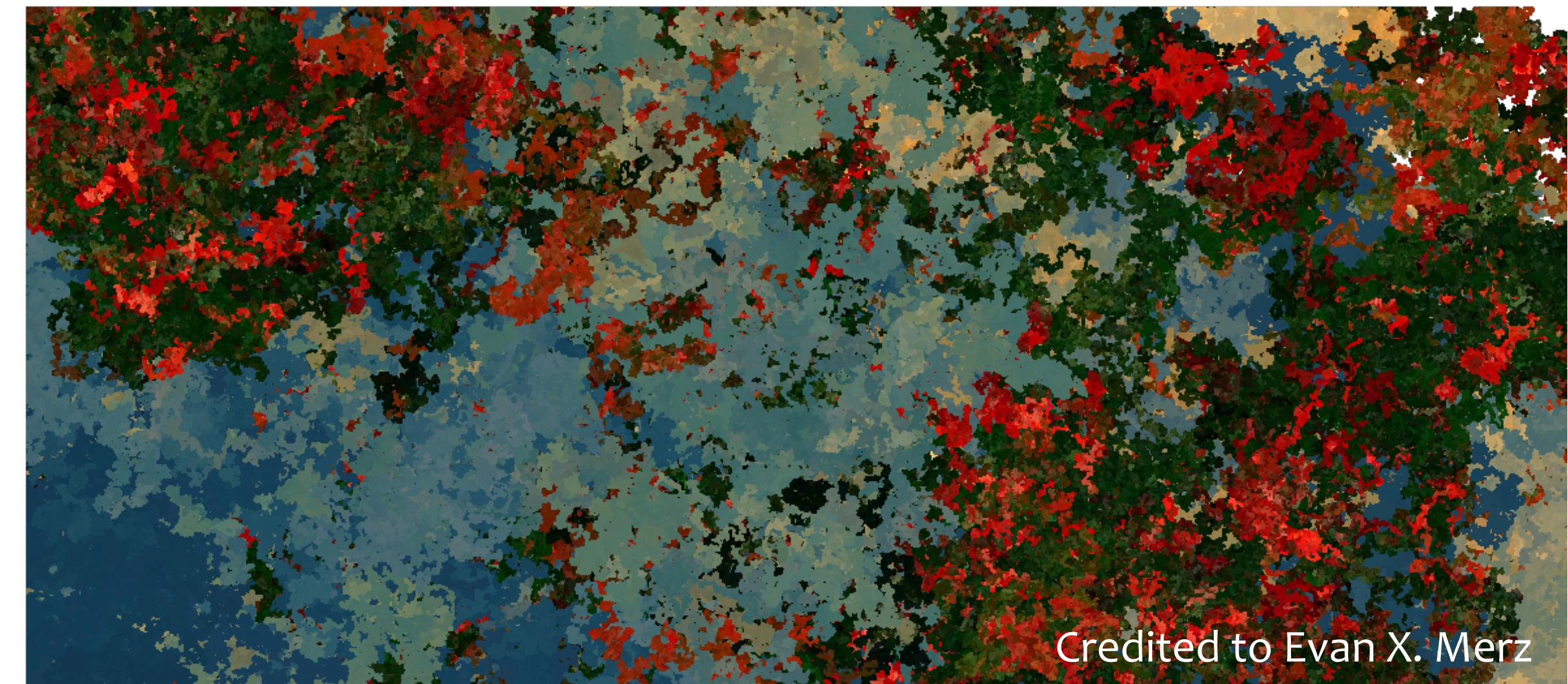


Histogram: 1D random walk



Drunk painting: 2D random walks

# Bounded Expectations: Resource Analysis for Probabilistic Programs

Van Chan Ngo

Quentin Carbonneaux

Jan Hoffmann



Carnegie Mellon University

# Static resource analysis

---

Given: A program P

Question: What is the amount of resource as function of the inputs sizes that is required to execute P?

# Static resource analysis

Given: A program P

Time, memory, or energy

Question: What is the amount of resource as function of the inputs sizes that is required to execute P?

# Static resource analysis

Given: A program P

Time, memory, or energy

Question: What is the amount of resource as function of the inputs sizes that is required to execute P?

Goal: To help developers answer this question as an analysis of the programming language support

# Static resource analysis

Given: A program P

Time, memory, or energy

Question: What is the amount of resource as function of the inputs sizes that is required to execute P?

Goal: To help developers answer this question as an analysis of the programming language support

Techniques

Recurrence Relations

Type Systems

Abstract Interpretation

Term Rewriting

Ranking Functions

Automatic Amortized Resource Analysis

# Static resource analysis

Given: A program P

Time, memory, or energy

Question: What is the amount of resource as function of the inputs sizes that is required to execute P?

Goal: To help developers answer this question as an analysis of the programming language support

Worst-case  
resource usage

Techniques

Recurrence Relations

Type Systems

Abstract Interpretation

Term Rewriting

Ranking Functions

Automatic Amortized Resource Analysis

# Probabilistic programs

---

- Are usual functional or imperative programs with two added constructs:
  - **Sampling assignments** to draw values at random from probability distributions, and
  - **Probabilistic branchings** to control program flow by observations

# Probabilistic programs

- Are usual functional or imperative programs with two added constructs:
  - **Sampling assignments** to draw values at random from probability distributions, and
  - **Probabilistic branchings** to control program flow by observations

Hicks 2014

“The crux of probabilistic programming is to consider normal-looking programs as if they were probability distributions”

# Probabilistic programs

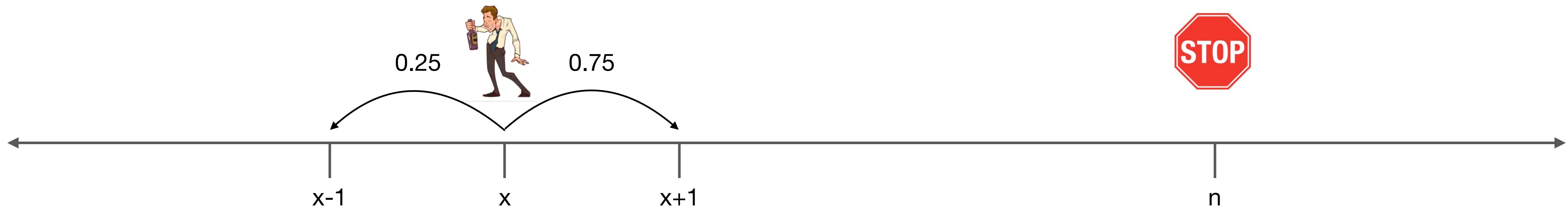
- Are usual functional or imperative programs with two added constructs:
  - **Sampling assignments** to draw values at random from probability distributions, and
  - **Probabilistic branchings** to control program flow by observations

Hicks 2014

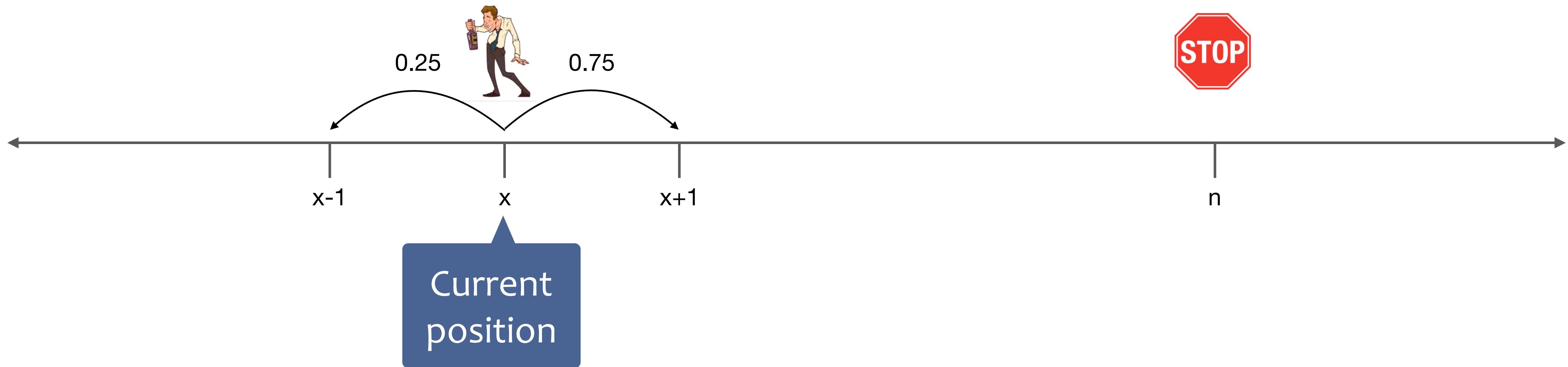
“The crux of probabilistic programming is to consider normal-looking programs as if they were probability distributions”

- Some probabilistic programming languages: *Probabilistic C, Church, PyMC3, Figaro, Edward*

