

# Fundamentals of Reactive Systems

## Preliminaries

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# Set Notation

$A \subseteq B$  every element of  $A$  is in  $B$

$A \subset B$  if  $A \subseteq B$  and there is one element of  $B$  not in  $A$

$A \subseteq B$  and  $B \subseteq A$  implies  $A = B$

$A \cup B = \{x \mid x \in A \text{ or } x \in B\}$   $(\bigcup_{i \in I} A_i)$

$A \cap B = \{x \mid x \in A \text{ and } x \in B\}$   $(\bigcap_{i \in I} A_i)$

$A \setminus B = \{x \mid x \in A \text{ and } x \notin B\}$

$A \times B = \{(a, b) \mid a \in A \text{ and } b \in B\}$  *ordered pairs*  $(\times_{i=1}^n A_i)$

$2^A = \{X \mid X \subseteq A\}$  *powerset*

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# Relations

$R \subseteq A \times B$  is a relation on sets  $A$  and  $B$

$(R \subseteq \times_{i=1}^n A_i)$

$(a, b) \in R \equiv R(a, b) \equiv aRb$  notation

$Id_A = \{(a, a) \mid a \in A\}$  (identity)

$R^{-1} = \{(y, x) \mid (x, y) \in R\} \subseteq B \times A$  (inverse)

$R_1 \cdot R_2 = \{(x, z) \mid \exists y \in B. (x, y) \in R_1 \wedge (y, z) \in R_2\} \subseteq A \times C$  (composition)

Some basic constructions:

$$\begin{aligned} R^0 &= Id_A \\ R^{n+1} &= R \cdot R^n \\ R^* &= \bigcup_{n \geq 0} R^n \\ R^+ &= \bigcup_{n \geq 1} R^n \end{aligned}$$

Note that:  $R^1 = R \cdot R^0 = R$ ,  $R^* = Id_A \cup R^+$  and

$R^+ = \{(x, y) \mid \exists n, \exists x_1, \dots, x_n \text{ with } x_i R x_{i+1} (1 \leq i \leq n-1), x_1 = x, x_n = y\}$

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# Properties of Relations

## Binary Relations

A binary relation  $R \subseteq A \times A$  is (same set  $A$ )

*reflexive:* if  $\forall x \in A, (x, x) \in R,$

*symmetric:* if  $\forall x, y \in A, (x, y) \in R \Rightarrow (y, x) \in R,$

*antisymmetric:* if  $\forall x, y \in A, (x, y) \in R \wedge (y, x) \in R \Rightarrow x = y;$

*transitive:* if  $\forall x, y, z \in A, (x, y) \in R \wedge (y, z) \in R \Rightarrow (x, z) \in R$

## Closure of Relations

$S = R \cup Id_A$  the reflexive closure of  $R$

$S = R \cup R^{-1}$  the symmetric closure of  $R$

$S = R^+$  the transitive closure of  $R$

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# Special Relations

A relation  $R$  is

- an **order** if it is reflexive, antisymmetric and transitive
- an **equivalence** if it is reflexive, symmetric and transitive
- a **preorder** if it is reflexive and transitive

Examples

- **orders**: less-than-or-equal-to ( $\leq$ ) on  $\mathbb{R}$ , set inclusion ( $\subseteq$ ), ...
- **equivalences**: equal-to ( $=$ ) on  $\mathbb{R}$ , congruent-mod- $n$ , ...
- **preorders**: reachability in directed graphs, some subtyping, ...

Kernel relation

- Given a preorder  $R$  its kernel, defined as  $K = R \cap R^{-1}$ , is an equivalence relation

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## Equivalence Classes and Quotient Set

Examples of **equivalence relations**:  $R \subseteq A \times A$  (reflexive, symmetric, transitive)

Example:  $R = \{(x, y) \in \mathbb{N} \times \mathbb{N} \mid (x \equiv y) \pmod{3}\}$

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$[0] = \{0, 3, 6, 9, \dots\}$

*equivalence classes:*

$[1] = \{1, 4, 7, 10, \dots\}$

- have a representative

$[2] = \{2, 5, 8, 11, \dots\}$

- are disjoint

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An **equivalence class** is a subset  $C$  of  $A$  such that

$x, y \in C \Rightarrow (x, y) \in R$  *consistent* and

$x \in C \wedge (x, y) \in R \Rightarrow y \in C$  *saturated*

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The **quotient set**  $Q_A^R$  of  $A$  modulo  $R$   
is the set of equivalence classes induced by  $R$  on  $A$

is a partition of  $A$

Example:  $R = \{(x, y) \in \mathbb{N} \times \mathbb{N} \mid (x \equiv y) \pmod{3}\}$   
 $Q_{\mathbb{N}}^R = \{[0], [1], [2]\}$

# Functions

## Partial Functions

A *partial function* is a relation  $f \subseteq A \times B$  such that

$$\forall x, y, z. (x, y) \in f \wedge (x, z) \in f \Rightarrow y = z$$

We denote partial function by  $f : A \rightarrow B$

## Total Functions

A (total) *function* is a partial function  $f : A \rightarrow B$  such that

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Functions (total or partial) can be *monotone*, *continuous*, *injective*, *surjective*, *bijjective*, *invertible*...

