

DES Lecture

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16.11.23

Recap: Online Algorithms

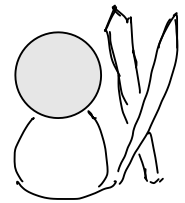
~ don't know anything about the future (not Poisson)

what happens in the worst-case?

→ take decisions online

• Ski Rental

- don't know how long we are skiing for
(weather / accident)



- each day decide: continue renting OR Buy

→ more formal:

u : days we end up renting | chosen by Adv.

Z : the day we buy skis | chosen by us

$$\text{cost}_{\text{Alg}} \begin{cases} u & u \leq Z \quad (\text{always rent}) \\ Z+1 & u > Z \quad (\text{we buy + rent } Z \text{ days}) \end{cases}$$

$$\text{cost}_{\text{opt}} \begin{cases} u \\ 1 \end{cases} = \min(u, 1) \quad \begin{array}{l} \text{best offline Alg} \\ (\text{knows the future}) \end{array}$$

OA Analysis : Comp. ratio

$$\text{cost}_A \leq \Gamma \cdot \text{cost}_{\text{opt}}$$

$$\Gamma = \frac{\text{cost}_A}{\text{cost}_{\text{opt}}}$$

Def. Ski Rental 2-comp.

Q: can we do better?

so what's the problem?

Adv. knows what we will do \rightarrow can always make us pay a lot

Idea: randomize our strategy!

Adv. still knows what we will do

(i.e. flip a coin w $p=0.5$ & then do X)

BUT does not know random outcome (is it heads)

\leadsto " forces Adv. to prepare for multiple outcomes"

Randomized Ski Rental

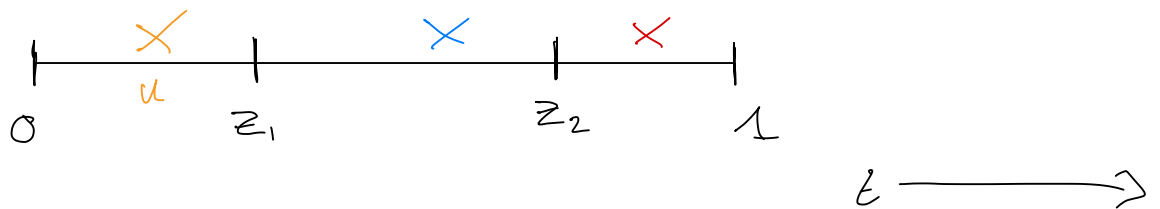
Approach I

choose z_1 with probability p_1

else choose

z_2

($p_2 = (1-p_1)$)



$$\text{cost}_A \begin{cases} u & \text{if } u \leq z_1 \text{ (always rent)} \\ p_1 \cdot (z_1+1) + p_2 \cdot u & \text{if } z_1 < u < z_2 \\ p_1 \cdot (z_1+1) + p_2 \cdot (z_2+1) & \text{if } z_2 < u \end{cases}$$

Obs: for Adv. it makes sense to either have

$$u = z_1 + \epsilon \quad \text{or} \quad z_2 + \epsilon$$

~ immediately stop skiing after we buy

$$z_1 = \frac{1}{2} \quad z_2 = 1$$

$$u = z_1 + \epsilon$$

$$\text{cost}_A = p_1(z_1+1) + p_2 z_1$$

$$= p_1 + \frac{1}{2}$$

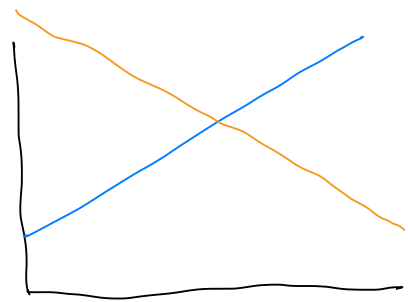
$$u = z_2$$

$$\text{cost}_A = p_1(z_1+1) + p_2(z_2+1)$$

$$= 2 - \frac{1}{2} p_1$$

$$z_1 = \frac{1}{2} \quad \frac{\text{cost}_A}{\text{OPT} (= \frac{1}{2})} = 2p_1 + 1$$

