

Programming Uncertain $\langle T \rangle$ hings

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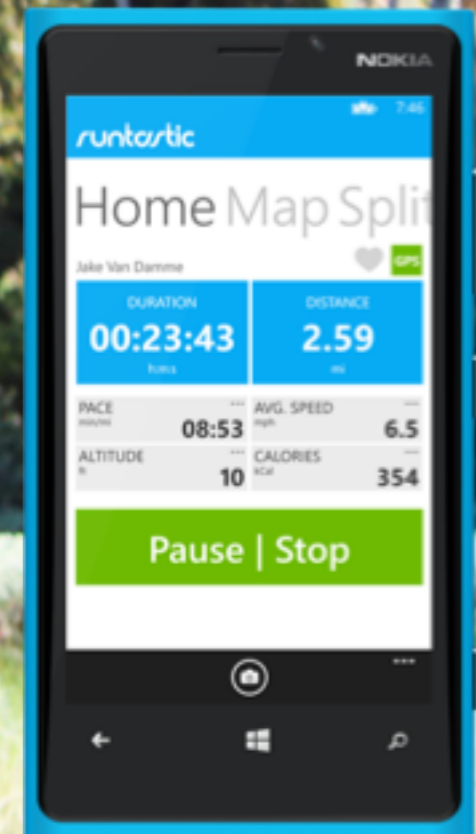
Microsoft Research, Cornell

Diman Zad Tootaghaj

University of Pittsburgh

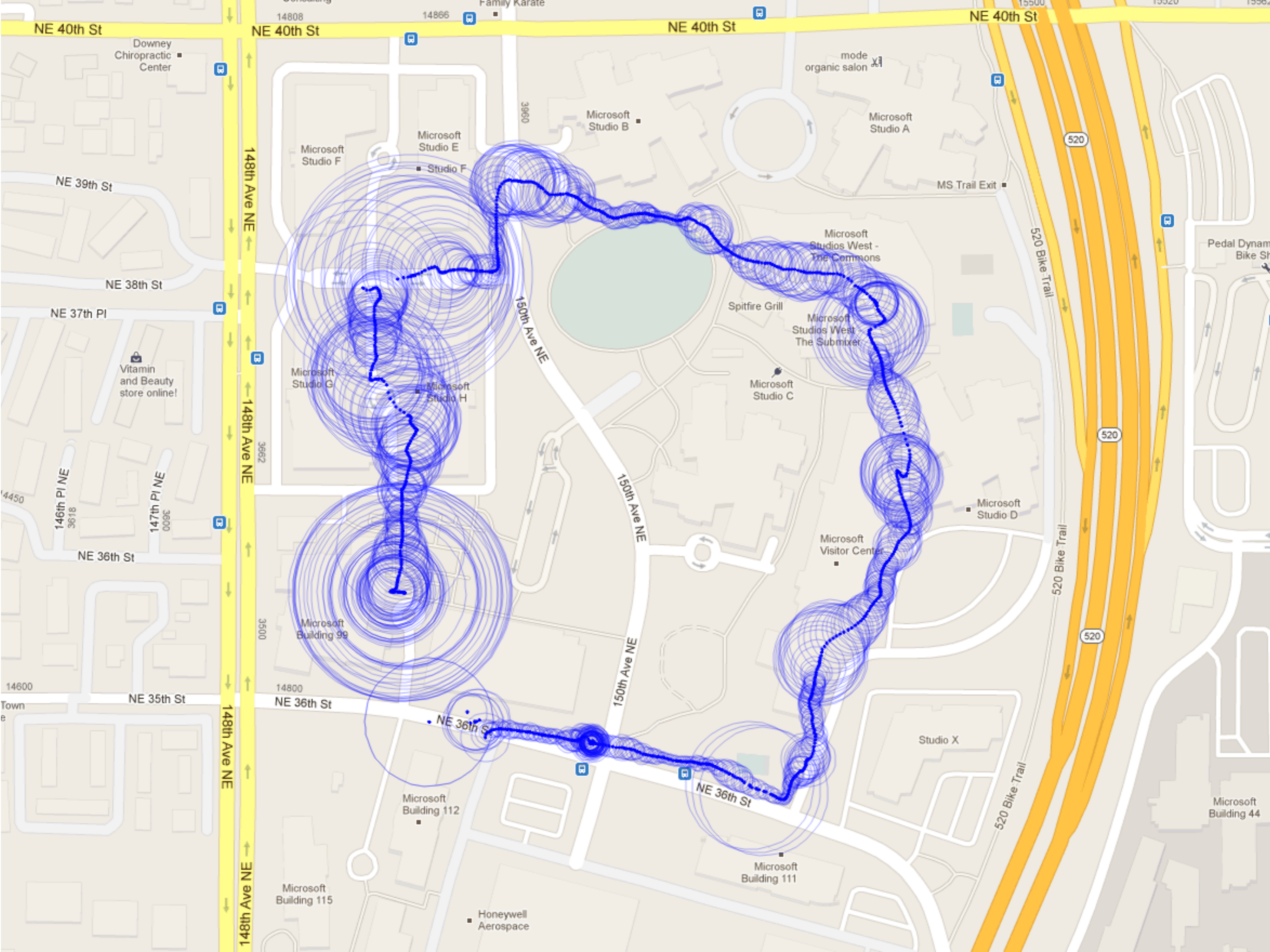


24 mph



59 mph

```
GeoCoordinate Location = GPS.Get();
```



```
GeoCoordinate PrevLocn = Get();  
Sleep(5);  
GeoCoordinate Location = Get();
```

```
GeoCoordinate PrevLocn = Get();  
Sleep(5);  
GeoCoordinate Location = Get();  
double Dist =  
    Distance(PrevLocn, Location);  
double Speed = Dist / 5;
```

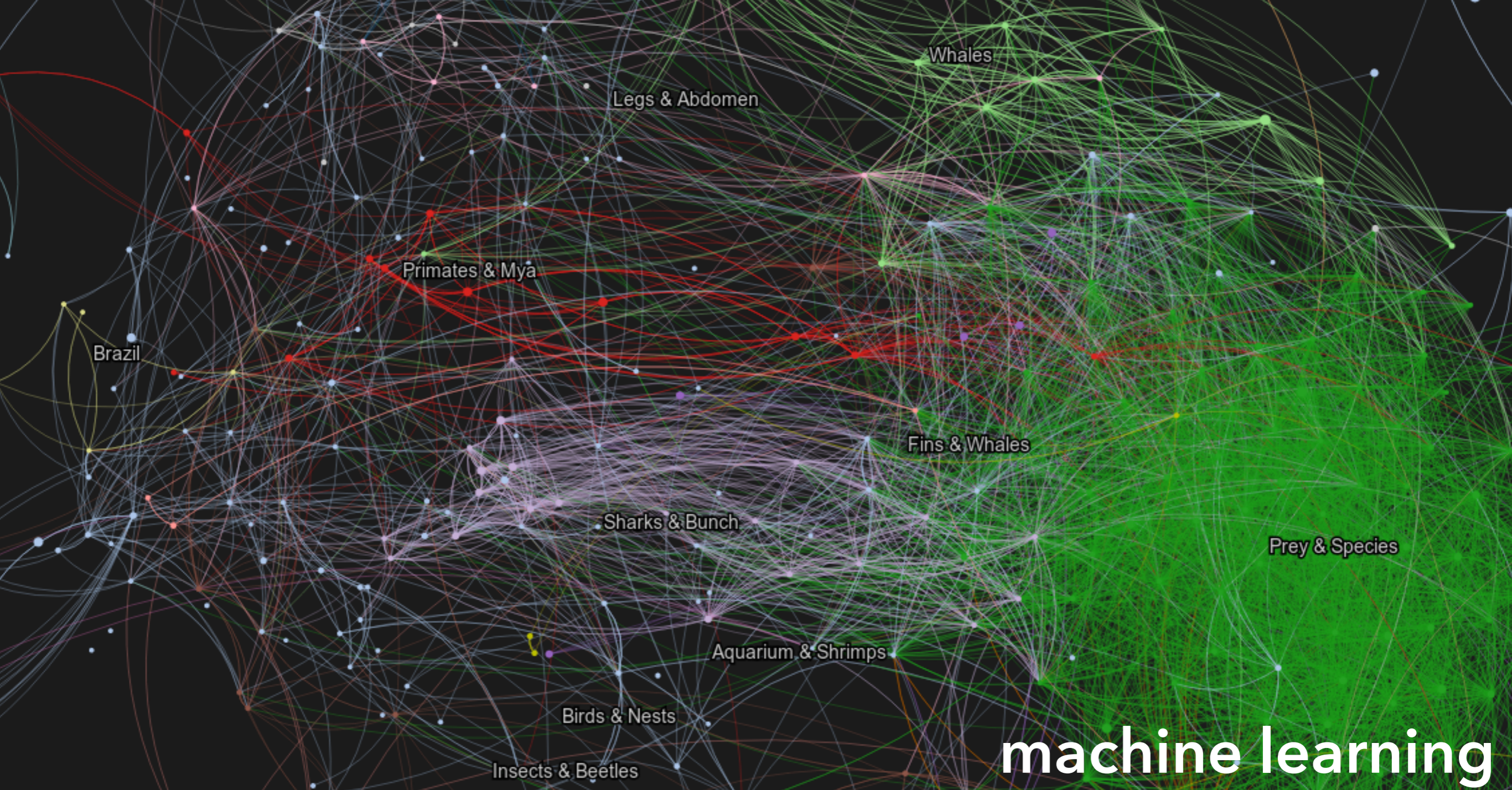
```
GeoCoordinate PrevLocn = Get();  
Sleep(5);  
GeoCoordinate Location = Get();  
double Dist =  
    Distance(PrevLocn, Location);  
double Speed = Dist / 5;  
  
Print(Speed);
```

59 mph

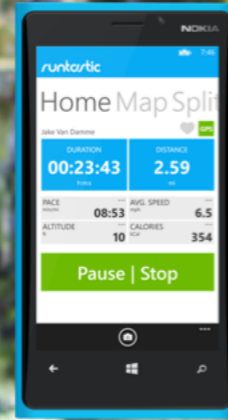




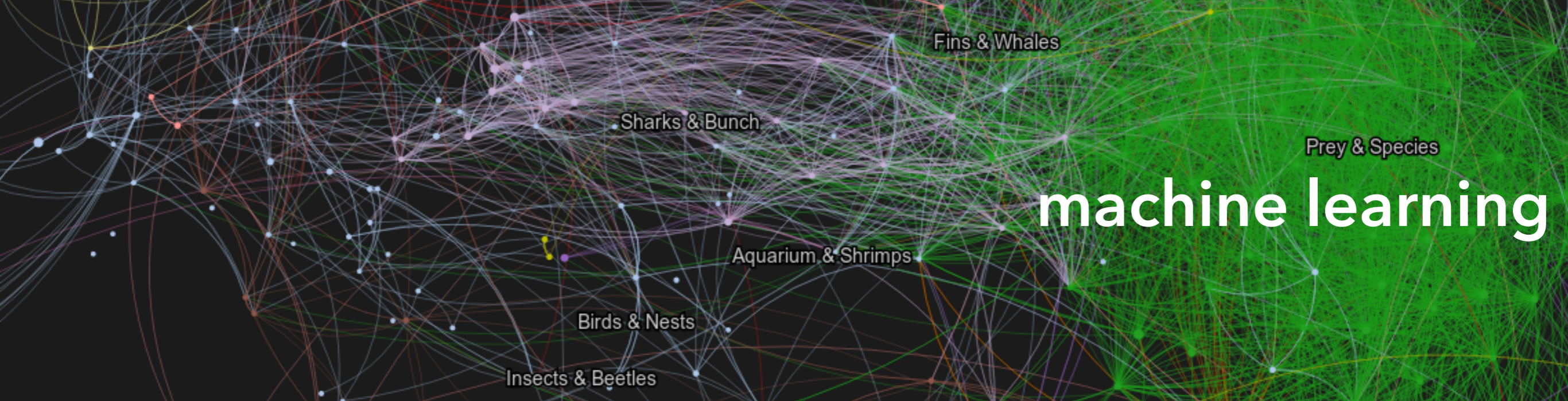
sensors



machine learning



sensors



machine learning



approximate
computing

UncertainT

an abstraction for reasoning about noise

[ASPLOS'14]

exploiting context

improving accuracy with more language & inference

[rejected so far]

what does it mean?

probabilistic assertions

[PLDI'14]