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# Induction Principle

## Mathematical Induction

To prove that  $P(n)$  holds for every natural number  $n \in \mathbb{N}$ , prove

- 1  $P(0)$
- 2 for any  $k \in \mathbb{N}$ ,  $P(k)$  implies  $P(k + 1)$

Example: Show that  $sum(n) = \sum_{i=1}^n i = \frac{n(n+1)}{2}$  for every  $n \in \mathbb{N}$

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(1)  $sum(0) = \frac{0(0+1)}{2} = 0$

*base case*

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(1)  $sum(0) = \frac{0(0+1)}{2} = 0$  *base case*

(2) to show:  $\sum_{i=1}^n i = \frac{n(n+1)}{2}$  implies  $\sum_{i=1}^{n+1} i = \frac{(n+1)(n+2)}{2}$

assume  $sum(n) = \frac{n(n+1)}{2}$ , for a generic  $n$

$sum(n + 1) = sum(n) + (n + 1) =$  *properties of summation*

$= \frac{n(n+1)}{2} + (n + 1)$  *inductive hypothesis*

$= \frac{(n+1)(n+2)}{2}$  *qed*

# Playful digression

## Some “advanced” proof methods

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- 2 **Proof by general agreement:** All in favor?
- 3 **Proof by majority:** When general agreement fails
- 4 **Proof by plausibility:** It sounds good
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# Inductively Defined Sets

**basis:** the set  $I$  of initial elements of  $S$

**induction:** rules  $R$  for constructing elements in  $S$  from elements in  $S$

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## Natural numbers

$I = \{0\}$ ,  $R_1$ : if  $X \in S$  then  $s(X) \in S$

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## Structural Induction

Let us consider a set  $S$  inductively defined by a set  $C = \{c_1, \dots, c_n\}$  of constructors of arity  $\{a_1, \dots, a_n\}$  with

- $I = \{c_i() \mid a_i = 0\}$
- $R_i$ : if  $X_1, \dots, X_{a_i} \in S$  then  $c_i(X_1, \dots, X_{a_i}) \in S$

To prove that  $P(x)$  holds for every  $x \in S$ , it is sufficient to prove that

- for every constructor  $c_k \in C$  and
- for every  $s_1, \dots, s_k \in S$ , where  $k$  is the arity of  $c_k$

$$P(s_1), \dots, P(s_k) \implies P(c_k(s_1, \dots, s_k))$$

Notice that the base case is the one dealing with **constructors of arity 0** i.e. with **constants**

## Structural Induction: example

Prove that  $sum(\ell) \leq max(\ell) * len(\ell)$ , for every  $\ell \in Lists(\mathbb{N})$

where

- $sum(\ell)$  is the sum of the elements in the list  $\ell$
- $max(\ell)$  is the greatest element in  $\ell$  (with  $max([]) = 0$ )
- $len(\ell)$  is the number of elements in  $\ell$

## Structural Induction: example

**Exercise:** prove  $sum(\ell) \leq max(\ell) * len(\ell)$ , for every  $\ell \in Lists(\mathbb{N})$

$$sum([]) = 0$$

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$$sum([n|X]) = n + sum(X) \quad len([n|X]) = 1 + len(X)$$

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(b)  $n + sum(\ell) \leq max(\ell) + max(\ell) * len(\ell)$  if  $n < max(\ell)$  *applying definitions*

$$A \leq B \text{ and } C \leq D \text{ imply } A + C \leq B + D \quad \text{QED}$$

# Inference Systems

①  $I$  can be written as  $\frac{}{t}$  (for any  $t \in I$ )

②  $R_i$  can be written as  $\frac{p_1 \cdots p_n}{q}$

Meaning:  $\vdash t$  and if  $\vdash p_1, \dots, \vdash p_n$  then  $\vdash q$

Example: rational numbers  $\mathbb{Q}$

$$\frac{}{0 \in N} \quad \frac{}{1 \in D} \quad \frac{k \in N}{k+1 \in N} \quad \frac{k \in D}{k+1 \in D} \quad \frac{k \in N, h \in D}{k/h \in \mathbb{Q}}$$

