

# Propositional Probability III: Compilation<sup>1</sup>

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- **Goal:** to evaluate terms from PROP as efficiently as possible
- Last time we saw  $(\pi, (\varphi, w)) \Downarrow^e v$ . We observed that it is efficient (i.e., polynomial in  $|\varphi|$ ) if  $\varphi$  has specific forms: for instance, if it is a simple conjunction of variables. This time, we will see some more sophisticated evaluation strategies

## 1 Memoization

- Consider the formula  $(a \vee b) \wedge (c \vee d)$  and some  $w$ .
- Let's see a sketch of a derivation tree (where we elide  $w$  and  $\pi$  for now):

$$\begin{array}{c} \begin{array}{c} \dots \\ \hline (c \vee d) \Downarrow^e v_3 \end{array} \quad \text{false} \Downarrow^e 0 \quad \begin{array}{c} \dots \\ \hline (c \vee d) \Downarrow^e v_2 \end{array} \quad (*) \\ \hline (b \wedge (c \vee d)) \Downarrow^e v_1 \\ \hline ((a \vee b) \wedge (c \vee d)) \Downarrow^e w(a)v_1 + w(\bar{a})v_2 \end{array}$$

- **Observe:** both of the subtrees marked by  $(*)$  are *identical*. We are wasting effort by re-deriving both. We should *reuse* these derivations rather than recomputing them.
- Now we will define a new reduction rule that memoizes previously computed results
- Shape of new relation:  $(\rho, \mathbf{p}) \Downarrow^m (v, \rho')$ , where  $\rho$  is a memoization table that maps PROP programs to probabilities:

$$(\pi, \rho, (\text{true}, w)) \Downarrow^m (1, \rho) \quad (\pi, \rho, (\text{false}, w)) \Downarrow^m (0, \rho)$$

$$(\text{MEMO}) \frac{\rho(\varphi) = v}{(\pi, \rho, (\varphi, w)) \Downarrow^e (v, \rho)}$$

$$(\text{SPLIT}) \frac{\begin{array}{c} \varphi \notin \rho \quad (\pi, \rho, (\varphi[\text{true}/x], w)) \Downarrow^m (\rho', v_1) \\ (\pi, \rho' \cup (\varphi[\text{true}/x] \mapsto v_1), (\varphi[\text{false}/x], w)) \Downarrow^m (\rho'', v_2) \end{array}}{(x :: \pi, \rho, (\varphi, w)) \Downarrow^m (\rho'' \cup (\varphi[\text{false}/x] \mapsto v_2), w(x)v_1 + w(\bar{x})v_2)}$$

So far we've considered *tree-like* proof-systems (also called *Gentzen sequent calculus* [Gentzen, 1969]): these are systems of deductions that describe trees, and cannot share sub-derivations. There are more powerful DAG-like proof-systems that permit the reusing of subderivations. If you are interested in learning more about the power of various proof systems, check out Beame and Pitassi [2001]

### Analysis of memoization

- What kinds of PROP programs does our new memoized reduction scale well on?
- For the purposes of analysis, it can be useful to give a *cost-annotated* version of our rules that counts how many derivations were produced during runtime. This is fairly easy to do: we augment our relation with an integer  $n$  that accumulates the total runtime, so our new relation is  $(\pi, \rho, (\varphi, w)) \Downarrow^m (v, \rho', n)$ :

$$(\pi, \rho, (\text{true}, w)) \Downarrow^m (1, \rho, 1) \quad (\pi, \rho, (\text{false}, w)) \Downarrow^m (0, \rho, 1)$$

$$(\text{MEMO}) \frac{\rho(\varphi) = v}{(\pi, \rho, (\varphi, w)) \Downarrow^e (v, \rho, 1)}$$

$$(\text{SPLIT}) \frac{\begin{array}{c} \varphi \notin \rho \quad (\pi, \rho, (\varphi[\text{true}/x], w)) \Downarrow^m (\rho', v_1, n_1) \\ (\pi, \rho' \cup (\varphi[\text{true}/x] \mapsto v_1), (\varphi[\text{false}/x], w)) \Downarrow^m (\rho'', v_2, n_2) \end{array}}{(x :: \pi, \rho, (\varphi, w)) \Downarrow^m (\rho'' \cup (\varphi[\text{false}/x] \mapsto v_2), w(x)v_1 + w(\bar{x})v_2, n_1 + n_2 + 1)}$$

- Complexity in the *elimination-width*, similar to variable elimination (won't get into that now...)

## 2 Tractable runtimes

- **Problem:** evaluating probabilities is hard for *arbitrary formulae*. What if we consider a *restricted class* of formulae for which there exists a runtime semantics that *guaranteed to be efficient* in  $|\varphi|$ ?