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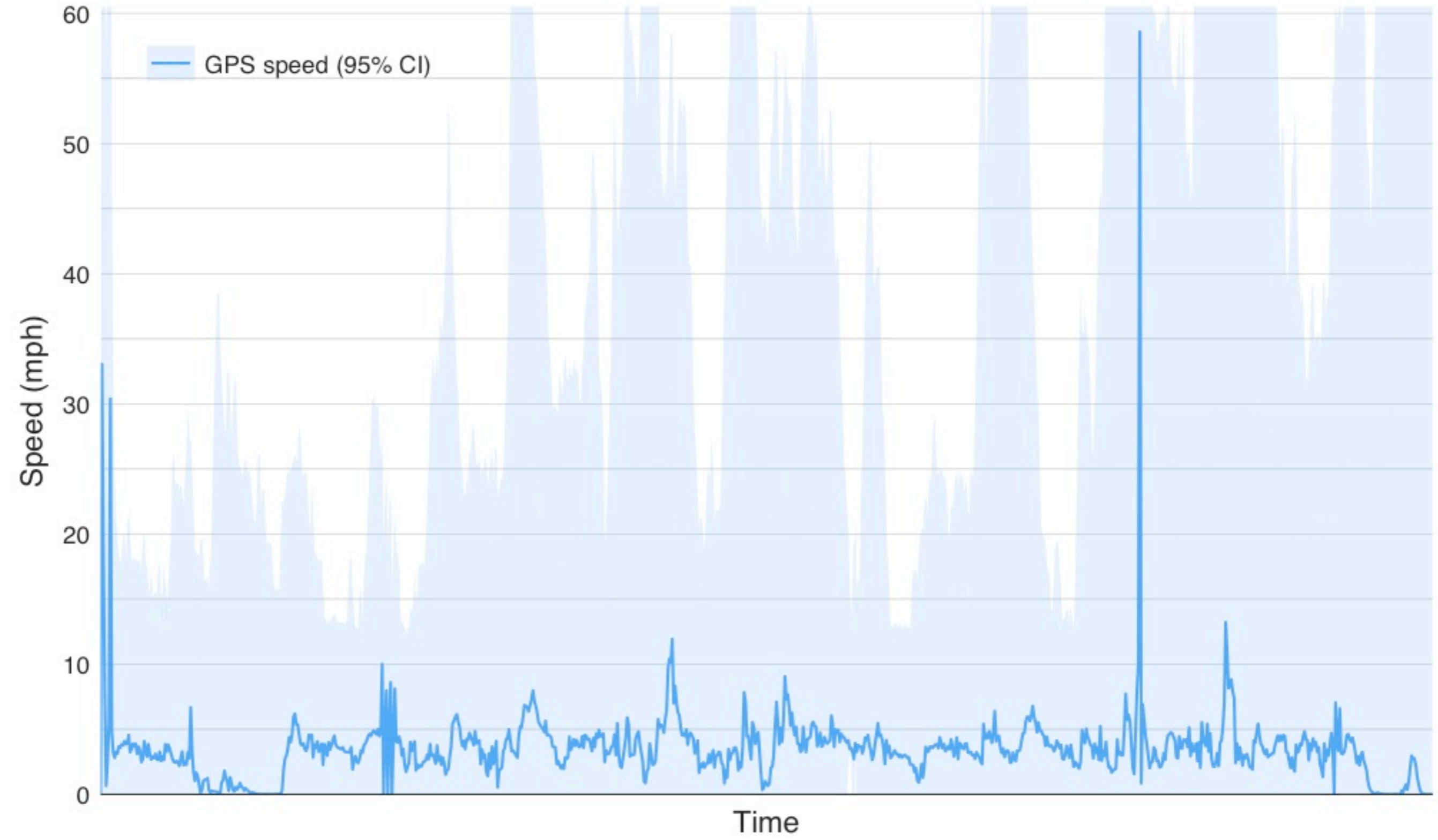
[rejected so far]

what does it mean?

probabilistic assertions

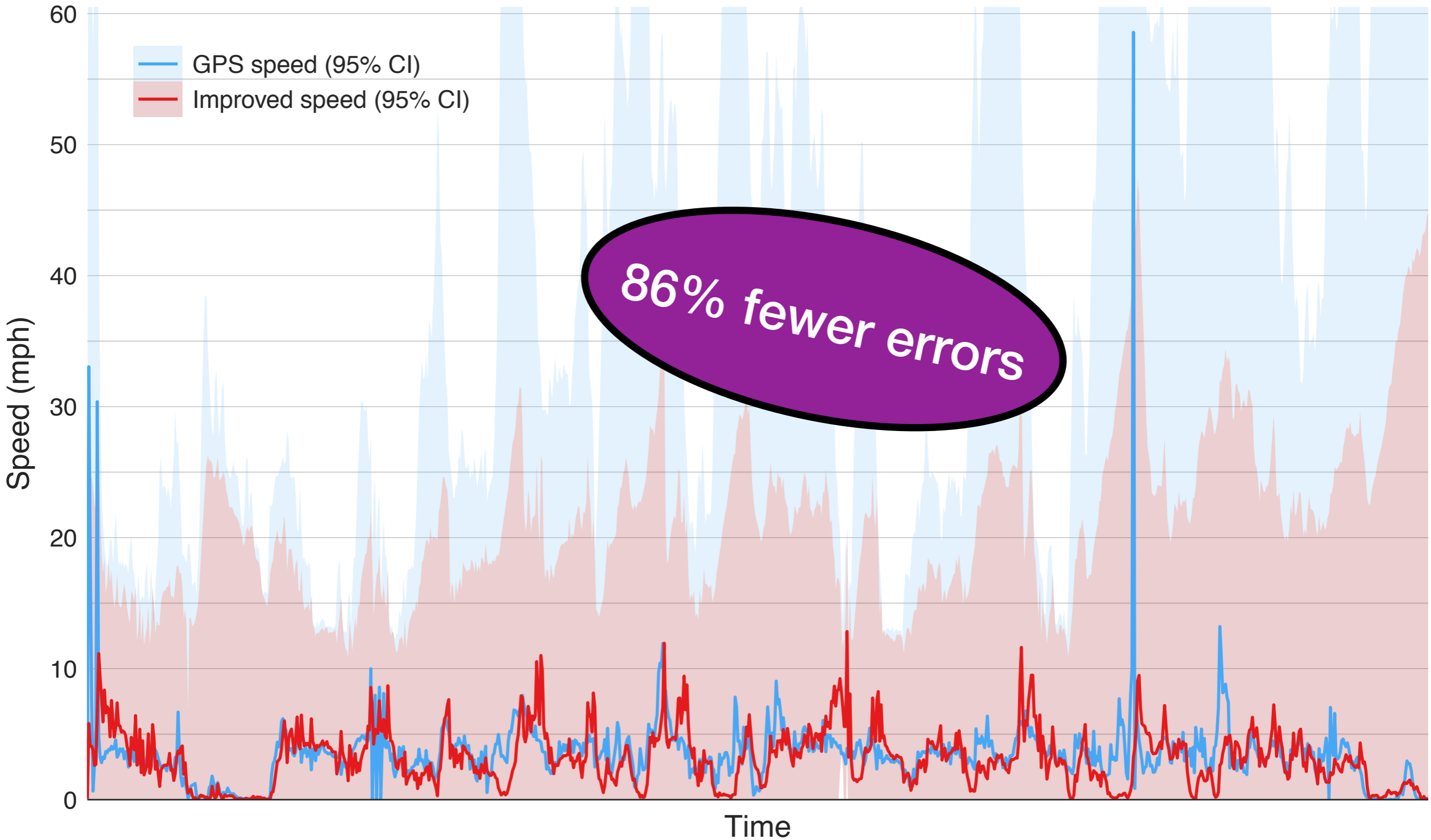
[PLDI'14]

```
GeoCoordinate PrevLocn = Get();  
Sleep(5);  
GeoCoordinate Location = Get();  
double Dist =  
    Distance(PrevLocn, Location);  
double Speed = Dist / 5;  
  
Print(Speed);
```




```
GeoCoordinate PrevLocn = Get();  
Sleep(5);  
GeoCoordinate Location = Get();  
double Dist =  
    Distance(PrevLocn, Location);  
double Speed = Dist / 5;  
  
Print(Speed);
```

```
Uncertain<GeoCoordinate> PrevLocn = Get();  
Sleep(5);  
Uncertain<GeoCoordinate> Location = Get();  
Uncertain<double> Dist =  
    Distance(PrevLocn, Location);  
Uncertain<double> Speed = Dist / 5;  
  
Print (Speed); // Expected value at 95 CI
```



86% fewer errors

Fitness application

```
Uncertain<GeoCoordinate> PrevLocn = Get();  
Sleep(5);  
Uncertain<GeoCoordinate> Location = Get();  
Uncertain<double> Dist =  
    Distance(PrevLocn, Location);  
Uncertain<double> Speed = Dist / 5;
```

```
if (Speed > 4)  
    Alert("Keep it up!");
```

Hypothesis Test
more likely than
not Speed > 4

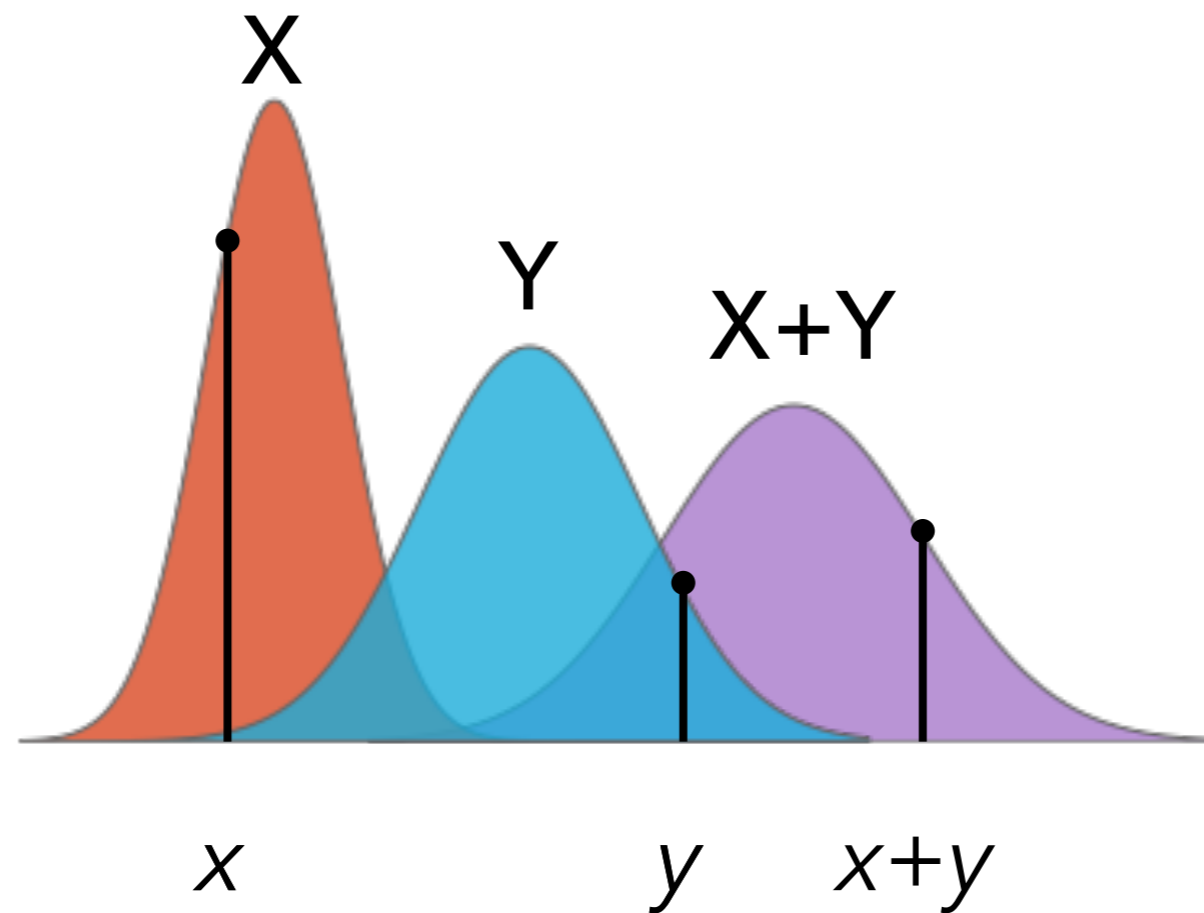
Semantics

Uncertain<T> encapsulates probability distributions and hides statistical complexity.

- Computing over random variables
- Evaluating expected value & conditionals

Computations

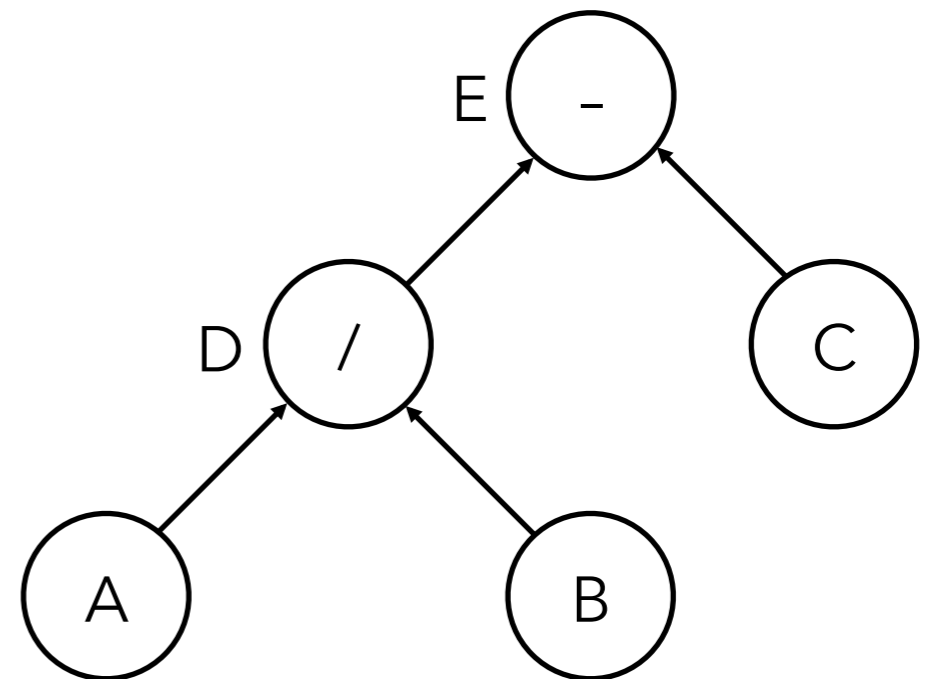
Represent distributions by random samples



