



# Reasoning About Dynamical Systems

Luís Soares Barbosa

2002.05.18

Departamento de Informática

Universidade do Minho



# Dynamical Systems



# Dynamical Systems

✦ internal state space ('memory' and persistence),



# Dynamical Systems

- ✦ internal state space ('memory' and persistence),
- ✦ possibility of *interaction* with other components during overall computation,



# Dynamical Systems

- ✦ internal state space ('memory' and persistence),
- ✦ possibility of **interaction** with other components during overall computation,
- ✦ **observable** through well-defined **interfaces** to ensure flow of data.



# Dynamical Systems

- ✦ internal state space ('memory' and persistence),
- ✦ possibility of **interaction** with other components during overall computation,
- ✦ **observable** through well-defined **interfaces** to ensure flow of data.
- ✦ often acting as a 'building blocks' of larger, concurrent, systems



# Examples

*monitor*       $\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U$



# Examples

*monitor*

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U$$

*bams*

$$\langle \text{balance}, \text{trans} \rangle : U \longrightarrow O \times U^I$$





# Examples

*monitor*       $\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U$

*bams*       $\langle \text{balance}, \text{trans} \rangle : U \longrightarrow O \times U^I$

*automaton*       $\langle \text{final}, \text{next} \rangle : U \longrightarrow \mathbf{2} \times \mathcal{P}(U)^\Sigma$



# Examples

*monitor*       $\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U$

*bams*       $\langle \text{balance}, \text{trans} \rangle : U \longrightarrow O \times U^I$

*automaton*       $\langle \text{final}, \text{next} \rangle : U \longrightarrow \mathbf{2} \times \mathcal{P}(U)^\Sigma$

*component*       $\overline{\langle \text{at}, \text{m} \rangle} : U \longrightarrow (O \times U)^I$



# Examples

*monitor*       $\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U$

*bams*       $\langle \text{balance}, \text{trans} \rangle : U \longrightarrow O \times U^I$

*automaton*       $\langle \text{final}, \text{next} \rangle : U \longrightarrow \mathbf{2} \times \mathcal{P}(U)^\Sigma$

*component*       $\overline{\langle \text{at}, \text{m} \rangle} : U \longrightarrow (O \times U)^I$

*a lens:*



*an observation structure:*



# Examples

*monitor*       $\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U$

*bams*       $\langle \text{balance}, \text{trans} \rangle : U \longrightarrow O \times U^I$

*automaton*       $\langle \text{final}, \text{next} \rangle : U \longrightarrow \mathbf{2} \times \mathcal{P}(U)^\Sigma$

*component*       $\overline{\langle \text{at}, \text{m} \rangle} : U \longrightarrow (O \times U)^I$

*a lens:*



(an interface T)

*an observation structure:* universe  $\xrightarrow{p}$   universe

(a system of type T)



# Behaviour

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U$$



# Behaviour

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U \quad \text{bh } u = \langle \text{st } u, \text{st } (\text{nx } u), \text{st } (\text{nx } (\text{nx } u)), \dots \rangle$$



# Behaviour

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U \quad \text{bh } u = \langle \text{st } u, \text{st } (\text{nx } u), \text{st } (\text{nx } (\text{nx } u)), \dots \rangle$$
$$\text{bh } u \in O^\omega$$



# Behaviour

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U \quad \text{bh } u = \langle \text{st } u, \text{st } (\text{nx } u), \text{st } (\text{nx } (\text{nx } u)), \dots \rangle$$
$$\text{bh } u \in O^\omega$$

$$\overline{\langle \text{at}, \text{m} \rangle} : U \longrightarrow (O \times U)^I$$





# Behaviour

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U \quad \text{bh } u = \langle \text{st } u, \text{st } (\text{nx } u), \text{st } (\text{nx } (\text{nx } u)), \dots \rangle$$
$$\text{bh } u \in O^\omega$$

$$\overline{\langle \text{at}, \text{m} \rangle} : U \longrightarrow (O \times U)^I \quad \text{bh } u \in O^{I^+}$$



