

Programming Language and Compiler Support for Uncertainties

Writing accurate numerical software is hard because

- math is hard
- there are many unavoidable uncertainties
 - measurement errors
 - finite precision arithmetic
 - limited resources/truncation errors

Our goal: automate reasoning about uncertainties

```
def jetEngine(x1: ???, x2: ???): ??? = {
```

```
    val t = (3*x1*x1 + 2*x2 - x1)
```

```
    val t2 = x1*x1 + 1
```

```
    x1 + ((2*x1*(t/t2)*(t/t2 - 3) + x1*x1*(4*(t/t2)-6))*t2 +  
          3*x1*x1*(t/t2) + x1*x1*x1 + x1 +  
          3*((3*x1*x1 + 2*x2 -x1)/t2))
```

```
}
```

```

def jetEngine(x1: Real, x2: Real): Real = {
  require(-5 <= x1 && x1 <= 5 && -20 <= x2 && x2 <= 5)

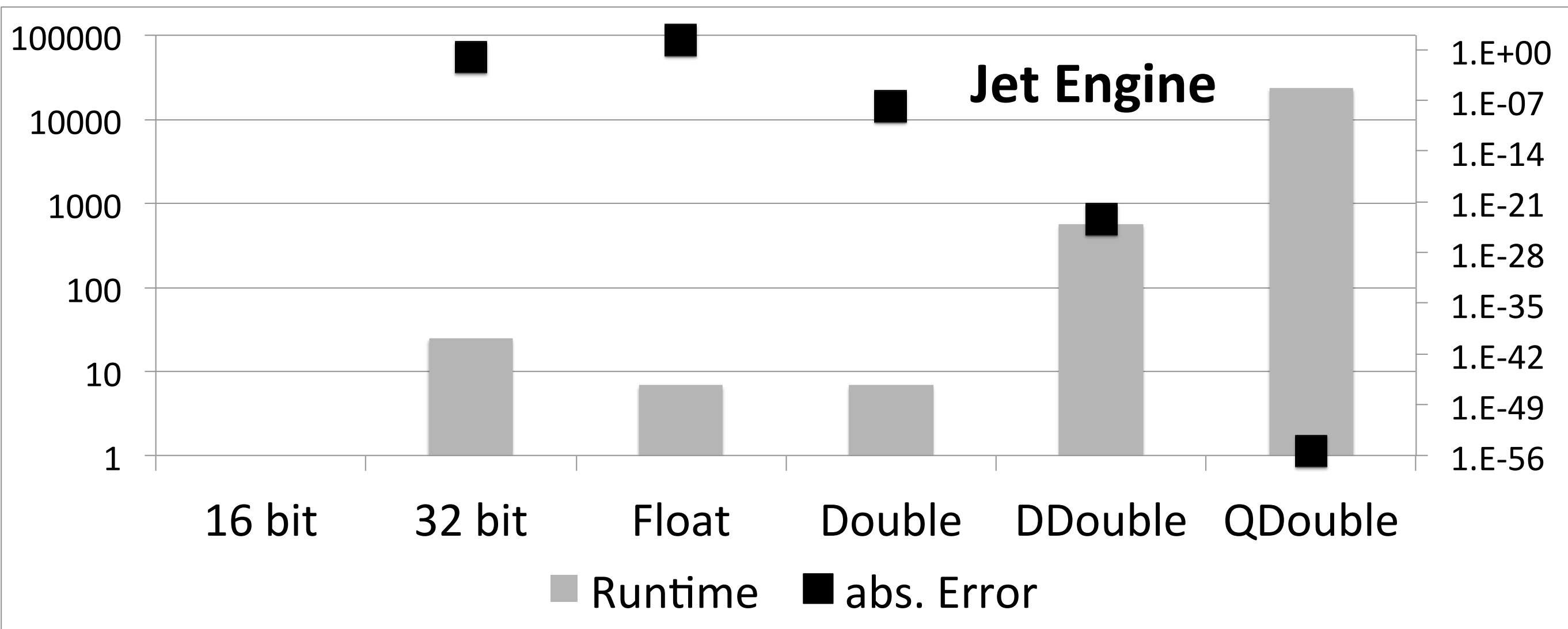
  val t = (3*x1*x1 + 2*x2 - x1)
  val t2 = x1*x1 + 1
  x1 + ((2*x1*(t/t2)*(t/t2 - 3) + x1*x1*(4*(t/t2)-6))*t2 +
    3*x1*x1*(t/t2) + x1*x1*x1 + x1 +
    3*((3*x1*x1 + 2*x2 -x1)/t2))

} ensuring(res => res <= 5200 && res +/- 1e-7)

