

Diagrammatic Reasoning about Probability and Nondeterminism

1 Effectful programming

Programs with **nondeterministic choice**:

$$(tea \sqcap coffee) \sqcap beer$$



with axioms:

$$m \sqcap m = m$$

$$m \sqcap n = n \sqcap m$$

$$m \sqcap (n \sqcap p) = (m \sqcap n) \sqcap p$$

Also, composition \gg distributes leftwards over choice:

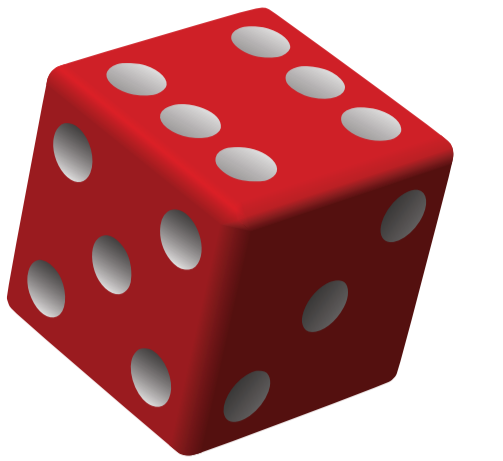
$$(m \sqcap n) \gg k = (m \gg k) \sqcap (n \gg k)$$

A semantic model in terms of **finite sets**.

2 Probabilistic programming

Similarly, programs with **probabilistic choice**:

$$six = True \triangleleft^{1/6} \triangleright False$$



with axioms (where $w \in [0, 1]$ and $\bar{w} = 1 - w$):

$$m \triangleleft 0 \triangleright n = n$$

$$m \triangleleft w \triangleright m = m$$

$$m \triangleleft w \triangleright n = n \triangleleft \bar{w} \triangleright m$$

$$m \triangleleft w \triangleright (n \triangleleft x \triangleright p) = (m \triangleleft y \triangleright n) \triangleleft z \triangleright p$$

$$\Leftarrow w = y \times z \wedge \bar{z} = \bar{w} \times \bar{x}$$

$$(m \triangleleft w \triangleright n) \gg k = (m \gg k) \triangleleft w \triangleright (n \gg k)$$

A semantic model as **finite probability distributions**.

3 Combining effects

Union of signatures and equations, plus **interaction**:

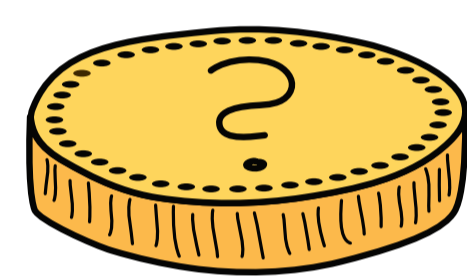
$$m \triangleleft w \triangleright (n \sqcap p) = (m \triangleleft w \triangleright n) \sqcap (m \triangleleft w \triangleright p)$$

Say you win when your coin matches die roll:

$$sixcoin = six \gg \lambda c. (coin \gg \lambda a. (a = c))$$

$$coinsix = coin \gg \lambda a. (six \gg \lambda c. (a = c))$$

where you choose $coin = True \sqcap False$.



Order of play makes a difference!

A model as **finite convex-closed sets of distributions**.

4 Distributivity is tricky

$\triangleleft \triangleright$ distributes over \sqcap , but **not** vice-versa:

$$m \sqcap (n \triangleleft w \triangleright p) \neq (m \sqcap n) \triangleleft w \triangleright (m \sqcap p)$$

Asserting both distributivities collapses the theory.