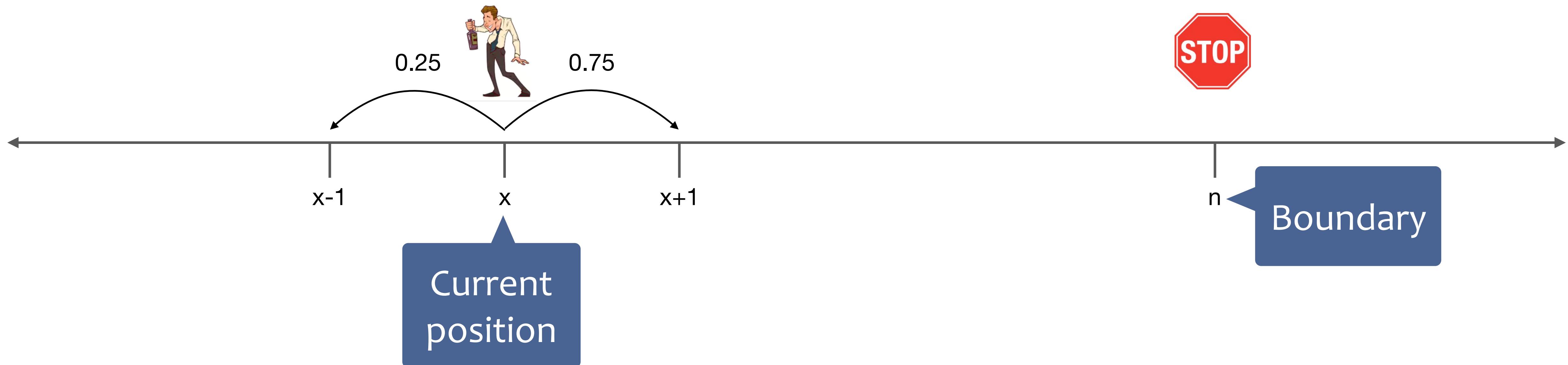
# Example: Random walk



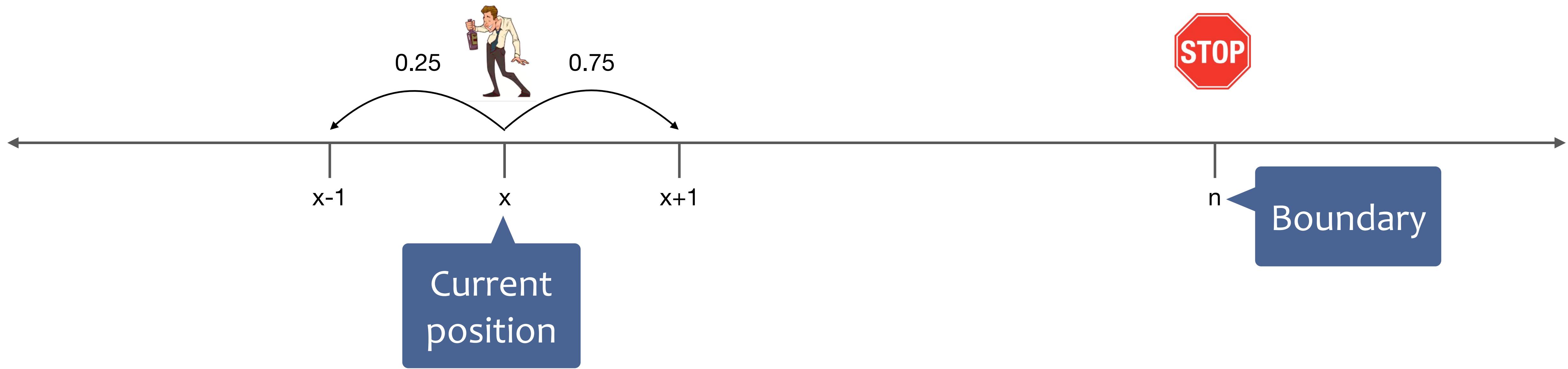
# Example: Random walk



# Example: Random walk

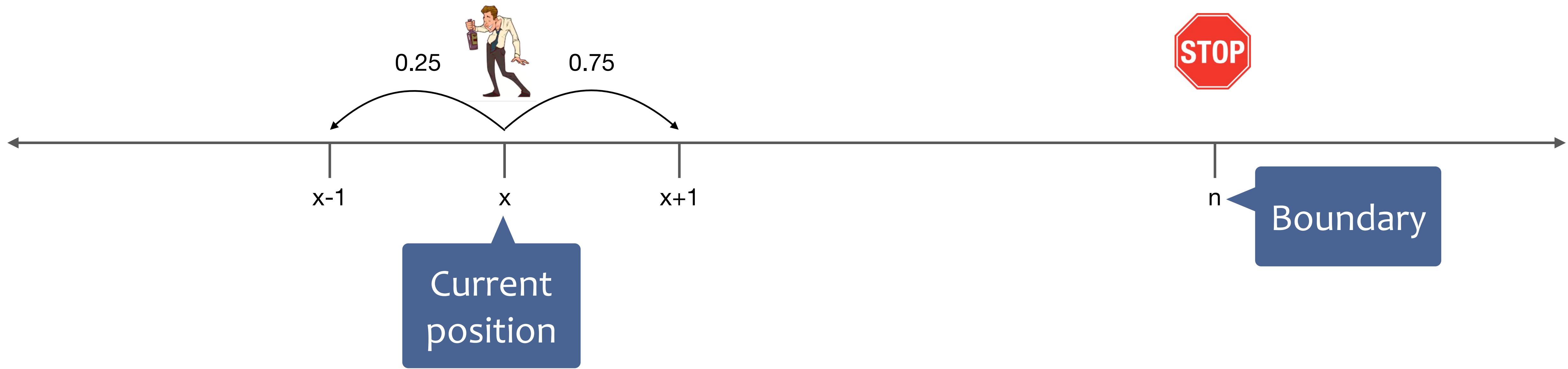


# Example: Random walk



```
while x < n:  
    prob(3,1):  
        x = x + 1  
    else:  
        x = x - 1  
    tick 1
```

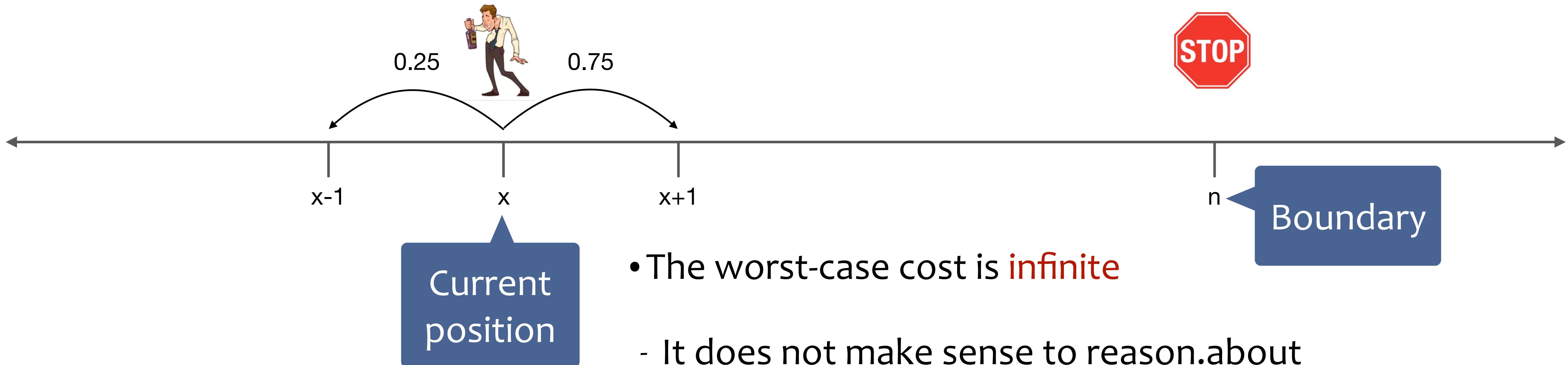
# Example: Random walk



```
while x < n:  
    prob(3,1):  
        x = x + 1  
    else:  
        x = x - 1  
    tick 1
```

Cost = # iterations  
= walking time

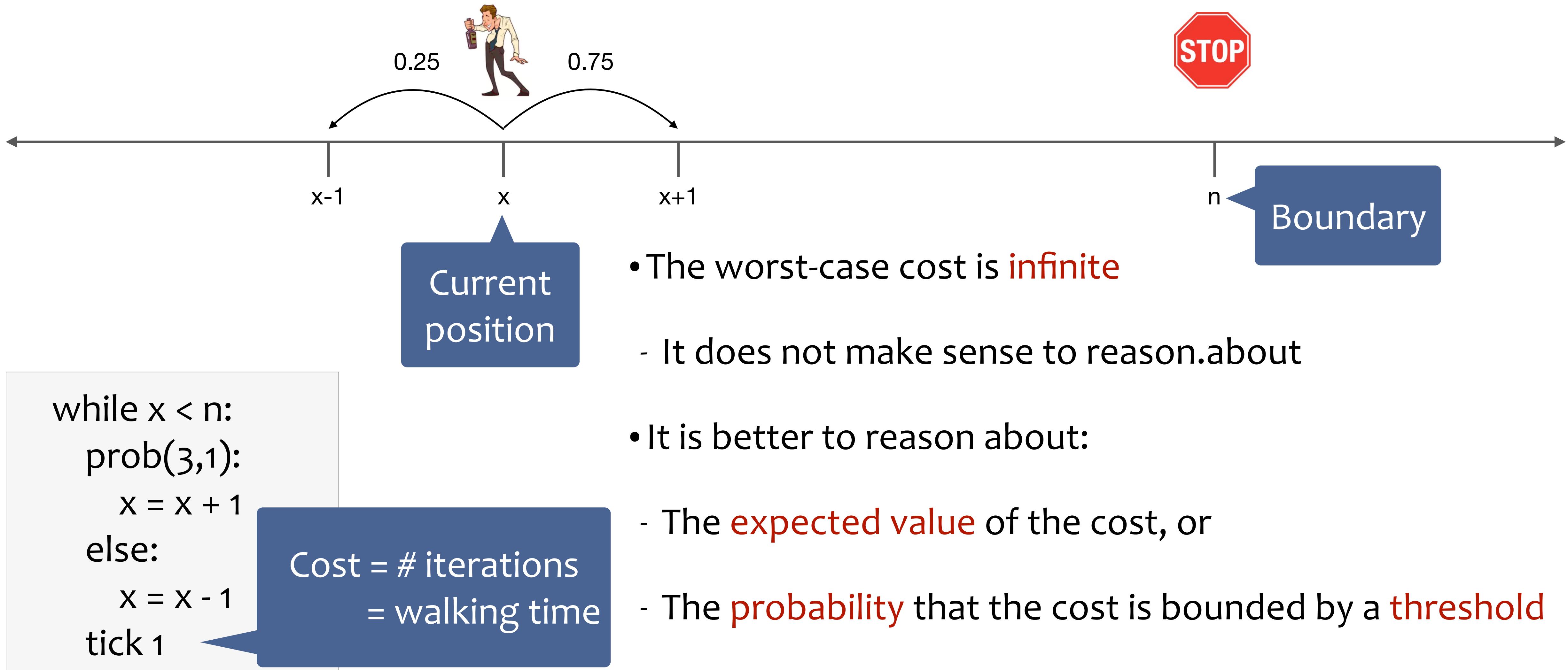
# Example: Random walk



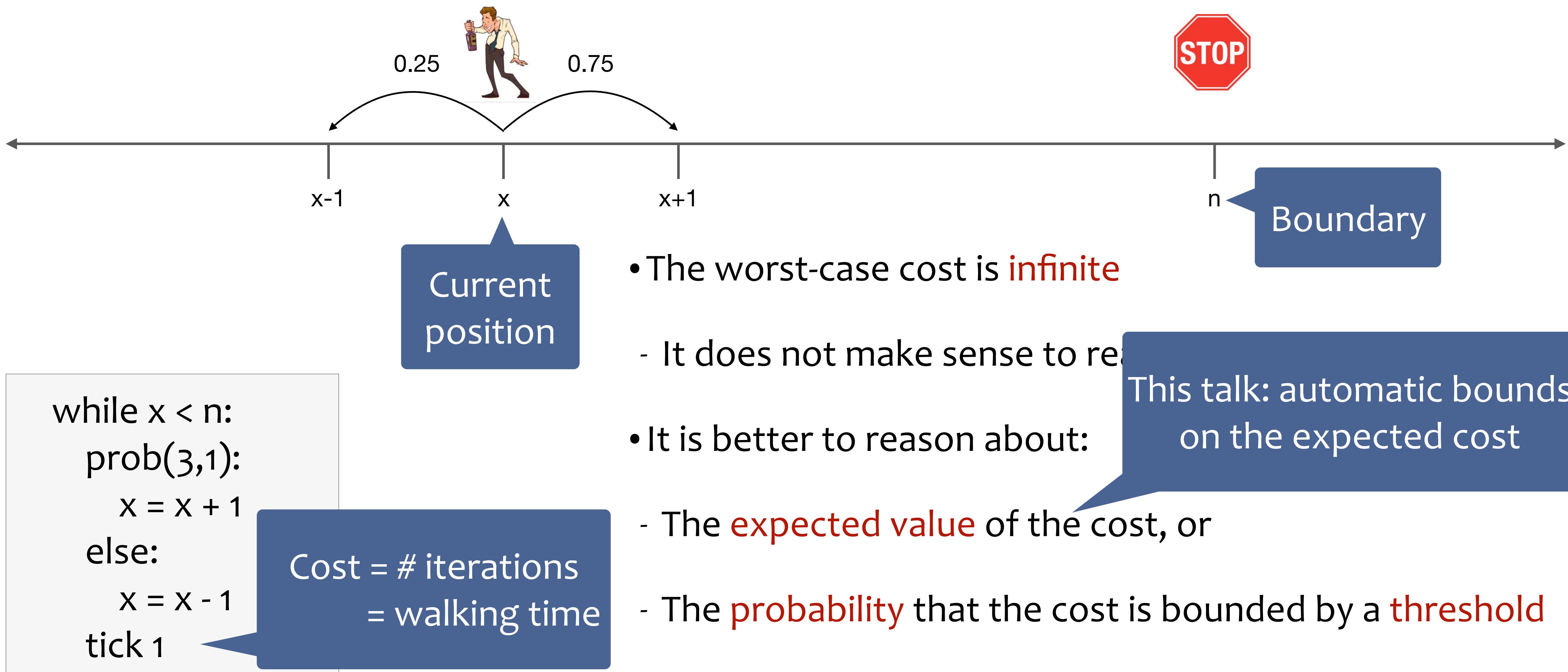
```
while x < n:  
    prob(3,1):  
        x = x + 1  
    else:  
        x = x - 1  
    tick 1
```