```

```
def jetEngine(x1: Double, x2: Double): Double = {  
  require(-5 <= x1 && x1 <= 5 && -20 <= x2 && x2 <= 5)  
  
  val t = (3*x1*x1 + 2*x2 - x1)  
  val t2 = x1*x1 + 1  
  x1 + ((2*x1*(t/t2)*(t/t2 - 3) + x1*x1*(4*(t/t2)-6))*t2 +  
    3*x1*x1*(t/t2) + x1*x1*x1 + x1 +  
    3*((3*x1*x1 + 2*x2 -x1)/t2))  
  
} ensuring(res => -1997.03679344963210 <= res &&  
  res <= 5109.33737094863900 &&  
  res +/- 1.6170398214864217e-08)
```

Precision vs Efficiency



Why Program in Reals?

- separation of concerns
mathematical vs implementation
- verification over reals
- compiler optimisations
- specification of ideal behaviour
quantifying deviations

real-valued program & specification

```
def jetEngine(x1: Real, x2: Real): Real = {  
  require(-5 <= x1 && x1 <= 5 && -20 <= x2 && x2 <= 5)  
  . . .  
}
```

Real compiler

fixed-point program

floating-point program

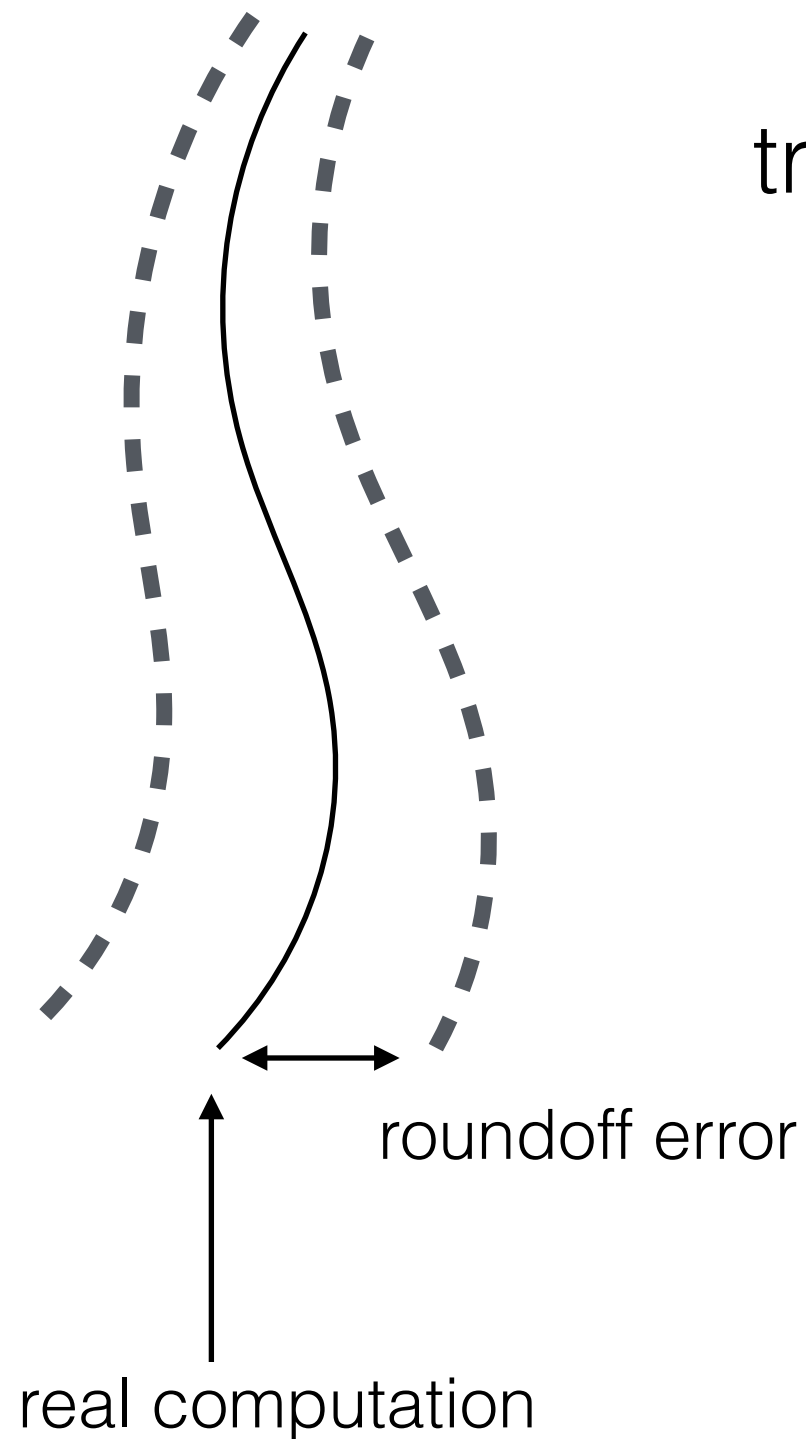
```
def jetEngine(x1: Long, x2: Long): Long = {  
  val _tmp1 = ((1610612736L * x1) >> 30)  
  val _tmp2 = ((_tmp1 * x1) >> 31)  
  . . .  
}
```

```
def jetEngine(x1: Double,  
              x2: Double): Double = {  
  val t = (3*x1*x1 + 2*x2 - x1)  
  . . .  
}
```

