

Commutativity logic for probabilistic processes: complete or not?

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Prove radically different things equivalent.

Outline

- 1 Background
- 2 The language
- 3 Traces
- 4 The problem

Computational effects

A computational effect is something a program **does**

- lookup and update memory (state)
- make nondeterministic choices
- make probabilistic choices
- input an output
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We do it for a monad combining nondeterminism and I/O.

And try to do it for a monad that combining probability and I/O.

An imperative language

$M ::= c \mid M * M$

Nondeterministic choice

$\mid M \text{ or } M$

$\mid \text{choose } (M_n)_{n \in \mathbb{N}}$

Probabilistic choice

$\mid p_0 M_0 + p_1 M_1 + \cdots + p_{R-1} M_{R-1} \quad (\sum_{n < R} p_n = 1)$

$\mid p_0 M_0 + p_1 M_1 + \cdots \quad (\sum_{n \in \mathbb{N}} p_n = 1)$

- $M * N$ prints Happy? and pauses. If the user then inputs Yes it executes M , and if No it executes N .
- c prints Goodbye and pauses.

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Each signature $S = (\text{Ar}(k))_{k \in K}$ gives rise to a language:

$$M ::= \text{input}_k(M_i)_{i \in \text{Ar}(k)} \mid \sum_{n < R} p_n M_n \mid \sum_{n \in \mathbb{N}} p_n M_n$$

Special kinds of signature

Finitary signature

All arities are finite.

Countablary signature

All arities are countable.

Sub-unary signature

Unary operations and constants (nullary operations).

Output only.

Nondeterministic language

The set Comm of commands

forms a nondeterministic transition system

$$\zeta : \text{Comm} \rightarrow \mathcal{P}^+(1 + \text{Comm} \times \text{Comm})$$

Operational semantics

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Probabilistic language

The set Comm of commands

forms a probabilistic transition system.

$$\zeta : \text{Comm} \rightarrow \mathcal{D}(1 + \text{Comm} \times \text{Comm})$$

A **play** is a sequence $k_0, i_0, k_1, i_1, \dots$, where for all n

- $k_n \in K$
- $i_n \in \text{Ar}(k_n)$.

Example

Happy?

Yes

Happy?

Yes

Goodbye

An odd-length play is **passive ending**.

An even-length play is **active-ending**.

Trace sets

Any command in the nondeterministic language

more generally, any state in a nondeterministic transition system

has a **trace set** D .

that contains a passive-ending play $s = k_0, i_0, k_1, i_1, \dots, k_n$

when that play is possible if the user supplies the stated inputs.

The trace set is prefix-closed:

$$sik \in D \Rightarrow s \in D$$

Trace distributions

Any command in the probabilistic language

more generally, any state in a probabilistic transition system

has a **trace distribution** μ

associating to each passive-ending play $s = k_0, i_0, k_1, i_1, \dots, k_n$

the probability that it happens if the user supplies the stated inputs.

Calculated as a sum of products.

Not actually a probability distribution over traces, but it satisfies

$$\begin{aligned} 1 &= \sum_{k \in K} \mu(k) \\ \mu(sl) &= \sum_{k \in K} \mu(slik) \quad \text{for all } i \in \text{Ar}(l) \end{aligned}$$

Example

The signature

A binary operation $*$ with arity $\{L, R\}$.

Constants a, b, c .

$$\frac{1}{2}(a * c) + \frac{1}{4}(b * (a * c)) + \frac{1}{8}(b * (b * (a * c))) + \frac{1}{16}(b * (b * (b * (a * c)))) + \dots$$

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$$(*R)^n * \mapsto \frac{1}{2^n}$$

$$(*R)^n c \mapsto \frac{1}{2^n}$$

$$(*R)^n * La \mapsto \frac{1}{2^{n+1}}$$

$$(*R)^n * Lb \mapsto \frac{1}{2^{n+1}}$$

$$\text{everything else} \mapsto 0$$

- When is a trace set definable by a command?
- When is a trace distribution definable by a command?

Definability: finite nondeterminism

A prefix-closed set of plays D is

- **total** when every active-ending $t \in D^+$ has at least one response
- **finitely nondeterministic** when every $t \in D^+$ has only finitely many responses; we then write D^∞ for the set of infinite plays whose prefixes are all in D
- **König** when it is finitely nondeterministic and D^∞ is empty.

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Conversely, any total and König play process is the trace set of a command.

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- *countably nondeterministic* when every $t \in D^+$ has only countably many responses
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A trace distribution is **König** when its support
the set of plays with positive probability
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Victoriousness

A trace distribution is **victorious** when every counterstrategy almost surely fails against it.

The monad

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A monad T on **Set**

TX is the set of victorious trace distributions over the signature S extended with X many constants.

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It must be an equivalence relation and preserved by each term constructor, i.e. a congruence.

It must include the laws of a **convex space**:

$$\sum_{i < R} (\delta \hat{i})_i M_i \equiv M_{\hat{i}} \quad ((\delta \hat{i})_i \text{ is } 1 \text{ if } i = \hat{i}, \text{ otherwise } 0)$$
$$\sum_{i < R} p_i \sum_{j < S} q_{i,j} M_j \equiv \sum_{j < S} (\sum_{i < R} p_i q_{i,j}) M_j$$

and their infinitary counterparts.

If we stop here, we have described bisimilarity.

Commutativity between probability and I/O

$$\sum_{n < R} p_n (M_n * M'_n) \equiv \left(\sum_{n < R} p_n M_n \right) * \left(\sum_{n < R} p_n M'_n \right)$$

With a general I/O operation:

$$\sum_{n < R} p_n \text{input}_k(M_{n,i})_{i \in A_k} \equiv \text{input}_k\left(\sum_{n < R} p_n M_{n,i}\right)_{i \in A_k}$$

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Let \equiv be the least congruence that includes the ω -convex laws and the commutativity law.

This is the **tensor** of the probability theory and the equationless I/O theory.

Soundness and completeness

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Does it hold for general M and M' ?

Conjecture (Bowler)

No, not even for the signature $\{*, c\}$.

Conjecture (Levy)

Yes, for every signature.

Questions for audience

- 1 Is commutativity logic complete?
- 2 If not, what can be salvaged?