



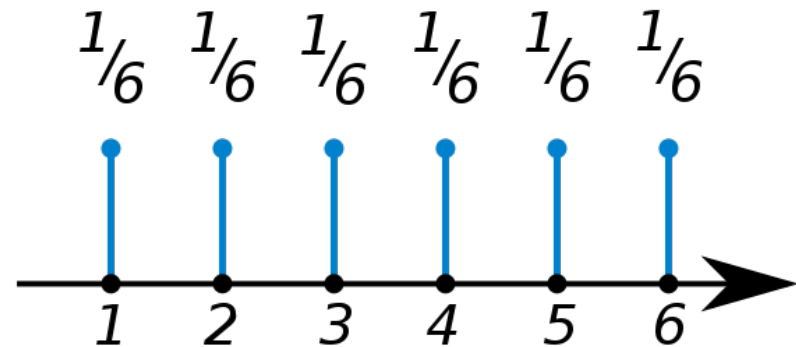
A probability engine in Python



FOSDEM¹⁵

What is Lea?

Finite
discrete
probability
distributions
... in Python !



Yet another stats package?

No.

discrete distributions *only*

support of **any object**

integer arithmetic (no float)

calculus on probability distributions

emphasis on **ease-of-use**

Let's meet Lea!



```
>>> flip = Lea.fromVals('Head','Tail')
>>> flip
Head : 1/2
Tail : 1/2
```

```
>>> biasFlip = Lea.fromVals('Head','Tail','Tail')
>>> biasFlip
Head : 1/3
Tail : 2/3
```

```
>>> biasFlip.random(10)
('Tail', 'Tail', 'Head', 'Tail', 'Head', 'Tail',
'Tail', 'Head', 'Head', 'Tail')
```

```
>>> Lea.fromVals(*(biasFlip.random(3000000)))
Head : 999407/3000000
Tail : 2000593/3000000
```

Play with a die

```
>>> die1 = Lea.fromVals(1,2,3,4,5,6)
```

```
>>> die1
```

```
1 : 1/6
```

```
2 : 1/6
```

```
3 : 1/6
```

```
4 : 1/6
```

```
5 : 1/6
```

```
6 : 1/6
```

```
>>> die1.mean
```

```
3.5
```

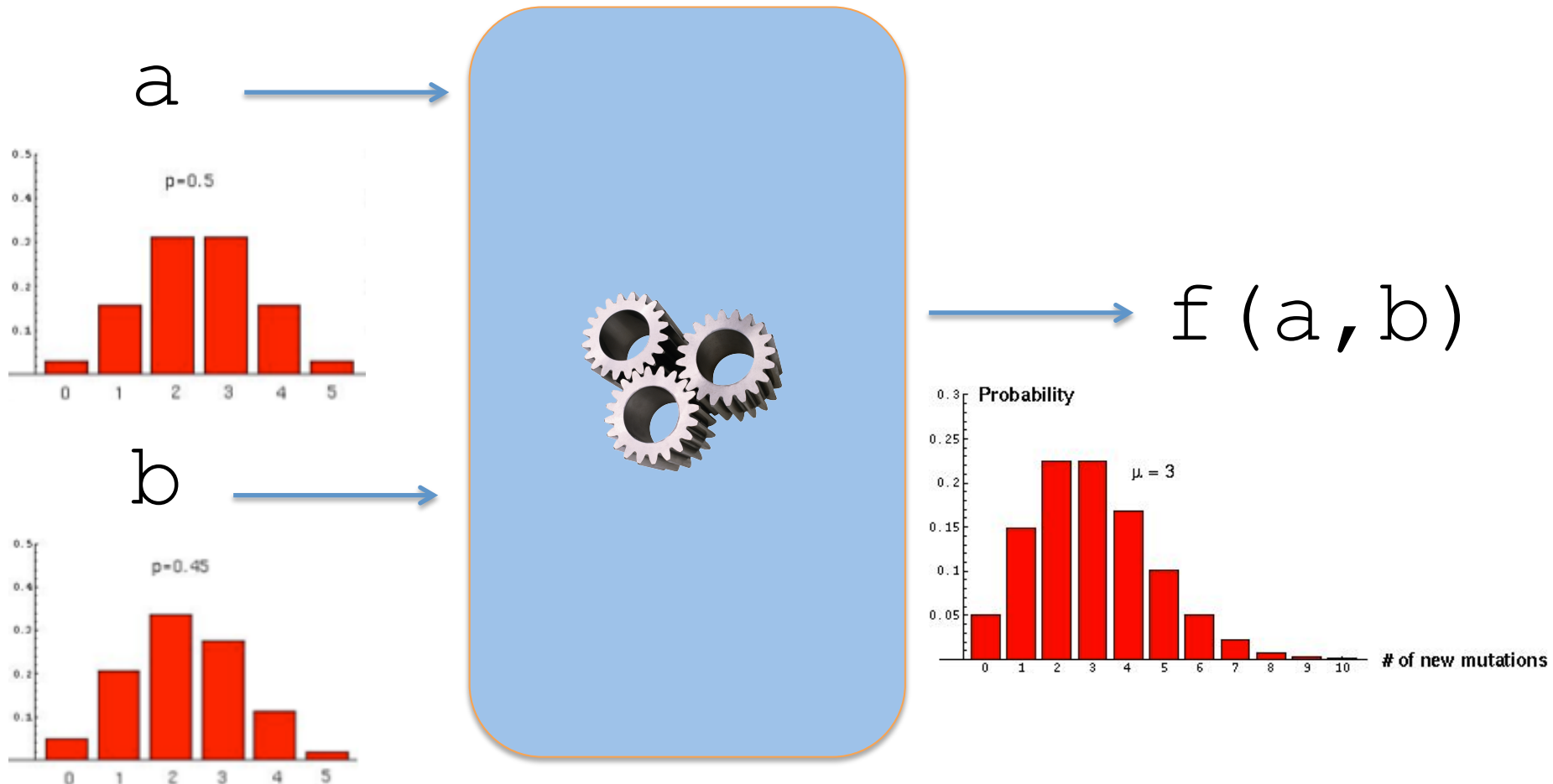
```
>>> die1 % 2
```

```
0 : 1/2
```

```
1 : 1/2
```



