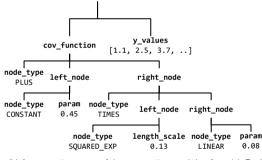
```
cov matrix = compute cov matrix(cov function, x values)
    n = length(xs)
    y values ~ mvnormal(zeros(n), cov matrix .+ 0.01 * I(n))
 @gen function cov function prior()
    node type ~ categorical(production rule probabilities))
    if node_type == CONSTANT
       param \sim uniform(0, 1)
       return ConstantNode(param)
    elseif node type == LINEAR
       param \sim uniform(0, 1)
       return LinearNode(param)
    elseif node type == SQUARED EXP
       length scale ~ uniform(0, 1)
       return SquaredExponentialNode(length scale)
    elseif node_type == PERIODIC
    elseif node type == PLUS
       left node ~ cov function prior()
       right node ~ cov function prior()
       return PlusNode(left_node, right_node)
    elseif node type == TIMES
       left_node ~ cov_function_prior()
       right node ~ cov function prior()
       return TimesNode(left node, right node)
    end
 end
    (a) A Gaussian process generative model p that uses a
  PCFG-based prior on a combinatorial space of covariance
functions, expressed in a Gen probabilistic modeling language.
```

@gen function p(x values::Vector)

cov_function ~ cov_function_prior()



(b) An execution trace of the generative model **p** from (a). Each random choice has a unique address in a hierarchical address space that is based on the tree of function calls.

$$k(x, x') = 0.45 + e^{-\frac{(x-x')^2}{0.13}} (x - 0.08)(x' - 0.08)$$

(c) The covariance function represented by the trace in (c), and several samples from the resulting Gaussian process. @gen function q(trace)
 prev_cov_function = trace[:cov_function]
 path ~ walk_tree(prev_cov_function, (:cov_function,))
 subtree ~ cov_function_prior()
 return path
end

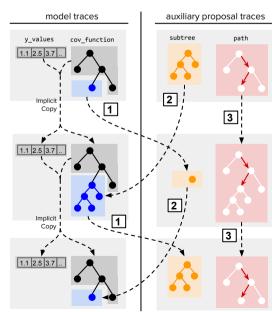
@gen function walk_tree(node::Node, path)
 if isa(node, LeafNode)
 done ~ bernoulli(1)
 return path

if isa(node, LeafNode)
 done ~ bernoulli(1)
 return path
elseif ({done} ~ bernoulli(0.5))
 return path
elseif ({:recurse_left} ~ bernoulli(0.5))
 path = (path..., :left_node)
 return ({:left} ~ walk_tree(node.left, path))
else
 path = (path..., :right_node)
 return ({:right} ~ walk tree(node.right, path))

end

(d) Auxiliary proposal distribution q, which proposes a new subtree in the covariance function, expressed in a Gen probabilistic modeling language.

(e) An involution h, which swaps the previous and newly proposed subtrees.



(f) Schematic showing the involution h applied twice. The first application replaces a subtree with one node with a subtree with 5 nodes. The second application reverts the change.