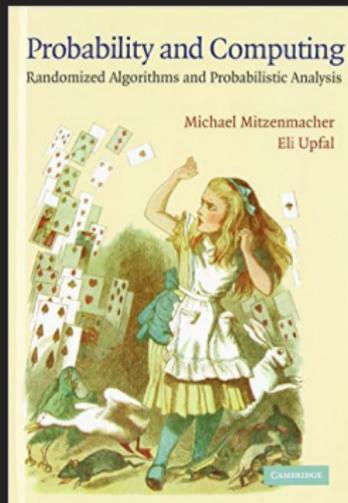
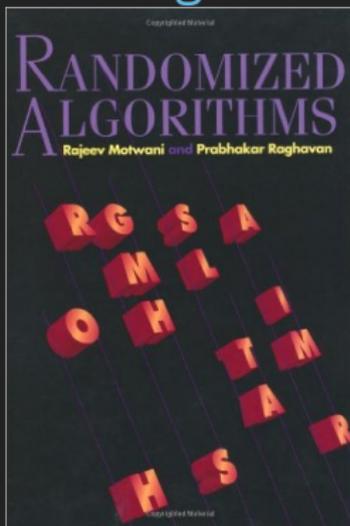


# An Assertion-Based Program Logic for Probabilistic Programs

Gilles Barthe, Thomas Espitau, Marco Gaboardi,  
Benjamin Grégoire, Justin Hsu, and Pierre-Yves Strub

# Randomized algorithms are everywhere!



# Random!

The Foundation of Cryptography

# Complex programs

**Algorithm 1** Joint Differentially Private Convex Solver:  $\text{PrivDude}(\mathcal{O}, \sigma, \tau, w, \varepsilon, \delta, \beta)$

**Input:** Convex problem  $\mathcal{O} = (S, v, c, b)$  with  $n$  agents and  $k$  coupling constraints, gradient sensitivity bounded by  $\sigma$ , a dual bound  $\tau$ , width bounded by  $w$ , and privacy parameters  $\varepsilon > 0, \delta \in (0, 1)$ , confidence parameter  $\beta \in (0, 1)$ .

**Initialize:**

$$\lambda_j^{(1)} := 0 \text{ for } j \in [k], \quad T := w^2, \quad \varepsilon' := \frac{\varepsilon\sigma}{\sqrt{8T \ln(2/\delta)}}, \quad \delta' := \frac{\delta}{2T},$$

$$\eta := \frac{2\tau}{\sqrt{T} \left( w + \frac{1}{\varepsilon'} \log \left( \frac{Tk}{\beta} \right) \right)}, \quad \Lambda := \{ \lambda \in \mathbb{R}_+^k \mid \|\lambda\|_\infty \leq 2\tau \}.$$

**for iteration**  $t = 1 \dots T$

**for each** agent  $i = 0 \dots n$

    Compute personal best response:

$$x_t^{(i)} := \operatorname{argmax}_{x \in S^{(i)}} v^{(i)}(x) - \sum_{j=1}^k \lambda_j^{(t)} c^{(i)}(x).$$

**for each** constraint  $j = 1 \dots k$

    Compute noisy gradient:

$$\tilde{\ell}_j^{(t)} := \left( \sum_{i=0}^n c^{(i)}(x_t^{(i)}) \right) - b_j + \mathcal{N} \left( 0, \frac{2\sigma^2 \log(1.25/\delta')}{\varepsilon'^2} \right),$$

    Do gradient descent update:

# Complex proofs

*Proof.* Let  $\nu_t$  denote the noise vector we have in round  $t$ , we can decompose the regret into several parts

$$\begin{aligned}
 \mathcal{R}_T &= \frac{1}{T} \sum_{t=1}^T \langle p_t, x_t \rangle - \frac{1}{T} \min_{p \in \mathcal{P}} \sum_{t=1}^T \langle p, x_t \rangle \\
 &= \frac{1}{T} \sum_{t=1}^T \langle p_t, \hat{x}_t \rangle - \frac{1}{T} \sum_{t=1}^T \langle p_t, \nu_t \rangle - \frac{1}{T} \left[ \min_{p \in \mathcal{P}} \sum_{t=1}^T \langle p, x_t \rangle - \min_{\hat{p} \in \mathcal{P}} \sum_{t=1}^T \langle \hat{p}, \hat{x}_t \rangle \right] - \frac{1}{T} \min_{\hat{p} \in \mathcal{P}} \sum_{t=1}^T \langle \hat{p}, \hat{x}_t \rangle \\
 &= \left[ \frac{1}{T} \sum_{t=1}^T \langle p_t, \hat{x}_t \rangle - \frac{1}{T} \min_{\hat{p} \in \mathcal{P}} \sum_{t=1}^T \langle \hat{p}, \hat{x}_t \rangle \right] - \frac{1}{T} \sum_{t=1}^T \langle p_t, \nu_t \rangle - \frac{1}{T} \left[ \min_{p \in \mathcal{P}} \sum_{t=1}^T \langle p, x_t \rangle - \min_{\hat{p} \in \mathcal{P}} \sum_{t=1}^T \langle \hat{p}, \hat{x}_t \rangle \right] \\
 &= \hat{\mathcal{R}}_T - \frac{1}{T} \sum_{t=1}^T \langle p_t, \nu_t \rangle - \frac{1}{T} \left[ \min_{p \in \mathcal{P}} \sum_{t=1}^T \langle p, x_t \rangle - \min_{\hat{p} \in \mathcal{P}} \sum_{t=1}^T \langle \hat{p}, \hat{x}_t \rangle \right] \\
 &\leq \hat{\mathcal{R}}_T - \frac{1}{T} \min_{p \in \mathcal{P}} \sum_{t=1}^T \langle p, \nu_t \rangle - \frac{1}{T} \left[ \min_{p \in \mathcal{P}} \sum_{t=1}^T \langle p, x_t \rangle - \min_{\hat{p} \in \mathcal{P}} \sum_{t=1}^T \langle \hat{p}, \hat{x}_t \rangle \right].
 \end{aligned}$$

We will bound the three terms separately. By the no-regret guarantee of online gradient descent in Lemma 13, we have the following the regret guarantee w.r.t the noisy losses if we set  $\eta = \frac{\|\mathcal{P}\|}{\sqrt{T}\|\hat{\mathcal{X}}\|}$

$$\hat{\mathcal{R}}_T = \frac{1}{T} \sum_{t=1}^T \langle p_t, \hat{x}_t \rangle - \min_{p \in \mathcal{P}} \frac{1}{T} \sum_{t=1}^T \langle p, \hat{x}_t \rangle \leq \frac{\|\mathcal{P}\|^2}{2\eta T} + \frac{\eta \|\hat{\mathcal{X}}\|^2}{2} = \frac{\|\mathcal{P}\| \|\hat{\mathcal{X}}\|}{\sqrt{T}},$$

where  $\|\mathcal{P}\|$  and  $\|\hat{\mathcal{X}}\|$  denote the bound on the  $\ell_2$  norm of the vectors  $\{p_t\}$  and  $\{\hat{x}_t\}$  respectively.

Recall that for any random variable  $Y$  sampled from the Gaussian distribution  $\mathcal{N}(0, \sigma^2)$ , we

# A simple randomized algorithm and property

## Noisy sum

```
sum  $\leftarrow$  0;  
for  $i = 1, \dots, n$  do  
  toss  $\stackrel{\$}{\leftarrow}$  flip( $p$ );  
  sum  $\leftarrow$  sum + toss;  
return(sum)
```

# A simple randomized algorithm and property

## Noisy sum

```
sum ← 0;  
for  $i = 1, \dots, n$  do  
   $toss \xleftarrow{\$} flip(p)$ ;  
   $sum \leftarrow sum + toss$ ;  
return(sum)
```

To show: *sum* not too small

$$\Pr[sum \leq n \cdot p - 4\sqrt{n \cdot p}]$$

is at most 0.0005

# A simple randomized algorithm and property

## Noisy sum

```
sum ← 0;  
for  $i = 1, \dots, n$  do  
  toss  $\stackrel{\$}{\leftarrow}$  flip( $p$ );  
  sum ← sum + toss;  
return(sum)
```

To show: *sum* not too small

$$\Pr[\text{sum} \leq n \cdot p - 4\sqrt{n \cdot p}]$$

is at most 0.0005

## Proof of correctness, on paper?

1. *sum* is sum of  $n$  independent  $p$ -biased coins.
2. Apply standard concentration bound, done.