# Behaviour

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U \quad \text{bh } u = \langle \text{st } u, \text{st } (\text{nx } u), \text{st } (\text{nx } (\text{nx } u)), \dots \rangle$$
$$\text{bh } u \in O^\omega$$

$$\overline{\langle \text{at}, \text{m} \rangle} : U \longrightarrow (O \times U)^I \quad \text{bh } u \in O^{I^+}$$

$$\text{bh } u \langle s : i \rangle = \text{at } ((\text{next } u) s, i)$$

where



# Behaviour

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U \quad \text{bh } u = \langle \text{st } u, \text{st } (\text{nx } u), \text{st } (\text{nx } (\text{nx } u)), \dots \rangle$$
$$\text{bh } u \in O^\omega$$

$$\overline{\langle \text{at}, \text{m} \rangle} : U \longrightarrow (O \times U)^I \quad \text{bh } u \in O^{I^+}$$

$$\text{bh } u \langle s : i \rangle = \text{at } ((\text{next } u) s, i)$$

where

$$(\text{next } u) \langle \rangle = u$$



# Behaviour

$$\langle \text{st}, \text{nx} \rangle : U \longrightarrow O \times U \quad \text{bh } u = \langle \text{st } u, \text{st } (\text{nx } u), \text{st } (\text{nx } (\text{nx } u)), \dots \rangle$$
$$\text{bh } u \in O^\omega$$

$$\overline{\langle \text{at}, \text{m} \rangle} : U \longrightarrow (O \times U)^I \quad \text{bh } u \in O^{I^+}$$

$$\text{bh } u \langle s : i \rangle = \text{at } ((\text{next } u) s, i)$$

where

$$(\text{next } u) \langle \rangle = u$$

$$(\text{next } u) \langle s : i \rangle = \text{m } ((\text{next } u) s, i)$$



# Fact

The behaviours of  $T$ -systems form a  $T$ -system



# Fact

The behaviours of  $T$ -systems form a  $T$ -system

$$\overline{\langle \text{at}_\omega, \text{m}_\omega \rangle} : O^{I^+} \longrightarrow (O \times O^{I^+})^I$$



# Fact

The behaviours of  $\mathsf{T}$ -systems form a  $\mathsf{T}$ -system

$$\overline{\langle \text{at}_\omega, \text{m}_\omega \rangle} : O^{I^+} \longrightarrow (O \times O^{I^+})^I$$

where

$$\text{at}_\omega (\phi, i) = \phi i$$



# Fact

The behaviours of  $\mathsf{T}$ -systems form a  $\mathsf{T}$ -system

$$\overline{\langle \text{at}_\omega, \text{m}_\omega \rangle} : O^{I^+} \longrightarrow (O \times O^{I^+})^I$$

where

$$\text{at}_\omega (\phi, i) = \phi i$$

$$\text{m}_\omega (\phi, i) = \lambda s . \phi \langle i : s \rangle$$





# Relating Systems

$h : \langle U, \alpha \rangle \longrightarrow \langle U', \alpha' \rangle$  is a function  $h : U \longrightarrow U'$  such that

$$\begin{array}{ccc} U & \xrightarrow{\alpha} & TU \\ \downarrow h & & \downarrow Th \\ U' & \xrightarrow{\alpha'} & TU' \end{array}$$



# Relating Systems

$h : \langle U, \alpha \rangle \longrightarrow \langle U', \alpha' \rangle$  is a function  $h : U \longrightarrow U'$  such that

$$\begin{array}{ccc}
 U & \xrightarrow{\alpha} & \mathbf{T}U \\
 \downarrow h & & \downarrow \mathbf{T}h \\
 U' & \xrightarrow{\alpha'} & \mathbf{T}U'
 \end{array}$$

✨ e.g.

$$\begin{array}{ccc}
 U \times I & \xrightarrow{\langle \text{at}, m \rangle} & O \times U \\
 \downarrow h \times \text{id} & & \downarrow \text{id} \times h \\
 U' \times I & \xrightarrow{\langle \text{at}', m' \rangle} & O \times U'
 \end{array}$$

$$\begin{array}{lcl}
 \text{at} & = & \text{at}' \cdot (h \times \text{id}) \\
 h \cdot m & = & m' \cdot (h \times \text{id})
 \end{array}$$



