

Reasoning Operationally About Probabilistic Higher-Order Programs

Ugo Dal Lago



ALMA MATER STUDIORUM
UNIVERSITÀ DI BOLOGNA



CIRM, Marseille, May 14, 2024

Part I

Probabilistic Higher-Order Programs

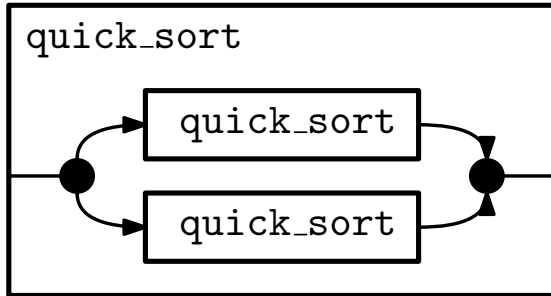
QuickSort

```
let app x y z = x @ (z::y);;
```

```
let partition = function  
| pivot :: rest -> (List.partition (( > ) pivot) (rest)),pivot;;
```

```
let rec quick_sort = function  
| []  
| [_] as list -> list  
| list ->  
    let (l1, l2), el = partition list in  
    app (quick_sort l1) (quick_sort l2) el;;
```

The Structure of QuickSort



QuickSort, HO

```
let app = function
  | (x,y),z -> x @ (z::y);;

let partition = function
  | pivot :: rest -> (List.partition (( > ) pivot) (rest)),pivot;;

let rec dac divide conquer = function
  | []
  | [_] as list -> list
  | list ->
    let (l1, l2),el = divide list in
    conquer ((dac divide conquer l1, dac divide conquer l2),el);;

let quick_sort = dac partition app;;
```

Randomized QuickSort (1)

```
let app = function
  | (x,y),z -> x @ (z::y);;

let rec extract = function
  | [],_ -> ([],0)
  | hd::tl,n ->
    if n==0 then
      (tl,hd)
    else
      let (l,el) = extract(tl,n-1) in
        (hd::l,el);;

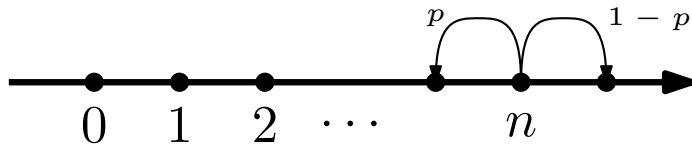
let partition list =
  let (rest,pivot) = extract (list,(Random.int (List.length list))) in
    (List.partition (( > ) pivot) (rest)),pivot;;
```

Randomized QuickSort (2)

```
let rec dac divide conquer = function
| []
| [_] as list -> list
| list ->
    let (l1, l2), el = divide list in
    conquer ((dac divide conquer l1, dac divide conquer l2), el);;

let rand_quick_sort = dac partition app;;
```

Random Walk



Two Kinds of Random Walks

```
let rec iter f g n = if n==0 then g else let m=pred(n) in f m (iter f g m);;  
  
let mult m n = succ(m)*n;;  
  
let fact = iter mult 1;;  
  
let rec param_iter f g step n =  
  if n==0 then g else let m=step(n) in f m (param_iter f g step m);;  
  
let succ_2 m n = n+1;;  
  
let updown_fair x = x+(2*Random.int(2)-1);;  
  
let fair_random_walk = param_iter succ_2 0 updown_fair;;  
  
let updown_biased x = if Random.int(3)==0 then x+1 else x-1;;  
  
let biased_random_walk = param_iter succ_2 0 updown_biased;;
```

The Coupon Collector

- ▶ A supermarket distributes a large quantity of coupons, each labelled with $i \in \{1, \dots, n\}$.

The Coupon Collector

- ▶ A supermarket distributes a large quantity of coupons, each labelled with $i \in \{1, \dots, n\}$.
- ▶ Every day, you collect one coupon at the supermarket. Any label i has probability $\frac{1}{n}$ to occur.

The Coupon Collector

- ▶ A supermarket distributes a large quantity of coupons, each labelled with $i \in \{1, \dots, n\}$.
- ▶ Every day, you collect one coupon at the supermarket. Any label i has probability $\frac{1}{n}$ to occur.
- ▶ You win a prize when you collect a set of n coupons, each with a distinct label.

The Coupon Collector

- ▶ A supermarket distributes a large quantity of coupons, each labelled with $i \in \{1, \dots, n\}$.
- ▶ Every day, you collect one coupon at the supermarket. Any label i has probability $\frac{1}{n}$ to occur.
- ▶ You win a prize when you collect a set of n coupons, each with a distinct label.
- ▶ **Example:** if $n = 5$, you could get the following coupons:

3, 1, 5, 2, 3, 1, 5, 2, 3, 1, 5, 2, ...

The Coupon Collector

- ▶ A supermarket distributes a large quantity of coupons, each labelled with $i \in \{1, \dots, n\}$.
- ▶ Every day, you collect one coupon at the supermarket. Any label i has probability $\frac{1}{n}$ to occur.
- ▶ You win a prize when you collect a set of n coupons, each with a distinct label.
- ▶ **Example:** if $n = 5$, you could get the following coupons:

3, 1, 5, 2, 3, 1, 5, 2, 3, 1, 5, 2, \dots

- ▶ Are you guaranteed to win the prize with probability 1? After how many days, on the average?

The Coupon Collector

```
let rec base_param_iter f g step base e =  
  if base(e) then g else let d=step(e) in f d (base_param_iter f g step base d);;  
  
let second_zero = function  
  | (_,0) -> true  
  | _ -> false;;  
  
let succ_2 m n = n+1;;  
  
let step_2 = function  
  | (n,m) -> if Random.int(n)<=m then (n,m-1) else (n,m);;  
  
let coupon_collector x = base_param_iter succ_2 0 step_2 second_zero (x,x);;
```

Part II

Probabilistic Termination

What Algorithms Compute

► Deterministic Computation

- For every input x , there is *at most* one output y any algorithm \mathcal{A} produces when fed with x .
- As a consequence:

$$\mathcal{A} \quad \rightsquigarrow \quad \llbracket \mathcal{A} \rrbracket : \mathbb{N} \rightarrow \mathbb{N}.$$

What Algorithms Compute

► Deterministic Computation

- For every input x , there is *at most* one output y any algorithm \mathcal{A} produces when fed with x .
- As a consequence:

$$\mathcal{A} \quad \rightsquigarrow \quad \llbracket \mathcal{A} \rrbracket : \mathbb{N} \rightarrow \mathbb{N}.$$

► Randomized Computation

- For every input x , any algorithm \mathcal{A} outputs y with a probability $0 \leq p \leq 1$.
- As a consequence:

$$\mathcal{A} \quad \rightsquigarrow \quad \llbracket \mathcal{A} \rrbracket : \mathbb{N} \rightarrow \mathcal{D}(\mathbb{N}).$$

- The distribution $\llbracket \mathcal{A} \rrbracket(n)$ sums to anything between 0 and 1, thus accounting for the probability of divergence.

Deterministic vs. Probabilistic Transition Systems

M

Deterministic vs. Probabilistic Transition Systems

$$M \longrightarrow N$$

Deterministic vs. Probabilistic Transition Systems

$$M \longrightarrow N \longrightarrow L$$

Deterministic vs. Probabilistic Transition Systems

$$M \longrightarrow N \longrightarrow L \longrightarrow \dots$$

Deterministic vs. Probabilistic Transition Systems

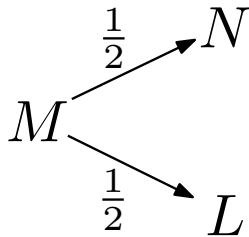
$$M \longrightarrow N \longrightarrow L \longrightarrow \dots$$

$$\begin{array}{c} (\mathcal{A}, \longrightarrow) \\ \longrightarrow: \mathcal{A} \multimap \mathcal{A} \end{array}$$

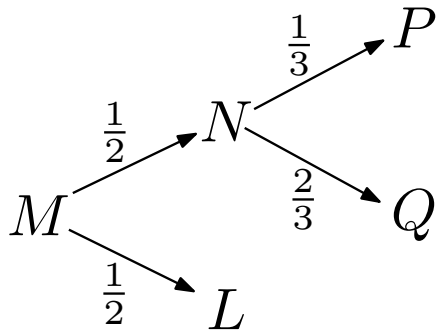
Deterministic vs. Probabilistic Transition Systems

M

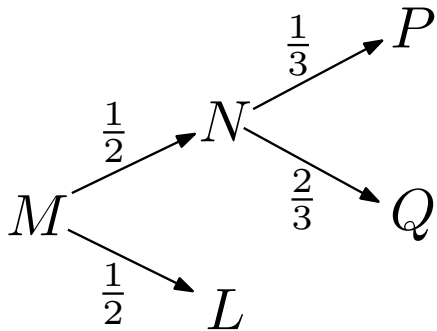
Deterministic vs. Probabilistic Transition Systems



Deterministic vs. Probabilistic Transition Systems



Deterministic vs. Probabilistic Transition Systems



$$(\mathcal{A}, \longrightarrow)$$
$$\longrightarrow: \mathcal{A} \rightarrow \mathcal{D}(\mathcal{A})$$

Syntax and Operational Semantics of Λ_{\oplus}

- **Terms:** $M ::= x \mid \lambda x.M \mid MM \mid M \oplus M;$

Syntax and Operational Semantics of Λ_{\oplus}

- **Terms:** $M ::= x \mid \lambda x.M \mid MM \mid M \oplus M;$
- **Values:** $V ::= \lambda x.M;$

Syntax and Operational Semantics of Λ_{\oplus}

- **Terms:** $M ::= x \mid \lambda x.M \mid MM \mid M \oplus M;$
- **Values:** $V ::= \lambda x.M;$
- **Value Distributions:**

$$V \xrightarrow{\mathcal{D}} \mathcal{D}(V) \in \mathbb{R}_{[0,1]} \qquad \sum \mathcal{D} = \sum_V \mathcal{D}(V) \leq 1.$$

Syntax and Operational Semantics of Λ_{\oplus}

- ▶ **Terms:** $M ::= x \mid \lambda x.M \mid MM \mid M \oplus M;$
- ▶ **Values:** $V ::= \lambda x.M;$
- ▶ **Value Distributions:**

$$V \xrightarrow{\mathcal{D}} \mathcal{D}(V) \in \mathbb{R}_{[0,1]} \qquad \sum \mathcal{D} = \sum_V \mathcal{D}(V) \leq 1.$$

- ▶ **Semantics:** $\llbracket M \rrbracket = \sup_{M \Rightarrow \mathcal{D}} \mathcal{D};$

Syntax and Operational Semantics of Λ_{\oplus}

$$\begin{array}{c}
 E ::= [\cdot] \mid EM \mid VE \\
 \\
 \frac{}{E[(\lambda x.M)V] \rightarrow \{E[M[x/V]]^1\}} \quad \frac{}{E[M \oplus N] \rightarrow \{E[M]^{\frac{1}{2}}, E[N]^{\frac{1}{2}}\}} \\
 \\
 \frac{}{M \Rightarrow \emptyset} \quad \frac{}{V \Rightarrow \{V^1\}} \quad \frac{M \rightarrow \mathcal{D} \quad \{P \Rightarrow \mathcal{E}_P\}_{P \in \mathbf{SD}}}{M \Rightarrow \sum_{P \in \mathbf{SD}} \mathcal{D}(P) \mathcal{E}_P}
 \end{array}$$

- **Semantics:** $\llbracket M \rrbracket = \sup_{M \Rightarrow \mathcal{D}} \mathcal{D};$