Cost = # iterations  
= walking time

# Example: Random walk



# Example: Random walk



---

# Why expected resource usage?

---

# Why expected resource usage?

---

There are many interesting applications:

- Predict the expected resource usage of sampling in probabilistic inference
- Reason about the average-case complexity of randomized algorithms, positive and almost-sure terminations

# Why expected resource usage?

There are many interesting applications:

- Predict the expected resource usage of sampling in probabilistic inference
- Reason about the average-case complexity of randomized algorithms, positive and almost-sure terminations

It is a technical challenge problem:

- Manual analysis is often difficult or impossible even for simple programs (e.g., requires probability theory knowledge, mathematic reasoning, ...)
- No techniques that automatically infer symbolic bounds on the expected cost

# Approach: Expected potential method

Kozen ('81), McIver et al ('04), Kaminski et al ('16)

Weakest Pre-expectation Calculus

Strength and conceptual simplicity

Soundness w.r.t a simple operational semantics

Hofmann and Jost ('03)

Automatic Amortized Resource Analysis

Template-based bound inference

Efficiently reduced to LP solving

Expected Potential Method



# Approach: Expected potential method

Kozen ('81), McIver et al ('04), Kaminski et al ('16)

Hofmann and Jost ('03)

Weakest Pre-expectation Calculus

Strength and conceptual simplicity

Soundness w.r.t a simple operational semantics

Automatic Amortized Resource Analysis

Template-based bound inference

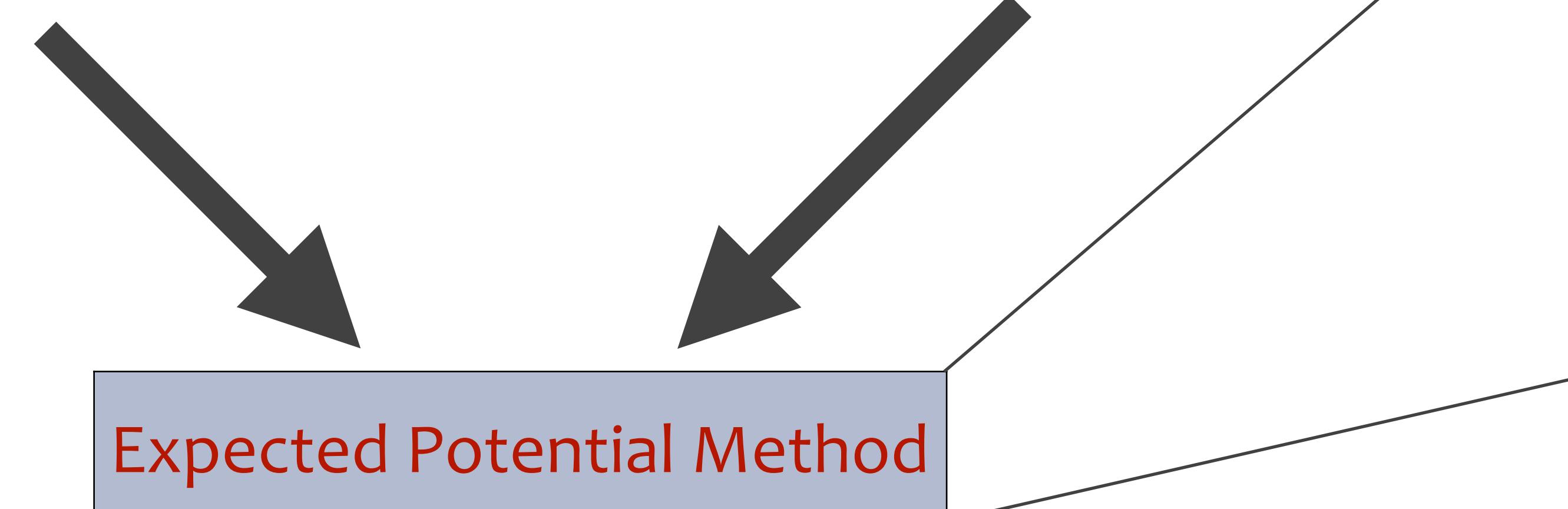
Efficiently reduced to LP solving

Expected Potential Method

Automatically infers bounds on expected resource usage

Bounds are multivariate symbolic polynomials

Enables compositional and effective reasoning

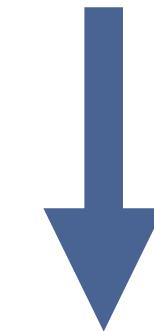


# Expected potential method

- Associate **potential functions** to program points
  - Function from states to non-negative values
- Potential pays the **expected resource consumption** and the expected potential at the following point
- The **initial potential** is an upper bound on the expected resource usage

$$\Phi(state) \geq 0$$

$$\Phi(state) \geq \mathbb{E}(\text{cost}) + \mathbb{E}(\Phi'(next\_state))$$



Total expectation and linearity

$$\Phi(init\_state) \geq \mathbb{E}(\Sigma \text{cost})$$



# Quantitative Hoare logic

---

$$\{\Phi\} \quad c \quad \{\Phi'\}$$

# Quantitative Hoare logic

Expected cost  $\mathbb{E}(c)$

$$\{\Phi\} \stackrel{c}{\leftarrow} \{\Phi'\}$$

# Quantitative Hoare logic

Resource available before  
executing  $c$

$$\{\Phi\} \xrightarrow{c} \{\Phi'\}$$

Expected cost  $\mathbb{E}(c)$

# Quantitative Hoare logic

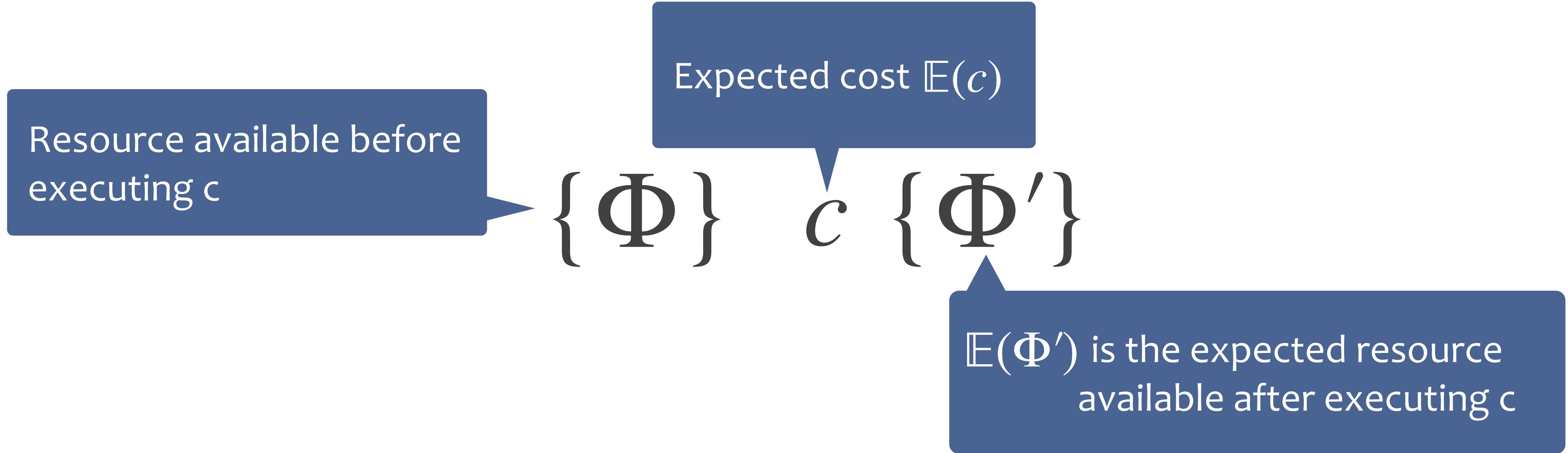
Resource available before executing c

$$\{\Phi\} \xrightarrow{c} \{\Phi'\}$$

Expected cost  $\mathbb{E}(c)$

$\mathbb{E}(\Phi')$  is the expected resource available after executing c

# Quantitative Hoare logic



For all states  $\sigma$ ,  $\Phi(\sigma)$  is sufficient to pay for the expected cost of executing  $c$  and the expected resource available after the execution w.r.t the distribution over next states

## Example rules

(Q:PIF)

$$\frac{Q = p \cdot Q_1 + (1 - p) \cdot Q_2 \quad \vdash \{\Gamma; Q_1\} c_1 \{\Gamma'; Q'\} \quad \vdash \{\Gamma; Q_2\} c_2 \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} c_1 \oplus_p c_2 \{\Gamma'; Q'\}}$$

(Q:SAMPLE)

$$\frac{\Gamma \models R \in [a, b] \quad Q = \sum_i p_i \cdot Q_i \quad \forall v_i \in [a, b]. \llbracket \mu_R : v_i \rrbracket = p_i \quad \forall v_i. \vdash \{\Gamma; Q_i\} x = e \text{ bop } v_i \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} x = e \text{ bop } R \{\Gamma'; Q'\}}$$

## Example rules

(Q:PIF)

$$\frac{Q = p \cdot Q_1 + (1 - p) \cdot Q_2 \quad \vdash \{\Gamma; Q_1\} c_1 \{\Gamma'; Q'\} \quad \vdash \{\Gamma; Q_2\} c_2 \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} c_1 \oplus_p c_2 \{\Gamma'; Q'\}}$$

Logical assertions

(Q:SAMPLE)

$$\frac{\Gamma \models R \in [a, b] \quad Q = \sum_i p_i \cdot Q_i \quad \forall v_i \in [a, b]. \llbracket \mu_R : v_i \rrbracket = p_i \quad \forall v_i. \vdash \{\Gamma; Q_i\} x = e \text{ bop } v_i \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} x = e \text{ bop } R \{\Gamma'; Q'\}}$$

# Example rules

(Q:PIF)

$$\frac{Q = p \cdot Q_1 + (1 - p) \cdot Q_2 \quad \vdash \{\Gamma; Q_1\} c_1 \{\Gamma'; Q'\} \quad \vdash \{\Gamma; Q_2\} c_2 \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} c_1 \oplus_p c_2 \{\Gamma'; Q'\}}$$

Potential functions

Logical assertions

(Q:SAMPLE)

$$\frac{\Gamma \models R \in [a, b] \quad Q = \sum_i p_i \cdot Q_i \quad \forall v_i \in [a, b]. \llbracket \mu_R : v_i \rrbracket = p_i \quad \forall v_i. \vdash \{\Gamma; Q_i\} x = e \text{ bop } v_i \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} x = e \text{ bop } R \{\Gamma'; Q'\}}$$

# Example rules

(Q:PIF)

Encoded as linear constraints

$$\frac{Q = p \cdot Q_1 + (1 - p) \cdot Q_2 \quad \vdash \{\Gamma; Q_1\} c_1 \{\Gamma'; Q'\} \quad \vdash \{\Gamma; Q_2\} c_2 \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} c_1 \oplus_p c_2 \{\Gamma'; Q'\}}$$