&
refined postcondition

Roundoff Errors

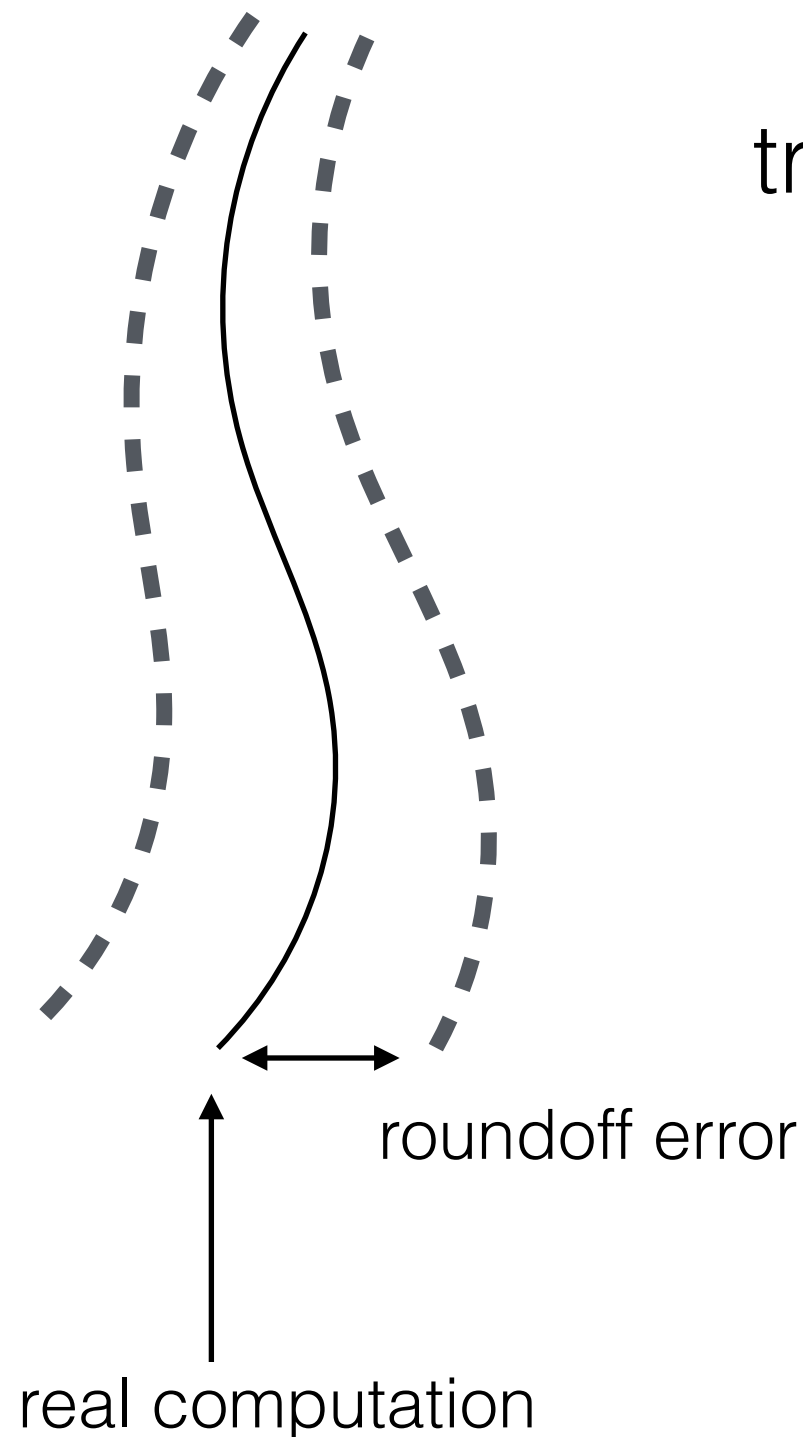
track real computation +/- uncertainties