Syntax and Operational Semantics of Λ_{\oplus}

- **Terms:** $M ::= x \mid \lambda x.M \mid MM \mid M \oplus M;$
- **Values:** $V ::= \lambda x.M;$
- **Value Distributions:**

$$V \xrightarrow{\mathcal{D}} \mathcal{D}(V) \in \mathbb{R}_{[0,1]} \qquad \sum \mathcal{D} = \sum_V \mathcal{D}(V) \leq 1.$$

- **Semantics:** $\llbracket M \rrbracket = \sup_{M \Rightarrow \mathcal{D}} \mathcal{D};$
- **Context Equivalence:** $M \equiv N$ iff for every context C it holds that $\sum \llbracket C[M] \rrbracket = \sum \llbracket C[N] \rrbracket.$

Syntax and Operational Semantics of Λ_{\oplus}

► **Terms:** $M ::= x \mid \lambda x.M \mid MM \mid M \oplus M;$

► **Values:** $V ::= \lambda x.M;$

► **Value Distribution**

$$C ::= [\cdot] \mid \lambda x.C \mid CM \mid MC \mid C \oplus M \mid M \oplus C$$

$$V \longrightarrow \mathcal{D}(V) \in \mathbb{K}_{[0,1]}$$

$$\sum \mathcal{D} = \sum_V \mathcal{D}(V) \leq 1.$$

► **Semantics:** $\llbracket M \rrbracket = \sup_{M \Rightarrow \mathcal{D}} \mathcal{D};$

► **Context Equivalence:** $M \equiv N$ iff for every context C it holds that $\sum \llbracket C[M] \rrbracket = \sum \llbracket C[N] \rrbracket.$

Syntax and Operational Semantics of Λ_{\oplus}

- ▶ **Terms:** $M ::= x \mid \lambda x.M \mid MM \mid M \oplus M;$
- ▶ **Values:** $V ::= \lambda x.M;$
- ▶ **Value Distributions:**

$$V \xrightarrow{\mathcal{D}} \mathcal{D}(V) \in \mathbb{R}_{[0,1]} \qquad \sum \mathcal{D} = \sum_V \mathcal{D}(V) \leq 1.$$

- ▶ **Semantics:** $\llbracket M \rrbracket = \sup_{M \Rightarrow \mathcal{D}} \mathcal{D};$
- ▶ **Context Equivalence:** $M \equiv N$ iff for every context C it holds that $\sum \llbracket C[M] \rrbracket = \sum \llbracket C[N] \rrbracket.$
- ▶ **Context Distance:** $\delta^C(M, N) = \sup_C |\sum \llbracket C[M] \rrbracket - \sum \llbracket C[N] \rrbracket|.$

Syntax and Operational Semantics of Λ_{\oplus}

All this can be easily generalized to:

- ▶ Typed calculi.
- ▶ CBN
- ▶ Recursion.
- ▶ ...

- ▶ **Terms:** $M ::= x \mid \lambda x.M \mid MM$
- ▶ **Values:** $V ::= \lambda x.M;$
- ▶ **Value Distributions:**

$$V \xrightarrow{\mathcal{D}} \mathcal{D}(V) \in \mathbb{R}_{[0,1]} \qquad \sum \mathcal{D} = \sum_V \mathcal{D}(V) \leq 1.$$

- ▶ **Semantics:** $\llbracket M \rrbracket = \sup_{M \Rightarrow \mathcal{D}} \mathcal{D};$
- ▶ **Context Equivalence:** $M \equiv N$ iff for every context C it holds that $\sum \llbracket C[M] \rrbracket = \sum \llbracket C[N] \rrbracket.$
- ▶ **Context Distance:** $\delta^C(M, N) = \sup_C |\sum \llbracket C[M] \rrbracket - \sum \llbracket C[N] \rrbracket|.$

Notions of Probabilistic Termination

- Given $M \in \mathcal{A}$, let RF_M be the number of transitions leading M to an irreducible N (or ∞ if such an N does not exist).

Notions of Probabilistic Termination

- ▶ Given $M \in \mathcal{A}$, let RF_M be the number of transitions leading M to an irreducible N (or ∞ if such an N does not exist).
 - ▶ In *deterministic* transition systems, $\text{RF}_M \in \mathbb{N}^\infty$.
 - ▶ In *probabilistic* transition systems RF_M is a random variable.

Notions of Probabilistic Termination

- ▶ Given $M \in \mathcal{A}$, let RF_M be the number of transitions leading M to an irreducible N (or ∞ if such an N does not exist).
 - ▶ In *deterministic* transition systems, $\text{RF}_M \in \mathbb{N}^\infty$.
 - ▶ In *probabilistic* transition systems RF_M is a random variable.
- ▶ **Almost-Sure Termination** (AST).

$$\Pr(\text{RF}_M < \infty) = 1$$

Notions of Probabilistic Termination

- ▶ Given $M \in \mathcal{A}$, let RF_M be the number of transitions leading M to an irreducible N (or ∞ if such an N does not exist).
 - ▶ In *deterministic* transition systems, $\text{RF}_M \in \mathbb{N}^\infty$.
 - ▶ In *probabilistic* transition systems RF_M is a random variable.
- ▶ **Almost-Sure Termination** (AST).

$$\Pr(\text{RF}_M < \infty) = 1$$

- ▶ **Positive Almost-Sure Termination** (PAST).

$$\mathbb{E}(\text{RF}_M) < \infty$$

Notions of Probabilistic Termination

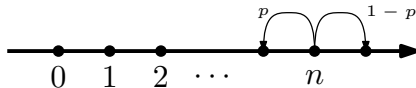
- ▶ Given $M \in \mathcal{A}$, let RF_M be the number of transitions leading M to an irreducible N (or ∞ if such an N does not exist).
 - ▶ In *deterministic* transition systems, $\text{RF}_M \in \mathbb{N}^\infty$.
 - ▶ In *probabilistic* transition systems RF_M is a random variable.
- ▶ **Almost-Sure Termination (AST).**

$$\Pr(\text{RF}_M < \infty) = 1$$

- ▶ **Positive Almost-Sure Termination (PAST).**

$$\mathbb{E}(\text{RF}_M) < \infty$$

- ▶ PAST implies AST, but not *viceversa*. A counterexample is the *fair* (i.e. $p = \frac{1}{2}$) random walk:

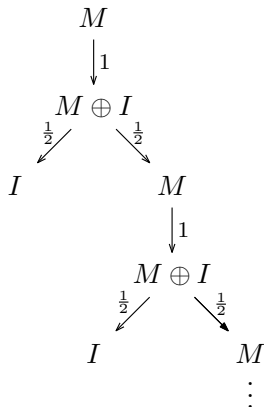


An Example

$$M = (\lambda x.xx \oplus I)(\lambda x.xx \oplus I)$$

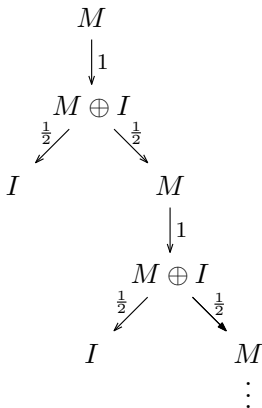
An Example

$$M = (\lambda x.xx \oplus I)(\lambda x.xx \oplus I)$$



An Example

$$M = (\lambda x.xx \oplus I)(\lambda x.xx \oplus I)$$



$$\Pr(\text{Time}(M) < \infty) = \sum_{i=0}^{\infty} \frac{1}{2^{i+1}} = 1$$

$$\begin{aligned} \mathbb{E}(\text{Time}(M)) &= \sum_{i=0}^{\infty} \Pr(\text{Time}(M) > i) \\ &= 2 \cdot \sum_{i=0}^{\infty} \frac{1}{2^i} = 4 \end{aligned}$$

The Landscape: *Recursion* Theory

- *Deterministic* Computation

	Instance	Universal
Termination	Σ_1^0 -complete	Π_2^0 -complete

The Landscape: *Recursion* Theory

► *Deterministic* Computation

	Instance	Universal
Termination	Σ_1^0 -complete	Π_2^0 -complete

► *Probabilistic* Computation [KK2013]

	Instance	Universal
AST	Π_2^0 -complete	Π_2^0 -complete
PAST	Σ_2^0 -complete	Π_3^0 -complete

Part III

Probabilistic Termination and Types

The Landscape: Termination and Types

Simple Types

$$\tau ::= \dots \mid \tau \rightarrow \tau$$

The Landscape: Termination and Types

- ▶ Corresponds to Intuitionistic Logic or *HA*;
- ▶ Sound for termination, in presence of primitive recursion;
- ▶ Very limited expressive power.

Simple Types

$$\tau ::= \dots \mid \tau \rightarrow \tau$$

The Landscape: Termination and Types

Sized Types

$\tau ::= \dots \mid \iota[\xi]$



Simple Types

$\tau ::= \dots \mid \tau \rightarrow \tau$

The Landscape: Termination and Types

Sized Types

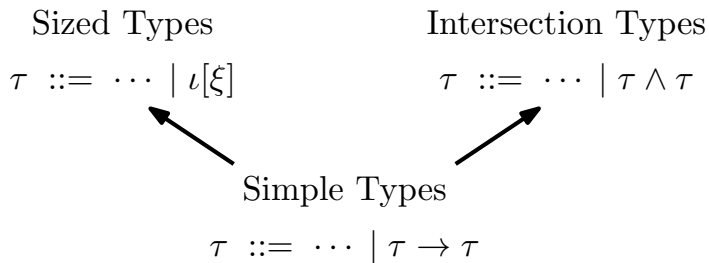
$\tau ::= \dots \mid \iota[\xi]$

Simple Types

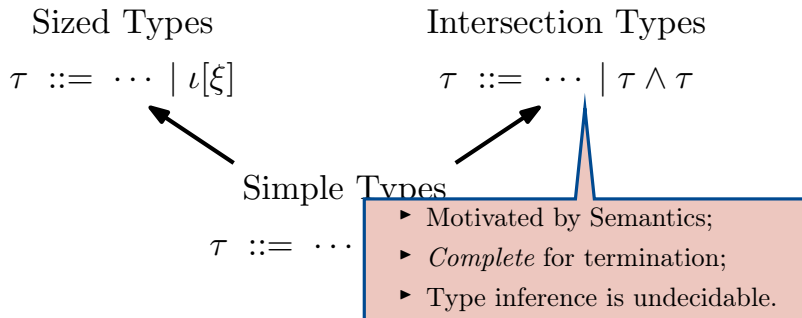
$\dots \mid \tau \rightarrow \tau$

- ▶ Reasonably expressive, intensionally;
- ▶ Type inference remains decidable.

