EQUATIONAL REASONING FOR PROBABILISTIC PROGRAMMING

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1. THE FIELDSProgrammingProbabilityTheoreticalInductionIntegralPracticalInterpreterInference

2. The tasks

Whenever we're unsure about something, represent our uncertain knowledge as a distribution.

2.1. The table game. (Eddy 2004)

casino :
$$\mathbb{M}$$
 Bool
casino $\stackrel{\triangle}{=}$ do { $p \leftarrow$ uniform 0 1;
 $a_1 \leftarrow$ binomial 8 p ;
() \leftarrow guard ($a_1 = 5$);
 $a_2 \leftarrow$ binomial 3 p ;
return ($a_2 \ge 1$)}

Date: January 8, 2018.

2.2. **Inferring behavior from text-message data.** (Davidson-Pilon 2016)

texting :
$$\mathbb{M}(\mathbb{R}_+ \times \mathbb{R}_+)$$

texting $\stackrel{\triangle}{=}$ do { $r_1 \ll$ exponential 37;
 $r_2 \ll$ exponential 42;
 $t_0 \ll$ counting 1 70;
 $\vec{c} \ll$ mapM (λt . poisson (if $t < t_0$ then r_1 else r_2))
 $[1 \dots 70];$
() \ll guard ($\vec{c} = [13, 24, \dots]$);
return (r_1, r_2)}

2.3. Observing a noisy draw from a normal distribution.

helloWrong :
$$\mathbb{R} \to \mathbb{M}\mathbb{R}$$

helloWrong $y_0 \stackrel{\Delta}{=} do \{x \ll \text{normal } 0 \ 1; \\ y \ll \text{normal } x \ 1; \\ () \ll \text{guard } (y = y_0); -- \text{ WRONG!}$
 $z \ll \text{normal } x \ 1;$ return $z\}$
helloRight : $\mathbb{R} \to \mathbb{M}\mathbb{R}$
helloRight $y_0 \stackrel{\Delta}{=} do \{x \ll \text{normal } 0 \ 1;$ $() \ll \text{factor } \frac{e^{-(y_0 - x)^2/2}}{\sqrt{2 \cdot \pi}};$ $z \ll \text{normal } x \ 1;$ return $z\}$
helloJoint : $\mathbb{M}(\mathbb{R} \times \mathbb{R})$
helloJoint $\stackrel{\Delta}{=} do \{x \ll \text{normal } 0 \ 1;$ $y \ll \text{normal } x \ 1;$ $z \ll \text{normal } x \ 1;$ $z \ll \text{normal } x \ 1;$ return $(y, z)\}$ -- Ready to disintegrate

3. The equations

3.1. Nondeterminism and weights.

binomial 2
$$p = (p \odot p \odot \operatorname{return} 2) \oplus (1)$$

 $(p \odot (1-p) \odot \operatorname{return} 1) \oplus ((1-p) \odot p \odot \operatorname{return} 1) \oplus ((1-p) \odot (1-p) \odot \operatorname{return} 0)$
 $= (p^2 \odot \operatorname{return} 2) \oplus (2p(1-p) \odot \operatorname{return} 1) \oplus ((1-p)^2 \odot \operatorname{return} 0)$

3.2. From rejection sampling to importance sampling. (MacKay 1998)

casino = do {
$$p \leftarrow$$
 uniform 0 1; (3)
 $a_1 \leftarrow$ binomial 8 p ;
() \leftarrow guard ($a_1 = 5$);
((1 - (1 - p)³) \odot return True) \oplus
((1 - p)³ \odot return False)}
= do { $p \leftarrow$ uniform 0 1; (4)
() \leftarrow factor (56 $\cdot p^5 \cdot (1 - p)^3$);
((1 - (1 - p)³) \odot return True) \oplus
((1 - p)³ \odot return False)}
eral if $m = r = \bigcirc n$ then we say that the function r is a

In general, if m = r = 0 *n*, then we say that the function *r* is a *density* or *Radon-Nikodym derivative* of *m* with respect to *n*. If we know how to sample *n*, then *r* tells us how to importance-sample *m* using the proposal distribution *n*.

