

COT 6936: Topics in Algorithms

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Presentation Outline

COT 6936:
Topics in
Algorithms

Giri
Narasimhan

Randomized
Online
Algorithms

Randomized
Cache
Replacement
Strategies

Analyzing
Randomized
MARKER
Algorithm

Adversaries

- 1 Randomized Online Algorithms
- 2 Randomized Cache Replacement Strategies
- 3 Analyzing Randomized MARKER Algorithm
- 4 Adversaries

What is a Randomized Online Algorithm?

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Adversaries

- It is an online algorithm with randomization

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- It is an online algorithm with randomization
- Example: If you are going on a ski trip, toss a coin and decide whether to rent/buy skis.

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- Example: If you are going on a ski trip, toss a coin and decide whether to rent/buy skis.
- Example: When a new item is brought into cache, randomly pick an existing item to evict.

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- It is an online algorithm with randomization
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- Example: When a new item is brought into cache, randomly pick an existing item to evict.
- Lower bounds for deterministic online algorithms do not apply.

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- It is an online algorithm with randomization
- Example: If you are going on a ski trip, toss a coin and decide whether to rent/buy skis.
- Example: When a new item is brought into cache, randomly pick an existing item to evict.
- Lower bounds for deterministic online algorithms do not apply.
- Lower bound of $k = \text{size of cache}$ does not apply for randomized cache replacement strategies.

How to Analyze Online Algorithms?

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Adversaries

- Competitive analysis

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- Competitive analysis
 - Compare with optimal offline algorithm (**OPT**)

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Adversaries

- Competitive analysis
 - Compare with optimal offline algorithm (**OPT**)
- Online Algorithm A is α -competitive if there exists constant b such that for every sequence of inputs σ :

$$COST_A(\sigma) \leq \alpha \cdot COST_{OPT}(\sigma) + b$$

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- **Randomized** Online Algorithm A is α -competitive if there exists constant b such that for every sequence of inputs σ :

$$E[COST_A(\sigma)] \leq \alpha COST_{OPT}(\sigma) + b$$

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- **Randomized** Online Algorithm A is α -competitive if there exists constant b such that for every sequence of inputs σ :

$$E[COST_A(\sigma)] \leq \alpha COST_{OPT}(\sigma) + b$$

Use **Expected** cost instead

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- On a miss: evict an item chosen uniformly at random from all k items in cache.

RANDOM Algorithm

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- On a miss: evict an item chosen uniformly at random from all k items in cache.
- RANDOM is k -competitive

RANDOM Algorithm

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Adversaries

- On a miss: evict an item chosen uniformly at random from all k items in cache.
- RANDOM is k -competitive
- Can we do better than the deterministic lower bound of k for the competitiveness?

MARKER Algorithm

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MARKER Algorithm

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- Algorithm proceeds in **rounds**

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- **Start of round:**

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MARKER Algorithm

- Each of k pages in cache has a **MARKER** bit
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- **Start of round**: **UNMARK** all pages

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 - If request is a **hit**: **MARK** the page
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 - 1 Replace (arbitrary) **UNMARKED** page and **MARK** it

MARKER Algorithm

MARKER Algorithm

- Each of k pages in cache has a **MARK**er bit
- Algorithm proceeds in **rounds**
- **Start of round:** **UNMARK** all pages
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 - If request is a **hit**: **MARK** the page
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 - 1 Replace (arbitrary) **UNMARK**ed page and **MARK** it
 - 2 If all pages are **MARK**ed, start next round and **UNMARK** all pages
- No explicit randomization in this algorithm.

MARKER Algorithm

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- No explicit randomization in this algorithm.
 - **Arbitrary** replacement can be implemented as say a FIFO or LIFO of unmarked items

MARKER Algorithm

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 - 1 Replace (arbitrary) **UNMARK**ed page and **MARK** it
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- No explicit randomization in this algorithm.
 - **Arbitrary** replacement can be implemented as say a FIFO or LIFO of unmarked items
- LRU is in fact a **MARK**ing algorithm.

MARKER Algorithm

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- Algorithm proceeds in **rounds**
- **Start of round**: **UNMARK** all pages
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 - 1 Replace (arbitrary) **UNMARK**ed page and **MARK** it
 - 2 If all pages are **MARK**ed, start next round and **UNMARK** all pages
- No explicit randomization in this algorithm.
 - **Arbitrary** replacement can be implemented as say a FIFO or LIFO of unmarked items
- LRU is in fact a **MARK**ing algorithm. **Why?**

Randomized MARKER Algorithm

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 - 2 If all pages are **MARK**ed, start next round and **UNMARK** all pages
- Has explicit randomization in this algorithm.
- Analysis: This algorithm is $2H_k$ -competitive.

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Analyzing **Randomized** MARKER

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Adversaries

Divide the request sequence into phases $\sigma(i), \dots, \sigma(j)$,

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Divide the request sequence into phases $\sigma(i), \dots, \sigma(j)$, where j is the smallest integer such that

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Divide the request sequence into phases $\sigma(i), \dots, \sigma(j)$, where j is the smallest integer such that

$$\{\sigma(i), \dots, \sigma(j+1)\}$$

contains $k + 1$ distinct pages.

At the end of a phase, all pages are MARKed.