Roundoff Errors

track real computation +/- uncertainties

affine arithmetic to maintain linear correlations



$$x = x_0 + \sum_{i=1}^n x_i \epsilon_i, \quad \epsilon_i \in [-1, 1]$$

A horizontal double-headed arrow is positioned below the summation term $\sum_{i=1}^n x_i \epsilon_i$ and is labeled 'roundoff error'. An upward-pointing arrow from the text 'real computation' at the bottom points to the x_0 term in the equation.

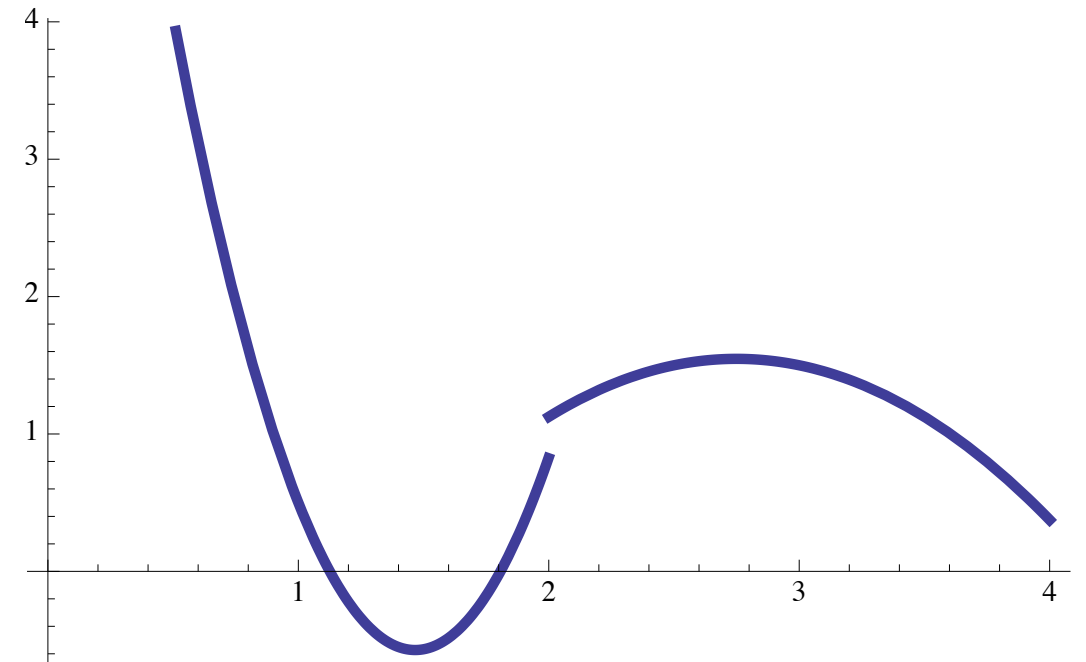
Nonlinear Arithmetic

```
def jetEngine(x1: Real, x2: Real): Real = {  
  require(-5 <= x1 && x1 <= 5 && -20 <= x2 && x2 <= 5)  
  val t = (3*x1*x1 + 2*x2 - x1)  
  val t2 = x1*x1 + 1  
  x1 + ((2*x1*(t/t2)*(t/t2 - 3) + x1*x1*(4*(t/t2)-6))*t2 +  
    3*x1*x1*(t/t2) + x1*x1*x1 + x1 +  
    3*((3*x1*x1 + 2*x2 -x1)/t2))  
}
```

- range computation with SMT for every computation step
 - initial range with interval arithmetic
 - refine bounds with binary search with Z3
- includes any correlations between variables
- gain precision even if solver fails at some step