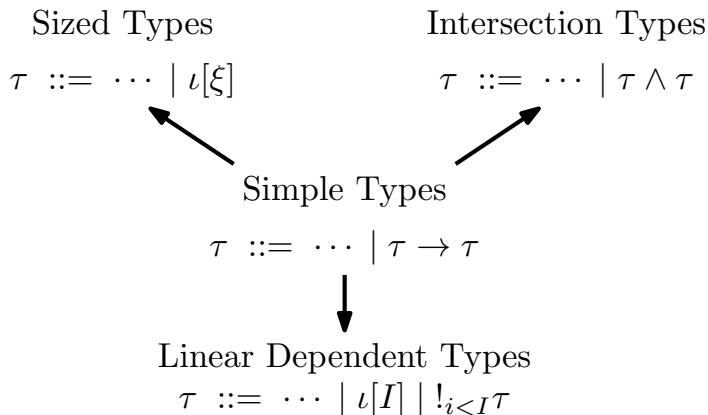
The Landscape: Termination and Types



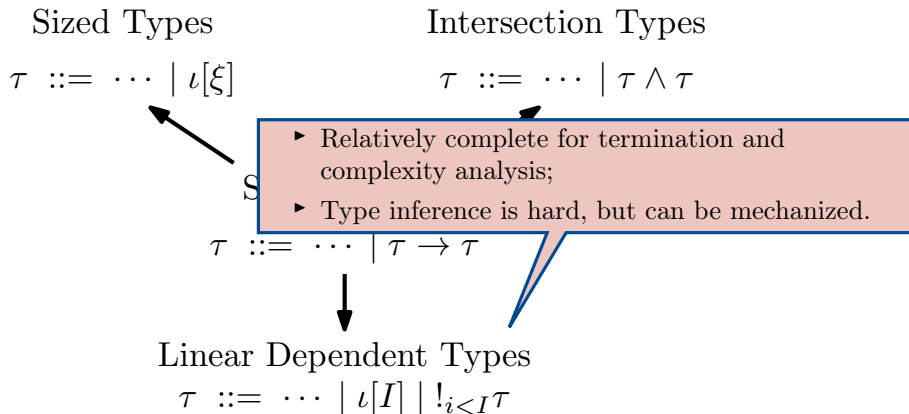
The Landscape: Termination and Types



The Landscape: Termination and Types



The Landscape: Termination and Types

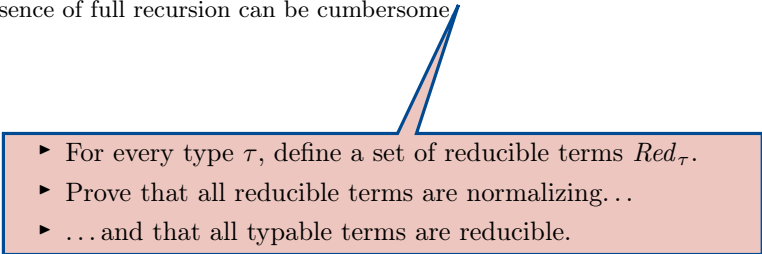


Deterministic Sized Types

- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome.

Deterministic Sized Types

- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome

- 
- ▶ For every type τ , define a set of reducible terms Red_τ .
 - ▶ Prove that all reducible terms are normalizing...
 - ▶ ...and that all typable terms are reducible.

Deterministic Sized Types

- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome.
- ▶ What if we endow it with **full recursion** as a **fix** binder?

Deterministic Sized Types

- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome.
- ▶ What if we endow it with **full recursion** as a **fix** binder?


$$(\mathbf{fix} \ x.M)V \rightarrow M\{\mathbf{fix} \ x.M/x\}V$$

Deterministic Sized Types

- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome.
- ▶ What if we endow it with **full recursion** as a **fix** binder?
- ▶ Termination is **not guaranteed** anymore, for very good reasons.

Deterministic Sized Types

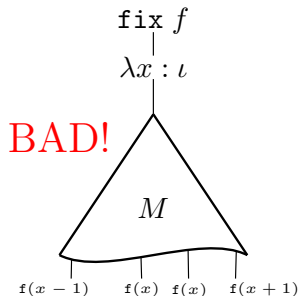
- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome.
- ▶ What if we endow it with **full recursion** as a **fix** binder?
- ▶ Termination is **not guaranteed** anymore, for very good reasons.
- ▶ Is **everything** lost?

Deterministic Sized Types

- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome.
- ▶ What if we endow it with **full recursion** as a **fix** binder?
- ▶ Termination is **not guaranteed** anymore, for very good reasons.
- ▶ Is **everything** lost?
- ▶ **NO!**

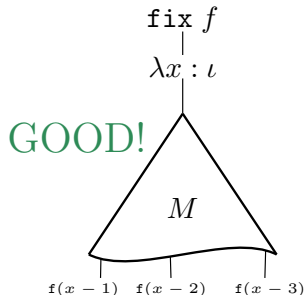
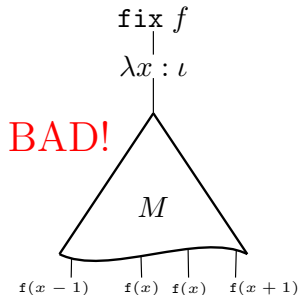
Deterministic Sized Types

- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome.
- ▶ What if we endow it with **full recursion** as a **fix** binder?
- ▶ Termination is **not guaranteed** anymore, for very good reasons.
- ▶ Is **everything** lost?
- ▶ **NO!**



Deterministic Sized Types

- ▶ Pure λ -calculus with simple types is terminating.
 - ▶ This can be proved in many ways, including by **reducibility**.
 - ▶ The absence of full recursion can be cumbersome.
- ▶ What if we endow it with **full recursion** as a **fix** binder?
- ▶ Termination is **not guaranteed** anymore, for very good reasons.
- ▶ Is **everything** lost?
- ▶ **NO!**



Deterministic Sized Types, Technically


► **Types.**

$$\xi ::= a \mid \omega \mid \xi + 1; \qquad \tau ::= \iota[\xi] \mid \tau \rightarrow \tau.$$

Deterministic Sized Types, Technically

► **Types.**

$$\xi ::= a \mid \omega \mid \xi + 1; \qquad \tau ::= \iota[\xi] \mid \tau \rightarrow \tau.$$



Index Terms

Deterministic Sized Types, Technically

- **Types.**

$$\xi ::= a \mid \omega \mid \xi + 1; \qquad \tau ::= \iota[\xi] \mid \tau \rightarrow \tau.$$

- **Typing Fixpoints.**

$$\frac{\Gamma, x : \iota[a] \rightarrow \tau \vdash M : \iota[a + 1] \rightarrow \tau}{\Gamma \vdash \mathbf{fix} \, x.M : \iota[\xi] \rightarrow \tau}$$

Deterministic Sized Types, Technically

- **Types.**

$$\xi ::= a \mid \omega \mid \xi + 1; \qquad \tau ::= \iota[\xi] \mid \tau \rightarrow \tau.$$

- **Typing Fixpoints.**

$$\frac{\Gamma, x : \iota[a] \rightarrow \tau \vdash M : \iota[a + 1] \rightarrow \tau}{\Gamma \vdash \mathbf{fix} \, x.M : \iota[\xi] \rightarrow \tau}$$

- **Quite Powerful.**

- Can type many forms of structural recursion.

Deterministic Sized Types, Technically

- **Types.**

$$\xi ::= a \mid \omega \mid \xi + 1; \quad \tau ::= \iota[\xi] \mid \tau \rightarrow \tau.$$

- **Typing Fixpoints.**

$$\frac{\Gamma, x : \iota[a] \rightarrow \tau \vdash M : \iota[a + 1] \rightarrow \tau}{\Gamma \vdash \mathbf{fix} \, x.M : \iota[\xi] \rightarrow \tau}$$

- **Quite Powerful.**

- Can type many forms of structural recursion.

- **Termination.**

- Proved by **Reducibility**.
- ... but of an indexed form.

Deterministic Sized Types, Technically

- **Types.**

$$\xi ::= a \mid \omega \mid \xi + 1; \qquad \tau ::= \iota[\xi] \mid \tau \rightarrow \tau.$$

- **Typing Fixpoints.**

- Reducibility sets are of the form Red_{τ}^{θ} .
- θ is an environment for index variables.
- Proof of reducibility for **fix** $x.M$ is rather delicate.

- **Quite Powerful.**

- Can type many forms of structural recursion.

- **Termination.**

- Proved by **Reducibility**.
- ...but of an indexed form.

Deterministic Sized Types, Technically

- **Types.**

$$\xi ::= a \mid \omega \mid \xi + 1; \quad \tau ::= \iota[\xi] \mid \tau \rightarrow \tau.$$

- **Typing Fixpoints.**

$$\frac{\Gamma, x : \iota[a] \rightarrow \tau \vdash M : \iota[a + 1] \rightarrow \tau}{\Gamma \vdash \mathbf{fix} \ x.M : \iota[\xi] \rightarrow \tau}$$

- **Quite Powerful.**

- Can type many forms of structural recursion.

- **Termination.**

- Proved by **Reducibility**.
- ...but of an indexed form.

- **Type Inference.**

- It is indeed *decidable*.
- But *nontrivial*.

Probabilistic Termination

► **Examples:**

```
fix f.λx.if x > 0 then if FairCoin then f(x - 1) else f(x + 1);  
fix f.λx.if x > 0 then if BiasedCoin then f(x - 1) else f(x + 1);  
fix f.λx.if BiasedCoin then f(x + 1) else x.
```


Probabilistic Termination

► Examples:

```
fix f.λx.if x > 0 then if FairCoin then f(x - 1) else f(x + 1);  
fix f.λx.if x > 0 then if BiasedCoin then f(x - 1) else f(x + 1);  
fix f.λx.if BiasedCoin then f(x + 1) else x.
```

Unbiased Random Walk, AST

Probabilistic Termination

► Examples:

```
fix f.λx.if x > 0 then if FairCoin then f(x - 1) else f(x + 1);  
fix f.λx.if x > 0 then if BiasedCoin then f(x - 1) else f(x + 1);  
fix f.λx.if BiasedCoin then f(x + 1) else x.
```

Unbiased Random Walk, AST

Biased Random Walk, PAST

Probabilistic Termination

- **Examples:**

```
fix f.λx.if x > 0 then if FairCoin then f(x - 1) else f(x + 1);  
fix f.λx.if x > 0 then if BiasedCoin then f(x - 1) else f(x + 1);  
fix f.λx.if BiasedCoin then f(x + 1) else x.
```

- **Non-Examples:**

```
fix f.λx.if FairCoin then f(x - 1) else (f(x + 1); f(x + 1));  
fix f.λx.if BiasedCoin then f(x + 1) else f(x - 1);
```

Probabilistic Termination

- **Examples:**

```
fix f.λx.if x > 0 then if FairCoin then f(x - 1) else f(x + 1);  
fix f.λx.if x > 0 then if BiasedCoin then f(x - 1) else f(x + 1);  
fix f.λx.if BiasedCoin then f(x + 1) else x.
```

- **Non-Examples:**

```
fix f.λx.if FairCoin then f(x - 1) else (f(x + 1); f(x + 1));  
fix f.λx.if BiasedCoin then f(x + 1) else f(x - 1);
```

Unbiased Random Walk, with **two** upward calls.

Probabilistic Termination

► **Examples:**

```
fix f.λx.if x > 0 then if FairCoin then f(x - 1) else f(x + 1);  
fix f.λx.if x > 0 then if BiasedCoin then f(x - 1) else f(x + 1);  
fix f.λx.if BiasedCoin then f(x + 1) else x.
```

► **Non-Examples:**

```
fix f.λx.if FairCoin then f(x - 1) else (f(x + 1); f(x + 1));  
fix f.λx.if BiasedCoin then f(x + 1) else f(x - 1);
```

Unbiased Random Walk, with **two** upward calls.

Biased Random Walk, the “wrong” way.

Probabilistic Termination

- **Examples:**

```
fix f.λx.if x > 0 then if FairCoin then f(x - 1) else f(x + 1);  
fix f.λx.if x > 0 then if BiasedCoin then f(x - 1) else f(x + 1);  
fix f.λx.if BiasedCoin then f(x + 1) else x.
```

- **Non-Examples:**

```
fix f.λx.if FairCoin then f(x - 1) else (f(x + 1); f(x + 1));  
fix f.λx.if BiasedCoin then f(x + 1) else f(x - 1);
```

- Probabilistic termination is thus:

- Sensitive to *the actual distribution* from which we sample.
- Sensitive to *how many recursive calls* we perform.

Probabilistic Sized Types [DLGrellois2017]

- **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.

Probabilistic Sized Types [DLGrellois2017]

- ▶ **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- ▶ **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

Probabilistic Sized Types [DLGrellois2017]

- ▶ **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- ▶ **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

λ -variables: every higher-order variable occurs **at most once**.