**Definition 1** (Tractable runtime). Let  $p \Downarrow (v, n)$  be a cost-annotated big-step reduction relation for some program  $p$  written in language  $L$ . We call  $\Downarrow$  a **tractable runtime** if  $n$  is polynomial in  $(|\varphi|)$  for any program  $p$  written in  $L$ .

- We need to define a notion of size for PROP programs. Intuitively, the size simply counts how many syntactic constructs are utilized:

$$|\text{true}| = 1 \quad |\text{false}| = 1 \quad \frac{|\varphi| = n}{|\neg\varphi| = 1 + n} \quad |x| = 1$$

$$\frac{|\alpha| = n_1 \quad |\beta| = n_2}{|\alpha \wedge \beta| = 1 + |\alpha| + |\beta|}$$

And so on similarly for other connectives.

- Observe: neither  $\Downarrow^e$  nor  $\Downarrow^m$  are tractable runtimes.  
**Exercise:** find a family of programs that witnesses this intractability for each language.
- Can we come up with a suitable restriction to PROP that guarantees that  $\Downarrow^e$  is a tractable runtime?
- **Idea**, our first tractable runtime: restrict propositional terms to be “pre-split” (or *Shannon-expanded*). Call this language  $\text{PROP}_S$ :

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1  $\varphi_S, \alpha_S, \beta_S ::= \text{true}_S \mid \text{false}_S \mid (x.S \wedge \alpha_S) \vee (\neg x.S \wedge \beta_S)$ 
2  $w_S ::= [x_S \mapsto \theta_x, \dots]$ 
3  $p_S ::= (\varphi_S, w_S)$ 

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- We define a cost-annotated enumeration relation  $p_S \Downarrow^e (v, n)$  in a manner identical to PROP for  $\text{PROP}_S$

**Theorem 1.** Assume  $p_S \Downarrow^e (v, n)$ . Then,  $n \leq 1 + |p_S|$ .

*Proof.* By structural induction on  $(\varphi, w)$ , inducting on  $\varphi$ . Base cases are easy:  $(\text{true}, w) \Downarrow (1, 1) \leq 1 + 1$ .

Now let's handle  $((x \wedge \varphi_1) \vee (\neg x \wedge \varphi_2))$ . Assume by induction that  $\varphi[\text{true}/x] \Downarrow (v_1, n_1)$ ,  $\varphi[\text{false}/x] \Downarrow (v_2, n_2)$ , and  $n_1 \leq 1 + |\varphi[\text{true}/x]|$  and  $n_2 \leq 1 + |\varphi[\text{false}/x]|$ .

Then, by applying the (SPLIT) rule:

$$\frac{\varphi[\text{true}/x] \Downarrow (v_1, n_1) \quad \varphi[\text{false}/x] \Downarrow (v_2, n_2)}{((x \wedge \varphi_1) \vee (\neg x \wedge \varphi_2)) \Downarrow^e (w(x)v_1 + w(\bar{x})v_2, 1 + n_1 + n_2)}$$

Now we are done if we can conclude that  $n_1 + n_2 \leq |\varphi|$ . Continuing:

$$n_1 + n_2 \leq 1 + |\varphi[\text{true}/x]| + 1 + |\varphi[\text{false}/x]| \quad \text{by I.H.} \quad (1)$$

$$= 1 + |\varphi_1[\text{true}/x]| + 1 + |\varphi_2[\text{false}/x]| \quad (\star) \quad (2)$$

$$\leq 1 + |\varphi_1| + 1 + |\varphi_2| \quad (\star\star) \quad (3)$$

$$\leq |(x \wedge \varphi_1) \vee (\neg x \wedge \varphi_2)| \quad (\dagger) \quad (4)$$

where  $(\star)$  follows from the definition of substitution, i.e.  $\varphi[\text{true}/x] = (x \wedge \varphi_1) \vee (\neg x \wedge \varphi_2)[\text{true}/x] = \varphi_1[\text{true}/x]$ ;

$(\star\star)$  follows from a simple lemma: substitution can only reduce the size of the formula, i.e.  $|\varphi[v/x]| \leq |\varphi|$  for any variable  $x$  and value  $v$ .

$(\dagger)$  follows from the definition of  $|\cdot|$ . □

### Semantics-preserving translations

- **Idea:** we can give a semantics-preserving translation from an intractable language into a tractable one
- Why would we want to do that?