# Fact

Morphisms preserve behaviour



# Fact

Morphisms preserve behaviour

$$\text{bh } u = \text{bh } h u$$



# Fact

Morphisms preserve behaviour

$$\text{bh } u = \text{bh } h u$$

## Proof

$$\text{bh } u \langle s : i \rangle = \text{at } ((\text{next } u) s, i)$$



# Fact

Morphisms preserve behaviour

$$\text{bh } u = \text{bh } h u$$

## Proof

$$\begin{aligned} \text{bh } u \langle s : i \rangle &= \text{at } ((\text{next } u) s, i) \\ &= \text{at}' ((h \cdot \text{next } u) s, i) \end{aligned}$$



# Fact

Morphisms preserve behaviour

$$\text{bh } u = \text{bh } h u$$

## Proof

$$\begin{aligned} \text{bh } u \langle s : i \rangle &= \text{at } ((\text{next } u) s, i) \\ &= \text{at}' ((h \cdot \text{next } u) s, i) \\ &= \text{at}' ((\text{next } h u) s, i) \end{aligned}$$



# Fact

Morphisms preserve behaviour

$$\text{bh } u = \text{bh } h u$$

## Proof

$$\begin{aligned} \text{bh } u \langle s : i \rangle &= \text{at } ((\text{next } u) s, i) \\ &= \text{at}' ((h \cdot \text{next } u) s, i) \\ &= \text{at}' ((\text{next } h u) s, i) \\ &= \text{bh } h u \langle s : i \rangle \end{aligned}$$





# Fact

$\text{bh} : U \longrightarrow O^{I^+}$  is a morphism to the system of behaviours



# Fact

$\text{bh} : U \longrightarrow O^{I^+}$  is a morphism to the system of behaviours

$$\begin{array}{ccc} U \times I & \xrightarrow{\langle \text{at}, \text{m} \rangle} & O \times U \\ \downarrow \text{bh} \times \text{id} & & \downarrow \text{id} \times \text{bh} \\ O^{I^+} \times I & \xrightarrow{\langle \text{at}_\omega, \text{m}_\omega \rangle} & O \times O^{I^+} \end{array}$$



# What's special about $\langle O^{I^+}, \overline{\langle \text{at}_\omega, \mathfrak{m}_\omega \rangle} \rangle$ ?

✦ There is always a morphism — bh — to it from any  $\langle U, \overline{\langle \text{at}, \mathfrak{m} \rangle} \rangle$



# What's special about $\langle O^{I^+}, \overline{\langle \text{at}_\omega, \text{m}_\omega \rangle} \rangle$ ?

- ✦ There is always a morphism — bh — to it from any  $\langle U, \overline{\langle \text{at}, \text{m} \rangle} \rangle$
- ✦ Because morphisms preserve behaviour, such a morphism is unique



# What's special about $\langle O^{I^+}, \overline{\langle \text{at}_\omega, m_\omega \rangle} \rangle$ ?

- ✦ There is always a morphism — bh — to it from any  $\langle U, \overline{\langle \text{at}, m \rangle} \rangle$
- ✦ Because morphisms preserve behaviour, such a morphism is **unique**

This system is itself **unique** up to isomorphism and can be characterized by an **universal property**: **finality**.



# Going Generic: functors and coalgebras

Functors, Coalgebras, Seeds & Behaviours



# Going Generic: functors and coalgebras

## Functors, Coalgebras, Seeds & Behaviours

a *lens*:



an *observation structure*:



# Going Generic: functors and coalgebras

## Functors, Coalgebras, Seeds & Behaviours

a *lens*:



(a functor  $T$ )

an *observation structure*:



(a  $T$ -coalgebra)





# Going Generic: functors and coalgebras

## Functors, Coalgebras, Seeds & Behaviours

a *lens*:



(a functor  $T$ )

an *observation structure*: universe  $\xrightarrow{p}$   universe

(a  $T$ -coalgebra)

A **functor** is an uniform transformation of sets and functions, which preserves **identities** and **composition**.



