

FOPPS Lectures: Probabilistic Bisimulation Metrics and Their Applications to Representation Learning

Lecture 1: The logical characterization of bisimulation

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- Logical characterization.

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- Quantitative equational logic [LICS 2016, 2017, 2018, 2021, CALCO 2021]
- Diffusion and continuous-time processes [MFPS 2019, 2020]

Collaborators

Giorgio Bacci, Philippe Chaput, Linan Chen, Florence Clerc, Vincent Danos, Josée Desharnais, Abbas Edalat, Norm Ferns, Nathanaël Fijalkow, Robert Furber, Vineet Gupta, Radha Jagadeesan, Bartek Klin, Dexter Kozen, Kim Larsen, François Laviolette, Radu Mardare, Gordon Plotkin and Doina Precup.

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- a set of *labels* or *actions*, L or \mathcal{A} and
- a transition relation $\subseteq S \times \mathcal{A} \times S$, usually written

$$\rightarrow_a \subseteq S \times S.$$

The transitions could be indeterminate (nondeterministic).

- A *discrete-time* Markov chain is a finite set S (the state space) together with a transition probability function $T : S \times S \rightarrow [0, 1]$.

Markov Chains

- A *discrete-time* Markov chain is a finite set S (the state space) together with a transition probability function $T : S \times S \rightarrow [0, 1]$.
- The key property is that the transition probability from s to s' only depends on s and s' and not on the past history of how it got there. This is what allows the probabilistic data to be given as a single matrix T .

Discrete probabilistic transition systems

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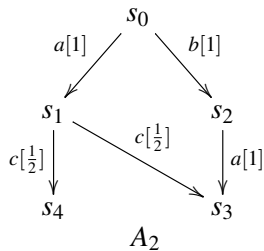
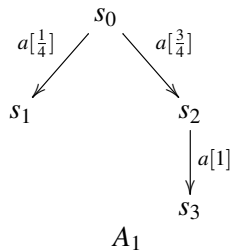
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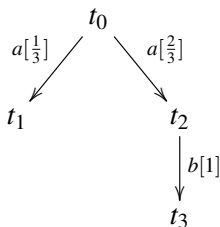
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- The model is *reactive*: All probabilistic data is *internal* - no probabilities associated with environment behaviour.

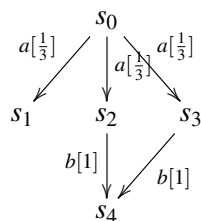
Examples of PTSs



- Consider



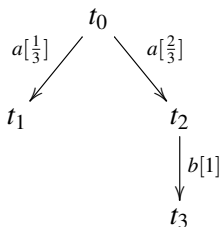
P_1



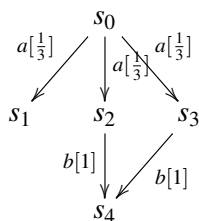
P_2

Bisimulation for PTS: Larsen and Skou

- Consider



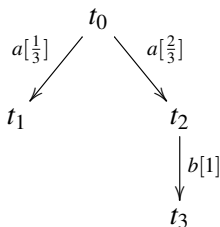
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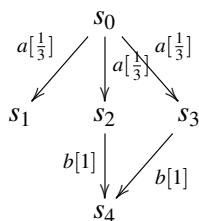
P_2

- Should s_0 and t_0 be bisimilar?

- Consider



P_1



P_2

- Should s_0 and t_0 be bisimilar?
- Yes, but we need to add the probabilities.

The Official Definition

- Let $\mathcal{S} = (S, L, T_a)$ be a PTS. An equivalence relation R on S is a **bisimulation** if whenever sRs' , with $s, s' \in S$, we have that for all $a \in \mathcal{A}$ and every R -equivalence class, A , $T_a(s, A) = T_a(s', A)$.

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- The notation $T_a(s, A)$ means “the probability of starting from s and jumping to a state in the set A .”
- Two states are bisimilar if there is some bisimulation relation R relating them.

What are labelled Markov processes?

