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A Behavioral Congruence for Concurrent Constraint Programming with Nondeterministic Choice^{*}

Luis F. Pino¹, Filippo Bonchi², Frank D. Valencia¹

¹ Comète, LIX, Laboratoire de l'École Polytechnique associé à l'INRIA

² CNRS - Laboratoire de l'Informatique du Parallélisme, ENS Lyon

Abstract. Concurrent constraint programming (ccp) is a well-established model of concurrency for reasoning about systems of multiple agents that interact with each other by posting and querying partial information on a shared space. (Weak) bisimilarity is one of the most representative notions of behavioral equivalence for models of concurrency. A notion of weak bisimilarity, called weak saturated bisimilarity (\approx_{sb}), was recently proposed for ccp. This equivalence improves on previous bisimilarity notions for ccp that were too discriminating and it is a congruence for the choice-free fragment of ccp. In this paper, however, we show that \approx_{sb} is not a congruence for ccp with nondeterministic choice. We then introduce a new notion of bisimilarity, called weak full bisimilarity (\approx_f), and show that it is a congruence for the full language of ccp. We also show the adequacy of \approx_f by establishing that it coincides with the congruence induced by closing \approx_{sb} under all contexts. The advantage of the new definition is that, unlike the congruence induced by \approx_{sb} , it does not require quantifying over infinitely many contexts.

1 Introduction

The Context. Concurrency theory studies the description and the analysis of systems made of interacting *processes*. Processes are typically viewed as infinite objects, in the sense that they can produce arbitrary and possibly endless interactions with their environment. *Process calculi* treat these processes much like the λ -calculus treats computable functions. They provide a formal language in which processes are represented by terms, and a set of rewriting rules to represent process evolution (or transitions). For example, the term $P \parallel Q$ represents the process that results from the parallel composition of the processes P and Q . A (labeled) transition $P \xrightarrow{\alpha} P'$ represents the evolution of P into P' given an interaction α with the environment.

Concurrent Constraint Programming (ccp) [25,26] is a well-established formalism that combines the traditional algebraic and operational view of process calculi with a declarative one based upon first-order logic. Ccp processes can then be seen as computing agents as well as first-order logic formulae. In ccp, processes interact asynchronously by *posting* (or *telling*) and querying (or *asking*) information, traditionally referred to as *constraints*, in a shared-medium referred to as *the store*. Furthermore,

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ccp is parametric in a *constraint system* indicating interdependencies (entailment) between constraints and providing for the specification of data types and other rich structures. The above features have recently attracted a renewed attention as witnessed by the works [21,9,5,4] on calculi exhibiting data-types, logic assertions as well as tell and ask operations. More recently in [14] the authors proposed the post and ask interaction model of ccp as an abstraction of *social networks*.

In any computational model of processes, a central notion is that of *behavioral equivalences* [11]. These equivalences determine what processes are deemed indistinguishable and they are expected to be *congruences*. The congruence issue is of great importance for algebraic and *compositional* reasoning: If two processes are equivalent, one should be able to replace one with the other in any context and preserve the equivalence (see e.g. [13]). For example, if \bowtie is a behavioral congruence, then $P \bowtie Q$ should imply $P \parallel R \bowtie Q \parallel R$.

Reasoning on processes and their equalities therefore means dealing with, and comparing, infinite structures. For this, a widely used mathematical tool is *coinduction* (see e.g. [1]). Coinduction is the dual of induction; while induction is a pervasive tool to reason about finite and stratified structures, coinduction offers similar strengths on structures that are circular or infinite. The most widely applied coinductive concept is *bisimulation*: *bisimilarity* is used to study behavioral equivalences, and the bisimulation proof method is used to prove such equivalences. In fact, most process calculi are equipped with a notion of bisimilarity.

The Problem. There have been few attempts to define notions of bisimilarity equivalence for ccp processes. These equivalences are, however, not completely satisfactory: As shown in [2], the one in [25] is too fine grained; i.e. it may tell apart processes whose logic interpretation is identical. The one in [16] quantifies over all possible inputs from the environment, and hence it is not clear whether it can lead to a feasible proof technique. The notion introduced in [2], called (weak) saturated barbed bisimilarity (\approx_{sb}), solves the above-mentioned issues and it is a congruence for ccp without nondeterministic choice. Unfortunately, as we will show in this paper, it is not a congruence for the full language of ccp. In particular, in ccp with nondeterministic choice, $P \approx_{sb} Q$ does not imply $P \parallel R \approx_{sb} Q \parallel R$.

The goal of this paper is therefore to provide ccp with an adequate behavioral congruence based on the bisimulation proof method.

Our Approach. We build on a result of [2] showing that \approx_{sb} can be characterized by a novel bisimulation game (called, for simplicity, weak bisimulation) which relies at the same time on both *barbs* and *labeled transitions*. Barbs are basically predicates on the states, processes or configuration stating the observation we can make of them. This is rather peculiar with respect to the existing notions of bisimulations introduced for other process calculi where one usually exploits labeled transitions to avoid thinking about barbs and contexts. Indeed, labeled transitions usually capture barbs, in the sense that a state exposes a certain barb if and only if it performs a transition with a certain label. This is not the case of ccp, where barbs are observations on the store, while labeled transitions are determined by the processes. A more abstract understanding of

this peculiarity of ccp can be given within the framework of [7] which is an extension of [15] featuring barbs and weak semantics.

As it is customary for weak barbed equivalences, in our weak bisimulation game whenever a player exposes a barb \downarrow_e , the opponent should expose the weak barb \Downarrow_e , i.e. it should be able to reach a state satisfying \downarrow_e , but then the game restarts from the original state ignoring the arriving state. One of our contributions is to show that for ccp the arriving state cannot be ignored.

Our Contributions. In this work, we prove that \approx_{sb} is a congruence for ccp without non-deterministic choice but not for the full language of ccp. We then propose a new notion of bisimilarity, called (*weak*) *full bisimilarity* (\approx_f). We show that \approx_f is a congruence for the full language of ccp. We also show the adequacy of the new notion by establishing that it is the largest congruence included in \approx_{sb} . In other words \approx_f coincides with the congruence induced by closing \approx_{sb} under all contexts. Beyond being a congruence, the advantage of \approx_f is that it does not require quantifying over infinitely many contexts. This is also important as it may simplify decision procedures for the equivalence. To the best of our knowledge, this is the first behavioral equivalence, which does not appeal to quantification over arbitrary process contexts in its definition, that is a congruence for ccp with nondeterministic choice.

A technical report with detailed proofs of this paper can be found in [22].

Structure of the paper. The paper is organized as follows: In Section 2 we recall the ccp formalism. In Section 3 we introduce the standard notion of observational equivalence (\sim_o) for ccp (from [26]), we then show its relation with the weak saturated barbed bisimilarity (\approx_{sb}) (from [2]) for ccp with nondeterministic choice. We also prove that \approx_{sb} is not a congruence for the full ccp. In Section 4 we introduce our new notion \approx_f , and we prove that (i) \approx_f coincides with \approx_{sb} in the choice-free fragment of ccp; (ii) \approx_f is a congruence for ccp with summation; and (iii) \approx_f coincides with the equivalence obtained after closing \approx_{sb} under any context. In Section 5 we present our conclusions and future work.

2 Background

We begin this section by recalling the notion of constraint system. We then present the concurrent constraint programming (ccp) formalism.

2.1 Constraint Systems

The ccp model is parametric in a *constraint system* (cs) specifying the structure and interdependencies of the information that processes can ask or add to a *central shared store*. This information is represented as assertions traditionally called *constraints*.

Following [10,16] we regard a cs as a complete algebraic lattice in which the ordering \sqsubseteq is the reverse of an entailment relation: $c \sqsubseteq d$ means d entails c , i.e., d contains “more information” than c . The top element *false* represents inconsistency, the bottom element *true* is the empty constraint, and the *least upper bound* \sqcup is the join of information.

