

**Exercise 8-1**

**Bisimilarity**

Show that

$$(P|[\{a\}]|Q) \parallel [\emptyset] \parallel (P|[\{a\}]|Q) \not\sim (P|[\emptyset]|P) \parallel [\{a\}] \parallel (Q|[\emptyset]|Q),$$

where  $P \stackrel{\text{def}}{=} b.P'$ ,  $P' \stackrel{\text{def}}{=} a.P$ ,  $Q \stackrel{\text{def}}{=} c.Q'$  and  $Q' \stackrel{\text{def}}{=} a.Q$ . (You may write  $\parallel_L$  instead of  $\parallel [L]$  and  $\parallel$  instead of  $\parallel [\emptyset]$ , if you like.)

**Solution:**

- A:  $(P \parallel_{\{a\}} Q) \parallel (P \parallel_{\{a\}} Q) \xrightarrow{b} (P' \parallel_{\{a\}} Q) \parallel (P \parallel_{\{a\}} Q)$
- Case 1) D:  $(P \parallel P) \parallel_{\{a\}} (Q \parallel Q) \xrightarrow{b} (P' \parallel P) \parallel_{\{a\}} (Q \parallel Q)$
- Case 2) D:  $(P \parallel P) \parallel_{\{a\}} (Q \parallel Q) \xrightarrow{b} (P \parallel P') \parallel_{\{a\}} (Q \parallel Q)$

Without loss of generality, we may assume that we are in the case 1). Then we continue with

- A:  $(P' \parallel_{\{a\}} Q) \parallel (P \parallel_{\{a\}} Q) \xrightarrow{c} (P' \parallel_{\{a\}} Q) \parallel (P \parallel_{\{a\}} Q')$
- Case 1.1) D:  $(P' \parallel P) \parallel_{\{a\}} (Q \parallel Q) \xrightarrow{c} (P' \parallel P) \parallel_{\{a\}} (Q' \parallel Q)$
- Case 1.2) D:  $(P' \parallel P) \parallel_{\{a\}} (Q \parallel Q) \xrightarrow{c} (P' \parallel P) \parallel_{\{a\}} (Q \parallel Q')$

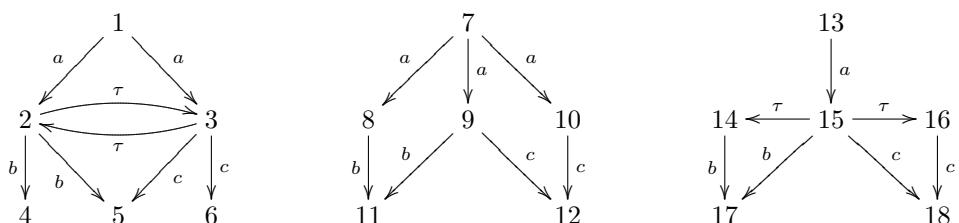
Without loss of generality, we may assume that we are in the case 1.2). Then we continue with

- A:  $(P' \parallel P) \parallel \{a\}(Q' \parallel Q) \xrightarrow{a} (P \parallel P) \parallel_{\{a\}} (Q \parallel Q)$
- D:  $(P' \parallel_{\{a\}} Q) \parallel (P \parallel_{\{a\}} Q') \xrightarrow{a} \emptyset$

**Exercise 8-2**

**Weak Bisimilarity**

Given the following LTS.



Prove the following assertions via the bisimilarity game. Use the notation from the solution of 5-3 c).

**Solution:** Note: The defender can insert arbitrarily many  $\tau$  into its move. If the attack is a  $\tau$ , it can answer with the empty transition (staying in the current state). These possibilities all have to be checked for the game to be valid. The attack still only consists of a single action ( $\tau$  or otherwise).

- a)  $1 \not\sim 7$

**Solution:**

(1, 7) Attacker  $7 \xrightarrow{a} 10$ .

1. Defender 1  $\xrightarrow{a\tau^n}$  3.  
 $(3, 10)$  Attacker 3  $\xrightarrow{\tau} 2$ .
  - Defender 10  $\Rightarrow 10$ .  
 $(2, 10)$  Attacker 2  $\xrightarrow{b} 4$ .  $\nsubseteq$
2. Defender 1  $\xrightarrow{a\tau^n}$  2.  
 $(2, 10)$  Attacker 2  $\xrightarrow{b} 4$ .  $\nsubseteq$

b)  $1 \not\approx 13$

**Solution:**

$(1, 13)$  Attacker 13  $\xrightarrow{a} 15$ .

1. Defender 1  $\xrightarrow{a\tau^n}$  3.  
 $(3, 15)$  Attacker 15  $\xrightarrow{\tau} 16$ .
  - Defender 3  $\xrightarrow{\tau^{2n}}$  3.  
 $(3, 16)$  Attacker 3  $\xrightarrow{\tau} 2$ .
    - Defender 16  $\Rightarrow 16$ .  
 $(2, 16)$  Attacker 2  $\xrightarrow{b} 4$ .  $\nsubseteq$
  - Defender 3  $\xrightarrow{\tau^{1+2n}}$  2.  
 $(2, 16)$  Attacker 2  $\xrightarrow{b} 4$ .  $\nsubseteq$
2. Defender 1  $\xrightarrow{a\tau^n}$  2.  
 Analog zu (1)

c)  $7 \not\approx 13$

**Solution:**

$(7, 13)$  Attacker 13  $\xrightarrow{a} 15$ .

- Defender 7  $\xrightarrow{a} 8$ .  
 $(8, 15)$  Attacker 15  $\xrightarrow{c} 18$ .  $\nsubseteq$
- Defender 7  $\xrightarrow{a} 9$ .  
 $(9, 15)$  Attacker 15  $\xrightarrow{\tau} 16$ .
  - Defender 9  $\Rightarrow 9$ .  
 $(9, 16)$  Attacker 9  $\xrightarrow{b} 11$ .  $\nsubseteq$
- Defender 7  $\xrightarrow{a} 10$ .  
 $(10, 15)$  Attacker 15  $\xrightarrow{b} 17$ .  $\nsubseteq$