A derivation:

$$\frac{\frac{0 \in N}{1 \in N} \quad \frac{1 \in D}{2 \in D}}{1/2 \in \mathbb{Q}}$$

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## More on Inductively Defined Sets

- $S_{I,R} = \{x \mid \vdash x\}$       *the set of all **finitely** derivable elements*
- $R(X) = \{y \mid \frac{x_1 \cdots x_n}{y} \text{ and } x_1, \dots, x_n \in X\}$       *one step derivation*

$X$  is **closed** under  $R$  if  $R(X) \subseteq X$       *called a (pre-)fixed point*

$R$  is **monotonic** if  $A \subseteq B \Rightarrow R(A) \subseteq R(B)$

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# Languages

## Strings over an alphabet

Let  $\Gamma$  be an alphabet (a finite nonempty set of symbols).

The set  $Strings(\Gamma)$  is inductively defined as follows:

- $I = \Gamma \cup \{\varepsilon\}$ ,
- $R_1$ : if  $x, y \in Strings(\Gamma)$  then  $xy \in Strings(\Gamma)$
- $xy$  is the concatenation of the strings  $x$  and  $y$  ( $\varepsilon x = x\varepsilon = x$ )
- Notation:  $\Gamma^* = Strings(\Gamma)$  (star closure of an alphabet)

## An example

$\Gamma = \{a, b\}$ ,  $Strings(\Gamma) = \{\varepsilon, a, b, aa, ab, ba, bb, aaa, \dots\}$

## Languages

- A language on  $\Gamma$  is any subset  $L \subseteq \Gamma^*$
- They can be defined inductively through formal grammars

# Languages

## Strings over an alphabet

Let  $\Gamma$  be an alphabet (a finite nonempty set of symbols).

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# Grammars

A **grammar** is a 4-tuple  $G = \langle T, NT, S, P \rangle$  where

- 1 **terminals**  $T$
- 2 **nonterminals**  $NT$  ( $T \cap NT = \emptyset$ )
- 3 **start symbol**  $S \in NT$
- 4 **productions**  $P \subseteq (T \cup NT)^* \times (T \cup NT)^*$   
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$(u, v_1), (u, v_2), \dots, (u, v_n) \in P$  also written as

$$u \rightarrow v_1 \mid v_2 \mid \dots \mid v_n$$

or

$$u ::= v_1 \mid v_2 \mid \dots \mid v_n$$

*Backus-Naur Normal Form (BNF)*

## Grammars – derivation relation

$$G = \langle T, N, S, P \rangle$$

$$\frac{s = lur \quad t = lvr \quad u \rightarrow v}{s \Rightarrow t} \quad \text{for any production } u \rightarrow v \text{ in } P$$

$\Rightarrow^*$  is the reflexive and transitive closure of  $\Rightarrow$

### Grammars and Languages

The language generated by  $G$  is the following set of string of terminal symbols

$$L(G) = \{w \in T^* \mid S \Rightarrow^* w\}$$

## Grammars – example

$T = \{a, b, c\}$      $NT = \{S, B\}$     start symbol:  $S$

$S \rightarrow aBSc \mid abc$      $Ba \rightarrow aB$      $Bb \rightarrow bb$

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$L(G) = \{a^n b^n c^n \mid n \geq 1\}$

## Abstract and Concrete Syntax

When providing the syntax of programming languages we need to worry about precedence of operators or grouping of statements to distinguish, e.g., between:

$$(3 + 4) * 5 \quad \text{and} \quad 3 + (4 * 5),$$

$$\text{while } p \text{ do } (c_1; c_2) \quad \text{and} \quad (\text{while } p \text{ do } c_1); c_2$$

Thus, e.g., for arithmetic expressions we have grammars with parenthesis:

$$E ::= n \mid (E) \mid E + E \mid E - E \mid E * E \mid E / E$$

or more elaborate grammars specifying the precedence of operators (like the next one ...)