Definition 1 (Constraint Systems). A constraint system (cs) \mathbf{C} is a complete algebraic lattice $(Con, Con_0, \sqsubseteq, \sqcup, true, false)$ where Con , the set of constraints, is a partially ordered set w.r.t. \sqsubseteq , Con_0 is the subset of compact elements of Con , \sqcup is the lub operation defined on all subsets, and $true, false$ are the least and greatest elements of Con , respectively.

Recall that \mathbf{C} is a *complete lattice* if every subset of Con has a least upper bound in Con . An element $c \in Con$ is *compact* if for any directed subset D of Con , $c \sqsubseteq \bigsqcup D$ implies $c \sqsubseteq d$ for some $d \in D$. \mathbf{C} is *algebraic* if each element $c \in Con$ is the least upper bound of the compact elements below c .

In order to model *hiding* of local variables and *parameter passing*, in [25,26] the notion of constraint system is enriched with *cylindrification operators* and *diagonal elements*, concepts borrowed from the theory of cylindric algebras [20].

Let us consider a (denumerable) set of variables Var with typical elements x, y, z, \dots and let us define \exists_{Var} as the family of operators $\exists_{Var} = \{\exists_x \mid x \in Var\}$ (*cylindric operators*) and D_{Var} as the set $D_{Var} = \{d_{xy} \mid x, y \in Var\}$ (*diagonal elements*).

A *cylindric constraint system* over a set of variables Var is a constraint system whose underlying support set $Con \supseteq D_{Var}$ is closed under the cylindric operators \exists_{Var} and quotiented by Axioms C1 – C4, and whose ordering \sqsubseteq satisfies Axioms C5 – C7:

- | | |
|--|---|
| C1. $\exists_x \exists_y c = \exists_y \exists_x c$ | C2. $d_{xx} = true$ |
| C3. if $z \neq x, y$ then $d_{xy} = \exists_z (d_{xz} \sqcup d_{zy})$ | C4. $\exists_x (c \sqcup \exists_x d) = \exists_x c \sqcup \exists_x d$ |
| C5. $\exists_x c \sqsubseteq c$ | C6. if $c \sqsubseteq d$ then $\exists_x c \sqsubseteq \exists_x d$ |
| C7. if $x \neq y$ then $c \sqsubseteq d_{xy} \sqcup \exists_x (c \sqcup d_{xy})$ | |

where c and d indicate compact constraints, and $\exists_x c \sqcup d$ stands for $(\exists_x c) \sqcup d$. For our purposes, it is enough to think the operator \exists_x as *existential quantifier* and the constraint d_{xy} as the equality $x = y$.

Cylindrification and diagonal elements allow us to model the variable renaming of a formula ϕ ; in fact, by the aforementioned axioms, we have that the formula $\exists_x (d_{xy} \sqcup \phi)$ can be depicted as the formula $\phi[y/x]$, i.e., the formula obtained from ϕ by replacing all free occurrences of x by y .

We assume notions of *free variable* and of *substitution* that satisfy the following conditions, where $c[y/x]$ is the constraint obtained by substituting x by y in c and $fv(c)$ is the set of free variables of c : (1) if $y \notin fv(c)$ then $(c[y/x])[x/y] = c$; (2) $(c \sqcup d)[y/x] = c[y/x] \sqcup d[y/x]$; (3) $x \notin fv(c[y/x])$; (4) $fv(c \sqcup d) = fv(c) \cup fv(d)$.

We now illustrate a constraint system for linear-order arithmetic.

Example 1 (A Constraint System of Linear Order Arithmetic). Consider the following syntax:

$$\phi, \psi \dots := t = t' \mid t > t' \mid \phi \vee \psi \mid \neg \phi$$

where the terms t, t' can be elements of a set of variables Var , or constant symbols $0, 1, \dots$. Assume an underlying first-order structure of linear-order arithmetic with the obvious interpretation in the natural numbers ω of $=, >$ and the constant symbols.

A variable assignment is a function $\mu : Var \rightarrow \omega$. We use \mathcal{A} to denote the set of all assignments; $\mathcal{P}(X)$ to denote the powerset of a set X , \emptyset the empty set and \cap the

intersection of sets. We use $\mathcal{M}(\phi)$ to denote the set of all assignments that *satisfy* the formula ϕ , where the definition of *satisfaction* is as expected.

We can now introduce a *constraint system* as follows: the set of constraints is $\mathcal{P}(\mathcal{A})$, and define $c \sqsubseteq d$ iff $c \supseteq d$. The constraint *false* is \emptyset , while *true* is \mathcal{A} . Given two constraints c and d , $c \sqcup d$ is the intersection $c \cap d$. By abusing the notation, we will often use a formula ϕ to denote the corresponding constraint, i.e., the set of all assignments satisfying ϕ . E.g. we use $x > 1 \sqsubseteq x > 5$ to mean $\mathcal{M}(x > 1) \sqsubseteq \mathcal{M}(x > 5)$. For this constraint system one can show that e is a compact constraint (i.e., e is in Con_0) iff e is a co-finite set in \mathcal{A} (i.e., iff the complement of e in \mathcal{A} is a finite set). For example, $x > 10 \wedge y > 42$ is a compact constraint for $Var = \{x, y\}$.

From this structure, let us now define the *cylindric constraint system* \mathcal{S} as follows. We say that an assignment μ' is an x -variant of μ if $\forall y \neq x, \mu(y) = \mu'(y)$. Given $x \in Var$ and $c \in \mathcal{P}(\mathcal{A})$, the constraint $\exists_x c$ is the set of assignments μ such that exists $\mu' \in c$ that is an x -variant of μ . The diagonal element d_{xy} is $x = y$. \square

Assumption 1 *We shall assume that the constraint system is well-founded and, for practical reasons, that its ordering \sqsubseteq is decidable. Well-foundedness is needed for technical reasons in the definition of the labeled transition semantics in Section 3.2.*

2.2 Syntax of CCP

Let $\mathbf{C} = (Con, Con_0, \sqsubseteq, \sqcup, true, false)$ be a constraint system. The ccp processes are given by the following syntax:

$$P, Q, \dots ::= \mathbf{tell}(c) \mid \sum_{i \in I} \mathbf{ask}(c_i) \rightarrow P_i \mid P \parallel Q \mid \exists_x P \mid p(z)$$

where I is a finite set of indexes and $c, c_i \in Con_0$. We use $Proc$ to denote the set of all processes.

Finite processes. Intuitively, the tell process $\mathbf{tell}(c)$ adds c to the global store. The addition is performed regardless the generation of inconsistent information. The process $P \parallel Q$ stands for the *parallel execution* of P and Q .

The guarded-choice $\sum_{i \in I} \mathbf{ask}(c_i) \rightarrow P_i$ where I is a finite set of indexes, represents a process that can *nondeterministically* choose one of the P_j (with $j \in I$) whose corresponding guard constraint c_j is entailed by the store. The chosen alternative, if any, precludes the others. We shall often write $\mathbf{ask}(c_{i_1}) \rightarrow P_{i_1} + \dots + \mathbf{ask}(c_{i_n}) \rightarrow P_{i_n}$ if $I = \{i_1, \dots, i_n\}$. If no ambiguity arises, we shall omit the “ $\mathbf{ask}(c) \rightarrow$ ” when $c = true$. The *blind-choice* process $\sum_{i \in I} \mathbf{ask}(true) \rightarrow P_i$, for example, can be written $\sum_{i \in I} P_i$. We shall omit the “ $\sum_{i \in I}$ ” when I is a singleton. We use **stop** as an abbreviation of the empty summation $\sum_{i \in \emptyset} P_i$.

