

TAP

a Tool for Analyzing Termination and Assertions for Probabilistic Programs

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ABSTRACT

Probabilistic programs combine probabilistic reasoning models with Turing complete programming languages, unify formal descriptions of calculation and uncertain knowledge, and can effectively deal with complex relational models and uncertain problems. This paper presents TAP, a tool for analyzing termination and assertions for affine probabilistic programs. On one hand, it can help to analyze the termination property of affine probabilistic programs both qualitatively and quantitatively. It can check whether a probabilistic program terminates with probability 1, estimate the upper bound of expected termination time, and calculate the number of steps after which the termination probability of the given probabilistic program decreases exponentially. On the other hand, it can estimate the correct probability interval for a given assertion to hold, which helps to analyze the influence of uncertainty of variables on the results of probabilistic programs. The effectiveness of TAP is demonstrated through various affine probabilistic programs.

CCS CONCEPTS

• Software and its engineering → Software notatins and tools;

KEYWORDS

Probabilistic Programming, Program Verification, Termination, Ranking Supermartingale

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1 INTRODUCTION

There are a large number of uncertainty problems in the real world, which requires us to use prerequisite knowledge and deductive reasoning to predict the results, that is to say, to make decisions on nondeterministic problems through probability reasoning. Therefore, probabilistic programs are put forward for that purpose. Probabilistic programs are a kind of logic programs with probabilistic facts. They make probabilistic reasoning models easier to build and can estimate the possibilities of for certain events to occur. Probabilistic programs have a wide range of applications in various fields such as business, military, scientific research and daily life. Probability is becoming more and more important in actual calculations,

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such as risk analysis, medical decision-making, differential privacy mechanisms, etc. The analysis of probabilistic programs has also received widespread attention in academia and industry.

In the current work we present presents TAP, a verification tool for analyzing Termination and Assertions for affine Probabilistic programs. It can automatically analyze whether an affine probabilistic program conforms to a specification. It mainly includes two parts: one is to analyze the termination property of a given affine probabilistic program qualitatively and quantitatively; the other is to estimate the correct probability interval for a given assertion to hold. More specifically, TAP provides the following functionalities:

- (1) Defining and parsing probabilistic programs. More than ten kinds of probability distributions are built in, which is convenient to be called to build probabilistic models.
- (2) Reducing the termination analysis of a given program to a linear programming problem. We also consider the concentration results under the premise that the program is terminating.
- (3) Reducing the estimation of a given assertion to a polyhedron solving problem. Note that we support probabilistic programs with infinitely many states.

The tool and the experimental data given in this paper are all available in the repository <https://github.com/>.

2 PROBABILISTIC PROGRAMS

program	:=	typeSpecifier main{stmt*}
stmt	:=	assign condStmt while
assign	:=	intAssign realAssign
condStmt	:=	ifStmt ifElseStmt
while	:=	while (test) stmt*
intAssign	:=	intVar = intConst intVar ~ intRandom
realAssign	:=	realVar = realConst realVar ~ realRandom
intRandom	:=	uniformInt(intConst, intConst) Bernoulli(intConst, intConst) ...
realRandom	:=	uniformReal(realConst, realConst) Gaussian(realConst, realConst) ...
intExpr	:=	intConst intRandom intExpr ± intExpr intConst* intExpr intExpr / intConst
realExpr	:=	realConst realRandom realExpr ± realExpr realConst* realExpr realExpr / realConst
boolExpr	:=	true false boolExpr ∧ boolExpr intExpr relop intExpr realExpr relop realExpr
relop	:=	< > ≥ ≤ ==

Figure 1: Syntax specification of a probabilistic language

In order to analyze and verify probabilistic programs, we first need a probabilistic language sufficiently expressive and easy to understand. We follow [16] to define a probabilistic language, whose syntax specification is shown in Figure 1. The statements in the probabilistic language are similar to those in classic imperative languages, mainly composed of three types of statements: assignment, condition-branch (if-else) and loop statements (while). The main difference is that we now have a collection of random value generators (discrete distribution, Binomial distribution, Poisson distribution, Integer Uniform distribution, Real Uniform distribution, Exponential distribution, Gamma distribution, Beta distribution, Geometric distribution), which can be used to simulate different probability distributions. Variables are classified into two types: program variables and sampling variables. Program variables include integer, real, and boolean variables. Boolean variables are mainly used for condition and loop statements. Sampling variables are assigned with dynamically generated values when the program is running, which is subject to a continuous or discrete probability distribution.