Computations - lazy evaluation

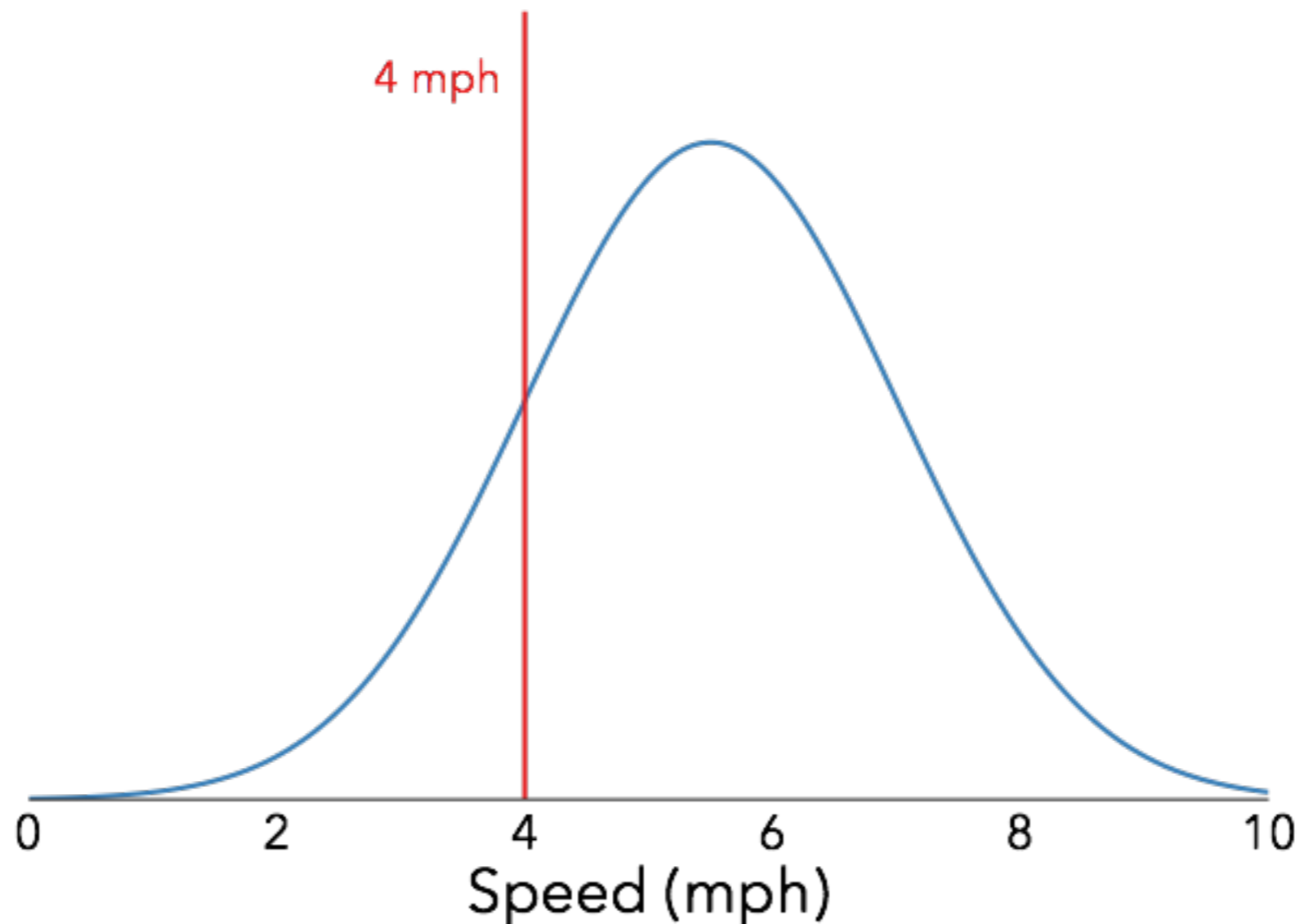
Operators build a Bayesian network rather than evaluating immediately.

$$D = A / B$$
$$E = D - C$$



Evaluating conditionals

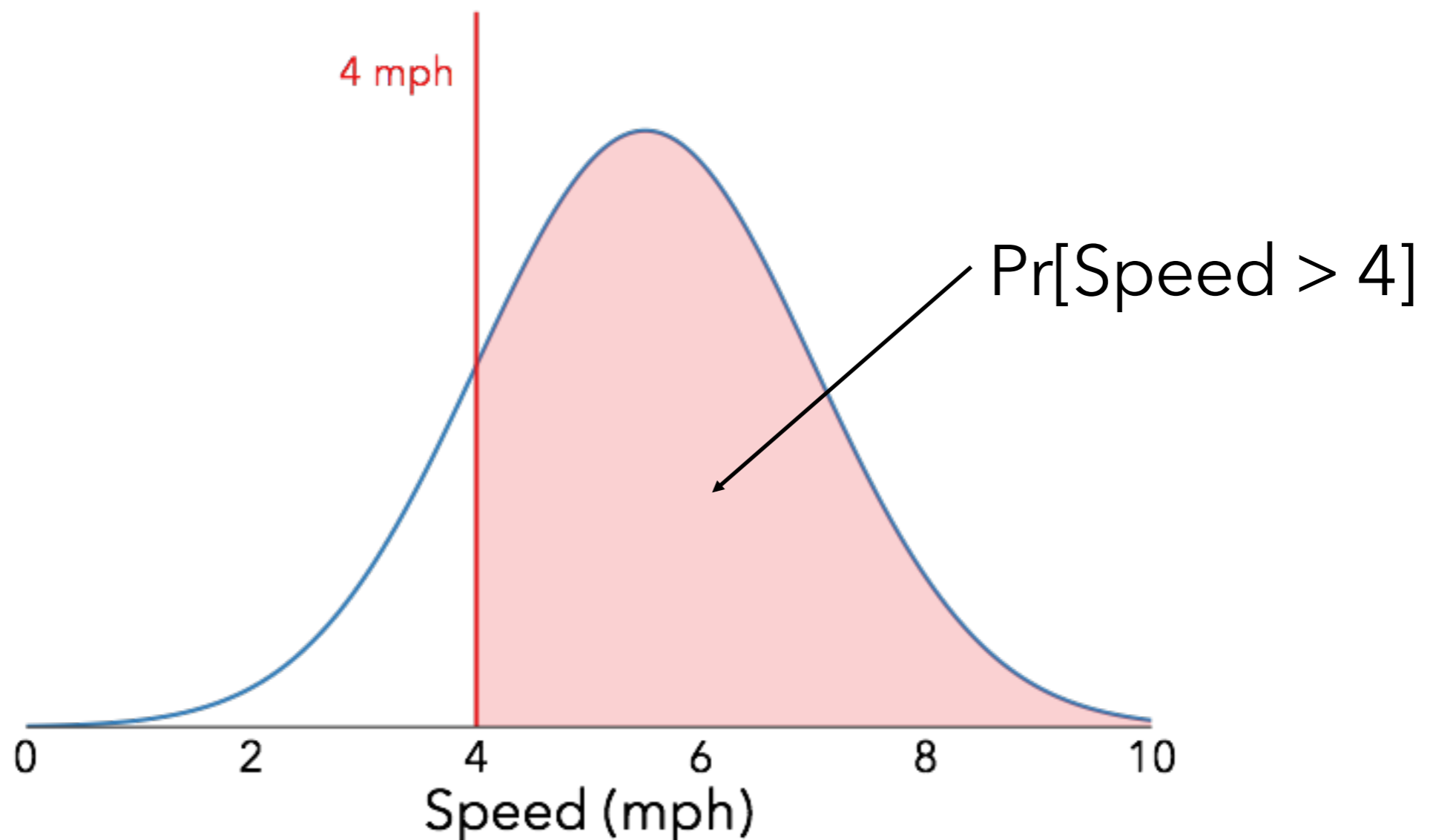
```
if (Speed > 4)  
    Alert("Keep it up!");
```



Evaluating conditionals

```
if (Speed > 4)  
    Alert("Keep it up!");
```

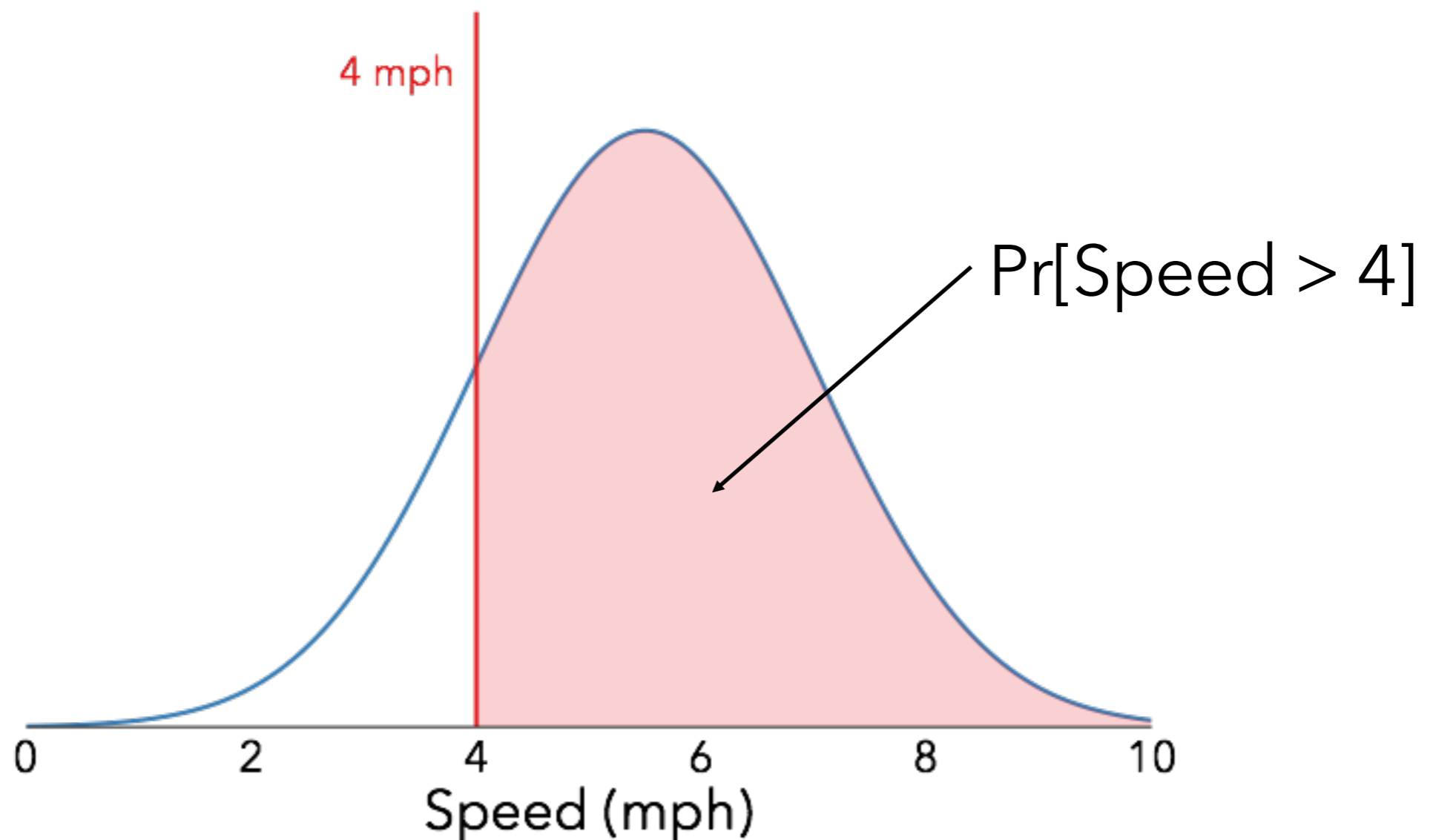
More likely than not
that $\text{Speed} > 4$?



Evaluating conditionals

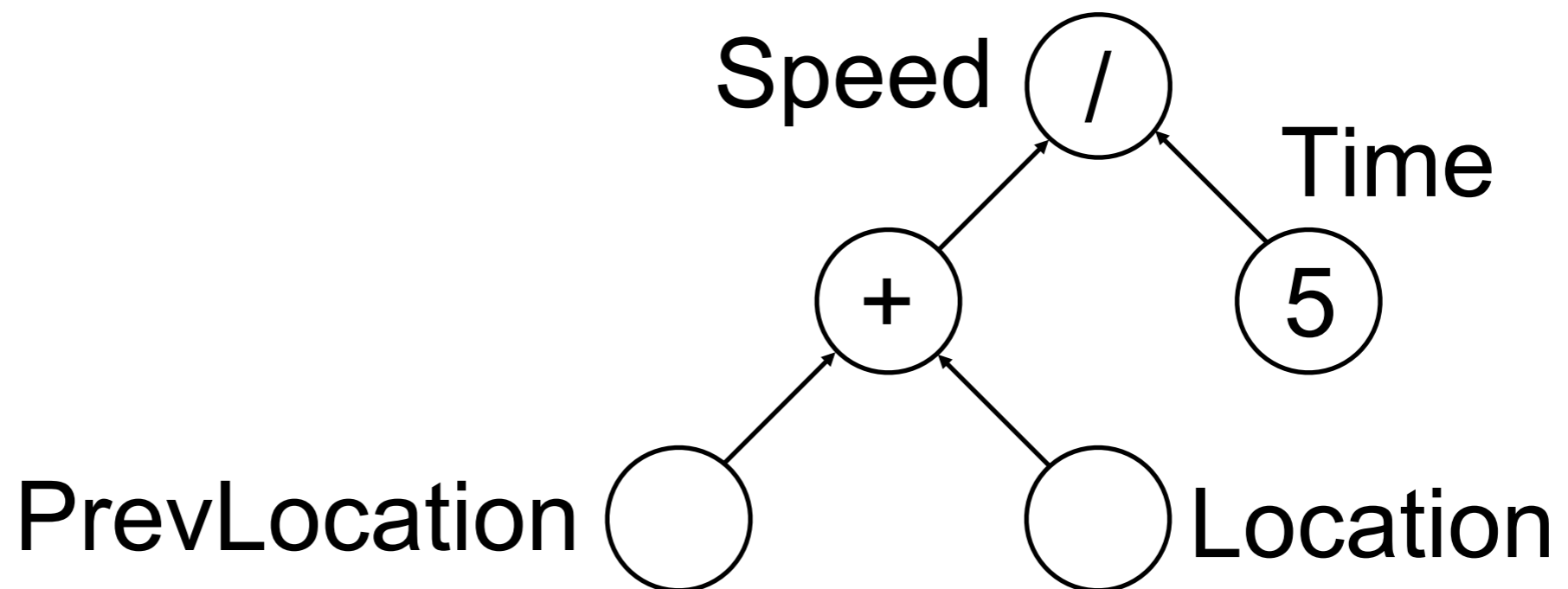
```
if ((Speed > 4).Pr(0.9))  
    Alert("Keep it up!");
```

At least 90% likely
that $\text{Speed} > 4$?