3.3. **Density facts.** If *r* is a density of *m* with respect to *n*, then $r \circ f^{-1}$ is a density of fmap fm with respect to fmap fn whenever *f* is invertible.

If r is a density of m with respect to n, then recip $\circ r$ is a density of n with respect to m. Here recip is the reciprocal function

 λx . 1/x, and a side condition is that the reciprocal must be defined almost everywhere:

do {
$$x \leftarrow n$$
; guard $\neg (0 < r \ x < \infty)$ } = fail (5)

3.4. Conjugate prior and density recognition.

casino = (1/9)
$$\odot$$
 do { $p \leftarrow$ beta 6 4; (6)
((1 - (1 - p)³) \odot return True) \oplus
((1 - p)³ \odot return False)}
helloRight $y_0 = \frac{e^{-y_0^2/4}}{\sqrt{4 \cdot \pi}} \odot$ do { $x \leftarrow$ normal ($y_0/2$) (1/ $\sqrt{2}$); (7)
 $z \leftarrow$ normal x 1;
return z }

3.5. Variable elimination and integration.

casino =
$$(1/9) \odot (((10/11) \odot \text{ return True}) \oplus ((1/11) \odot \text{ return False}))$$
 (8)

helloRight
$$y_0 = \frac{e^{-y_0^2/4}}{\sqrt{4 \cdot \pi}} \odot \text{normal } (y_0/2) \sqrt{3/2}$$
 (9)

3.6. From density to disintegration. (Shan and Ramsey 2017)

helloJoint = lebesgue $(-\infty) \infty \otimes$ helloRight (10)

Generalize helloRight to a Kalman filter, such as a function

$$f: \text{State} \to \mathbb{R} \to \text{State}$$

(where State = $\mathbb{R}_+ \times \mathbb{R} \times \mathbb{R}_+$) satisfying

interpret
$$(f \ wcd \ y_0) = do \{x \leftarrow \text{interpret } wcd; (11)$$
$$\frac{e^{-(y_0 - x)^2/2}}{\sqrt{2 \cdot \pi}} \odot \text{normal } x \ 1\}$$

(where interpret $(w, c, d) = w \odot$ normal c d).

3.7. Markov chain Monte Carlo. (MacKay 1998; Tierney 1998; McElreath 2017)

Suppose we want samples from a given target distribution

$$p:\mathbb{M}\alpha$$

but it is inefficient or weighted as a sampler. To use Markov chain Monte Carlo, we seek a *transition kernel*

$$k: \alpha \to \mathbb{M} \alpha,$$

and iterate it to perform a random walk in the state space α . Our *k* should return a probability measure that is efficient and unweighted as a sampler. Moreover, it should satisfy *detailed balance*:

$$p \otimes = k = k = \otimes p \tag{12}$$

(Intuition: if $p \otimes k = k = \infty p$ then $p \gg k = p$.)

Metropolis-Hastings is a way to construct *k* from a *proposal distribution*

$$q: \alpha \to \mathbb{M} \alpha.$$

Like the *k* we want, the *q* we provide should return a probability measure that is efficient and unweighted as a sampler, but *q* need not satisfy detailed balance (in other words, it is fine if $p \otimes = q \neq q = \otimes p$).

To use Metropolis-Hastings given q, first find a density r of $p \otimes q$ with respect to $q \Rightarrow p$. That is, find

$$r: (\alpha \times \alpha) \to \overline{\mathbb{R}}_+$$

such that

$$p \otimes = q = r = \mathfrak{O}(q = \otimes p). \tag{13}$$

Then let

$$\alpha(x, y) = \min\{1, r(x, y)\}\tag{14}$$

$$k \text{ old} = do \{ \text{new} \sim q \text{ old};$$
(15)

accept \leftarrow bernoulli (α (new, old)); return (if accept then new else old)} 4. The interpretations: What are we equating?

4.1. **Denotational semantics.** (Culpepper and Cobb 2017; Staton 2017; Heunen et al. 2017; Ścibior et al. 2018)

Good for declaring what we want to compute. Equality is a congruence.

Measures are equivalent to integrators. Easy to understand as continuation-passing style.

4.2. **Operational semantics: samplers.** Good for implementing algorithms. But what kind of samplers?

