

My JuliaCon proceeding

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ABSTRACT

This is a guide for authors who are preparing papers for JuliaCon using the LATEX document preparation system and the juliacon class file.

Keywords

Julia, Optimization, Game theory, Compiler

1. Introduction

Bayesian inference is one of the key computational mechanisms that underlies probabilistic model-based machine learning applications. Unfortunately, for many practical models, Bayesian inference requires evaluating high-dimensional integrals that have no analytical solution. As a result, Probabilistic Programming (PP) tools for Automated Approximate Bayesian Inference (AABI) have become popular, e.g., *Turing.jl* [2], *ForneyLab.jl* [1] and others. These tools help researchers to specify probabilistic models in a high-level domain-specific language and run AABI algorithms with minimal additional overhead.

We present **ReactiveMP.jl** package, which is a native Julia package for automated *reactive* message passing-based (both exact and approximate) Bayesian inference and Constrained Bethe Free Energy (CFBE) optimisation [4]. New package scales comfortably to inference tasks on factor graphs with tens of thousands of variables and millions of nodes. The package comes with a collection of standard probabilistic models, including linear Gaussian state-space models, hidden Markov models, auto-regressive models and mixture models. Moreover, ReactiveMP.jl API supports various processing modes such as offline learning, filtering of infinite data streams and protocols for handling missing data.

ReactiveMP.jl provides an easy way to add new models, node functions and analytical message update rules to the existing platform. The resulting inference procedures are differentiable with the *ForwardDiff.jl* [3]. As for computation time and memory usage, specifically for conjugate models, the ReactiveMP.jl outperforms Turing.jl and ForneyLab.jl significantly by orders of magnitude. Performance benchmarks are available at the GitHub repository.

2. Acknowledgements

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3. References

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