

**What We Talk About**

**When We Talk About**

**Probabilistic Numerics**

LAI Reading Group  
18 March 2026

Rui-Yang Zhang

**Why?**

# Why?

- I love probabilities

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- and I like numerical algorithms

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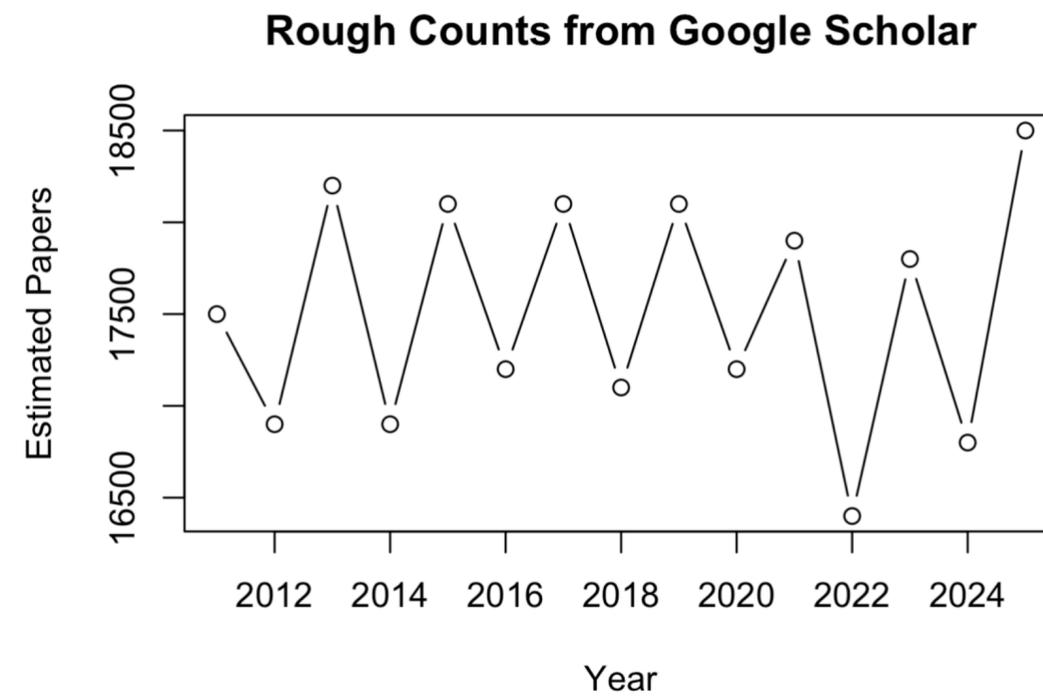
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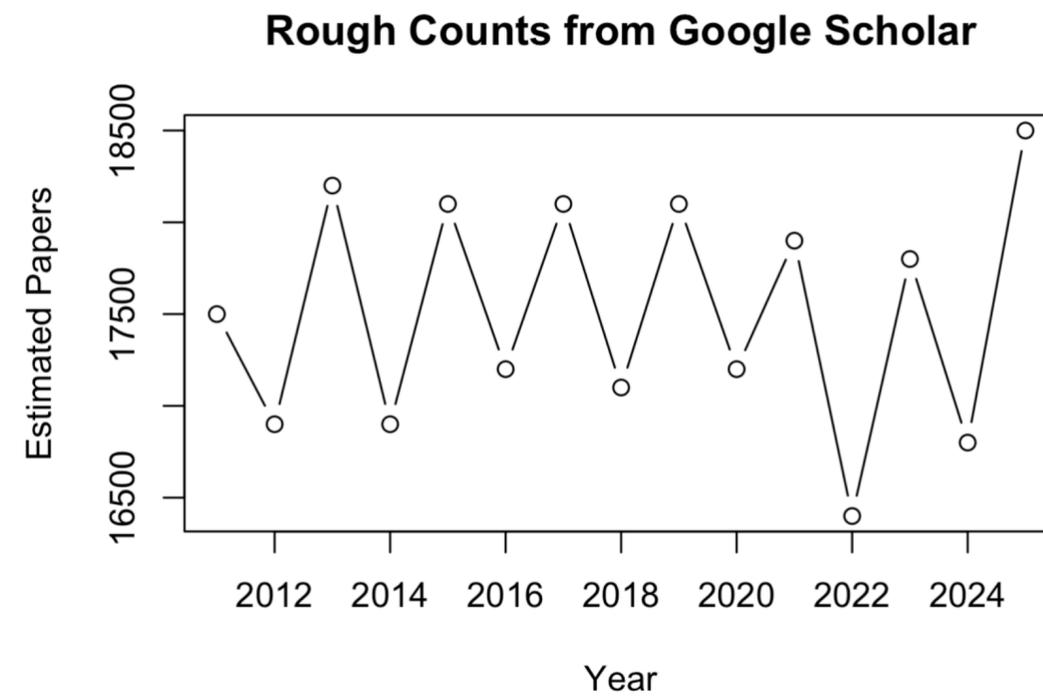
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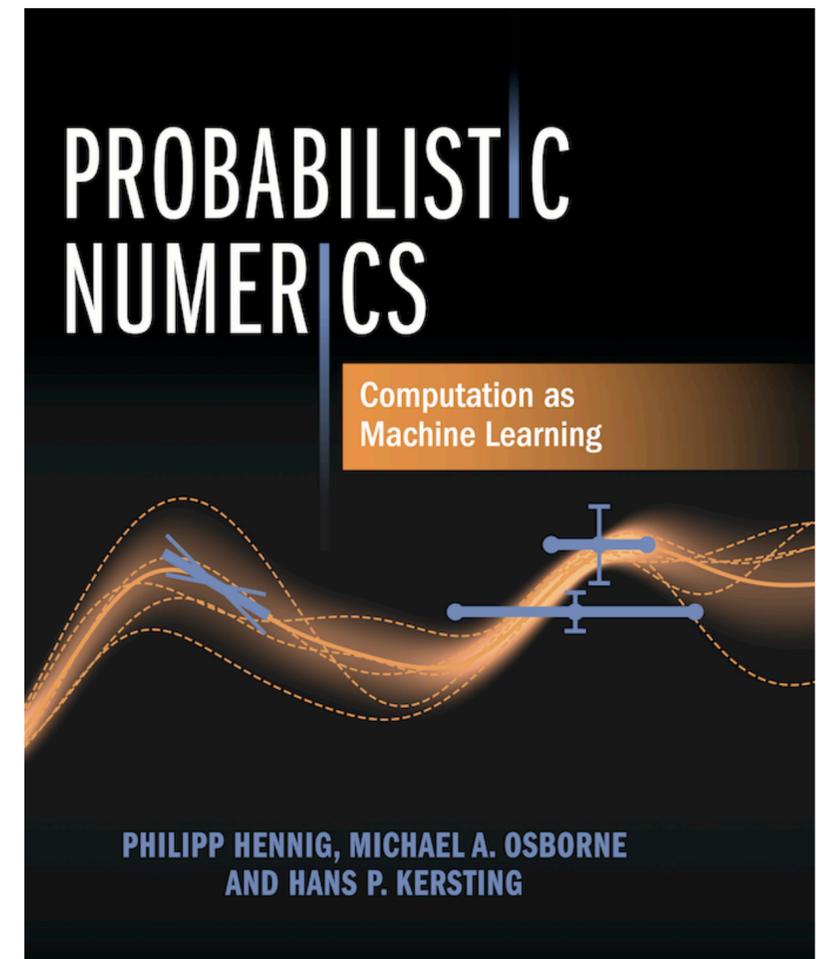


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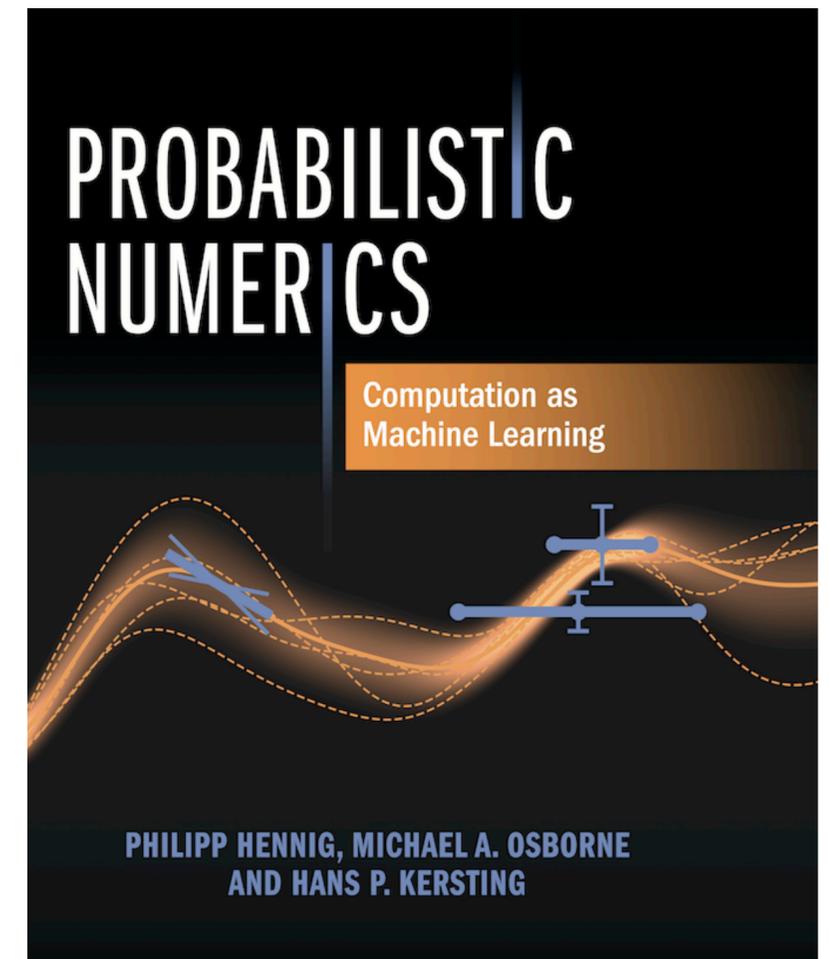
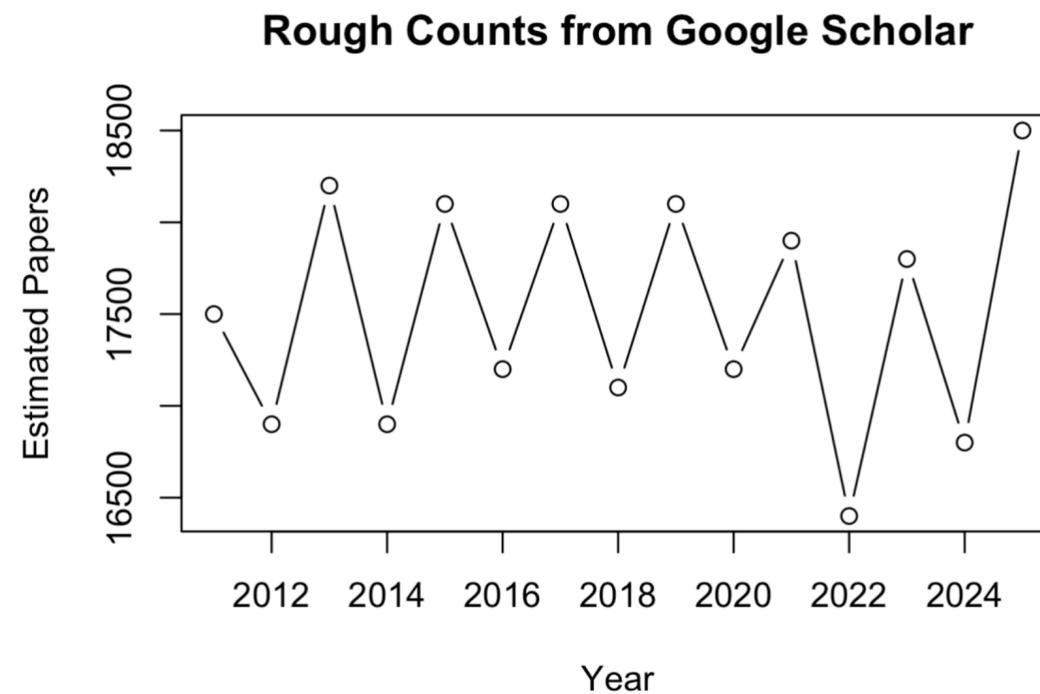


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**So, what is *Probabilistic Numerics* ?**

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PROCEEDINGS A

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Research



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**Cite this article:** Hennig P, Osborne MA, Girolami M. 2015 Probabilistic numerics and uncertainty in computations. *Proc. R. Soc. A* **471**: 20150142.  
<http://dx.doi.org/10.1098/rspa.2015.0142>

## Probabilistic numerics and uncertainty in computations

Philipp Hennig<sup>1</sup>, Michael A. Osborne<sup>2</sup>  
and Mark Girolami<sup>3</sup>

<sup>1</sup>Department of Empirical Inference, Max Planck Institute for Intelligent Systems, Tübingen, Germany

<sup>2</sup>Department of Engineering Science, University of Oxford, Oxford, UK

<sup>3</sup>Department of Statistics, University of Warwick, Warwick, UK

Algorithms for numerical tasks, including linear algebra, integration, optimization and solving differential equations, that return uncertainties in their calculations.

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[Home](#) > [Statistics and Computing](#) > [Article](#)

## A modern retrospective on probabilistic numerics

[Open access](#) | Published: 04 October 2019

Volume 29, pages 1335–1351, (2019) [Cite this article](#)

A *statistical* treatment of the errors and/or approximations that are made en route to the output of a deterministic numerical method.

ProbNum = Numerical Algorithms with Result UQ

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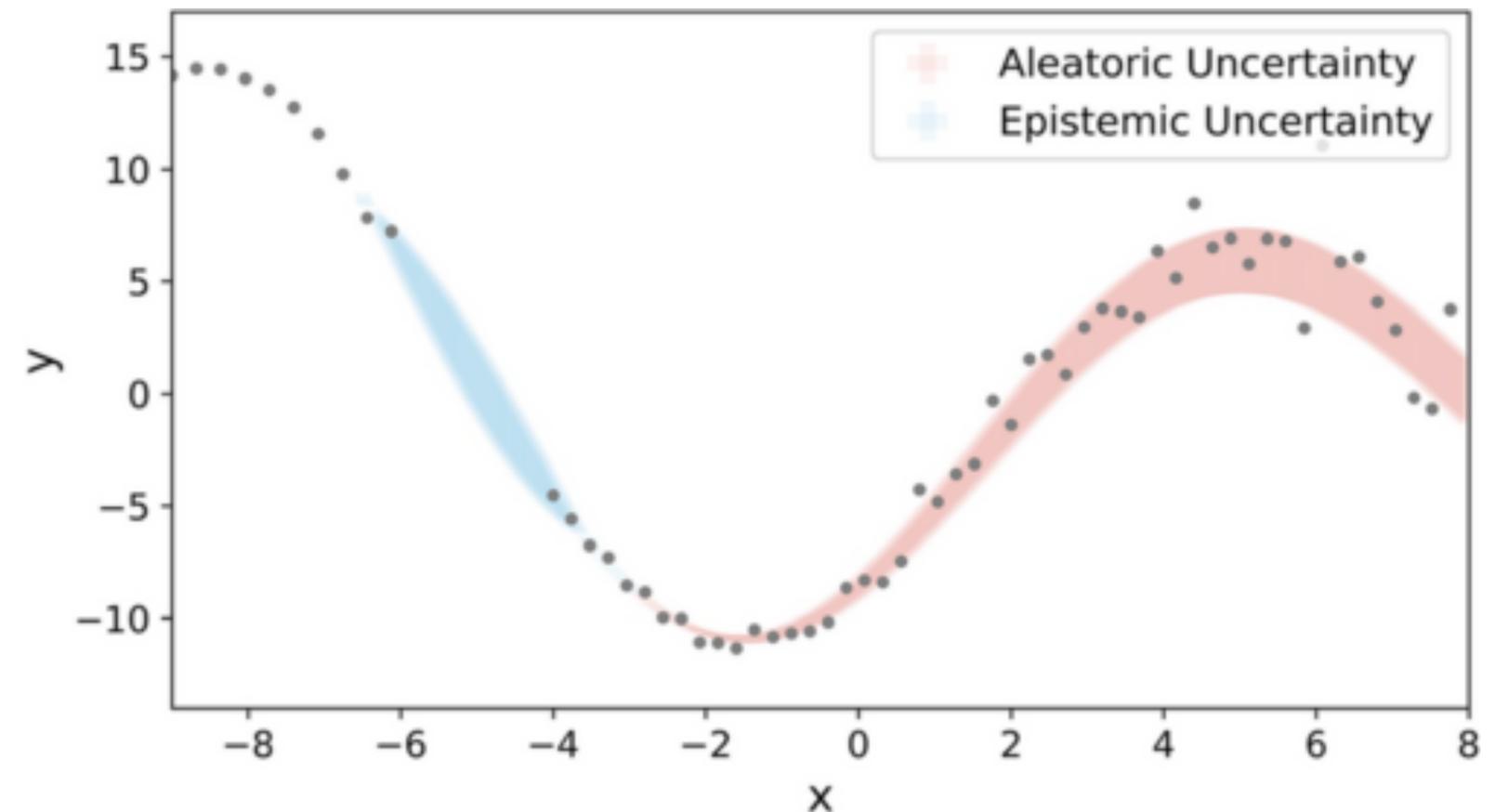
## **UQ sounds nice, but ...**

- What do these uncertainties mean?
  - Epistemic (Reducible) & Aleatoric (Irreducible)

