### **Programming reactive** systems with uncertainty

### **Reactive Systems:** Interaction with the environment

- Non terminating processes
- Can not be re-executed

### **Reactive Programming Languages: DSL** to program reactive systems

- Intuitive formalism
- Dedicated analysis
- Optimized code generation

### **ReactiveML:** Reactive extension of OCaml

- Synchronous model: logical time
- I : parallel composition
- signal/emit/await: communication
- until/when: control structures

### WebPPL: Probabilistic programming

- sample: draw a value from a distribution
- factor: penalize execution path
- infer: compute the distribution

### **References**:

- Benveniste, Caspi, Edwards, Halbwachs, Le Guernic, Simone. 2003. The Synchronous 203 Languages 12 Years Later.
- Mandel, Pasteur, Pouzet, 2015. *ReactiveML 10 years later.* Goodman, Stuhlmüller, 2014. *The Design and Implementation*
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- Ritchie, Stuhlmüller, Goodman, 2016. C3: Lightweight Incrementalized MCMC for Probabilistic Programs using Continuations and Callsite Caching

# **Probabilistic Reactive Programming**

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## **Probabilistic Reactive Models**

**Extend ReactiveML with probabilistic constructs** 

### **Possible Applications**

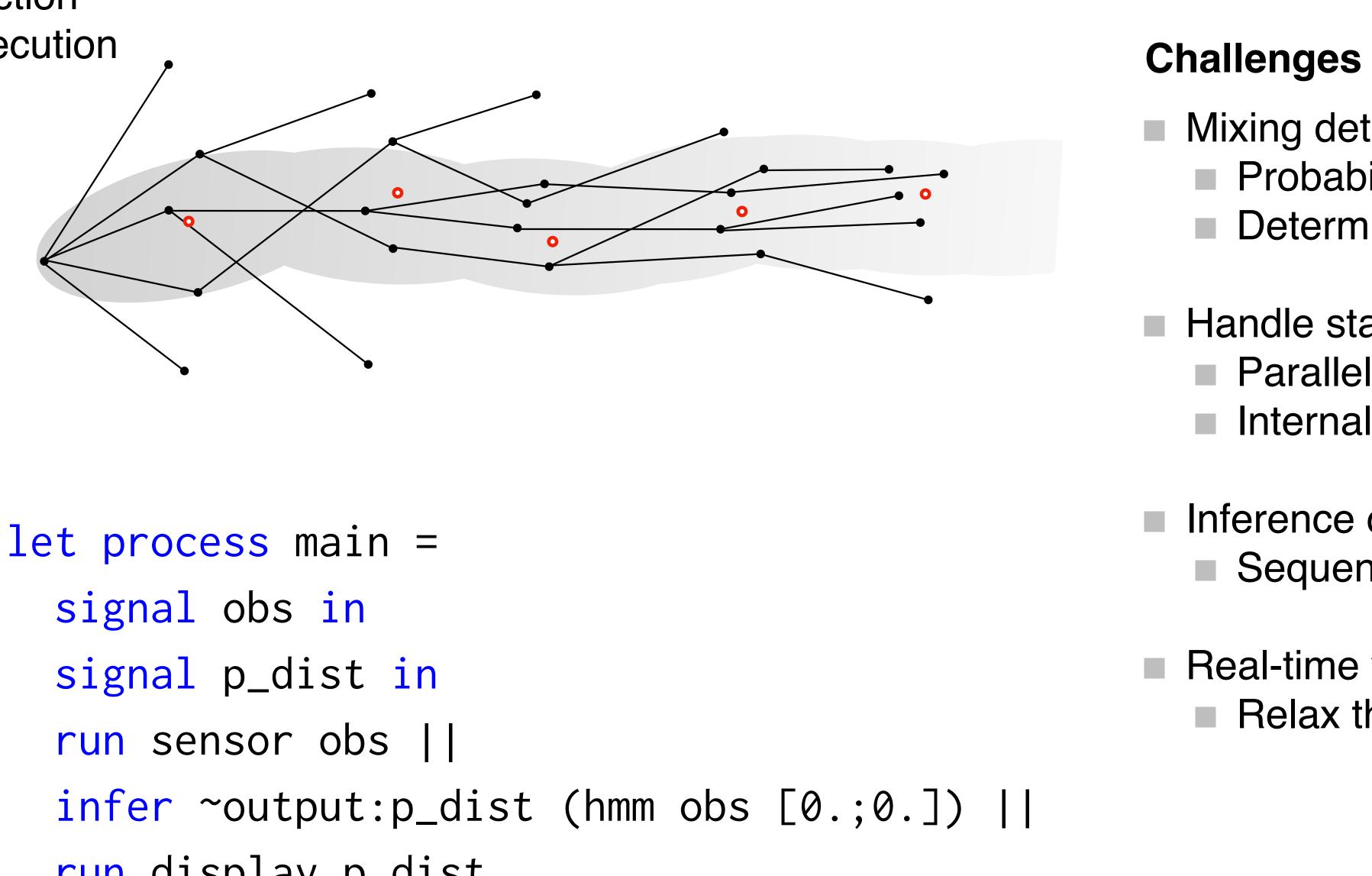
- Online time series prediction
- Agent based systems
- Infrastructure self-tuning

### **Example: Hidden Markov Model**

let rec process hmm obs p\_prev = await obs([o\_t]) in (\* Input from the environment \*) let p\_t = sample (sph\_gaussian p\_prev speed) in factor (score (sph\_gaussian p\_t noise) o\_t); (\* Publish a probabilistic value \*) propose p\_t; run hmm obs p\_t

