<section-header><section-header><section-header><text><text><text><text>

RWTH Lecture Series on Probabilistic Programming 2018

Joost-Pieter Katoen	Probabilistic Programming	1/30
Probabilistic Programming	Motivation	
Overview		
1 Motivation		
2 The arithmetical hierarchy		
3 Approximating pre-expectations		

Probabilistic Programming Overview

Motivation
The arithmetical hierarchy

3 Approximating pre-expectations

Joost-Pieter Katoen	Probabilistic Programming	2/30
Probabilistic Programming	Motivation	

What we all know about termination

The halting problem — does a program *P* terminate on a given input state *s*? is semi-decidable.

The universal halting problem — does a program *P* terminate on all input states? is undecidable.



Alan Mathison Turing On computable numbers, with an application to the Entscheidungsproblem 1937

Probabilistic Programming Motivation	Probabilistic Programming
Aim	Uverview
Known fact: termination of ordinary programs is undecidable.	
	1 Motivation
Our aim is to classify "how undecidable"	
(positive) almost-sure termination is. (This is the topioc of the next lecture.)	2 The arithmetical hierarch
This lecture: how undecidable is it to compute weakest pre-expectations? Lower bounds, upper bounds, exactly, or whether they are finite or not.	3 Approximating pre-expect

Joost-Pieter Katoen	Probabilistic Programming	5/30
Probabilistic Programming	The prithmetical hierarchy	

The extended Chomsky hierarchy

2 ^{Σ*}	Decidable	Presburger arithmetic
Not finitely describable Not Recognizable Recognizable Ben H	EXPSPACE-complete =RE EXPIME-complete Go PSPACE-complete QBF PSPACE-complete QBF	E IME PACE Context sensitive LBA P a ⁿ b ⁿ c ⁿ Context-free ww ^R Det. CF a ⁿ b ⁿ Regular a [*] Finite {a,b}



The arithmetical hierarchy



Undecidable versus decidable problems



How can we categorise the undecidable problems?

The arithmetical hierarch

Kleene and Mostovski





Stephen Kleene (1909–1994)

Andrzej Mostovski (1913-1975)

Joost-Pieter Katoen	Probabilistic Programming	9/30
Probabilistic Programming	The arithmetical hierarchy	
Probabilistic Programming	The arithmetical hierarchy	
Decision problems as formulas (2)		

Let UH be the universal halting problem. The set UH is defined for program P by:

 $P \in UH$ iff $\forall s \in \mathbb{S}.(P, s) \in H$.

That is:

 $P \in UH$ iff $\forall s \in \mathbb{S}. (\exists k \in \mathbb{N}, s' \in \mathbb{S}. P \text{ terminates on input } s \text{ in } k \text{ steps in state } s')$

 $UH \in \Pi_2$ as UH can be defined by a universally quantified formula of two alternations.

Decision problems as formulas (1)

Idea: classify sets – ought to model decision problems – based on the complexity of characterising formulas in first-order Peano arithmetic.

Let H be the halting problem. The set H is defined for program P and input state s by:

 $(P, s) \in H$ iff $\exists k \in \mathbb{N}$. $\exists s' \in \mathbb{S}$. P terminates on input s in k steps in state s'

or equivalently:

 $(P, s) \in H$ iff $\exists k \in \mathbb{N}, s' \in \mathbb{S}$. *P* terminates on input *s* in *k* steps in state *s'* one quantifier

 $H \in \Sigma_1$ as H can be defined by an existentially quantified formula of one level. The level indicates the number of required quantifier alternations.

This is not the number of quantifiers as multiple quantifiers of the same type are contracted into one quantifier.

```
Joost-Pieter Katoen
```

Probabilistic Programming

.0/30

Probabilistic Programming

The arithmetical hierarchy

The arithmetical (Kleene-Mostovski) hierarchy

• Class Σ_n is defined as:

$$\Sigma_n = \{A \mid A = \{x \mid \exists y_1 \forall y_2 \exists y_3 \dots \forall / \exists y_n : (x, y_1, \dots, y_n) \in R\}\}$$

where R is a decidable relation.

Example: the halting problem H is in Σ_1 . It is semi-decidable.