Potential functions

Logical assertions

(Q:SAMPLE)

$$\Gamma \models R \in [a, b]$$

$$Q = \sum_i p_i \cdot Q_i$$

$$\frac{\forall v_i \in [a, b]. \llbracket \mu_R : v_i \rrbracket = p_i \quad \forall v_i. \vdash \{\Gamma; Q_i\} x = e \text{ bop } v_i \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} x = e \text{ bop } R \{\Gamma'; Q'\}}$$

# Example rules

(Q:PIF)

Encoded as linear constraints

$$\frac{Q = p \cdot Q_1 + (1 - p) \cdot Q_2 \quad \vdash \{\Gamma; Q_1\} c_1 \{\Gamma'; Q'\} \quad \vdash \{\Gamma; Q_2\} c_2 \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} c_1 \oplus_p c_2 \{\Gamma'; Q'\}}$$

Potential functions

Logical assertions

(Q:SAMPLE)

$$\Gamma \models R \in [a, b]$$

$$Q = \sum_i p_i \cdot Q_i$$

$$\frac{\forall v_i \in [a, b]. \llbracket \mu_R : v_i \rrbracket = p_i \quad \forall v_i. \vdash \{\Gamma; Q_i\} x = e \text{ bop } v_i \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} x = e \text{ bop } R \{\Gamma'; Q'\}}$$

Probability that the sample  
value is  $v_i$

# Example rules

(Q:PIF)

Encoded as linear constraints

$$\frac{Q = p \cdot Q_1 + (1 - p) \cdot Q_2 \quad \vdash \{\Gamma; Q_1\} c_1 \{\Gamma'; Q'\} \quad \vdash \{\Gamma; Q_2\} c_2 \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} c_1 \oplus_p c_2 \{\Gamma'; Q'\}}$$

Potential functions

(Q:SAMPLE)

$$\Gamma \models R \in [a, b]$$

$$Q = \sum_i p_i \cdot Q_i$$

$$\frac{\forall v_i \in [a, b]. \llbracket \mu_R : v_i \rrbracket = p_i \quad \forall v_i. \vdash \{\Gamma; Q_i\} x = e \text{ bop } v_i \{\Gamma'; Q'\}}{\vdash \{\Gamma; Q\} x = e \text{ bop } R \{\Gamma'; Q'\}}$$

Probability that the sample value is  $v_i$

Distribution with finite domain

Logical assertions

# Derivation: Random walk

```
while x < n:
```

```
    prob(3,1):
```

```
        x = x + 1
```

```
    else:
```

```
        x = x - 1
```

```
    tick 1
```

# Derivation: Random walk

Bound on the expected  
cost:  $2\max(0, n-x) = 2|[x, n]|$

{ . ;  $2|[x, n]|$  }

while  $x < n$ :

prob(3,1):

$x = x + 1$

else:

$x = x - 1$

tick 1

# Derivation: Random walk

Bound on the expected  
cost:  $2\max(0, n-x) = 2|[x, n]|$

{ . ; 2|[x,n]| }

while x < n:

prob(3,1):

x = x + 1

else:

x = x - 1

tick 1

{ . ; 2|[x,n]| }

# Derivation: Random walk

Bound on the expected  
cost:  $2\max(0, n-x) = 2|[x, n]|$

{ . ;  $2|[x, n]|$  }

while  $x < n$ :

prob(3,1):

$x = x + 1$

else:

$x = x - 1$

{  $x < n$ ;  $2|[x, n]| + 1$  }

tick 1

{ . ;  $2|[x, n]|$  }

# Derivation: Random walk

Bound on the expected  
cost:  $2\max(0, n-x) = 2|[x, n]|$

{ . ;  $2|[x, n]|$  }

while  $x < n$ :

prob(3,1):

$x = x + 1$

else:

{  $x < n$ ;  $2|[x, n]| + 3$  }

$x = x - 1$

{  $x < n$ ;  $2|[x, n]| + 1$  }

tick 1

{ . ;  $2|[x, n]|$  }

# Derivation: Random walk

Bound on the expected  
cost:  $2\max(0, n-x) = 2|[x, n]|$

{ . ;  $2|[x, n]|$  }

while  $x < n$ :

prob(3,1):

$x = x + 1$

{  $x < n$ ;  $2|[x, n]| + 1$  }

else:

{  $x < n$ ;  $2|[x, n]| + 3$  }

$x = x - 1$

{  $x < n$ ;  $2|[x, n]| + 1$  }

tick 1

{ . ;  $2|[x, n]|$  }

# Derivation: Random walk

Bound on the expected  
cost:  $2\max(0, n-x) = 2|[x, n]|$

{ . ;  $2|[x, n]|$  }

while  $x < n$ :

prob(3,1):

{  $x < n$ ;  $2|[x, n]| - 1$  }

$x = x + 1$

{  $x < n$ ;  $2|[x, n]| + 1$  }

else:

{  $x < n$ ;  $2|[x, n]| + 3$  }

$x = x - 1$

{  $x < n$ ;  $2|[x, n]| + 1$  }

tick 1

{ . ;  $2|[x, n]|$  }

# Derivation: Random walk

Bound on the expected  
cost:  $2\max(0, n-x) = 2|[x, n]|$

```
{ . ; 2|[x,n]| }
while x < n:
{ x<n; 2|[x,n]| }
prob(3,1):
{ x<n; 2|[x,n]| - 1 }
x = x + 1
{ x<n; 2|[x,n]| + 1 }
else:
{ x<n; 2|[x,n]| + 3 }
x = x - 1
{ x<n; 2|[x,n]| + 1 }
tick 1
{ . ; 2|[x,n]| }
```

# Derivation: Random walk

Bound on the expected cost:  $2\max(0, n-x) = 2|[x, n]|$

```
{ . ; 2|[x,n]| }
while x < n:
{ x<n; 2|[x,n]| }
prob(3,1):
{ x<n; 2|[x,n]| - 1 }
x = x + 1
{ x<n; 2|[x,n]| + 1 }
else:
{ x<n; 2|[x,n]| + 3 }
x = x - 1
{ x<n; 2|[x,n]| + 1 }
tick 1
{ . ; 2|[x,n]| }
```

Weighted sum:

$$3/4 * (2|[x,n]| - 1) + 1/4 * (2|[x,n]| + 3)$$

# Derivation: Random walk

Bound on the expected cost:  $2\max(0, n-x) = 2|[x, n]|$

It is the exact expected cost

```
{ . ; 2|[x,n]| }  
while x < n:  
{ x<n; 2|[x,n]| }  
prob(3,1):  
{ x<n; 2|[x,n]| - 1 }  
x = x + 1  
{ x<n; 2|[x,n]| + 1 }  
else:  
{ x<n; 2|[x,n]| + 3 }  
x = x - 1  
{ x<n; 2|[x,n]| + 1 }  
tick 1  
{ . ; 2|[x,n]| }
```

Weighted sum:

$$3/4 * (2|[x,n]| - 1) + 1/4 * (2|[x,n]| + 3)$$

---

# Automation

---

# Automation

---

- Fix potential functions as **linear combinations** of monomials with **unknown coefficients**

$$\Phi := \sum_i k_i \cdot m_i$$
$$M := 1 \mid x \mid M_1 \cdot M_2 \mid \max(0, \Phi)$$

# Automation

- Fix potential functions as **linear combinations** of monomials with **unknown coefficients**

$$\Phi := \sum_i k_i \cdot m_i$$
$$M := 1 \mid x \mid M_1 \cdot M_2 \mid \max(0, \Phi)$$

- Encode the **relations** between the potential functions at the current and next program points as linear constraints

# Automation

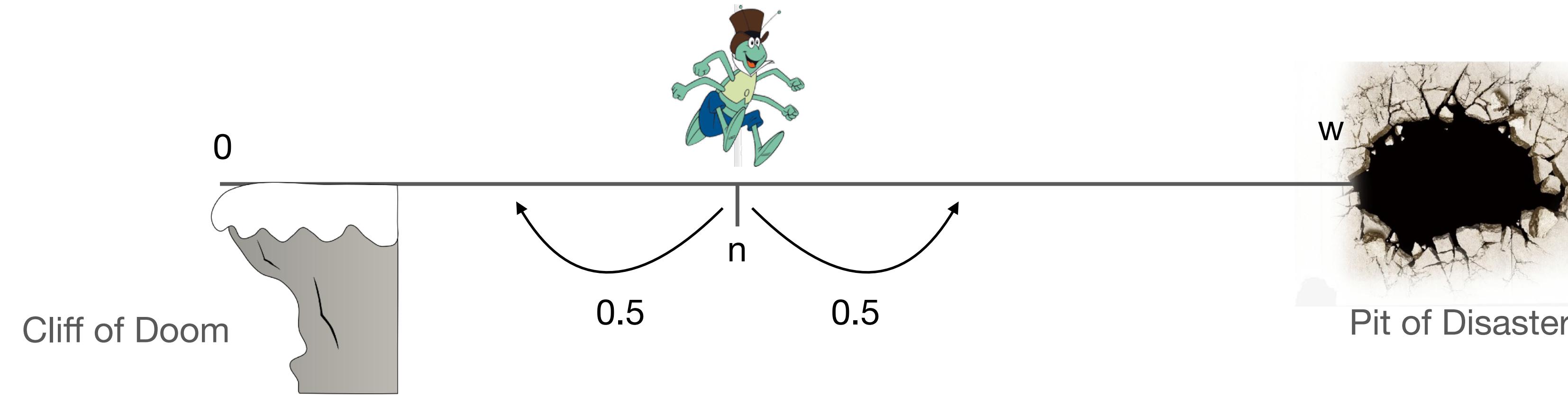
- Fix potential functions as **linear combinations** of monomials with **unknown coefficients**

$$\Phi := \sum_i k_i \cdot m_i$$

$$M := 1 \mid x \mid M_1 \cdot M_2 \mid \max(0, \Phi)$$

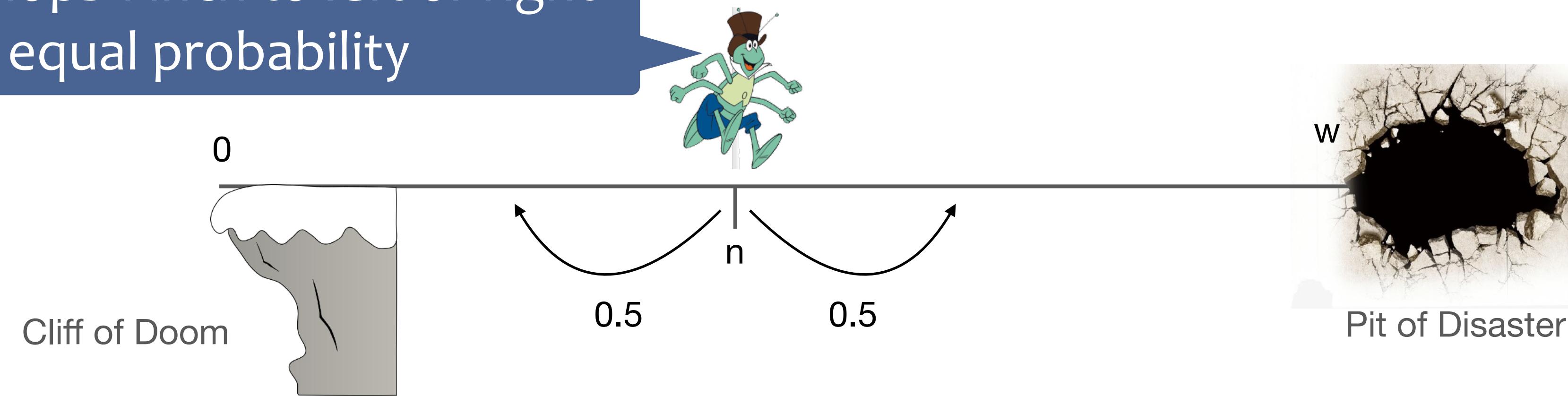
- Encode the **relations** between the potential functions at the current and next program points as linear constraints
- Obtain the optimal solution by solving the generated constraints with an off-the-shelf **LP solver**