Probabilistic Sized Types [DLGrellois2017]

- **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

λ -variables: every higher-order variable occurs **at most once**.

fix-variables, which are attributed a **finite distribution** of types.

Probabilistic Sized Types [DLGrellois2017]

- **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

λ -variables: every higher-order variable occurs **at most once**.

fix-variables, which are attributed a **finite distribution** of types.

A monadic type, namely a **finite distribution** of types.

Probabilistic Sized Types [DLGrellois2017]

- ▶ **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- ▶ **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

- ▶ **Typing Fixpoints.**

$$\frac{\Gamma \mid x : \sigma \vdash V : \iota[a+1] \rightarrow \tau \quad \text{OCBMC}(\sigma) \text{ terminates.}}{\Gamma \mid \Theta \vdash \mathbf{fix} \ x.V : \iota[\xi] \rightarrow \tau}$$

Probabilistic Sized Types [DLGrellois2017]

- ▶ **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- ▶ **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

- ▶ **Typing Fixpoints.**

$$\frac{\Gamma \mid x : \sigma \vdash V : \iota[a + 1] \rightarrow \tau \quad \text{OCBMC}(\sigma) \text{ terminates.}}{\Gamma \mid \Theta \vdash \text{fix } x.V : \iota[\xi] \rightarrow \tau}$$

- ▶ *OCBMC*(σ) interprets σ as a one-counter Markov Chain.
- ▶ This is sufficient for typing:
 - ▶ *Unbiased* random walks:

$$\sigma = \left\{ \frac{1}{2} : \iota[a + 2] \rightarrow \tau, \frac{1}{2} : \iota[a] \rightarrow \tau \right\}$$

- ▶ *Biased* random walks, with a similar σ .

Probabilistic Sized Types [DLGrellois2017]

- ▶ **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- ▶ **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

- ▶ **Typing Fixpoints.**

$$\frac{\Gamma \mid x : \sigma \vdash V : \iota[a+1] \rightarrow \tau \quad \text{OCBMC}(\sigma) \text{ terminates.}}{\Gamma \mid \Theta \vdash \text{fix } x.V : \iota[\xi] \rightarrow \tau}$$

- ▶ **Typing Probabilistic Choice**

$$\frac{\Gamma \mid \Delta \vdash M : \tau \quad \Gamma \mid \Omega \vdash N : \rho}{\Gamma \mid \frac{1}{2}\Delta + \frac{1}{2}\Omega \vdash M \oplus N : \frac{1}{2}\tau + \frac{1}{2}\rho}$$

Probabilistic Sized Types [DLGrellois2017]

- ▶ **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- ▶ **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

- ▶ **Typing Fixpoints.**

$$\frac{\Gamma \mid x : \sigma \vdash V : \iota[a+1] \rightarrow \tau \quad \text{OCBMC}(\sigma) \text{ terminates.}}{\Gamma \mid \Theta \vdash \text{fix } x.V : \iota[\xi] \rightarrow \tau}$$

- ▶ **Typing Probabilistic Choice**

$$\frac{\Gamma \mid \Delta \vdash M : \tau \quad \Gamma \mid \Omega \vdash N : \rho}{\Gamma \mid \frac{1}{2}\Delta + \frac{1}{2}\Omega \vdash M \oplus N : \frac{1}{2}\tau + \frac{1}{2}\rho}$$

- ▶ **Termination.**

- ▶ By a quantitative nontrivial refinement of reducibility.

Probabilistic Sized Types [DLGrellois2017]

- **Basic Idea:** craft a sized-type system in such a way as to mimick the recursive structure by a OCBMC.
- **Judgments.**

$$\Gamma \mid \Delta \vdash M : \mu$$

- **Typing Fixp**
 - Reducibility sets are now on the form $Red_{\tau}^{\theta,p}$
 - p stands for the *probability* of being reducible.
 - Reducibility sets are continuous:

$$Red_{\tau}^{\theta,p} = \bigcup_{q < p} Red_{\tau}^{\theta,q}$$

- **Typing Pro**

$$\frac{\Gamma \mid \frac{1}{2}\Delta + \frac{1}{2}\Omega \vdash M \oplus N : \tau + \frac{1}{2}\rho}{\Gamma \mid \Delta \vdash M \oplus N : \tau + \frac{1}{2}\rho}$$

- **Termination.**
 - By a quantitative nontrivial refinement of reducibility.

Deterministic Intersection Types

- **Question:** what are simple types *missing* as a way to precisely capture *termination*?

Deterministic Intersection Types

- ▶ **Question:** what are simple types *missing* as a way to precisely capture *termination*?
- ▶ Many normalizing terms *cannot* be typed, e.g.:

$$\Delta = \lambda x.xx \qquad \Delta(\lambda x.x).$$

Deterministic Intersection Types

- ▶ **Question:** what are simple types *missing* as a way to precisely capture *termination*?
- ▶ Many normalizing terms *cannot* be typed, e.g.:

$$\Delta = \lambda x.xx \qquad \Delta(\lambda x.x).$$

- ▶ **Types**

$$\tau ::= A \rightarrow B \qquad A ::= [\tau_1, \dots, \tau_n]$$

Deterministic Intersection Types

- **Question:** what are simple types *missing* as a way to precisely capture *termination*?
- Many normalizing terms *cannot* be typed, e.g.:

$$\Delta = \lambda x.xx \qquad \Delta(\lambda x.x).$$

- **Types**

$$\tau ::= A \rightarrow B \qquad A ::= [\tau_1, \dots, \tau_n]$$

- **Typing Rules**

$$\begin{array}{c} \frac{}{x : A \vdash x : A} \qquad \frac{\Gamma, x : A \vdash M : B}{\Gamma \vdash \lambda x.M : A \rightarrow B} \qquad \frac{(\Gamma_i \vdash V : \tau_i)_i}{\biguplus \Gamma_i \vdash V : [\tau_i]_i} \\[10pt] \frac{\Gamma \vdash V : [A \rightarrow B] \quad \Delta \vdash W : A}{\Gamma \uplus \Delta \vdash VW : B} \qquad \frac{\Gamma \vdash M : A \quad \Delta, x : A \vdash N : B}{\Gamma \uplus \Delta \vdash \text{let } x = M \text{ in } N : B} \end{array}$$

Deterministic Intersection Types

- ▶ **Question:** what are simple types *missing* as a way to precisely capture *termination*?
- ▶ Many normalizing terms *cannot* be typed, e.g.:

$$\Delta = \lambda x.xx \qquad \Delta(\lambda x.x).$$

- ▶ **Types**

$$\tau ::= A \rightarrow B \qquad A ::= [\tau_1, \dots, \tau_n]$$

- ▶ **Typing Rules**

$$\begin{array}{c} \frac{}{x : A \vdash x : A} \qquad \frac{\Gamma, x : A \vdash M : B}{\Gamma \vdash \lambda x.M : A \rightarrow B} \qquad \frac{(\Gamma_i \vdash V : \tau_i)_i}{\biguplus \Gamma_i \vdash V : [\tau_i]_i} \\[10pt] \frac{\Gamma \vdash V : [A \rightarrow B] \quad \Delta \vdash W : A}{\Gamma \uplus \Delta \vdash VW : B} \qquad \frac{\Gamma \vdash M : A \quad \Delta, x : A \vdash N : B}{\Gamma \uplus \Delta \vdash \text{let } x = M \text{ in } N : B} \end{array}$$

- ▶ **Soundness for Termination**

- ▶ By reducibility.

Deterministic Intersection Types

- ▶ **Question:** what are simple types *missing* as a way to precisely capture *termination*?
- ▶ Many normalizing terms *cannot* be typed, e.g.:

$$\Delta = \lambda x.xx \qquad \Delta(\lambda x.x).$$

- ▶ **Types**

$$\tau ::= A \rightarrow B \qquad A ::= [\tau_1, \dots, \tau_n]$$

- ▶ **Typing Rules**

$$\begin{array}{c} \frac{}{\Gamma \vdash x : A} \qquad \frac{\Gamma, x : A \vdash M : B}{\Gamma \vdash \lambda x.M : A \rightarrow B} \qquad \frac{(\Gamma_i \vdash V : \tau_i)_i}{\uplus \Gamma_i \vdash V : [\tau_i]_i} \\[10pt] \frac{\Gamma \vdash V : [A \rightarrow B] \quad \Delta \vdash W : A}{\Gamma \uplus \Delta \vdash VW : B} \qquad \frac{\Gamma \vdash M : A \quad \Delta, x : A \vdash N : B}{\Gamma \uplus \Delta \vdash \text{let } x = M \text{ in } N : B} \end{array}$$

- ▶ **Soundness for Termination**
 - ▶ By reducibility.
- ▶ **Completeness for Termination**
 - ▶ By *subject expansion*, the dual of subject reduction.

Going Probabilistic: What Do We Need?

- **Terms** can have a **Type** *Probabilistically*, for example in

$$\Omega \oplus (\lambda x.x)$$

Going Probabilistic: What Do We Need?

- **Terms** can have a **Type** *Probabilistically*, for example in

$$\Omega \oplus (\lambda x.x)$$

- This can be captured by switching from types to *multidistributions* of types, namely expressions in the form $\langle p_1\tau_1, \dots, p_n\tau_n \rangle$, where $\sum p_i \leq 1$.

Going Probabilistic: What Do We Need?

- **Terms** can have a **Type** *Probabilistically*, for example in

$$\Omega \oplus (\lambda x. \boxed{\mathcal{A} \neq \frac{1}{2}\mathcal{A} + \frac{1}{2}\mathcal{A}})$$

- This can be captured by switching from types to *multidistributions* of types, namely expressions in the form $\langle p_1\tau_1, \dots, p_n\tau_n \rangle$, where $\sum p_i \leq 1$.

Going Probabilistic: What Do We Need?

- **Terms can have a Type *Probabilistically***, for example in

$$\Omega \oplus (\lambda x.x)$$

- This can be captured by switching from types to *multidistributions* of types, namely expressions in the form $\langle p_1\tau_1, \dots, p_n\tau_n \rangle$, where $\sum p_i \leq 1$.

- **Functions can use their Arguments *Probabilistically***, for example in

$$\lambda x.(xx) \oplus I$$

Going Probabilistic: What Do We Need?

- **Terms** can have a **Type** *Probabilistically*, for example in

$$\Omega \oplus (\lambda x.x)$$

- This can be captured by switching from types to *multidistributions* of types, namely expressions in the form $\langle p_1\tau_1, \dots, p_n\tau_n \rangle$, where $\sum p_i \leq 1$.

- **Functions** can use their **Arguments** *Probabilistically*, for example in

$$\lambda x.(xx) \oplus I$$

- This can be captured by switching from multisets to *scaled multisets* of types, namely expressions in the form $[q_1.\tau_1, \dots, q_n.\tau_n]$. Here $\sum q_i \in \mathbb{Q}^+$.

Going Probabilistic: What Do We Need?

- **Terms** can have a **Type** *Probabilistically*, for example in

$$\Omega \oplus (\lambda x.x)$$

- This can be captured by switching from types to *multidistributions* of types, namely expressions in the form $\langle p_1\tau_1, \dots, p_n\tau_n \rangle$, where $\sum p_i \leq 1$.

- **Functions** can use their **Arguments** *Probabilistically*, for example in

$$\lambda x.(xx) \oplus I$$

- This can be captured by switching from multisets to *scaled multisets* of types, namely expressions in the form $[q_1.\tau_1, \dots, q_n.\tau_n]$. Here $\sum q_i \in \mathbb{Q}^+$.