• Class Π_n is defined as:

 $\Pi_n = \{A \mid A = \{x \mid \forall y_1 \exists y_2 \forall y_3 \dots \forall / \exists y_n : (x, y_1, \dots, y_n) \in R\}\}$

where R is a decidable relation.

Example: the universal halting problem UH is in Π_2 .

• Let $\Delta_n = \Sigma_n \cap \Pi_n$. Δ_1 is the class of decidable problems.

The arithmetical hierarchy is used to classify the degree of undecidability.

11/3

Joost-Pieter Katoen

Probabilistic Programming

The arithmetical hierarch

The bigger picture

The following inclusion diagram holds (all inclusions are strict):



Joost-Pieter Katoen	Probabilistic	Programming	13/30
Probabilistic Programming	The arithme	tical hierarchy	
Reducibility and completer	ness	[Post 1944]	
"Problem A is at least as hard as problem B "			

- A set A is called arithmetical if A ∈ Γ_n for some Γ ∈ {Σ, Π, Δ} and n ∈ N
- ► $A \subseteq X$ is reducible to $B \subseteq X$, denoted $A \leq_m B$, iff for some computable function $f : X \to X$ it holds:

 $\forall x \in X. \quad x \in A \quad \text{iff} \quad f(x) \in B$

- Decision problem A is Γ_n-hard for Γ ∈ {Σ, Π, Δ} iff every B ∈ Γ_n can be reduced to A.
- ▶ Decision problem *A* is Γ_n -complete if $A \in \Gamma_n$ and *A* is Γ_n -hard.

Elementary properties

- \blacktriangleright Classes $\Sigma_0,\,\Delta_0,\,\Delta_1$ and Π_0 coincide: decidable problems
- Classes Σ_n, Π_n and Δ_n are closed under conjunction and disjunction; Δ_n is closed under negation
- The classes Σ_n and Π_n are complementary
- ▶ There is a strict inclusion relation between classes in the hierarchy:



Joost-Pieter Katoer

Probabilistic Programming

The arithmetical hierarchy

Probabilistic Programmi

Completeness

Examples

- 1. The halting problem is Σ_1 -complete.
- 2. The universal halting problem is Π_2 -complete.
- 3. The co-finiteness problem is $\Sigma_3\text{-complete.}$
- 4. If problem A is Σ_n -complete, then its complement is Π_n -complete. Analogous for Π_n -complete problems.

Davis' theorem

- **1**. If problem A is Σ_n -complete, then $A \in \Sigma_n \setminus \Pi_n$
- 2. If problem A is Π_n -complete, then $A \in \Pi_n \setminus \Sigma_n$

babilistic Programming

The arithmetical hierarchy

Completeness



Problem \cap is Σ_n -complete and hence sits properly at level *n* in the hierarchy. It cannot be placed within the shaded area.

All indications in the previous picture of the arithmetical hierarchy are complete. Joost-Pieter Katoen Probabilistic Programming Joost-Pieter Katoen Probabilistic Programming **Overview** 3 Approximating pre-expectations

obabilistic Programming

Co-finiteness problem

Co-finiteness problem

The co-finiteness problem is defined by:

 $P \in COF$ iff $\{s \in S \mid (P, s) \in H\}$ is co-finite

It is the problem of deciding whether the set of inputs on which an ordinary program P terminates is co-finite.

The *COF*-problem is Σ_3 complete.

Probabilistic Programming

18/30

Probabilistic Programming

Approximating pre-expectations

Hardness results in a nutshell

Checking lower bounds on expected outcomes is as hard as the halting problem.

Checking upper bounds is "more undecidable" than the halting problem. It is as hard as the complement of the universal halting problem.

Determining exact expected outcomes is as hard as the universal halting problem.

Determining whether an expected outcome is finite is as hard as obtaining upper bounds.

Joost-Pieter Katoen

Approximating pre-expectat

Hardness of expected outcomes



Probabilistic Programming

Distribution over final states

Distribution over final states

The distribution $\llbracket P \rrbracket_s$ of pGCL program *P* over final states on input *s* is defined by:

$$\llbracket P \rrbracket_{s}(t) = \sum_{\sigma \in \Sigma} q \quad \text{where} \quad \Sigma = \{ \sigma = \langle \downarrow, t, n, \theta, q \rangle \mid \langle P, s, 0, \varepsilon, 1 \rangle \rightarrow^{*} \sigma \}$$

From now on, a pGCL program has no random assignments and no observe-statements.