We use control flow graphs (CFGs) to express the semantics of probabilistic programs. Formally, a CFG is a tuple in the form $(L, X, R, \mapsto, \perp)$, where:

- L is a finite set of labels $L = \{\ell_0, \ell_1, \dots, \ell_n\}$ used to represent control locations. Each statement in a program has a unique label. For example, ℓ_0 usually indicates the starting location.
- $X = \{x_0, \dots, x_n\}$ is a set of program variables and $R = \{r_1, \dots, r_m\}$ is a set of sampling variables.
- \mapsto is a transition relation. Its element is in the form (ℓ, α, ℓ') , representing one step of transition from control location ℓ to ℓ' , by an update function $\alpha: \mathbb{R}^{|X \cup R|} \rightarrow \mathbb{R}^{|X|}$.
- \perp is a sign of the exit of the program.

The following uses an example to illustrate the probabilistic programs and control flow graphs.

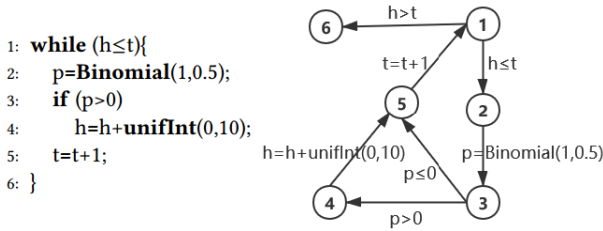


Figure 2: A probabilistic program with its CFG

Example 1. Consider the program depicted in the left part of Fig.2, where h and t is the program variables, p is a sampling variable. 'Binomial(1,0.5)' is binomial distribution, which means the probability of 0.5 is taken as 1, else 0. 'unifInt(0,1)' is integer uniform distribution, which means the integers between 0 and 10 are taken with equal probability. The numbers 1-6 on the left are the program control location, where 1 is the starting location and 6 is the terminal location. Its CFG is given in the right part of the figure. The probabilistic programs simulate the scene of the tortoise hare race. The tortoise's initial position is t and the hare's initial

position is h , until the hare passes the tortoise and the program is terminated. The tortoise is always moving at the speed of 1. The hare is moving with probability 0.5, the moving speed is a random number between 0 and 10.

3 TERMINATION ANALYSIS

Termination analysis is an important part of program verification. If the loop program is terminated for all initial values that can enter the loop, the program is said to be terminated. Ensuring termination is a necessary condition for many properties of programs such as total correctness. Generally speaking, the termination of a program is undecidable [17], but for some subclass programs, its termination can be verified. In this paper, we prove the termination of the affine probabilistic programs by synthesizing ranking supermartingales [4]. TAP implements Algorithm 1 [5, 14] to analyze probabilistic termination qualitatively and quantitatively.

Algorithm 1 Termination Analysis.

Input: Program P ;

Output: Judge whether the program is terminating, isT;

The probability to terminate after N steps decreases exponentially, N .

- 1: Set template $g(\ell, \mathbf{x})$ with a natural number as the maximal degree. Each location has the common template with unique coefficient. If ℓ_{\perp} , the template $g(\ell, \mathbf{x}) = K$.
- 2: Traverse the programs parse tree
 - 2.1: Collect the invariant $I[]$ for each location.
 - 2.2: Calculate the pre-expectation for each location.
 - case "assignment statement":
 $pre(\ell, \mathbf{x}) = \mathbb{E}(g(\ell', \alpha, \mathbf{x}))$.
 - case "condition(if-else) or loop(while) statement":
 $pre(\ell, \mathbf{x}) = g(\ell', \mathbf{x})$.
 - case "terminal statement":
 $pre(\ell, \mathbf{x}) = g(\ell, \mathbf{x}) = K$.
- 3: By the concept of half-space, $H = g(\ell, \mathbf{x}) - pre(\ell, \mathbf{x}) - \epsilon$, where $\epsilon > 0$ and $K \leq -\epsilon$
- 4: Pattern extraction. By Handelman's Theorem [9], $H' = \sum_{i=1}^d a_i \cdot$

μ_i , where $\mu_i \in \mu$, $\mu = \{ \prod_{i=1}^n I_i | n \in \mathbb{N}_0 \text{ and } I_1, \dots, I_n \in I \}$ and a_i is a non-negative real number.