- **Summing up...**

$$\tau ::= A \rightarrow \mathcal{A} \qquad A ::= [q_i.\tau_i]_{1 \leq i \leq n} \qquad \mathcal{A} ::= \langle p_i A_i \rangle_{1 \leq i \leq n}$$

Going Probabilistic: What Do We Need?

- **Terms** can have a Type *Probabilistically*, for example in

$$\Omega \oplus (\lambda x.x)$$

- This can be captured by switching from types to *multidistributions* of types, namely expressions in the form $\langle p_1\tau_1, \dots, p_n\tau_n \rangle$, where $\sum p_i \leq 1$.

- **Functions** can use their **Arguments** *Probabilistically*, for example in

$$\lambda x.(xx) \oplus I$$

- This can be captured by switching from multisets to *scaled multisets* of types, namely expressions in the form $[q_1.\tau_1, \dots, q_n.\tau_n]$. Here $\sum q_i \in \mathbb{Q}^+$.

Arrow Types

- **Summing up...**

$$\tau ::= A \rightarrow \mathcal{A}$$

$$A ::= [q_i.\tau_i]_{1 \leq i \leq n}$$

$$\mathcal{A} ::= \langle p_i A_i \rangle_{1 \leq i \leq n}$$

Going Probabilistic: What Do We Need?

- **Terms** can have a Type *Probabilistically*, for example in

$$\Omega \oplus (\lambda x.x)$$

- This can be captured by switching from types to *multidistributions* of types, namely expressions in the form $\langle p_1\tau_1, \dots, p_n\tau_n \rangle$, where $\sum p_i \leq 1$.

- **Functions** can use their **Arguments** *Probabilistically*, for example in

$$\lambda x.(xx) \oplus I$$

- This can be captured by switching from multisets to *scaled multisets* of types, namely expressions in the form $[q_i.\tau_i]_{1 \leq i \leq n}$. Here $\sum q_i \in \mathbb{Q}^+$.

Intersection Types

- **Summing up...**

$$\tau ::= A \rightarrow \mathcal{A} \qquad A ::= [q_i.\tau_i]_{1 \leq i \leq n} \qquad \mathcal{A} ::= \langle p_i A_i \rangle_{1 \leq i \leq n}$$

Going Probabilistic: What Do We Need?

- **Terms** can have a **Type** *Probabilistically*, for example in

$$\Omega \oplus (\lambda x.x)$$

- This can be captured by switching from types to *multidistributions* of types, namely expressions in the form $\langle p_1\tau_1, \dots, p_n\tau_n \rangle$, where $\sum p_i \leq 1$.

- **Functions** can use their **Arguments** *Probabilistically*, for example in

$$\lambda x.(xx) \oplus I$$

- This can be captured by switching from multisets to *scaled multisets* of types, namely expressions in the form $[q_1.\tau_1, \dots, q_n.\tau_n]$ where $\sum q_i \in \mathbb{Q}^+$

Type Distributions

- **Summing up...**

$$\tau ::= A \rightarrow \mathcal{A} \qquad A ::= [q_i.\tau_i]_{1 \leq i \leq n} \qquad \mathcal{A} ::= \langle p_i A_i \rangle_{1 \leq i \leq n}$$

Typing Rules [DLFR2021]

$$\begin{array}{c}
 \frac{}{x : A \vdash x : A} \qquad \frac{}{\vdash M : \mathbf{0}} \qquad \frac{\Gamma, x : A \vdash M : \mathcal{B}}{\Gamma \vdash \lambda x. M : A \rightarrow \mathcal{B}}
 \end{array}$$

$$\begin{array}{c}
 \frac{\Gamma \vdash V : [A \rightarrow \mathcal{B}] \quad \Delta \vdash W : A}{\Gamma \uplus \Delta \vdash VW : \mathcal{B}} \qquad \frac{\Gamma \vdash M : \mathcal{A} \quad \Delta \vdash N : \mathcal{B}}{\frac{1}{2}\Gamma \uplus \frac{1}{2}\Delta \vdash M \oplus N : \frac{1}{2}\mathcal{A} + \frac{1}{2}\mathcal{B}}
 \end{array}$$

$$\frac{\Gamma \vdash M : \langle p_k A_k \rangle_k \quad (\Delta_k, x : A_k \vdash N : \mathcal{B}_k)_k}{\Gamma \uplus \biguplus_k \Delta_k \vdash \text{let } x = M \text{ in } N : \sum_k p_k \mathcal{B}_k}$$

$$\begin{array}{c}
 \frac{\Gamma \vdash V : \mathcal{A}}{\Gamma \vdash V : \langle \mathcal{A} \rangle} \qquad \frac{\{\Gamma_i \vdash V : \tau_i\}_i}{\biguplus \Gamma_i \vdash V : [q_i. \tau_i]_i}
 \end{array}$$

Typing Rules [DLFR2021]

$$\begin{array}{c}
 \frac{}{x : A \vdash^0 x : A} \qquad \frac{}{\vdash^0 M : \mathbf{0}} \qquad \frac{\Gamma, x : A \vdash^w M : \mathcal{B}}{\Gamma \vdash^{w+1} \lambda x. M : A \rightarrow \mathcal{B}} \\
 \\
 \frac{\Gamma \vdash^w V : [A \rightarrow \mathcal{B}] \quad \Delta \vdash^v W : A}{\Gamma \uplus \Delta \vdash^{w+v} VW : \mathcal{B}} \qquad \frac{\Gamma \vdash^w M : \mathcal{A} \quad \Delta \vdash^v N : \mathcal{B}}{\frac{1}{2}\Gamma \uplus \frac{1}{2}\Delta \vdash^{\frac{1}{2}w + \frac{1}{2}v + 1} M \oplus N : \frac{1}{2}\mathcal{A} + \frac{1}{2}\mathcal{B}} \\
 \\
 \frac{\Gamma \vdash^w M : \langle p_k A_k \rangle_k \quad (\Delta_k, x : A_k \vdash^{v_k} N : \mathcal{B}_k)_k}{\Gamma \uplus \biguplus_k \Delta_k \vdash^{w + \sum p_k v_k + 1} M \oplus N : \langle \mathcal{B}_k \rangle_k} \\
 \text{Typing judgements are attributed a weight.} \\
 \\
 \frac{\Gamma \vdash^w V : \mathcal{A}}{\Gamma \vdash^w V : \langle \mathcal{A} \rangle} \qquad \frac{\{\Gamma_i \vdash^{w_i} V : \tau_i\}_i}{\biguplus \Gamma_i \vdash^{\sum q_i w_i} V : [q_i. \tau_i]_i}
 \end{array}$$

Typing Rules [DLFR2021]

$$\begin{array}{c}
 \frac{}{x : A \vdash^0 x : A} \quad \frac{}{\vdash^0 M} \quad \frac{\Gamma, x : A \vdash^w M : \mathcal{B}}{\vdash^{w+1}} \\
 \\
 \frac{\Gamma \vdash^w V : [A \rightarrow \mathcal{B}] \quad \Delta \vdash^v W : A}{\Gamma \uplus \Delta \vdash^{w+v} VW : \mathcal{B}} \quad \frac{\Gamma \vdash^w M : \langle p_k A_k \rangle_k \quad (\Delta_k, x : A_k \vdash^{v_k} N : \mathcal{B}_k)_k}{\Gamma \uplus \biguplus_k \Delta_k \vdash^{w + \sum p_k v_k + 1} \text{let } x = M \text{ in } N : \sum_k p_k \mathcal{B}_k} \\
 \\
 \frac{\Gamma \vdash^w V : \mathcal{A}}{\Gamma \vdash^w V : \langle \mathcal{A} \rangle} \quad \frac{\{\Gamma_i \vdash^{w_i} V : \tau_i\}_i}{\biguplus \Gamma_i \vdash^{\sum q_i w_i} V : [q_i \cdot \tau_i]_i}
 \end{array}$$

► The body N needs to be typed several times.

► The resulting type is obtained as a mixture of the various types of N .

An AST Example

$$M = NN, \text{ where } N = \lambda x.xx \oplus I$$

An AST Example

$M = NN$, where $N = \lambda x.xx \oplus I$

$$\vdash N : \left([] \rightarrow \left\langle \frac{1}{2} [] \right\rangle \right) = \tau_1$$

$$\vdash N : []$$

$$\vdash^{\textcolor{blue}{2}} M : \left\langle \frac{1}{2} [] \right\rangle$$

An AST Example

$$M = NN, \text{ where } N = \lambda x.xx \oplus I$$

$$\vdash N : \left([] \rightarrow \left\langle \frac{1}{2} [] \right\rangle \right) = \tau_1$$

$$\vdash N : []$$

$$\vdash^{\textcolor{blue}{2}} M : \left\langle \frac{1}{2} [] \right\rangle$$

$$\vdash N : \left(\left[\frac{1}{2}, \tau_1 \right] \rightarrow \left\langle \frac{1}{2} [], \frac{1}{4} [] \right\rangle \right) = \tau_2$$

$$\vdash N : \left[\frac{1}{2}, \tau_1 \right]$$

$$\vdash^{\textcolor{blue}{3}} M : \left\langle \frac{1}{2} [], \frac{1}{4} [] \right\rangle$$

An AST Example

$$M = NN, \text{ where } N = \lambda x.xx \oplus I$$

$$\vdash N : \left([] \rightarrow \left\langle \frac{1}{2} [] \right\rangle \right) = \tau_1$$

$$\vdash N : []$$

$$\vdash^2 M : \left\langle \frac{1}{2} [] \right\rangle$$

$$\vdash N : \left(\left[\frac{1}{2} . \tau_1 \right] \rightarrow \left\langle \frac{1}{2} [], \frac{1}{4} [] \right\rangle \right) = \tau_2$$

$$\vdash N : \left[\frac{1}{2} . \tau_1 \right]$$

$$\vdash^3 M : \left\langle \frac{1}{2} [], \frac{1}{4} [] \right\rangle$$

\vdots

$$\vdash N : \left(\left[\frac{1}{2^i} . \tau_i \right]_{i < n} \rightarrow \left\langle \frac{1}{2^i} [] \right\rangle_{i \leq n} \right) = \tau_n$$

$$\vdash N : \left[\frac{1}{2^i} . \tau_i \right]_{i < n}$$

$$\vdash^{4 - \frac{1}{2^{n-2}}} M : \left\langle \frac{1}{2^i} [] \right\rangle_{i \leq n}$$

A not-AST Example

$$\Omega = \Delta\Delta, \text{ where } \Delta = \lambda x.xx$$

$$\vdash \Delta : \langle [] \rightarrow \langle \rangle \rangle = \rho_1$$

$$\vdash \Delta : []$$

$$\vdash^1 \Omega : \langle \rangle$$

$$\vdash \Delta : \langle [1.\rho_1] \rightarrow \langle \rangle \rangle = \rho_2$$

$$\vdash \Delta : [1.\rho_1]$$

$$\vdash^2 \Omega : \langle \rangle$$

$$\vdots$$

$$\vdash \Delta : \langle [1.\rho_i]_{i < n} \rightarrow \langle \rangle \rangle = \rho_n$$

$$\vdash \Delta : [1.\rho_i]_{i < n}$$

$$\vdash^n \Omega : \langle \rangle$$

AST and PAST, Precisely Characterized

$$\Pr[M \downarrow] = \sup_{\vdash M : \mathcal{A} \in \mathcal{T}} ||\mathcal{A}||$$

$$\mathbb{E}_{\text{Time}}(M) = \sup_{\substack{w \\ \vdash M : \mathbf{0}}} w$$

AST and PAST, Precisely Characterized

$$\Pr[M \downarrow] = \sup_{\vdash M : \mathcal{A} \in \mathcal{T}} ||\mathcal{A}||$$

$$\mathbb{E}_{\text{Time}}(M) = \sup_{\substack{w \\ \vdash M : \mathbf{0}}} w$$

$\mathcal{T} = \{\mathcal{A} \mid \mathcal{A} = \langle p_i \rangle_i\}$

AST and PAST, Precisely Characterized

$$\Pr[M \downarrow] = \sup_{\vdash M : \mathcal{A} \in \mathcal{T}} ||\mathcal{A}||$$

$$||\langle p_i A_i \rangle_i|| = \sum_i p_i$$

$$\mathbb{E}_{\text{Time}}(M) = \sup_{\substack{w \\ \vdash M : \mathbf{0}}} w$$

AST and PAST, Precisely Characterized

$$\Pr[M \Downarrow] = \sup_{\vdash M : \mathcal{A} \in \mathcal{T}} ||\mathcal{A}||$$

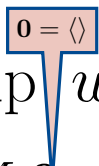
Why?