$$z_1 = 1 \quad \frac{\text{cost}_A}{\text{OPT} (= 1)} = 2 - \frac{1}{2} p_1$$



$$\Rightarrow 2p_1 + 1 = 2 - \frac{1}{2} p_1$$

$$\Rightarrow p_1 = \frac{2}{5}$$

$$\Rightarrow \frac{\text{cost}_A}{\text{cost}_{\text{opt}}} = \frac{9}{5} < 2$$

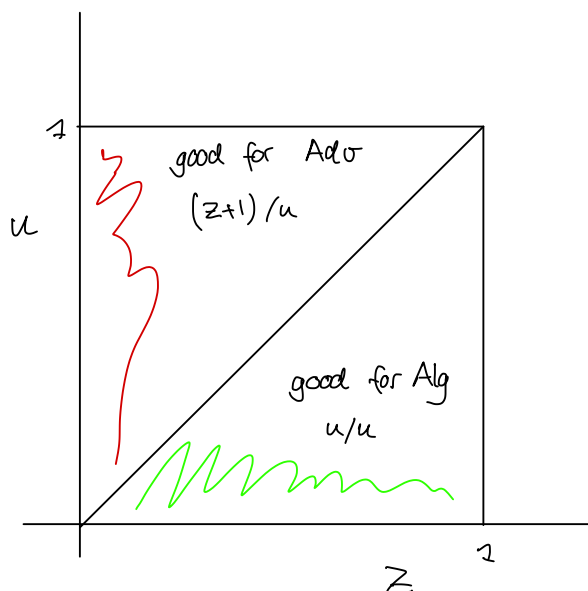
\Rightarrow can do better with Randomization!

Approach 2

• don't choose 2 values

→ INF many ...

choose a distribution



• now to get our comp. ratio

$\frac{p_1}{z_1}$ $\frac{p_2}{z_2}$

$p(z)$

$[0, 1]$ →

$$\frac{\int_0^1 \int_0^1 (z+1) p(z) d(u) dz du + \int_0^1 \int_0^1 u \cdot p(z) d(u) dz du}{\int_0^1 u d(u) du}$$

↑ Adv
 $d(u)$
tries to max.

↓ Alg
 $p(z)$
tries to minimize

• too complex instead recall

$$\text{cost}_A(u) \leq r \cdot \text{cost}_{\text{OPT}}(u) \quad \text{for all } u$$

~ if we can ensure that we do not pay much more than $r \cdot \text{OPT}$ for any input u (that Adv. can choose) it doesn't matter what Adv. does

→ we get r -comp.

$$\infty \quad \text{cost}_z \quad \begin{cases} u \\ z+1 \end{cases} \quad \begin{array}{l} u \leq z \quad \text{rent} \\ u > z \quad \text{buy} \end{array}$$

$$\text{cost}_A(u) \leq r \cdot \text{cost}_{\text{opt}} (=u)$$



$$\underbrace{\int_0^u (z+1) p(z) dz}_{u > z \text{ buy}} + \underbrace{\int_u^1 u \cdot p(z) dz}_{u < z \text{ rent}} \leq r \cdot u$$

$$\underbrace{\int_0^u (z+1) p(z) dz}_{u > z \text{ buy}} + \underbrace{\int_u^1 u \cdot p(z) dz}_{u < z \text{ rent}} \neq r \cdot u$$

math heavy part

$$\int_0^u \underbrace{(z+1)p(z)}_f dz + u \cdot \int_u^1 p(z) dz = r \cdot u$$

diff wrt u

$$\frac{\partial}{\partial u} \int_a^b f(x) dx = \frac{\partial}{\partial u} [F(b) - F(a)]$$

$$= \frac{\partial}{\partial u} F(b) - \frac{\partial}{\partial u} F(a) = f(b) - f(a)$$

$$F(u) - F(0)$$

$$f(u)$$

$$u \cdot \int_u^1 p(z) dz$$

\Rightarrow

$$(u+1)p(u) + \int_0^1 p(z) dz + u \cdot -p(u)$$

$$= p(u) + \int_u^1 p(z) dz = r$$

$$\frac{\partial p(u)}{\partial u} - p(u) = 0 \Rightarrow p(u) = a \cdot e^u$$

plug in and $a = \frac{1}{e-1}$

$$\frac{e^u}{e-1}$$

$$\Rightarrow r = p(u) + \int_u^1 p(u)(z) dz$$

$$= \frac{e^u}{e-1} + \frac{e^1 - e^u}{e-1} = \frac{e}{e-1}$$

$$\approx 1.58$$

Lower Bound

How good could we get with randomization?

Yao's Principle:

choose an input distr $d(u)$

if all det. Alg $\geq r$ -comp. (on $d(u)$)

\implies all randomized Alg $\geq r$ -comp (on $d(u)$)

\longrightarrow allows us to derive lower bounds for rand. Alg by studying det.