# Deductive verification? Not so easy.

## Expectation-based approaches

- ▶ Rules manipulate **single** expected value/probability
- ▶ Can't directly express properties like independence
- ▶ Kozen's PDDL (1985); Morgan, McIver, Seidel's pGCL (1996)

# Deductive verification? Not so easy.

## Expectation-based approaches

- ▶ Rules manipulate **single** expected value/probability
- ▶ Can't directly express properties like independence
- ▶ Kozen's PDDL (1985); Morgan, McIver, Seidel's pGCL (1996)

## Program logic (assertion-based) approaches

- ▶ Use general boolean assertions on distributions
- ▶ Complex loop rules, more limited programming languages
- ▶ Chadha et al. (2007); Rand and Zdancewic (2015)

# Overall goal: Narrow this gap

Work with higher-level properties as much as possible

- ▶ Minimize reasoning about single probabilities

Avoid reasoning at level of program semantics

- ▶ Side-conditions should be easy to check

Incorporate proof methods from paper proofs

- ▶ Structure the proof, abstract away unimportant details

## More concretely: Our contributions

- A new program logic for probabilistic programs
- Embeddings of several specialized proof techniques
- Implementation and formalized examples

# The ELLORA Framework: A Lightning Tour

# The core: A program logic for probabilistic programs

## The pWhile imperative language

$$c ::= x \leftarrow e \mid x \stackrel{\$}{\leftarrow} d \mid c; c \mid \text{if } e \text{ then } c \text{ else } c \mid \text{while } e \text{ do } c$$

# The core: A program logic for probabilistic programs

## The pWhile imperative language

$c ::= x \leftarrow e \mid x \overset{\$}{\leftarrow} d \mid c; c \mid \text{if } e \text{ then } c \text{ else } c \mid \text{while } e \text{ do } c$

## Sample from primitive distributions

- ▶ Biased coin flips, uniform distribution, ...
- ▶ Geometric distribution, Laplace distribution, ...

# The core: A program logic for probabilistic programs

## The pWhile imperative language

$$c ::= x \leftarrow e \mid x \stackrel{\$}{\leftarrow} d \mid c; c \mid \text{if } e \text{ then } c \text{ else } c \mid \text{while } e \text{ do } c$$

## Sample from primitive distributions

- ▶ Biased coin flips, uniform distribution, ...
- ▶ Geometric distribution, Laplace distribution, ...

## Commands transform (sub-)distributions over memories

- ▶ Distribution over inputs  $\mapsto$  Distribution over outputs

# Assertion language: two layers

State assertions: model memories

$$\phi, \psi ::= e = e' \mid e < e' \mid \dots$$

# Assertion language: two layers

State assertions: model memories

$$\phi, \psi ::= e = e' \mid e < e' \mid \dots$$

Distribution assertions: model distributions

$$\Phi, \Psi ::= \mathbb{E}[e] = \mathbb{E}[e'] \mid \mathbb{E}[e] < \mathbb{E}[e'] \mid \dots$$

# Assertion language: two layers

State assertions: model memories

$$\phi, \psi ::= e = e' \mid e < e' \mid \dots$$

Distribution assertions: model distributions

$$\Phi, \Psi ::= \mathbb{E}[e] = \mathbb{E}[e'] \mid \mathbb{E}[e] < \mathbb{E}[e'] \mid \dots$$

Examples: defined notation

$$\mathbb{P}[\phi] \triangleq \mathbb{E}[1_\phi] \qquad \square\phi \triangleq \mathbb{P}[\phi] = 1$$

