

Analyzing Expected Outcomes and (Positive) Almost-Sure Termination of Probabilistic Programs is Hard

Benjamin Kaminski Joost-Pieter Katoen



27.2.2015

Motivation

- Probabilistic Programs are like ordinary programs, except:

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Decide whether the program terminates

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Determine **expected** values
 - Decide whether the program terminates

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Determine **expected** values (**expected outcomes**)
 - Decide whether the program terminates

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Determine **expected** values (**expected outcomes**)
 - Decide whether the program terminates
 - Decide **almost-sure** termination

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Determine **expected** values (**expected outcomes**)
 - Decide whether the program terminates (in an expected finite number of steps)
 - Decide **almost-sure** termination

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Determine **expected** values (**expected outcomes**)
 - Decide whether the program terminates (in an expected finite number of steps)
 - Decide (positive) **almost-sure** termination

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Determine **expected** values (**expected outcomes**)
 - Decide whether the program terminates (in an expected finite number of steps) [on all inputs]
 - Decide (positive) **almost-sure** termination

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Determine **expected** values (**expected outcomes**)
 - Decide whether the program terminates (in an expected finite number of steps) [on all inputs]
 - Decide [universal] (positive) **almost-sure** termination

Motivation

- Probabilistic Programs are like ordinary programs, except:
 - Allow for random choice on how to continue the execution
 - Random choice is done with some specified probability p
- **Analysis problems** we consider:
 - Determine the value of a variable after program execution
 - Determine **expected** values (**expected outcomes**)
 - Decide whether the program terminates (in an expected finite number of steps) [on all inputs]
 - Decide [universal] (positive) **almost-sure** termination

How hard is it to solve these analysis problems?

Dissent in the Literature

[Morgan 1996]

“[...] probabilistic reasoning for partial correctness [...] is not much more complex than standard reasoning.”

Dissent in the Literature

[Morgan 1996]

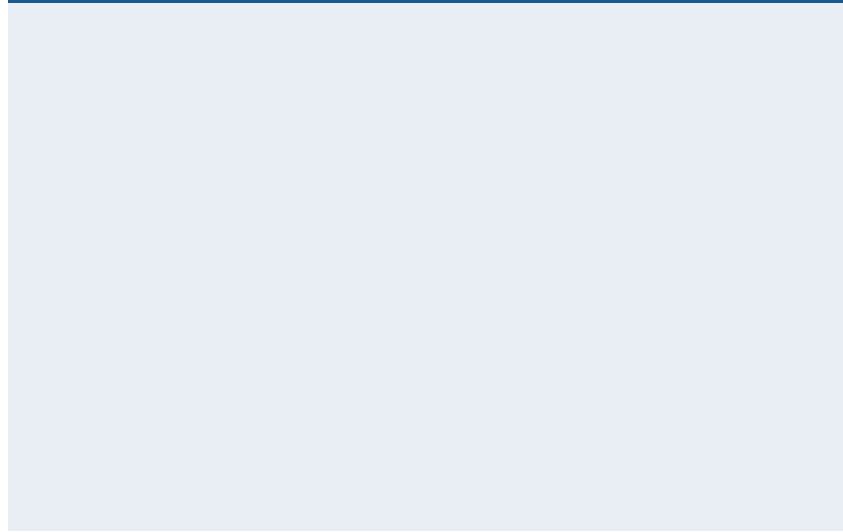
“[...] probabilistic reasoning for partial correctness [...] is not much more complex than standard reasoning.”

[Esparza *et al.* 2012]

“[Ordinary] termination is a purely topological property [...], but almost-sure termination is not.

[...] proving almost-sure termination requires arithmetic reasoning not offered by termination provers.”