What is *calculus* on probability distributions?



Play with two dice

```
>>> die2 = die1.clone()
```

```
>>> dice = die1 + die2
```

```
>>> dice
```

```
 2 : 1/36  
 3 : 2/36  
 4 : 3/36  
 5 : 4/36  
 6 : 5/36  
 7 : 6/36  
 8 : 5/36  
 9 : 4/36  
10 : 3/36  
11 : 2/36  
12 : 1/36
```



Replay with two dice

```
>>> dice <= 3  
False : 11/12  
True  : 1/12
```

```
>>> (dice <= 3).p(True)  
1/12
```

```
>>> dice.map(lambda x: 'odd' if x%2 else 'even')  
even : 1/2  
odd  : 1/2
```



Conditional probabilities

```
>>> dice.given(dice <= 4)
2 : 1/6
3 : 2/6
4 : 3/6
```



```
>>> (dice <= 3).given(die1 <= 2)
False : 3/4
True  : 1/4
```

Play with nontransitive dice



Die A

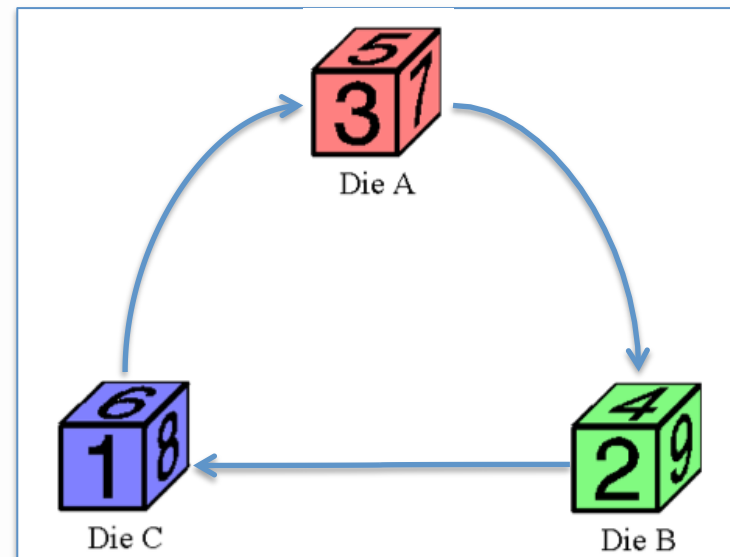


Die B



Die C

```
>>> dieA = Lea.fromVals(3,3,5,5,7,7)
>>> dieB = Lea.fromVals(2,2,4,4,9,9)
>>> dieC = Lea.fromVals(1,1,6,6,8,8)
>>> dieA > dieB
False : 4/9
      True : 5/9
>>> dieB > dieC
False : 4/9
      True : 5/9
>>> dieC > dieA
False : 4/9
      True : 5/9
```