- ▶ Subject **Reduction**.
 - ▶ If $\vdash M : \mathcal{A}$ and M rewrites to N_i with probability p_i , then $\vdash N_i : \mathcal{B}_i$ such that $\mathcal{A} = \sum_i p_i \mathcal{B}_i$.
 - ▶ This implies that $\Pr[M \Downarrow] \geq ||\mathcal{A}||$.
- ▶ Subject **Expansion**, which implies that $\Pr[M \Downarrow] \leq ||\mathcal{A}||$.

$\vdash M : \mathcal{A}$

AST and PAST, Precisely Characterized

$$\Pr[M \downarrow] = \sup_{\vdash M : \mathcal{A} \in \mathcal{T}} ||\mathcal{A}||$$

$$\mathbb{E}_{\text{Time}}(M) = \sup_{\substack{w \\ \vdash M : \mathbf{0}}} w$$


AST and PAST, Precisely Characterized

$$\Pr[M \Downarrow] = \sup_{\vdash M : \mathcal{A} \in \mathcal{T}} ||\mathcal{A}||$$

$$\mathbb{E}_{\text{Time}}(M) = \sup_{\substack{w \\ \vdash M : \mathbf{0}}} w$$

Why?

As above, but **weighted** versions of reduction and expansion theorems are needed.

Other Approaches

► **Linear Dependent Types** [ADLG2019]

- Intersection Types are complete, but only for *computations*.
- In deterministic linear dependent types [DLG2011], one is **relatively complete** for first-order functions.
- How about probabilism?
 - Monadic types can be made indexed:

$$\mu ::= \{\sigma[i] : p[i]\}_{i \in I}$$

- Subtyping is coupling-based.
- Nontrivial examples like **RandomizedQuicksort** and **CouponCollector** can be captured.
- Unfortunately, relative completeness is hard to achieve.

Other Approaches

- ▶ **Linear Dependent Types** [ADLG2019]

- ▶ Intersection Types are complete, but only for *computations*.
- ▶ In deterministic linear dependent types [DLG2011], one is **relatively complete** for first-order functions.
- ▶ How about probabilism?
 - ▶ Monadic types can be made indexed:

$$\mu ::= \{\sigma[i] : p[i]\}_{i \in I}$$

- ▶ Subtyping is coupling-based.
 - ▶ Nontrivial examples like `RandomizedQuicksort` and `CouponCollector` can be captured.
 - ▶ Unfortunately, relative completeness is hard to achieve.
- ▶ **Probabilistic Termination in Rewriting** [ADLY2019, Faggian2022, FaggianGuerrieri2022];

Other Approaches

- ▶ **Linear Dependent Types** [ADLG2019]

- ▶ Intersection Types are complete, but only for *computations*.
- ▶ In deterministic linear dependent types [DLG2011], one is **relatively complete** for first-order functions.
- ▶ How about probabilism?
 - ▶ Monadic types can be made indexed:

$$\mu ::= \{\sigma[i] : p[i]\}_{i \in I}$$

- ▶ Subtyping is coupling-based.
 - ▶ Nontrivial examples like `RandomizedQuicksort` and `CouponCollector` can be captured.
 - ▶ Unfortunately, relative completeness is hard to achieve.
- ▶ **Probabilistic Termination in Rewriting** [ADLY2019, Faggian2022, FaggianGuerrieri2022];
- ▶ **Higher-Order Model Checking** [KDLG2020];

Other Approaches

- ▶ **Linear Dependent Types** [ADLG2019]

- ▶ Intersection Types are complete, but only for *computations*.
- ▶ In deterministic linear dependent types [DLG2011], one is **relatively complete** for first-order functions.
- ▶ How about probabilism?
 - ▶ Monadic types can be made indexed:

$$\mu ::= \{\sigma[i] : p[i]\}_{i \in I}$$

- ▶ Subtyping is coupling-based.
 - ▶ Nontrivial examples like `RandomizedQuicksort` and `CouponCollector` can be captured.
 - ▶ Unfortunately, relative completeness is hard to achieve.
- ▶ **Probabilistic Termination in Rewriting** [ADLY2019, Faggian2022, FaggianGuerrieri2022];
- ▶ **Higher-Order Model Checking** [KDLG2020];
- ▶ **CPS Expectation Transformers** [ADLB2021] ;

Other Approaches

- ▶ **Linear Dependent Types** [ADLG2019]

- ▶ Intersection Types are complete, but only for *computations*.
- ▶ In deterministic linear dependent types [DLG2011], one is **relatively complete** for first-order functions.
- ▶ How about probabilism?
 - ▶ Monadic types can be made indexed:

$$\mu ::= \{\sigma[i] : p[i]\}_{i \in I}$$

- ▶ Subtyping is coupling-based.
 - ▶ Nontrivial examples like `RandomizedQuicksort` and `CouponCollector` can be captured.
 - ▶ Unfortunately, relative completeness is hard to achieve.
- ▶ **Probabilistic Termination in Rewriting** [ADLY2019, Faggian2022, FaggianGuerrieri2022];
- ▶ **Higher-Order Model Checking** [KDLG2020];
- ▶ **CPS Expectation Transformers** [ADLB2021] ;
- ▶ **Expectations from Probabilistic Coherent Spaces** [Ehrhard2022];

Other Approaches

- ▶ **Linear Dependent Types** [ADLG2019]

- ▶ Intersection Types are complete, but only for *computations*.
- ▶ In deterministic linear dependent types [DLG2011], one is **relatively complete** for first-order functions.
- ▶ How about probabilism?
 - ▶ Monadic types can be made indexed:

$$\mu ::= \{\sigma[i] : p[i]\}_{i \in I}$$

- ▶ Subtyping is coupling-based.
 - ▶ Nontrivial examples like `RandomizedQuicksort` and `CouponCollector` can be captured.
 - ▶ Unfortunately, relative completeness is hard to achieve.
- ▶ **Probabilistic Termination in Rewriting** [ADLY2019, Faggian2022, FaggianGuerrieri2022];
- ▶ **Higher-Order Model Checking** [KDLG2020];
- ▶ **CPS Expectation Transformers** [ADLB2021] ;
- ▶ **Expectations from Probabilistic Coherent Spaces** [Ehrhard2022];
- ▶ **Curry-Howard Correspondence with Counting Propositional Logic** [ADLP2022].

Other Approaches

- ▶ **Linear Dependent Types** [ADLG2019]

- ▶ Intersection Types are complete, but only for *computations* .
- ▶ In deterministic linear dependent types [DLG2011], one is **relatively complete** for first-order functions.
- ▶ How about probabilism?
 - ▶ Monadic types can be made indexed:

$$\mu ::= \{\sigma[i] : p[i]\}_{i \in I}$$

- ▶ Subtyping is coupling-based.
 - ▶ Nontrivial examples like `RandomizedQuicksort` and `CouponCollector` can be captured.
 - ▶ Unfortunately, relative completeness is hard to achieve.
- ▶ **Probabilistic Termination in Rewriting** [ADLY2019, Faggian2022, FaggianGuerrieri2022];
- ▶ **Higher-Order Model Checking** [KDLG2020];
- ▶ **CPS Expectation Transformers** [ADLB2021] ;
- ▶ **Expectations from Probabilistic Coherent Spaces** [Ehrhard2022];
- ▶ **Curry-Howard Correspondence with Counting Propositional Logic** [ADLP2022].
- ▶

Part IV

Relational Reasoning

Examples

$$I \oplus \Omega \quad \text{vs.} \quad I$$

Not Context Equivalent: $C = [\cdot]$.

Context Distance? Consider $C_n = (\lambda x. \underbrace{x \dots x}_{n \text{ times}})[\cdot]$.

$$I \oplus \Omega \quad \text{vs.} \quad I$$


Examples

$$I \oplus \Omega \quad \text{vs.} \quad I$$

$$I \oplus \Omega \quad \text{vs.} \quad \Omega$$

Examples

Not Context Equivalent: $C = [\cdot]$.
Context Distance? Cannot easily amplify.


$$I \oplus \Omega \quad \text{vs.} \quad \Omega$$

Examples

$$I \oplus \Omega \quad \text{vs.} \quad I$$

$$I \oplus \Omega \quad \text{vs.} \quad \Omega$$

$$(\lambda x. I) \oplus (\lambda x. \Omega) \quad \text{vs.} \quad \lambda x. I \oplus \Omega$$

Examples

$$I \oplus \Omega \quad \text{vs.} \quad I$$

Not Context Equivalent in CBV: $C = (\lambda x.x(xI))[\cdot]$
Apparently Context Equivalent in CBN.

$$(\lambda x.I) \oplus (\lambda x.\Omega) \quad \text{vs.} \quad \lambda x.I \oplus \Omega$$

A Labelled Markov Chain for Λ_{\oplus}

Terms

A Labelled Markov Chain for Λ_{\oplus}

Terms

Values

A Labelled Markov Chain for Λ_{\oplus}

Terms

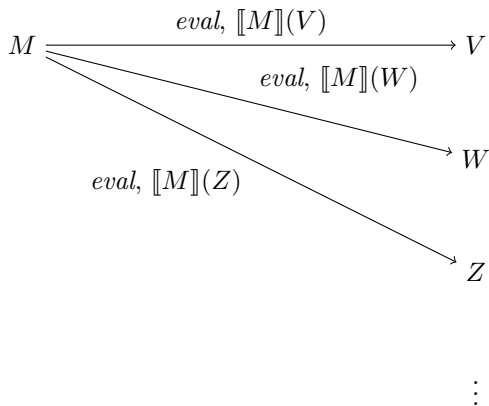
Values

M

A Labelled Markov Chain for Λ_{\oplus}

Terms

Values



A Labelled Markov Chain for Λ_{\oplus}

Terms

Values

$\lambda x.N$

A Labelled Markov Chain for Λ_{\oplus}

Terms

Values

$$N\{W/x\} \xleftarrow{W, 1} \lambda x.N$$

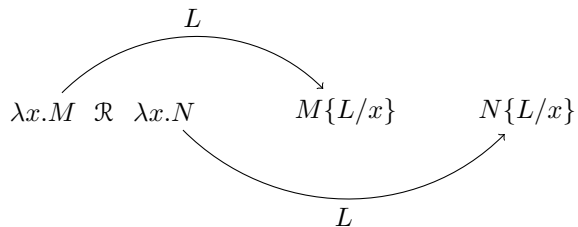
Probabilistic Applicative Bisimulation

$$\lambda x.M \mathcal{R} \lambda x.N$$

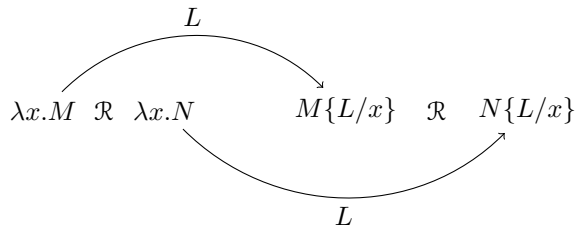
Probabilistic Applicative Bisimulation

$$\lambda x.M \quad \mathcal{R} \quad \lambda x.N \qquad \begin{array}{c} L \\ \curvearrowright \\ M\{L/x\} \end{array}$$