- Abstraction: just like we don't want all programmers to program in assembly, it's useful to identify good target languages
- Modular reasoning: We can separate our efficiency argument into 2 stages: proving the target efficient, and proving the translation efficient (or characterizing the efficiency of the translation)
- Compilation from  $\text{PROP}$  to  $\text{PROP}_S$ : define a relation  $\rightsquigarrow$  that translates each term in each language while preserving semantics:

$$\begin{array}{c}
 \text{true} \rightsquigarrow \text{true}_S \qquad \text{false} \rightsquigarrow \text{false}_S \qquad x \rightsquigarrow x_S \\
 \\
 \frac{x \text{ free in } \varphi \quad \varphi[\text{true}/x] \rightsquigarrow \varphi_1 \quad \varphi[\text{false}/x] \rightsquigarrow \varphi_2}{\varphi \rightsquigarrow (x_S \wedge \varphi_1) \vee (\neg x_S \wedge \varphi_2)}
 \end{array}$$

Figure 1: Compilation from  $\text{PROP}$  to  $\text{PROP}_S$ .

- We will want to prove this compilation correct by proving that it preserves denotation:

**Definition 2** (Semantics preserving compilation). *Let  $L_1$  and  $L_2$  be languages with semantic interpretations  $\llbracket \cdot \rrbracket$  with the same semantic domain. A compilation  $\rightsquigarrow$  from language  $L_1$  to language  $L_2$  is **semantics-preserving** if, for any program  $p_1$  written in  $L_1$  where  $p_1 \rightsquigarrow p_2$ , it is the case that  $\llbracket p_1 \rrbracket = \llbracket p_2 \rrbracket$ .*

**Theorem 2.** *The compilation rules in Figure 1 are semantics-preserving.*

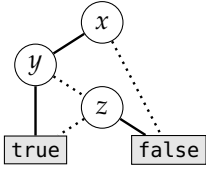
- In a seminal paper Felleisen [1990] distinguished between different kinds of programming languages based on their supported syntactic features. He compared languages on the basis of *expressivity*: whether or not it was possible to express all programs in one language in the other.
- Here we consider a refinement of this notion to *efficient expressiveness*, which captures whether or not an *efficient* (i.e., polynomial-time) translation exists between two languages:

**Definition 3** (Efficient expressiveness). *A program  $p_1$  written in language  $L_1$  is **efficiently expressible** as a program  $p_2$  written in language  $L_2$  if there exists a polynomial-time semantics-preserving translation  $p_1 \rightsquigarrow p_2$ . We say language  $L_1$  is **efficiently expressible** as  $L_2$ , written  $L_1 \sqsubseteq L_2$ , if all programs in  $L_1$  are efficiently expressible as programs in  $L_2$ .*

- Observe:  $\text{PROP}_S$  is efficiently expressible as  $\text{PROP}$ , but not vice versa

### 3 Binary decision diagrams

- **Problem:**  $\text{PROP}_5$  is not very expressive
- **Goal:** More expressive tractable languages
- What can we improve about  $\text{PROP}_5$ ? Observe that there may be *repetitious sub-syntactic terms*, and we'd like to exploit those, just like we observed in our memoized reduction scheme
- How can we represent repetitious subterms syntactically? By changing our syntax to permit *directed acyclic graphs*!
- Syntax of **binary decision diagram** (BDD): a rooted binary directed acyclic graph with two kinds of nodes:
  - *Choice nodes*, written  $\text{Ite}(x, l, h)$ , where  $x$  is a propositional variable (called the top variable),  $l$  is an edge called the *low edge*, and  $h$  is an edge called the *high edge*
  - *Terminal nodes*, which are labeled true or false.
- The syntax of BDD is given as graphical notation, for example:



Solid edges are high edges, dotted edges are low edges

- Semantics of BDD:

$$\begin{aligned}
 \llbracket \Gamma \vdash \text{true} \rrbracket &= \llbracket \Gamma \rrbracket \\
 \llbracket \Gamma \vdash \text{false} \rrbracket &= \emptyset \\
 \left\llbracket \Gamma \vdash \begin{array}{c} \text{ } \\ \text{ } \\ \text{ } \end{array} \right\rrbracket &= \{I \in \llbracket y \rrbracket \mid I(x) = \text{true}\} \cup \{I \in \llbracket z \rrbracket \mid I(x) = \text{false}\}
 \end{aligned}$$

### References

- Paul Beame and Toniann Pitassi. Propositional proof complexity: Past, present. *Future*, pages 42–70, 2001.
- Matthias Felleisen. On the expressive power of programming languages. In *European Symposium on Programming*, pages 134–151. Springer, 1990.

Gerhard Gentzen. Investigations into logical deduction. *The collected papers of Gerhard Gentzen*, pages 68–131, 1969.