\exists_x is a *hiding operator*, namely it indicates that in $\exists_x P$ the variable x is *local* to P . The occurrences of x in $\exists_x P$ are said to be bound. The bound variables of P , $bv(P)$, are those with a bound occurrence in P , and its free variables, $fv(P)$, are those with an unbound occurrence³.

³ Notice that we also defined $fv(\cdot)$ on constraints in the previous section.

Infinite processes. To specify infinite behavior, ccp provides parametric process definitions. A process $p(z)$ is said to be a *procedure call* with identifier p and actual parameters z . We presuppose that for each procedure call $p(z_1 \dots z_m)$ there exists a unique *procedure definition* possibly *recursive*, of the form $p(x_1 \dots x_m) \stackrel{\text{def}}{=} P$ where $fv(P) \subseteq \{x_1, \dots, x_m\}$. Furthermore we require recursion to be *guarded*: I.e., each procedure call within P must occur within an ask process. The behavior of $p(z_1 \dots z_m)$ is that of $P[z_1 \dots z_m/x_1 \dots x_m]$, i.e., P with each x_i replaced with z_i (applying α -conversion to avoid clashes). We shall use \mathcal{D} to denote the set of all process definitions.

Remark 1 (Choice-free fragment of ccp). Henceforth, we use $\text{ccp}\setminus+$ to refer to the fragment of ccp without nondeterministic choice. More precisely $\text{ccp}\setminus+$ processes are those in which every occurrence of $\sum_{i \in I} \text{ask}(c_i) \rightarrow P_i$ has its index set I of cardinality 0 or 1.

2.3 Reduction Semantics

A configuration is a pair $\langle P, d \rangle$ representing a *state* of a system; d is a constraint representing the global store, and P is a process, i.e., a term of the syntax given above. We use Conf with typical elements γ, γ', \dots to denote the set of all configurations. We will use $\text{Conf}_{\text{ccp}\setminus+}$ for the configurations whose processes are in the $\text{ccp}\setminus+$ fragment.

The operational semantics of ccp is given by an *unlabeled* transition relation between configurations: a transition $\gamma \longrightarrow \gamma'$ intuitively means that the configuration γ can reduce to γ' . We call these kind of unlabeled transitions *reductions* and we use \longrightarrow^* to denote the reflexive and transitive closure of \longrightarrow .

Formally, the reduction semantics of ccp is given by the relation \longrightarrow defined in Table 1. Rules **R1** and **R2** are easily seen to realize the intuitions described in Section 2.2. Rule **R3** states that $\sum_{i \in I} \text{ask}(c_i) \rightarrow P_i$ can evolve to P_j whenever the global store d entails c_j and $j \in I$.

Rule **R4** is somewhat more involved, first we extend the syntax by introducing a process $\exists_x^e P$ representing the evolution of a process of the form $\exists_x P$, where e is the local information (*local store*) produced during this evolution. The process $\exists_x P$ can be seen as a particular case of $\exists_x^e P$: it represents the situation in which the local store is empty. Namely, $\exists_x P = \exists_x^{\text{true}} P$.

Intuitively, $\exists_x^e P$ behaves like P , except that the variable x possibly present in P must be considered local, and that the information present in e has to be taken into account. It is convenient to distinguish between the *external* and the *internal* points of view. From the internal point of view, the variable x , possibly occurring in the global store d , is hidden. This corresponds to the usual scoping rules: the x in d is *global*, hence “covered” by the local x . Therefore, P has no access to the information on x in d , and this is achieved by filtering d with \exists_x . Furthermore, P can use the information (which may also concern the local x) that has been produced locally and accumulated in e . In conclusion, if the visible store at the external level is d , then the store that is visible internally by P is $e \sqcup \exists_x d$. Now, if P is able to make a step, thus reducing to P' and transforming the local store into e' , what we see from the external point of view is

$\text{R1 } \langle \text{tell}(c), d \rangle \longrightarrow \langle \text{stop}, d \sqcup c \rangle$	$\text{R2 } \frac{\langle P, d \rangle \longrightarrow \langle P', d' \rangle}{\langle P \parallel Q, d \rangle \longrightarrow \langle P' \parallel Q, d' \rangle}$
$\text{R3 } \frac{j \in I \text{ and } c_j \sqsubseteq d}{\langle \sum_{i \in I} \text{ask}(c_i) \rightarrow P_i, d \rangle \longrightarrow \langle P_j, d \rangle}$	$\text{R4 } \frac{\langle P, e \sqcup \exists_x d \rangle \longrightarrow \langle P', e' \sqcup \exists_x d \rangle}{\langle \exists_x^e P, d \rangle \longrightarrow \langle \exists_x^{e'} P', d \sqcup \exists_x e' \rangle}$
$\text{R5 } \frac{\langle P[z/x], d \rangle \longrightarrow \gamma'}{\langle p(z), d \rangle \longrightarrow \gamma'} \text{ where } p(x) \stackrel{\text{def}}{=} P \text{ is a process definition in } \mathcal{D}$	

Table 1. Reduction semantics for ccp (symmetric rule for R2 is omitted). \mathcal{D} is the set of process definitions.

that the process is transformed into $\exists_x^{e'} P'$, and that the information $\exists_x e$ present in the global store is transformed into $\exists_x e'$.⁴

2.4 Barbed Semantics

In [2], the authors introduced a *barbed semantics* for ccp. Barbed equivalences have been introduced in [19] for CCS, and have become a classical way to define the semantics of formalisms equipped with unlabeled reduction semantics. Intuitively, *barbs* are basic observations (predicates) on the states of a system. In the case of ccp, barbs are taken from the underlying set Con_0 of the constraint system.

Definition 2 (Barbs). A configuration $\gamma = \langle P, d \rangle$ is said to satisfy the barb c , written $\gamma \downarrow_c$, iff $c \in Con_0$ and $c \sqsubseteq d$. Similarly, γ satisfies a weak barb c , written $\gamma \downarrow_c^*$, iff there exist γ' s.t. $\gamma \longrightarrow^* \gamma' \downarrow_c$.

Example 2. Consider the constraint system from Example 1 and let $Vars = \{x\}$. Let $\gamma = \langle \text{ask}(x > 10) \rightarrow \text{tell}(x > 42), x > 10 \rangle$. We have $\gamma \downarrow_{x > 5}$ since $(x > 5) \sqsubseteq (x > 10)$ and $\gamma \downarrow_{x > 42}^*$ since $\gamma \longrightarrow \langle \text{tell}(x > 42), x > 10 \rangle \longrightarrow \langle \text{stop}, (x > 42) \rangle \downarrow_{x > 42}$. \square

In this context, the equivalence proposed is the *saturated bisimilarity* [8,6]. Intuitively, in order for two states to be saturated bisimilar, then (i) they should expose the same barbs, (ii) whenever one of them moves then the other should reply and arrive at an equivalent state (i.e. follow the bisimulation game), (iii) they should be equivalent under all the possible contexts of the language.

Using this idea, in [2], the authors propose a saturated bisimilarity for ccp where condition (iii) requires the bisimulations to be *upward closed* instead of closing under any process context. A *process context* C is a term with a single hole \bullet such that if we replace \bullet with a process P , we obtain a process term $C[P]$. For example, for the parallel context $C = \bullet \parallel R$ we obtain $C[P] = P \parallel R$.

⁴ For more details about the operational semantics we refer the reader to [2].

Definition 3 (Saturated Barbed Bisimilarity). A saturated barbed bisimulation is a symmetric relation \mathcal{R} on configurations s.t. whenever $(\gamma_1, \gamma_2) \in \mathcal{R}$ with $\gamma_1 = \langle P, c \rangle$ and $\gamma_2 = \langle Q, d \rangle$ implies that:

- (i) if $\gamma_1 \downarrow_e$ then $\gamma_2 \downarrow_e$,
- (ii) if $\gamma_1 \longrightarrow \gamma'_1$ then there exists γ'_2 s.t. $\gamma_2 \longrightarrow \gamma'_2$ and $(\gamma'_1, \gamma'_2) \in \mathcal{R}$,
- (iii) for every $a \in \text{Con}_0$, $(\langle P, c \sqcup a \rangle, \langle Q, d \sqcup a \rangle) \in \mathcal{R}$.