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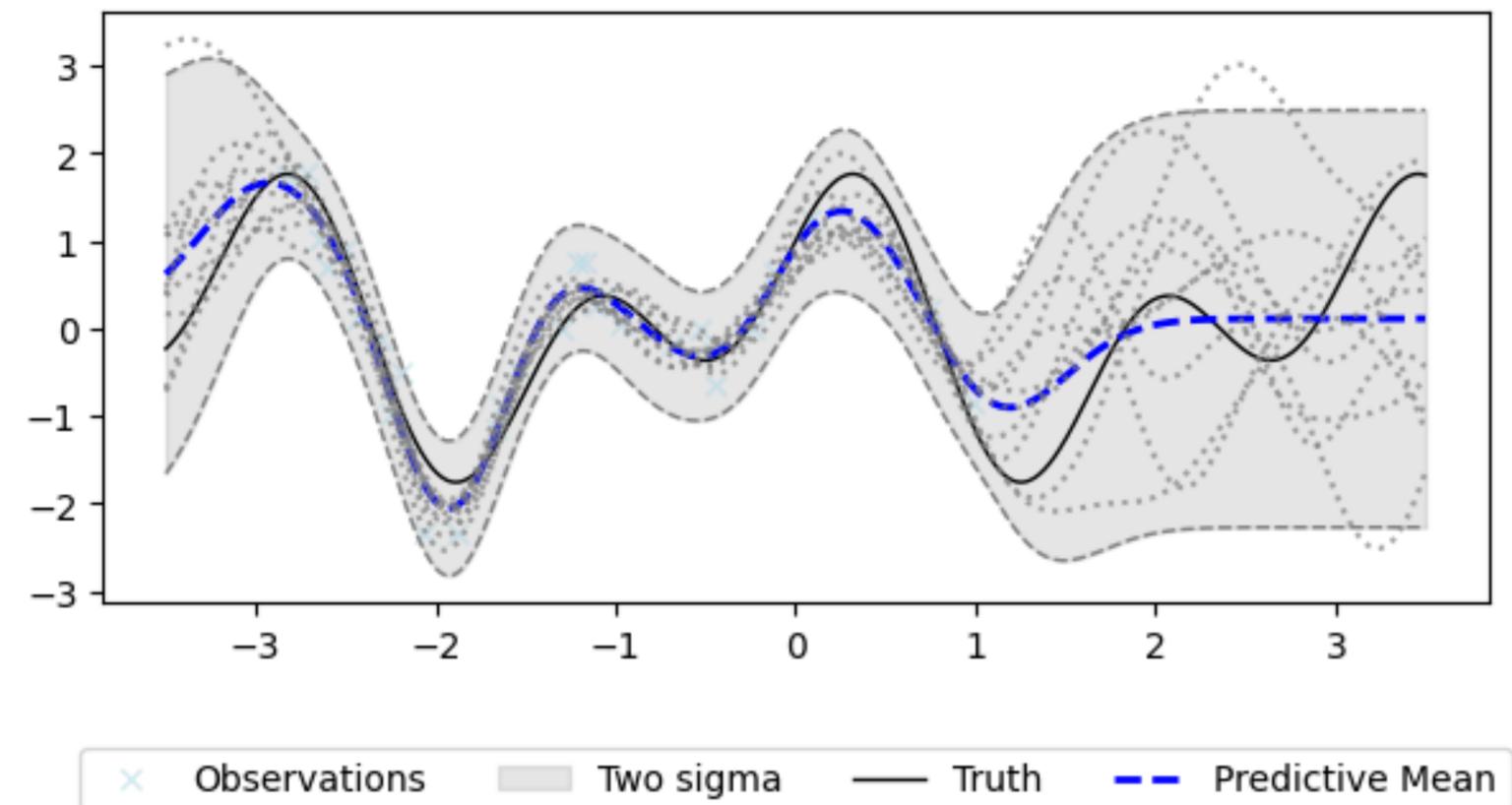
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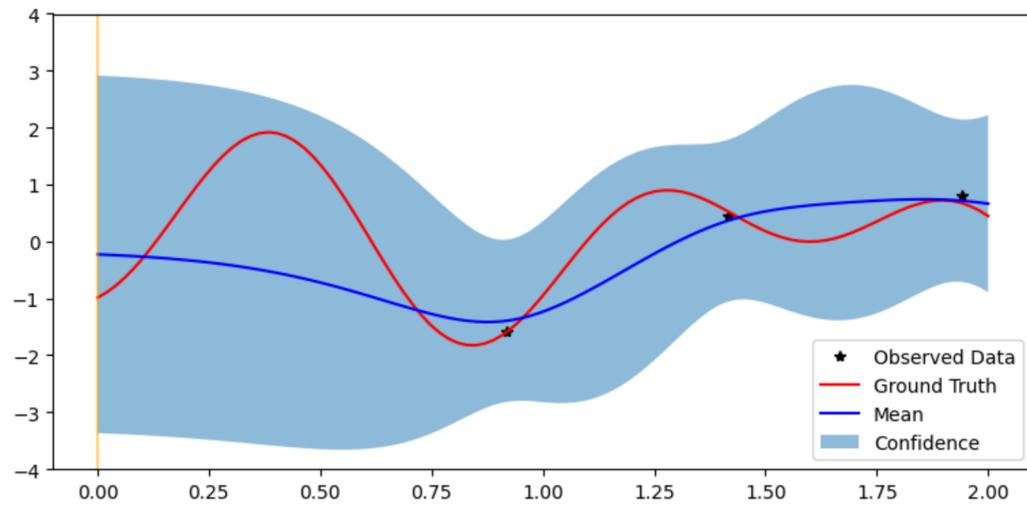


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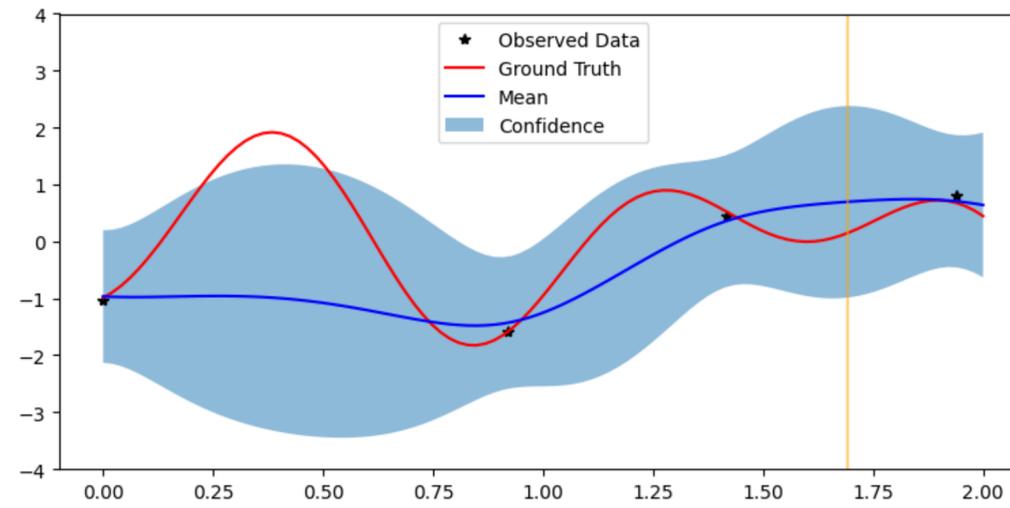
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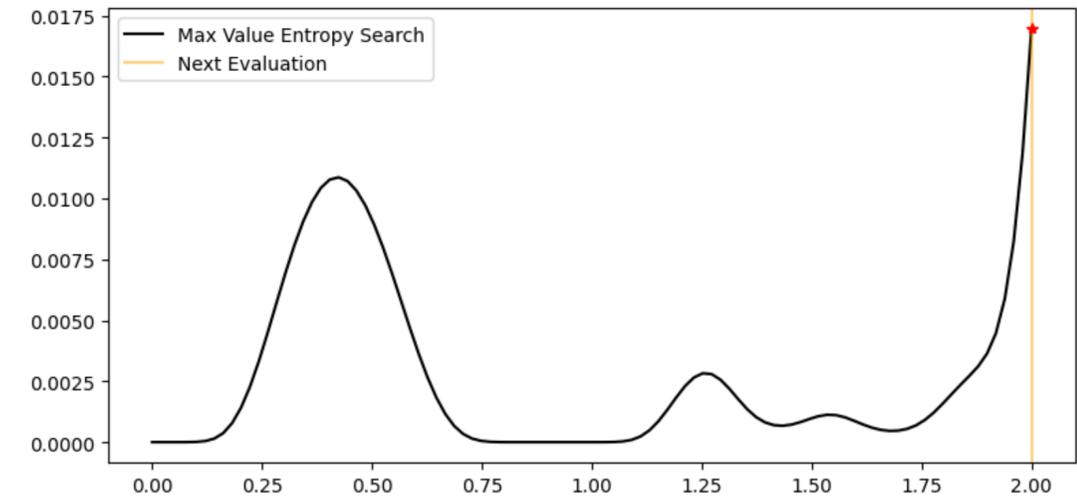
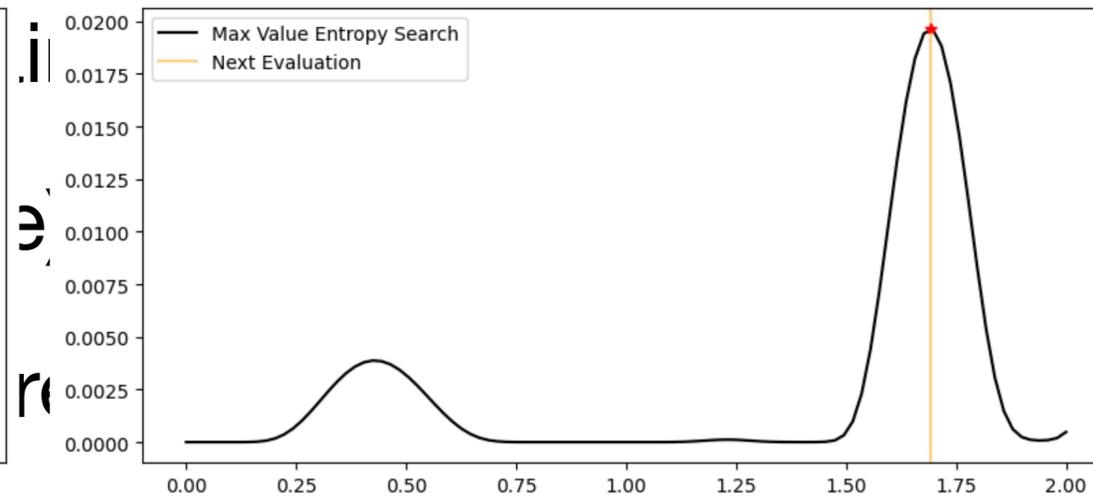
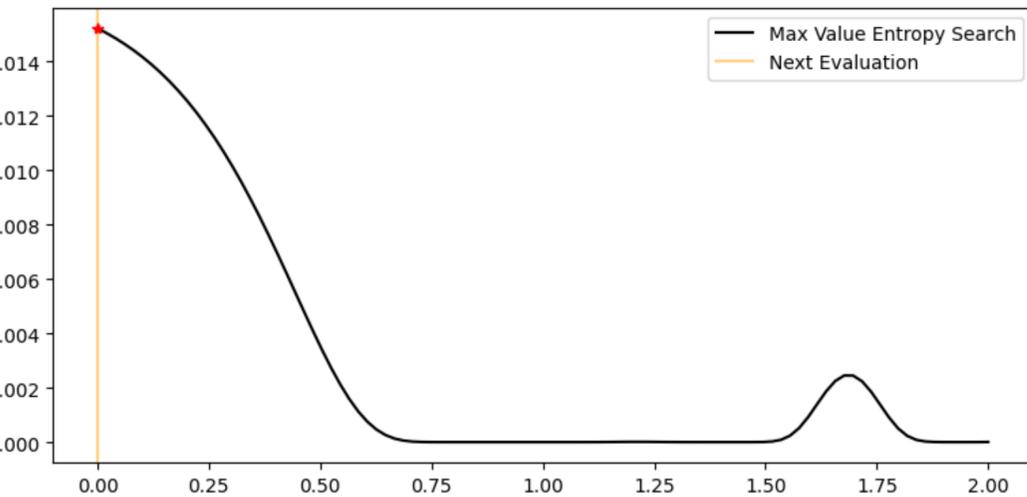
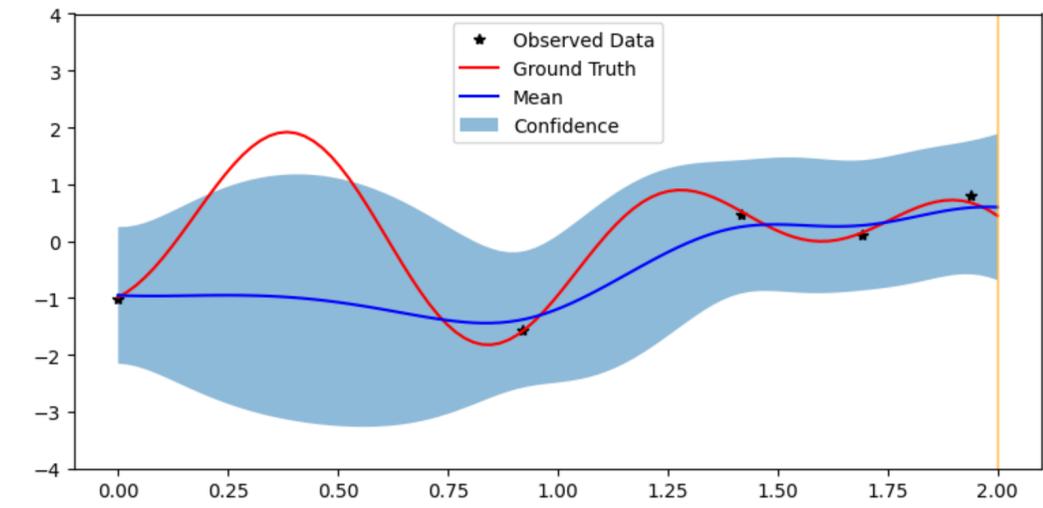
Bayesian Optimisation with Max Value Entropy Search, Loop #1



Bayesian Optimisation with Max Value Entropy Search, Loop #2



Bayesian Optimisation with Max Value Entropy Search, Loop #3



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- How much do we have to pay for these uncertainties?

# Relevance of ProbNum for ML

Hennig (2023): “... (Probabilistic Numerics) never mattered more”



<https://www.youtube.com/watch?v=0Q1ZTLHULcw>

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# **NN with Uncertainties**

**Being Bayesian, Even Just a Bit, Helps**

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**Being Bayesian, Even Just a Bit,  
Fixes Overconfidence in ReLU Networks**