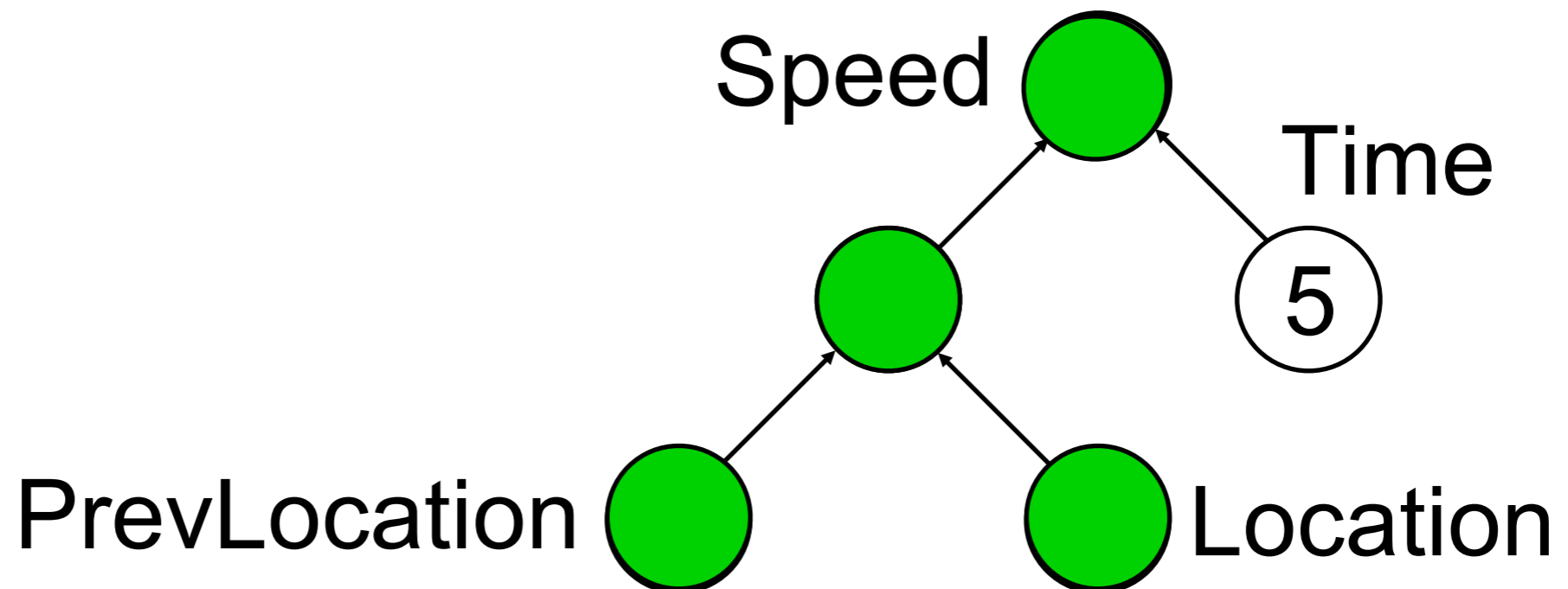
Sampling at runtime

```
if (Speed > 4)  
    Alert("Keep it up!");
```



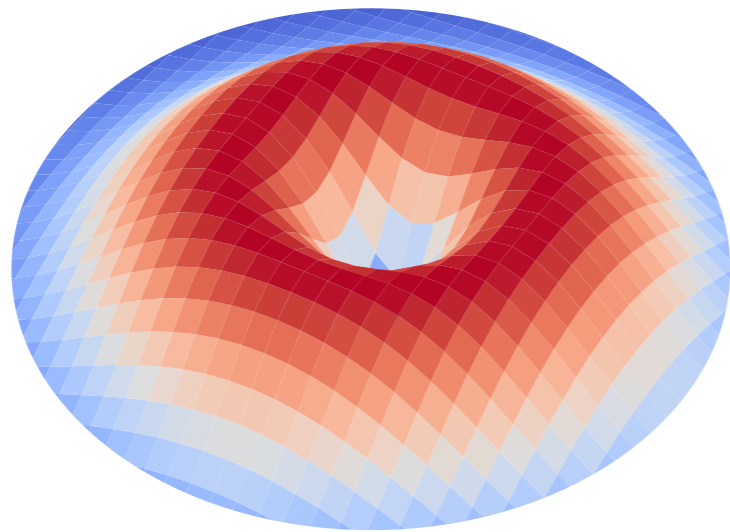
Sampling at runtime

```
if (Speed > 4)  
    Alert("Keep it up!");
```



Sampling functions

Data source responsible for describing errors in estimate



3 D Raleigh Distribution
GPS error



Arbitrary
non-continuous functions

Sampling functions

Data source responsible for describing errors in estimate

```
GeoCoordinate Sample (GeoCoordinate location,  
    double accuracy) {  
    return SampleRayleigh(location, accuracy);  
}
```

Identifying absurd data

```
GeoCoordinate PrevLocn = Get();
```

```
Sleep(5);
```

```
GeoCoordinate Location = Get();
```

```
double Dist =
```

```
    Distance(PrevLocn, Location);
```

```
double Speed = Dist / 5;
```

```
if (Speed > 4)
```

```
    Alert("That's crazy!");
```

Naïve 30 false positives

Identifying absurd data

```
Uncertain<GeoCoordinate> PrevLocn = Get();  
Sleep(5);
```

```
Uncertain<GeoCoordinate> Location = Get();
```

```
Uncertain<double> Dist =  
    Distance(PrevLocn, Location);
```

```
Uncertain<double> Speed = Dist / 5;
```

```
if (Speed > 4) Naïve 30 false positives  
    Alert("That's crazy!"); 50% 4 false positives
```


Identifying absurd data

```
Uncertain<GeoCoordinate> PrevLocn = Get();
```

```
Sleep(5);
```

```
Uncertain<GeoCoordinate> Location = Get();
```

```
Uncertain<double> Dist =
```

```
    Distance(LastLocn, Location);
```

```
Uncertain<double> Speed = Dist / 5;
```

```
if ((Speed > 4).Pr(0.9))
```