The Arithmetical Hierarchy



The Arithmetical Hierarchy

- Class Σ_n^0 is defined as

$$\Sigma_n^0 = \left\{ A \mid A = \{ \vec{x} \mid \exists y_1 \forall y_2 \exists y_3 \cdots \exists / \forall y_n : \right. \\ \left. (\vec{x}, y_1, y_2, y_3, \dots, y_n) \in R \}, \right. \\ \left. R \text{ is a decidable relation} \right\}$$

The Arithmetical Hierarchy

- Class Σ_n^0 is defined as

$$\Sigma_n^0 = \left\{ A \mid A = \{ \vec{x} \mid \exists y_1 \forall y_2 \exists y_3 \cdots \exists / \forall y_n : \right. \\ \left. (\vec{x}, y_1, y_2, y_3, \dots, y_n) \in R \}, \right. \\ \left. R \text{ is a decidable relation} \right\}$$

- Class Π_n^0 is defined as

$$\Pi_n^0 = \left\{ A \mid A = \{ \vec{x} \mid \forall y_1 \exists y_2 \forall y_3 \cdots \exists / \forall y_n : \right. \\ \left. (\vec{x}, y_1, y_2, y_3, \dots, y_n) \in R \}, \right. \\ \left. R \text{ is a decidable relation} \right\}$$

The Arithmetical Hierarchy

- Class Σ_n^0 is defined as

$$\Sigma_n^0 = \left\{ A \mid A = \{ \vec{x} \mid \exists y_1 \forall y_2 \exists y_3 \cdots \exists / \forall y_n : \right. \\ \left. (\vec{x}, y_1, y_2, y_3, \dots, y_n) \in R \}, \right. \\ \left. R \text{ is a decidable relation} \right\}$$

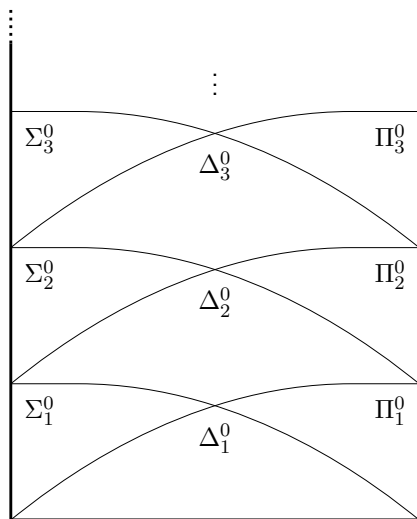
- Class Π_n^0 is defined as

$$\Pi_n^0 = \left\{ A \mid A = \{ \vec{x} \mid \forall y_1 \exists y_2 \forall y_3 \cdots \exists / \forall y_n : \right. \\ \left. (\vec{x}, y_1, y_2, y_3, \dots, y_n) \in R \}, \right. \\ \left. R \text{ is a decidable relation} \right\}$$

- Class Δ_n^0 is defined as $\Delta_n^0 = \Sigma_n^0 \cap \Pi_n^0$

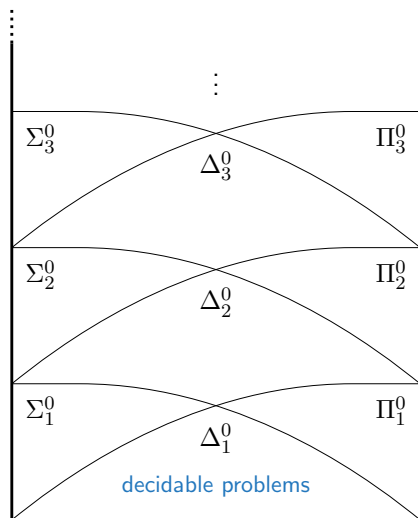
The Arithmetical Hierarchy — The Bigger Picture

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



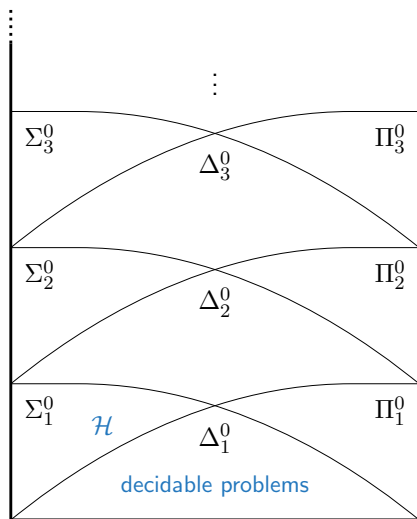
The Arithmetical Hierarchy — The Bigger Picture