# Proof system

Typical program logic judgment

$$\{\Phi\} c \{\Psi\}$$

# Proof system

## Typical program logic judgment

$$\{\Phi\} \mathcal{C} \{\Psi\}$$

## System rules

$$\frac{\eta_0 \Rightarrow \eta_1 \quad \frac{\{\eta_1\} s \{\eta_2\}}{\{\eta_0\} s \{\eta_3\}} \quad \eta_2 \Rightarrow \eta_3}{\{\eta_0\} s \{\eta_3\}} \text{ [CONSEQ]} \quad \frac{\forall x : T. \{\eta\} s \{\eta'\}}{\{\exists x : T. \eta\} s \{\eta'\}} \text{ [EXISTS]}$$
$$\frac{}{\{\eta\} \mathbf{abort} \{\square\perp\}} \text{ [ABORT]} \quad \frac{\eta' \triangleq \eta[[x \leftarrow e]]}{\{\eta'\} x \leftarrow e \{\eta\}} \text{ [ASSGN]} \quad \frac{}{\{\eta\} \mathbf{skip} \{\eta\}} \text{ [SKIP]}$$
$$\frac{\eta' \triangleq \eta[[x \stackrel{\#}{\leftarrow} g]]}{\{\eta'\} x \stackrel{\#}{\leftarrow} g \{\eta\}} \text{ [SAMPLE]} \quad \frac{\{\eta_0\} s_1 \{\eta_1\} \quad \{\eta_1\} s_2 \{\eta_2\}}{\{\eta_0\} s_1; s_2 \{\eta_2\}} \text{ [SEQ]}$$
$$\frac{\{\eta_1 \wedge \square e\} s_1 \{\eta'_1\} \quad \{\eta_2 \wedge \square \neg e\} s_2 \{\eta'_2\}}{\{(\eta_1 \wedge \square e) \oplus (\eta_2 \wedge \square \neg e)\} \mathbf{if } e \mathbf{ then } s_1 \mathbf{ else } s_2 \{\eta'_1 \oplus \eta'_2\}} \text{ [COND]}$$
$$\frac{\{\eta_1\} s \{\eta'_1\} \quad \{\eta_2\} s \{\eta'_2\}}{\{\eta_1 \oplus \eta_2\} s \{\eta'_1 \oplus \eta'_2\}} \text{ [SPLIT]}$$

# How to reason about loops?

## Well-known pitfall: naive rule unsound!

- ▶ Always have:

$$\{\mathbb{P}[\top] = 1\} \text{ skip } \{\mathbb{P}[\top] = 1\}$$

- ▶ But not:

$$\{\mathbb{P}[\top] = 1\} \text{ while true do skip } \{\mathbb{P}[\top] = 1\}$$

# How to reason about loops?

## Well-known pitfall: naive rule unsound!

- ▶ Always have:

$$\{\mathbb{P}[\top] = 1\} \text{ skip } \{\mathbb{P}[\top] = 1\}$$

- ▶ But not:

$$\{\mathbb{P}[\top] = 1\} \text{ while true do skip } \{\mathbb{P}[\top] = 1\}$$

## Tradeoff

Generality of invariants/allowed termination behavior

## Our solution: A family of loop rules

$$\frac{\{\Phi \wedge \Box b\} c \{\Phi\}}{\{\Phi\} \text{ while } b \text{ do } c \{\Phi \wedge \Box \neg b\}}$$

## Our solution: A family of loop rules

$$\frac{\{\Phi \wedge \Box b\} c \{\Phi\}}{\{\Phi\} \text{ while } b \text{ do } c \{\Phi \wedge \Box \neg b\}}$$

Loop: Bounded number of iterations (“for-loops”)

- ▶ Invariant  $\Phi$ : arbitrary predicate

# Our solution: A family of loop rules

$$\frac{\{\Phi \wedge \Box b\} c \{\Phi\}}{\{\Phi\} \text{ while } b \text{ do } c \{\Phi \wedge \Box \neg b\}}$$