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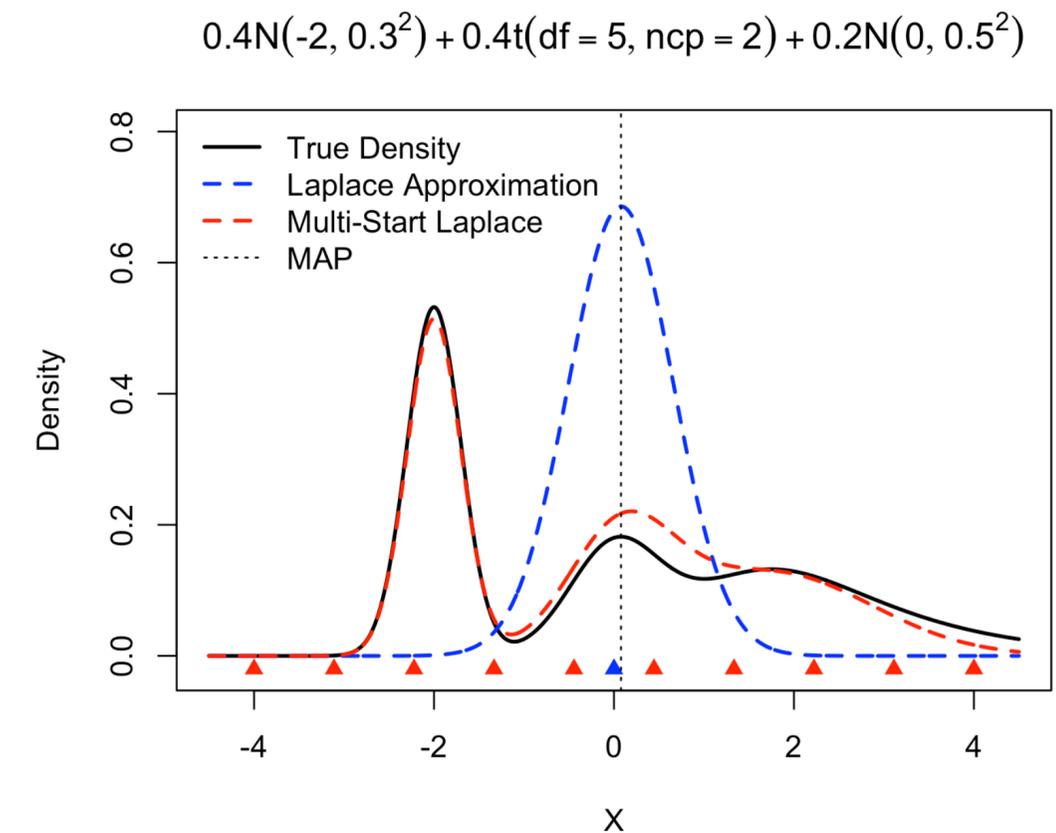
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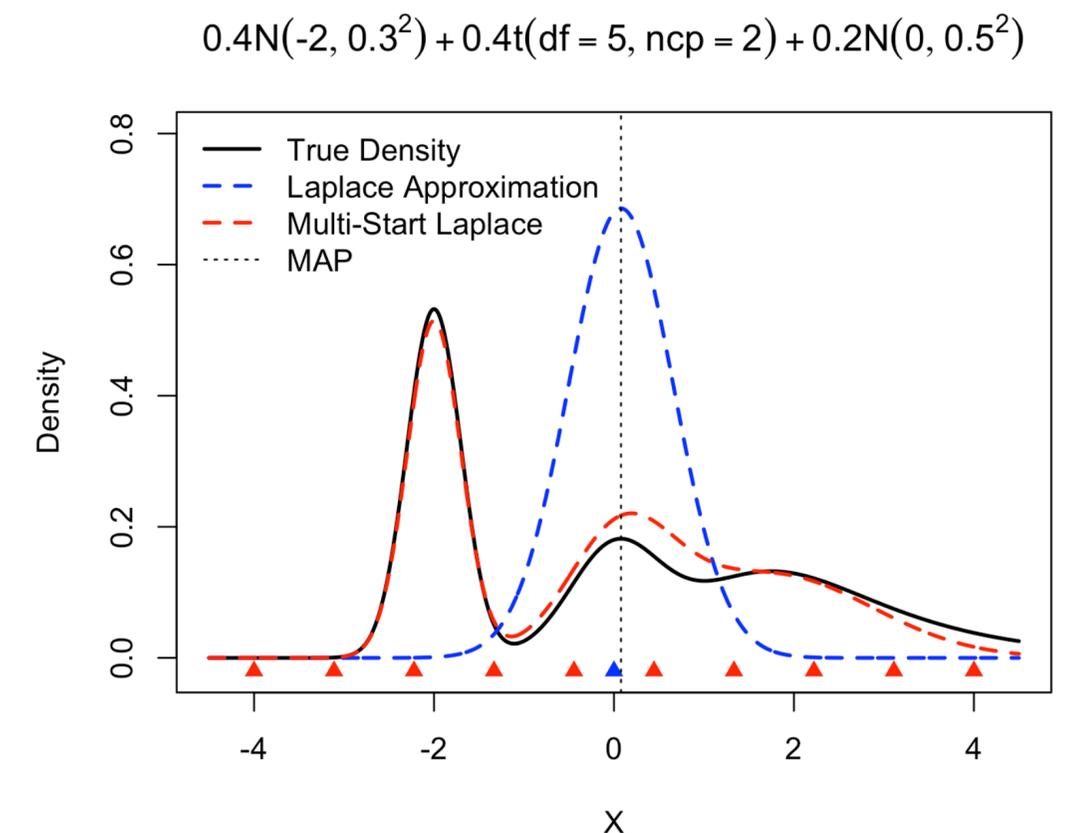
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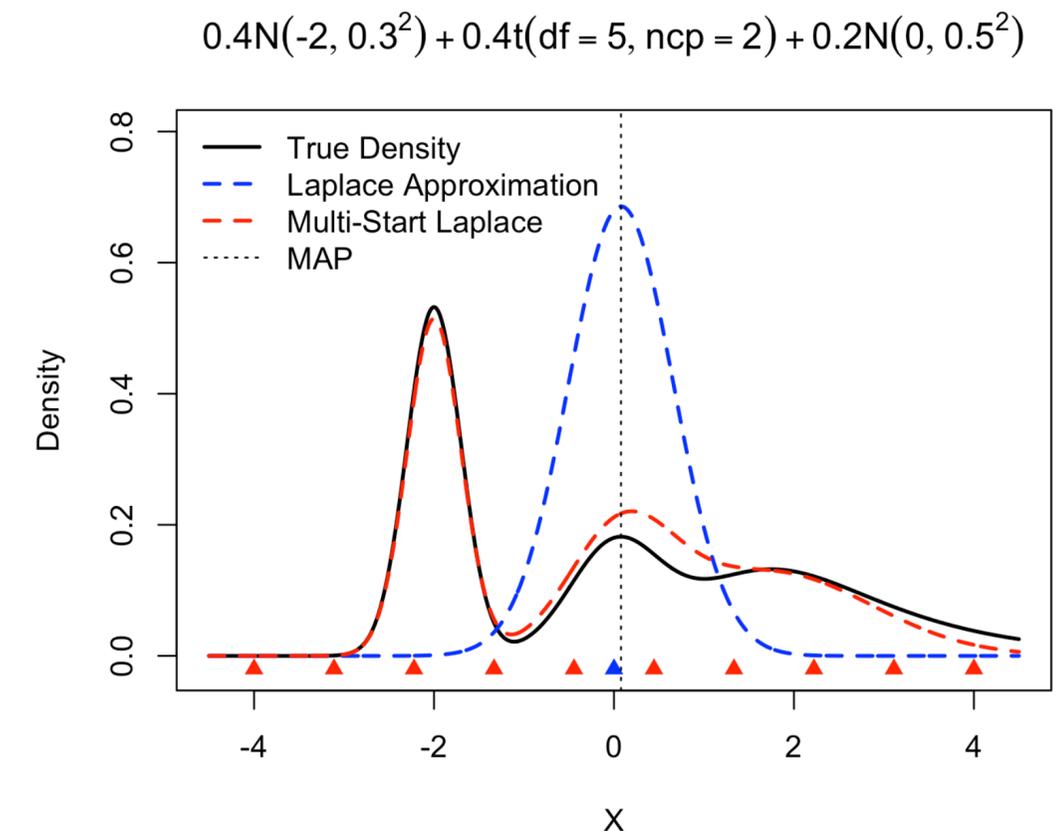
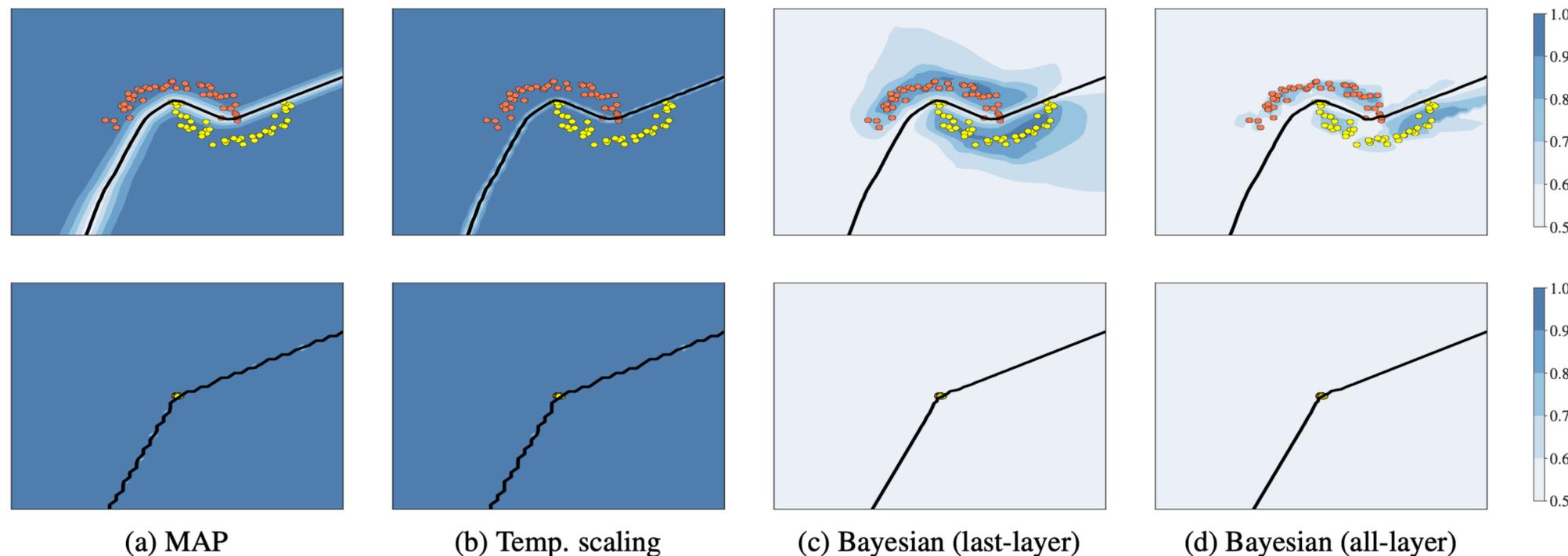
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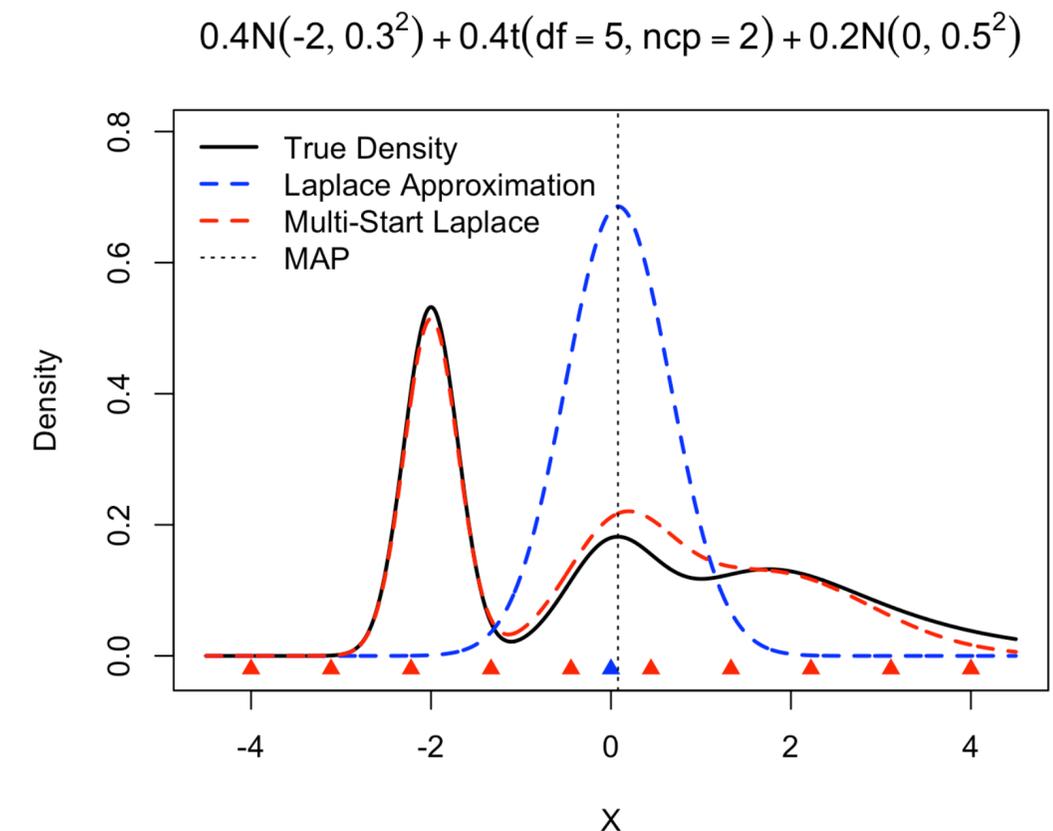
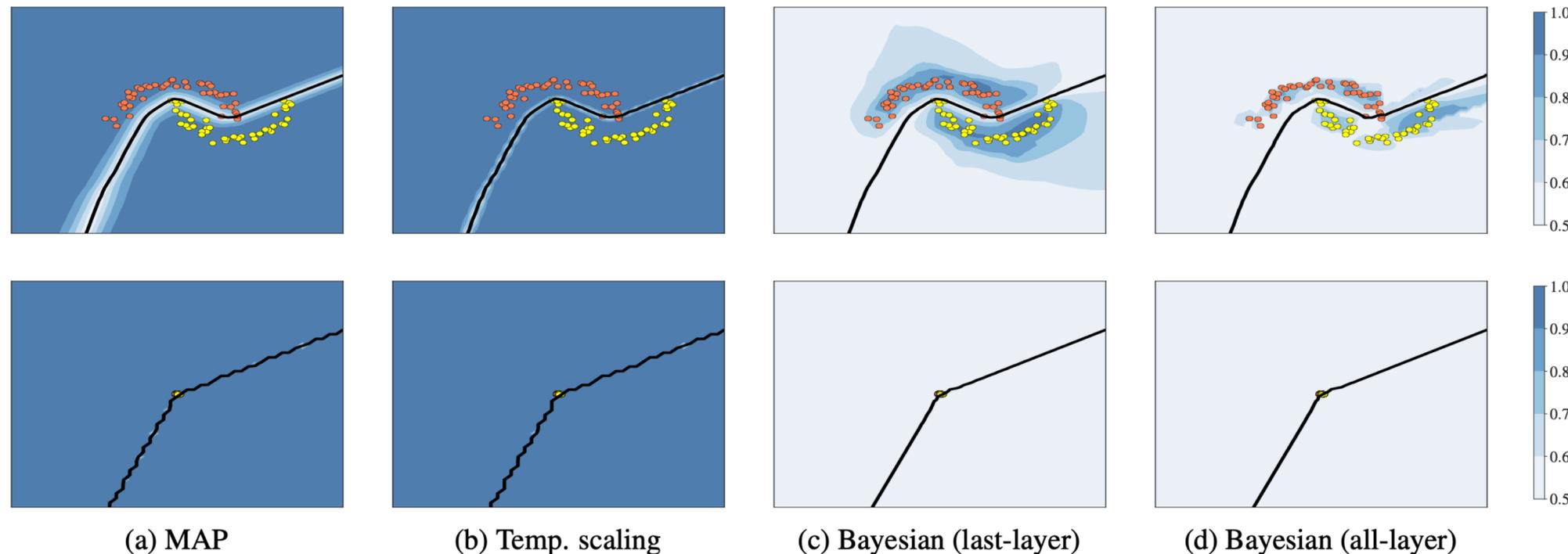
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Conformal Prediction?

# Smarter NN Training

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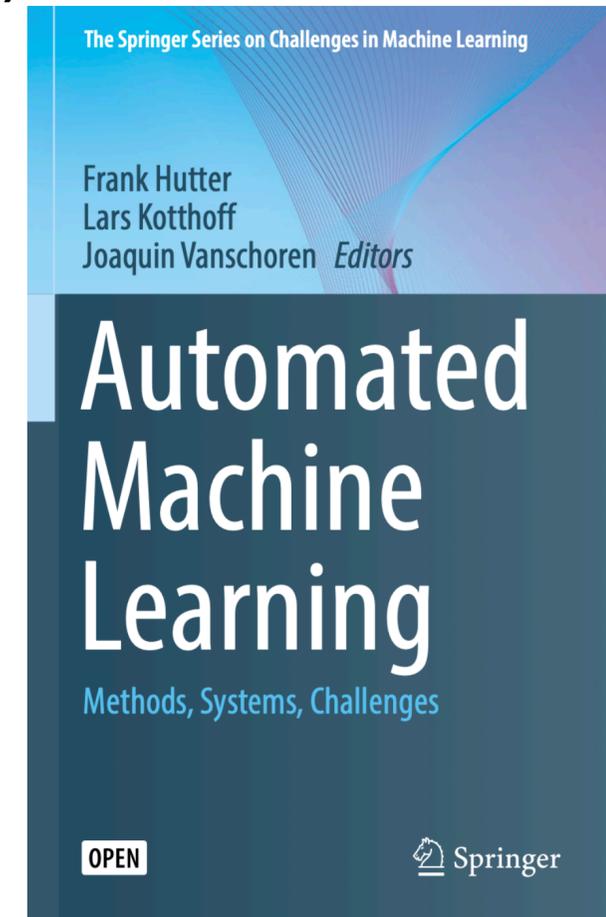
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# Smarter NN Training

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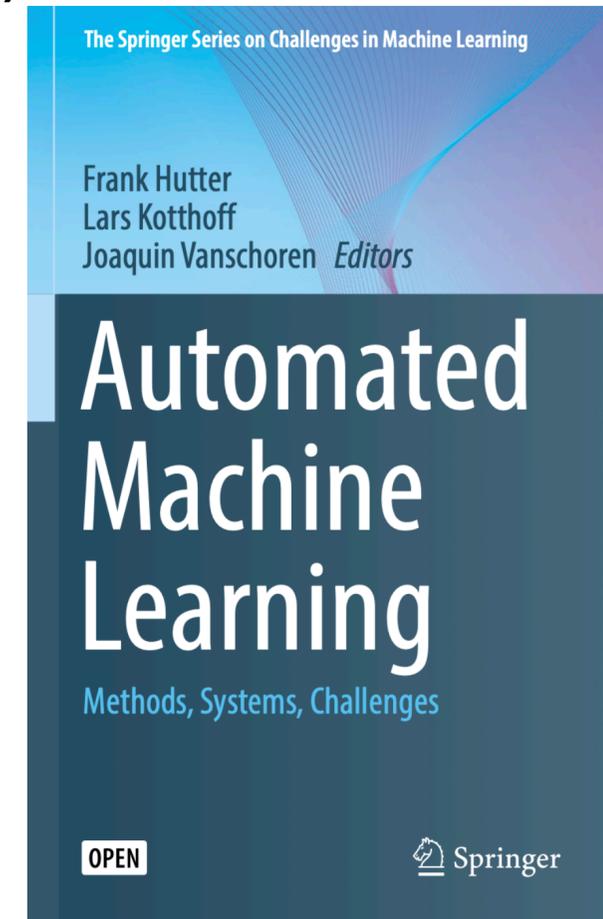
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- (Are we just calling existing things ProbNum ... ?)