### Inference: Particles filter on execution paths

- Non terminating function
- propose during execution
- No rollback



### Hybrid Application

sensor obs, infer hmm p\_dist display

run display p\_dist

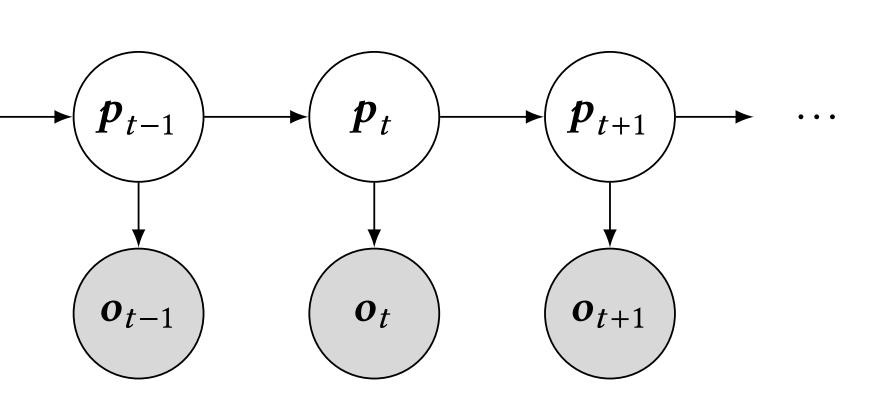
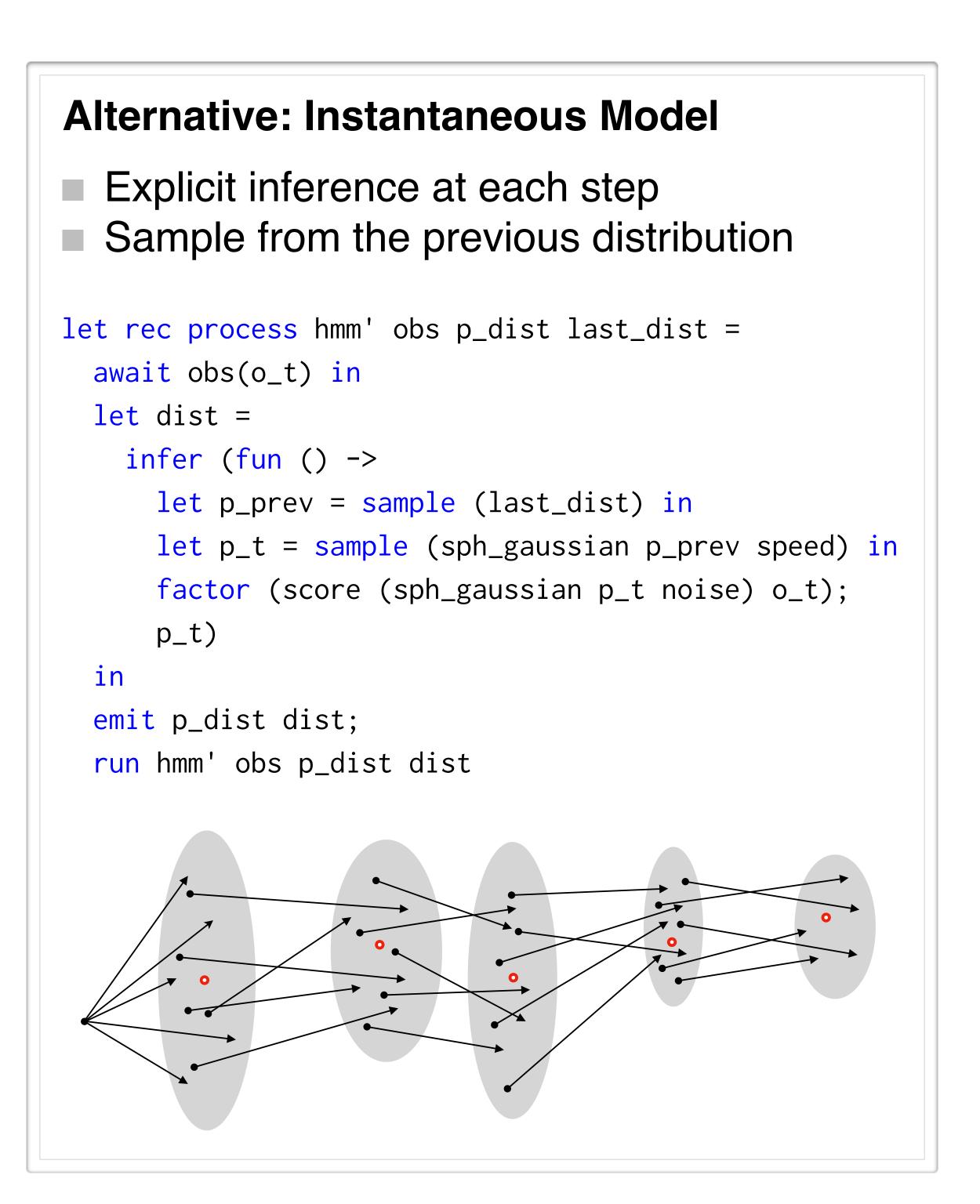


Fig: Graphical Model of the HMM



Mixing deterministic and probabilistic parts Probabilistic: observe external inputs Deterministic: access inferred distributions

Handle state in reactive control structures Parallel composition Internal communication

Inference on non-terminating functions Sequential Monte-Carlo

Real-time vs. non real-time applications Relax the non-rollback constraint