

Behavioural Distances for Higher-Order Languages with Continuous Probabilities. M2 Internship Proposal

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Morris Context Equivalence (1969)

Comparing Two Programs

check whether two programs behaves *the same* no matter how the environment interacts with them (compiler optimisation, verification of a specification...);

When are two programs context equivalent?

- Environments are modelled as **contexts**—i.e. terms with a hole—thus by way of the underlying language
- Two terms are context equivalent if their **observable behaviour** is the same in **any** context.

Definition (Context Equivalence)

$M \equiv^{\text{ctx}} N$ when:

$$\forall \text{ context } \mathcal{C}, \text{Obs}(\mathcal{C}[M]) = \text{Obs}(\mathcal{C}[N]).$$

Observation in a Probabilistic Setting

Observing at type Nat

Probability that the program terminates:

$$Obs_n(M) = \text{Prob}(M \text{ returns } n)$$

Example

M and N are contextually distinguishable, but behave very **similarly**.

$$M(f) = f(0)$$

$$N(f) = \text{if } (\text{rand}([0, 1]) \geq \epsilon) \text{ then } f(0) \text{ else } f(1) \quad \text{where } \epsilon \ll 1.$$

Quantitative Generalization of Contextual Equivalence

Definition (Contextual Distance)

$$\delta^{\text{ctx}}(M, N) = \sup_{\mathcal{C} \text{ a context, } n \in \mathbb{N}} \left| \text{Prob}(C[M] \text{ returns } n) - \text{Prob}(C[N] \text{ returns } n) \right|$$

Motivation:

- A statistical model is often approximated (deduced from statistical measure)
- security, e.g computational indistinguishability

Goal of this internship

Generalise definitions/ operational or denotational characterisations of program distances from **discrete** probabilities to **continuous** probabilities.



Source: <http://marseille-tourisme.com/>