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



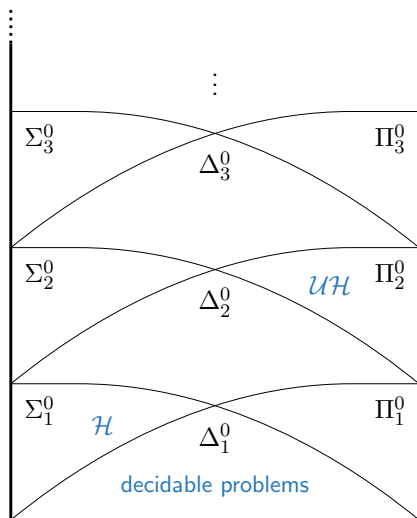
The Arithmetical Hierarchy — The Bigger Picture

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



The Arithmetical Hierarchy — The Bigger Picture

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



Some Notation

Some Notation

- The expected outcome of variable v after executing P :

$$E_P(v)$$

Some Notation

- The expected outcome of variable v after executing P :

$$E_P(v)$$

- The probability that P terminates on input η :

$$\Pr_{P,\eta}(\downarrow)$$

Some Notation

- The expected outcome of variable v after executing P :

$$E_P(v)$$

- The probability that P terminates on input η :

$$\Pr_{P,\eta}(\downarrow)$$

- The expected number of steps until P terminates on input η :

$$E_{P,\eta}(\downarrow)$$

Decision Problems We Analyzed

Decision Problems We Analyzed

Lower and Upper Bounds, and Exact Expected Outcomes

$$(P, v, q) \in \mathcal{LEXP} \quad :\iff \quad q < \mathbf{E}_P(v)$$

$$(P, v, q) \in \mathcal{UEXP} \quad :\iff \quad q > \mathbf{E}_P(v)$$

$$(P, v, q) \in \mathcal{EXP} \quad :\iff \quad q = \mathbf{E}_P(v)$$

Decision Problems We Analyzed

Lower and Upper Bounds, and Exact Expected Outcomes

$$(P, v, q) \in \mathcal{LEXP} \quad :\iff \quad q < \mathbf{E}_P(v)$$

$$(P, v, q) \in \mathcal{UEXP} \quad :\iff \quad q > \mathbf{E}_P(v)$$

$$(P, v, q) \in \mathcal{EXP} \quad :\iff \quad q = \mathbf{E}_P(v)$$

Almost-Sure Termination \mathcal{AST}

$$(P, \eta) \in \mathcal{AST} \quad :\iff \quad \Pr_{P,\eta}(\downarrow) = 1$$

Variations of AST

Variations of \mathcal{AST}

Positive Almost-Sure Termination \mathcal{PAST}

$$(P, \eta) \in \mathcal{PAST} \iff \mathbb{E}_{P,\eta}(\downarrow) < \infty$$

Variations of \mathcal{AST}

Positive Almost-Sure Termination \mathcal{PAST}

$$(P, \eta) \in \mathcal{PAST} \iff \mathbb{E}_{P,\eta}(\downarrow) < \infty$$

Notice $\mathcal{PAST} \subsetneq \mathcal{AST}$.

Variations of \mathcal{AST}

Positive Almost-Sure Termination \mathcal{PAST}

$$(P, \eta) \in \mathcal{PAST} \iff \mathbb{E}_{P,\eta}(\downarrow) < \infty$$

Notice $\mathcal{PAST} \subsetneq \mathcal{AST}$.

Universal Versions of \mathcal{AST} and \mathcal{PAST}

$$P \in \mathcal{UAST} \iff \forall \eta: (P, \eta) \in \mathcal{AST}$$

$$P \in \mathcal{UPAST} \iff \forall \eta: (P, \eta) \in \mathcal{PAST}$$

A (very) Simple Example Program

Consider the program P_{geo} :

```
 $x := 0;$   
{continue := 0} [0.5] {continue := 1};  
while (continue  $\neq$  0){  
     $x := x + 1;$   
    {continue := 0} [0.5] {continue := 1}  
}
```

A (very) Simple Example Program

Consider the program P_{geo} :

```
 $x := 0;$   
{continue := 0} [0.5] {continue := 1};  
while (continue  $\neq$  0){  
     $x := x + 1;$   
    {continue := 0} [0.5] {continue := 1}  
}
```