We say that γ_1 and γ_2 are saturated barbed bisimilar ($\gamma_1 \sim_{sb} \gamma_2$) if there is a saturated barbed bisimulation \mathcal{R} s.t. $(\gamma_1, \gamma_2) \in \mathcal{R}$. We write $P \sim_{sb} Q$ iff $\langle P, \text{true} \rangle \sim_{sb} \langle Q, \text{true} \rangle$.

We shall prove that the closure condition (iii) is enough to make \sim_{sb} a congruence in $\text{ccp}\setminus+$. This means that $P \sim_{sb} Q$ implies $C[P] \sim_{sb} C[Q]$ for every process context. However, this is not the case for ccp with nondeterministic choice as we shall demonstrate later on.

Weak saturated barbed bisimilarity (\approx_{sb}) is obtained from Definition 3 by replacing the strong barbs in condition (i) for its weak version (\Downarrow) and the transitions in condition (ii) for the reflexive and transitive closure of the transition relation (\longrightarrow^*).

Definition 4 (Weak Saturated Barbed Bisimilarity). A weak saturated barbed bisimulation is a symmetric relation \mathcal{R} on configurations s.t. whenever $(\gamma_1, \gamma_2) \in \mathcal{R}$ with $\gamma_1 = \langle P, c \rangle$ and $\gamma_2 = \langle Q, d \rangle$ implies that:

- (i) if $\gamma_1 \Downarrow_e$ then $\gamma_2 \Downarrow_e$,
- (ii) if $\gamma_1 \longrightarrow^* \gamma'_1$ then there exists γ'_2 s.t. $\gamma_2 \longrightarrow^* \gamma'_2$ and $(\gamma'_1, \gamma'_2) \in \mathcal{R}$,
- (iii) for every $a \in \text{Con}_0$, $(\langle P, c \sqcup a \rangle, \langle Q, d \sqcup a \rangle) \in \mathcal{R}$.

We say that γ_1 and γ_2 are weak saturated barbed bisimilar ($\gamma_1 \approx_{sb} \gamma_2$) if there exists a weak saturated barbed bisimulation \mathcal{R} s.t. $(\gamma_1, \gamma_2) \in \mathcal{R}$. We shall write $P \approx_{sb} Q$ iff $\langle P, \text{true} \rangle \approx_{sb} \langle Q, \text{true} \rangle$.

We now illustrate \sim_{sb} and \approx_{sb} with the following two examples.

Example 3. Consider the constraint system from Example 1 and let $\text{Vars} = \{x\}$. Take $P = \text{ask } (x > 5) \rightarrow \text{stop}$ and $Q = \text{ask } (x > 7) \rightarrow \text{stop}$. One can check that $P \not\sim_{sb} Q$ since $\langle P, x > 5 \rangle \longrightarrow$, while $\langle Q, x > 5 \rangle \not\longrightarrow$. Then consider $\langle P+Q, \text{true} \rangle$ and observe that $\langle P+Q, \text{true} \rangle \sim_{sb} \langle P, \text{true} \rangle$. Indeed, for all constraints e , s.t. $x > 5 \sqsubseteq e$, both the configurations evolve into $\langle \text{stop}, e \rangle$, while for all e s.t. $x > 5 \not\sqsubseteq e$, both configurations cannot proceed. Since $x > 5 \sqsubseteq x > 7$, the behavior of Q is somehow absorbed by the behavior of P . \square

Example 4. Take P and Q as in Example 3. One can check that $P \approx_{sb} Q$. First notice that $\langle P, \text{true} \rangle \not\longrightarrow$ and also $\langle Q, \text{true} \rangle \not\longrightarrow$. Now note that for all e it is the case that both configurations evolve to a γ where $\gamma \Downarrow_e$. Intuitively, none of the configurations adds information to the store and, since \approx_{sb} does not care about the silent transitions, then P and Q should be weakly bisimilar. \square

Finally, notice that in $\text{ccp}\setminus+$ configurations are *confluent* in the following sense.

Proposition 1 (Confluence [26]). Let $\gamma \in \text{Conf}_{\text{ccp}\setminus+}$. If $\gamma \longrightarrow^* \gamma_1$ and $\gamma \longrightarrow^* \gamma_2$ then there exists γ' such that $\gamma_1 \longrightarrow^* \gamma'$ and $\gamma_2 \longrightarrow^* \gamma'$.

The proposition above will be a cornerstone for the results we shall obtain in $\text{ccp}\setminus+$.

3 Congruence issues

A typical question in the realm of process calculi, and concurrency in general, is whether a given process equivalence is a *congruence*. In other words, whether the fact that P and Q are equivalent implies that they are still equivalent in any context. More precisely, a given equivalence \bowtie is said to be a congruence if $P \bowtie Q$ implies $C[P] \bowtie C[Q]$ for every process context C ⁵. The congruence issue is fundamental for algebraic as well as practical reasons; one may not be content with having $P \bowtie Q$ equivalent but $R \parallel P \not\bowtie R \parallel Q$. Nevertheless, some of the representative equivalences in concurrency are not congruences. For example, in CCS [17], trace equivalence and strong bisimilarity are congruences but weak bisimilarity is not because it is not preserved by summation contexts. So given a notion of equivalence one may wonder in what contexts the equivalence is preserved. For instance, the problem with weak bisimilarity can be avoided by using guarded-summation (see [18]).

We shall see that \approx_{sb} is a congruence for $\text{ccp}\setminus+$. However, this is not the case in the presence of nondeterministic choice. Moreover, unlike CCS, the problem arises even in the presence of guarded summation/choice. In fact, our counterexample reveals that the problem is intrinsic to ccp .

3.1 Observational Equivalence

In this section we shall introduce the standard notion of observational equivalence (\sim_o) [26] for ccp as well as its relation with \approx_{sb} .

The notion of *fairness* is central to the definition of observational equivalence for ccp . We introduce this notion following [12]. Any derivation of a transition involves an application of R1 or R3. We say that P is *active* in a transition $t = \gamma \longrightarrow \gamma'$ if there exists a derivation of t where rule R1 or R3 is used to produce a transition of the form $\langle P, d \rangle \longrightarrow \gamma''$. Moreover, we say that P is *enabled* in γ if there exists γ' such that P is active in $\gamma \longrightarrow \gamma'$. A computation $\gamma_0 \longrightarrow \gamma_1 \longrightarrow \gamma_2 \longrightarrow \dots$ is said to be *fair* if for each process enabled in some γ_i there exists $j \geq i$ such that the process is active in $\gamma_j \longrightarrow \gamma_{j+1}$.

Note that a finite fair computation is guaranteed to be *maximal*, namely no outgoing transitions are possible from its last configuration.

The standard notion of observables for ccp are the *results* computed by a process for a given initial store. The result of a computation is defined as the least upper bound of all the stores occurring in the computation, which, due to the monotonic properties of ccp , form an increasing chain. More formally:

Definition 5 (Result). *Given a finite or infinite computation ξ of the form:*

$$\xi = \langle Q_0, d_0 \rangle \longrightarrow \langle Q_1, d_1 \rangle \longrightarrow \langle Q_2, d_2 \rangle \longrightarrow \dots$$

The result of ξ , denoted by $\text{Result}(\xi)$, is the constraint $\bigsqcup_i d_i$.

⁵ Recall that the expression $C[P]$ denotes the process that results from replacing in C , the hole \bullet with P . For example $C = R \parallel \bullet$ then $C[P] = R \parallel P$.