\gg distributes leftwards over $\triangleleft \triangleright$, but rightwards

$$m \gg (\lambda a. (k a) \triangleleft w \triangleright (k' a))$$

$$= (m \gg k) \triangleleft w \triangleright (m \gg k')$$

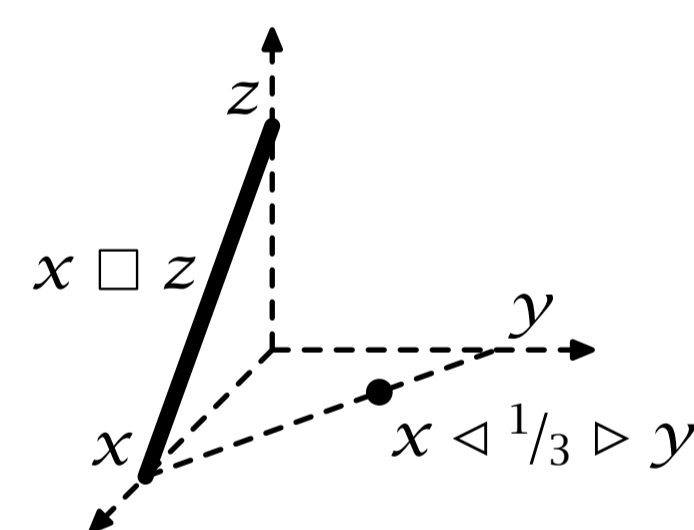
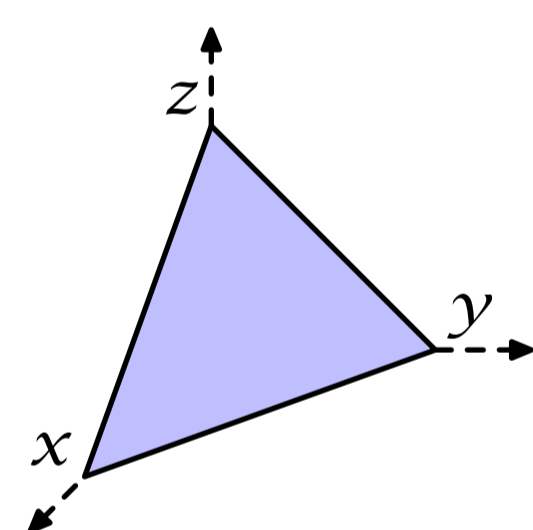
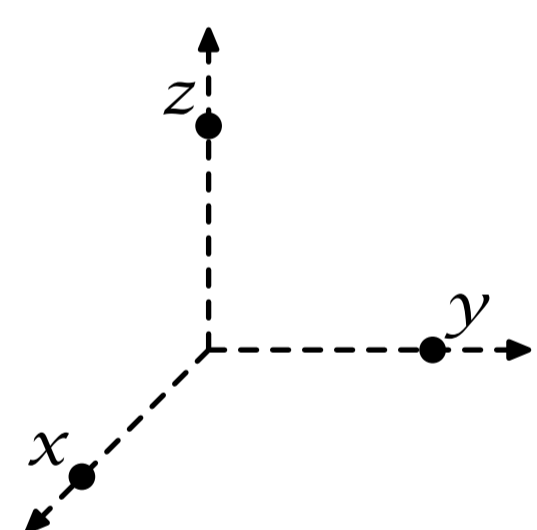
entails the unwanted distributivity above.

(This law holds only for **deterministic** m .)

How can we get some intuition for these properties?

5 A geometric model

... as **finite convex sets of points** (polygons) in hyperspace.



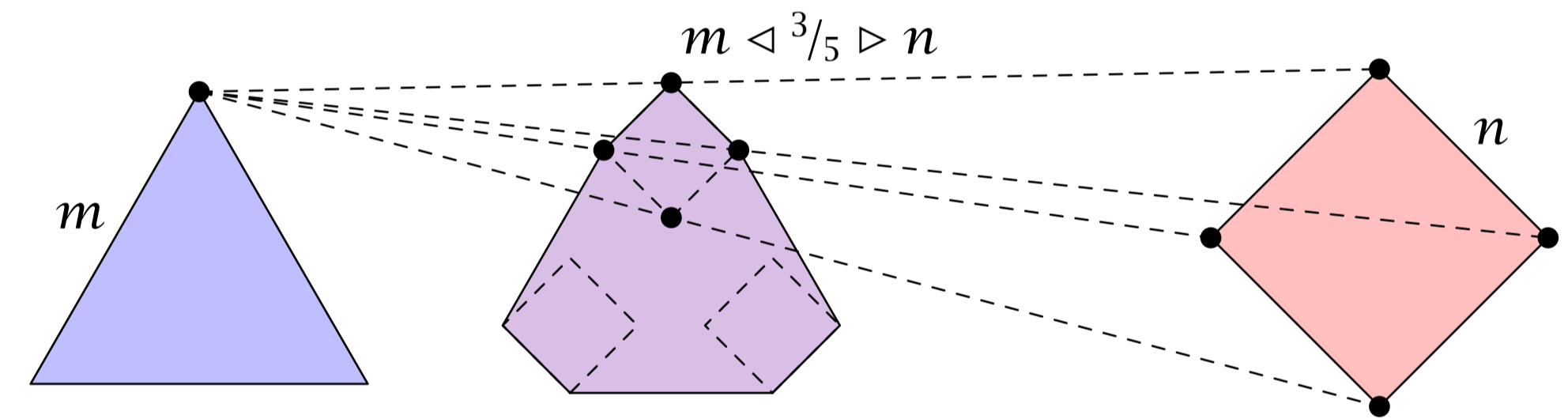
Consider programs over three outcomes x, y, z ,

modelled as convex polygons in triangle xyz ,

with $\triangleleft \triangleright$ as weighted sum, \sqcap as convex union.