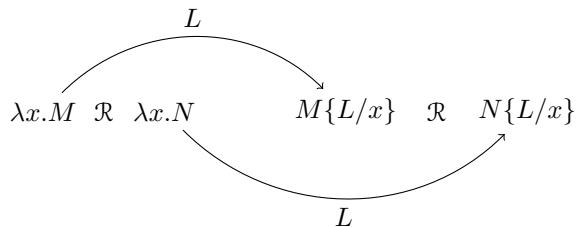
Probabilistic Applicative Bisimulation



Probabilistic Applicative Bisimulation

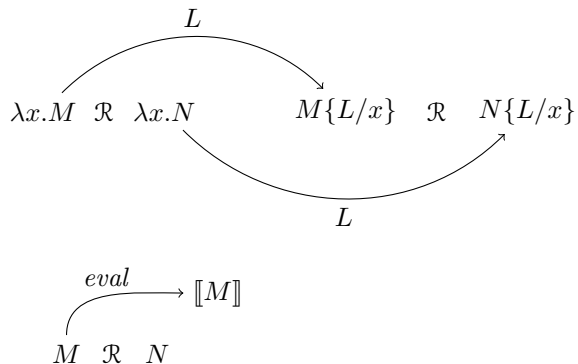


Probabilistic Applicative Bisimulation

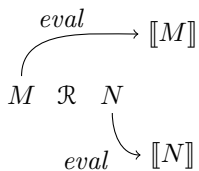
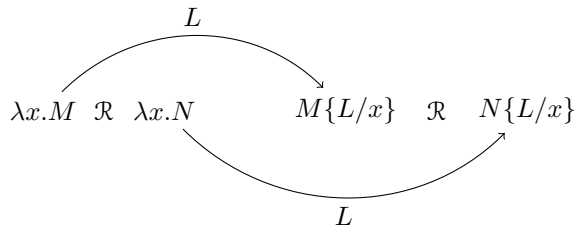


$$M \mathcal{R} N$$

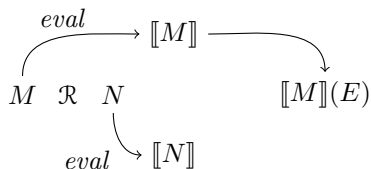
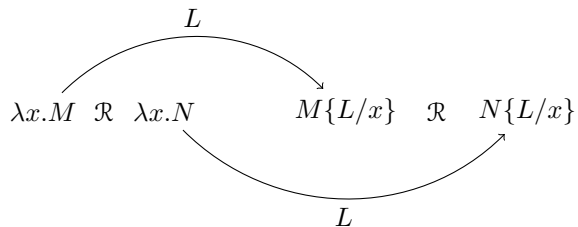
Probabilistic Applicative Bisimulation



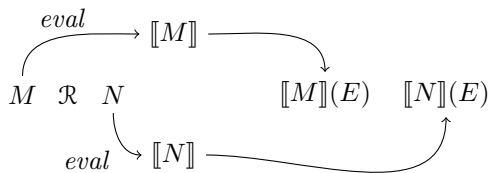
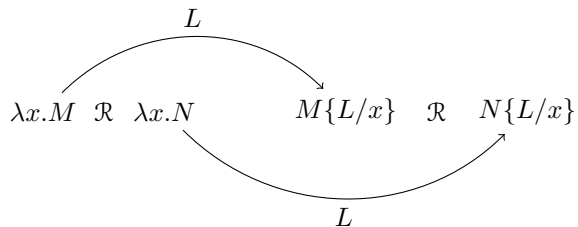
Probabilistic Applicative Bisimulation



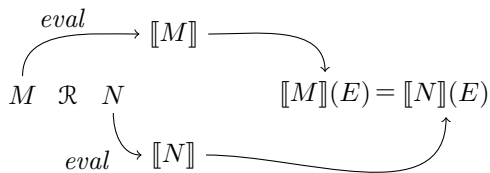
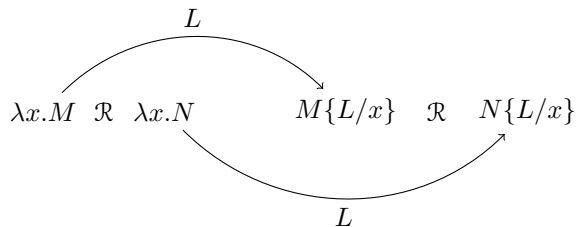
Probabilistic Applicative Bisimulation



Probabilistic Applicative Bisimulation



Probabilistic Applicative Bisimulation



Applicative Bisimilarity vs. Context Equivalence

- ▶ **Bisimilarity**: the union \sim of all bisimulation relations.
- ▶ Is it that \sim is included in \equiv ? How to prove it?
- ▶ Natural strategy: is \sim a congruence?
 - ▶ If this is the case:

$$\begin{aligned} M \sim N &\implies C[M] \sim C[N] \implies \sum \llbracket C[M] \rrbracket = \sum \llbracket C[N] \rrbracket \\ &\implies M \equiv N. \end{aligned}$$

- ▶ This is a necessary sanity check anyway.
- ▶ The naïve proof by induction **fails**, due to application: from $M \sim N$, one cannot directly conclude that $LM \sim LN$.

Howe's Technique

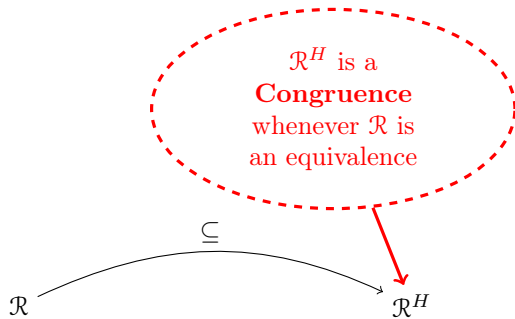
\mathcal{R}

\mathcal{R}^H

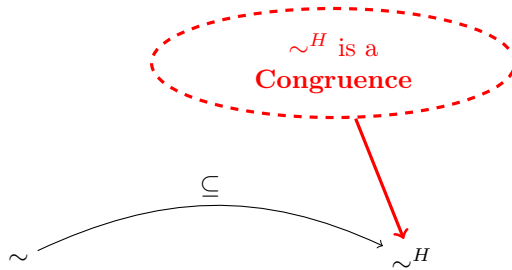
Howe's Technique

$$\mathcal{R} \xrightarrow{\subseteq} \mathcal{R}^H$$

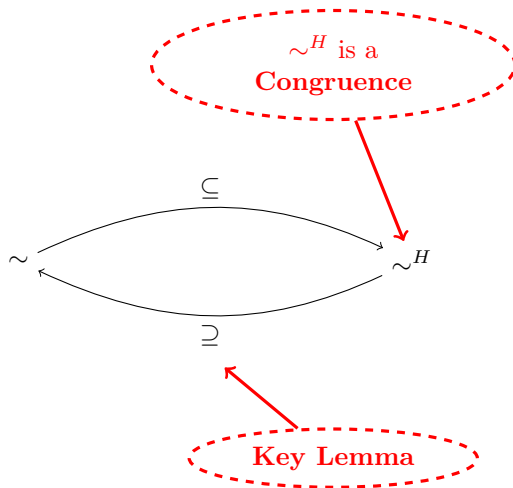
Howe's Technique



Howe's Technique



Howe's Technique



Our Neighborhood

- Λ , where we observe **convergence**

	$\sim \subseteq \equiv$	$\equiv \subseteq \sim$
<i>CBN</i>	✓	✓
<i>CBV</i>	✓	✓

[Abramsky1990, Howe1993]

- Λ_{\oplus} with nondeterministic semantics, where we observe **convergence**, in its **may** or **must** flavors.

	$\sim \subseteq \equiv$	$\equiv \subseteq \sim$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✗

[Ong1993, Lassen1998]

The Probabilistic Case

- Λ_{\oplus} with probabilistic semantics.

	$\sim \subseteq \equiv$	$\equiv \subseteq \sim$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✓

The Probabilistic Case

- ▶ Λ_{\oplus} with probabilistic semantics.

	$\sim \subseteq \equiv$	$\equiv \subseteq \sim$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✓

- ▶ Counterexample for CBN: $(\lambda x.I) \oplus (\lambda x.\Omega) \not\sim \lambda x.I \oplus \Omega$
- ▶ **Where** these discrepancies come from?

The Probabilistic Case

- ▶ Λ_{\oplus} with probabilistic semantics.

	$\sim \subseteq \equiv$	$\equiv \subseteq \sim$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✓

- ▶ Counterexample for CBN: $(\lambda x.I) \oplus (\lambda x.\Omega) \not\sim \lambda x.I \oplus \Omega$
- ▶ **Where** these discrepancies come from?
- ▶ From **testing**!

The Probabilistic Case

- ▶ Λ_{\oplus} with probabilistic semantics.

	$\sim \subseteq \equiv$	$\equiv \subseteq \sim$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✓

- ▶ Counterexample for CBN: $(\lambda x.I) \oplus (\lambda x.\Omega) \not\sim \lambda x.I \oplus \Omega$
- ▶ **Where** these discrepancies come from?
- ▶ From **testing**!
- ▶ Bisimulation can be characterized by testing equivalence as follows:

Calculus	Testing
Λ	$T ::= \omega \mid a \cdot T$
$P\Lambda_{\oplus}$	$T ::= \omega \mid a \cdot T \mid \langle T, T \rangle$
$N\Lambda_{\oplus}$	$T ::= \omega \mid a \cdot T \mid \bigwedge_{i \in I} T_i \mid \dots$

The Probabilistic Case

- Λ_{\oplus} with probabilistic semantics.

	$\preceq \subseteq \leq$	$\leq \subseteq \preceq$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✗

The Probabilistic Case

- Λ_{\oplus} with probabilistic semantics.

	$\preceq \subseteq \leq$	$\leq \subseteq \preceq$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✗

- Probabilistic simulation can be characterized by testing as follows:

$$T ::= \omega \mid a \cdot T \mid \langle T, T \rangle \mid T \vee T$$

The Probabilistic Case

- Λ_{\oplus} with probabilistic semantics.

	$\approx \subseteq \leq$	$\leq \subseteq \approx$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✗

- Probabilistic simulation can be characterized by testing as follows:

$$T ::= \omega \mid a \cdot T \mid \langle T, T \rangle \mid T \vee T$$

- Full abstraction can be recovered if endowing Λ_{\oplus} with parallel disjunction [CDLSV2015].

	$\approx \subseteq \leq$	$\leq \subseteq \approx$
<i>CBN</i>	✓	✗
<i>CBV</i>	✓	✓

Context Distance: the Affine Case [CDL2015]

- Let us consider a simple fragment of Λ_{\oplus} , first.

Context Distance: the Affine Case [CDL2015]

- ▶ Let us consider a simple fragment of Λ_{\oplus} , first.
- ▶ **Preterms:** $M, N ::= x \mid \lambda x.M \mid MM \mid M \oplus M \mid \Omega;$

Context Distance: the Affine Case [CDL2015]

- ▶ Let us consider a simple fragment of Λ_{\oplus} , first.
- ▶ **Preterms:** $M, N ::= x \mid \lambda x.M \mid MM \mid M \oplus M \mid \Omega$;
- ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.

$$\frac{}{\Gamma, x \vdash x} \quad \frac{x, \Gamma \vdash M}{\Gamma \vdash \lambda x.M} \quad \frac{\Gamma \vdash M \quad \Delta \vdash N}{\Gamma, \Delta \vdash MN} \quad \frac{\Gamma \vdash M \quad \Gamma \vdash N}{\Gamma \vdash M \oplus N}$$

- ▶ Let us consider a simple fragment of Λ_{\oplus} , first.
- ▶ **Preterms:** $M, N ::= x \mid \lambda x.M \mid MM \mid M \oplus M \mid \Omega$;
- ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.

