# A Category of Higher-Dimensional Automata 

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## Introduction

(1) Introduction

- Parallelism vs. Concurrency
- Higher-Dimensional Automata
- The "van Glabbeek Hierarchy"
- The Link to Geometry
- Why is This Interesting
(2) Simulation and Bisimulation
(3) The Geometry of HDA


4 Bisimulation up to Equivalence

## Parallelism vs. Concurrency



## Parallelism vs. Concurrency


$a . b+b . a$

## Parallelism vs. Concurrency



Action refinement
$a|\mid b$
$a . b+b . a$

## Parallelism vs. Concurrency




$$
\begin{gathered}
D(a . b+b . a)= \\
D(a)+D(b)
\end{gathered}
$$

Real-time systems

$$
a \| b
$$

$a . b+b . a$

## Parallelism vs. Concurrency

## Solution:


$a|\mid b$

$a . b+b . a$

## Parallelism vs. Concurrency

## One dimension up:

- Three actions, any two of them in parallel:

(Think of three users sharing two printers.)
- Three actions in parallel:



## Higher-Dimensional Automata

So a higher-dimensional automaton is a pointed precubical set

$$
\begin{gathered}
A=\left\{A_{n}\right\} \\
\delta_{i}^{0}, \delta_{i}^{1}: A_{n} \rightarrow A_{n-1} \quad(i=1, \ldots, n)
\end{gathered}
$$


(The point $* \in A_{0}$ is the initial state.)

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[Serre 1951; Pratt, van Glabbeek 1991]

## The "van Glabbeek Hierarchy"



Configuration structures


Synchronization trees
arrows $=$ embeddings up to history preserving bisimulation [van Glabbeek 2004]

## The Link to Geometry

Geometric realisation:
precubical set $A \longrightarrow$ topological space $|A|$
The geometry of $|A|$ gives information about the behaviour of the HDA A:

| HDA $A$ | Space $\|A\|$ |
| ---: | :--- |
| Mutual exclusion | Hole |
| Deadlock | Upper corner |
| Unreachable state | Lower corner |
| etc. |  |



Papers by Goubault, Fajstrup, Raussen, ...

## The Link to Geometry

Geometric realisation is a functor:


| HDA-map $f$ | continuous function $\|f\|$ |
| :--- | :--- |
| Property $x$ | Property $x^{\prime}$ |

## The Link to Geometry

Geometric realisation is a functor:


My contribution:

## HDA-map $f$ continuous function $|f|$ <br> bisimulation path-lifting

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| bisimulation | path-lifting <br> bisimulation up to equivalence |
| path-lifting up to homotopy |  |

## Why is This Interesting

| HDA-map $f$ | continuous function $\|f\|$ |
| ---: | :--- |
| bisimulation | path-lifting |
| bisimulation up to equivalence | path-lifting up to homotopy |

- Topology is good at showing negative properties
- So the above should be useful for deciding that two given HDA are not bisimilar


## Simulation and Bisimulation

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(2) Simulation and Bisimulation

- Morphisms of HDA
- Bisimulation
(3) The Geometry of HDA
(4) Bisimulation up to Equivalence



## Morphisms of HDA

Morphisms of HDA should be simulations:
$A \rightarrow B$ iff whatever $A$ can compute, $B$ can compute, too.
So what is a computation?


So simulations are just morphisms of pointed precubical sets:

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So simulations are just morphisms of pointed precubical sets:

$$
f: A \rightarrow B \quad \text { is } \quad f=\left\{f_{n}: A_{n} \rightarrow B_{n}\right\} \quad \text { s.t. } \quad \delta_{i}^{\nu} \circ f_{n}=f_{n-1} \circ \delta_{i}^{\nu}
$$

## Other People, Other Computations ...

Me:


Cattani/Sassone 1996, Worytkiewicz 2004:

*

## Labels, Compositions, etc.

- Labeled HDA
- Idle transitions
- Compositions


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## Bisimulation

Two HDA $A, B$ are bisimilar if whatever $A$ can compute, $B$ can also compute, and vice versa.