4.2.1. Randomized samplers ("Monte Carlo methods") vs deterministic code.

- Randomized samplers, such as Eddy's (2004) samplers.
- Deterministic code, such as Eddy's (2004) exact formula.

4.2.2. Weighted vs unweighted results.

• Weighted results, as from importance sampling, are superposed over time.

Example use: histograms and other forms of expectation estimation.

• Unweighted results, as from rejection sampling, are used committally.

Example use: deciding how to drive or where to visit next in a graph.

- Converting unweighted result stream to weighted is trivial.
- Converting weighted result stream to unweighted requires bound on weight.

4.2.3. Efficient vs inefficient algorithms.

• Sure we want samples fast, but slower samples can be more accurate.

5. The language

6. The laws

6.1. \gg = and return form a commutative monad.

$$return \ x \gg k = k \ x \tag{16}$$

$$m \gg \operatorname{return} = m$$
 (17)

$$(m \gg k) \gg l = m \gg \lambda x. (k \ x \gg l)$$
(18)

do {
$$x \leftarrow m; y \leftarrow n; k x y$$
} = do { $y \leftarrow n; x \leftarrow m; k x y$ } (19)

(Generalize \otimes = to countable products?)

6.2. \oplus and fail form a commutative monoid.

$$fail \oplus m = m \tag{20}$$

$$= m \oplus \text{fail}$$
 (21)

$$(m \oplus n) \oplus o = m \oplus (n \oplus o) \tag{22}$$

$$m \oplus n = n \oplus m \tag{23}$$

(Generalize \oplus to countable sums?)

6.5. **Conjugate priors.** (derived by algebra)

6.3. \oplus and fail distribute over $\gg=$.

$$(m \oplus n) \gg k = (m \gg k) \oplus (n \gg k)$$
(24)

$$m \gg \lambda x. (k \ x \oplus l \ x) = (m \gg k) \oplus (m \gg l)$$
(25)

$$fail \gg = k = fail \tag{26}$$

$$m \gg \text{fail} = \text{fail}$$
 (27)

6.4. factor is an isomorphism between $\overline{\mathbb{R}}_+$ and \mathbb{M} Unit.

factor
$$p \gg$$
 factor $q =$ factor $(p \cdot q)$ (28)

factor
$$p \oplus$$
 factor $q =$ factor $(p + q)$ (29)

$$return () = factor 1 \tag{30}$$

$$fail = factor 0 \tag{31}$$

(Treat $\overline{\mathbb{R}}_+$ as synonym for \mathbb{M} Unit?)

$$\left(\lambda p. p^{a'} \cdot (1-p)^{b'}\right) = \odot \text{ beta } a \ b = \frac{B(a+a',b+b')}{B(a,b)} \odot \text{ beta } (a+a') \ (b+b') \tag{32}$$

$$\left(\lambda x. \frac{e^{-(x-c')^2/d'^2/2}}{\sqrt{2 \cdot \pi} \cdot d'}\right) = 0 \text{ normal } c \ d = \frac{e^{-(c-c')^2/(d^2+d'^2)/2}}{\sqrt{2 \cdot \pi \cdot (d^2+d'^2)}} \odot \text{ normal } \frac{c \cdot d^{-2} + c' \cdot d'^{-2}}{d^{-2} + d'^{-2}} \frac{1}{\sqrt{d^{-2} + d'^{-2}}}$$
(33)

6.6. **Probability measures.** (derived by integral calculus)

bernoulli
$$p \gg n = n$$
 (34)

geometric
$$p \gg n = n$$
 (35)

poisson
$$r \gg n = n$$
 (36)

uniform
$$x \ y \gg n = n$$
 (37)

beta
$$a b \gg n = n$$
 (38)

exponential
$$l \gg n = n$$
 (39)

normal
$$c \ d \gg n = n$$
 (40)

6.7. Change of variables. (derived by integral calculus)

fmap
$$(\lambda x. - \log x)$$
 (uniform 0 1) = exponential 1 (41)
fmap $(\lambda x. c + d \cdot x)$ (lebesgue $a b$)
= $(1/d) \odot$ lebesgue $(c + d \cdot a) (c + d \cdot b)$ (42)

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