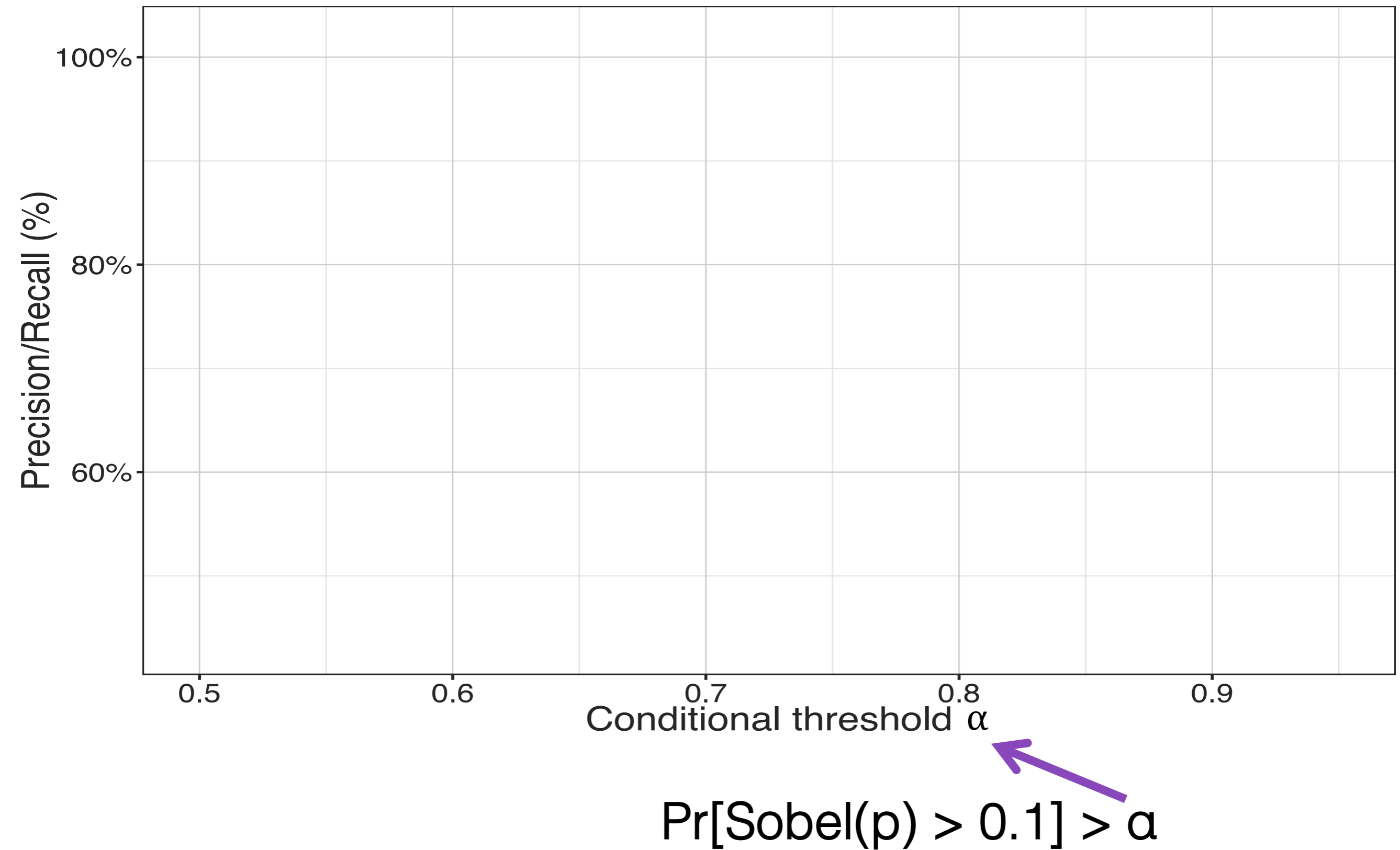
```
    Alert("That's crazy!");
```

Naïve 30 false positives

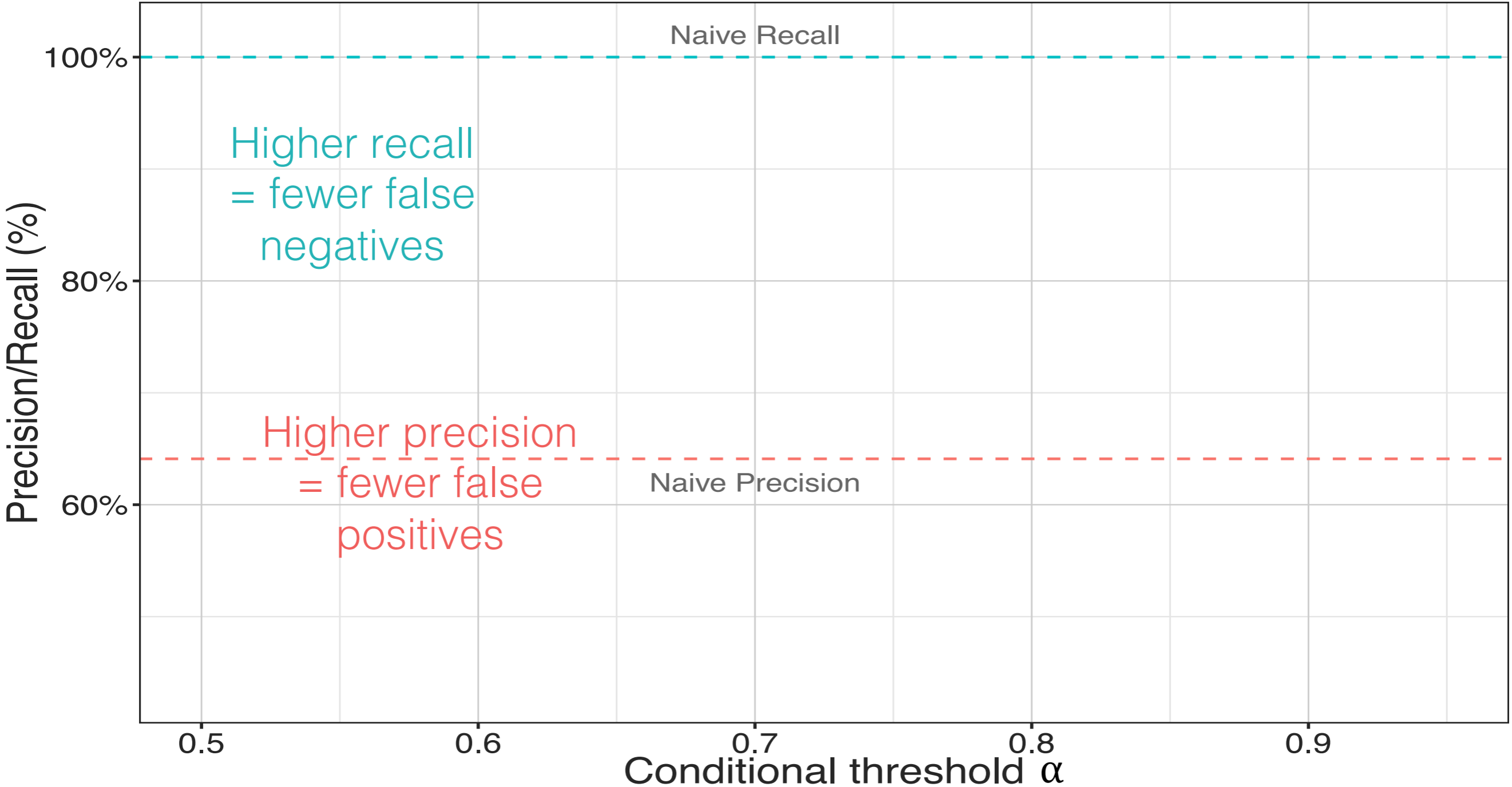
50% 4 false positives

90% none

Edge Detection



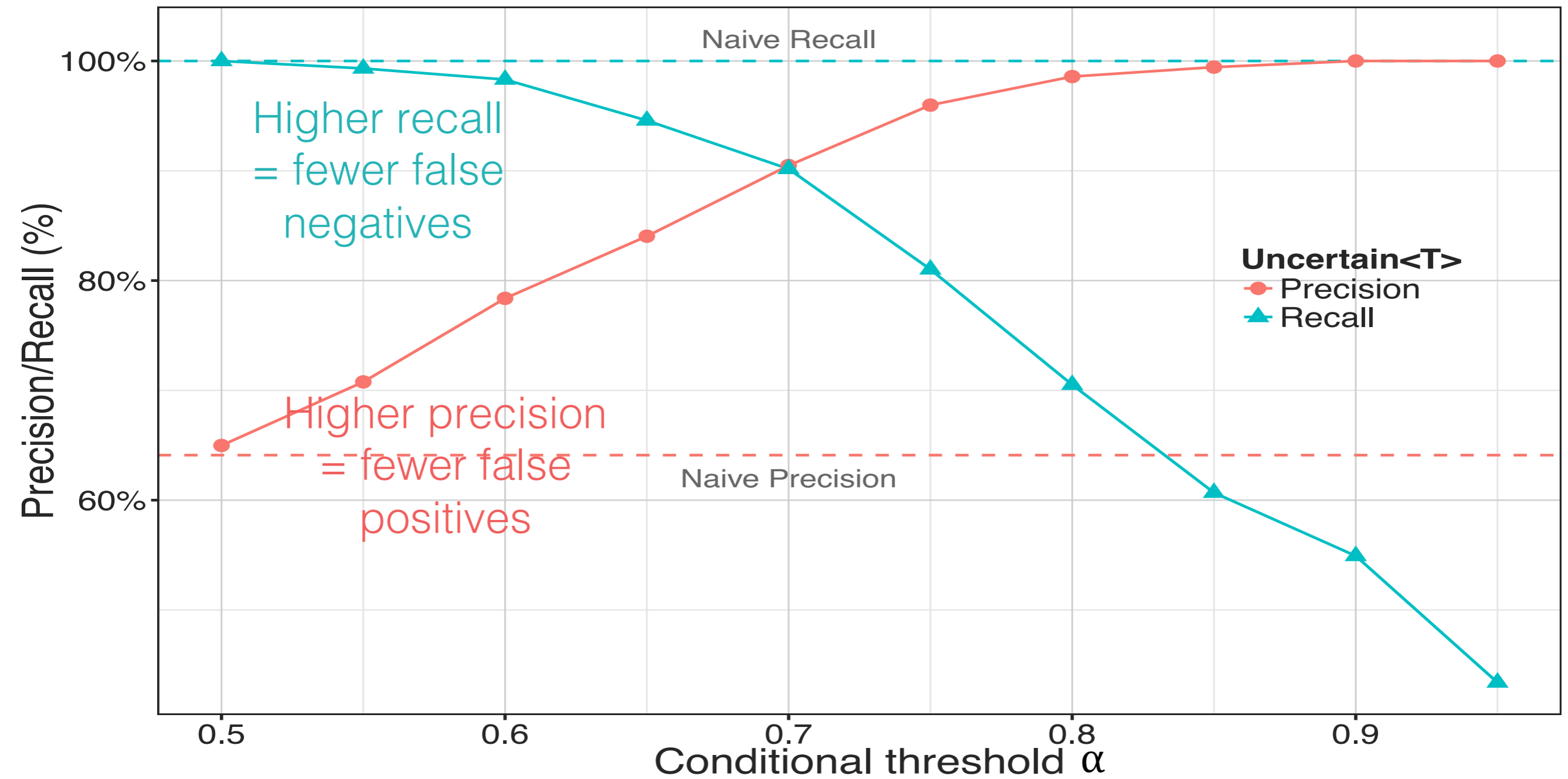
Edge Detection



$$\Pr[\text{Sobel}(p) > 0.1] > \alpha$$



Edge Detection



$\Pr[\text{Sobel}(p) > 0.1] > \alpha$



UncertainT

an abstraction for reasoning about noise

[ASPLOS'14]

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improving accuracy with more language & inference

[rejected so far]

what does it mean?

probabilistic assertions

[PLDI'14]