So a morphism $f: A \rightarrow B$ is an open map if for any $a \in A$ and for any computation starting in $f(a)$, there is a computation starting in a which maps to the computation in $B$.
(For simplicity, we ignore reachability issues:
For this talk, all cubes are assumed to be
reachable by a computation.)

And two HDA $B, C$ are bisimilar if there are open maps [Joyal, Nielsen, Winskel 1996]


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Or equivalently, if

$$
\begin{aligned}
& \forall a \in A, \forall c^{\prime} \in B: f(a)=\delta_{i}^{0} c^{\prime} \\
& \exists c \in A: c^{\prime}=f(c), a=\delta_{i}^{0} c
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## The Geometry of HDA

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(3) The Geometry of HDA

- Local po-spaces
- Directed Maps
- The Main Result

4 Bisimulation up to Equivalence

## Local po-spaces

The geometric realisation of a precubical set is a local po-space; a topological space $X$ with a relation $\leq$ which is

- reflexive,
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- locally transitive, and locally closed.



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Geometric realisation of precubical set $A$ :

$$
|A|=\bigsqcup_{n \in \mathbb{N}} A_{n} \times[0,1]^{n} / \equiv
$$

where $\equiv$ is the equivalence induced by

$$
\left(\delta_{i}^{\nu} a ; t_{1}, \ldots, t_{n-1}\right) \equiv\left(a ; t_{1}, \ldots, t_{i-1}, \nu, t_{i}, \ldots, t_{n-1}\right)
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## Directed Maps

A dimap $f: X \rightarrow Y$ is a mapping which is continuous and locally increasing:

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A dipath in $X$ is a dimap $\vec{I} \rightarrow X$.


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## The Main Result

Theorem: $f: A \rightarrow B$ is an open map if and only if $|f|:|A| \rightarrow|B|$ has the dipath-lifting property


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- connection to (directed) fibrations, obstruction theory, etc.


## So What?

So two HDA $B, C$ are bisimilar if and only if there is a diagram

where $|f|$ and $|g|$ are dipath-lifting dimaps.
Enter Topology: Provide an algebraic invariant $\beta$ such that if $B$ and $C$ are connected by a diagram like above, then $\beta(B)=\beta(C)$.

Algorithm: Given two HDA $B, C$, compute $\beta(B)$ and $\beta(C)$. If $\beta(B) \neq \beta(C)$, then $B$ and $C$ are not bisimilar.

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## Bisimulation up to Equivalence

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- Equivalence of Computations
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## Equivalence of Computations



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Two computations $\left(x_{1}, \ldots, x_{n}\right),\left(y_{1}, \ldots, y_{n}\right)$ are adjacent if $x_{i}=y_{i}$ for all but one $i$.

Equivalence of computations is the equivalence relation generated by adjacency.

## Bisimulation up to Equivalence

A morphism $f: A \rightarrow B$ is called an open map up to equivalence if for any $a \in A$ and for any computation starting in $f(a)$, there is a computation starting in a which maps to a computation in $B$ that is equivalent to the given one.

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Hypothesis (J. Srba): Bisimulation up to equivalence generalizes hereditary history-preserving bisimulation of asynchronous transition systems (and other formalisms).

## Thank You!

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## Labeled HDA

For labeling HDA, we work in a comma category of pointed precubical sets over a category of certain special alphabet precubical sets (which are $\infty$-tori). [Goubault 1995]


For idle transitions, we need to introduce degeneracies, i.e. to work with cubical sets instead of precubical. So the category of labeled HDA has diagrams like these:

Black arrows: precubical morphisms Red arrows: cubical morphisms


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## Compositions

## Product



Relabeling


Restriction


## Open Maps

Open maps are open in the sense of Joyal, Nielsen \& Winskel with respect to the category CPath of acyclic rooted computation paths:
$f: A \rightarrow B$ is an open map iff, for any $m: P \rightarrow Q \in$ CPath, any diagram as below has a lift $r$ :


## The Main Result

Theorem: $f: A \rightarrow B$ is an open map if and only if $|f|:|A| \rightarrow|B|$ has the dipath-lifting property

Key of proof: For any dipath, there is a unique computation through (the geometric realisation of) which it "runs."
[Fajstrup 2003]


Only holds for locally finite HDA.

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