Input \neq
Algorithm



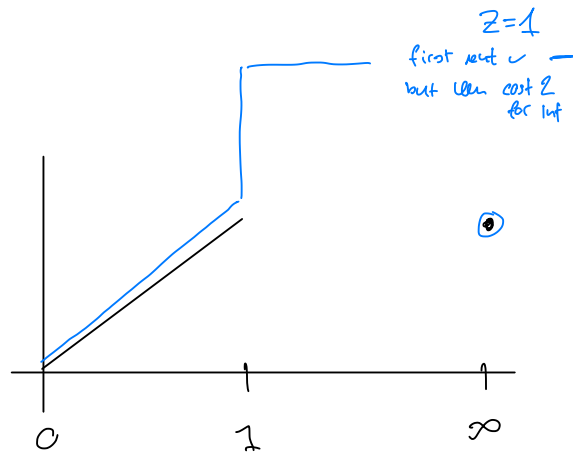
Ski Example

$$d(0 \leq u \leq 1) = \frac{1}{2}$$

you should rent

$$d(\infty) = \frac{1}{2}$$

you should have bought



OPT Alg (knows feature "offline")

buys if $u = \infty$, rents otherwise.

$$C_{\text{opt}} = \underbrace{\frac{1}{2} \int_0^1 u \, du}_{\text{rent}} + \underbrace{\frac{1}{2} \cdot 1}_{\text{buy}} = \frac{3}{4}$$

$$r = \frac{C_A}{C_{\text{OPT}}}$$

what's the best det. Alg?

for Yao =

I. $d(u) \checkmark$

II. $\forall \text{ det Alg} \geq r$

could show best $z=0 \rightarrow \text{cost} = 1$

$$\Rightarrow r = \frac{\text{best det OA}}{\text{best OPT}} = \frac{1}{\frac{3}{4}} = \frac{4}{3} \approx 1.33$$

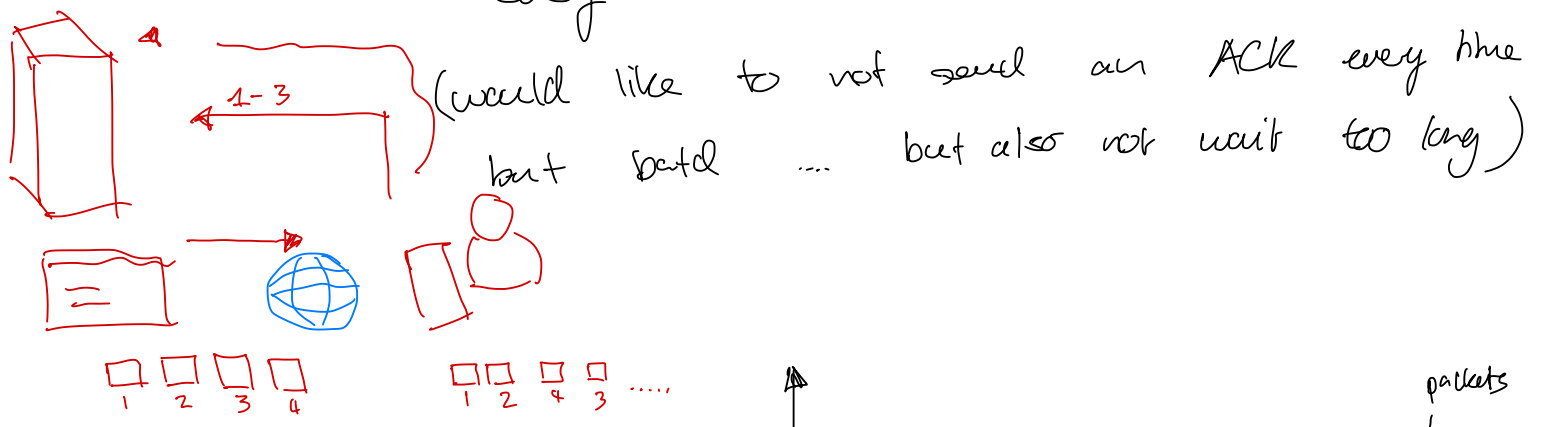
Yao's principle LB of 1.33!

rand. 1.58

(∞ case is a little gap)