Context



AUSTIN RATINGS & REVIEWS LISTS BUZZ

Search Austin

Austin **restaurants** ▾

Zagat Ratings

1-15 OF 492

Sort by: **Relevance**

Food
0 or higher

Decor
0 or higher

Service
0 or higher

Cost
\$134 or lower



Uchi Restaurant

Japanese Bouldin Creek

FOOD	DECOR	SERVICE	COST
29	27	27	\$73



Franklin Barbecue

Barbecue East Austin

FOOD	DECOR	SERVICE	COST
28	20	23	\$23



Uchiko

Japanese Rosedale

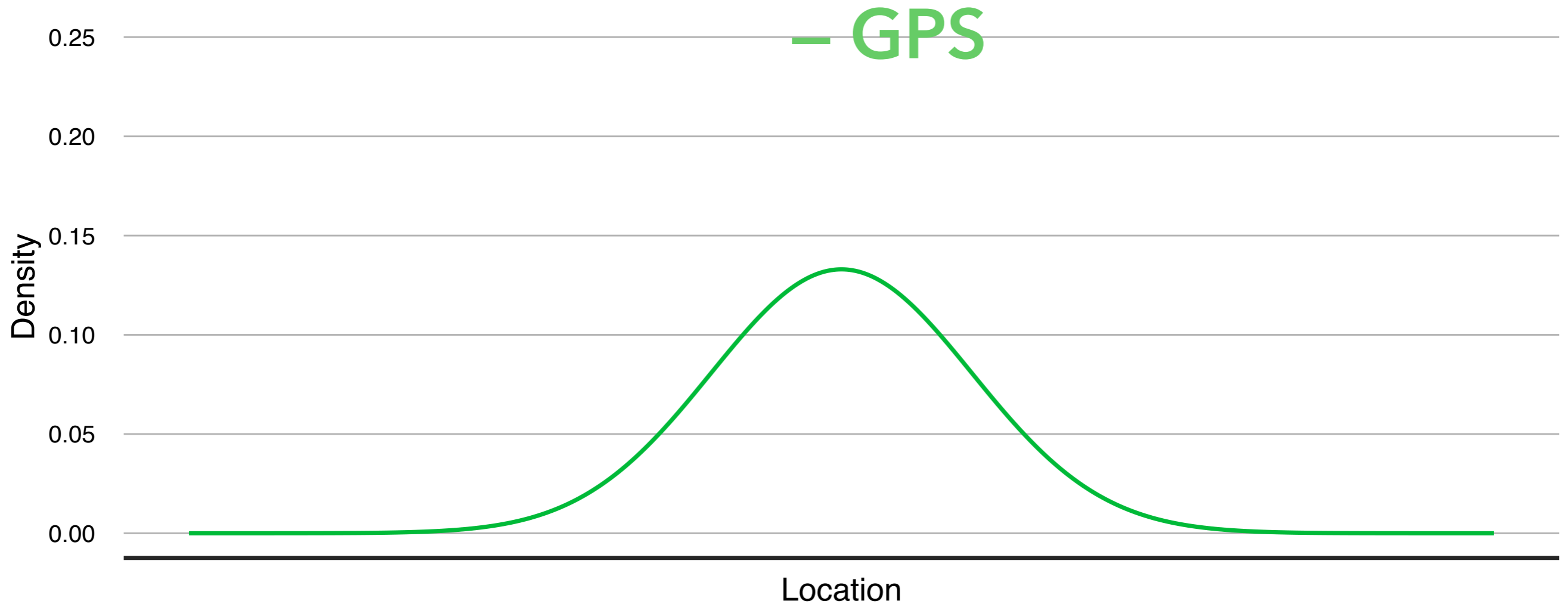
FOOD	DECOR	SERVICE	COST



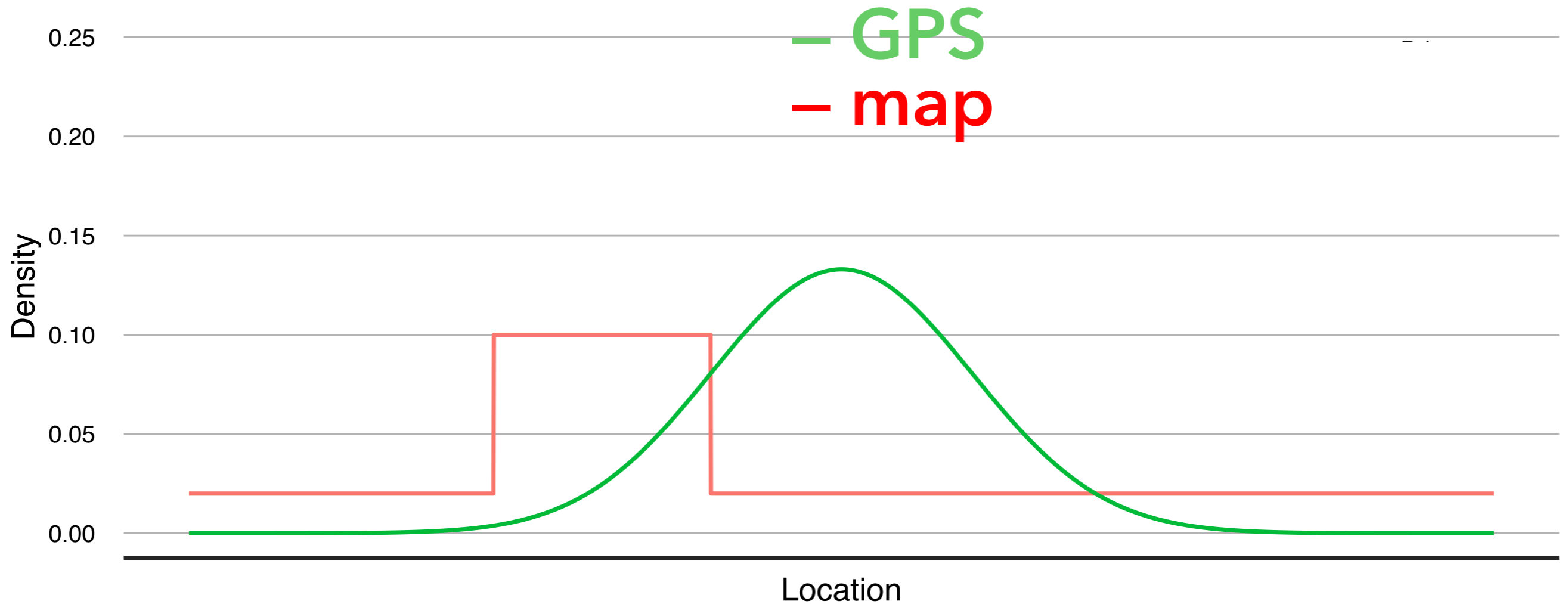
At

E

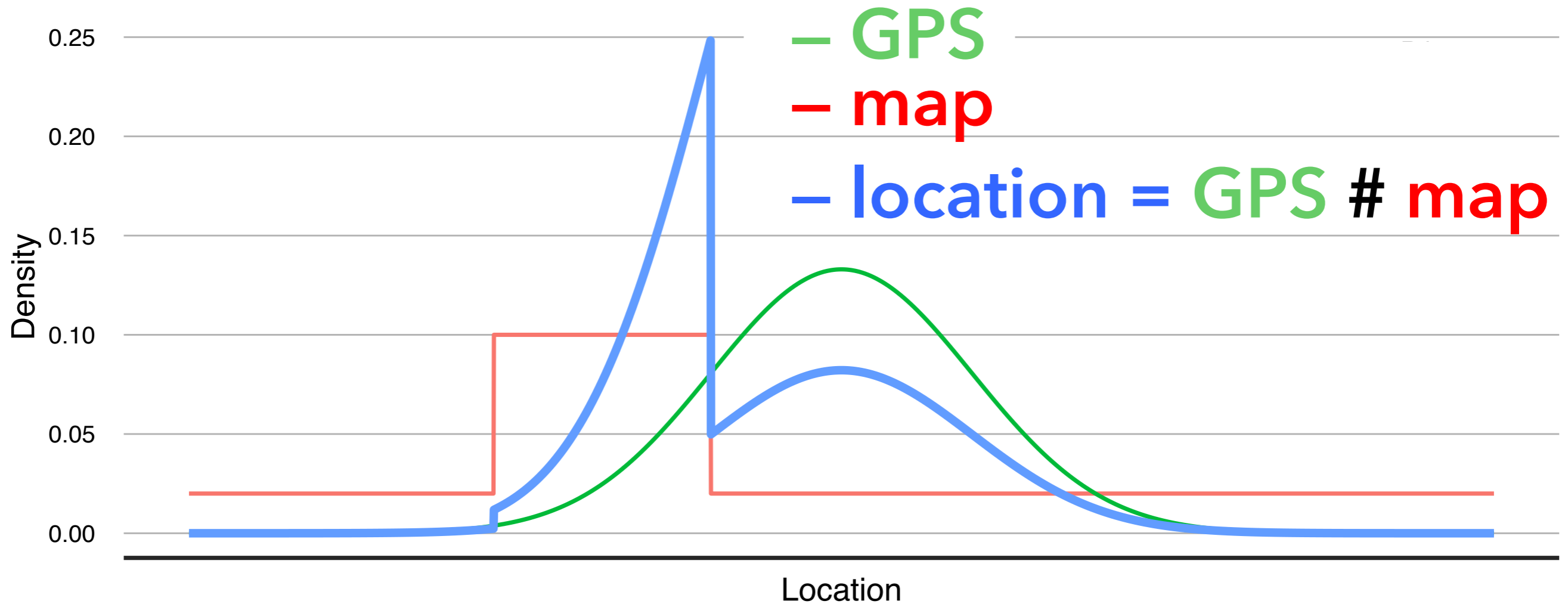
Adding domain knowledge



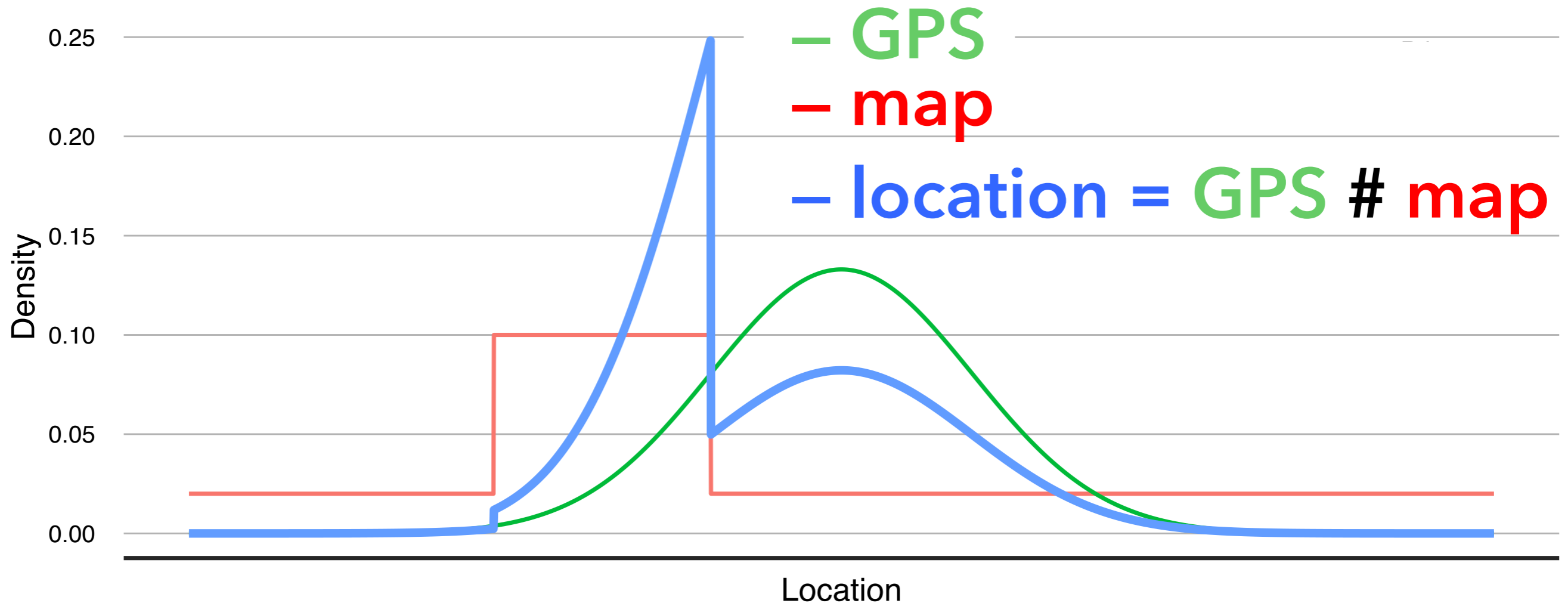
Adding domain knowledge



Adding domain knowledge



Adding domain knowledge



Bayes Rule

posterior

likelihood

prior

$$\Pr [H|E] = \Pr [E|H] \Pr [H] / \Pr [E]$$

Two constructs

< |

**Building probability
distributions**

conditional probability

#

**Composing context
and estimates**

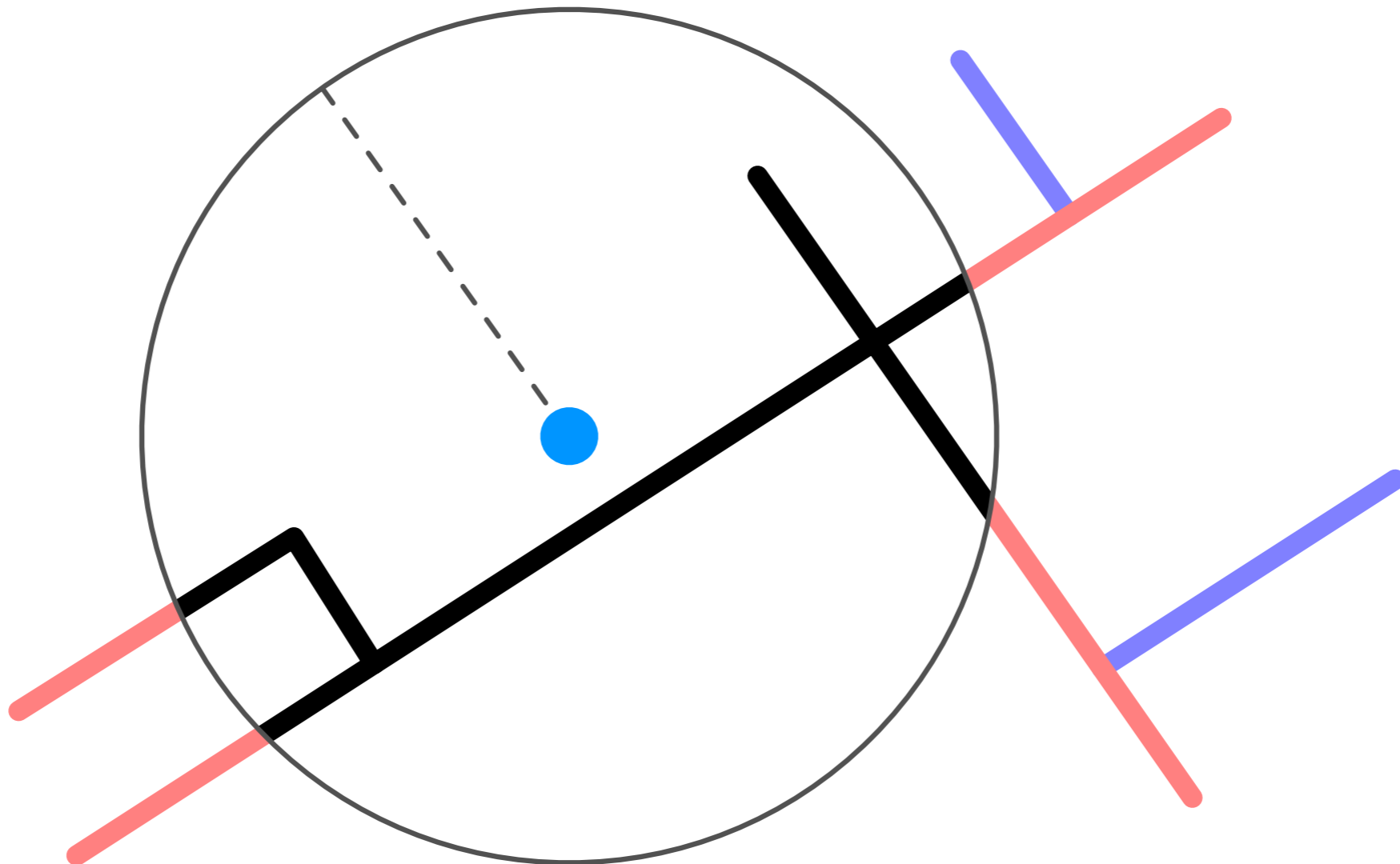
Bayesian inference

Implementation a new *sequential likelihood reweighting* algorithm

GPS navigation - road snapping

```
// find relevant roads
```

```
Uncertain<Point> roadPrior = new uncertain<Point>(()=>  
SamplePrior(location, accuracy, radiusFactor, weight))
```



GPS navigation - road snapping

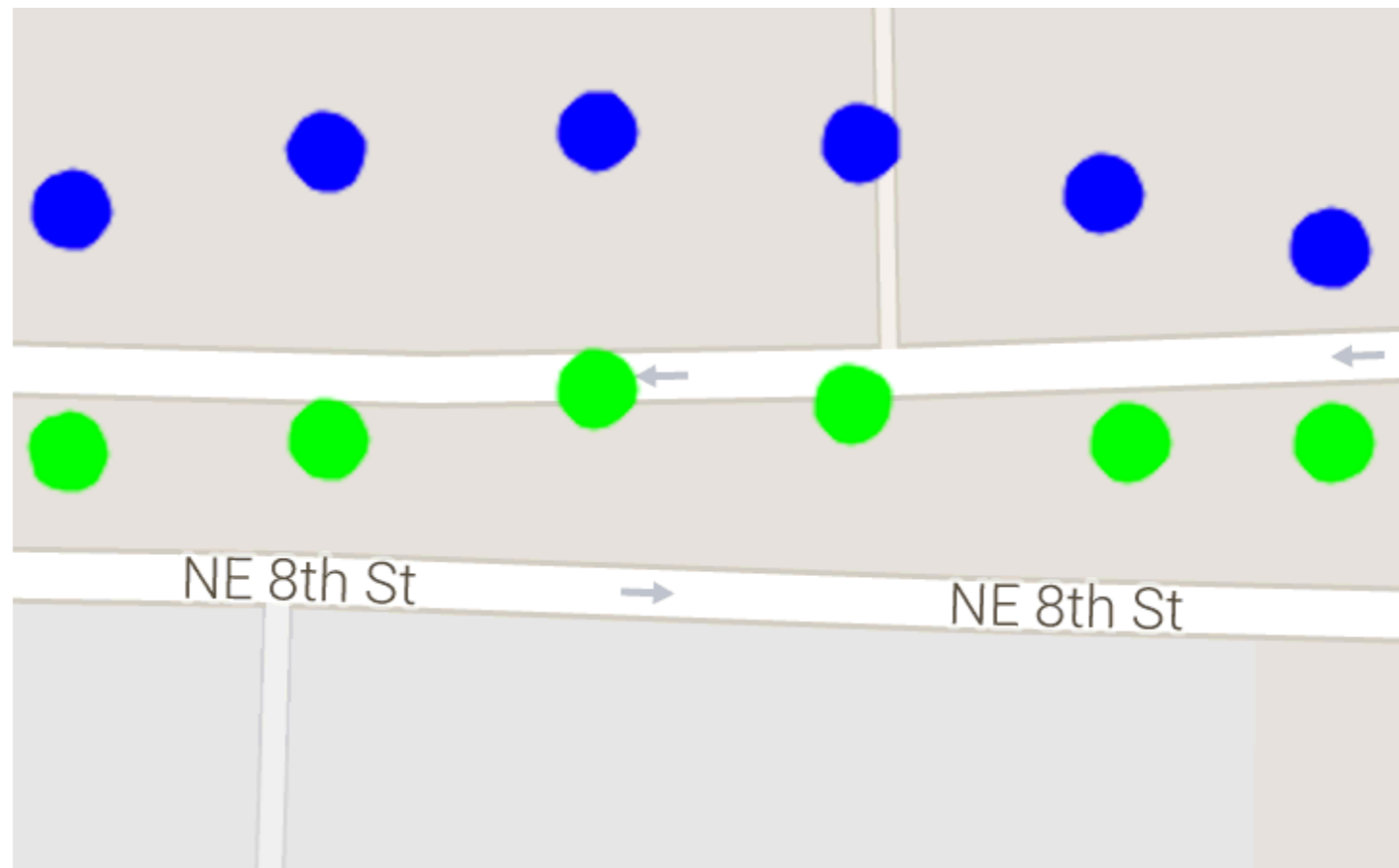
```
// find relevant roads
Uncertain<Point> roadPrior = new uncertain<Point>(()=>
SamplePrior(location, accuracy, radiusFactor, weight))

// improve location estimate
Uncertain<Point>
    NewLocation = GPSLikelihood # roadPrior
```

GPS navigation

Driver is *likely* on a road!