Extended program configurations

Program configuration

An extended program configuration $\sigma = \langle P, s, n, \theta, q \rangle$ with:

- ▶ P is the program left to be executed or, $P = \downarrow$
- ▶ $s: Var \rightarrow \mathbb{Q}$ is the variable valuation
- ▶ $n \in Nats$ is the number of computation steps the program has executed so far
- ▶ $\theta \in \{L, R\}^*$ the history of all probabilistic choices made so far
- ▶ probability q ∈ Q ∩ [0, 1], the probability of reaching configuration σ if probabilistic choices are resolved according to θ

The initial configuration of program *P* on input *s* is $\langle P, s, 0, \varepsilon, 1 \rangle$ where ε denotes the empty history.

The inference rules for pGCL are extended accordingly.

Probabilistic Programming

Joost-Pieter Katoen

Approximating pre-expectations

Probabilistic Programm

Computable approximations of such distributions

1. The (sub-)distribution $\llbracket P \rrbracket_s^{=k}$ of pGCL program *P* over final states on input *s* after exactly *k* computation steps is defined by:

$$\llbracket P \rrbracket_{s}^{=k}(t) = \sum_{\sigma \in \Sigma} \boldsymbol{q} \text{ with } \Sigma = \{ \sigma = \langle \downarrow, t, k, \theta, \boldsymbol{q} \rangle \mid \langle P, s, 0, \varepsilon, 1 \rangle \rightarrow^{*} \sigma \}$$

2. The *k*-the approximation of the weakest pre-expectation *wp*(*P*, *f*) is defined by:

$$wp(P, f)^{=k}(s) = \sum_{t \in \Sigma_P} \mathbb{I} P \mathbb{I}_s^{=k}(t) \cdot f(t)$$

3. The computable weakest pre-expectations are defined by:

$$wp(P, f)(s) = \sum_{k=0}^{\infty} wp(P, f)^{=k}(s)$$

Joost-Pieter Katoen

Approximating pre-expectation

23/30

21/30

Approximating pre-expectations

Decision problems on weakest pre-expectations

The decision problems LEXP, REXP and EXP

Let *P* be a pGCL program, $s \in \mathbb{S}$ a variable valuation, $q \in \mathbb{Q}_{\geq 0}$ and $f : \mathbb{S} \to \mathbb{Q}_{\geq 0}$ a computable function. Then:

 $(P, s, f, q) \in LEXP \quad \text{iff} \quad q < wp(P, f)(s)$ $(P, s, f, q) \in REXP \quad \text{iff} \quad q > wp(P, f)(s)$ $(P, s, f, q) \in EXP \quad \text{iff} \quad q = wp(P, f)(s)$



Illustration of formula defining LEXP



Hardness of computing weakest pre-expectations

(P, s, f , q) ∈ LEXP	iff	q < wp(P, f)(s)
$(P, s, f, q) \in REXP$	iff	q > wp(P, f)(s)
$(P, s, f, q) \in EXP$	iff	q = wp(P, f)(s)

- 1. LEXP is Σ_1 -complete, i.e., as hard as the halting problem.
- 2. REXP is Σ_2 -complete, i.e., strictly harder than LEXP.
- 3. *EXP* is Π_2 -complete, i.e., as hard as the universal halting problem.

Probabilistic Programmi

Approximating pre-expectations

Proof.

Joost-Pieter Katoen

Probabilistic Programming

On the black board.

Illustration of formula defining REXP



Approximating pre-expectations

Finiteness of weakest pre-expectations

The finiteness decision problem *FEXP*

Let *P* be a pGCL program, $s \in S$ a variable valuation, and $f : S \to \mathbb{Q}_{\geq 0}$ a computable function. Then:

$$(P, s, f) \in FEXP$$
 iff $wp(P, f)(s) < \infty$.

FEXP is Σ_2 -complete, i.e., as hard as the *REXP*-problem.

Complexity landscape of weakest pre-expectations



Joost-Pieter Katoen	Probabilistic Programming

Joost-Pieter Katoen

Probabilistic Programming