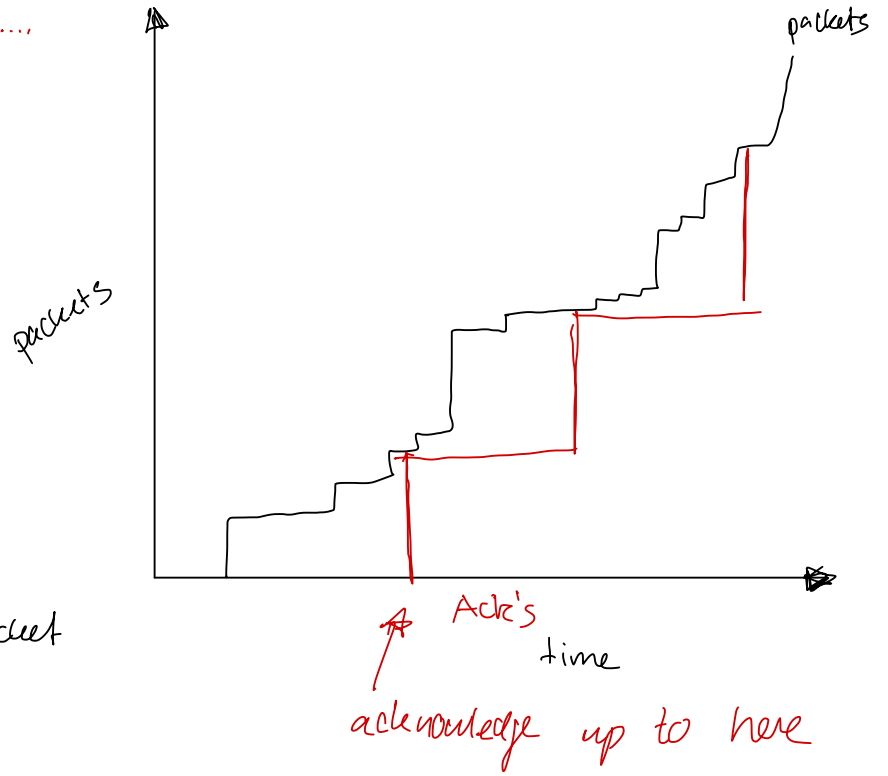
TCP

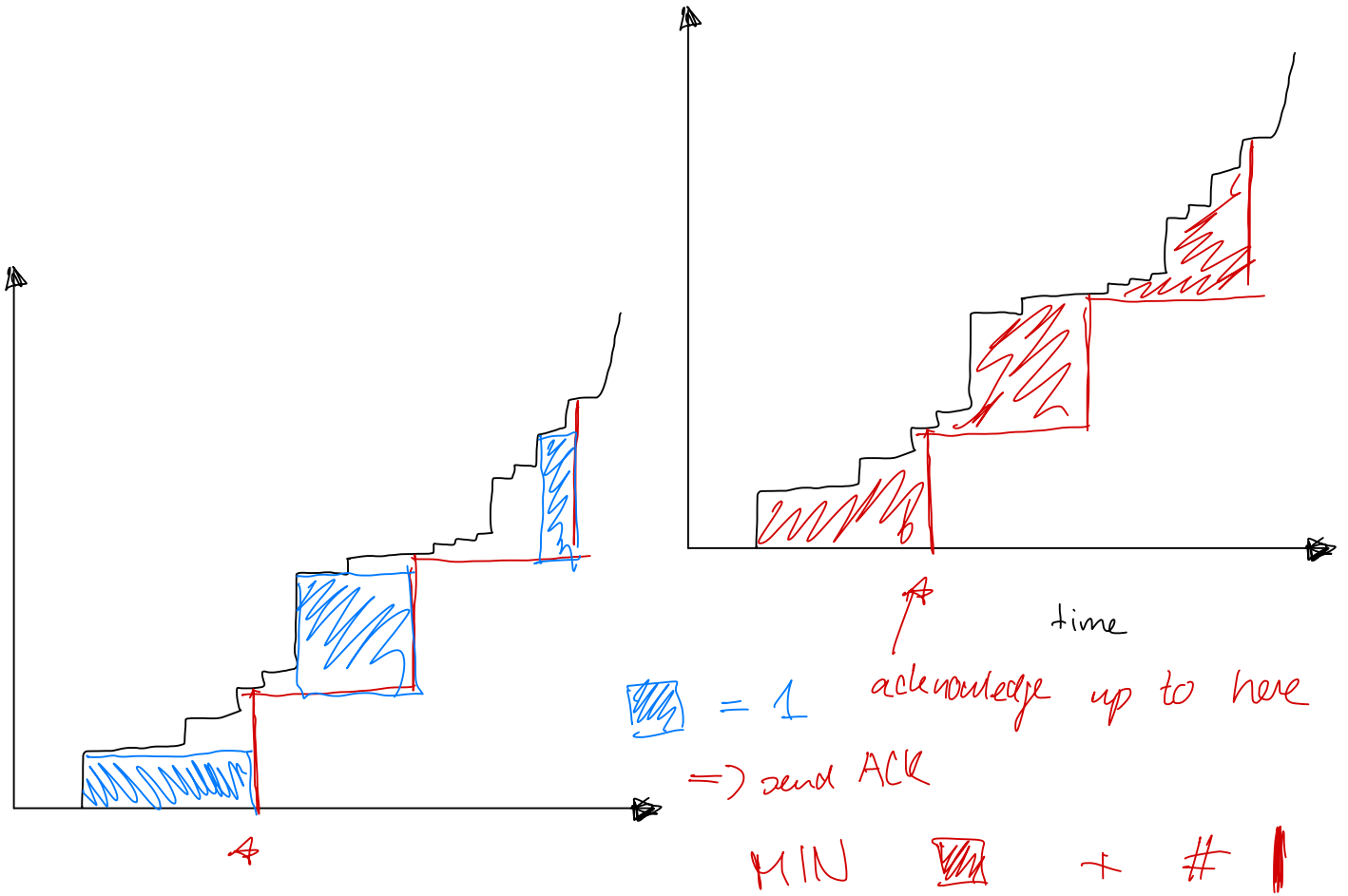
Setting: we receive packets ...
 every now & then we have to send ACK