# Physics-Data Spectrum

Differential Equation Models

Neural Network Models

**Physics-Driven**

**Data-Driven**



# Physics-Data Spectrum

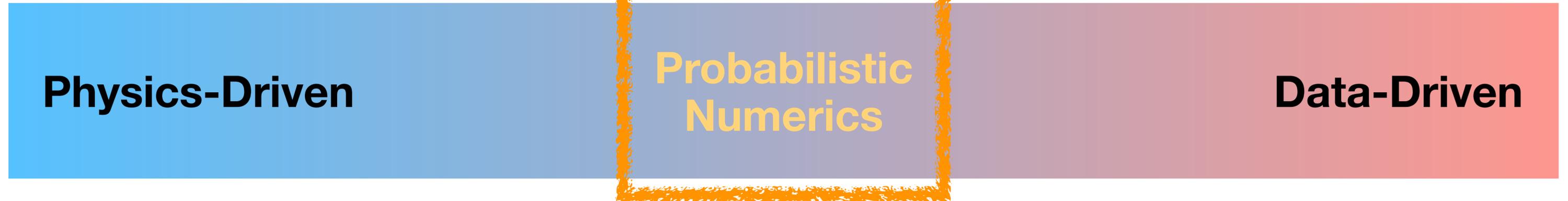
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**Probabilistic  
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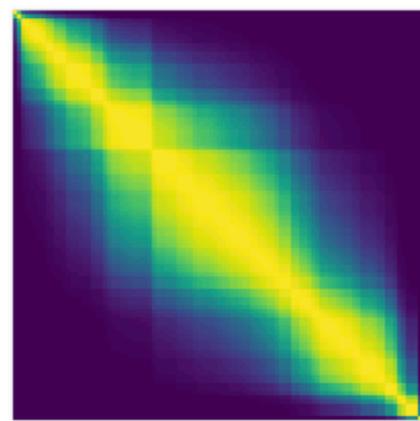
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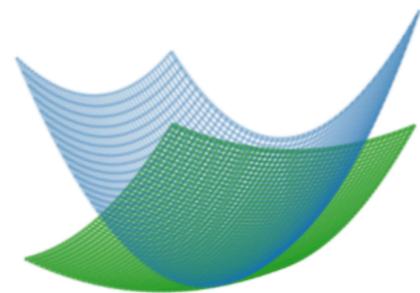
**Physics-Driven**

**Probabilistic Numerics**

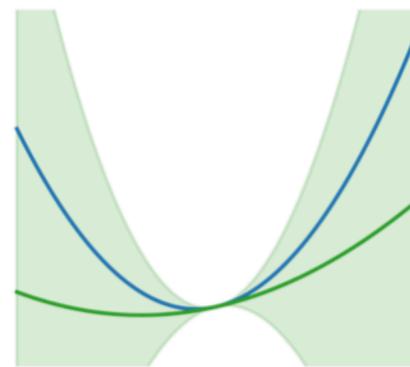
**Data-Driven**



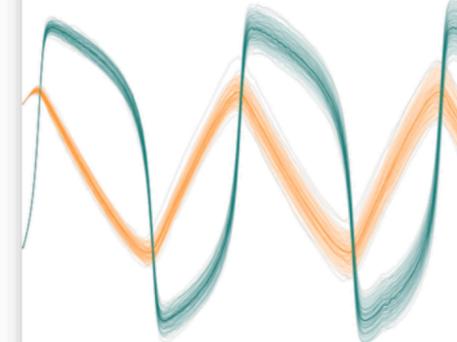
Linear Algebra



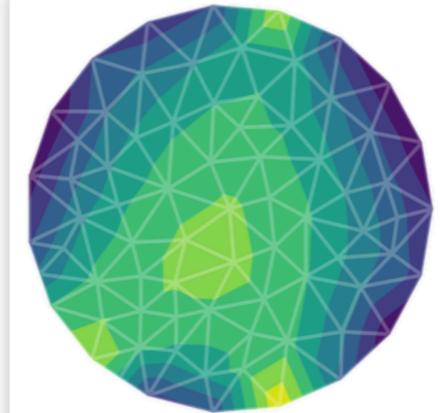
Quadrature



Optimization



ODEs



PDEs

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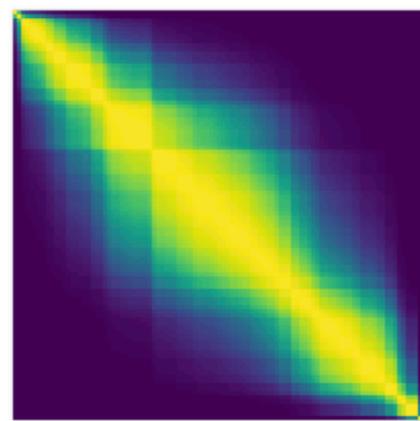
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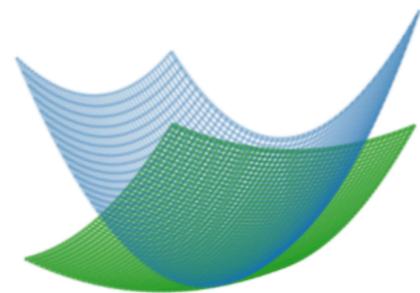
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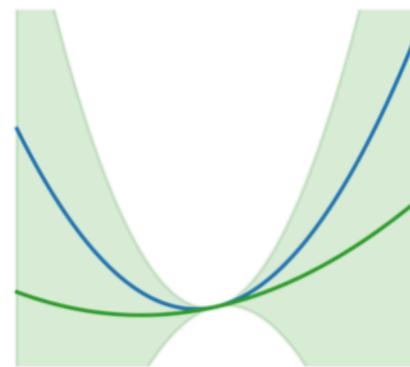
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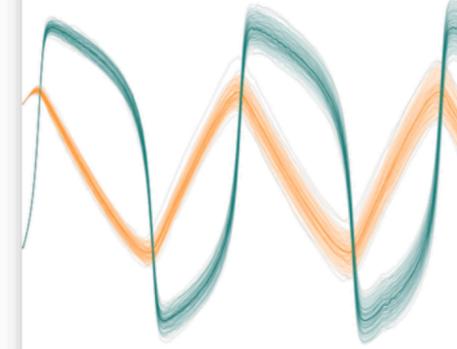
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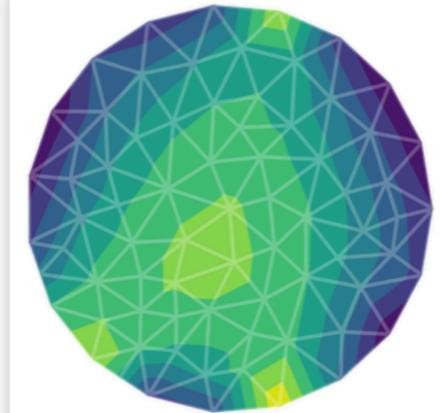
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# Classical ODE Solver

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$$\frac{d}{dt}y(t) = f(y(t), t), \quad y(0) = y_0$$

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$$\frac{d}{dt}y(t) = f(y(t), t), \quad y(0) = y_0$$

Euler's Method  $x_{n+h} = x_n + f(x_n, t_n) \cdot h, \quad x_0 = y_0$

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Euler's Method

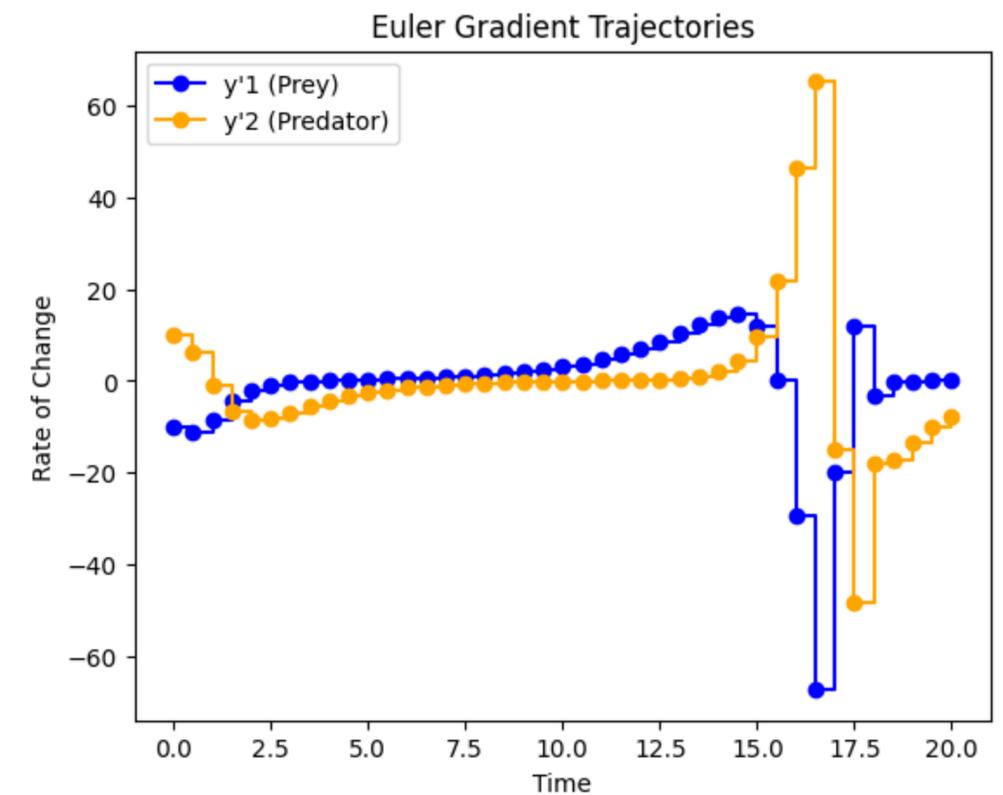
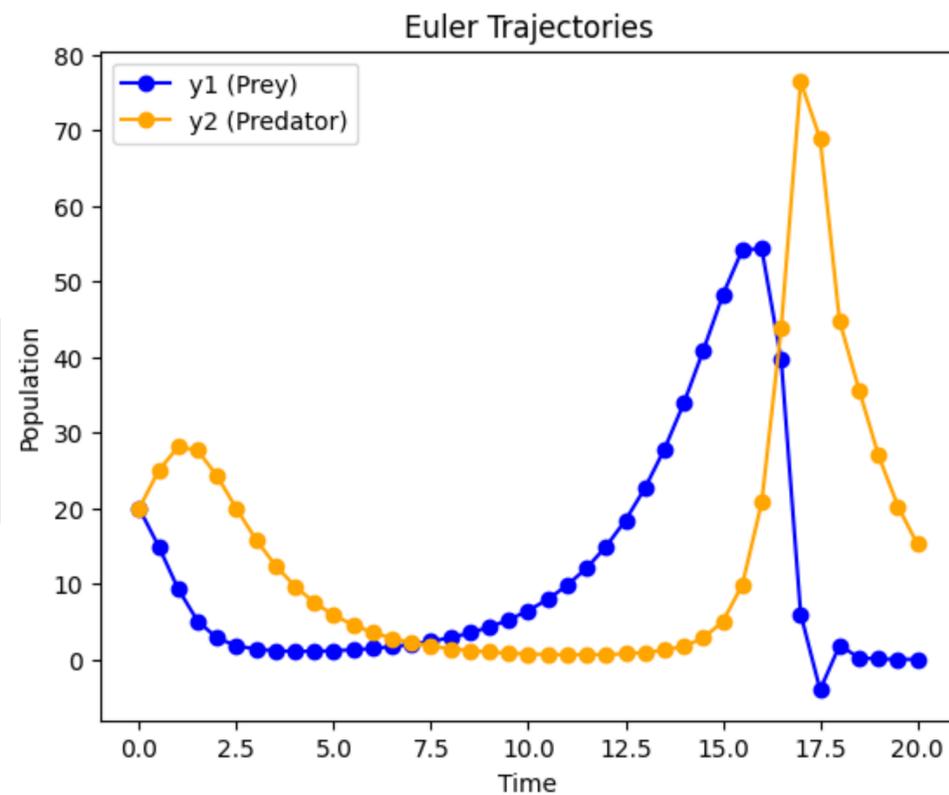
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$$x_0 = y_0$$

Lotka-Volterra

$$\begin{bmatrix} dy_1(t) \\ dy_2(t) \end{bmatrix} = \begin{bmatrix} 0.5y_1(t) - 0.05y_1(t)y_2(t) \\ -0.5y_2(t) + 0.05y_1(t)y_2(t) \end{bmatrix}$$

$$y_1(0) = y_2(0) = 20$$



# Probabilistic ODE Solver

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IVP  $\frac{d}{dt}y(t) = f(y(t), t), \quad y(0) = y_0$

Residual  $z(t) := \frac{d}{dt}y(t) - f(y(t), t) = 0$

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**ODE Solve as Bayesian Inference**

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Collocation Method: Ensuring residual conditions are met at discretisation points.

## ODE Solve as Bayesian Inference

- **Goal:** Estimate discretised (probabilistic) trajectory  $\{X_{t_k}\}_{k=0}^N$  satisfying the ODE conditions as best as possible.

# Probabilistic ODE Solver

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## ODE Solve as Bayesian Inference

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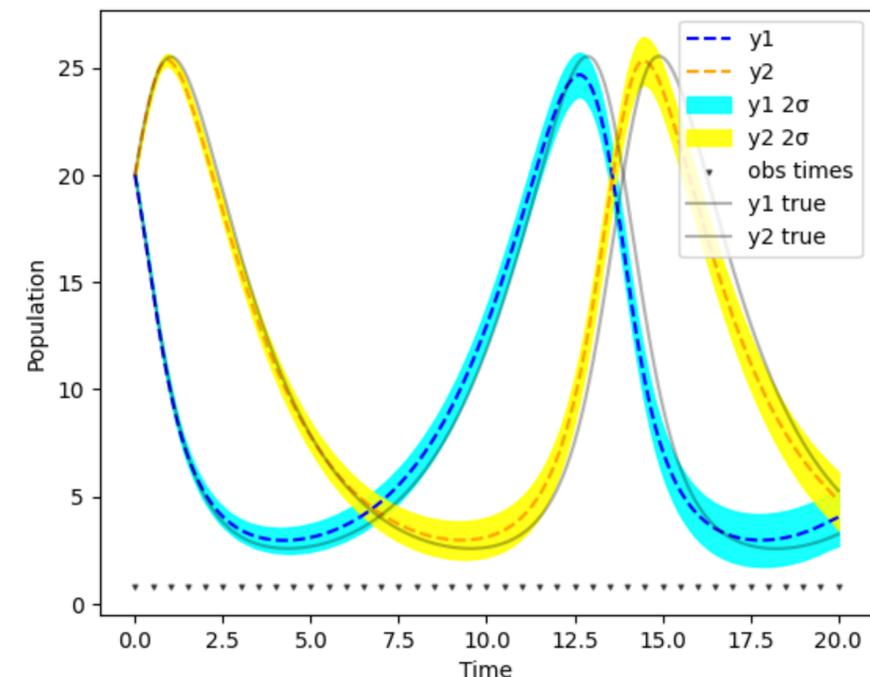
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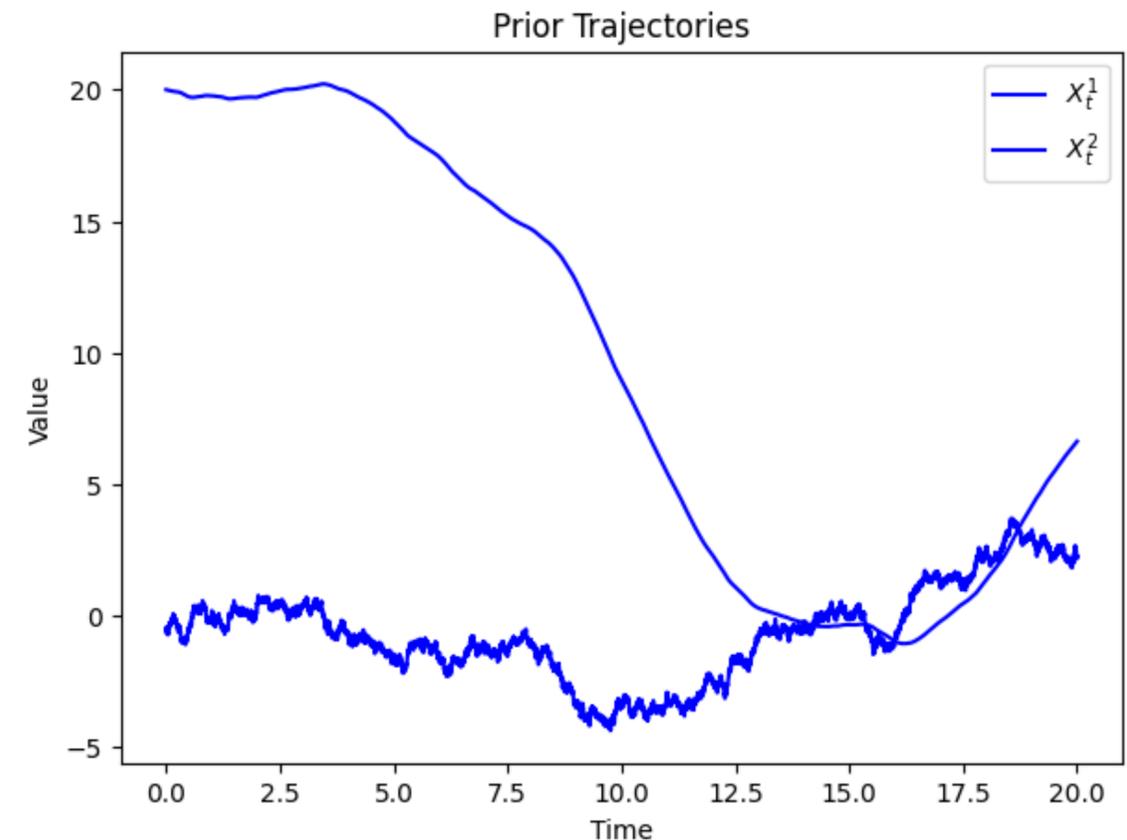
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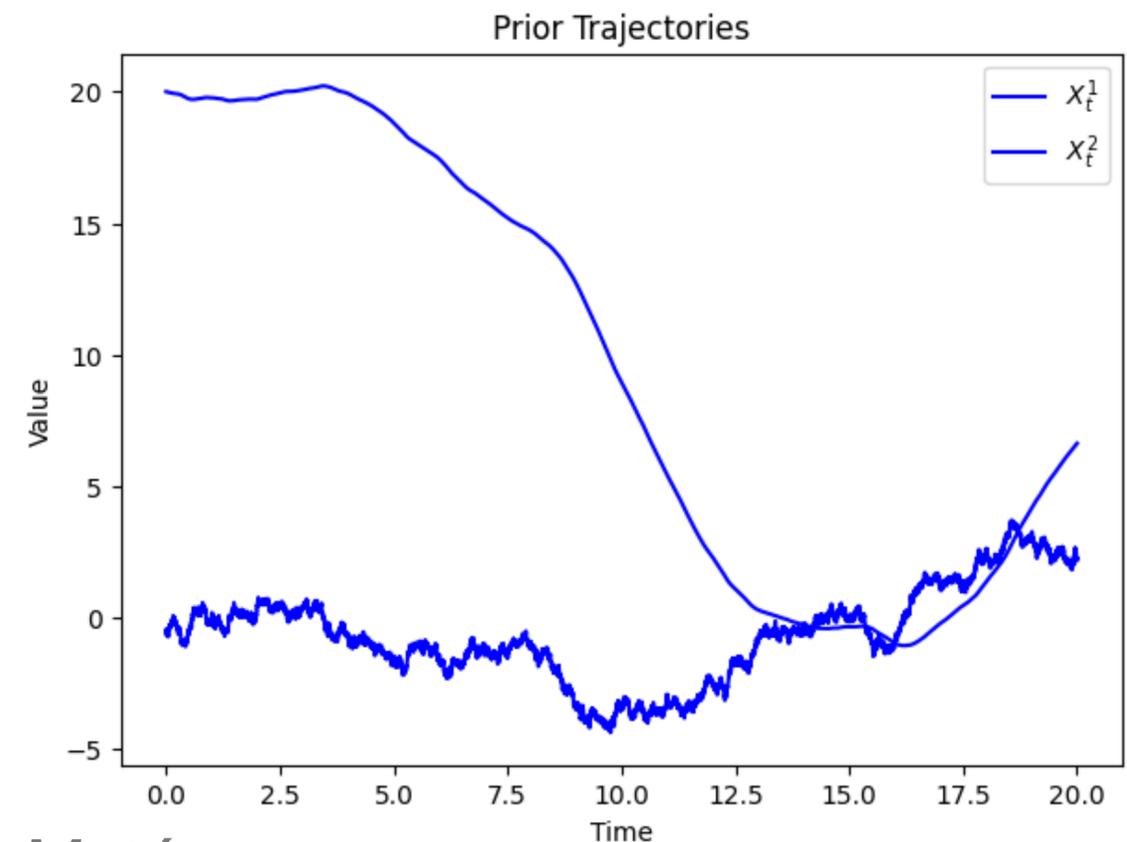
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*other SDE priors are also possible, e.g. Matérn*

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Notation: Define  $C, \dot{C}$  such that  $C\mathbf{X}_t = X_t^1, \dot{C}\mathbf{X}_t = X_t^2$ ; so  $z_k = \dot{C}\mathbf{X}_{t_k} - f(C\mathbf{X}_{t_k}, t_k) = 0$

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Can be phrased as a State Space Model !!