Conditionals

```
def approx(x: Real): Real = {  
  require(0 <= x && x <= 4 && x +/- 1e-8)  
  
  if (x <= 2) {  
    10.0268 - 14.4554*x + 4.92857*x*x  
  } else {  
    -4.125 + 4.125*x - 0.75*x*x  
  }  
}
```



- discontinuity error: $\max | \text{then}[\mathbb{R}] - \text{else}[\mathbb{F}] |$
- evaluated over ``critical inputs`` $\sim 2 \pm 1e-8$

Iterative Algorithms

Iterative Algorithms

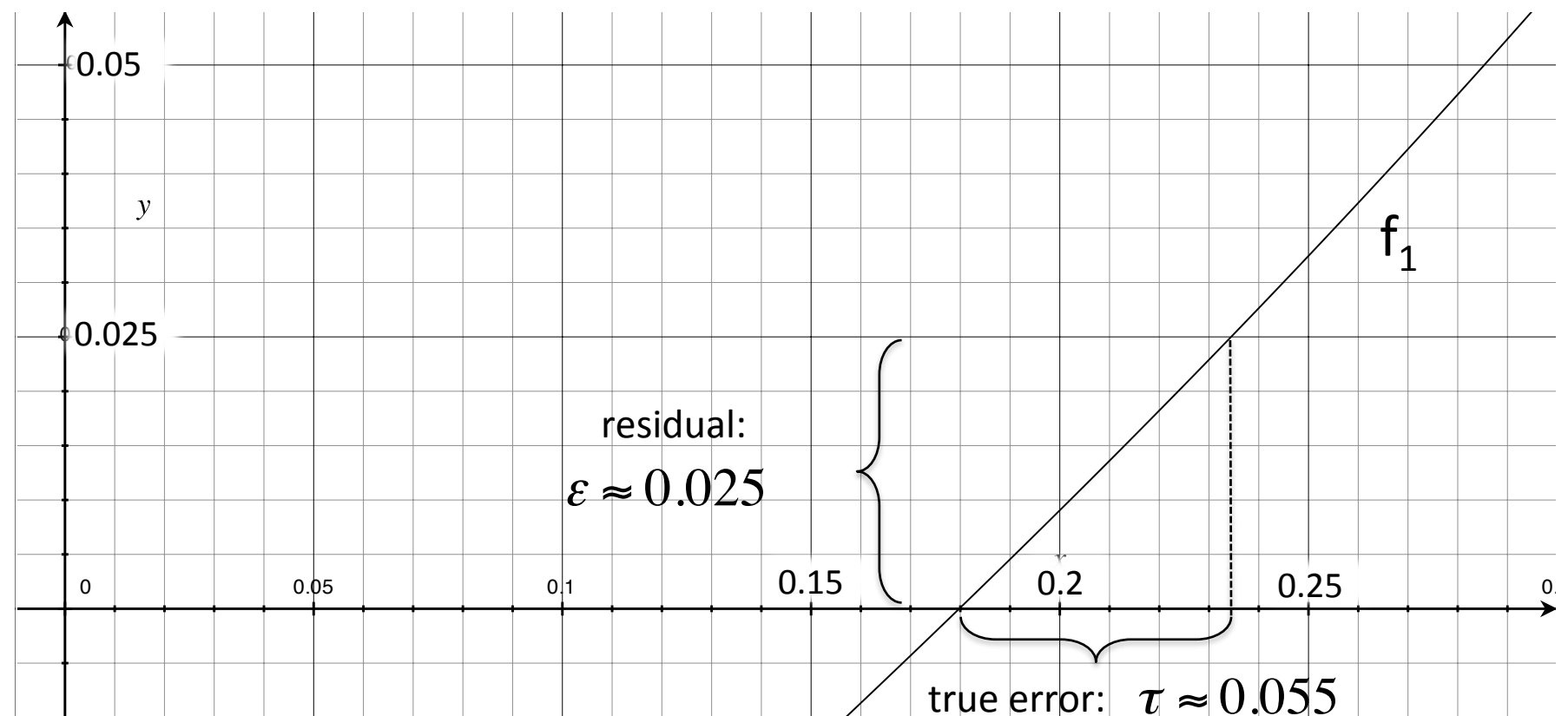
$$\tan x_1 - k^*(2*\sin x_1 + \sin x_2) = 0$$

