} \\
 & \langle \text{hd}, \langle \text{tl}, \underline{[0]} \rangle \rangle = \langle \text{hd}, \langle \text{tl}, \underline{[0]} \rangle \rangle
 \end{aligned}$$



## Exercises on $\mathbb{R}$ streams

**Lemma:**  $[r + p] = [r] + [p]$

corresponding, in **pointfree** notation, to an expression to which **fusion** cannot be directly applied:

$$+ \cdot ([ ] \times [ ]) = [ ] \cdot +$$

## Exercises on $\mathbb{R}$ streams

- **Step 1:** Show that right hand side  $[ ] \cdot +$  can be re-written as a coinductive extension

$$\begin{array}{ccc}
 \mathbb{R}^\omega & \xrightarrow{\langle \text{hd}, \text{tl} \rangle} & \mathbb{R} \times \mathbb{R}^\omega \\
 \uparrow [ ] & & \uparrow \text{id} \times [ ] \\
 \mathbb{R} & \xrightarrow{\langle \text{id}, \underline{0} \cdot ! \rangle} & \mathbb{R} \times \mathbb{R} \\
 \uparrow + & & \uparrow \text{id} \times + \\
 \mathbb{R} \times \mathbb{R} & \xrightarrow{\langle +, \langle \underline{0} \cdot !, \underline{0} \cdot ! \rangle \rangle} & \mathbb{R} \times (\mathbb{R} \times \mathbb{R})
 \end{array}$$

- **Step 2:** Then use **fusion**

Exercises on  $\mathbb{R}$  streams

$$\begin{aligned}
 & [] \cdot + = \llbracket \langle +, \langle \underline{0} \cdot !, \underline{0} \cdot ! \rangle \rangle \rrbracket \\
 \equiv & \quad \{ \text{[] definition} \} \\
 & \llbracket \langle \text{id}, \underline{0} \cdot ! \rangle \rrbracket \cdot + = \llbracket \langle +, \langle \underline{0} \cdot !, \underline{0} \cdot ! \rangle \rangle \rrbracket \\
 \Leftarrow & \quad \{ \text{coinductive fusion law} \} \\
 & \langle \text{id}, \underline{0} \cdot ! \rangle \cdot + = (\text{id} \times +) \cdot \langle +, \langle \underline{0} \cdot !, \underline{0} \cdot ! \rangle \rangle \\
 \equiv & \quad \{ \times\text{-fusion and absorption laws} \} \\
 & \langle +, \underline{0} \cdot ! \cdot + \rangle = \langle +, + \cdot \langle \underline{0}, \underline{0} \rangle \cdot ! \rangle \\
 \equiv & \quad \{ \text{arithmetic} \} \\
 & \langle +, \underline{0} \cdot ! \cdot + \rangle = \langle +, \underline{0} \cdot ! \rangle \\
 \equiv & \quad \{ \text{!-universal law} \} \\
 & \langle +, \underline{0} \cdot ! \rangle = \langle +, \underline{0} \cdot ! \rangle
 \end{aligned}$$

# Exercises on $\mathbb{R}$ streams

And now the main result:

$$\begin{aligned}
 & + \cdot ([ ] \times [ ]) = [ ] \cdot + \\
 \equiv & \quad \{ \text{+ definition and lemma above} \} \\
 & \llbracket \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \rrbracket \cdot ([ ] \times [ ]) = \llbracket \langle +, \langle \underline{0} \cdot !, \underline{0} \cdot ! \rangle \rangle \rrbracket \\
 \Leftarrow & \quad \{ \text{coinductive fusion laws} \} \\
 & \langle + \cdot (\text{hd} \times \text{hd}), \text{tl} \times \text{tl} \rangle \cdot ([ ] \times [ ]) = (\text{id} \times ([ ] \times [ ])) \cdot \langle +, \langle \underline{0} \cdot !, \underline{0} \cdot ! \rangle \rangle \\
 \equiv & \quad \{ \times\text{-fusion and absorption laws} \} \\
 & \langle + \cdot (\text{hd} \times \text{hd}) \cdot ([ ] \times [ ]), (\text{tl} \times \text{tl}) \cdot ([ ] \times [ ]) \rangle = \langle +, ([ ] \times [ ]) \cdot \langle \underline{0} \cdot !, \underline{0} \cdot ! \rangle \rangle \\
 \equiv & \quad \{ \text{functoriality and } \times\text{-fusion law} \} \\
 & \langle + \cdot (\text{hd} \cdot [ ] \times \text{hd} \cdot [ ]), (\text{tl} \cdot [ ] \times \text{tl} \cdot [ ]) \rangle = \langle +, ([ ] \cdot \underline{0} \cdot ! \times [ ] \cdot \underline{0} \cdot !) \rangle
 \end{aligned}$$

## Exercises on $\mathbb{R}$ streams

$$\begin{aligned}
 & \langle + \cdot (\text{hd} \cdot [] \times \text{hd} \cdot []), (\text{tl} \cdot [] \times \text{tl} \cdot []) \rangle = \langle +, ([ ] \cdot \underline{0}! \times [ ] \cdot \underline{0}!) \rangle \\
 \equiv & \quad \{ \text{previous lemma} \} \\
 & \langle + \cdot (\text{id} \times \text{id}), [ ] \cdot \underline{0}! \times [ ] \cdot \underline{0}! \rangle = \langle +, ([ ] \cdot \underline{0}! \times [ ] \cdot \underline{0}!) \rangle \\
 \equiv & \quad \{ \text{identity} \} \\
 & \text{TRUE}
 \end{aligned}$$

Alternative (easier!) proof:

Resorting to previous results, show that **canonical** (final) observations of both streams are equal

## Exercises on $\mathbb{R}$ streams

$$\begin{aligned}
 & \text{hd } [r + s] \quad \text{and} \quad \text{tl } [r + s] \\
 = & \quad \{ \text{hd } [r] = r \quad \text{and} \quad \text{tl } [r] = [0] \} \\
 & r + s \quad \text{and} \quad [0] \\
 = & \quad \{ \text{previous lemma} \} \\
 & r + s \quad \text{and} \quad [0] + [0] \\
 = & \quad \{ \text{hd } [r] = r \quad \text{and} \quad \text{tl } [r] = [0] \} \\
 & \text{hd } r + \text{hd } s \quad \text{and} \quad \text{tl } [r] + \text{tl } [s]
 \end{aligned}$$