Note that for a finite computation the result coincides with the store of the last configuration. Now since $\text{ccp}\setminus+$ is confluent (Proposition 1), the following theorem from [26] states that all the fair computations of a configuration have the same result.

Proposition 2 ([26]). *Let γ be $\text{ccp}\setminus+$ configuration and let ξ_1 and ξ_2 be two computations of γ . If ξ_1 and ξ_2 are fair, then $\text{Result}(\xi_1) = \text{Result}(\xi_2)$.*

Before introducing the notion of observational equivalence we need some notation. Below we define the set of possible computations of a given configuration.

Definition 6 (Set of Computations). *The set of computations starting from γ , denoted $\text{Comp}(\gamma)$, is defined as:*

$$\text{Comp}(\gamma) = \{\xi \mid \xi = \gamma \longrightarrow \gamma' \longrightarrow \gamma'' \longrightarrow \dots\}$$

Now we introduce the notion of observables. Intuitively, the set of observables of γ is the set of results of the fair computations starting from γ .

Definition 7 (Observables). *Let $\mathcal{O} : \text{Proc} \rightarrow \text{Con}_0 \rightarrow 2^{\text{Con}}$ be given by:*

$$\mathcal{O}(P)(d) = \{e \mid \xi \in \text{Comp}(\langle P, d \rangle), \xi \text{ is fair and } \text{Result}(\xi) = e\}.$$

Using these elements we define the notion of observational equivalence. Two configurations are deemed equivalent if they have the same set observables for any given store.

Definition 8 (Observational equivalence). *We say that P and Q are observational equivalent, written $P \sim_o Q$, iff $\mathcal{O}(P) = \mathcal{O}(Q)$.*

Notice that in the case of $\text{ccp}\setminus+$, as defined in [26], the set of observables is a singleton because of Proposition 2.

Remark 2. Let $\langle P, d \rangle \in \text{Conf}_{\text{ccp}\setminus+}$. Note that $\mathcal{O} : \text{Proc} \rightarrow \text{Con}_0 \rightarrow \text{Con}$ because of Proposition 2 and it is defined as $\mathcal{O}(P)(d) = \text{Result}(\xi)$ where ξ is any fair computation of $\langle P, d \rangle$.

In [2] it was shown that, in $\text{ccp}\setminus+$, weak saturated barbed bisimilarity and observation equivalence coincide. Recall that $P \approx_{sb} Q$ means $\langle P, \text{true} \rangle \approx_{sb} \langle Q, \text{true} \rangle$.

Proposition 3 ([2]). *Let P and Q be $\text{ccp}\setminus+$ processes. Then $P \sim_o Q$ iff $P \approx_{sb} Q$.*

Nevertheless, the above theorem does not hold for ccp with nondeterministic choice. We can show this by using a counter-example reminiscent from the standard one for CCS. Let $P = (\text{ask}(b) \rightarrow \text{tell}(c)) + (\text{ask}(b) \rightarrow \text{tell}(d))$ and $Q = \text{ask}(b) \rightarrow ((\text{ask}(\text{true}) \rightarrow \text{tell}(c)) + (\text{ask}(\text{true}) \rightarrow \text{tell}(d)))$. One can verify that $P \sim_o Q$ but $P \not\approx_{sb} Q$. However, the (\Leftarrow) direction of the theorem does hold as we show next.

Theorem 1. *If $P \approx_{sb} Q$ then $P \sim_o Q$.*

$\text{LR1 } \langle \text{tell}(c), d \rangle \xrightarrow{\text{true}} \langle \text{stop}, d \sqcup c \rangle \quad \text{LR2 } \frac{\langle P, d \rangle \xrightarrow{\alpha} \langle P', d' \rangle}{\langle P \parallel Q, d \rangle \xrightarrow{\alpha} \langle P' \parallel Q, d' \rangle}$
$\text{LR3 } \frac{j \in I \text{ and } \alpha \in \min\{a \in \text{Con}_0 \mid c_j \sqsubseteq d \sqcup a\}}{\langle \sum_{i \in I} \text{ask}(c_i) \rightarrow P_i, d \rangle \xrightarrow{\alpha} \langle P_j, d \sqcup \alpha \rangle}$
$\text{LR4 } \frac{\langle P[z/x], e[z/x] \sqcup d \rangle \xrightarrow{\alpha} \langle P', e' \sqcup d \sqcup \alpha \rangle}{\langle \exists_x^e P, d \rangle \xrightarrow{\alpha} \langle \exists_x^{e'[x/z]} P'[x/z], \exists_x(e'[x/z]) \sqcup d \sqcup \alpha \rangle}$ <p style="text-align: center;">with $x \notin \text{fv}(e'), z \notin \text{fv}(P) \cup \text{fv}(e \sqcup d \sqcup \alpha)$</p>
$\text{LR5 } \frac{\langle P[z/x], d \rangle \xrightarrow{\alpha} \gamma'}{\langle p(z), d \rangle \xrightarrow{\alpha} \gamma'} \text{ where } p(x) \stackrel{\text{def}}{=} P \text{ is a process definition in } \mathcal{D}$

Table 2. Labeled semantics for ccp (symmetric rule for LR2 is omitted).

3.2 Congruence

We begin this section by showing that weak bisimilarity is a congruence in a restricted sense: It is preserved by all the contexts from the choice-free fragment. For this purpose it is convenient to recall the labeled semantics of ccp as well as the (labeled) weak bisimilarity introduced in [2].

Labeled Semantics In a labeled transition of the form

$$\langle P, d \rangle \xrightarrow{\alpha} \langle P', d' \rangle$$

the label $\alpha \in \text{Con}_0$ represents a *minimal* information (from the environment) that needs to be added to the store d to reduce from $\langle P, d \rangle$ to $\langle P', d' \rangle$, i.e., $\langle P, d \sqcup \alpha \rangle \longrightarrow \langle P', d' \rangle$. As a consequence, the transitions labeled with the constraint *true* are in one to one correspondence with the reductions defined in the previous section. For this reason, hereafter we will sometimes write \longrightarrow to mean $\xrightarrow{\text{true}}$.

The LTS $(\text{Conf}, \text{Con}_0, \longrightarrow)$ is defined by the rules in Table 2. The rule LR3, for example, says that $\langle \sum_{i \in I} \text{ask}(c_i) \rightarrow P_i, d \rangle$ can evolve to $\langle P_j, d \sqcup \alpha \rangle$ if $j \in I$ and the environment provides a minimal constraint α that added to the store d entails the guard c_j , i.e., $\alpha \in \min\{a \in \text{Con}_0 \mid c_j \sqsubseteq d \sqcup a\}$. Notice that Assumption 1 guarantees the existence of α . The rule LR4 follows the same approach as R4, however it uses variable substitution instead of hiding with the existential operator.⁶ The other rules are easily seen to realize the intuition given in Section 2.2.

We can now introduce the notion of weak bisimilarity (\approx) from [2]. In [2] it is shown that \approx coincides with \approx_{sb} and, by exploiting the labeled semantics, avoids the upward closure from condition (iii) in \approx_{sb} .

⁶ See [2] for a detailed explanation of the rule LR4.

Definition 9 (Weak bisimilarity). A weak bisimulation is a symmetric relation \mathcal{R} on configurations such that whenever $(\gamma_1, \gamma_2) \in \mathcal{R}$ with $\gamma_1 = \langle P, c \rangle$ and $\gamma_2 = \langle Q, d \rangle$:

- (i) if $\gamma_1 \downarrow_e$ then $\gamma_2 \downarrow_e$,
- (ii) if $\gamma_1 \xrightarrow{\alpha} \gamma'_1$ then $\exists \gamma'_2$ s.t. $\langle Q, d \sqcup \alpha \rangle \xrightarrow{*} \gamma'_2$ and $(\gamma'_1, \gamma'_2) \in \mathcal{R}$.