Meeting Leapp

Small “PPL” (Probabilistic Programming Language)

Easy / Concise

Probabilities expressed as

- fractions,
- percentages,
- decimals

From Leapp to Python

`?{'H': 34.5%, 'T': 65.5%}`

Leapp
interpreter

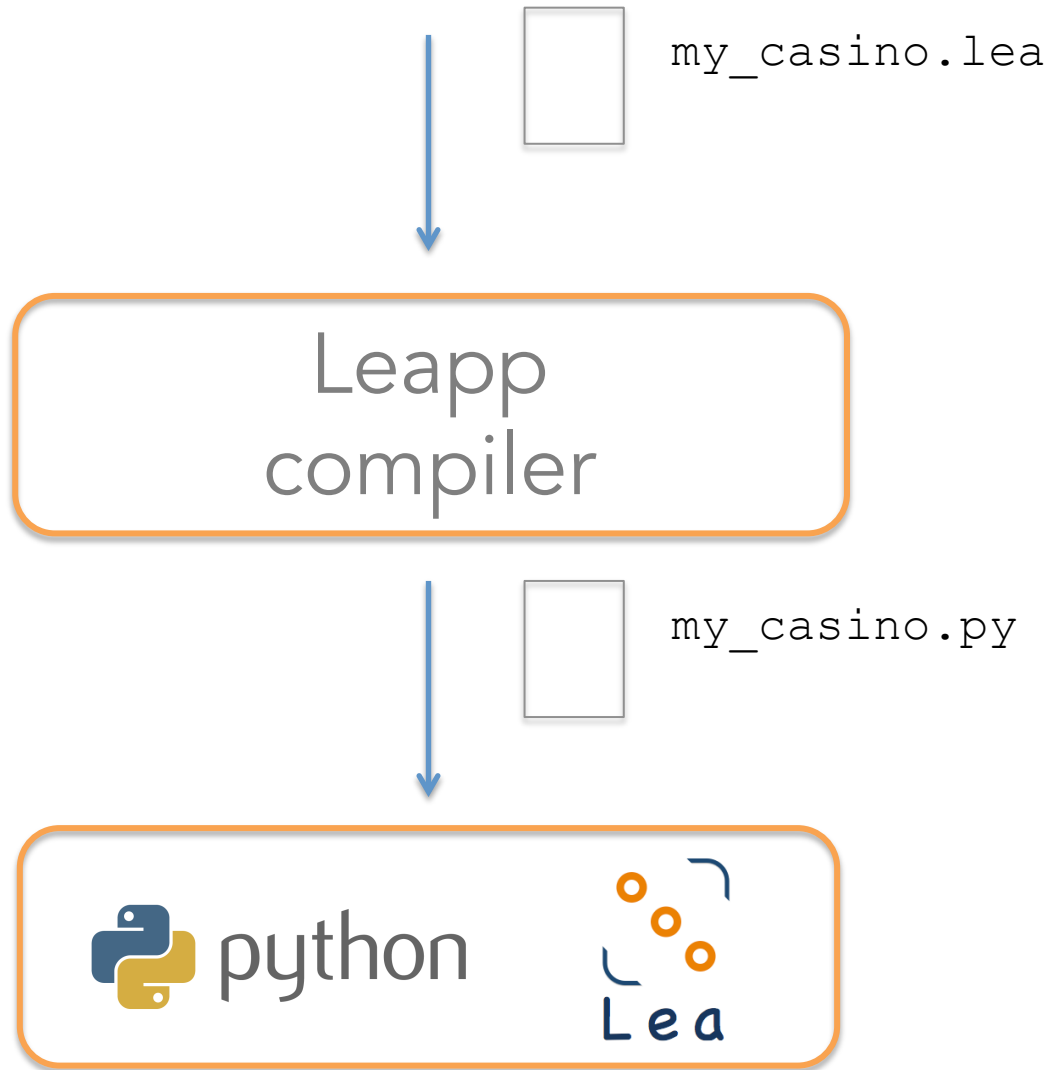
`Lea.fromValFreqs (('H', 69), ('T', 131))`



python



Compile .lea files



C A S E II^d.

To find the Probability of throwing an Ace in three throws.

SOLUTION.

The Probability of throwing an Ace the first time is $\frac{1}{6}$, which is the first part of the Probability required.