## Abstract and Concrete Syntax

$E ::= E + T \mid E - T \mid T$	(expressions)
$T ::= T * P \mid T / P \mid P$	(terms)
$P ::= N \mid (E)$	(atomic expressions)
$N ::= DN \mid D$	(numbers)
$D ::= 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$	(digits)

- When defining the semantics of programming languages, we are only concerned with the meaning of their constructs, not with the theory of how to write programs
- We thus resort to **abstract syntax** that leaves us the task of adding enough parentheses to programs to ensure they can be built-up in a unique way

Abstract syntax specifies the **parse trees** of a language; it is the job of concrete syntax to provide enough information through parentheses or precedence rules for a string to parse uniquely



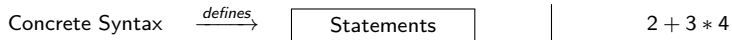
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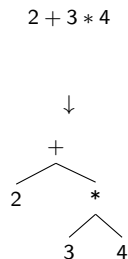
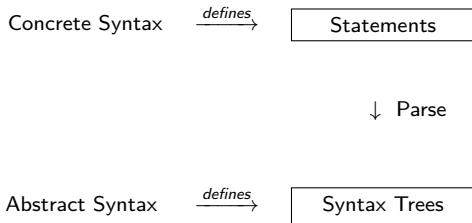
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# From Parsing to Execution



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Concrete Syntax  $\xrightarrow{\text{defines}}$  Statements

↓ Parse

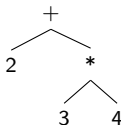
Abstract Syntax  $\xrightarrow{\text{defines}}$  Syntax Trees

↓ Execute

Semantics  $\xrightarrow{\text{defines}}$  Meaning of  
Syntax Trees

2 + 3 \* 4

↓



↓

14

# Labelled Transition Systems

A labelled transition system is a 4-tuple  $S = \langle Q, A, \rightarrow, q_0 \rangle$  such that

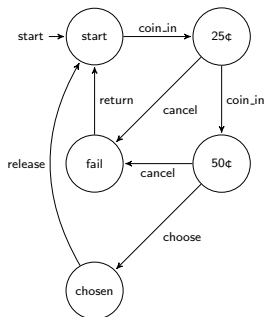
- ① **states**             $Q$
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- ③ **transitions**     $\rightarrow \subseteq Q \times A \times Q$   
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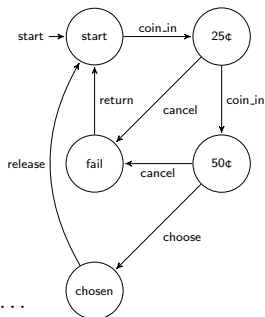
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**Semantics:** traces

$\tau : a_0 a_1 a_2 a_3 a_4 a_5 a_6 \dots$

$\tau : \text{coin\_in} \text{ cancel} \text{ return} \text{ coin\_in} \text{ coin\_in} \text{ choose} \text{ release} \dots$

Vending machine:



# LTS-based Semantics of Arithmetic Expressions

$$\frac{m \circ n = k}{m \circ n \xrightarrow{\circ} k} \quad (\text{op}) \qquad \frac{E_1 \xrightarrow{\circ'} E'_1}{E_1 \circ E_2 \xrightarrow{\circ'} E'_1 \circ E_2} \quad (\text{rl}) \qquad \frac{E_2 \xrightarrow{\circ'} E'_2}{E_1 \circ E_2 \xrightarrow{\circ'} E_1 \circ E'_2} \quad (\text{rr})$$



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$$(4 + (7 * 3)) / (6 - 1) \xrightarrow{*} (4 + 21) / (6 - 1) \xrightarrow{+} 25 / (6 - 1) \xrightarrow{-} 25 / 5 \xrightarrow{/} 5$$

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similarly for  $-$  and  $/$

# Finite State Automata as language recognizers

A *finite state automaton*  $M$  is a 5-tuple  $M = \langle Q, \Gamma, \rightarrow, q_0, F \rangle$  s.t.

- ① **states**                     $Q$             **finite !**
- ② **alphabet**                 $\Gamma$
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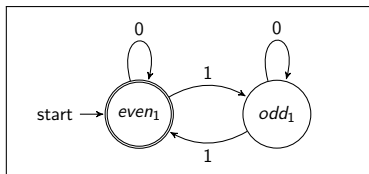
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## Semantics of Finite State Automata

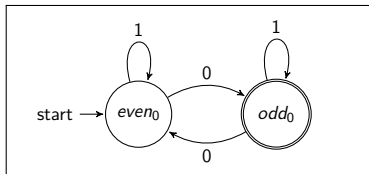
The language accepted by a Finite State Automata is the set:

$$L(M) = \{w \in \Gamma^* \mid q_0 \xRightarrow{w} q \text{ and } q \in F\}$$

## Some Regular Bit-Strings – $\Gamma = \{0, 1\}$

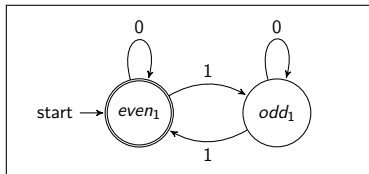


$L(A_1) = \{w \mid \text{even number of 1's}\}$

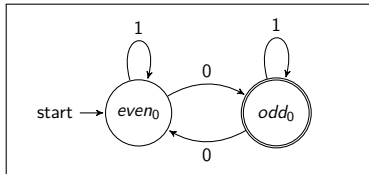


$L(A_2) = \{w \mid \text{odd number of 0's}\}$

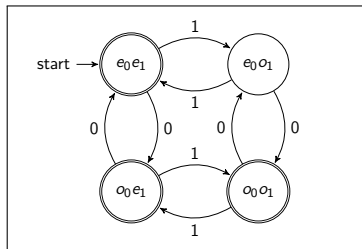
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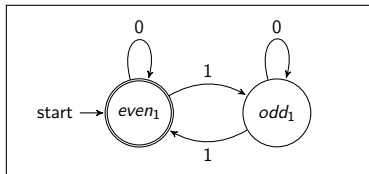


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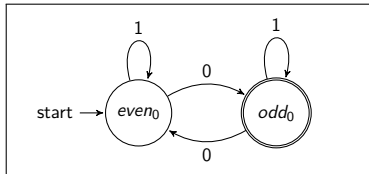


$L(A_1) \cup L(A_2)$

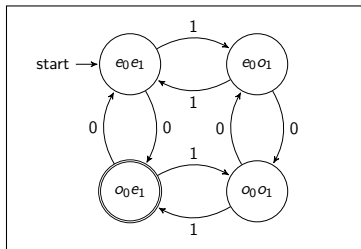
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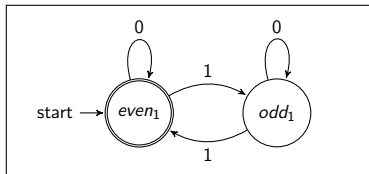
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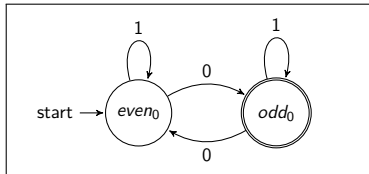
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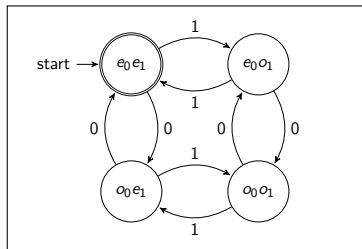
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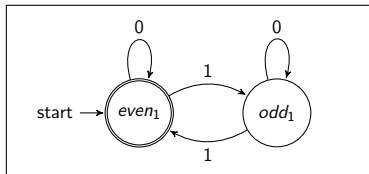


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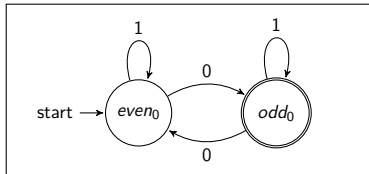


$L(A_1) \setminus L(A_2)$

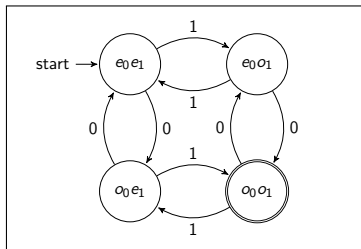
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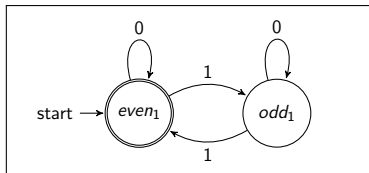


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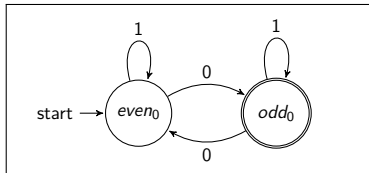


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## Some Regular Bit-Strings – $\Gamma = \{0, 1\}$



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$L(A_2) = \{w \mid \text{odd number of 0's}\}$

**regular languages** are closed  
w.r.t. the operations of  $\cap$ ,  $\cup$ ,  
 $\setminus$ , complement, reversal,  
concatenation, star closure,  
...

# Regular Languages

Chomsky Hierarchy	Grammar Restriction	Language	Abstract Machine
Type 0	unrestricted	recursively enumerable	Turing machines
Type 1	$\alpha A \beta \rightarrow \alpha \gamma \beta$	context sensitive	linear bounded automata
Type 2	$A \rightarrow \gamma$	context free	nondeterministic pushdown automata
Type 3	$A \rightarrow a \quad A \rightarrow aB$	regular	finite state automata

with  $A, B \in NT$ , and  $a \in T$  and  $\alpha, \beta, \gamma \in (T \cup NT)^*$