We say that γ_1 and γ_2 are weakly bisimilar, written $\gamma_1 \approx \gamma_2$, if there exists a weak bisimulation \mathcal{R} such that $(\gamma_1, \gamma_2) \in \mathcal{R}$. We write $P \approx Q$ iff $\langle P, \text{true} \rangle \approx \langle Q, \text{true} \rangle$.

To illustrate this definition consider the following example.

Example 5. Let $\gamma_1 = \langle \text{tell}(\text{true}), \text{true} \rangle$ and $\gamma_2 = \langle \text{ask}(c) \rightarrow \text{tell}(d), \text{true} \rangle$. We can show that $\gamma_1 \approx \gamma_2$ when $d \sqsubseteq c$. Intuitively, this corresponds to the fact that the implication $c \Rightarrow d$ is equivalent to true when c already entails d . The LTSs of γ_1 and γ_2 are the following: $\gamma_1 \rightarrow \langle \text{stop}, \text{true} \rangle$ and $\gamma_2 \xrightarrow{c} \langle \text{tell}(d), c \rangle \rightarrow \langle \text{stop}, c \rangle$. It is now easy to see that the symmetric closure of the relation

$$\mathcal{R} = \{(\gamma_2, \gamma_1), (\gamma_2, \langle \text{stop}, \text{true} \rangle), (\langle \text{tell}(d), c \rangle, \langle \text{stop}, c \rangle), (\langle \text{stop}, c \rangle, \langle \text{stop}, c \rangle)\}$$

is a weak bisimulation as in Definition 9. □

The following result from [2] states that weak bisimilarity coincides with weak saturated barbed bisimilarity (Definition 4).

Proposition 4 ([2]). $\approx_{sb} = \approx$.

We can now prove that \approx_{sb} is a congruence in $\text{ccp} \setminus +$.

Theorem 2. Let P and Q be $\text{ccp} \setminus +$ processes and assume that $P \approx_{sb} Q$. Then for every process context $C[\bullet]$ in $\text{ccp} \setminus +$ we have $C[P] \approx_{sb} C[Q]$.

Notice that this result implies that observational equivalence (\sim_o) is a congruence. Unfortunately the theorem above does not hold for ccp with nondeterministic choice, as shown next.

Theorem 3. There exists P', Q, R in ccp s.t. (a) $P' \approx_{sb} Q$ but (b) $P' \parallel R \not\approx_{sb} Q \parallel R$.

Proof. To prove this claim we let $P = (\text{ask}(\text{true}) \rightarrow \text{tell}(c)) + (\text{ask}(\text{true}) \rightarrow \text{tell}(d))$, $P' = P \parallel \text{tell}(e)$ and $Q = (\text{ask}(\text{true}) \rightarrow \text{tell}(c \sqcup e)) + (\text{ask}(\text{true}) \rightarrow \text{tell}(d \sqcup e))$ with $c \not\sqsubseteq d, c \not\sqsubseteq e, d \not\sqsubseteq c, d \not\sqsubseteq e, e \not\sqsubseteq c, e \not\sqsubseteq d$.

For (a) we can show that $\langle P', \text{true} \rangle \approx_{sb} \langle P, e \rangle \approx_{sb} \langle Q, \text{true} \rangle$. The first equation is trivial. For the second we define a relation on configurations \mathcal{R} . The set of pairs in \mathcal{R} are those linked in Figure 1. It can easily be verified that (the symmetric closure of) \mathcal{R} is a weak bisimulation (see Definition 9). The point (a) then follows from Proposition 4.

For proving the part (b) of the above claim, we let $R = (\text{ask}(e) \rightarrow \text{tell}(\alpha)) + (\text{ask}(e) \rightarrow \text{tell}(\beta))$. We shall prove that no weak bisimulation can contain the pair $(\langle P \parallel R, e \rangle, \langle Q \parallel R, \text{true} \rangle)$. The results then follows from Proposition 4 and the fact that $\langle P' \parallel R, \text{true} \rangle \approx_{sb} \langle P \parallel R, e \rangle$ which can be easily verified.

Consequently, let us assume that $\langle P \parallel R, e \rangle \rightarrow \langle P \parallel \text{tell}(\alpha), e \rangle$ by executing the left summand of R . By condition (ii) of weak bisimulation $\langle Q \parallel R, \text{true} \rangle$ must match the move. We have two cases:

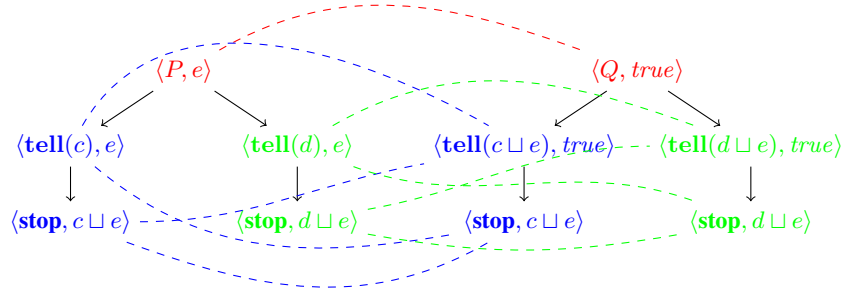


Fig. 1. Let $P = (\text{ask}(true) \rightarrow \text{tell}(c)) + (\text{ask}(true) \rightarrow \text{tell}(d))$ and $Q = (\text{ask}(true) \rightarrow \text{tell}(c \sqcup e)) + (\text{ask}(true) \rightarrow \text{tell}(d \sqcup e))$. The linked configurations are weakly bisimilar.

- $\langle Q \parallel R, true \rangle$ does not make a transition. And now let us suppose that $\langle Q \parallel R, true \rangle \xrightarrow{e} \langle Q \parallel \text{tell}(\beta), true \rangle$. This means that $\langle P \parallel \text{tell}(\alpha), e \rangle$ now has to match this transition. However $\langle Q \parallel \text{tell}(\beta), true \rangle \rightarrow \langle Q, \beta \rangle \Downarrow_{\beta}$ while $\langle P \parallel \text{tell}(\alpha), e \rangle \not\Downarrow_{\beta}$. Thus we cannot satisfy condition (i) of weak bisimulation.
- $\langle Q \parallel R, true \rangle$ makes a transition. To match the move it should also execute the left summand of R . However, since e is not the store of $\langle Q \parallel R, true \rangle$, Q must be executed first. and this means executing of one of summands in Q to be able to add e to the store. If the left summand of Q is executed, we get $\langle Q \parallel R, true \rangle \rightarrow^* \langle \text{tell}(\alpha), c \sqcup e \rangle$. In this case we could then take the move $\langle P \parallel \text{tell}(\alpha), e \rangle \rightarrow \langle \text{tell}(d) \parallel \text{tell}(\alpha), e \rangle$. But then $\langle \text{tell}(\alpha), c \sqcup e \rangle \Downarrow_c$ and notice that $\langle \text{tell}(d) \parallel \text{tell}(\alpha), e \rangle \not\Downarrow_c$, thus we cannot satisfy condition (i) of weak bisimulation. The case where the right summand of Q is executed is symmetric.

4 Weak full bisimilarity

In the previous section we showed that \approx (and \approx_{sb}) for the full ccp is not entirely satisfactory since it is not a congruence. By building on \approx , in this section we propose a new equivalence which we call *(weak) full bisimilarity*, written \approx_f . This new equivalence does not quantify over infinitely many process contexts in its definition yet we will show that is a congruence. Furthermore, we will also prove that adequacy of \approx_f by showing that it is the largest congruence included in \approx_{sb} .