# State Space Model

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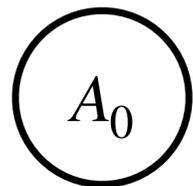
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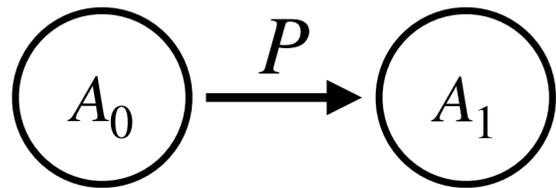
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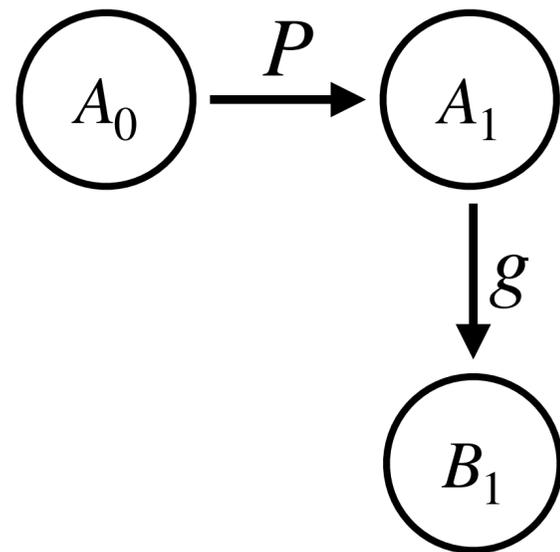
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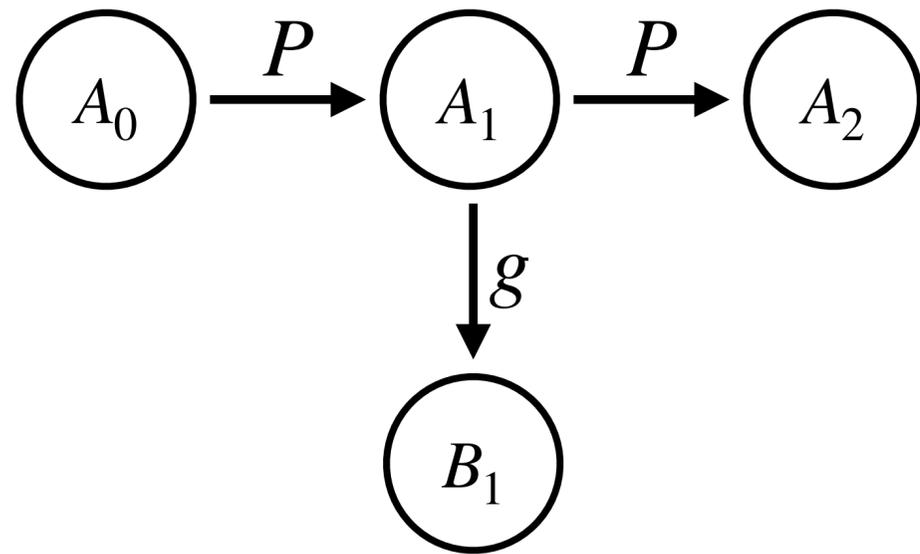
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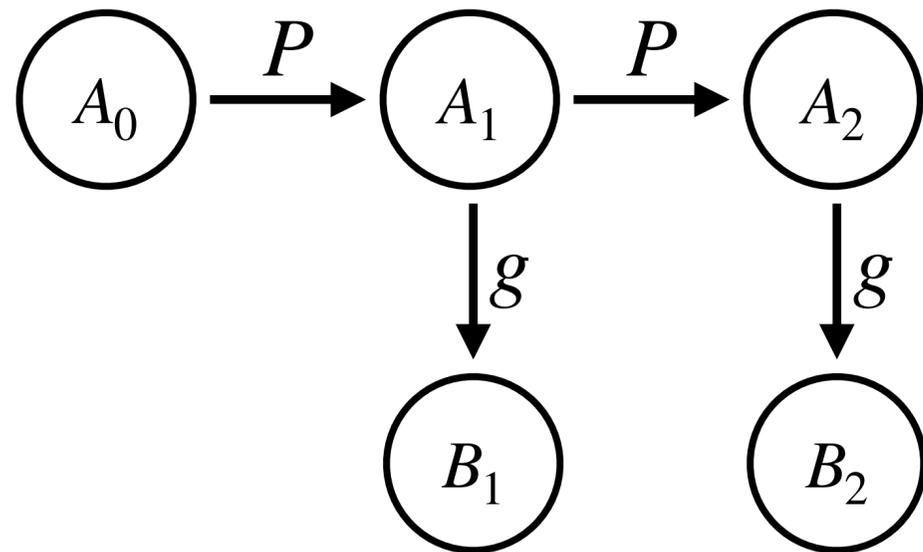
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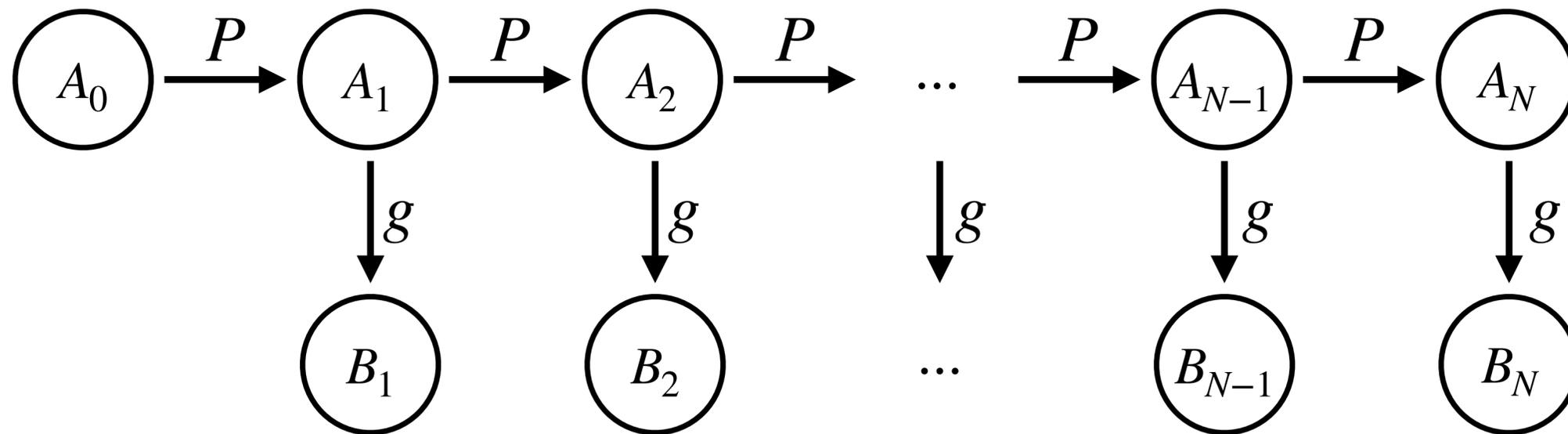
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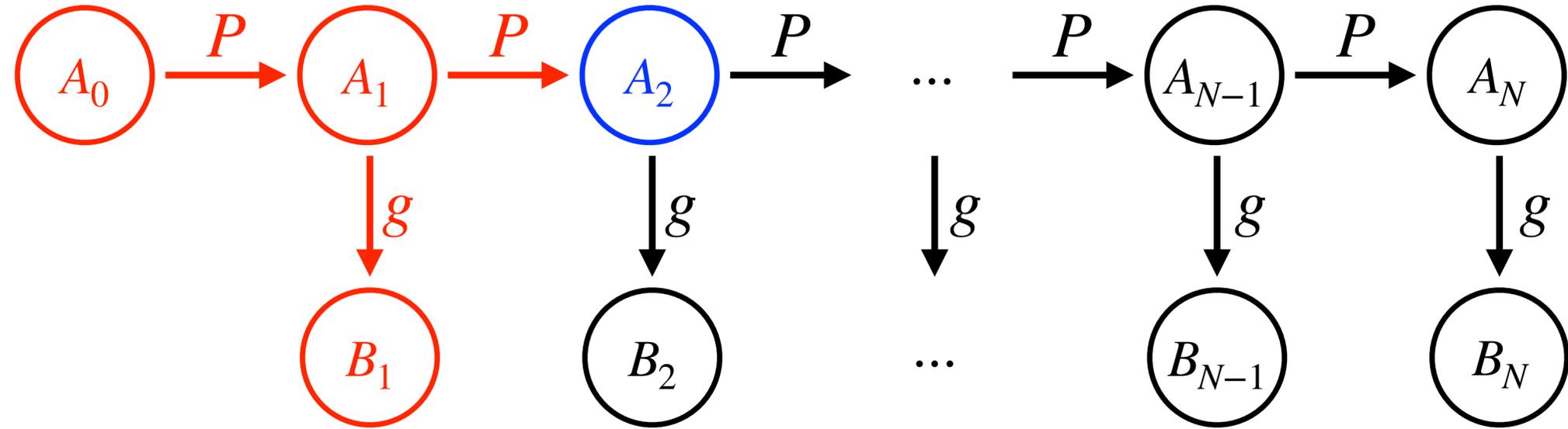
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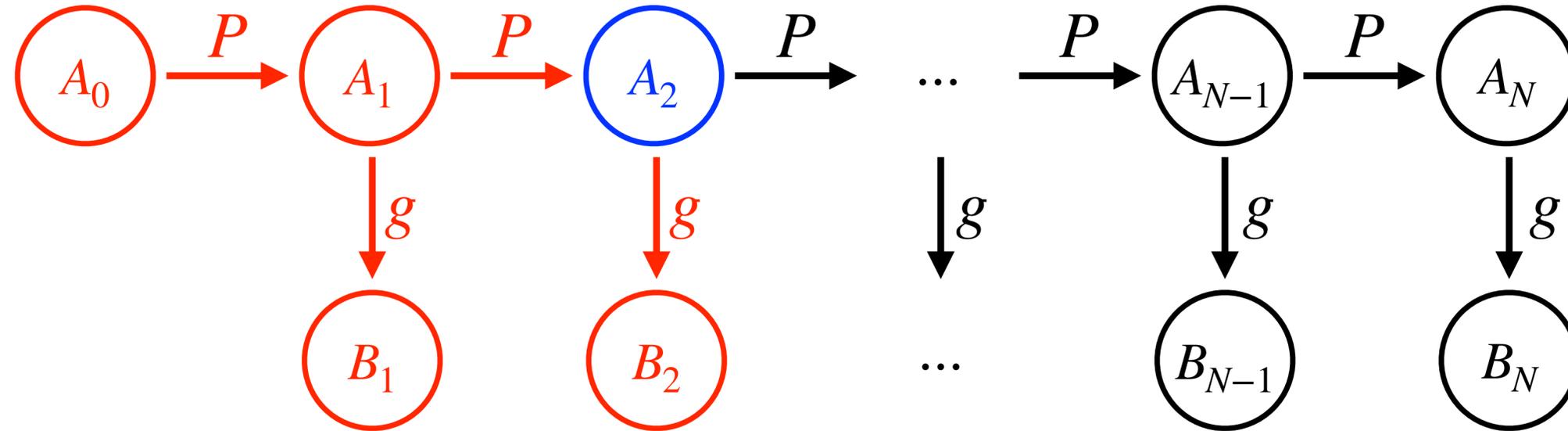
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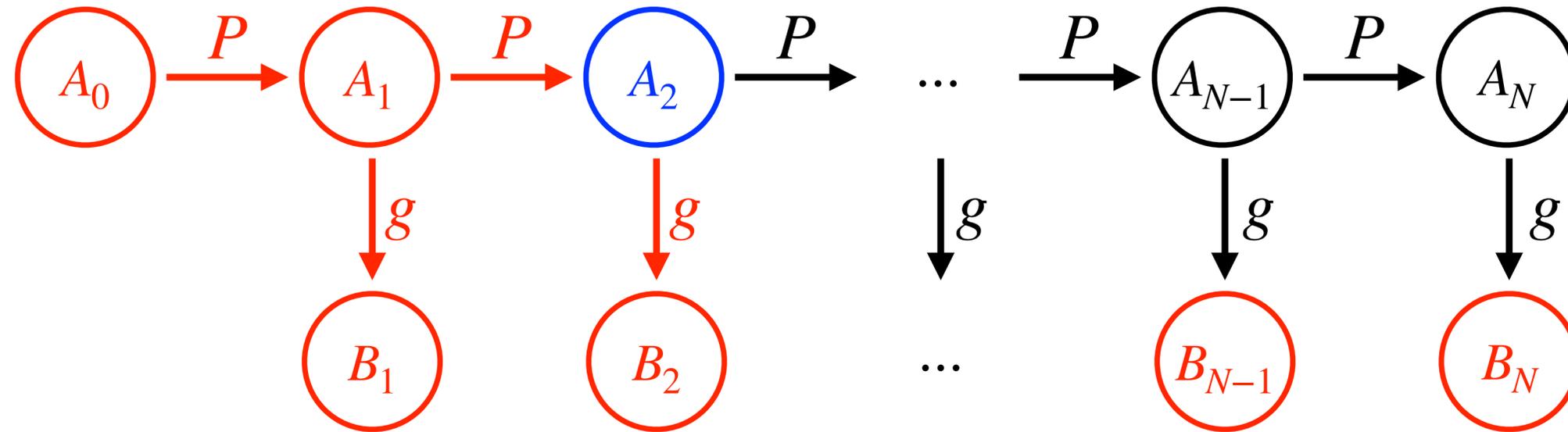
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(Smoothing Distribution)

$$p(A_n | B_{0:N} = b_{0:N})$$

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Example: Linear Gaussian Model

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**Kalman Filter!**

Obtained by Gaussian algebra.

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- Set smoothed state  $A_{N|N} \sim N(\mu_N^F, \Sigma_N^F) = N(\mu_N^S, \Sigma_N^S)$ .

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- Filter out all observations  $B_1, B_2, \dots, B_N$ .
- Set smoothed state  $A_{N|N} \sim N(\mu_N^F, \Sigma_N^F) = N(\mu_N^S, \Sigma_N^S)$ .
- Going backwards

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**RTS Smoother!**

Obtained by Gaussian algebra.

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# Probabilistic ODE Solver

Prior

$$d\mathbf{X}_t = F\mathbf{X}_t dt + LdW_t$$

+

Data

$$\{z_k = \dot{C}\mathbf{X}_{t_k} - f(C\mathbf{X}_{t_k}, t_k) = 0\}_{k=1}^N$$

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Exact transition of  
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(Potential)  
Nonlinearity Culprit!

Could be  
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$$\begin{cases} \mathbf{X}_{n+1} &= G_h \mathbf{X}_n + \xi_n, & \xi_n \sim N(0, Q_h) \\ Z_{n+1} &= C \mathbf{X}_{n+1} - f(C \mathbf{X}_{n+1}, t_{n+1}) + \varepsilon_n, & \varepsilon_n \sim N(0, R) \end{cases}$$

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- While both are approximations, particle filter is *asymptotically true* (unbiased and consistent) in the number of particles while EKF is *not*.