6 Morphing

Generally, $\triangleleft \triangleright$ as **pointwise weighted sum** of polygons:

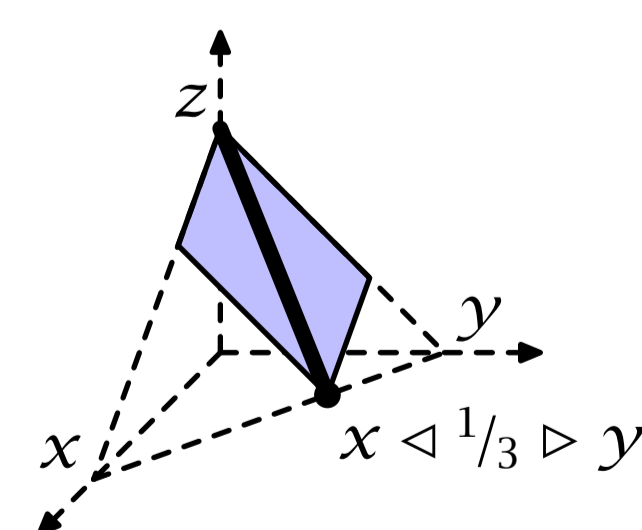
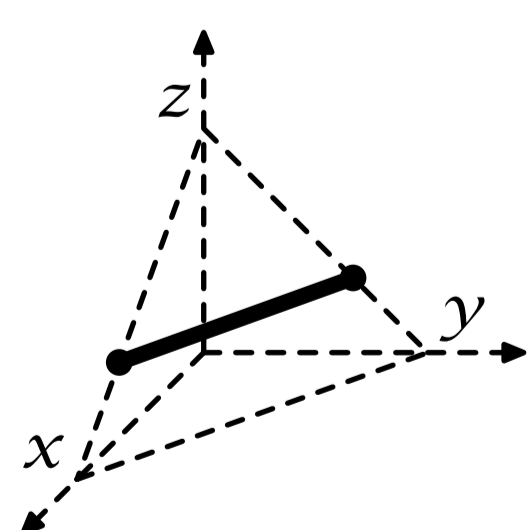


It suffices to take closure of projections of n from each vertex of m —or vice versa.

7 Distributivities, geometrically

The desirable distributivity holds:

$$(x \sqcap y) \triangleleft^{2/3} \triangleright z = (x \triangleleft^{2/3} \triangleright z) \sqcap (y \triangleleft^{2/3} \triangleright z)$$

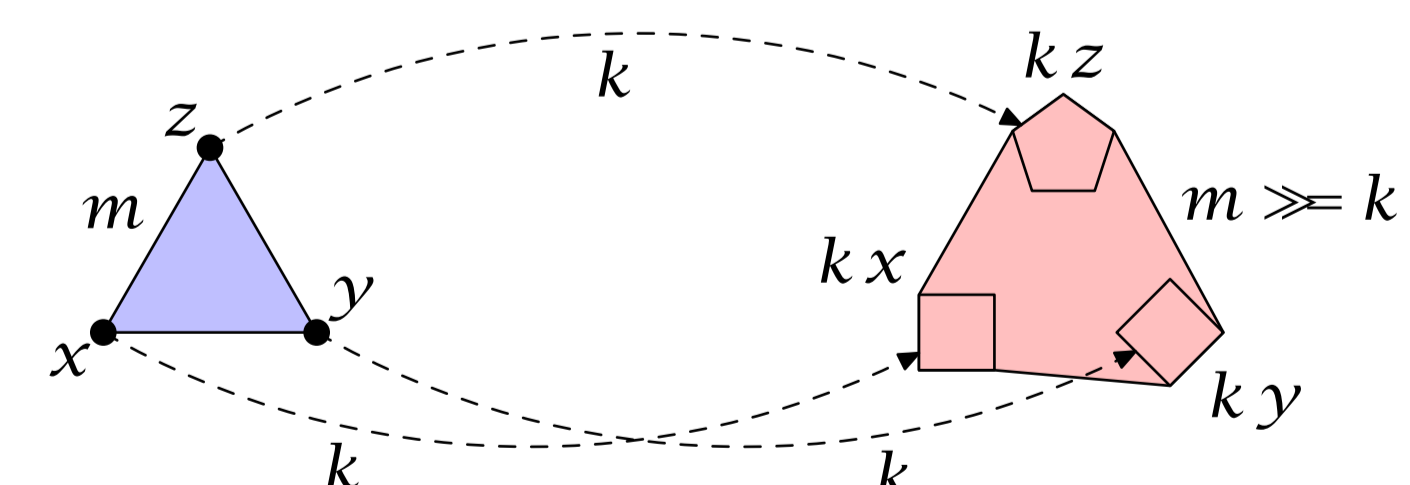


... and the undesirable one does not:

$$(x \triangleleft^{1/3} \triangleright y) \sqcap z \neq (x \sqcap z) \triangleleft^{1/3} \triangleright (y \sqcap z)$$

8 Barycentric algebra

Composition is **convex union of pointwise images**:



A **barycentric algebra** $(A, \triangleleft \triangleright)$ satisfies the four axioms of Panel 2. Homomorphisms are **affine functions**:

$$h (m \triangleleft w \triangleright n) = (h m) \triangleleft w \triangleright (h n)$$

Convex polygons form a barycentric algebra.