# Example: Bug's life



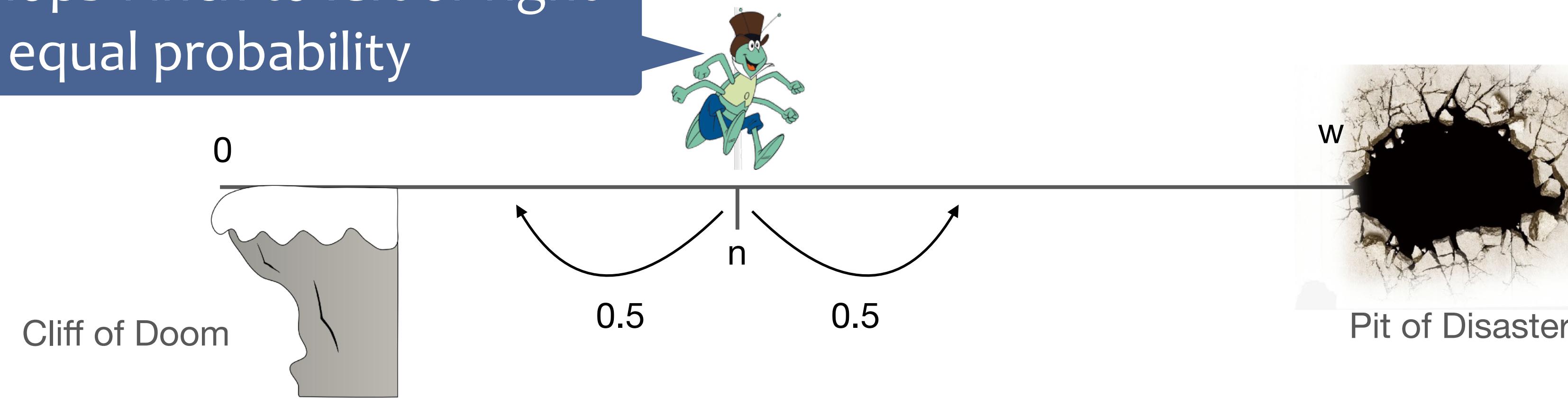
# Example: Bug's life

Repeatedly hops 1 inch to left or right  
with equal probability



# Example: Bug's life

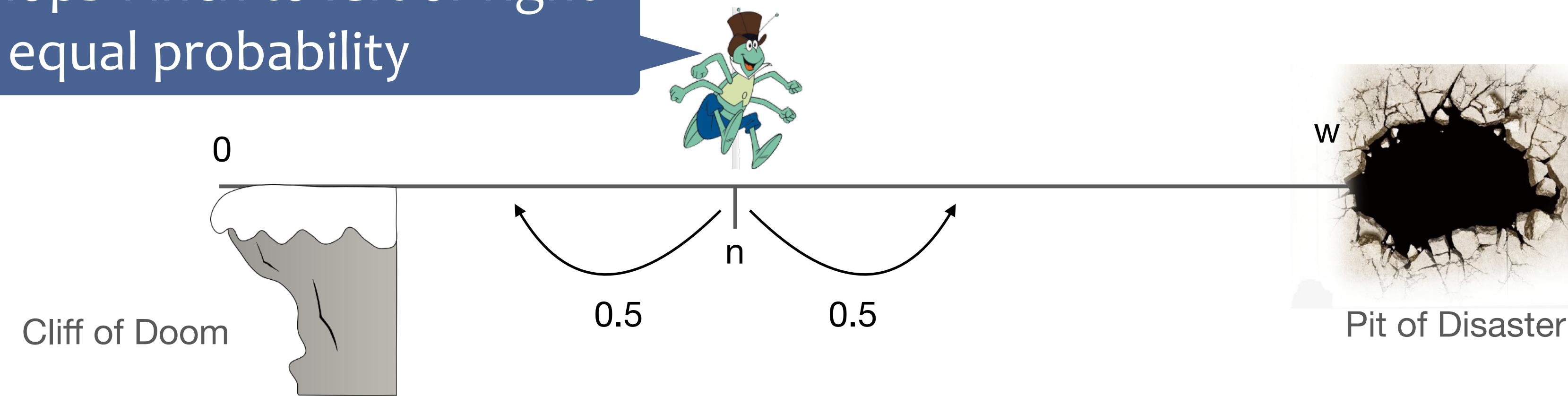
Repeatedly hops 1 inch to left or right  
with equal probability



```
while n > 0 && n < w:  
    prob(1,1):  
        n = n + 1  
    else:  
        n = n - 1  
    tick 1
```

# Example: Bug's life

Repeatedly hops 1 inch to left or right  
with equal probability



```
while n > 0 && n < w:
```

```
    prob(1,1):
```

```
        n = n + 1
```

```
    else:
```

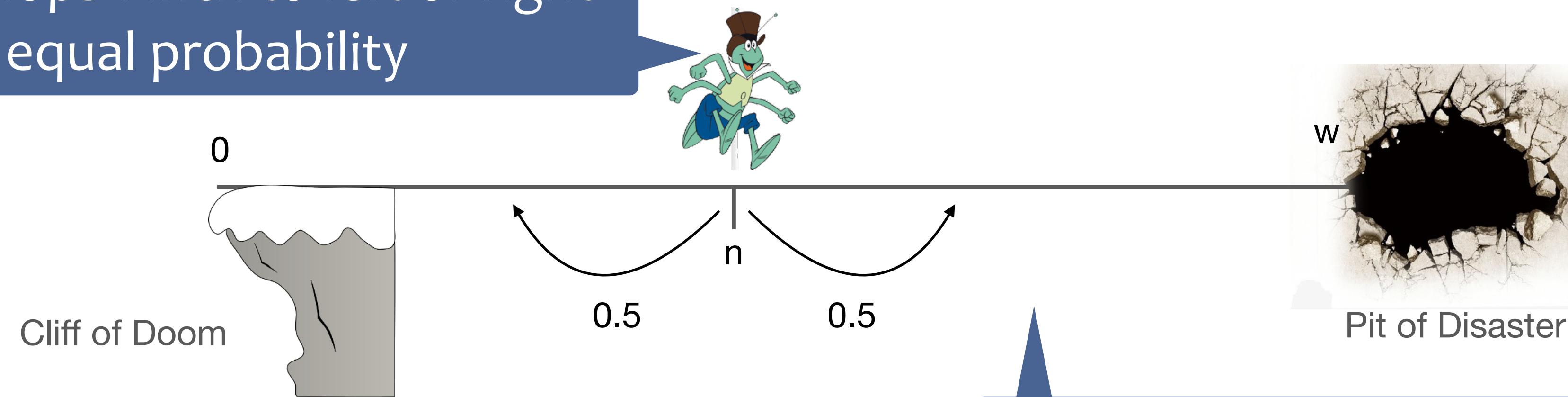
```
        n = n - 1
```

```
    tick 1
```

Cost = # hops  
= Bug's life

# Example: Bug's life

Repeatedly hops 1 inch to left or right  
with equal probability



```
while n > 0 && n < w:  
    prob(1,1):  
        n = n + 1  
    else:  
        n = n - 1  
    tick 1
```

Cost = # hops  
= Bug's life

The expected life:  
 $|[0,n]| * |[n,w]|$

## Derivation: Bug's life

```
while n > 0 && n < w:
```

```
    prob(1,1):
```

```
        n = n + 1
```

```
    else:
```

```
        n = n - 1
```

```
    tick 1
```

## Derivation: Bug's life

$\text{inv}(n,w) = |[0,n]|^* |[n,w]|$

{ . ;  $\text{inv}(n,w)$  }

while  $n > 0 \ \&\& \ n < w$ :

prob(1,1):

$n = n + 1$

else:

$n = n - 1$

tick 1

{ . ;  $\text{inv}(n,w)$  }

## Derivation: Bug's life

$$\text{inv}(n,w) = |[0,n]|^* |[n,w]|$$

{ . ; inv(n,w)}

while n > 0 && n < w:

prob(1,1):

n = n + 1

else:

n = n - 1

{ . ; inv(n,w) + 1}

tick 1

{ . ; inv(n,w)}

## Derivation: Bug's life

$$\text{inv}(n,w) = |[0,n]|^* |[n,w]|$$

{ . ; inv(n,w)}

while n > 0 && n < w:

prob(1,1):

n = n + 1

else:

{ 0 < n < w; inv(n-1,w) + 1 }

n = n - 1

{ . ; inv(n,w) + 1 }

tick 1

{ . ; inv(n,w)}

## Derivation: Bug's life

$$\text{inv}(n,w) = |[0,n]|^* |[n,w]|$$

{ . ; inv(n,w)}

while n > 0 && n < w:

prob(1,1):

n = n + 1

else:

{ 0 < n < w; inv(n,w) - |[n,w]| + |[0,n]| }

n = n - 1

{ . ; inv(n,w) + 1}

tick 1

{ . ; inv(n,w)}

## Derivation: Bug's life

$$\text{inv}(n,w) = |[0,n]|^* |[n,w]|$$

{ . ; inv(n,w)}

while n > 0 && n < w:

prob(1,1):

n = n + 1

{ . ; inv(n,w) + 1}

else:

{ 0 < n < w; inv(n,w) - |[n,w]| + |[0,n]| }

n = n - 1

{ . ; inv(n,w) + 1}

tick 1

{ . ; inv(n,w)}

## Derivation: Bug's life

$$\text{inv}(n,w) = |[0,n]|^* |[n,w]|$$

{ . ; inv(n,w)}

while n > 0 && n < w:

prob(1,1):

{ 0 < n < w; inv(n+1,w) + 1 }

n = n + 1

{ . ; inv(n,w) + 1 }

else:

{ 0 < n < w; inv(n,w) - |[n,w]| + |[0,n]| }

n = n - 1

{ . ; inv(n,w) + 1 }

tick 1

{ . ; inv(n,w)}

## Derivation: Bug's life

$$\text{inv}(n,w) = |[0,n]|^* |[n,w]|$$

{ . ; inv(n,w)}

while n > 0 && n < w:

prob(1,1):

{ 0 < n < w; inv(n,w) + |[n,w]| - |[0,n]| }

n = n + 1

{ . ; inv(n,w) + 1}

else:

{ 0 < n < w; inv(n,w) - |[n,w]| + |[0,n]| }

n = n - 1

{ . ; inv(n,w) + 1}

tick 1

{ . ; inv(n,w)}

## Derivation: Bug's life

$$\text{inv}(n,w) = |[0,n]| * |[n,w]|$$

{ . ; inv(n,w)}

while n > 0 && n < w:

{ 0 < n < w; inv(n,w) }

prob(1,1):

{ 0 < n < w; inv(n,w) + |[n,w]| - |[0,n]| }

n = n + 1

{ . ; inv(n,w) + 1}

else:

{ 0 < n < w; inv(n,w) - |[n,w]| + |[0,n]| }

n = n - 1

{ . ; inv(n,w) + 1}

tick 1

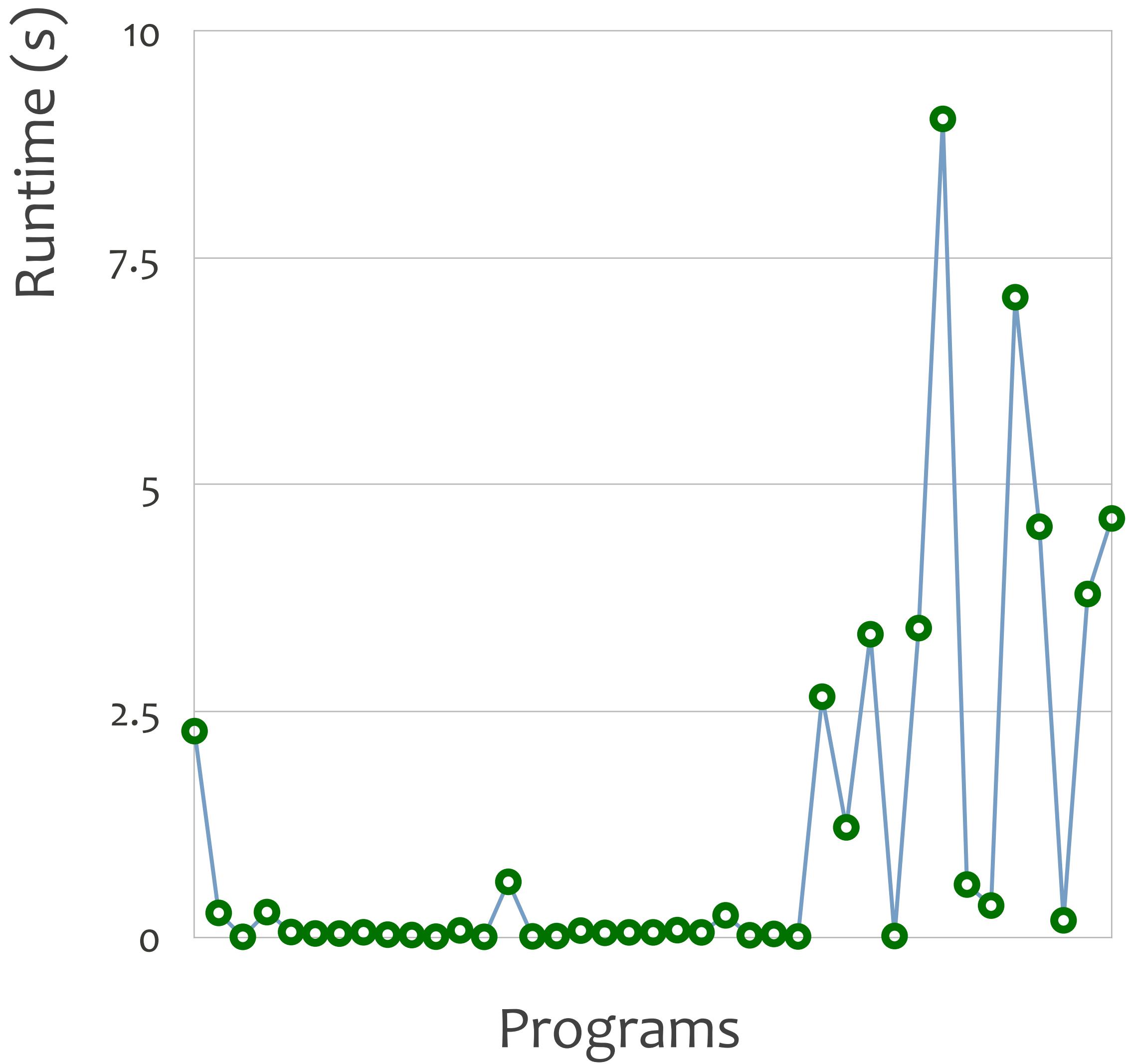
{ . ; inv(n,w)}

Weighted sum in which terms are canceled out

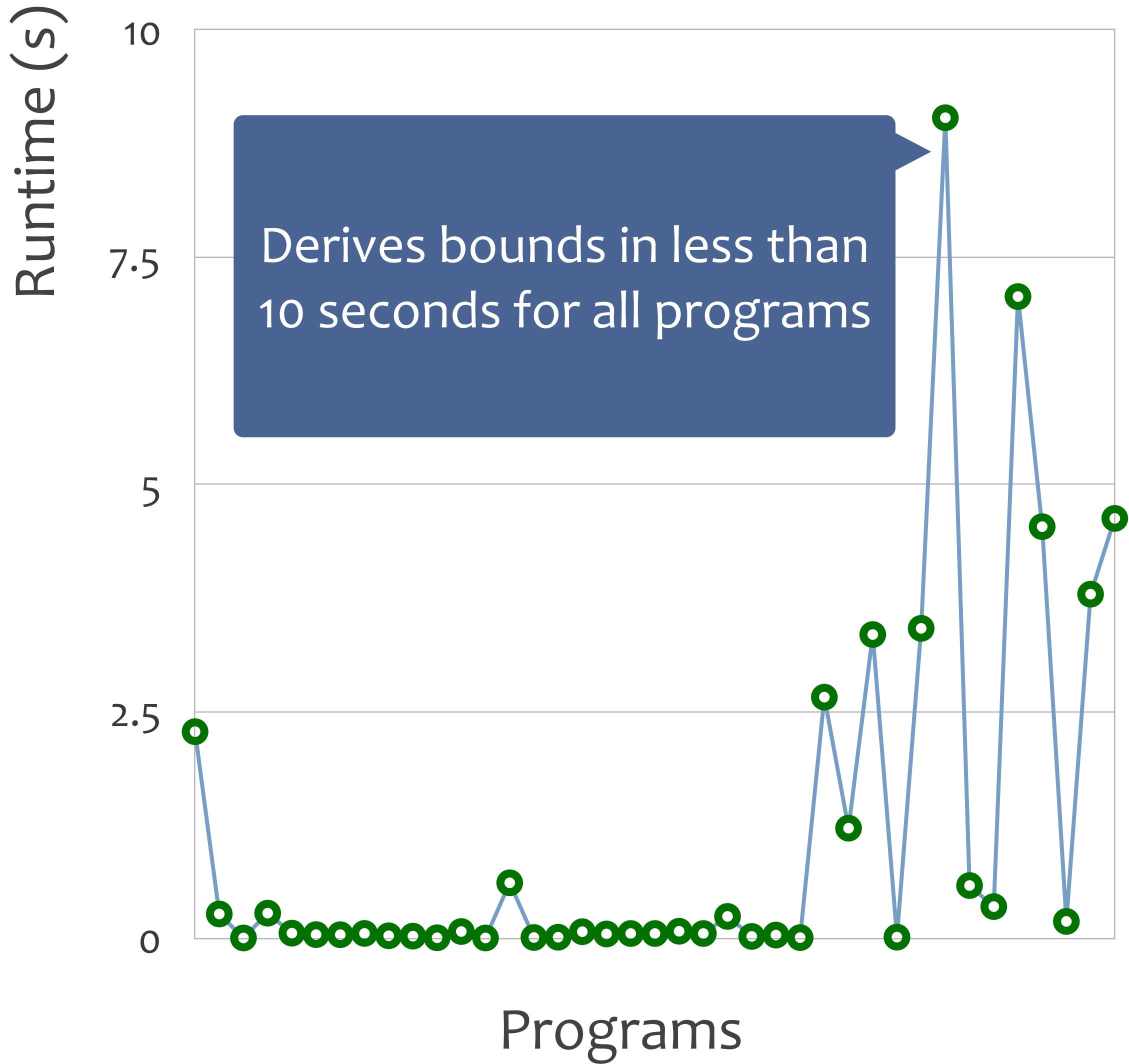
# Implementation: Absynth

- Accepts imperative (integer) probabilistic programs
- Infers multivariate polynomial bounds on the expected resource consumption
- Automatically analyzes 40 challenging probabilistic programs and randomized algorithms with different looping patterns
- Statically derived bounds are compared with simulation-based expectations to show that constant factors are very precise