$$\tan x_2 - 2*k^*(\sin x_1 + \sin x_2) = 0$$

Iterative Algorithms

$$\tan x_1 - k^*(2*\sin x_1 + \sin x_2) = 0$$

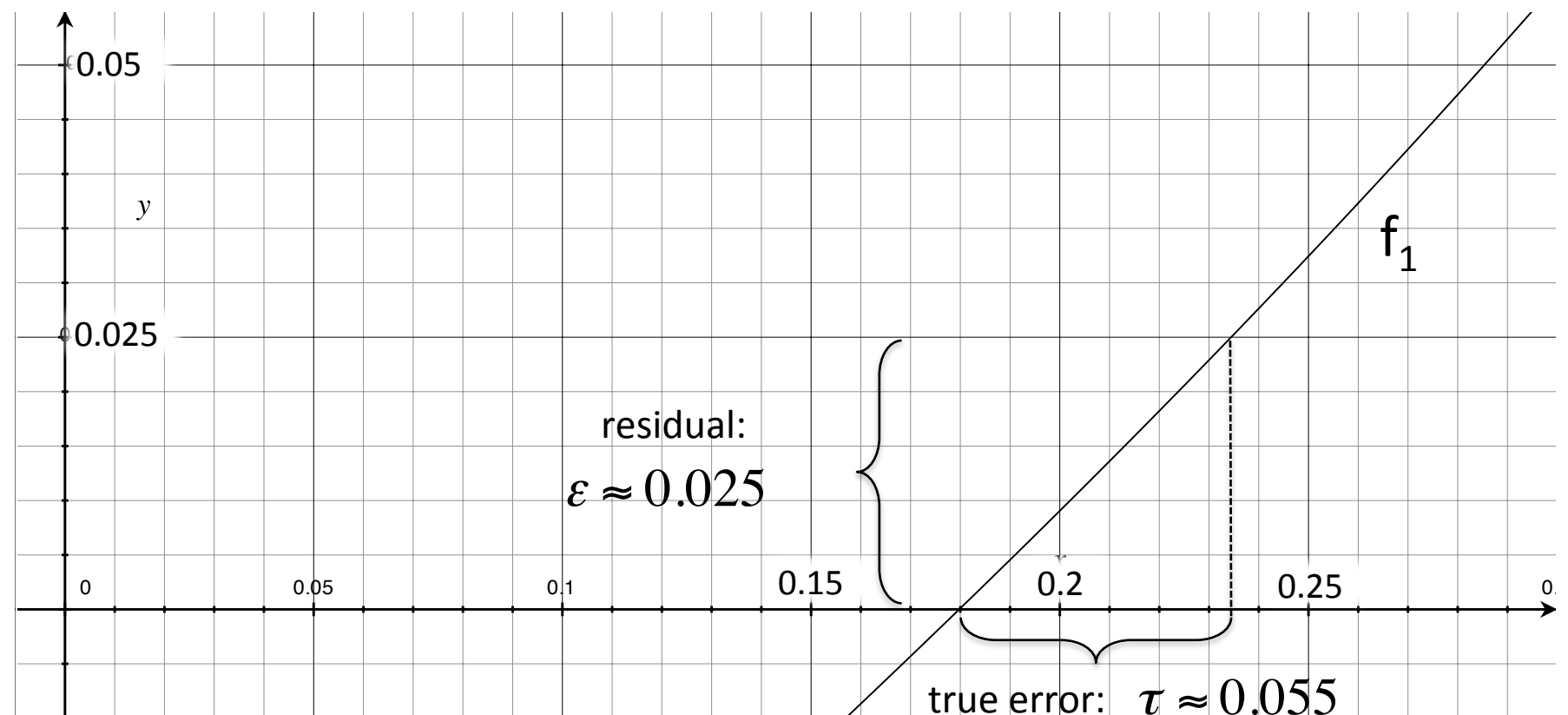
$$\tan x_2 - 2*k^*(\sin x_1 + \sin x_2) = 0$$



Iterative Algorithms

$$\tan x_1 - k^*(2*\sin x_1 + \sin x_2) = 0$$

$$\tan x_2 - 2*k^*(\sin x_1 + \sin x_2) = 0$$



- runtime library to certify (black-box) computed results
- relies on theorems from validated computation of roots

Conclusion

Programmers

should not have to worry about low-level details of implementing real computation

only need to be aware of magnitude of errors

Reasoning can be automated to handle straight-line code, conditionals and self-stabilising iterative computations

benchmarks: physics, chemistry, biology and control systems