- $E_{P_{geo}}(x) = 2$

A (very) Simple Example Program

Consider the program P_{geo} :

```
 $x := 0;$   
{continue := 0} [0.5] {continue := 1};  
while (continue  $\neq$  0){  
     $x := x + 1;$   
    {continue := 0} [0.5] {continue := 1}  
}
```

- $E_{P_{geo}}(x) = 2$
- $E_{P_{geo}}(\text{continue}) = 0$

A (very) Simple Example Program

Consider the program P_{geo} :

```
 $x := 0;$   
 $\{\text{continue} := 0\} [0.5] \{\text{continue} := 1\};$   
 $\text{while } (\text{continue} \neq 0) \{$   
     $x := x + 1;$   
     $\{\text{continue} := 0\} [0.5] \{\text{continue} := 1\}$   
 $\}$ 
```

- $E_{P_{geo}}(x) = 2$
- $E_{P_{geo}}(\text{continue}) = 0$
- P_{geo} terminates almost-surely on all inputs

A (very) Simple Example Program

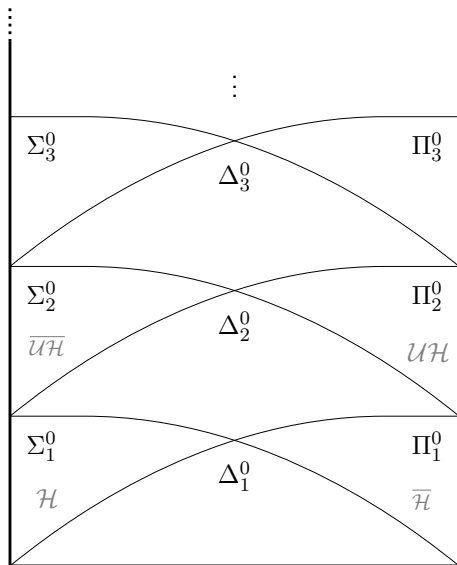
Consider the program P_{geo} :

```
 $x := 0;$   
{continue := 0} [0.5] {continue := 1};  
while (continue  $\neq$  0){  
     $x := x + 1;$   
    {continue := 0} [0.5] {continue := 1}  
}
```

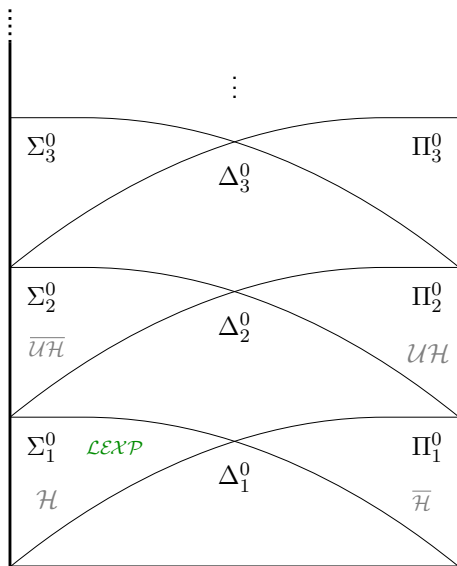
- $E_{P_{geo}}(x) = 2$
- $E_{P_{geo}}(\text{continue}) = 0$
- P_{geo} terminates almost-surely on all inputs
- Expected runtime of P_{geo} is $\mathcal{O}(E_{P_{geo}}(x))$ on all inputs