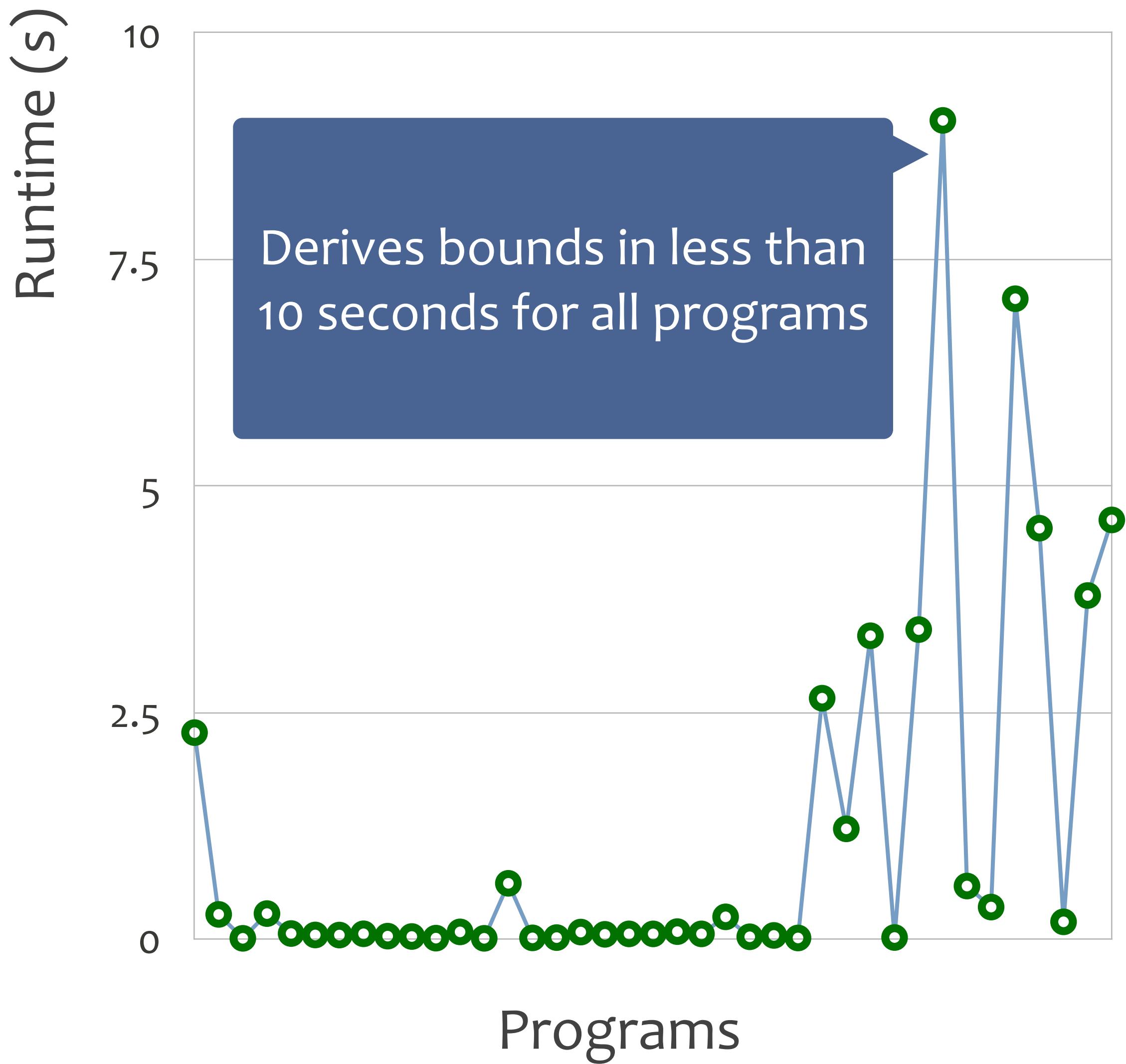
# Experiments: Overview



# Experiments: Overview

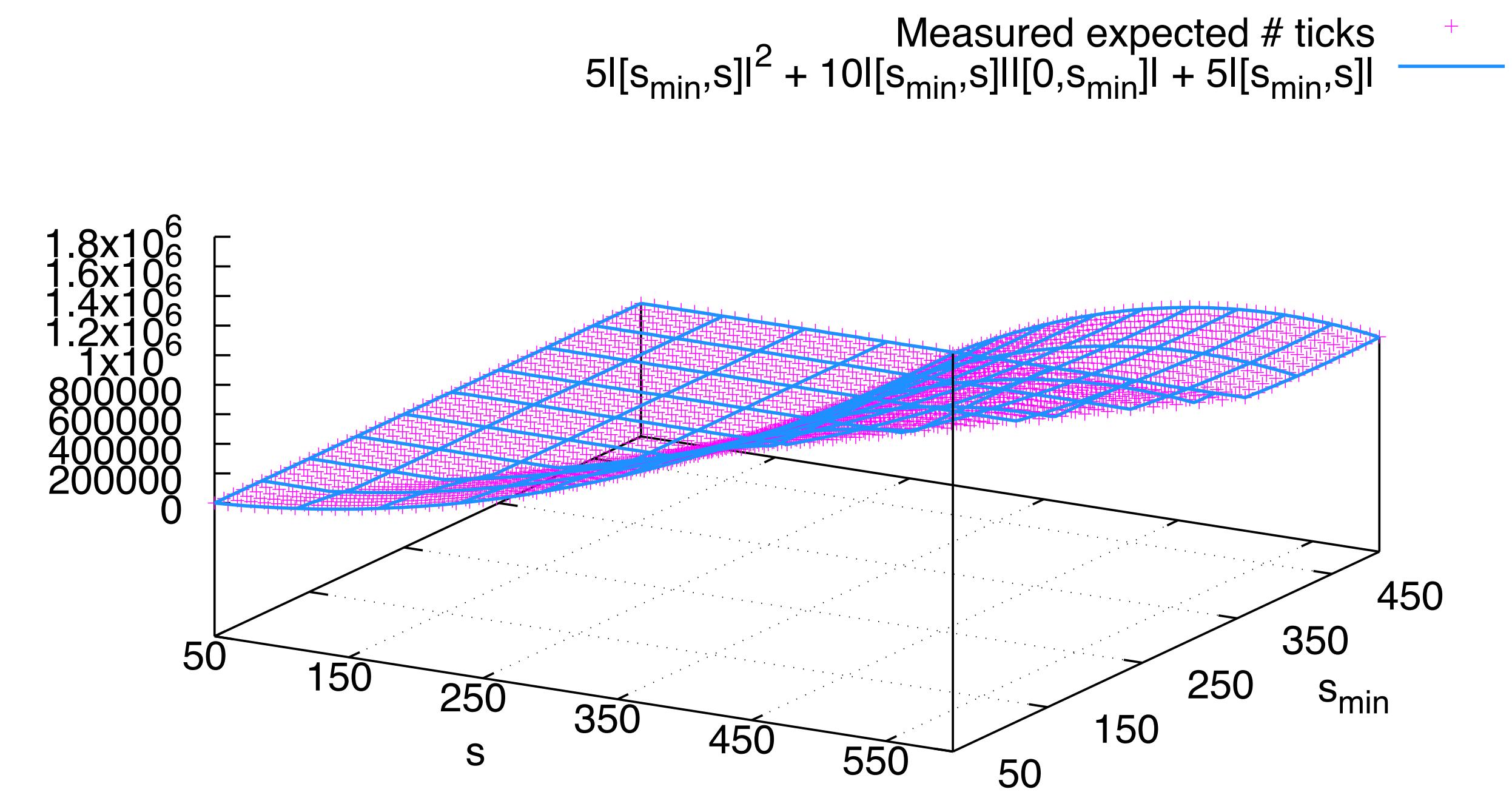
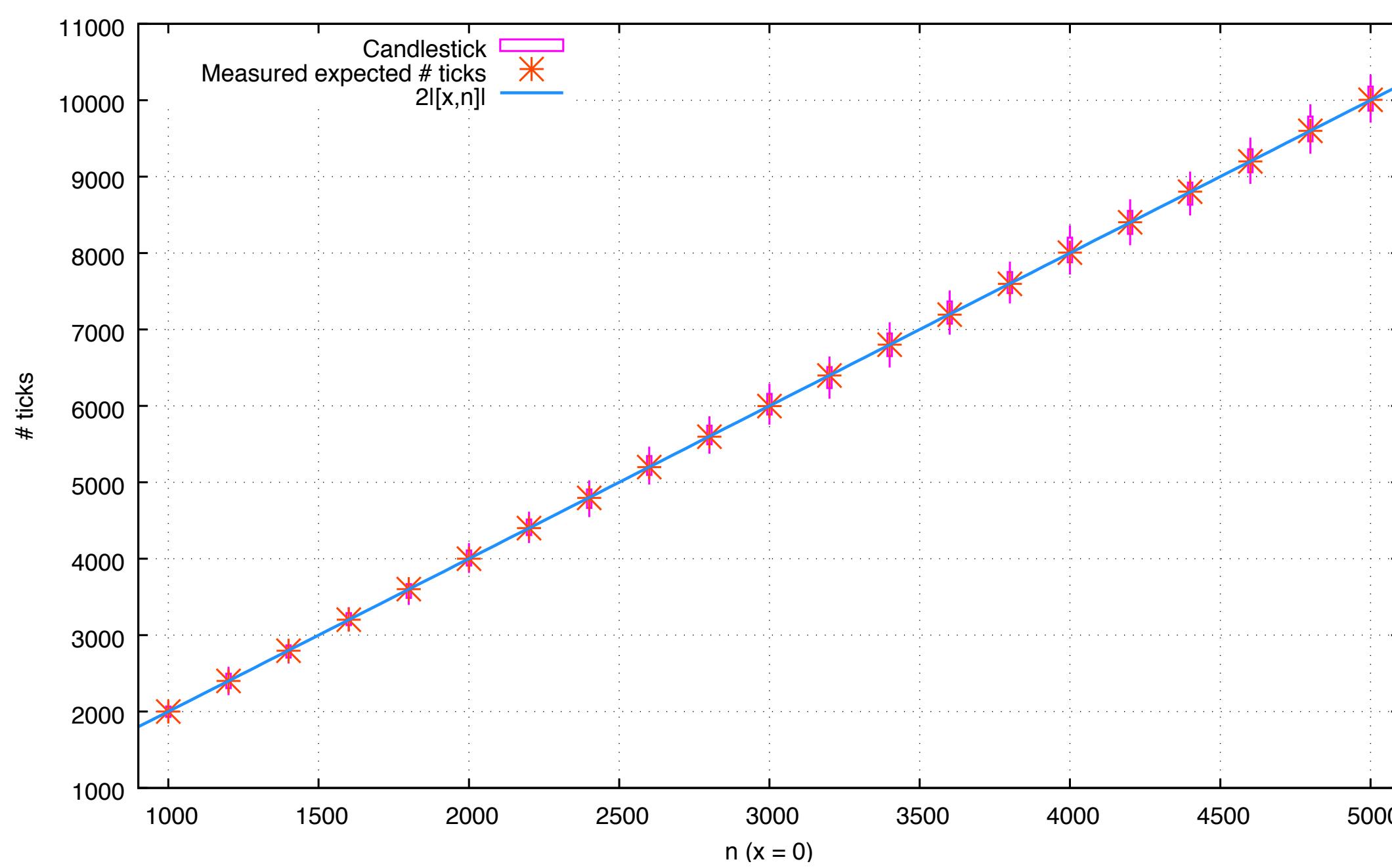


# Experiments: Overview



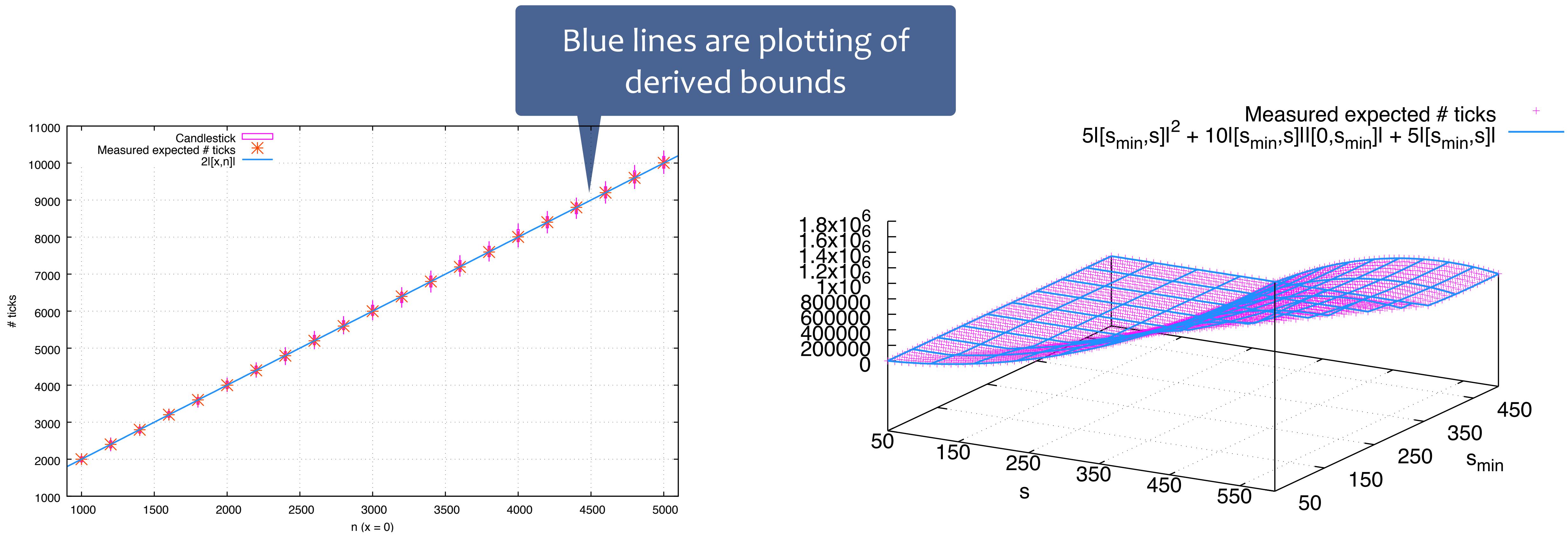
# Precise constant factors

- For example, figures show the constant factors in derived bounds for random walk and polynomial programs are **very precise**