online problem

metric = # packets
 + latency of each packet

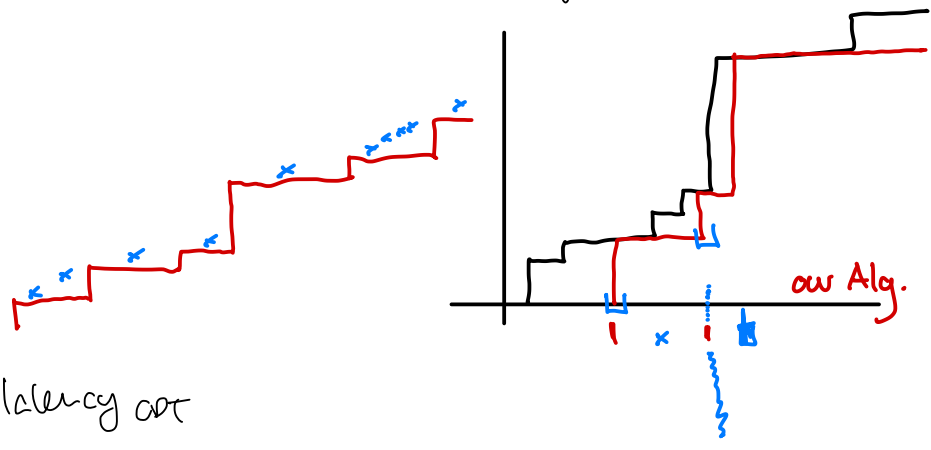




≥ 1 Alg : as soon as a rect ≥ 1 send an ACK

claim : OPT sends an ACK btw every two ACKS packets we send

claim 2 comp.



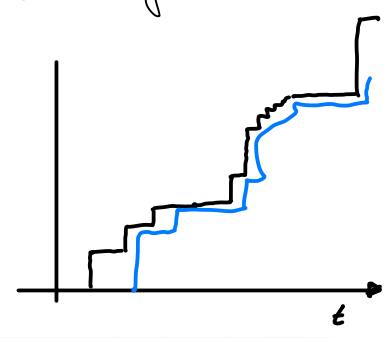
$$C_{OPT} : k_{OPT} + \text{latency}_{OPT}$$

$$C_{Alg} : k_{Alg} + \text{latency}_{Alg}$$

$$C_{Alg} \leq \lceil \Gamma \rceil^2 C_{OPT}$$

OPT sends ACK btw every two of our

$$\text{Alg} \Rightarrow K_{\text{ALG}} \leq K_{\text{OPT}}$$



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Alg opt

packets on Alg.

$\text{COST}_{\text{ALG}} \leq$

$\text{COST}_{\text{ALG}} = \# \uparrow + \text{[red box]}$

$= \text{[red box]} + \text{[red box]} - \text{[red box]}$

$\leq \# \uparrow_{\text{OPT}} + \text{[red box]} + \text{[red box]} - \text{[red box]}$

$\leq \# \uparrow + \text{[red box]} + \# \uparrow$

$\leq 2 (\# \uparrow + \text{[red box]})$

throw away gray