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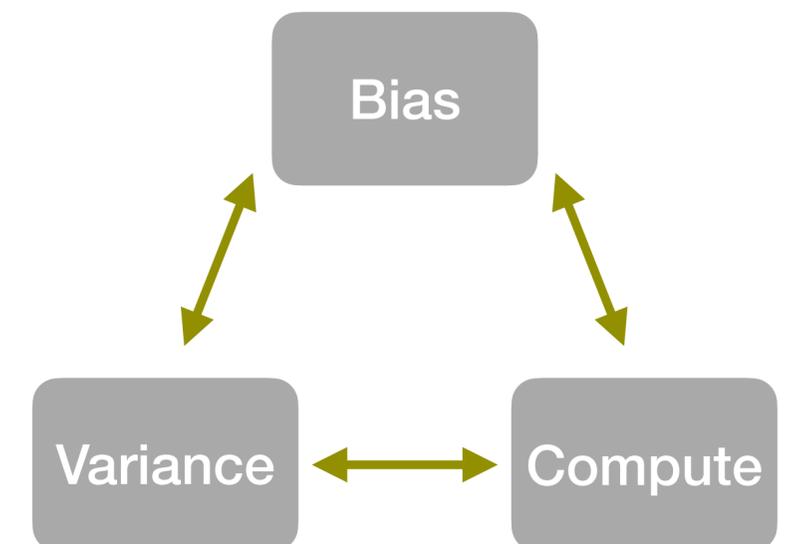
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EKF linearises by replacing nonlinearities with truncated Taylor expansion.

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$$[\text{EK0}] \quad f(C \mathbf{X}_k, t_k) \approx f(C \mu_k^P, t_k)$$

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$$[\text{EK0}] \quad f(C \mathbf{X}_k, t_k) \approx f(C \mu_k^P, t_k)$$

$$[\text{EK1}] \quad f(C \mathbf{X}_k, t_k) \approx f(C \mu_k^P, t_k) + J_f(C \mu_k^P, t_k) C (\mathbf{X}_k - \mu_k^P)$$

$J_f$  is the Jacobian of  $y \mapsto f(y, t)$

# Implementation Details

- $d$ -Dimensional trajectories can be incorporated by expanding the matrices using Kronecker product with identity matrix  $I_d$ .
- One can include timestamps with no observations too, just propagate and not assimilate.
- When observation times are not uniform, make sure the transition matrices are re-computed.

# Probabilistic ODE Solver

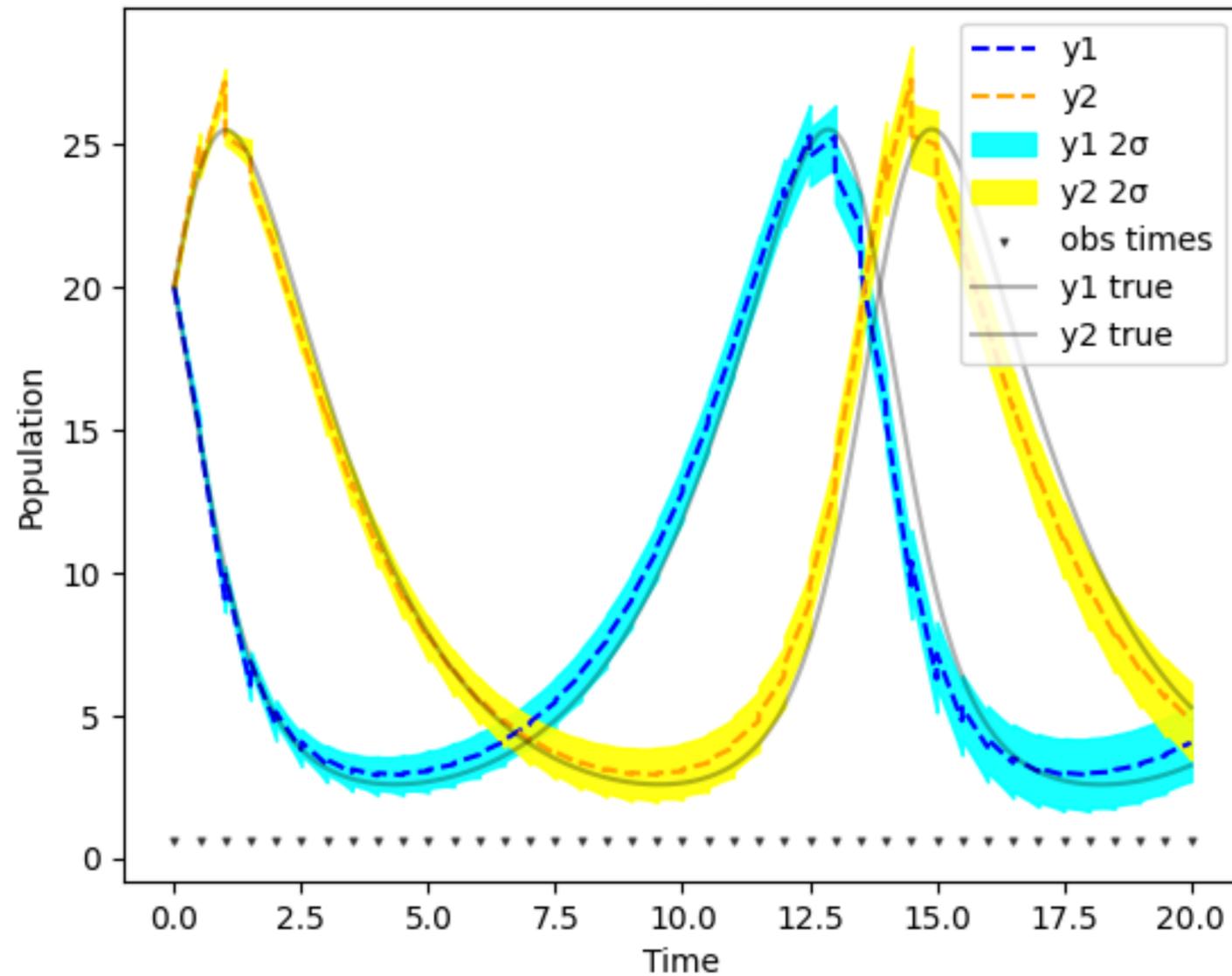
## Lotka-Volterra

$$\begin{bmatrix} dy_1(t) \\ dy_2(t) \end{bmatrix} = \begin{bmatrix} 0.5y_1(t) - 0.05y_1(t)y_2(t) \\ -0.5y_2(t) + 0.05y_1(t)y_2(t) \end{bmatrix}$$

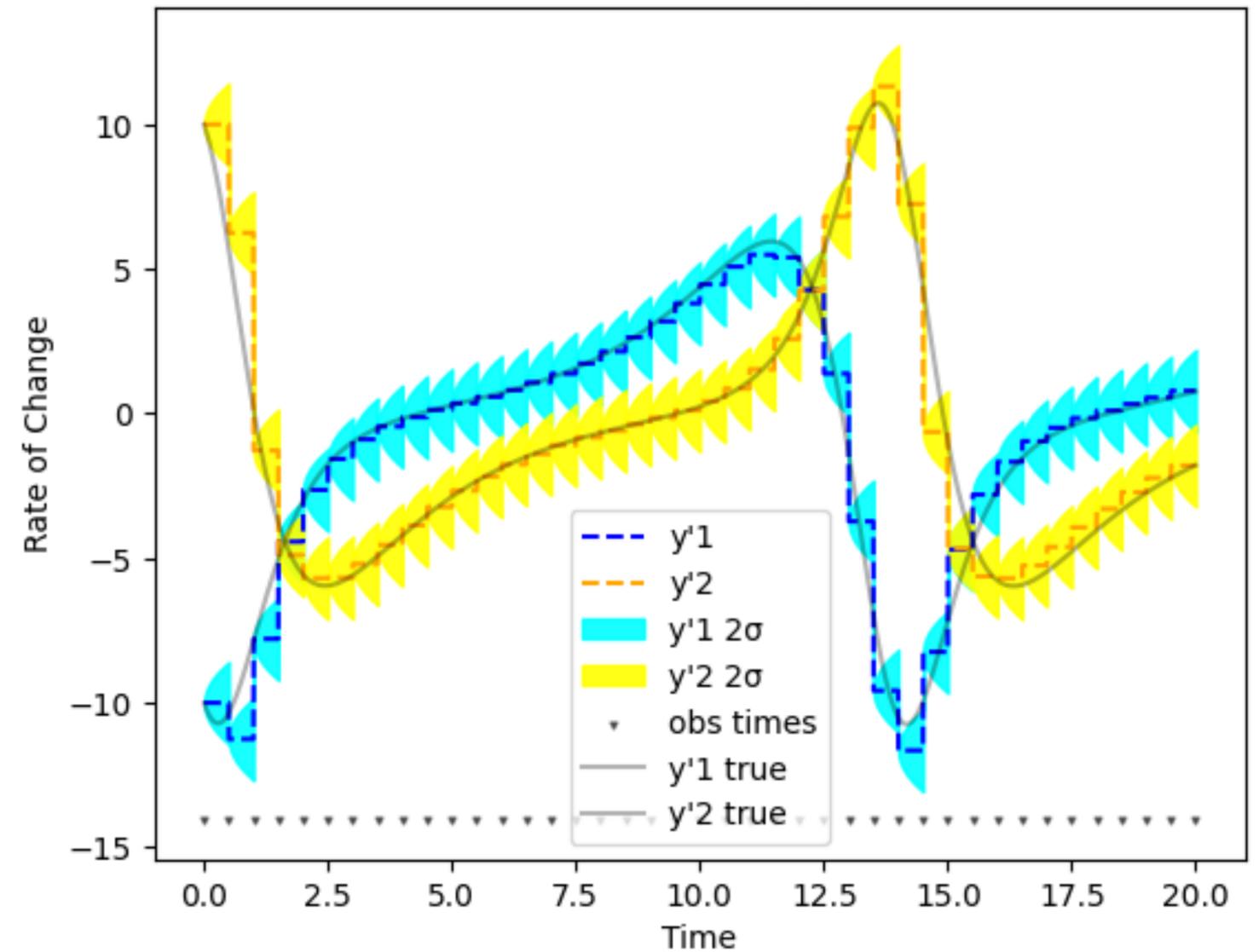
$$y_1(0) = y_2(0) = 20$$

### EK0 Filtered Dynamics

Filtered Trajectories



Filtered Gradient Trajectories



# Probabilistic ODE Solver

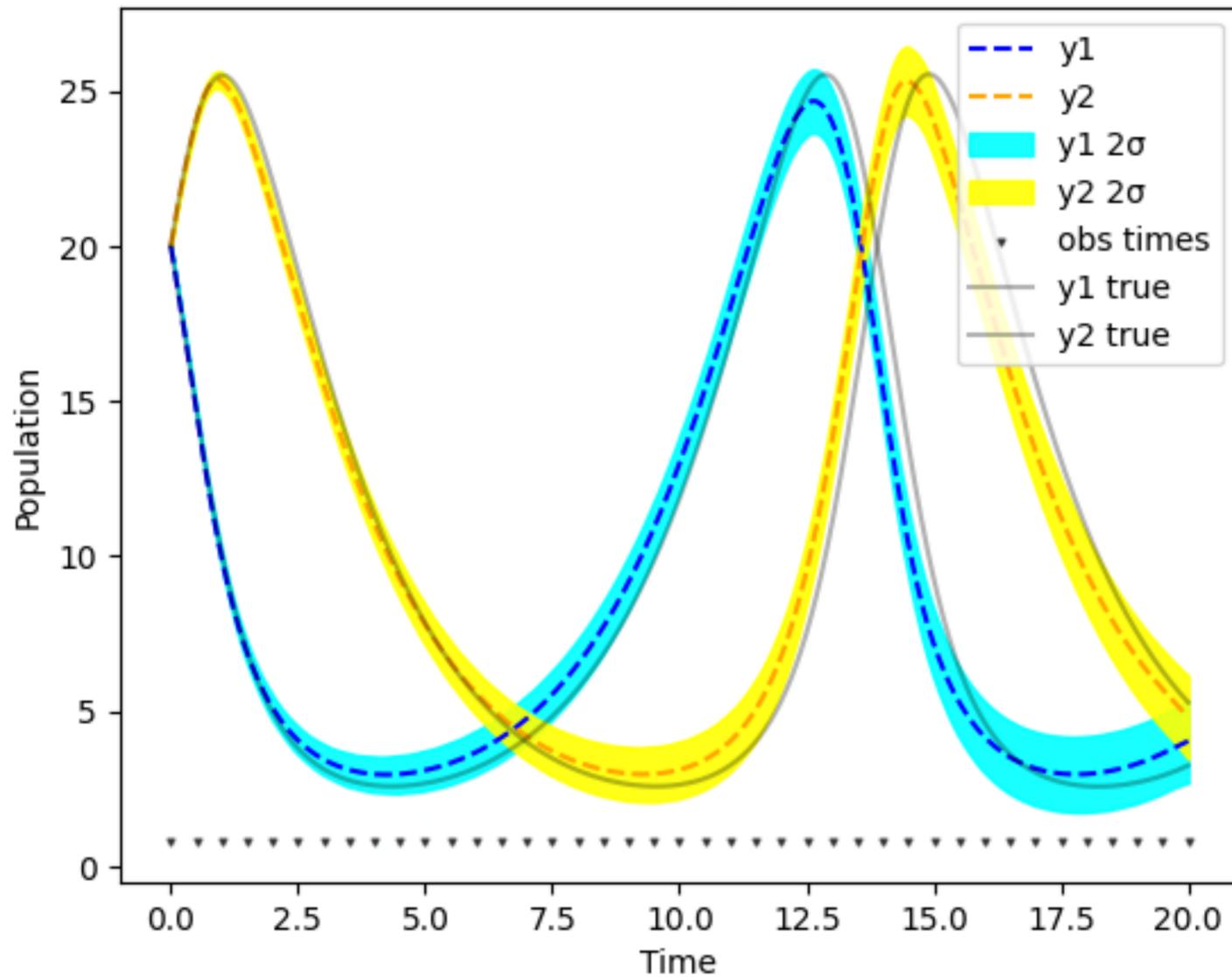
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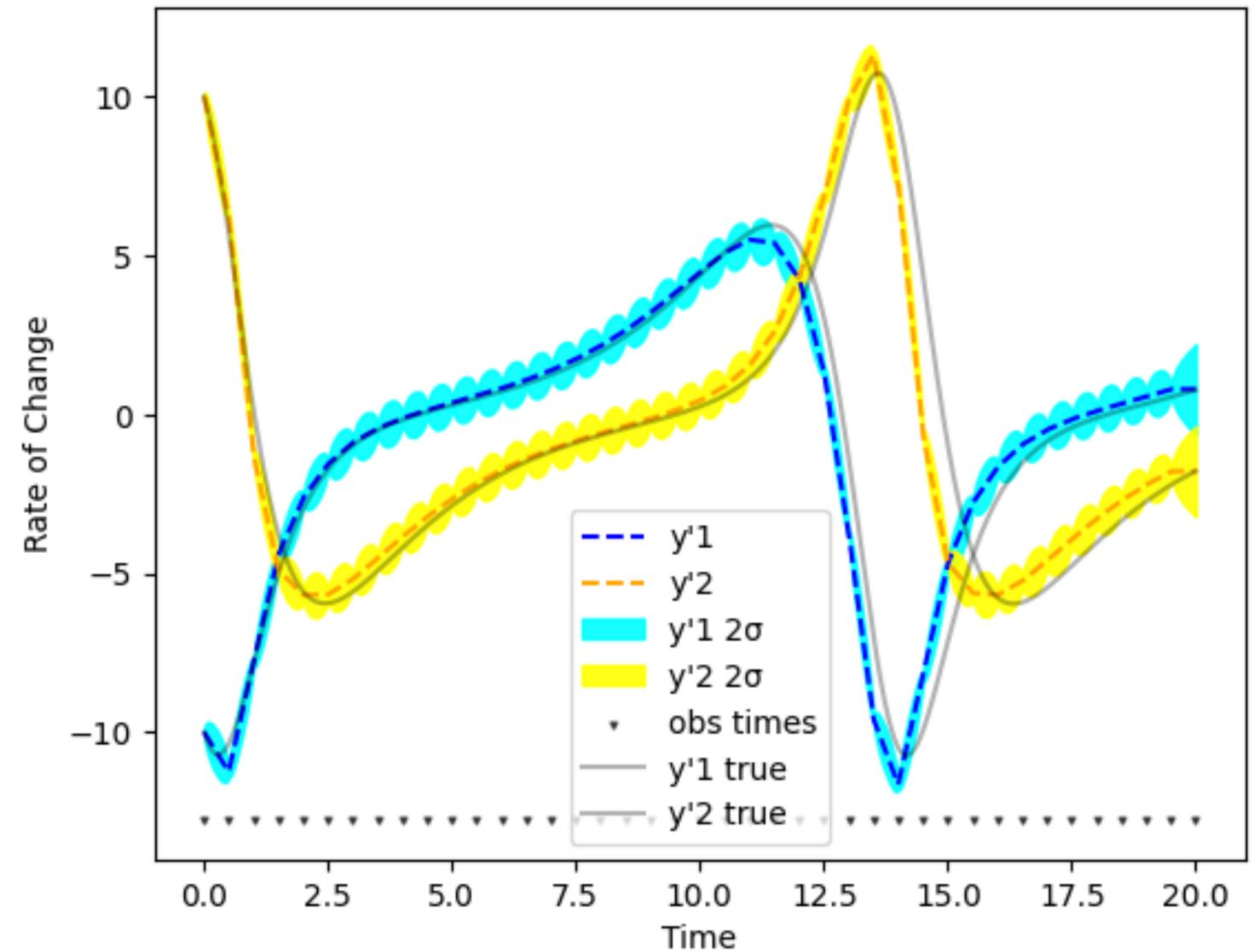
$$y_1(0) = y_2(0) = 20$$

### EKO Smoothed Dynamics

Smoothed Trajectories



Smoothed Gradient Trajectories



# Probabilistic ODE Solver

Lotka-Volterra

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$$y_1(0) = y_2(0) = 20$$

- What do these uncertainties mean?
  - Epistemic (Reducible) & Aleatoric (Irreducible)
- How are uncertainties represented?
  - Credible Intervals, Posterior Samples
- What can we do with these uncertainties?
  - Sequential Data Acquisition
- How much do we have to pay for these uncertainties?