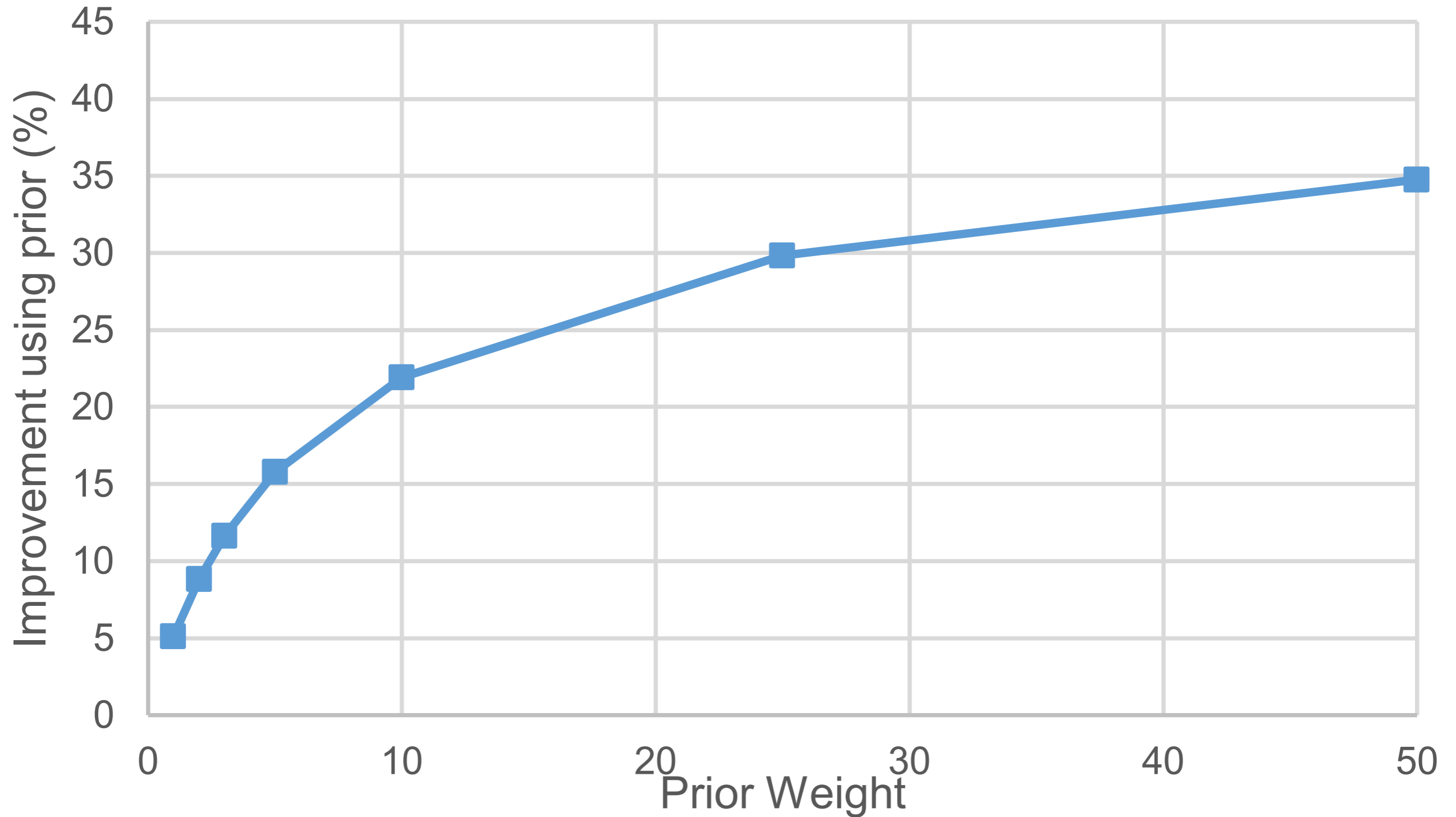
Driving on a road (or not!)



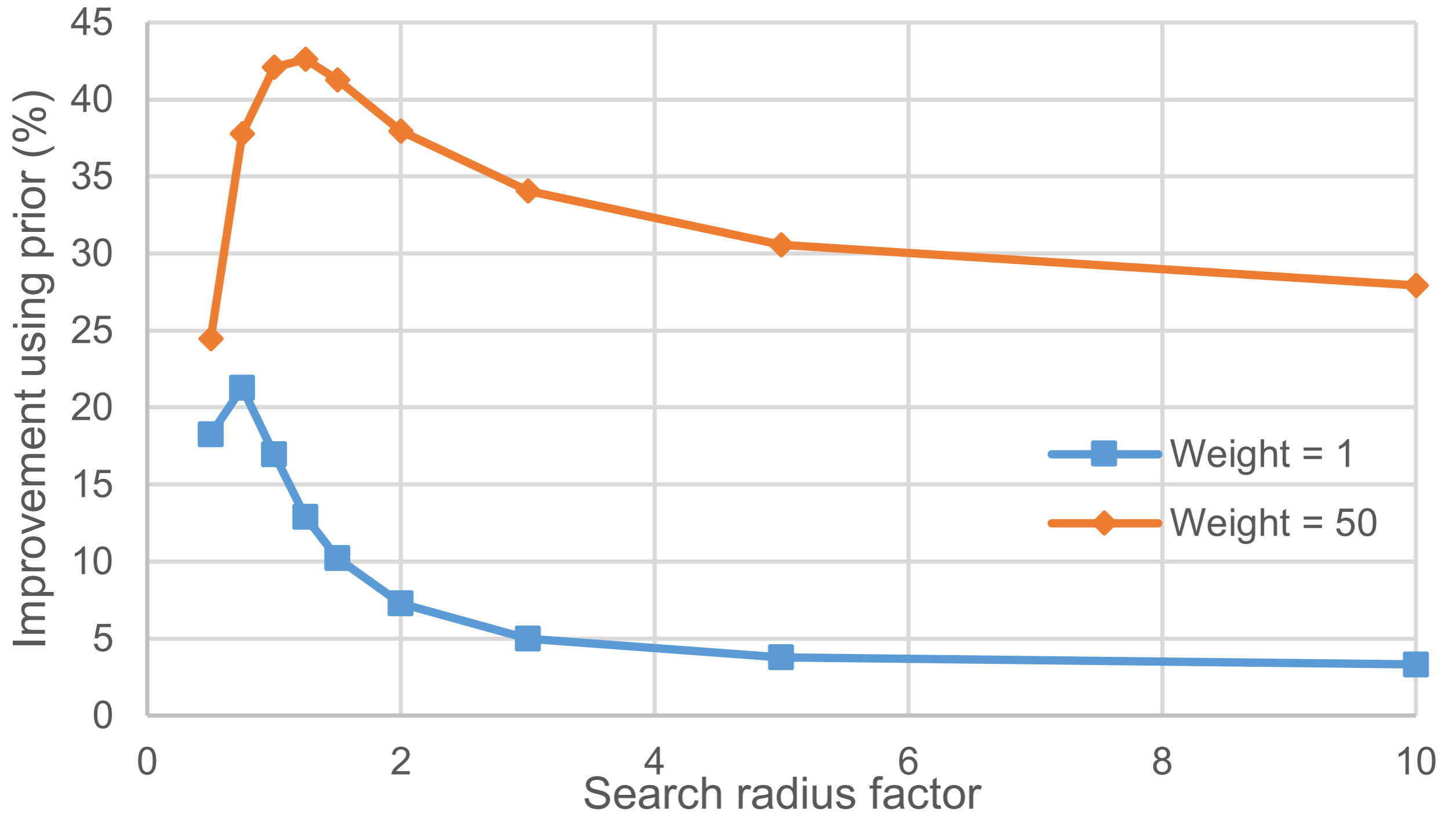
● GPS

● GPS + road snapping

Weighing the map prior

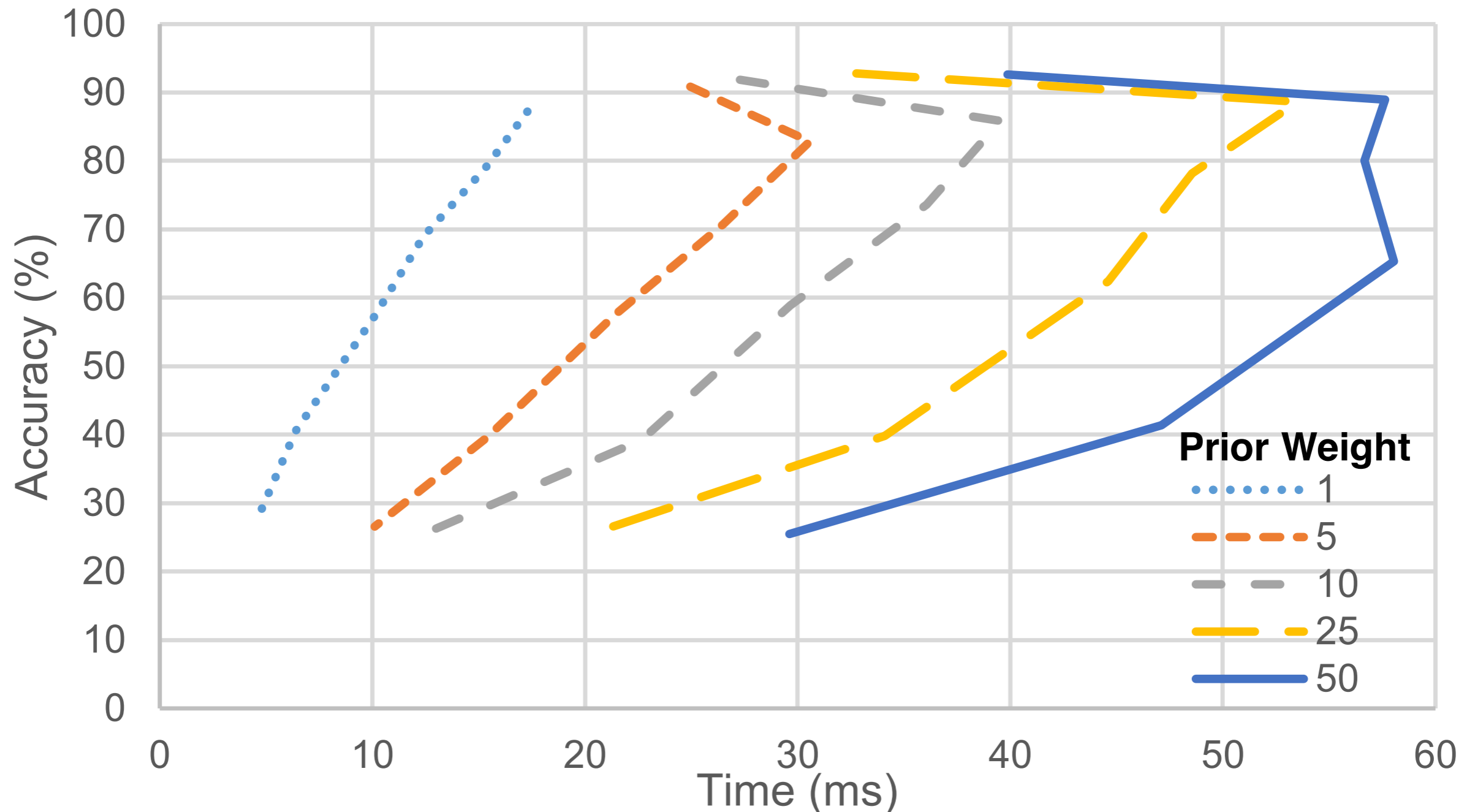


Map radius factor



Sequential likelihood reweighing

Time to sample as a function of prior strength



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[ASPLOS'14]

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[rejected so far]

what does it mean?

probabilistic assertions

[PLDI'14]

`assert file != NULL`

test

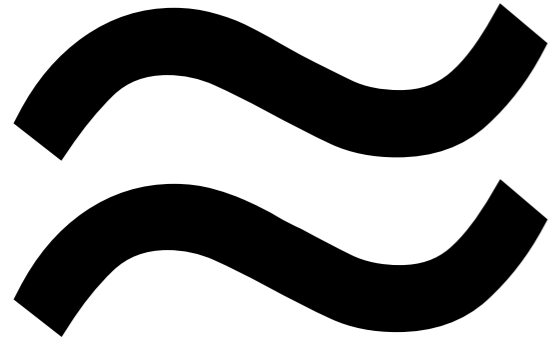
verify

check



assert *e*

e must hold on **every** execution



Approximate computing

The approximate image is close to the precise version

k-means clustering is likely to converge on unreliable hardware

assert e

e must hold on **every** execution



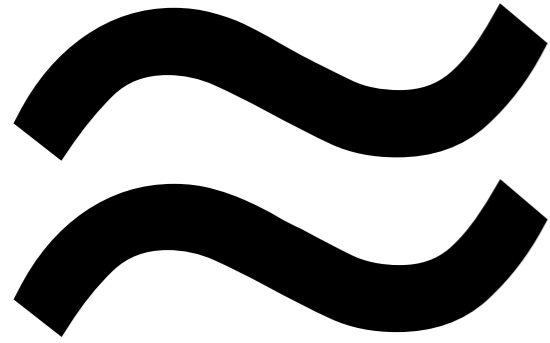
Obfuscation for privacy

obfuscated data is still useful in aggregate

Sensing

within 5 mph of actual speed





Approximate computing

The approximate image is close to the precise version

k-means clustering is likely to converge on unreliable hardware

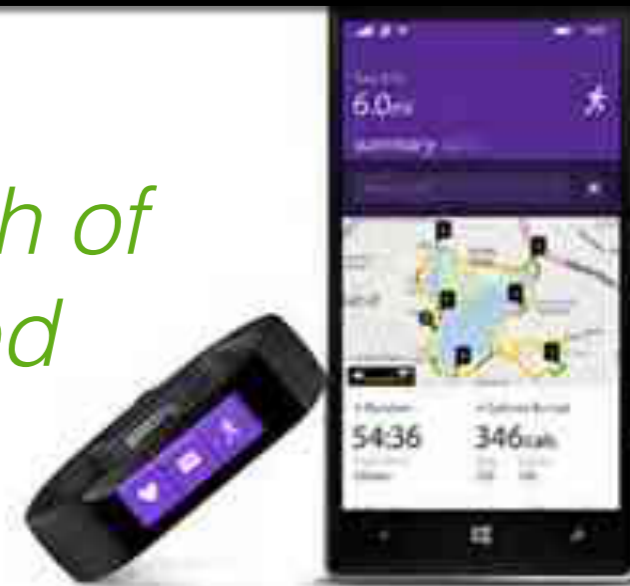
Traditional assertions are insufficient for programs with probabilistic behavior

Obfuscation for privacy

obfuscated data is still useful in aggregate

Sensing

within 5 mph of actual speed



Assertions are insufficient for data obfuscation

```
true_avg = average(salaries)
private_avg =
    average(obfuscate(salaries))
assert true_avg - private_avg
    <= 10,000
```



Assertions are insufficient for data obfuscation

```
true_avg = average(salaries)
private_avg =
    average(obfuscate(salaries))
assert true_avg - private_avg
    <= 10,000
```

probability
distribution



Assertions

`assert e`

Probabilistic assertions

passert e, p, c

Probabilistic assertions

passert e, p, c

e must hold with probability p
at confidence c

Probabilistic assertion

```
true_avg = average(salaries)
private_avg =
    average(obfuscate(salaries))
passert (true_avg - private_avg
          <= 10,000), 90, 99
```



Verification

probabilistic
program

```
float obfuscated(float n) {  
    return n + gaussian(0.0, 1000.0);  
}  
float average_salary(float* salaries) {  
    total = 0.0;  
    for (int i = 0; i < COUNT; ++i)  
        total += obfuscated(salaries[i]);  
    avg = total / len(salaries);  
    p_avg = ...;
```

passert e, p, c

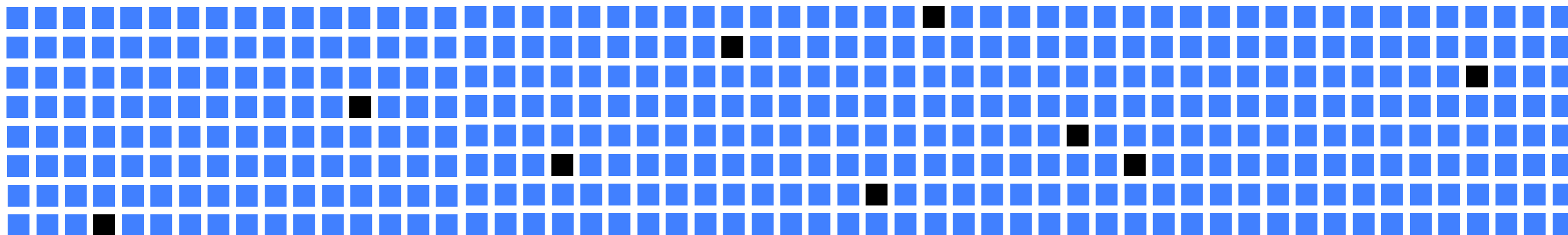
?