- 5: Solve linear programming. H and H' are corresponding coefficient relations. If solvable, the program P can be terminating, otherwise return.
- 6: Calculate the upper bound of expected termination time according to $EP(P) \leq UB(P) := \frac{g(\ell_0, x_0) - K}{\epsilon}$
- 7: Calculate the difference-bounded $[a, b]$ with $(a \leq g(\ell', \mathbf{x}) - g(\ell, f(\mathbf{x}, \mathbf{r})) \leq b)$
- 8: Obtain N , according to $\mathbb{P}(T_P > N) \leq e^{-\frac{2(\epsilon(N-1) - g(\ell_0, x_0))^2}{(N-1)(b-a)^2}}$

Qualitative analysis. It mainly analyzes whether the probabilistic programs will terminate with probability 1 (almost sure termination). The specific idea is to calculate the martingale of each location and the value of location ℓ' minus the value of location ℓ is ϵ , where ϵ is greater than 0. Refer to Algorithm 1 steps 1 to 5.

The polynomial ranking supermartingale(RSM) is a collection of functions at each label, represented by the template $g(\ell, \cdot)$. Each function is non-negative at non-terminal program position. The invariants and pre-expectation are calculated by traversing the program parse tree. pre-expectation [4] is about the expression over the variables across a transition \mapsto . Then, through steps 3 and 4, H and H' can be known. According to Handelman's theorem, we know that the coefficients of H and H' correspond. So that it can be transformed into linear programming problems. For the sake of simplicity, in TAP, we take the maximal degree of the template as 2, that is, the template $g(\ell, \cdot)$ is a quadratic equation. In addition, ϵ is taken as 1 and K as -1 for our tool TAP. Below we show the result of Example 1, as shown in Table 1.

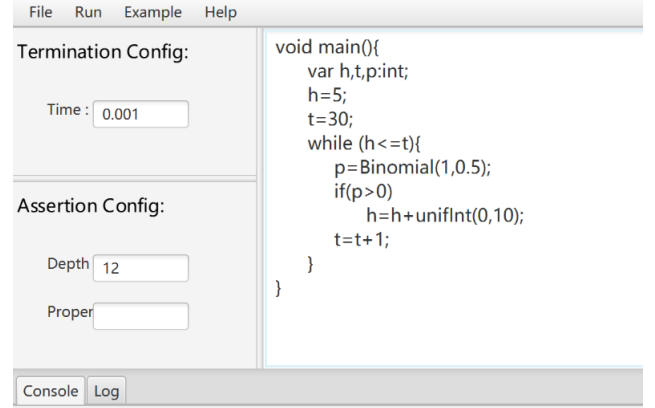
Table 1: The RSM-map for Example 1

Label	Invariant	The RSM-map g
1	$h \leq t + 9$	$3 \cdot t - 3 \cdot h + 27$
2	$h \leq t$	$3 \cdot t - 3 \cdot h + 26$
3	$h \leq t$	$3 \cdot t - 3 \cdot h - 14 \cdot p + 32$
4	$h \leq t \wedge p = 1$	$3 \cdot t - 3 \cdot h + 17$
5	$h \leq t + 10$	$3 \cdot t - 3 \cdot h + 31$
6	$t < h$	-1

The "Label" column represents control location of the program. The "Invariant" column is the logical formula that the reachable value on the label satisfies when it starts from the starting location. The "The RSM-map g" column denotes the ranking supermartingale on the label. The value of the RSM decreases in expectation by at least a positive amount ϵ after each execution of a statement. For example, it's easy to know that the label has less supermartingale than the previous label by 1 from label 1 to label 2. Consider the label 2 to label 3, $g(\ell_2, h, t, 0) - g(\ell_3, h, t, \mathbb{E}(\text{Binomial}(1, 0.5)))$, where $\mathbb{E}(\text{Binomial}(1, 0.5)) = 0.5$, meet the above condition. Similarly, from label 3 to label 4, $g(\ell_3, h, t, \mathbb{E}(\text{Binomial}(1, 0.5))) - g(\ell_4, h, t, 1) = 1$; from label 3 to label 5, $g(\ell_3, h, t, 0) - g(\ell_5, h, t, 0) = 1$; from label 4 to label 5, $g(\ell_4, h, t, 0) - g(\ell_5, \mathbb{E}_r(h+r), t, 0) = 1$, where $r = \text{unifInt}(0, 10)$ and from label 5 to label 1, $g(\ell_5, h, t, p) - g(\ell_1, h, t + 1, p) = 1$, they are also satisfied. At program exit, we have from the invariant $h \leq t + 9$ that $g(\ell_1, h, t, 0) - g(\ell_6, h, t, p) \geq 1$ which satisfy the condition.