## Loop: Bounded number of iterations (“for-loops”)

- ▶ Invariant  $\Phi$ : arbitrary predicate

## Loop: Terminates with probability 1

- ▶ Invariant  $\Phi$ : “topologically closed” (e.g.,  $\mathbb{P}[\phi] = 1/2$ )

# Our solution: A family of loop rules

$$\frac{\{\Phi \wedge \Box b\} c \{\Phi\}}{\{\Phi\} \text{ while } b \text{ do } c \{\Phi \wedge \Box \neg b\}}$$

## Loop: Bounded number of iterations (“for-loops”)

- ▶ Invariant  $\Phi$ : arbitrary predicate

## Loop: Terminates with probability 1

- ▶ Invariant  $\Phi$ : “topologically closed” (e.g.,  $\mathbb{P}[\phi] = 1/2$ )

## Loop: Arbitrary termination

- ▶ Invariant  $\Phi$ : “downwards closed” (e.g.,  $\mathbb{P}[\phi] < 1/2$ )

# Adding to the Toolbox: Specialized Proof Techniques

# Two common properties in paper proofs

## Probabilistic independence

- ▶ In our assertions:

$$e \# e' \triangleq \forall a, b. \mathbb{P}[e = a \wedge e' = b] = \mathbb{P}[e = a] \cdot \mathbb{P}[e' = b]$$

# Two common properties in paper proofs

## Probabilistic independence

- ▶ In our assertions:

$$e \# e' \triangleq \forall a, b. \mathbb{P}[e = a \wedge e' = b] = \mathbb{P}[e = a] \cdot \mathbb{P}[e' = b]$$

## Distribution laws

- ▶ In our assertions:

$$e \sim \text{Unif}(A) \triangleq \forall a \in A. \mathbb{P}[e = a] = 1/|A|$$

# Reasoning about independence and distribution laws

## Useful facts about independence

$$(e_1, e_2) \# e_3 \implies (e_1 \# e_3) \wedge (e_2 \# e_3)$$

## Combining independence and uniformity

$$e \sim \text{Unif}(A) \wedge e' \sim \text{Unif}(A') \wedge (e \# e') \implies (e, e') \sim \text{Unif}(A \times A')$$

## Incorporating this reasoning in ELLORA

Build a program logic IL around these assertions,  
soundness by embedding into core program logic.

# Other tools available in ELLORA

## Prior work: union bound logic [ICALP 2016]

- ▶ Designed for proving properties of the form  $\mathbb{P}[\phi] < \beta$

## Precondition calculus

- ▶ Similar to Morgan and McIver's weakest pre-expectations
- ▶ Defined on syntax of assertions

# Implementation and Formalized Examples

# Implementation

## Part of the EASYCRYPT system

- ▶ Tactic-based proofs, SMT support

## Formalization of basic discrete probability theory

- ▶ Definitions: independence, basic distributions, ...
- ▶ Theorems: Markov inequality, Chernoff bound, ...

## Examples: Nine verified algorithms

Name	Lines of Code	Lines of Proof
hypercube	100	1140
coupon	27	184
vertex-cover	30	61
pairwise-indep	30	231
private-sums	22	80
poly-id-test	22	32
random-walk	16	42
dice-sampling	10	64
matrix-prod-test	20	75

## Examples: Nine verified algorithms

Name	Lines of Code	Lines of Proof
hypercube	100	1140
coupon	27	184
vertex-cover	30	61
pairwise-indep	30	231
private-sums	22	80
poly-id-test	22	32
random-walk	16	42
dice-sampling	10	64
matrix-prod-test	20	75

# A classic example: Valiant's hypercube routing

## Hypergraph network

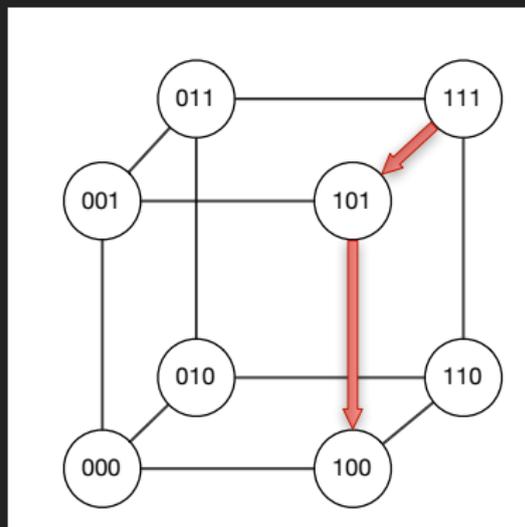
- ▶ Nodes:  $\{0, 1\}^d$
- ▶ Given: permutation  $\pi$
- ▶ Edge capacity 1
- ▶ Goal: route  $i$  to  $\pi(i)$