Summary of Results

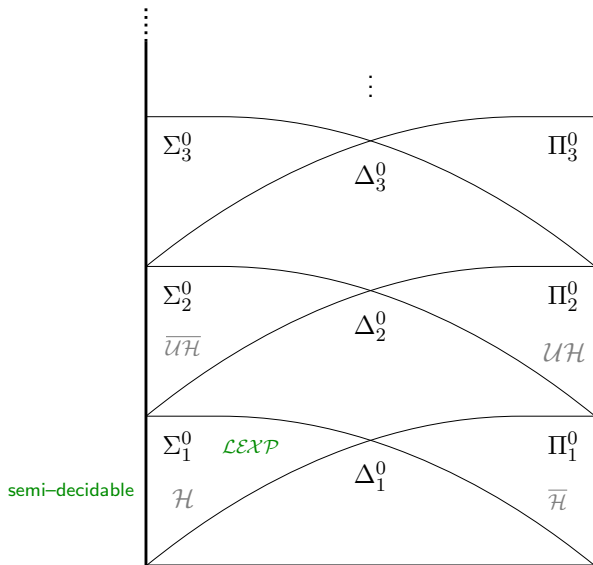
Summary of Results



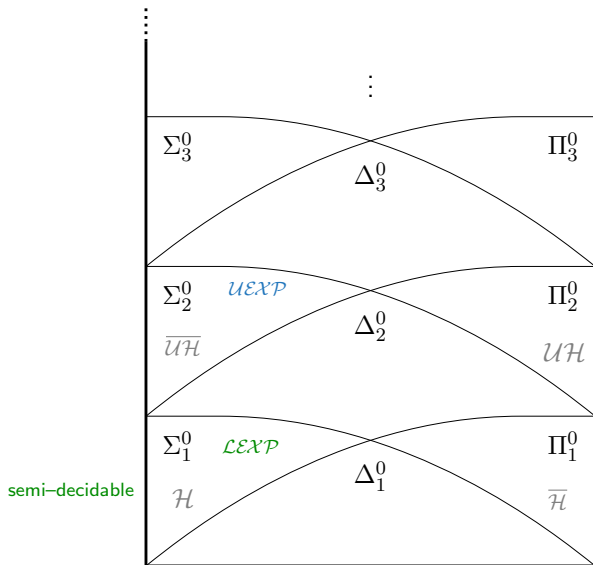
Summary of Results



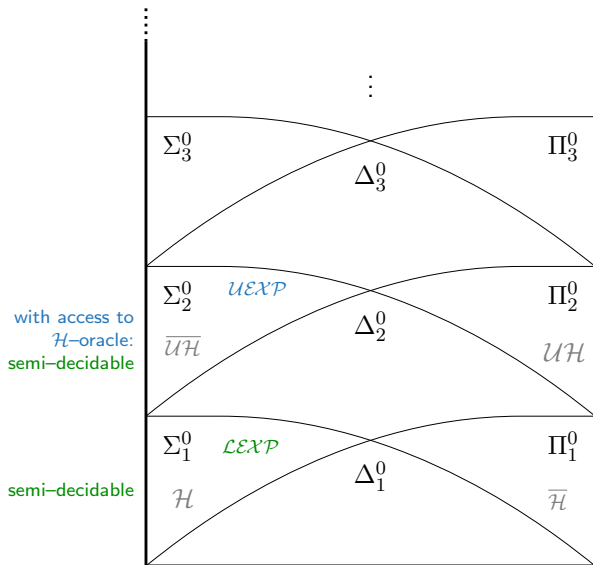
Summary of Results



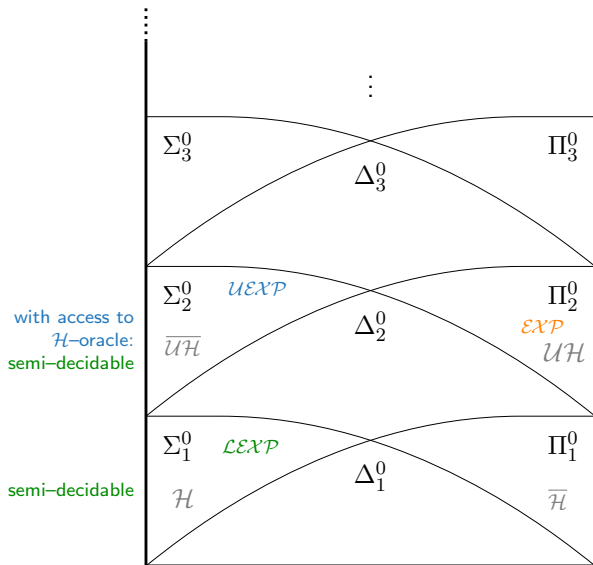