If the Ace be missed the first time, still it may be thrown in the two remaining throws; but the Probability of missing it the first time is $\frac{5}{6}$, and the Probability of throwing it in the two remaining times is (by Case 1st) $= \frac{11}{36}$. And therefore the Probability of missing it the first time, and throwing it in the two remaining times is $\frac{5}{6} \times \frac{11}{36} = \frac{55}{216}$, which is the second part of the Probability required; wherefore the Probability required will be $\frac{1}{6} + \frac{55}{216} = \frac{91}{216}$.

P(Ace in 3 throws)

Leapp

```
lea> die1 = ?(1,2,3,4,5,6)
lea> die2 = ?die1
lea> die3 = ?die1
lea> (die1==1) | (die2==1) | (die3==1)
False : 125/216
True  :  91/216
```

```
lea> from operator import or_
lea> ace = (die1==1)
lea> ?[3,or_]ace
False : 125/216
True  :  91/216
```

Card deck

```
lea> cards = ?('A23456789TJQK') + ?('♥♣♦♠')
```

```
lea> cards
```

```
2♠ : 1/52
```

```
2♣ : 1/52
```

```
2♥ : 1/52
```

```
2♦ : 1/52
```

```
3♠ : 1/52
```

```
...
```

```
lea> kind = cards[1]
```

```
lea> kind
```

```
♠ : 1/4
```

```
♣ : 1/4
```

```
♥ : 1/4
```

```
♦ : 1/4
```