# A classic example: Valiant's hypercube routing

## Hypergraph network

- ▶ Nodes:  $\{0, 1\}^d$
- ▶ Given: permutation  $\pi$
- ▶ Edge capacity 1
- ▶ Goal: route  $i$  to  $\pi(i)$

Routing 111 to 100 ( $d = 3$ )



# A classic example: Valiant's hypercube routing

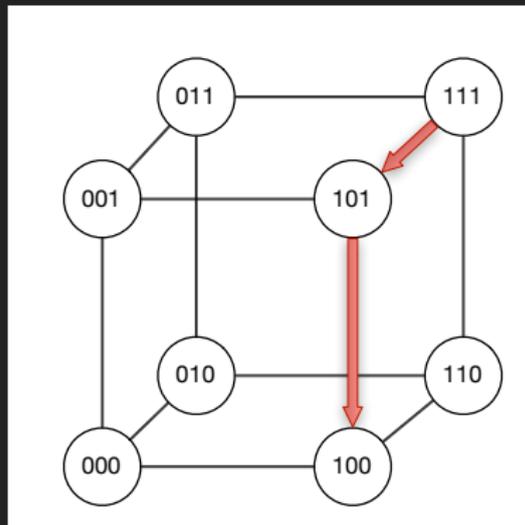
## Hypergraph network

- ▶ Nodes:  $\{0, 1\}^d$
- ▶ Given: permutation  $\pi$
- ▶ Edge capacity 1
- ▶ Goal: route  $i$  to  $\pi(i)$

## Valiant's routing plan

- ▶ Uniformly random  $\rho(i)$
- ▶ Route:  $i \mapsto \rho(i) \mapsto \pi(i)$

Routing 111 to 100 ( $d = 3$ )



# A classic example: Valiant's hypercube routing

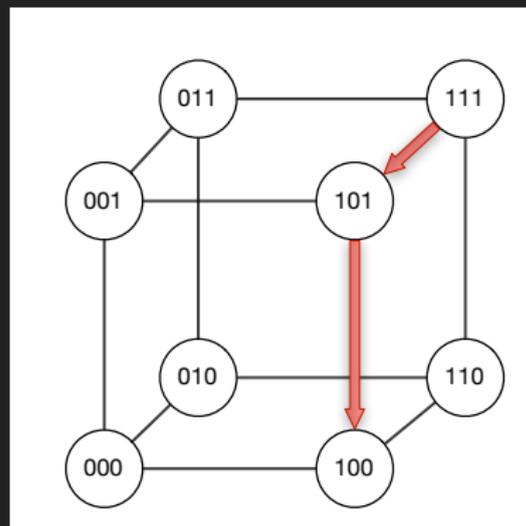
## Hypergraph network

- ▶ Nodes:  $\{0, 1\}^d$
- ▶ Given: permutation  $\pi$
- ▶ Edge capacity 1
- ▶ Goal: route  $i$  to  $\pi(i)$

## Valiant's routing plan

- ▶ Uniformly random  $\rho(i)$
- ▶ Route:  $i \mapsto \rho(i) \mapsto \pi(i)$

Routing 111 to 100 ( $d = 3$ )