Summary of Results



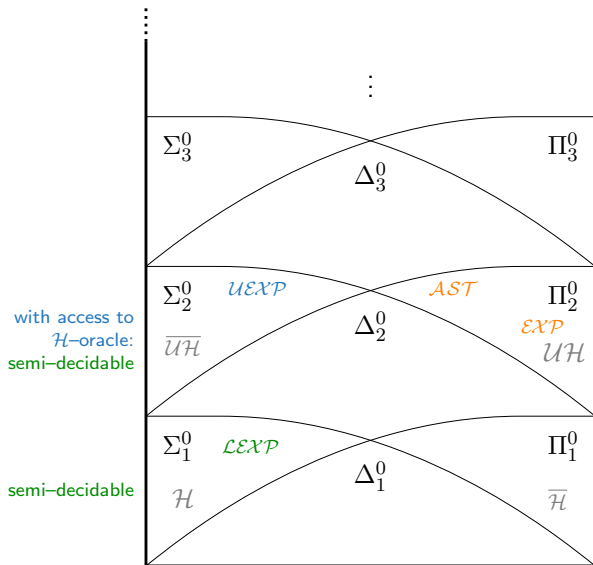
Summary of Results



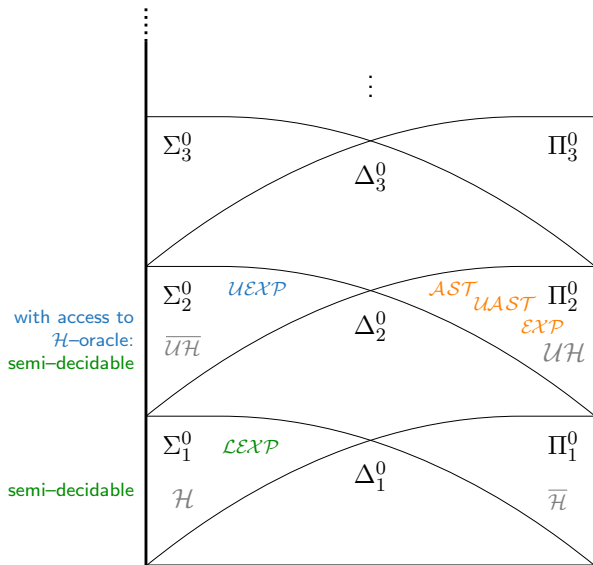
Summary of Results



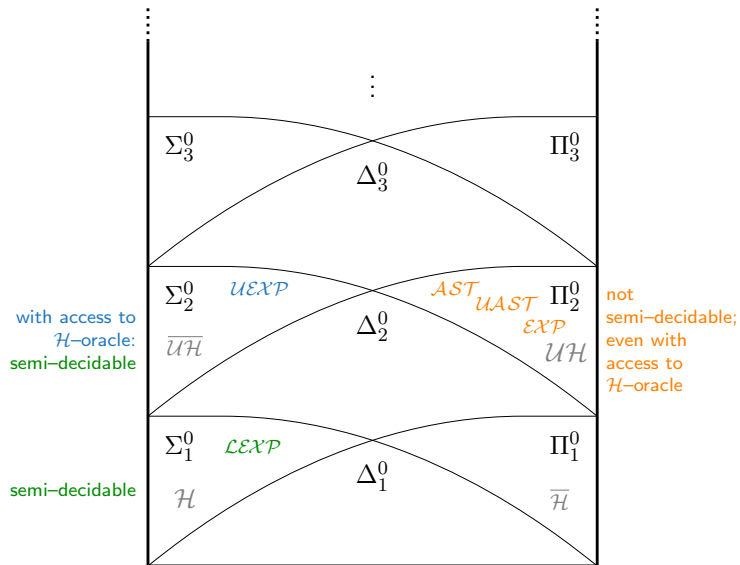
Summary of Results



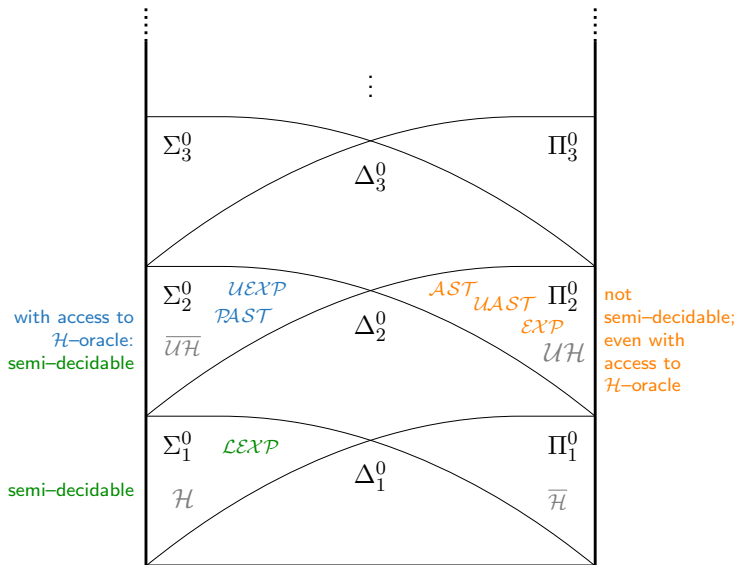