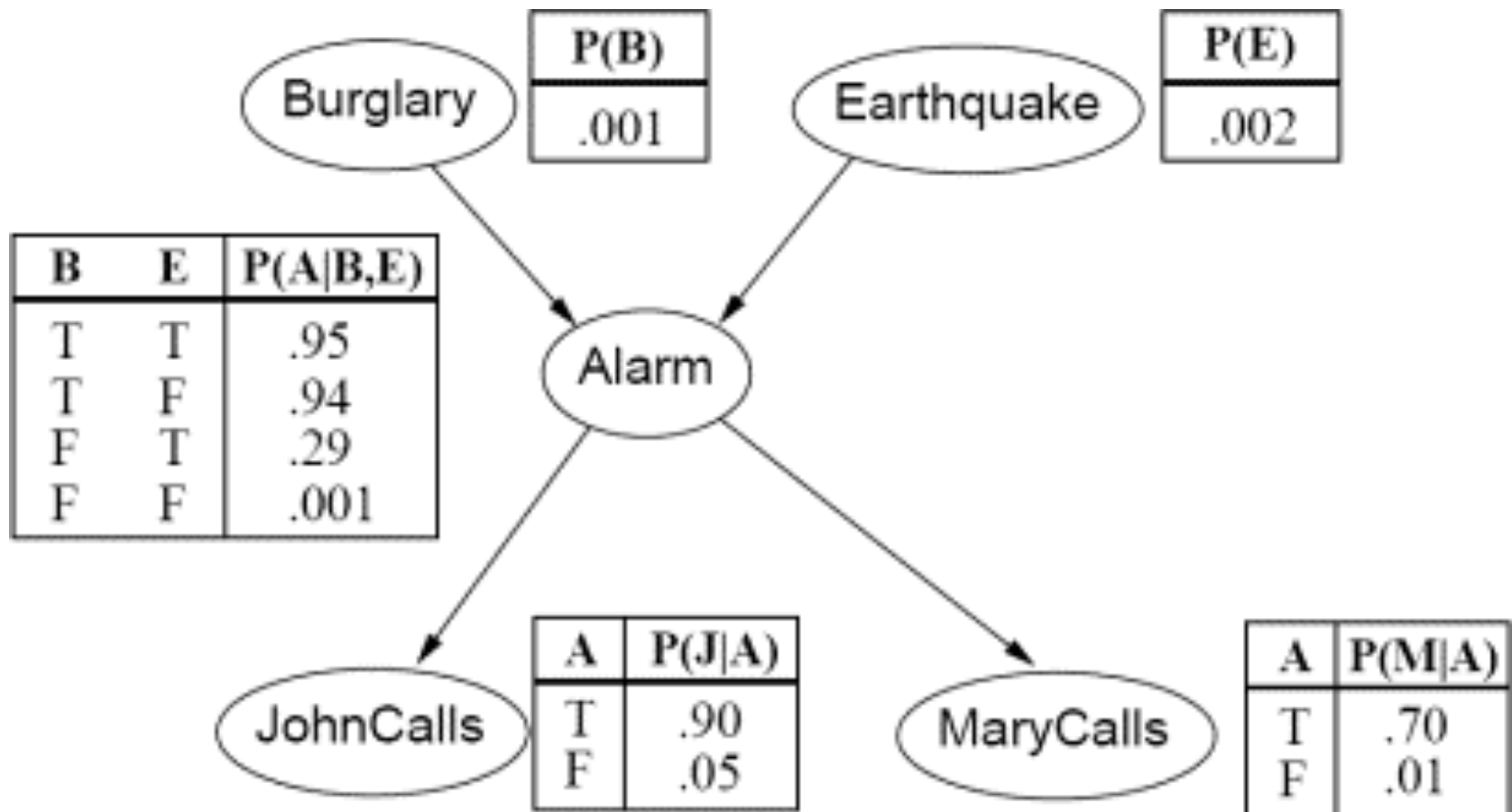
```
lea> ' '.join(cards$_(13))
```

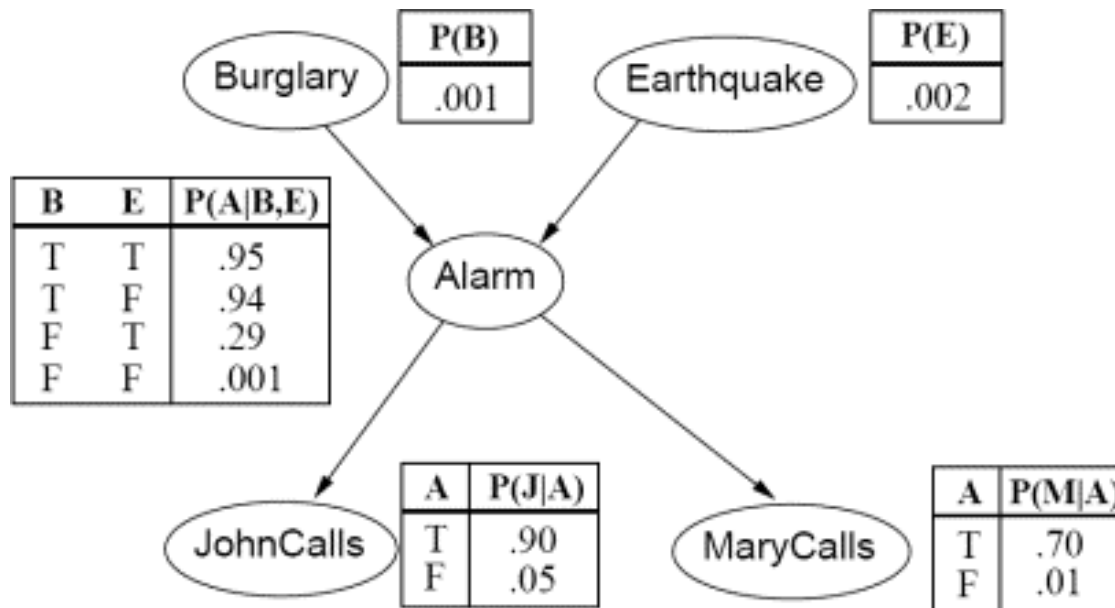
```
'T♠ J♠ A♠ Q♠ 4♣ 5♣ 7♥ 7♠ J♦ A♥ T♥ A♣ 6♠'
```