Quantitative analysis. We aim to estimate the upper bound of expected termination time and calculate the boundary N , so that the probabilistic program concentrates on termination before N steps. We focus on the approximation of the expected termination time, cf. steps 6 to 8 in Algorithm 1. According to the previous steps, we can find the coefficients of the polynomial template RSM. The existence of an RSM ensures a finite upper bound on the expected termination time. If we know the initial values of variables, we can see that the value at the first location is $g(\ell, x_0)$, the value is K at the terminated location ℓ_\perp and the difference between two consecutive locations is ϵ . Therefore, when program P is almost sure terminating, we can get the upper bound on termination time for the given initial condition is: $ET(P) \leq UB(P) = \frac{g(\ell, x_0) - K}{\epsilon}$. Then we focus on concentration problem, that is, the probability of termination after N steps shows an exponential decrement. Exponential

sum is one of the most commonly used specific function families in nonlinear approximation theory. Our main idea is based on martingale inequality of Azuma's Inequality [2], Hoeffding's Inequality [12, 15] and Bernstein's Inequality [3, 15]. In probability theory, the Azuma's inequality gives a concentration result for the values of martingales that have bounded differences. Hoeffding's Inequality is a special case of Azuma's Inequality. It proposes an upper bound on the probability that the sum of random variables deviates from its expected value. Bernstein's Inequality is a generalization of Hoeffding. It can handle not only independent variables but also weak independent variables. By [14], we know that if $\epsilon(N-1) > \frac{2((N-1)-g(\ell_0, x_0))^2}{(N-1)(b-a)^2}$ holds. $g(\ell_0, x_0)$, the inequality $\mathbb{P}(T_P > N) \leq e^{-\frac{2((N-1)-g(\ell_0, x_0))^2}{(N-1)(b-a)^2}}$ holds. Consider again Example 1 with the initial values $t=30$ and $h=5$. We can get the $ET(P) \leq \frac{3 \cdot 30 - 3 \cdot 5 + 27 - K}{\epsilon} = 103$, where K, ϵ taken to be resp. -1, 1. The difference-bounded exists, is $[-28, 14]$. Suppose we ask $\mathbb{P}(T_P > N) \leq 10^{-3}$, we get N approximately 6296.



The input can be accepted.
This program can be terminable!
The upper bound of expected termination time: 101.0
N: 6295.986160820521 (termination time doesn't exceed 0.001)

Figure 3: TAP User Interface

The user interface is shown in the Fig.3. The concentration termination time can be set on the upper left of the interface and the probabilistic programs can be written on the right. You can also choose "File" -> "Open" to import file. Then click "Termination Analysis" in the "Run" drop-down menu to run. The analysis results are displayed in the console.

4 ESTIMATING THE PROBABILITIES OF ASSERTIONS

The goal of this section is to estimate the probability that a given assertion is correct at the exit of the program. The specific algorithm can refer to [16]. There are two main steps.

The first step is to generate a sufficient and appropriate path set S with high confidence coverage. Using symbolic execution [8], the finite set $S = \{s_1, \dots, s_i, \dots, s_n\}$ contains distinct paths that are terminating, that is, we have the transition sequences $s_i : \ell_0 \rightarrow \dots \rightarrow \ell_k \rightarrow \dots \rightarrow \ell_\perp$. The second step is to estimate the probability of a given assertion φ . For the path set S collected above,