# Final Coalgebras and Anamorphisms

$$\begin{array}{ccc} \nu_T & \xrightarrow{\omega_T} & T \nu_T \\ \uparrow \text{[(p)]}_T & & \uparrow T \text{[(p)]}_T \\ U & \xrightarrow{p} & T U \end{array}$$



# Final Coalgebras and Anamorphisms

$$\begin{array}{ccc} \nu_{\mathbb{T}} & \xrightarrow{\omega_{\mathbb{T}}} & \mathbb{T} \nu_{\mathbb{T}} \\ \uparrow \llbracket p \rrbracket_{\mathbb{T}} & & \uparrow \mathbb{T} \llbracket p \rrbracket_{\mathbb{T}} \\ U & \xrightarrow{p} & \mathbb{T} U \end{array}$$

whose commutativity equivaless to the following **universal law**:

$$k = \llbracket p \rrbracket_{\mathbb{T}} \Leftrightarrow \omega_{\mathbb{T}} \cdot k = \mathbb{T} k \cdot p$$



# Final Coalgebras and Anamorphisms

$$\begin{array}{ccc} \nu_{\top} & \xrightarrow{\omega_{\top}} & \top \nu_{\top} \\ \uparrow \llbracket p \rrbracket_{\top} & & \uparrow \top \llbracket p \rrbracket_{\top} \\ U & \xrightarrow{p} & \top U \end{array}$$

whose commutativity equivaless to the following **universal law**:

$$k = \llbracket p \rrbracket_{\top} \Leftrightarrow \omega_{\top} \cdot k = \top k \cdot p$$

Clearly,  $\llbracket p \rrbracket_{\top} = \text{bh}$



# What universality means

✦ Existence  $\equiv$  definition principle



# What universality means

✦ Existence  $\equiv$  definition principle

✦ Uniqueness  $\equiv$  proof principle



# What universality means

- ✦ Existence  $\equiv$  **definition** principle
- ✦ Uniqueness  $\equiv$  **proof** principle
- ✦ ... for state-based systems



# What universality means

- ✦ Existence  $\equiv$  **definition** principle
- ✦ Uniqueness  $\equiv$  **proof** principle
- ✦ ... for state-based systems

Laws:





# What universality means

- ✦ Existence  $\equiv$  definition principle
- ✦ Uniqueness  $\equiv$  proof principle
- ✦ ... for state-based systems

Laws:

$$\omega_T \cdot [(p)] = T [(p)] \cdot p$$



# What universality means

- ✦ Existence  $\equiv$  definition principle
- ✦ Uniqueness  $\equiv$  proof principle
- ✦ ... for state-based systems

Laws:

$$\begin{aligned}\omega_T \cdot [(p)] &= T [(p)] \cdot p \\ [(\omega_T)] &= \text{id}_{\nu_T}\end{aligned}$$



# What universality means

- ✦ Existence  $\equiv$  definition principle
- ✦ Uniqueness  $\equiv$  proof principle
- ✦ ... for state-based systems

Laws:

$$\omega_T \cdot [(p)] = T [(p)] \cdot p$$

$$[(\omega_T)] = \text{id}_{\nu_T}$$

$$[(p)] \cdot h = [(q)] \quad \text{if} \quad p \cdot h = T h \cdot q$$



# Coinductive Definition

## Stream Generation

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

$$\text{gen} = [(\Delta)]$$



# Coinductive Definition

## Stream Merge

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

$$\text{merge} = \llbracket (g) \rrbracket$$

and

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



# Coinductive Proof

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

i.e.

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

where

$$\begin{array}{ccc} A^\omega & \xrightarrow{\langle \text{hd}, \text{tl} \rangle} & A \times A^\omega \\ \text{twist} \uparrow & & \uparrow \text{id} \times \text{twist} \\ A \times A & \xrightarrow{\langle \pi_1, \text{s} \rangle} & A \times (A \times A) \end{array}$$



# Coinductive Proof

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



# Coinductive Proof

$$\begin{aligned} & \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle = \text{id} \times (\text{gen} \times \text{gen}) \cdot \langle \pi_1, s \rangle \\ = & \{ \times \text{absorption} \} \\ & \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle = \langle \pi_1, (\text{gen} \times \text{gen}) \cdot s \rangle \\ = & \{ s \text{ natural} \} \\ & \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle = \langle \pi_1, s \cdot (\text{gen} \times \text{gen}) \rangle \end{aligned}$$





# Remarks

- ✦ observational equivalence and proof techniques



# Remarks

- ✦ observational equivalence and proof techniques
- ✦ development of **prototypes** in CHARITY



# Remarks

- ✦ observational equivalence and proof techniques
- ✦ development of **prototypes** in CHARITY
- ✦ **bisimulation** as local proof theory