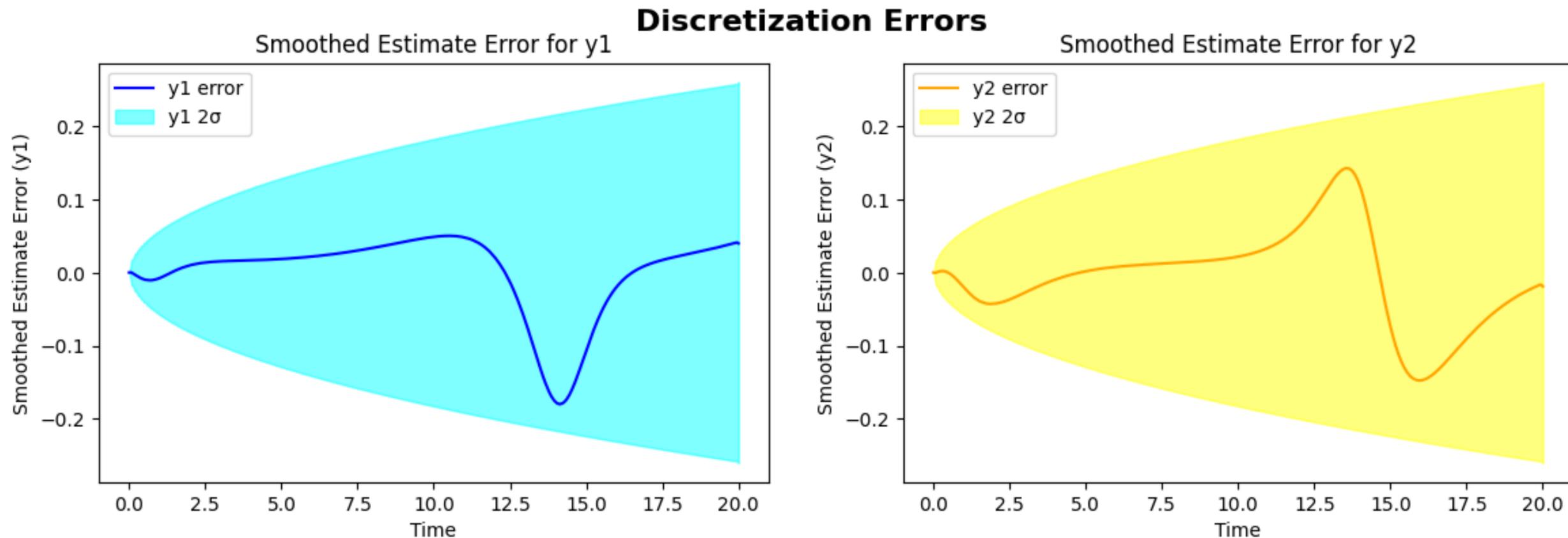
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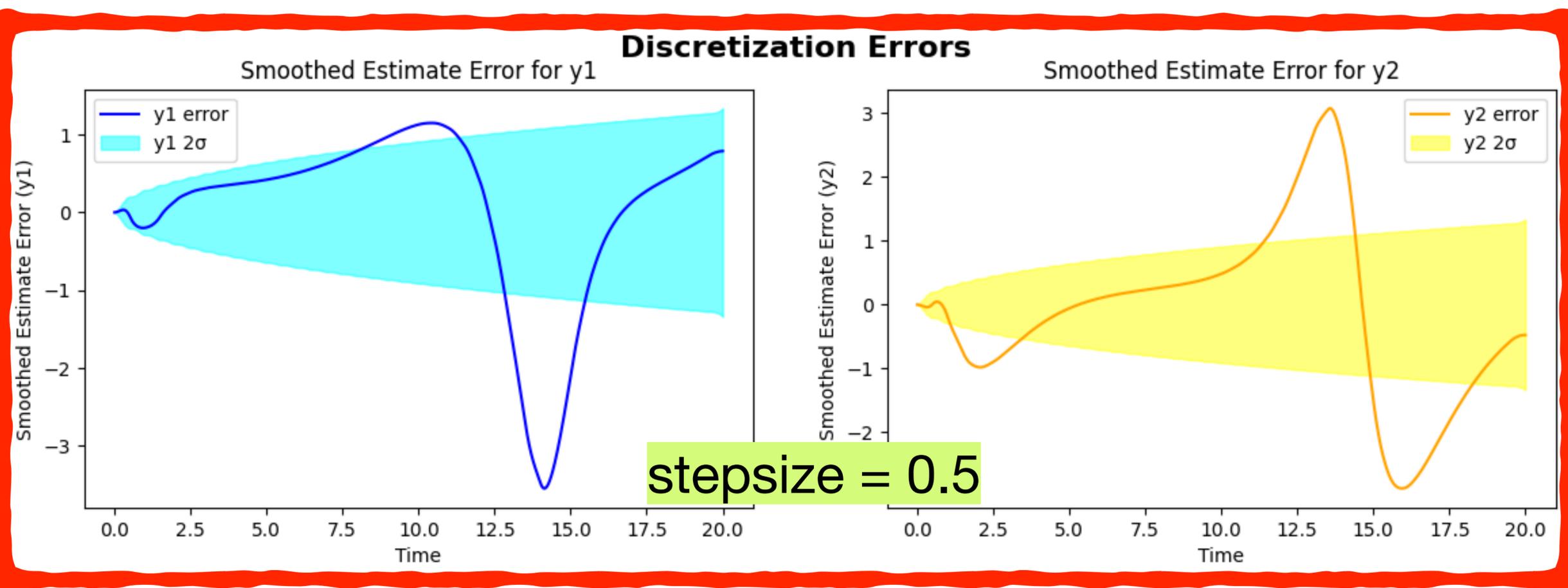
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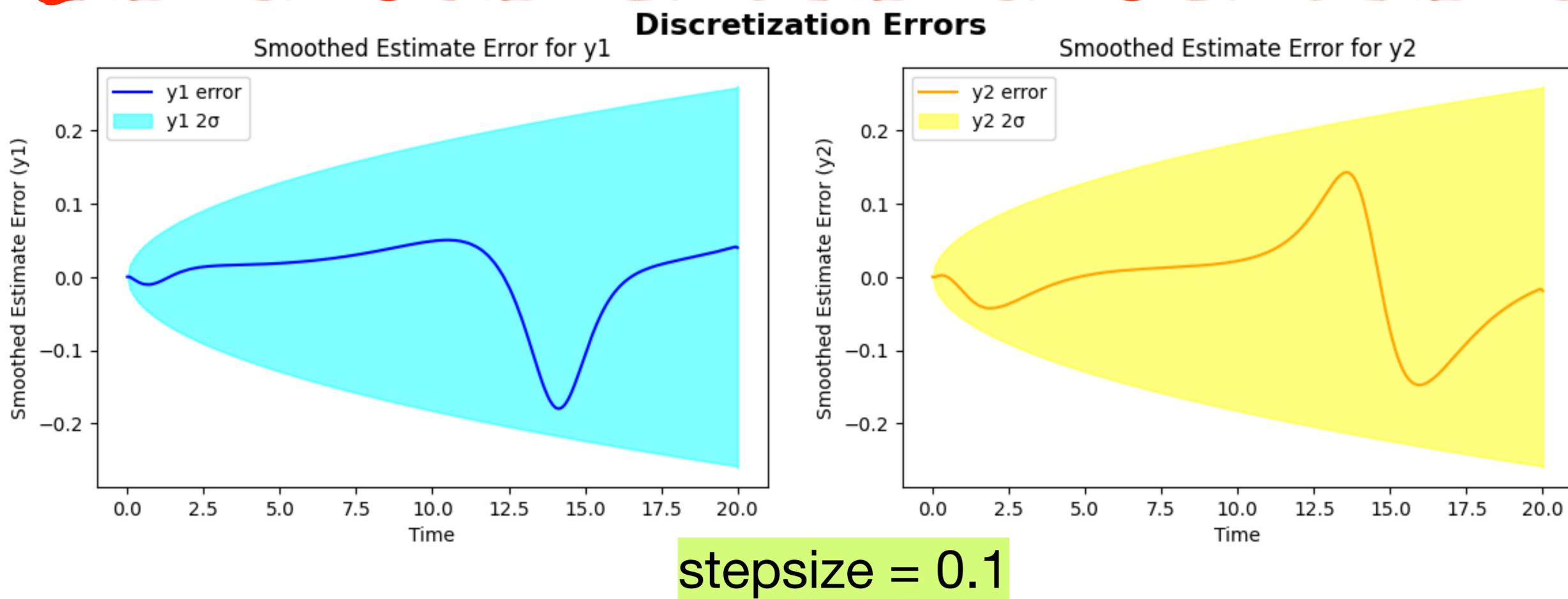


# Prob

- What
- Epis



$$\begin{bmatrix} y_1(t)y_2(t) \\ 5y_1(t)y_2(t) \end{bmatrix}$$



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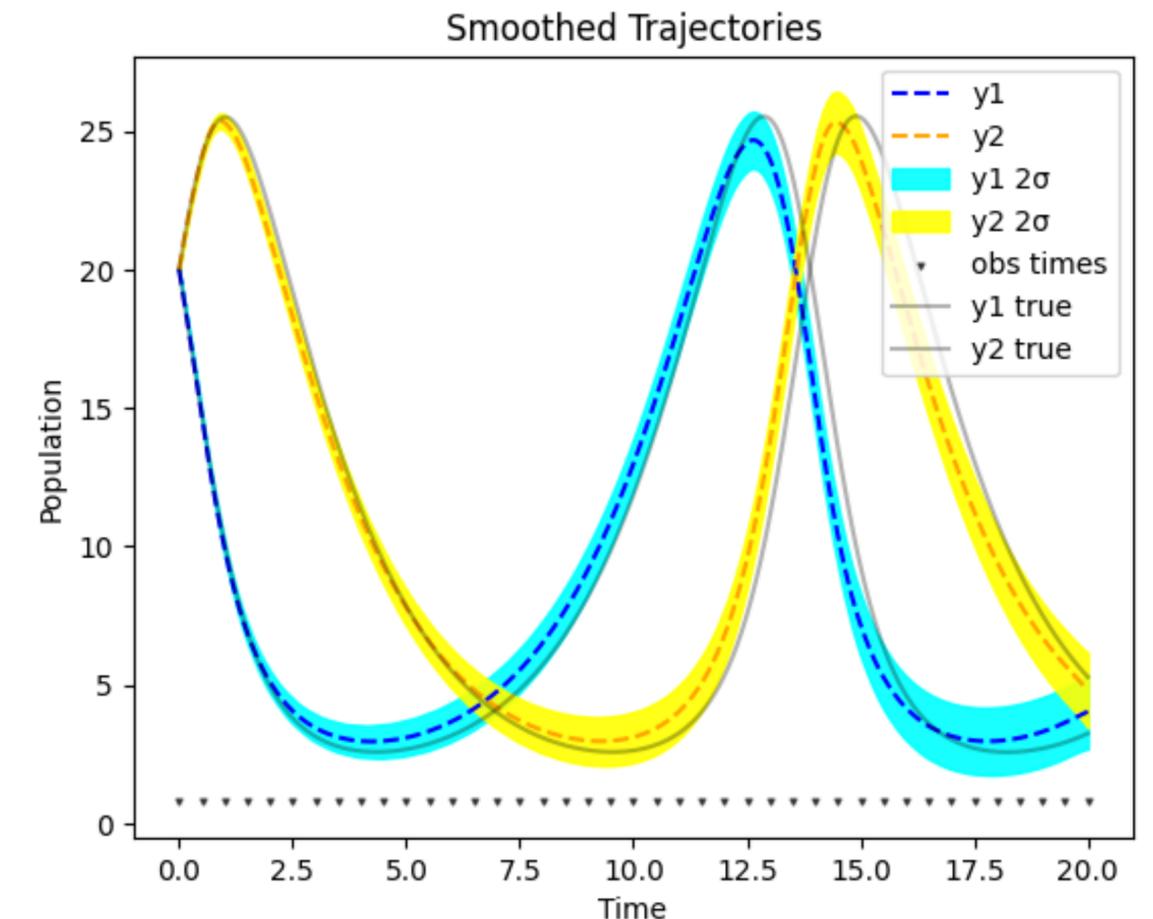
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E.g. we are 95% confident that  $y_1(20) \in [-0.624, 2.202]$