Table 2: Experimental results: termination analysis

Example	x_0	$g(\ell_0, x_0)$	UB(P)	N (time ≤ 0.01 sec)
Simple	$x = 100$	$6x$	601	1474.82
NestedLoop	$x = 1$	$-1040x + 2288$	1249	158141.27
Award	bonus=0	$-4.0 \cdot \text{bonus} + 440$	441	4522.28
RandomWalk	$\text{position} = 0$	$-20 \cdot \text{position} + 120$	121	4695.66
Gambler	$\text{money} = 3$	$400 \cdot \text{money} + 400$	1601	1506477.30
Gambler2	$\text{money} = 10$	$45.454545 \cdot \text{money} + 454.545455$	910.09	1297006.47
Bitcoin mining	$\text{coin} = 10$	$5.317601 \cdot \text{coin}$	54.18	1.532647E8
Tortoise-Hare	$h = 5, t = 30$	$3 \cdot t - 3 \cdot h + 27$	103	4264.27

we can analyze each path in turn, then estimate the path probability and eventually the assertion probability. Since the calculation of the accurate probabilities is closely related to the volume of n -dimensional convex polyhedron, when the dimension increases, the calculation becomes very difficult and the time complexity is high [1]. Usually, the computation may fail due to the calculation or insufficient memory. On the premise of weighing the efficiency and accuracy of calculation, we focus on calculating the probability interval of a given assertion rather than the estimated value.

5 EXPERIMENTAL RESULTS

In this section, we present some experimental results of analyzing probabilistic programs using TAP. More details can be found at GitHub.

We have written some simple but classical probabilistic programs with ‘while’ loops. In Table 2, we display the experimental results about termination analysis, where x_0 means the initial value of each variable, $g(\ell_0, x_0)$ is the polynomial ranking supermartingale about the starting location, $UB(P)$ is the upper bound of expected termination time and N is the bound that the probability of termination after N steps shows an exponential decrement (we set the exponent to 0.01).

Table 3: Experimental results: estimating the probability interval of assertions

Ex.	Assertion	c	Bounds
sum-three	$x > 5 \ \&\& \ y > 0$	0.9886	[0.150535, 0.163590]
	$x > 0 \ \&\& \ y > 0 \ \&\& \ z > 0$	0.9886	[0.125582, 0.137293]

The result of estimating the probability interval of assertions is consistent with paper [16], so we won’t repeat it here. A little difference lies in the syntax rules of assertions. We support logical operator conjunction “ $\&\&$ ” in TAP. It can analyze situations where two or more conditions are met at the same time, as shown in Table 3. In the table, an assertion is a boolean expression; c is the lower bound of path coverage; the column headed by Bounds gives the upper and lower bounds of the given assertion.

6 RELATED TOOLS

Software tools for the analysis of probabilistic programs has not yet received much attention. As far as we know, the only existing

tools are ProbFuzz [6], PSense [13] and PSI [7]. PSI is a symbolic inference tool that approximates the probability density function represented by a probabilistic program. PSense is an automated verification tool that generate tight upper bounds for the sensitivity of probabilistic programs over initial inputs. ProbFuzz is a tool for testing probabilistic programs. Both the aforementioned tools do not consider termination analysis of probabilistic programs. For example, ProbFuzz focuses on testing rather than verification of probabilistic programs, PSI considers only inference and PSense solves sensitivity instead. Moreover, PSI/PSense requires that the input probabilistic while loop has a bounded number of loop iterations, while we can handle probabilistic loops with an unbounded number of loop iterations.

7 CONCLUSIONS AND FUTURE WORK

Uncertainty exists in many software systems, including data analysis, stochastic algorithms and Monte Carlo simulation [10]. We have designed TAP to provide convenience and support for analyzing probabilistic programs. TAP is helpful to perform qualitative and quantitative analysis on the termination of probabilistic programs. It can also collect path sets with high confidence coverage and compute probability interval for assertions to hold in probabilistic programs.

However, we have only solved some aspects of the complex problem of probabilistic program analysis and verification. There are still many ways to improve the tool.

- (1) Currently, TAP only deals with linear programs. That is, it cannot handle variable multiplication, division and exponents, etc., regardless of the termination analysis or the estimation of assertion probability interval.
- (2) Non-deterministic probabilistic programs are also not supported. TAP requires the the behavior of the input program to be fully probabilistic, and there is no non-deterministic transitions.
- (3) In the future, we hope to find a better way to compute more accurate termination time and probability interval under the premise of ensuring high efficiency [11].

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