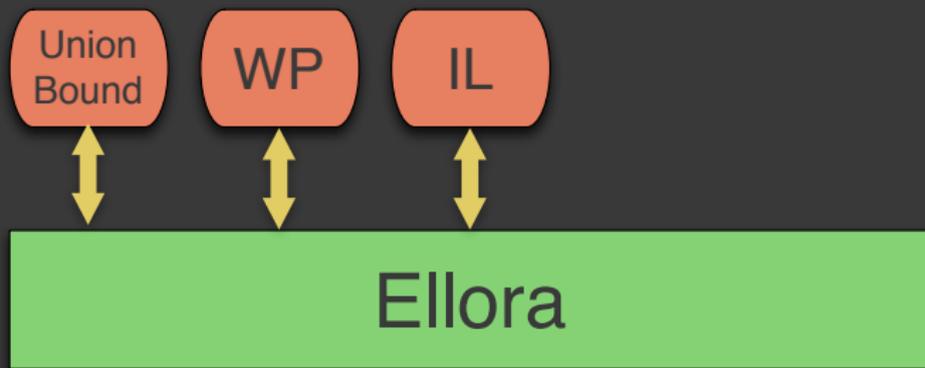
Show: with high probability,  
routes all  $2^d$  packets in  $O(d)$  steps