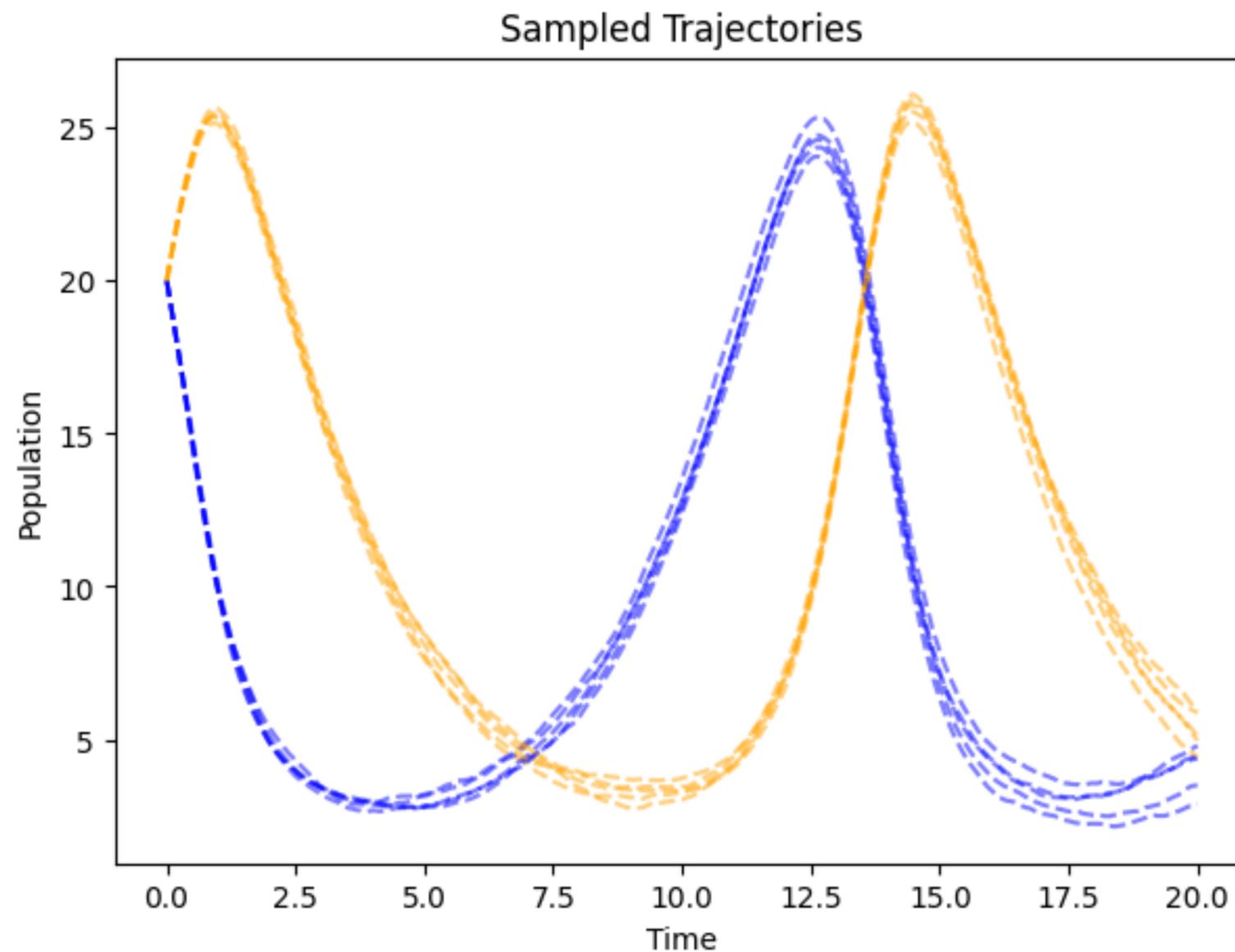
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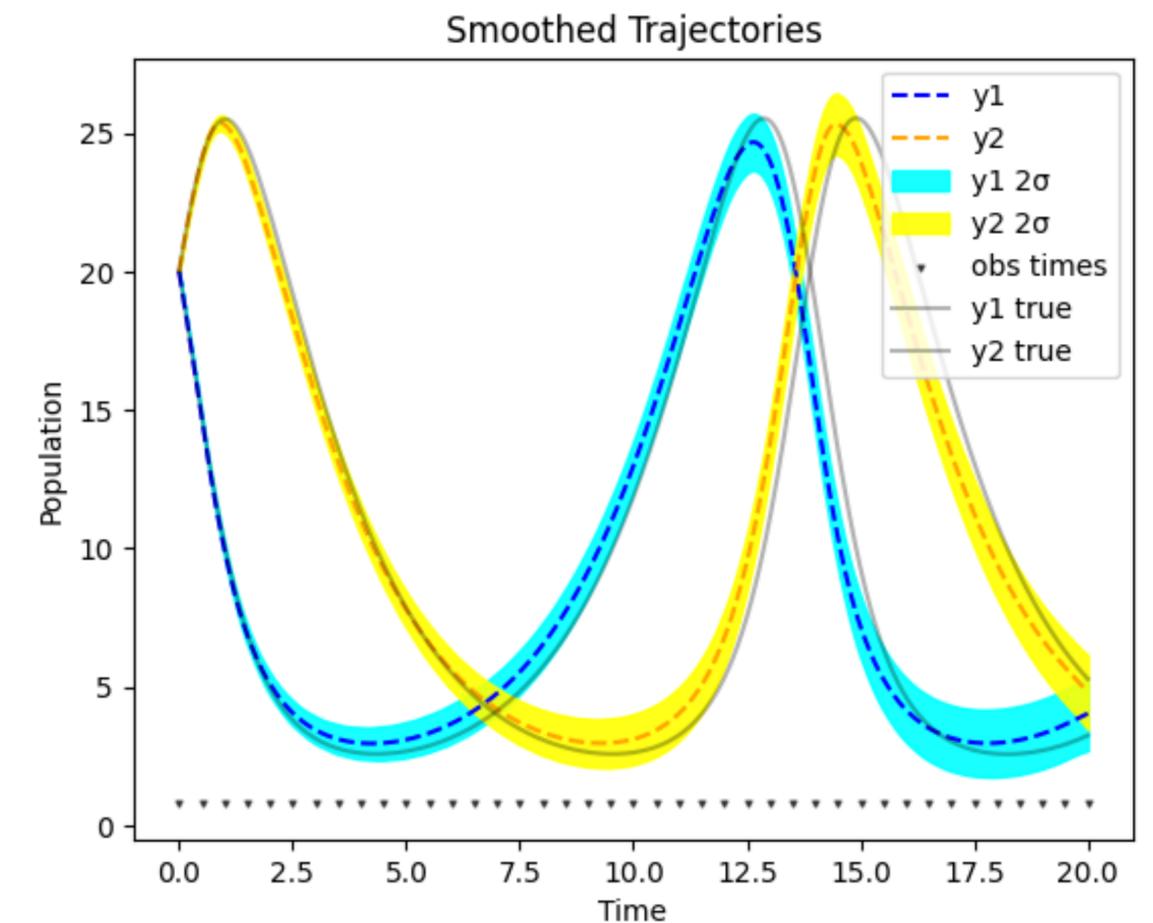
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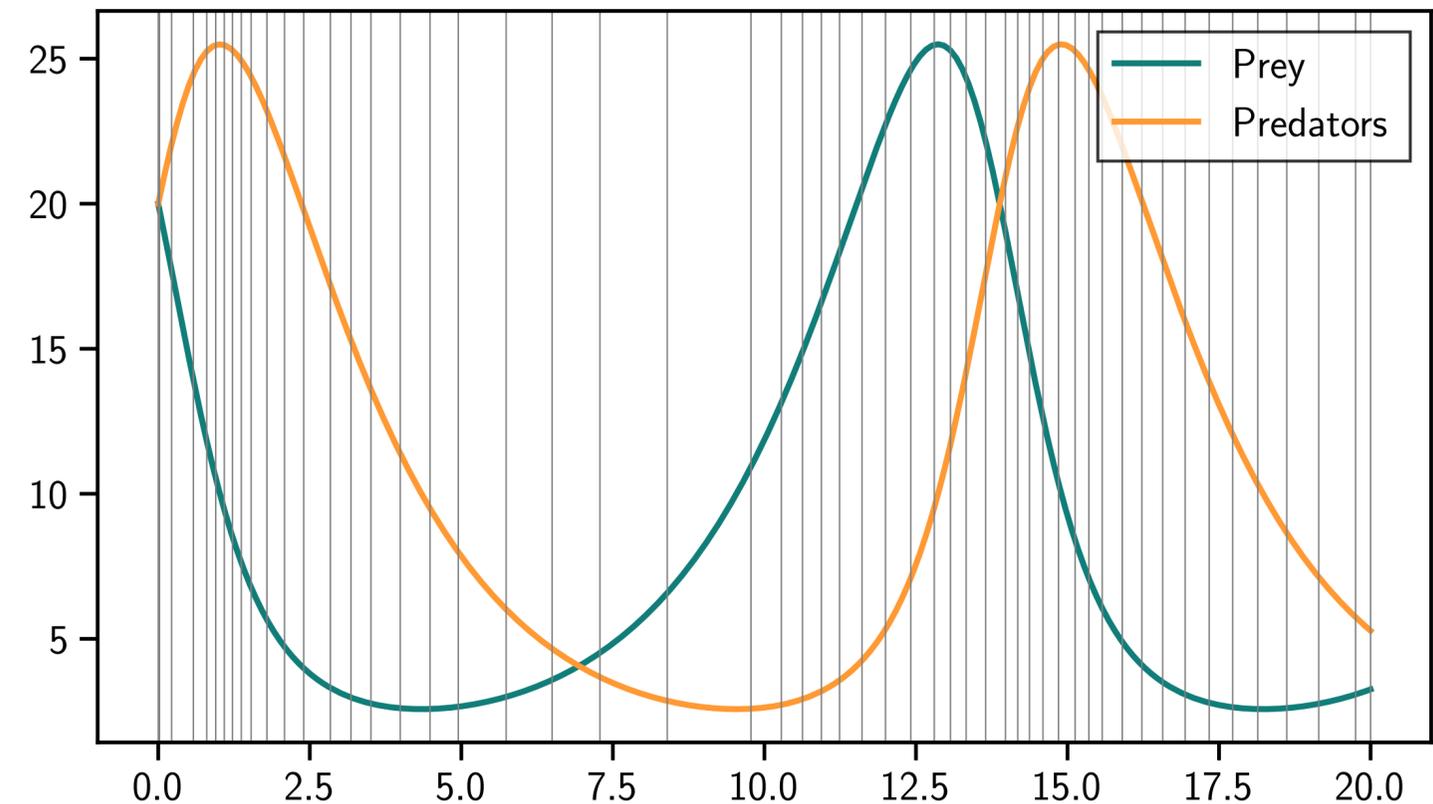
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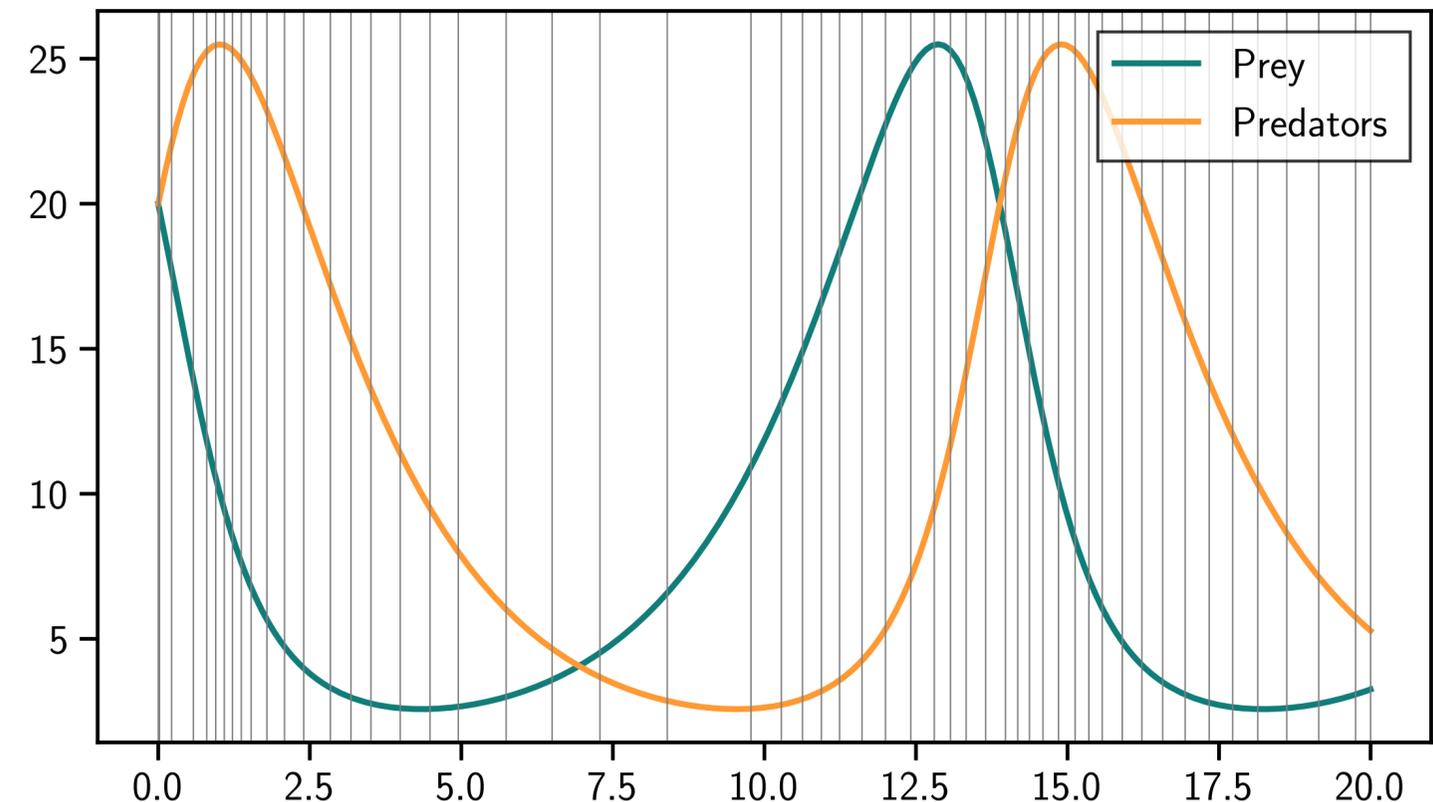
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**Roughly, for the same stepsize, probabilistic solvers take 10s-X compute.**

**and much more time to code up ...**

# Probabilistic ODE Solver

**Remark** (Relation to Bayesian quadrature). *Before introducing more ODE filters, let us briefly clarify the relation to Bayesian quadrature (BQ) – namely that the EKF0/EKS0 is a generalisation of BQ in the following sense: if the ODE is really just an integral (i.e.  $x'(t) = g(t)$ ), then its solution is given by*

$$x(t) = x_0 + \int_0^t g(s) \, ds. \quad (38.27)$$

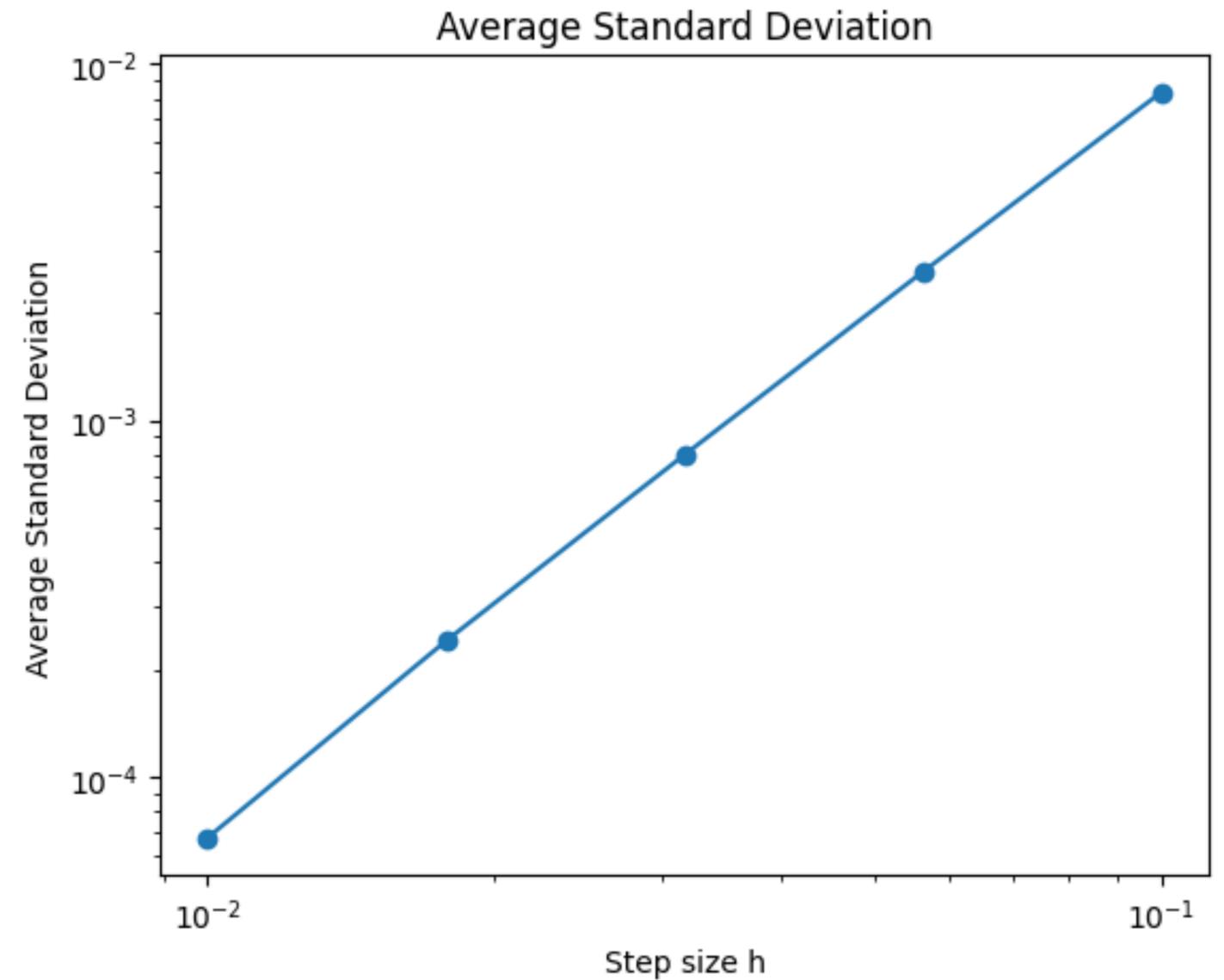
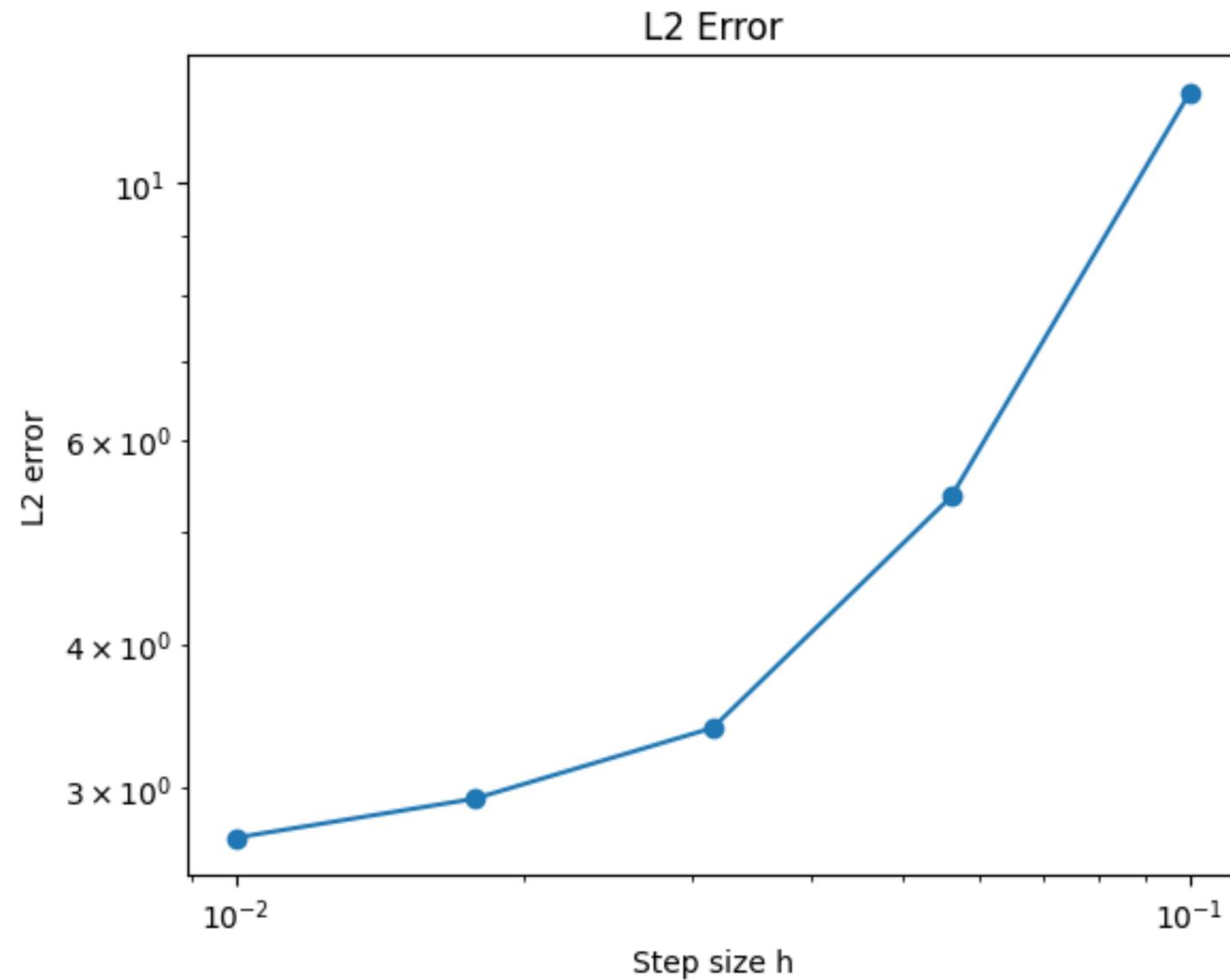
*Thus, computing  $x(t)$  by approximating the integral in Eq. (38.27) with the Kalman-filter version of BQ (Algorithm 11.2 from §11.2) is equivalent to solving the ODE*

$$x'(s) = g(s), \quad s \in [0, t], \quad \text{with initial value } x(0) = x_0,$$

*by the EKF0 or EKS0.<sup>31</sup>*

# Probabilistic ODE Solver

**Lokta Volterra EK0 Smoother Performance**



Convergence results exist too ...

# Alternative Probabilistic ODE Solvers

Collocation is not the only way ...

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basically turn ODEs into SDEs

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Option 2: Random stepsizes

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**Wait, how about combining  
Physics and data?**

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Physics and data?**

Stay tuned for my CSML talk (23 Apr) !