4.1 More than weak barbs

The key to figure out the element missing in the definition of \approx_{sb} (Definition 4) lies in Figure 1. If we look at the configurations in the figure we can see that while $\langle P, e \rangle$ is able to *produce* a barb e without choosing between c and d , $\langle Q, true \rangle$ is not. The definition of \approx_{sb} tries to capture this in the condition (i), namely by checking that $\langle P, e \rangle \Downarrow_e$ then requiring that $\langle Q, true \rangle \Downarrow_e$. However, this condition does not capture the fact that in

order to produce e , $\langle Q, true \rangle$ may have to evolve into a configuration which can no longer produce some of the weak barbs $\langle Q, true \rangle$ can produce.⁷

Using this insight, we shall define a new notion of weak bisimilarity that changes condition (i) in \approx (Definition 9) in order to deal with the problem present in Figure 1. More concretely, condition (i) requires that whenever $\langle P, c \rangle \Downarrow_\alpha$ then $\langle Q, d \rangle \Downarrow_\alpha$, $\langle Q, d \rangle \longrightarrow^* \langle Q', d' \rangle \Downarrow_\alpha$ without imposing any condition between $\langle P, c \rangle$ and $\langle Q', d' \rangle$. This makes it possible that $\langle P, c \rangle \Downarrow_\beta$ and $\langle Q', d' \rangle$ does *not*: indeed, it might be the case that that $\langle Q, d \rangle \longrightarrow^* \langle Q'', d'' \rangle \Downarrow_\beta$ for some other branch $\langle Q'', d'' \rangle$. Hence $\langle P, c \rangle$ and $\langle Q, d \rangle$ would pass condition (i) as in Figure 1.

Weak full bisimilarity deals with this problem by adding a condition between $\langle P, c \rangle$ and $\langle Q', d' \rangle$, namely $\langle Q, d \rangle \Downarrow_{c'}$ has to hold by reaching a bisimilar configuration: $\langle P, c \rangle$ has to be weakly bisimilar $\langle Q', d' \rangle$.

Definition 10 (Weak Full Bisimilarity). *A weak full bisimulation is a symmetric relation \mathcal{R} on configurations s.t. whenever $(\gamma_1, \gamma_2) \in \mathcal{R}$ with $\gamma_1 = \langle P, c \rangle$ and $\gamma_2 = \langle Q, d \rangle$ implies that:*

- (i) *there is $\gamma'_2 = \langle Q', d' \rangle$ such that $\langle Q, d \rangle \longrightarrow^* \gamma'_2$ where $c \sqsubseteq d'$ and $(\gamma_1, \gamma'_2) \in \mathcal{R}$,*
- (ii) *if $\gamma_1 \xrightarrow{\alpha} \gamma'_1$ then there exists $\gamma'_2 = \langle Q', d' \rangle$ s.t. $\langle Q, d \sqcup \alpha \rangle \longrightarrow^* \gamma'_2$ where $c' \sqsubseteq d'$ and $(\gamma'_1, \gamma'_2) \in \mathcal{R}$.*

We say that γ_1 and γ_2 are weak fully bisimilar ($\gamma_1 \approx_f \gamma_2$) if there exists a weak full bisimulation \mathcal{R} s.t. $(\gamma_1, \gamma_2) \in \mathcal{R}$. We write $P \approx_f Q$ iff $\langle P, true \rangle \approx_f \langle Q, true \rangle$.

In the definition above, the first condition states that $\langle Q, d \rangle$ has to produce c by reaching a (weakly) bisimilar configuration. The second condition is the bisimulation game from \approx (Definition 9) plus a condition requiring the store c' to be matched too.

To better explain this notion consider again the counterexample to \approx from Figure 1.

Example 6. Let $\langle P, e \rangle, \langle Q, true \rangle$ as in Figure 1. Let us build a relation \mathcal{R} that is a weak full bisimulation where $(\langle P, e \rangle, \langle Q, true \rangle) \in \mathcal{R}$. By condition (i) in Definition 10 we need a $\gamma'_2 = \langle Q', d' \rangle$ s.t. $\langle Q, d \rangle \longrightarrow^* \gamma'_2$ and $e \sqsubseteq d'$ and $(\gamma_1, \gamma'_2) \in \mathcal{R}$. We have two options $Q' = \mathbf{stop}$ and $d' = c \sqcup e$ or $d' = d \sqcup e$.⁸ However, if we take $(\langle P, e \rangle, \langle \mathbf{stop}, c \sqcup e \rangle) \in \mathcal{R}$ we have that $\langle P, e \rangle \Downarrow_d$ while $\langle \mathbf{stop}, c \sqcup e \rangle \not\Downarrow_d$. A similar argument works for $\langle \mathbf{stop}, d \sqcup e \rangle$. Therefore, no weak full bisimulation may contain $(\langle P, e \rangle, \langle Q, true \rangle)$. Hence $\langle P, e \rangle \not\approx_f \langle Q, true \rangle$. \square

4.2 Congruence issues

We shall now prove that full bisimilarity is a congruence w.r.t all possible contexts in ccp. Namely, whenever γ and γ' are in \approx_f then they can be replaced for one another in any context.

Theorem 4. *Let P and Q be ccp processes and assume that $P \approx_f Q$. Then for every process context $C[\bullet]$ we have that $C[P] \approx_f C[Q]$.*

⁷ In the case of $\text{ccp} \setminus +$ this is not a concern given that in this fragment weak barbs are always preserved during evolution.

⁸ The cases for $Q' = \mathbf{tell}(c \sqcup e)$ or $Q' = \mathbf{tell}(d \sqcup e)$ with $d' = true$ are equivalent.

Proof. Here we consider the parallel case; the other cases are trivial or easier to verify. We shall prove that $\mathcal{R} = \{(\langle P \parallel R, c \rangle, \langle Q \parallel R, d \rangle) \mid \langle P, c \rangle \approx_f \langle Q, d \rangle\}$ is a weak full bisimulation as in Definition 10. To prove (i), since $\langle P, c \rangle \approx_f \langle Q, d \rangle$ we have that $\langle Q, d \rangle \longrightarrow^* \langle Q', d' \rangle$ where $c \sqsubseteq d'$ and $\langle Q', d' \rangle \approx \langle P, c \rangle$ **(1)**. Therefore by **R2** we get $\langle Q \parallel R, d \rangle \longrightarrow^* \langle Q' \parallel R, d' \rangle$ and by **(1)** we can conclude that $(\langle Q' \parallel R, d' \rangle, \langle P \parallel R, c \rangle) \in \mathcal{R}$. To prove (ii) let us assume that $\langle P \parallel R, c \rangle \xrightarrow{\alpha} \langle P_1, c_1 \rangle$. We proceed by induction (on the depth) of the inference of $\langle P \parallel R, c \rangle \xrightarrow{\alpha} \langle P_1, c' \rangle$. Using **LR2** (left), then $P_1 = (P' \parallel R)$ with $\langle P, c \rangle \xrightarrow{\alpha} \langle P', c' \rangle$ by a shorter inference. Since $\langle P, c \rangle \approx_f \langle Q, d \rangle$ then $\langle Q, d \sqcup \alpha \rangle \longrightarrow^* \langle Q', d' \rangle$ where $\langle P', c' \rangle \approx_f \langle Q', d' \rangle$ and $c' \sqsubseteq d'$ **(3)**. By **R2** we have $\langle Q \parallel R, d \sqcup \alpha \rangle \longrightarrow^* \langle Q' \parallel R, d' \rangle$ and from **(3)** we can conclude that $(\langle P' \parallel R, c' \rangle, \langle Q' \parallel R, d' \rangle) \in \mathcal{R}$. Using **LR2** (right), then $P_1 = (P \parallel R')$ and $c' = (c \sqcup \alpha \sqcup e)$ with $\langle R, c \rangle \xrightarrow{\alpha} \langle R', c' \rangle$ by a shorter inference. From **(1)** we know that $\langle Q, d \rangle \longrightarrow^* \langle Q', d' \rangle$ where $c \sqsubseteq d'$ and $\langle Q', d' \rangle \approx \langle P, c \rangle$. Hence $\langle Q \parallel R, d \sqcup \alpha \rangle \longrightarrow^* \langle Q' \parallel R, d' \sqcup \alpha \rangle$. Now since $c \sqsubseteq d'$ then by monotonicity $\langle R, d' \sqcup \alpha \rangle \longrightarrow \langle R, d'' \rangle$ where $d'' = d' \sqcup \alpha \sqcup e$. Therefore by **R2** we get $\langle Q \parallel R, d \sqcup \alpha \rangle \longrightarrow^* \langle Q' \parallel R', d'' \rangle$ and from **(1)** and monotonicity $\langle P, c' \rangle = \langle P, c \sqcup \alpha \sqcup e \rangle \approx \langle Q', d' \sqcup \alpha \sqcup e \rangle = \langle Q', d'' \rangle$. Using this we can conclude that $(\langle P \parallel R', c' \rangle, \langle Q' \parallel R', d'' \rangle) \in \mathcal{R}$.

