## **Probabilistic Functional Programming**

Donnacha Oisín Kidney July 6, 2018 How do we model stochastic and probabilistic processes in programming languages?

The same way we model any other process: using the semantics and features built into the language.

from random import randrange

```
def roll_die():
    return randrange(1,7)
```

<sup>&</sup>lt;sup>1</sup>Randall Munroe. *Xkcd: Random Number*. en. Title text: RFC 1149.5 specifies 4 as the standard IEEE-vetted random number. Feb. 2007. URL: https://xkcd.com/221/ (visited on 07/06/2018).

```
randomly_chosen = roll_die()

def roll_die_2():
    return randomly_chosen

What's the difference between roll_die and roll_die_2?
```

Solution: design a DSL for probabilistic programs which solves the problems above.

Three questions for this DSL:

- Why should we implement it? What is it useful for?
- How should we implement it? How can it be made efficient?
- Can we glean any insights on the nature of probabilistic computations from the language? Are there any interesting symmetries?

The first approach<sup>2</sup> starts with a simple and elegant answer to the second question.

We'll model a distribution as a list of events, with each possible event tagged with its probability.

The die now looks like this:

$$die = Dist [(1, \frac{1}{6}), (2, \frac{1}{6}), (3, \frac{1}{6}), (4, \frac{1}{6}), (5, \frac{1}{6}), (6, \frac{1}{6})]$$

<sup>&</sup>lt;sup>2</sup>Martin Erwig and Steve Kollmansberger. "Functional Pearls: Probabilistic Functional Programming in Haskell". In: *Journal of Functional Programming* 16.1 (2006), pp. 21–34. ISSN: 1469-7653, 0956-7968. DOI:

<sup>10.1017/</sup>S0956796805005721. URL: http:

<sup>//</sup>web.engr.oregonstate.edu/~erwig/papers/abstracts.html%5C#JFP06a (visited on 09/29/2016).