# Future Directions and Open Design Questions

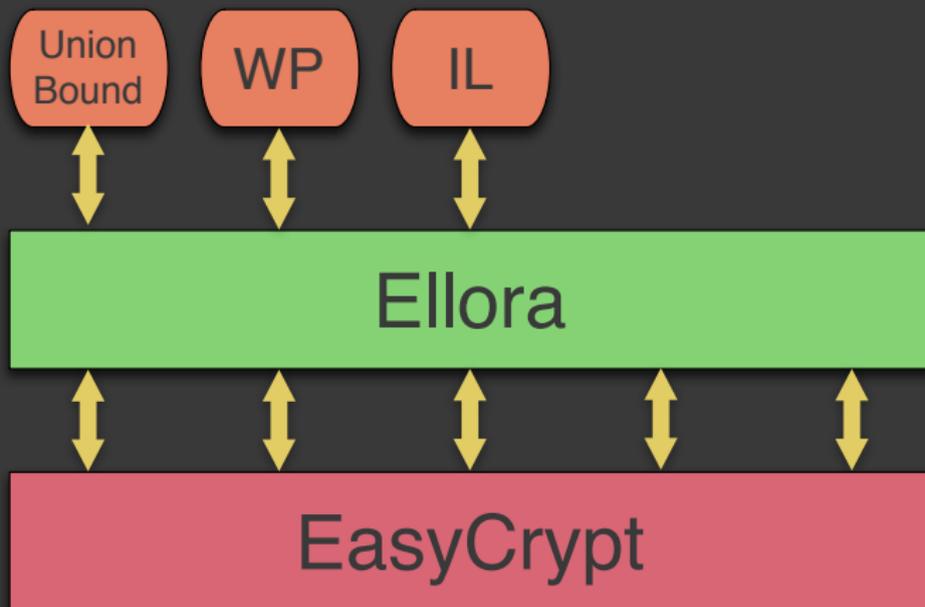
## The story so far

Ellora

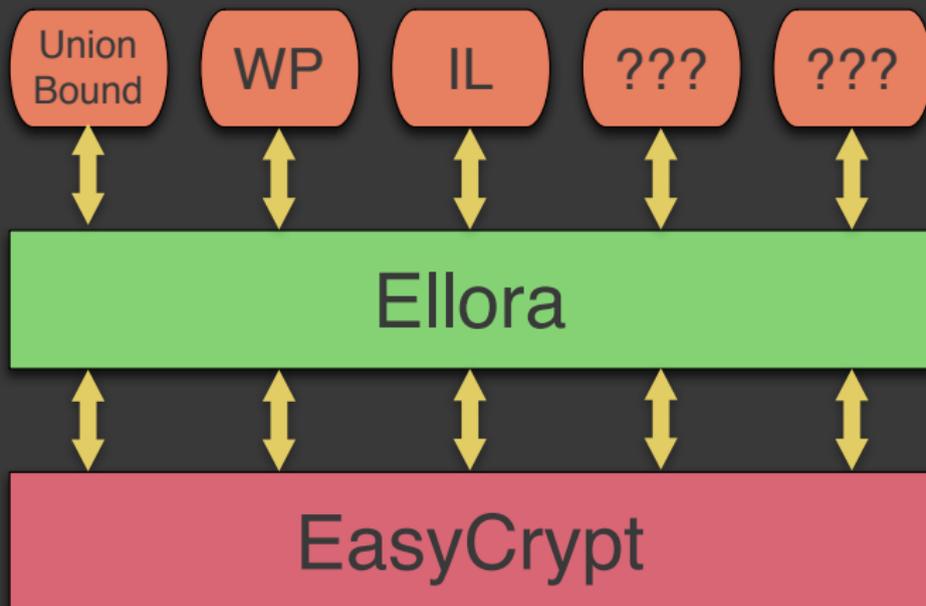
## The story so far



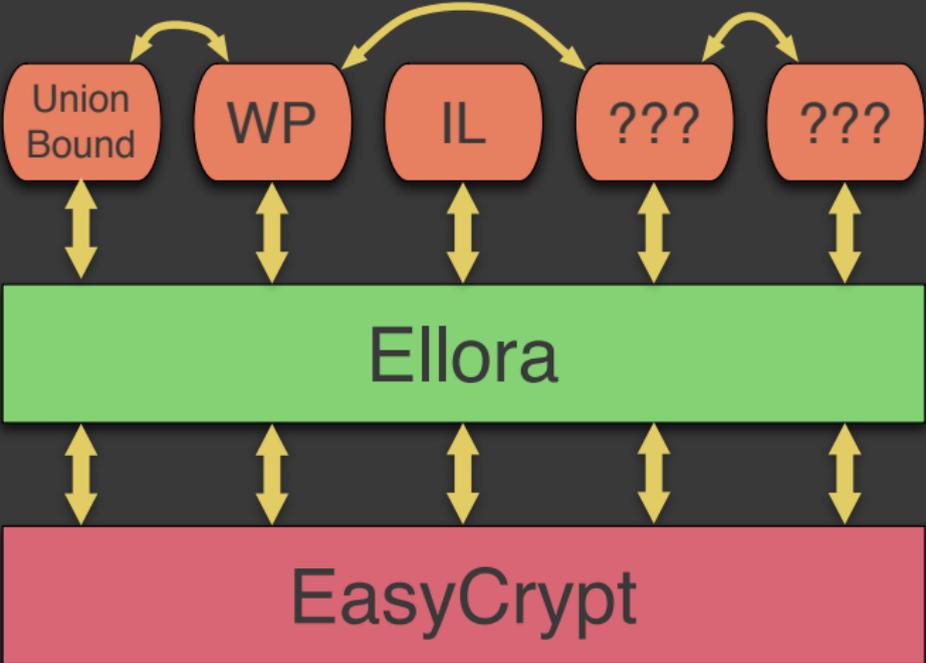
## Next steps?



## Next steps?



# Next steps?



# Open design questions

## How to structure the assertion language?

- ▶ Need help managing large assertions and invariants

# Open design questions

## How to structure the assertion language?

- ▶ Need help managing large assertions and invariants

## Deterministic inputs or distribution over inputs?

- ▶ Deterministic gives simpler but less flexible pre-conditions

# Open design questions

## How to structure the assertion language?

- ▶ Need help managing large assertions and invariants

## Deterministic inputs or distribution over inputs?

- ▶ Deterministic gives simpler but less flexible pre-conditions

## How to combine different proof techniques?

- ▶ Want to support many tools, but not all can be freely mixed

# Open design questions

## How to structure the assertion language?

- ▶ Need help managing large assertions and invariants

## Deterministic inputs or distribution over inputs?

- ▶ Deterministic gives simpler but less flexible pre-conditions

## How to combine different proof techniques?

- ▶ Want to support many tools, but not all can be freely mixed

## Should reasoning be code-directed?

- ▶ Maybe easier: lift random sampling instructions out

# An Assertion-Based Program Logic for Probabilistic Programs

Gilles Barthe, Thomas Espitau, Marco Gaboardi,  
Benjamin Grégoire, Justin Hsu, and Pierre-Yves Strub