Note that \approx_f is more distinguishing than \approx and the result above shows that this level of granularity is needed to obtain a weak bisimilarity that is a congruence for ccp.

4.3 Relation with observational equivalence

In section 3.1 we described the relation between weak (saturated) bisimilarity (\approx_{sb} , Definition 4) and the standard observational equivalence (\sim_o , Definition 8) for ccp. Concretely, we know that, in $\text{ccp}\setminus+$, \approx_{sb} coincides with \sim_o , while for the full ccp \approx_{sb} implies \sim_o but the converse does not hold. In this section we shall see the relation between weak full bisimilarity (\approx_f , Definition 10) and \sim_o . We shall prove that \approx_f coincides with \sim_o in $\text{ccp}\setminus+$ by proving that \approx_f corresponds to \approx_{sb} in the choice-free fragment of ccp. Furthermore, for the full language of ccp, we shall prove that \approx_f implies \sim_o again by showing that \approx_f implies \approx_{sb} in ccp.

Let us start by showing that \approx_f and \approx coincide in $\text{ccp}\setminus+$. This theorem strongly relies on the confluent nature of $\text{ccp}\setminus+$ (Proposition 1).

Theorem 5. *Let $\gamma, \gamma' \in \text{Conf}_{\text{ccp}\setminus+}$, $\gamma \approx_f \gamma'$ iff $\gamma \approx \gamma'$.*

The corollary below follows from Proposition 3 and 4, and Theorem 5.

Corollary 1. *Let P and Q be $\text{ccp}\setminus+$ processes. Then $P \approx_f Q$ iff $P \sim_o Q$.*

We shall now prove that \approx_f implies \sim_o for the full ccp. In order to do this we first prove that \approx_f implies \approx_{sb} .

Theorem 6. *If $\gamma \approx_f \gamma'$ then $\gamma \approx \gamma'$.*

The corollary below follows from Theorem 1 and 6, and Proposition 4.

Corollary 2. *If $P \approx_f Q$ then $P \sim_o Q$.*

The above statement allows us to use the co-inductive techniques of full bisimulation to prove observational equivalence.

Language	Relation among equivalences	Congruence w.r.t.	
		$C[\bullet]$	$C[\bullet]\backslash+$
$\text{ccp}\backslash+$	$\dot{\approx} = \approx_f = \tilde{\approx} = \tilde{\approx}_{sb} = \sim_o$	N/A	$\dot{\approx}, \approx_f, \tilde{\approx}, \tilde{\approx}_{sb}, \sim_o$
ccp	$\dot{\approx} = \approx_f \subseteq \tilde{\approx} = \tilde{\approx}_{sb} \subseteq \sim_o$	$\dot{\approx}, \approx_f$	$\dot{\approx}, \approx_f, \tilde{\approx}, \tilde{\approx}_{sb}$

Table 3. Summary of the contributions. Recall that $\tilde{\approx}_{sb}$ stands for the weak saturated barbed bisimilarity (Definition 4), \sim_o is the standard observational equivalence (Definition 8), $\tilde{\approx}$ represents weak bisimilarity (Definition 9), \approx_f is the notion of weak full bisimilarity proposed in this paper (Definition 10) and $\dot{\approx}$ stands for the behavioral congruence (Definition 11). $C[\bullet]\backslash+$ stands for the contexts where the summation operator does not occur, while $C[\bullet]$ represents any possible context, hence the summation operator may occur in $C[\bullet]$. For this reason we put N/A (Not Applicable) in the row corresponding to $\text{ccp}\backslash+$. Notice that the correspondence $\tilde{\approx} = \tilde{\approx}_{sb} = \sim_o$ comes from [2].

4.4 Behavioral congruence

Finally, we prove that \approx_f is the largest congruence included in $\tilde{\approx}$ by showing that it coincides with the congruence $\dot{\approx}$ defined next.

Definition 11 (Behavioral Congruence). *We say that P is behaviorally congruent to Q , denoted $P \dot{\approx} Q$, iff for every process context $C[\bullet]$ we have $C[P] \tilde{\approx} C[Q]$. We use $\langle P, e \rangle \dot{\approx} \langle Q, d \rangle$ to denote $(P \parallel \mathbf{tell}(e)) \tilde{\approx} (Q \parallel \mathbf{tell}(d))$.*

We now state that \approx_f coincides with $\dot{\approx}$ for ccp with nondeterministic choice.

Theorem 7. $\langle P, e \rangle \approx_f \langle Q, d \rangle$ iff $\langle P, e \rangle \dot{\approx} \langle Q, d \rangle$.

5 Conclusions and Related Work

In this paper we showed that the weak saturated barbed bisimilarity ($\tilde{\approx}_{sb}$) proposed in [2] is not a congruence for ccp . Nevertheless, we also showed that the upward closure, i.e. condition (iii), is enough to make $\tilde{\approx}_{sb}$ a congruence in the choice-free fragment ($\text{ccp}\backslash+$). We then proposed a new notion of bisimilarity, called weak full bisimilarity (\approx_f), and we proved that it is a congruence for the full ccp despite the fact that \approx_f does not require any quantification over a (potentially) infinite number of contexts in its definition. Furthermore, we showed that \approx_f implies the standard observational equivalence (\sim_o) for ccp from [26]. Finally we demonstrated that \approx_f is not too restrictive by showing that it is the largest congruence included in $\tilde{\approx}_{sb}$. See Table 3 for a summary of the contributions of this paper. This is the first weak behavioral ccp congruence for ccp with nondeterministic choice that does not require implicit quantification over all contexts.

Most of the related work has already been discussed in the introduction (Section 1). There has been other attempts for finding a good notion of bisimilarity for ccp such as [25] and [16]. In [25] the authors propose a ccp bisimilarity that requires processes to

match the exact label in the bisimulation game, a condition which is standard in process calculi realm, however this notion is known to be too distinguishing for ccp as shown in [2]. As for [16], their notion of (strong) bisimilarity resembles to the saturated barbed bisimilarity from [2] and, although they do not give a notion of weak bisimilarity, the results in this paper can be related directly.

We plan to adapt the algorithms from [3,23] to verify \approx_f . We conjecture that the decision procedure for \approx_{sb} can be exploited to check \approx_f by modifying the way the (weak) barbs are considered. Furthermore, in this paper we obtained a notion of weak bisimilarity that is a congruence even if we do not consider a label for observing the tell actions. Since ccp is an asynchronous language, not observing the tell follows the philosophy of considering as labels the minimal information needed to proceed, namely a tell process does not need a stimulus from the environment to post its information in the store. Following the same reasoning, we plan to investigate whether it is possible to define a labeled semantics for the asynchronous π -calculus ($A\pi$) [18,24] with a τ label for the output transitions, instead of a co-action, and we shall check if a notion of bisimilarity similar to ours would also be a congruence.

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