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$$\{\sigma(i), \dots, \sigma(j+1)\}$$

contains $k+1$ distinct pages.

At the end of a phase, all pages are MARKed.

A page is **stale** if it is unMARKed but was MARKed in previous phase. A page is **clean** if it is neither stale nor MARKed. Let $c = \#$ of clean pages requested in phase.

Claim 1: Amortized $\#$ of faults by OPT in phase is $\geq c/2$

Claim 2: Expected number of faults by MARKER is $\leq cH_k$.

Analyzing **Randomized** MARKER

OPT: Let the # of pages in $S_{OPT} \setminus S_M$ be d_I at start of phase

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OPT: Let the # of pages in $S_{OPT} \setminus S_M$ be d_I at start of phase and d_F at end of phase.

Analyzing **Randomized** MARKER

OPT: Let the # of pages in $S_{OPT} \setminus S_M$ be d_I at start of phase and d_F at end of phase. OPT has at least $c - d_I$ faults.

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OPT: Let the # of pages in $S_{OPT} \setminus S_M$ be d_I at start of phase and d_F at end of phase. OPT has at least $c - d_I$ faults. Also OPT has at least d_F faults.

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OPT: Let the # of pages in $S_{OPT} \setminus S_M$ be d_I at start of phase and d_F at end of phase. OPT has at least $c - d_I$ faults. Also OPT has at least d_F faults. Why?

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OPT: Let the # of pages in $S_{OPT} \setminus S_M$ be d_I at start of phase and d_F at end of phase. OPT has at least $c - d_I$ faults. Also OPT has at least d_F faults. Why?

A clean page is a miss for MARKER. Thus c clean pages are not in S_M . At best, they are from $S_{OPT} \setminus S_M$. But $|S_{OPT} \setminus S_M| = d_I$. Hence OPT has $\geq c - d_I$ misses.

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A clean page is a miss for MARKER. Thus c clean pages are not in S_M . At best, they are from $S_{OPT} \setminus S_M$. But $|S_{OPT} \setminus S_M| = d_I$. Hence OPT has $\geq c - d_I$ misses.

The d_F pages from $S_M \setminus S_{OPT}$ were accessed, but not present at end of phase in S_{OPT} . Hence they were evicted by OPT on some miss. Thus OPT had at least d_F misses.

$$\max\{c - d_I, d_F\} \geq (c - d_I + d_F)/2 = c/2 - d_I/2 + d_F/2$$

Amortized over all requests, the second and last terms start to cancel off, giving us $\geq c/2$ faults.

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OPT: $\geq c/2$ faults.

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OPT: $\geq c/2$ faults.

MARKER: $k - c$ stale pages in cache. Let $c(i)$ (and $s(i)$) be the number of clean (and stale, resp.) pages requested before the i -th stale page.

Thus, expected cost of request is

$$\frac{s(i) - c(i)}{s(i)} \cdot 0 + \frac{c(i)}{s(i)} \cdot 1 \leq \frac{c}{s(i)} = \frac{c}{k - i + 1}$$

When summed over all iterations, we have

$$\sum_{i=1}^s \frac{c}{k - i + 1} \leq \sum_{i=2}^k \frac{c}{i} = c(H_k - 1)$$

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- Claim 1:** Amortized # of faults by OPT in phase is $\geq c/2$
- Claim 2:** Expected number of faults by MARKER is $\leq cH_k$.
- Claim 3:** Randomized MARKER is $2H_k$ -competitive.
- Claim 4:** If R is a randomized online paging algorithm that is c -competitive against any oblivious adversary, then $c \geq H_k$.

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Adversary Models

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- When doing worst-case analysis of online, we assume that

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- When doing worst-case analysis of online, we assume that there is an **adversary**

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- When doing worst-case analysis of online, we assume that there is an **adversary** who is generating a request sequence in order to make algorithm perform as poorly as possible.

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- In analyzing randomized online algs, we have 3 choices:
 - **Oblivious adversary**: adversary generates request sequence at start. I.e., **cannot see action of algorithm or random choices**. Adversary serves **offline**.

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 - **Adaptive oine adversary**: adversary generates request sequence **adaptively**, and knows the result of the coin tosses.

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Adversaries

- \exists randomized c -competitive algorithm against *adaptive offline adversary* \implies

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Adversaries

- \exists randomized c -competitive algorithm against *adaptive offline adversary* $\implies \exists$ deterministic c -competitive algorithm.

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Adversaries

- \exists randomized c -competitive algorithm against *adaptive offline adversary* $\implies \exists$ deterministic c -competitive algorithm.
- \exists randomized c -competitive algorithm against *adaptive online adversary* and \exists d -competitive algorithm against *oblivious adversary* \implies

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- \exists randomized c -competitive algorithm against *adaptive online adversary* and \exists d -competitive algorithm against *oblivious adversary* $\implies \exists$ $c \cdot d$ -competitive algorithm against any *adaptive offline adversary*.

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- \exists randomized c -competitive algorithm against *adaptive online adversary* $\implies \exists$ deterministic c^2 -competitive algorithm.

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- \exists randomized c -competitive algorithm against *adaptive online adversary* $\implies \exists$ deterministic c^2 -competitive algorithm.

[Ben-David, Borodin, Karp, Tardos, Wigderson, Algorithmica, 1994]