Context Distance: the Affine Case [CDL2015]

- ▶ Let us consider a simple fragment of Λ_{\oplus} , first.
- ▶ **Preterms:** $M, N ::= x \mid \lambda x.M \mid MM \mid M \oplus M \mid \Omega$;
- ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.
- ▶ **Behavioural Distance** δ^b .
 - ▶ The metric analogue to bisimilarity.

Context Distance: the Affine Case [CDL2015]

- ▶ Let us consider a simple fragment of Λ_{\oplus} , first.
- ▶ **Preterms:** $M, N ::= x \mid \lambda x.M \mid MM \mid M \oplus M \mid \Omega$;
- ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.
- ▶ **Behavioural Distance** δ^b .
 - ▶ The metric analogue to bisimilarity.
- ▶ **Trace Distance** δ^t .
 - ▶ The maximum distance induced by traces, i.e., sequences of actions:
$$\delta^t(M, N) = \sup_{\mathsf{T}} |Pr(M, \mathsf{T}) - Pr(N, \mathsf{T})|.$$

Context Distance: the Affine Case [CDL2015]

- ▶ Let us consider a simple fragment of Λ_{\oplus} , first.
- ▶ **Preterms:** $M, N ::= x \mid \lambda x.M \mid MM \mid M \oplus M \mid \Omega$;
- ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.
- ▶ **Behavioural Distance** δ^b .
 - ▶ The metric analogue to bisimilarity.
- ▶ **Trace Distance** δ^t .
 - ▶ The maximum distance induced by traces, i.e., sequences of actions:
$$\delta^t(M, N) = \sup_{\mathsf{T}} |Pr(M, \mathsf{T}) - Pr(N, \mathsf{T})|.$$
- ▶ **Soundness and Completeness Results:**

$\delta^b \leq \delta^c$	$\delta^c \leq \delta^b$	$\delta^t \leq \delta^c$	$\delta^c \leq \delta^t$
✓	✗	✓	✓

Context Distance: the Affine Case [CDL2015]

- ▶ Let us consider a simple fragment of Λ_{\oplus} , first.
- ▶ **Preterms:** $M, N ::= x \mid \lambda x.M \mid MM \mid M \oplus M \mid \Omega$;
- ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.
- ▶ **Behavioural Distance** δ^b .
 - ▶ The metric analogue to bisimilarity.
- ▶ **Trace Distance** δ^t .
 - ▶ The maximum distance induced by traces, i.e., sequences of actions:
$$\delta^t(M, N) = \sup_{\mathsf{T}} |Pr(M, \mathsf{T}) - Pr(N, \mathsf{T})|.$$
- ▶ **Soundness and Completeness Results:**

$\delta^b \leq \delta^c$	$\delta^c \leq \delta^b$	$\delta^t \leq \delta^c$	$\delta^c \leq \delta^t$
✓	✗	✓	✓

- ▶ **Example:** $\delta^t(I, I \oplus \Omega) = \delta^t(I \oplus \Omega, \Omega) = \frac{1}{2}$.

Context Distance: the General Case [CDL2016]

- ▶ None of the abstract notions of distance δ gives us that $\delta(I, I \oplus \Omega) = 1$.

Context Distance: the General Case [CDL2016]

- ▶ None of the abstract notions of distance δ gives us that $\delta(I, I \oplus \Omega) = 1$.
- ▶ The underlying LMC **does not** reflect copying.

Context Distance: the General Case [CDL2016]

- ▶ None of the abstract notions of distance δ gives us that $\delta(I, I \oplus \Omega) = 1$.
- ▶ The underlying LMC **does not** reflect copying.
- ▶ **A Tuple LMC.**
 - ▶ **Preterms:** $M ::= x \mid \lambda x.M \mid \lambda!x.M \mid MM \mid M \oplus M \mid !M$
 - ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.
 - ▶ **States:** *sequences* of terms, rather than terms.
 - ▶ **Actions** not only model parameter passing, but also *copying* of terms.

Context Distance: the General Case [CDL2016]

$$\begin{array}{c}
 \frac{}{\Gamma, x \vdash x} \quad \frac{}{\Gamma, !x \vdash x} \quad \frac{x, \Gamma \vdash M}{\Gamma \vdash \lambda x.M} \quad \frac{!x, \Gamma \vdash M}{\Gamma \vdash \lambda !x.M} \\
 \frac{! \Gamma \vdash M}{! \Gamma \vdash !M} \quad \frac{\Gamma, !\Theta \vdash M \quad \Delta, !\Theta \vdash N}{\Gamma, \Delta, \Theta \vdash MN} \quad \frac{\Gamma \vdash M \quad \Gamma \vdash N}{\Gamma \vdash M \oplus N}
 \end{array}$$

► The underlying LMC **does not** rely on copying.

► **A Tuple LMC.**

- **Preterms:** $M ::= x \mid \lambda x.M \mid \lambda !x.M \mid MM \mid M \oplus M \mid !M$
- **Terms:** any preterm M such that $\Gamma \vdash M$.
- **States:** *sequences* of terms, rather than terms.
- **Actions** not only model parameter passing, but also *copying* of terms.

Context Distance: the General Case [CDL2016]

- ▶ None of the abstract notions of distance δ gives us that $\delta(I, I \oplus \Omega) = 1$.
- ▶ The underlying LMC **does not** reflect copying.
- ▶ **A Tuple LMC.**
 - ▶ **Preterms:** $M ::= x \mid \lambda x.M \mid \lambda!x.M \mid MM \mid M \oplus M \mid !M$
 - ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.
 - ▶ **States:** *sequences* of terms, rather than terms.
 - ▶ **Actions** not only model parameter passing, but also *copying* of terms.
- ▶ **Soundness and Completeness Results:**

$\delta^t \leq \delta^c$	$\delta^c \leq \delta^t$
✓	✓

Context Distance: the General Case [CDL2016]

- ▶ None of the abstract notions of distance δ gives us that $\delta(I, I \oplus \Omega) = 1$.
- ▶ The underlying LMC **does not** reflect copying.
- ▶ **A Tuple LMC.**
 - ▶ **Preterms:** $M ::= x \mid \lambda x.M \mid \lambda!x.M \mid MM \mid M \oplus M \mid !M$
 - ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.
 - ▶ **States:** *sequences* of terms, rather than terms.
 - ▶ **Actions** not only model parameter passing, but also *copying* of terms.
- ▶ **Soundness and Completeness Results:**

$\delta^t \leq \delta^c$	$\delta^c \leq \delta^t$
✓	✓

- ▶ **Examples:** $\delta^t(! (I \oplus \Omega), !\Omega) = \frac{1}{2}$ $\delta^t(! (I \oplus \Omega), !I) = 1$.

Context Distance: the General Case [CDL2016]

- ▶ None of the abstract notions of distance δ gives us that $\delta(I, I \oplus \Omega) = 1$.
- ▶ The underlying LMC **does not** reflect copying.
- ▶ **A Tuple LMC.**

- ▶ **Preterms:** $M ::= x \mid \lambda x.M \mid \lambda!x.M \mid MM \mid M \oplus M \mid !M$
- ▶ **Terms:** any preterm M such that $\Gamma \vdash M$.
- ▶ **States:** *sequences* of terms, rather than terms.
- ▶ **Actions** not only model parameter passing, but also *copying* of terms.

- ▶ **Soundness and Completeness Results:**

$\delta^t \leq \delta^c$	$\delta^c \leq \delta^t$
✓	✓

- ▶ **Examples:** $\delta^t(! (I \oplus \Omega), !\Omega) = \frac{1}{2}$ $\delta^t(! (I \oplus \Omega), !I) = 1$.
- ▶ **Trivialisation** does not hold in general, but becomes true in *strongly normalising* fragments or in presence of *parallel disjunction*.

Other Approaches

- ▶ **Logical Relations** [BizjakBirkedal2015];

Other Approaches

- ▶ **Logical Relations** [BizjakBirkedal2015];
- ▶ **Quantitative Algebras** [MardarePanangadenPlotkin2016];

Other Approaches

- ▶ **Logical Relations** [BizjakBirkedal2015];
- ▶ **Quantitative Algebras** [MardarePanangadenPlotkin2016];
- ▶ **Probabilistic Böhm Trees** [Leventis2018];

Other Approaches

- ▶ **Logical Relations** [BizjakBirkedal2015];
- ▶ **Quantitative Algebras** [MardarePanangadenPlotkin2016];
- ▶ **Probabilistic Böhm Trees** [Leventis2018];
- ▶ **Probabilistic Taylor Expansion** [DLLeventis2019];

Other Approaches

- ▶ **Logical Relations** [BizjakBirkedal2015];
- ▶ **Quantitative Algebras** [MardarePanangadenPlotkin2016];
- ▶ **Probabilistic Böhm Trees** [Leventis2018];
- ▶ **Probabilistic Taylor Expansion** [DLLeventis2019];
- ▶ **(Monadic) Differential Logical Relations** [DLGavazzo2022];

Other Approaches

- ▶ **Logical Relations** [BizjakBirkedal2015];
- ▶ **Quantitative Algebras** [MardarePanangadenPlotkin2016];
- ▶ **Probabilistic Böhm Trees** [Leventis2018];
- ▶ **Probabilistic Taylor Expansion** [DLLeventis2019];
- ▶ **(Monadic) Differential Logical Relations** [DLGavazzo2022];
- ▶ **Denotational Distance from Probabilistic Coherent Spaces** [Ehrhard2022];

Other Approaches

- ▶ **Logical Relations** [BizjakBirkedal2015];
- ▶ **Quantitative Algebras** [MardarePanangadenPlotkin2016];
- ▶ **Probabilistic Böhm Trees** [Leventis2018];
- ▶ **Probabilistic Taylor Expansion** [DLLeventis2019];
- ▶ **(Monadic) Differential Logical Relations** [DLGavazzo2022];
- ▶ **Denotational Distance from Probabilistic Coherent Spaces** [Ehrhard2022];
- ▶ **Observational Equivalence and Computational Indistinguishability** [DLGiusti2022].

Other Approaches

- ▶ **Logical Relations** [BizjakBirkedal2015];
- ▶ **Quantitative Algebras** [MardarePanangadenPlotkin2016];
- ▶ **Probabilistic Böhm Trees** [Leventis2018];
- ▶ **Probabilistic Taylor Expansion** [DLLeventis2019];
- ▶ **(Monadic) Differential Logical Relations** [DLGavazzo2022];
- ▶ **Denotational Distance from Probabilistic Coherent Spaces** [Ehrhard2022];
- ▶ **Observational Equivalence and Computational Indistinguishability** [DLGiusti2022].
- ▶ ...

Wrapping Up

- ▶ Some of the techniques for termination, complexity, and relational analysis of deterministic higher-order programs **can be adapted** to the probabilistic setting.
- ▶ This is however **not trivial**, since termination and program equivalence have a different, more subtle, nature

Wrapping Up

- ▶ Some of the techniques for termination, complexity, and relational analysis of deterministic higher-order programs **can be adapted** to the probabilistic setting.
- ▶ This is however **not trivial**, since termination and program equivalence have a different, more subtle, nature

Thank you! Questions?