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- All probabilistic data is *internal* - no probabilities associated with environment behaviour.
- We observe the interactions - not the internal states.
- **In general, the state space of a labelled Markov process may be a *continuum*.**

The Need for Measure Theory

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- More precisely, there is no non-trivial translation-invariant measure defined on all the subsets of the reals.

- A *stochastic kernel* (Markov kernel) is a function $h : S \times \Sigma \rightarrow [0, 1]$ with (a) $h(s, \cdot) : \Sigma \rightarrow [0, 1]$ a (sub)probability measure and (b) $h(\cdot, A) : S \rightarrow [0, 1]$ a measurable function.

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- They are the Kleisli arrows of a monad: the Giry monad.

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- $\forall s : S. \lambda A : \Sigma. \tau_\alpha(s, A)$ is a subprobability measure
and
 $\forall A : \Sigma. \lambda s : S. \tau_\alpha(s, A)$ is a measurable function.

Desharnais et al.

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Two states are bisimilar if they are related by a bisimulation relation.

A game for bisimulation

- Two players: spoiler (S) and duplicator (D).

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- A player loses when he or she cannot make a move. Note that if C is all of the state space, duplicator loses. Duplicator wins if she can play forever.
- We prove that x is bisimilar to y iff Duplicator has a winning strategy starting from (x, y) .



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Logical Characterization



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- We say $s \models \langle a \rangle_q \phi$ iff

$$\exists A \in \Sigma. (\forall s' \in A. s' \models \phi) \wedge (\tau_a(s, A) > q).$$



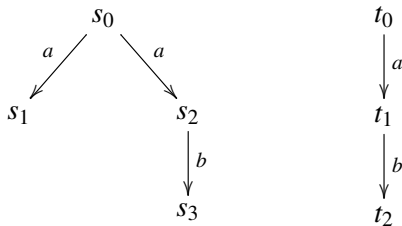
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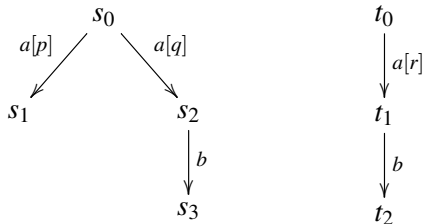
- Two systems are bisimilar iff they obey the same formulas of \mathcal{L} .
[DEP 1998 LICS, I and C 2002]

That cannot be right?



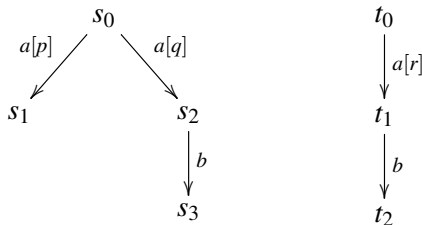
Two processes that cannot be distinguished without negation.
The formula that distinguishes them is $\langle a \rangle (\neg \langle b \rangle \top)$.

But it is!



We add probabilities to the transitions.

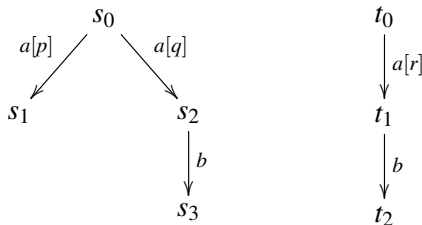
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- If $p + q < r$ or $p + q > r$ we can easily distinguish them.
- If $p + q = r$ and $p > 0$ then $q < r$ so $\langle a \rangle r \langle b \rangle 1 \top$ distinguishes them.

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- Use Dynkin's lemma to show that we get a well defined measure on the σ -algebra generated by such sets and the above equality holds.
- Use special properties of analytic spaces to show that this σ -algebra is the same as the original σ -algebra.

Simulation

Let $\mathcal{S} = (\mathcal{S}, \Sigma, \tau)$ be a labelled Markov process. A preorder R on \mathcal{S} is a **simulation** if whenever sRs' , we have that for all $a \in \mathcal{A}$ and every R -closed measurable set $A \in \Sigma$, $\tau_a(s, A) \leq \tau_a(s', A)$. We say s is simulated by s' if sRs' for some simulation relation R .

Logic for simulation?

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Logic for simulation?