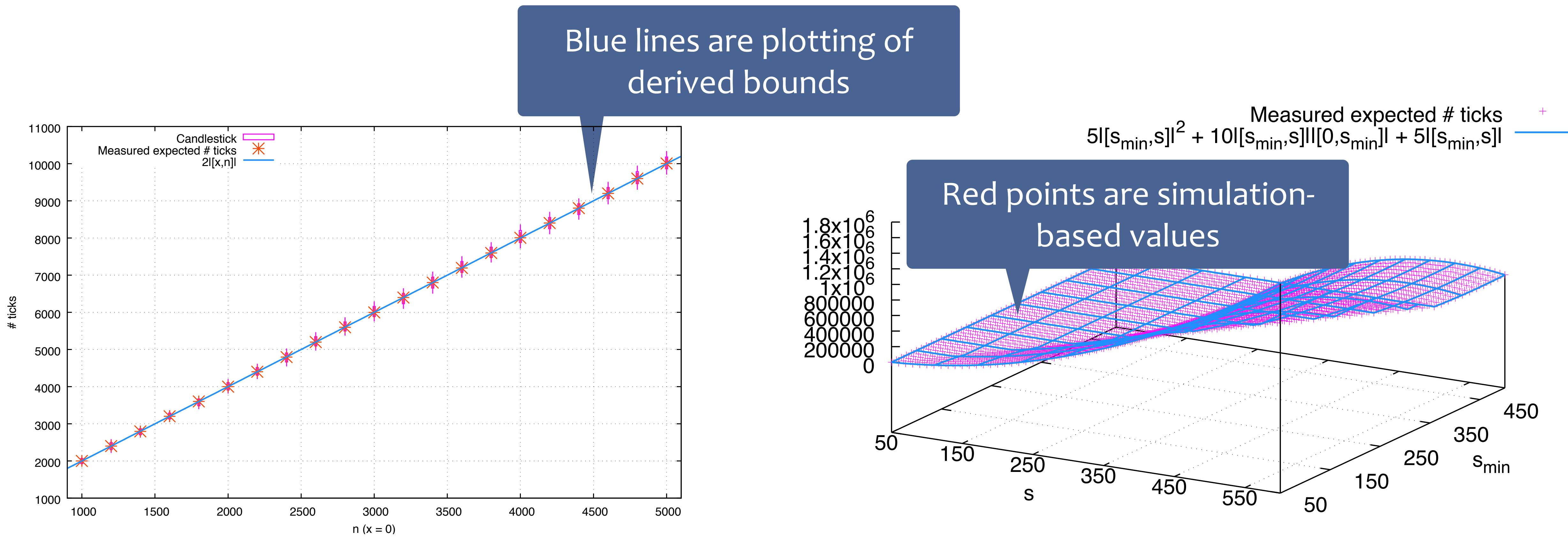
# Precise constant factors

- For example, figures show the constant factors in derived bounds for random walk and polynomial programs are **very precise**



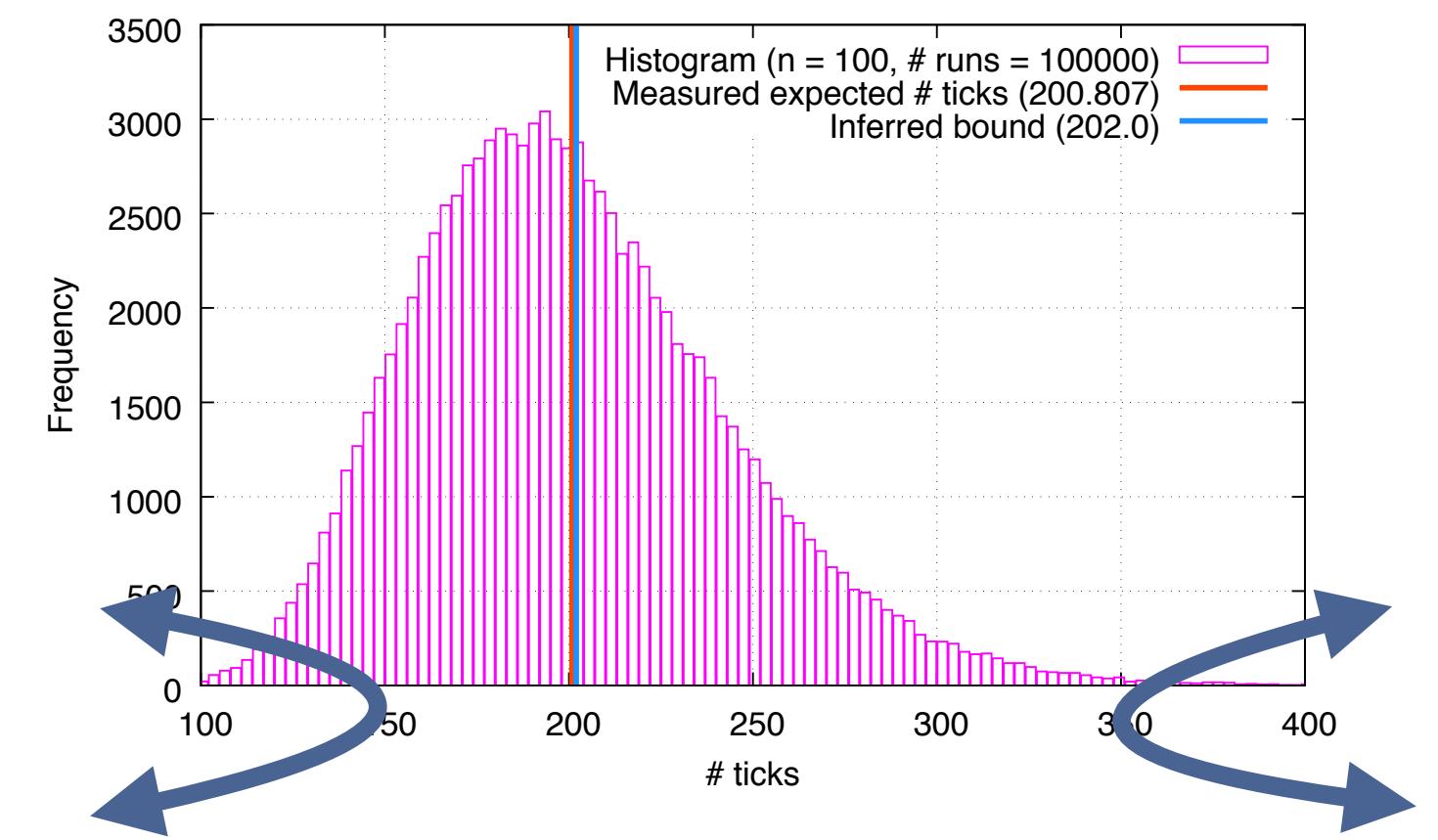
# Precise constant factors

- For example, figures show the constant factors in derived bounds for random walk and polynomial programs are **very precise**



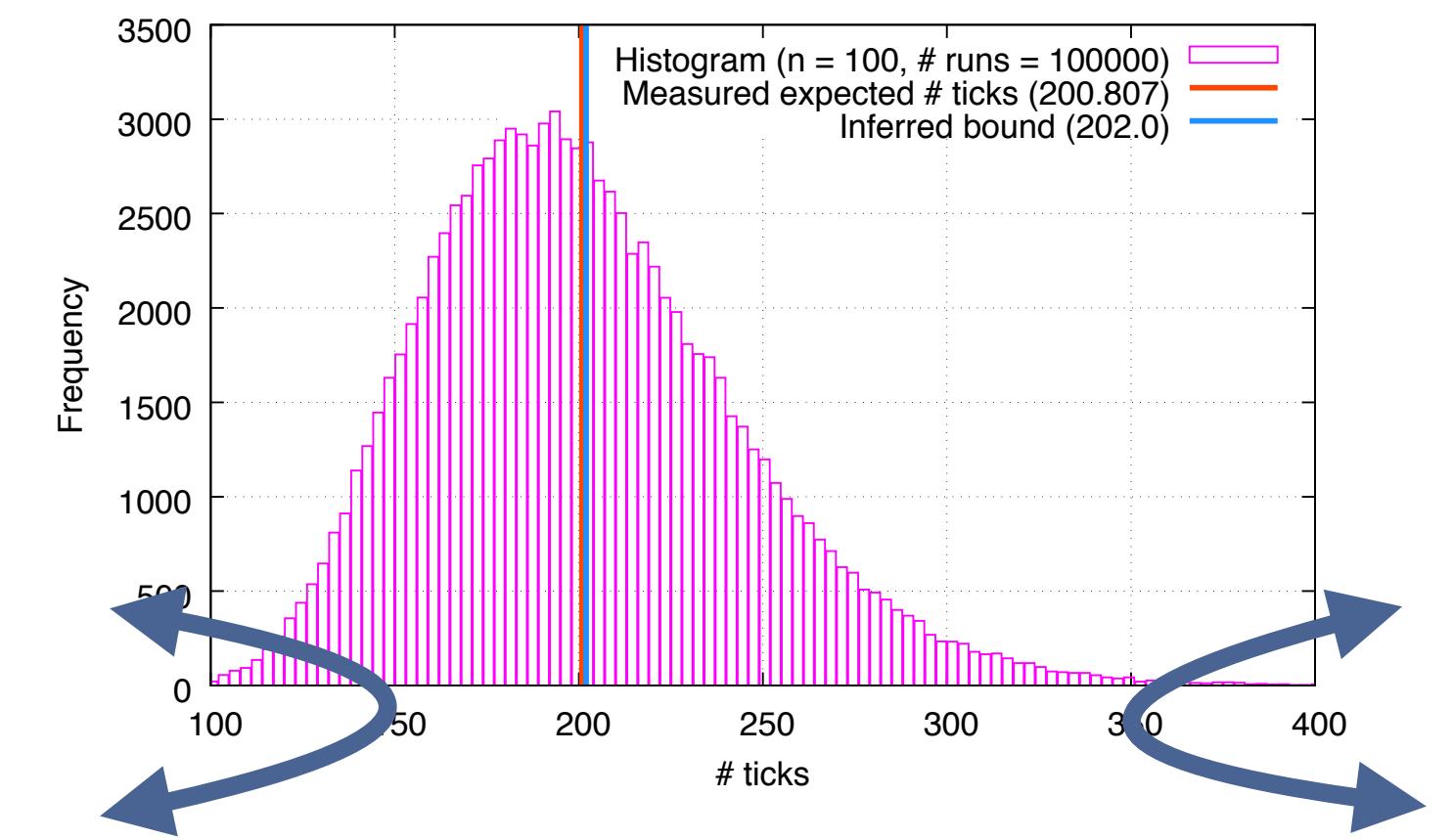
# Application: Tail-bound analysis

- Can be reduced to expected resource analysis using concentration inequalities (e.g., Markov and Chebyshev's inequalities)
- Assert that resource usage is bounded with a **high probability**
- Thus, they are good for analyzing **safety properties** of programs



# Application: Tail-bound analysis

- Can be reduced to expected resource analysis using concentration inequalities (e.g., Markov and Chebyshev's inequalities)
- Assert that resource usage is bounded with a **high probability**
- Thus, they are good for analyzing **safety properties** of programs



Random walk example:

$$\begin{aligned} & \mathbb{P}(t \geq 10 | [0, n]) \\ & \leq \frac{\mathbb{E}(t)}{10 | [0, n] |} \leq \frac{2 | [0, n] |}{10 | [0, n] |} = 0.2 \end{aligned}$$

---

# Summary

---

---

# Summary

---

## Contributions

---

# Summary

---

## Contributions

- First automatic analysis for deriving symbolic bounds on the expected resource usage
- Practical implementation for imperative (integer) probabilistic programs

# Summary

---

## Contributions

- First automatic analysis for deriving symbolic bounds on the expected resource usage
- Practical implementation for imperative (integer) probabilistic programs

## Limitations

- Non-polynomial bounds
- Discrete distributions with finite domains

# Summary

## Contributions

- First automatic analysis for deriving symbolic bounds on the expected resource usage
- Practical implementation for imperative (integer) probabilistic programs

## Future work

- Lower bounds on the expected resource usage
- Tail-bound analysis with Chebyshev's inequality

## Limitations

- Non-polynomial bounds
- Discrete distributions with finite domains