

Seminar Probabilistic Programming

Joost-Pieter Katoen et al.

Summer Semester 2023





Outline

Overview

Aims of this Seminar

Important Dates

The Topics





Probabilistic Programming

Probabilistic programs

Probabilistic programs = classical programs + probabilistic choice + conditioning

- choice: "execute program P with probability $\frac{2}{3}$ and Q with $\frac{1}{3}$ "
- conditioning: "observe that value of variable x is positive"
- describe posterior probability distributions over variable output values

Applications

- Randomised algorithms (e.g., randomised Quicksort)
- Computer vision (e.g., image generation)
- Security
- Biology, coding theory, cryptographic protocols, machine learning, quantum computing, reliability analysis, ...





An Example

Virus infection

```
bool aliceInfectious = true
bool bobInfected = false
while aliceInfectious {
   prob 0.1 {
     bobInfected = true
   }
   prob 0.6 {
      aliceInfectious = false
   }
}
```

- What is the probability of Bob becoming infected?
- How long is Alice likely to be infectious?





Areas Covered in this Seminar

Topic areas

- Semantics
 - mathematical approaches to formally define precise meaning of programs
- Verification
 - providing (in)correctness proofs for programs (termination, program equivalence...)
- Programming Languages & State Machines
 - new probabilistic and probabilistic extensions of classical programming languages
- Static analysis
 - slicing, resource consumption, ... based on source code
- Bayesian networks
 - probabilistic graphical models used in Al





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Goals

Aims of this seminar

- Independent understanding of a scientific topic
- Acquiring, reading and understanding scientific literature
 - given references sufficient in most cases
- Writing of your own report on this topic
 - far more that just a translation/rewording
 - usually an "extended subset" of original literature

"subset": present core ideas and omit too specific details (e.g., related work or optimisations)

"extended": more extensive explanations, examples, ...

discuss contents with supervisor!





Requirements on Report

Your report

- Independent writing of a report of 12–15 pages
- First milestone: detailed outline
 - not: "1. Introduction/2. Main part/3. Conclusions"
 - rather: overview of structure (section headers, main definitions/theorems)
 and initial part of main section (one page)
- Complete set of references to all consulted literature
- Correct citation of important literature
- Plagiarism: taking text blocks (from literature or web) without source indication causes immediate exclusion from this seminar
- Font size 12pt with "standard" page layout
 - LATEX template will be made available on seminar web page
- Language: German or English
- We expect the correct usage of spelling and grammar
 - ≥ 10 errors per page \Longrightarrow abortion of correction





Requirements on Talk

Your talk

- Talk of 30 minutes
- Available: projector, presenter, [laptop]
- Focus your talk on the audience
- Descriptive slides:
 - < 15 lines of text</p>
 - use (base) colors in a useful manner
 - number your slides
- Language: German or English
- No spelling mistakes please!
- Finish in time. Overtime is bad
- Ask for questions
- Have backup slides ready for expected questions
- LATEX/beamer template will be made available on seminar web page





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Important Dates

Deadlines

- April 11: Topic preferences due
- May 9: Detailed outline due
- June 7: Full report due
- June 27: Presentation slides due
- July 10 + 11: Seminar talks

Important

Missing a deadline causes immediate exclusion from the seminar





Selecting Your Topic

Procedure

- You obtain a list of topics of this seminar.
- Classified according to BSc/MSc level.
 - MSc students please choose at least one "M-only" topic
- Indicate at least three topics of interest at

https://terminplaner4.dfn.de/j8Eh6YBXPSlprkKW

- Can indicate preference in the comments field
- We do our best to find an adequate topic-student assignment.
 - disclaimer: no guarantee for an optimal solution
- Assignment will be published on web page TBA.
- Then also your supervisor will be indicated.





Withdrawal

- You have up to three weeks to refrain from participating in this seminar.
- Later cancellation (by you or by us) causes a **not passed** for this seminar and reduces your (three) possibilities by one.



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Semantics

- 1. Paradoxes of probabilistic programming: and how to condition on events of measure zero with infinitesimal probabilities (B/M)
 - How to deal with conditioning on events that occur with probability 0?
- 2. Probabilistic Strategy Logic (B/M)
 - Express (properties of) strategic behaviors of probabilistic multi-agent systems
- 3. Beyond Strong-Cyclic: Doing Your Best in Stochastic Environments (M)
 - What is the relation between behaving optimal and behaving in a "best effort" manner?
- 4. Quantitative Safety and Liveness (B/M)
 - Generalize elementary concepts of computation and verification to the quantitative/probabilistic setting





Verification

- 5. An Assertion-Based Program Logic for Probabilistic Programs (B/M)
- 6. A Specification Logic for Programs in the Probabilistic Guarded Command Language (B/M)
 - How to express and verify properties of probabilistic programs?
- 7. Outcome Logic: A Unifying Foundation for Correctness and Incorrectness Reasoning (B/M)
 - How to reason about both correctness and incorrectness?
- 8. On incorrectness logic for Quantum programs (M)
 - Reasoning about incorrectness of Quantum programs
- 9. Solving Invariant Generation for Unsolvable Loops (M)
 - Computing loop invariants for probabilistic loops



Programming Languages & State Machines

- 10. A simple differentiable programming language (B/M)
 - Differentiating probabilistic programs
- 11. Second order uncertainty in state machines (B/M)
 - Modeling uncertainty about uncertainty

Program analysis

- 12. Symbolic Execution for Randomized Programs (B/M)
 - Automatic analysis of probabilistic programs
- 13. A Theory of Slicing for Imperative Probabilistic Programs (B/M)
 - Which parts of a program can be removed without changing its semantics?
- 14. Slicing of probabilistic programs based on specifications (B/M)
 - Which parts of a program can be removed while preserving a given property?
- 15. Automated quantized inference for probabilistic programs with AQUA (M)
 - Efficient sampling-based inference on probabilistic programs with continuous distributions





Program analysis

- 16. Parsing randomness (M)
 - Generating and checking data structures satisfying user-specified preconditions
- 17. Guaranteed bounds for posterior inference in universal probabilistic programming (M)
 - Approximate inference on probabilistic programs with hard guarantees
- 18. Scaling exact inference for discrete probabilistic programs (B/M)
 - A domain specific programming language, exploits factorization and weighted model counting
- 19. This is the moment for probabilistic loops (B/M)
 - Automatically derive higher moments for program variables

Bayesian Networks

- 20. Moment-based analysis of Bayesian network properties (B/M)
 - Analyze Bayesian networks by means of algebraic reasoning
- 21. Graphical models for imprecise probabilities (B/M)
 - What to do if we are given, e.g., probability intervals rather than precise probabilities?
- 22. Balanced sensitivity functions for tuning multi-dimensional Bayesian network classifiers (M)
 - Studies and propose new techniques for parameterizing Bayesian networks





Final Hints

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Final Hints

Some Final Hints

Hints

- Take your time to understand your literature.
- Be proactive! Look for additional literature and information.
- Discuss the content of your report with other students.
- Be proactive! Contact your supervisor on time.
- Prepare the meeting(s) with your supervisor.
- Forget the idea that you can prepare a talk in a day or two.

We wish you success and look forward to an enjoyable and high-quality seminar!