Random draw
without replacement

Bayesian networks

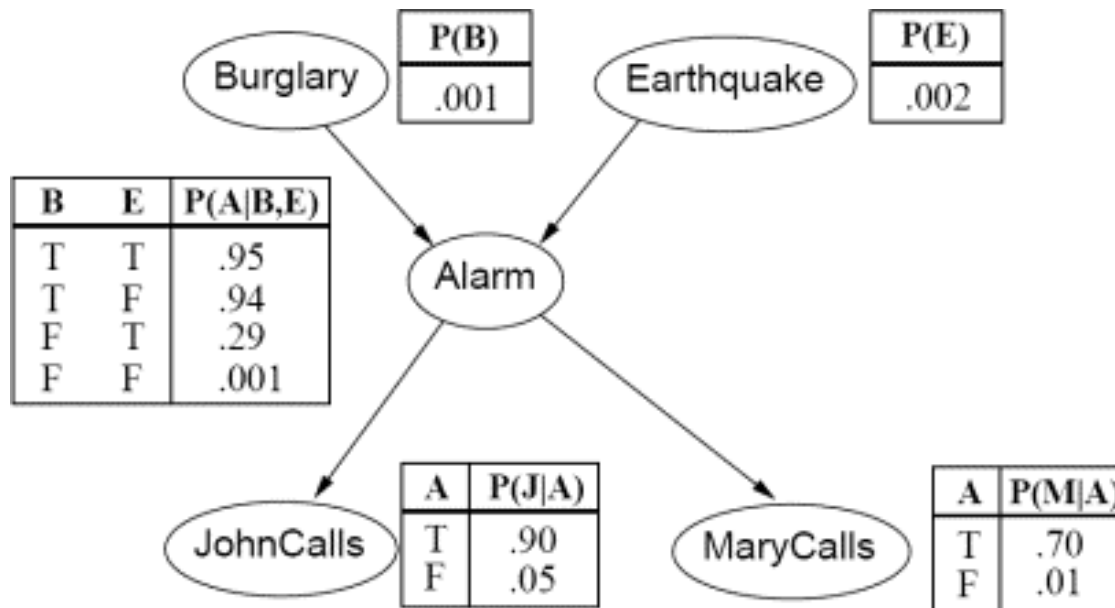




Leapp

```

burglary    = ? : (.001)
earthquake  = ? : (.002)
alarm = ?! (  burglary &  earthquake -> ? : (.950),
              burglary & ~earthquake -> ? : (.940),
              ~burglary &  earthquake -> ? : (.290),
              ~burglary & ~earthquake -> ? : (.001))
johnCalls   = ?! (  alarm -> ? : (.900),
                  ~alarm -> ? : (.050))
maryCalls   = ?! (  alarm -> ? : (.700),
                  ~alarm -> ? : (.010))
  
```



Leapp

```
lea> :.@ maryCalls ! alarm
0.7
lea> :.@ maryCalls ! burglary
0.6586138
lea> :.@ maryCalls
0.01173634498
lea> :.@ burglary ! maryCalls & johnCalls
0.28417183536439294
```

Experience in binding

```
lea> dice = die1 + die2
lea> dice
 2 : 1/36
 3 : 2/36
 4 : 3/36
 5 : 4/36
 6 : 5/36
 7 : 6/36
 8 : 5/36
 9 : 4/36
10 : 3/36
11 : 2/36
12 : 1/36
```

```
lea> dice - die1
1 : 1/6
2 : 1/6
3 : 1/6
4 : 1/6
5 : 1/6
6 : 1/6
```



Aha!

The *statues* algorithm

```
class Lea(object):
```

```
...
```

Generate
(*value* , *prob(value)*)

```
def genVPs(self):  
    if self._val is not None:  
        yield (self._val,1)  
    else:  
        for (v,p) in self._genVPs():  
            self._val = v  
            yield (v,p)  
        self._val = None
```



A bullshit generator using Lea

(snippets...)

Words

```
verb = TerminalNode( "accesses", "activates",  
"administrates", "aggregates", "builds", "calculates",  
"checks", "competes with",  
...
```

```
aSimpleName = TerminalNode( "COTS", "GRID processing",  
"Java program", "LDAP registry", "Portal", "RSS feed",  
"SAML token", "SOAP message", "SSO", "TCP/IP", "UML",  
...
```

Grammar
rules

Probability
weights

```
verbalGroup.setTermsChoices(  
    (( verb, nameGroup ), 10 ),  
    (( adverb, verb, nameGroup ), 1 ),  
    (( "is", passiveVerb, nameGroup ), 10 ),  
    (( "is", adverb, passiveVerb, nameGroup ), 1 ),  
    (( "is", adjective ), 1 ),  
    (( "is", adverb, adjective ), 1 ))
```

A small bullshit sample...

The unaffected file validates the entity. As a matter of fact, the used opportunity populates the environment. The operational technique is processed by the thread-safe endpoint, which optimizes the UML model. The business model is driven by the Portal value updated by the aspect. Nevertheless, the presentation layer that manages the authorized portal is serialized in the timing persistence based upon a UML catalogue maximized by an owner action. The interface retrieves the granularity. The message-based processor natively mitigates the online acknowledgment. Nevertheless, the style sheet market that encapsulates the Java program is extracted from the interface, which shall be the COTS, within the role.

...



<http://code.google.com/p/lea>

→ *doc / issues / ...*

<http://pypi.python.org/pypi/lea>

→ *download*

author: Pierre Denis
pie.denis@skynet.be

(English / French)

```
lea> 'Do you ' + ?('have questions','need a break') + '?'  
Do you have questions? : 1/2  
Do you need a break? : 1/2
```