# Remarks

- ✦ observational equivalence and proof techniques
- ✦ development of **prototypes** in CHARITY
- ✦ **bisimulation** as local proof theory

$$\begin{array}{ccccc} U & \xleftarrow{\pi_1} & R \subseteq U \times V & \xrightarrow{\pi_2} & V \\ p \downarrow & & \rho \downarrow & & q \downarrow \\ \mathbb{T} U & \xleftarrow{\mathbb{T} \pi_1} & \mathbb{T} R & \xrightarrow{\mathbb{T} \pi_2} & \mathbb{T} V \end{array}$$



# Application: Concurrent Processes

- ✿ A new look at (Ccs-like) **process algebra** on top of a representation of processes as inhabitants of **final coalgebras** in Set



# Application: Concurrent Processes

- ✦ A new look at (Ccs-like) **process algebra** on top of a representation of processes as inhabitants of **final coalgebras** in Set
- ✦ Clear separation between the **behaviour model** (active vs reactive, determinism vs non determinism, ...) from the **interaction structure** (which defines the synchronisation discipline)



# Application: Concurrent Processes

- ✿ A new look at (Ccs-like) **process algebra** on top of a representation of processes as inhabitants of **final coalgebras** in Set
- ✿ Clear separation between the **behaviour model** (active vs reactive, determinism vs non determinism, ...) from the **interaction structure** (which defines the synchronisation discipline)
- ✿ The latter, encoded as a **positive monoid**, acts as a source of **genericity**



# Application: Concurrent Processes

- ✿ A new look at (Ccs-like) **process algebra** on top of a representation of processes as inhabitants of **final coalgebras** in Set
- ✿ Clear separation between the **behaviour model** (active vs reactive, determinism vs non determinism, ...) from the **interaction structure** (which defines the synchronisation discipline)
- ✿ The latter, encoded as a **positive monoid**, acts as a source of **genericity**
- ✿ Equational (pointfree) reasoning (vs explicit bisimulations)





# Application: Concurrent Processes

- ✿ A new look at (Ccs-like) **process algebra** on top of a representation of processes as inhabitants of **final coalgebras** in Set
- ✿ Clear separation between the **behaviour model** (active vs reactive, determinism vs non determinism, ...) from the **interaction structure** (which defines the synchronisation discipline)
- ✿ The latter, encoded as a **positive monoid**, acts as a source of **genericity**
- ✿ Equational (pointfree) reasoning (vs explicit bisimulations)
- ✿ Laws and constraints are ‘**found**’ (rather than **postulated**)



# Application: Software Components

functions

$$f : I \longrightarrow O \quad f \in O^I$$



# Application: Software Components

functions

$$f : I \longrightarrow O$$

$$f \in O^I$$

components

$$p : I \longrightarrow O$$

$$p \in \dots$$



# Application: Software Components

functions	$f : I \longrightarrow O$	$f \in O^I$
components	$p : I \longrightarrow O$	$p \in \dots$

Components  $\equiv$  seeded concrete coalgebras for Set endofunctors

$$T^B = B (\text{Id} \times O)^I$$

where B is a **strong monad**, capturing a behavioural model, e.g.,



# Application: Software Components

functions	$f : I \longrightarrow O$	$f \in O^I$
components	$p : I \longrightarrow O$	$p \in \dots$

Components  $\equiv$  seeded concrete coalgebras for Set endofunctors

$$T^B = B (\text{Id} \times O)^I$$

where  $B$  is a strong monad, capturing a behavioural model, e.g.,

- ✦ partiality:  $B = \text{Id} + \mathbf{1}$
- ✦ non determinism:  $B = \mathcal{P}$
- ✦ monoidal stamping:  $B = \text{Id} \times M$
- ✦ ‘metric’ non determinism:  $B = \text{Bag}_M$



# MSc Thesis Proposals

- ✦ Generic process calculi and development of parametric animators



# MSc Thesis Proposals

- ✦ Generic process calculi and development of parametric animators
- ✦ Calculi of software architectures based on [software components](#) with state  
(Reverse specification of commercial [coordination middleware](#))



# MSc Thesis Proposals

- ✦ Generic process calculi and development of parametric animators
- ✦ Calculi of software architectures based on **software components** with state  
(Reverse specification of commercial **coordination middleware**)

Logic & Formal Methods Group — the **PURE** Project