Summary of Results



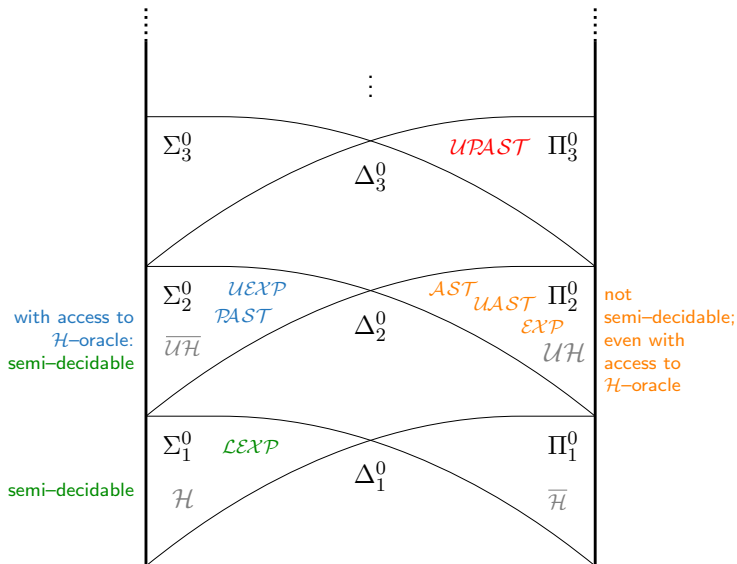
Summary of Results



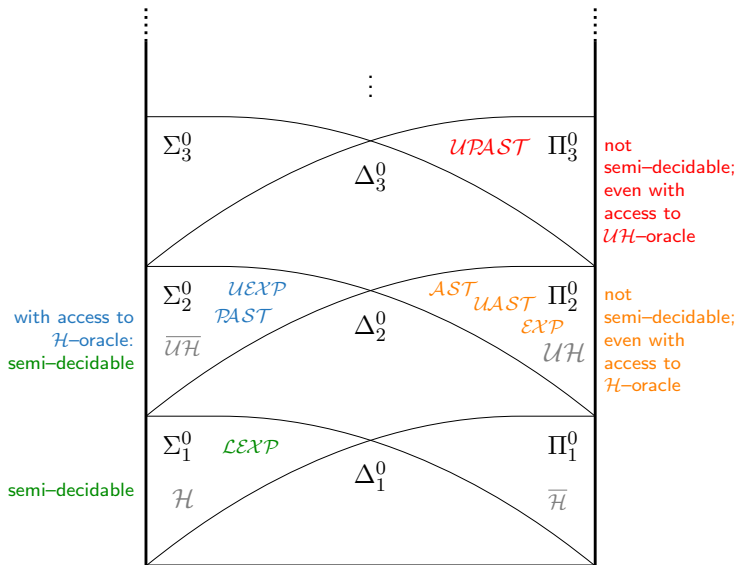
Summary of Results



Summary of Results



Summary of Results



Summary of Results

Thank you for
your kind attention :-)