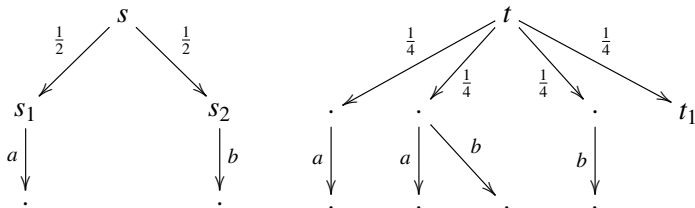
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Logic for simulation?

- The logic used in the characterization has no negation, not even a limited negative construct.
- One can show that if s simulates s' then s satisfies all the formulas of \mathcal{L} that s' satisfies.
- What about the converse?

Counter example!

In the following picture, t satisfies all formulas of \mathcal{L} that s satisfies but t does not simulate s .



All transitions from s and t are labelled by a .

Counter example (contd.)

- A formula of \mathcal{L} that is satisfied by t but not by s .

$$\langle a \rangle_0 (\langle a \rangle_0 \top \wedge \langle b \rangle_0 \top).$$

Counter example (contd.)

- A formula of \mathcal{L} that is satisfied by t but not by s .

$$\langle a \rangle_0 (\langle a \rangle_0 \top \wedge \langle b \rangle_0 \top).$$

- A formula with disjunction that is satisfied by s but not by t :

$$\langle a \rangle_{\frac{3}{4}} (\langle a \rangle_0 \top \vee \langle b \rangle_0 \top).$$

A logical characterization for simulation

- The logic \mathcal{L} does **not** characterize simulation. One needs disjunction.

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An **LMP** s_1 simulates s_2 if and only if for every formula ϕ of \mathcal{L}_\vee we have

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- New development (2017 ICALP) we can prove logical characterization for simulation and bisimulation in almost the same way.

Digression on Analytic Spaces

- An analytic set A is the image of a Polish space X (or a Borel subset of X) under a continuous (or measurable) function $f : X \rightarrow Y$, where Y is Polish. If (S, Σ) is a measurable space where S is an analytic set in some ambient topological space and Σ is the Borel σ -algebra on S .

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- Analytic sets do not form a σ -algebra but they are in the completion of the Borel algebra under **any** measure. [Universally measurable.]

Amazing Facts about Analytic Spaces

- Given A an analytic space and \sim an equivalence relation such that there is a *countable* family of real-valued measurable functions $f_i : S \rightarrow \mathbf{R}$ such that

$$\forall s, s' \in S. s \sim s' \iff \forall f_i. f_i(s) = f_i(s')$$

then the quotient space (Q, Ω) - where $Q = S / \sim$ and Ω is the finest σ -algebra making the canonical surjection $q : S \rightarrow Q$ measurable - is also analytic.

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- If an analytic space (S, Σ) has a sub- σ -algebra Σ_0 of Σ which separates points and is countably generated then Σ_0 is Σ ! The Unique Structure Theorem (UST).

Some more measure theory

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- A π -system is a family of sets closed under finite intersections.
- A λ -system is a family of sets closed under complements and countable *disjoint* unions.
- $\lambda - \pi$ theorem: If Π is a π -system and Λ is a λ -system and $\Pi \subset \Lambda$ then $\sigma(\Pi) \subset \Lambda$.

Some more measure theory

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- Corollary: If two measures agree on the sets of a π -system then they agree on the generated σ -algebra.

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- Let $\delta = \tau_a(x, \cdot)$ and $\gamma = \tau_a(y, \cdot)$.
- If $\delta(S) > \gamma(S)$ then choose *rational* q such that $\delta(S) > q > \gamma(S)$.
Now $x \models \langle a \rangle_q \top$ and $y \not\models \langle a \rangle_q \top$.

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- Duplicator chooses $x' \in C$ and $y' \notin C$ and claims that $x' \preceq y'$.
- $x \preceq y$ iff Duplicator has a winning strategy starting from x, y .

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Positive theorems

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- With these in place the proof of the logical characterization of simulation follows the same pattern.

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- We heavily use topological ideas in this proof.

What is next?

Metrics!