Naïve verification

probabilistic
program

```
float obfuscated(float n) {  
    return n + gaussian(0.0, 1000.0);  
}  
float average_salary(float* salaries) {  
    total = 0.0;  
    for (int i = 0; i < COUNT; ++i)  
        total += obfuscated(salaries[i]);  
    avg = total / len(salaries);  
    p_avg = ...;  
  
    passert e, p, c
```

?



Efficient verification

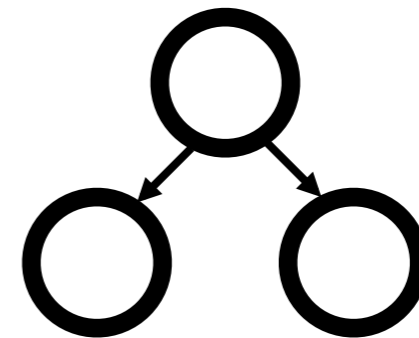
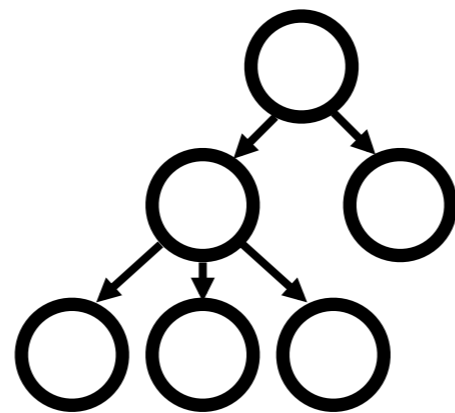
distribution extraction
via symbolic execution

statistical

verification

optimizations

```
float obfuscated(float n) {  
    return n + gaussian(0.0, 1000.0);  
}  
float average_salary(float* salaries) {  
    total = 0.0;  
    for (int i = 0; i < COUNT; ++i)  
        total += obfuscated(salaries[i]);  
    avg = total / len(salaries);  
    p_avg = ...;  
    passert e, p, c  
}
```



Bayesian network

IR

Evaluation

sensing

gpswalk

privacy

salary

salary-abs

approximate
computing

kmeans

sobel

hotspot

inversek2j

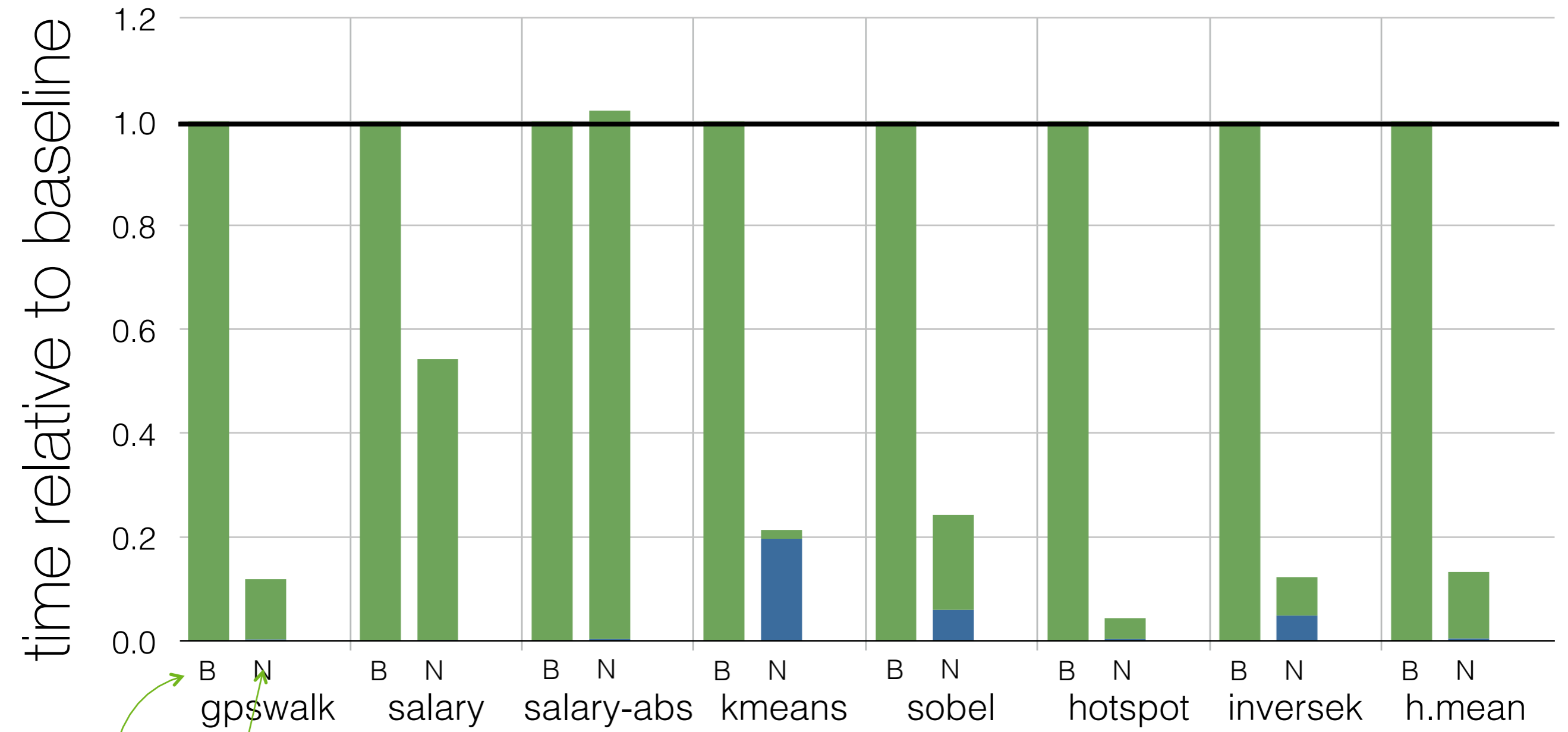
Time vs Stress Testing

■ analyze ■ sample



Time vs Stress Testing

■ analyze ■ sample

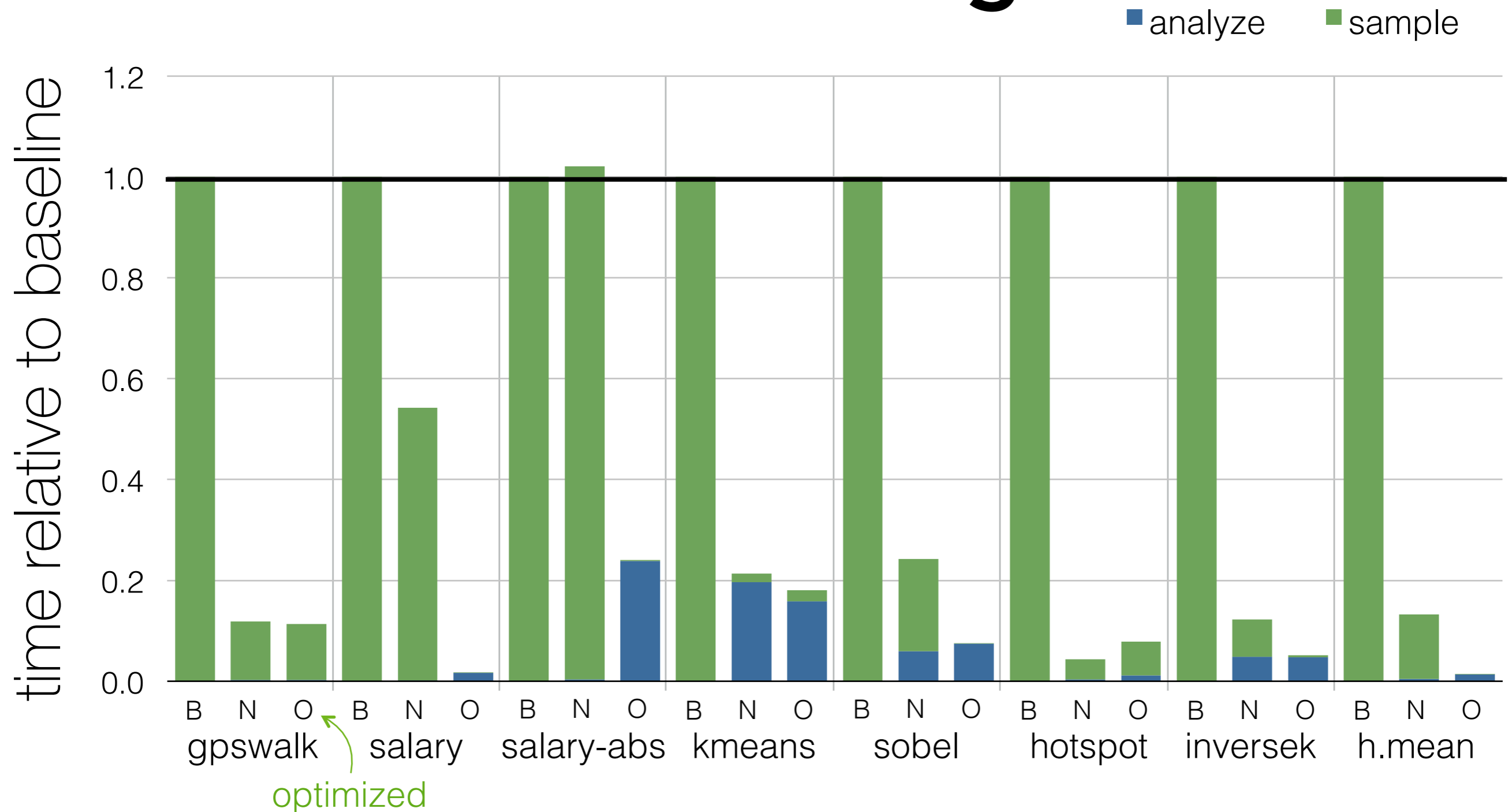


time relative to baseline

baseline

no statistical optimizations

Time vs Stress Testing



- 24× faster than baseline verifier on average
- Mostly analysis time

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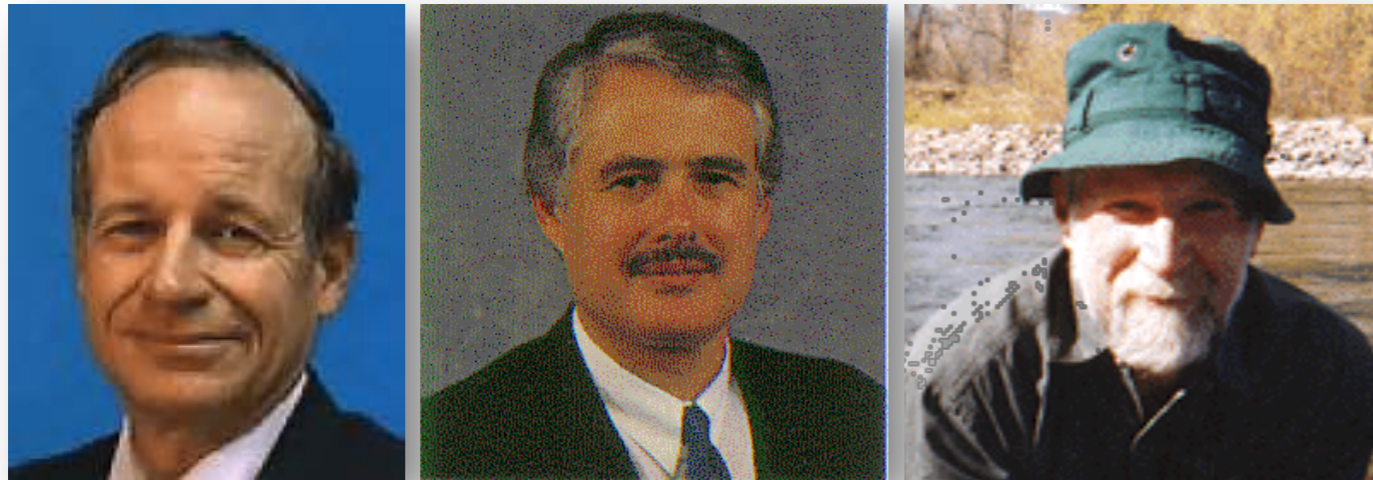
1985 IEEE floating point

**Computing is at a similar point
in history for estimates**

Thank you!

A Byte of My Story

A Byte of My Story



Mentors



ACM Fellow



Family



Congressional Testimony

Fail, learn, succeed, repeat

- Rejected job applications
 - 1984 (all), 1993 (8 of 11), 2011 (4 of 8)
- Failed PhD qualifying exam
- Rejected first three grant applications
- Rejected 3 times one of my most cited papers
- Rejected papers, grants, papers, ...