Algorithm Theory

Chapter 9
Online Algorithms

Part I:
Deterministic Paging

Fabian Kuhn

Online Computations

- Sometimes, an algorithm has to start processing the input before the complete input is known

- For example, when storing data in a data structure, the sequence of operations on the data structure is not known

Online Algorithm: An algorithm that has to produce the output step-by-step when new parts of the input become available.

Offline Algorithm: An algorithm that has access to the whole input before computing the output.

- Some problems are inherently online
  - Especially when real-time requests have to be processed over a significant period of time

Competitive Ratio

- Let's again consider optimization problems
  - For simplicity, assume, we have a minimization problem

Optimal offline solution $\mathbf{OPT}(\boldsymbol{I})$:

- Best objective value that an offline algorithm can achieve for a given input sequence I

Online solution $\mathbf{ALG}(\boldsymbol{I})$:

- Objective value achieved by an online algorithm ALG on I

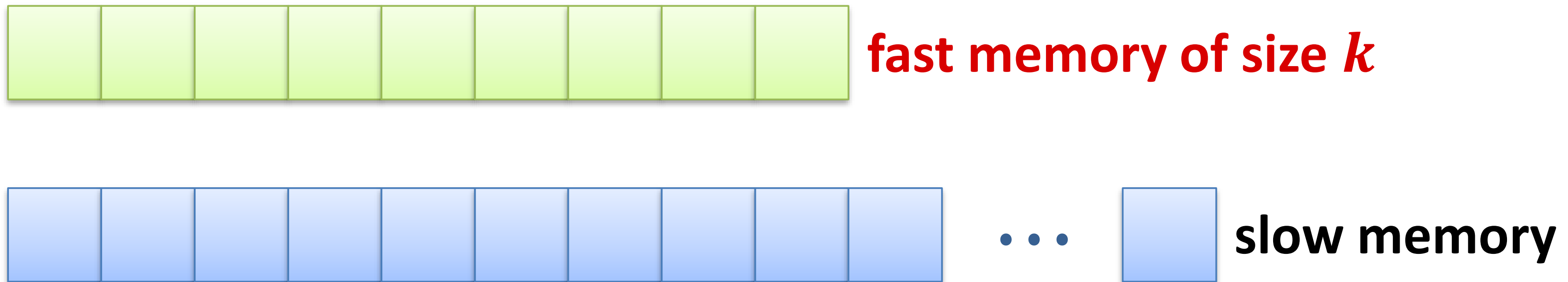
Competitive Ratio: An algorithm has competitive ratio $c \geq 1$ if

$$\mathbf{ALG}(\boldsymbol{I}) \leq \boldsymbol{c} \cdot \mathbf{OPT}(\boldsymbol{I}) + \boldsymbol{\alpha}.$$

- If $\alpha = 0$, we say that ALG is strictly c-competitive.

Paging Algorithm

Assume a simple memory hierarchy:



If a memory page has to be accessed:

- Page in fast memory (hit): take page from there
- Page not in fast memory (miss): leads to a page fault
- Page fault: the page is loaded into the fast memory and some page has to be evicted from the fast memory
- **Paging algorithm:** decides which page to evict
- Classic online problem: we don’t know the future accesses

Paging Strategies

Least Recently Used (LRU):

- Replace the page that hasn't been used for the longest time

First In First Out (FIFO):

- Replace the page that has been in the fast memory longest

Last In First Out (LIFO):

- Replace the page most recently moved to fast memory

Least Frequently Used (LFU):

- Replace the page that has been used the least

Longest Forward Distance (LFD):

- Replace the page whose next request is latest (in the future)
- LFD is **not** an online strategy!

We will see:
LDF is an opt. offline alg.

LFD is Optimal

Theorem: LFD (longest forward distance) is an optimal offline alg.

Proof:

- For contradiction, assume that LFD is not optimal
- Then there exists a finite input sequence σ on which LFD is not optimal (assume that the length of σ is $|\sigma| = n$)
- OPT is an optimal solution for σ that behaves in the same way as LFD for as long as possible. Hence, there is a step $i \geq 1$:
  - OPT processes requests $1, \dots, i-1$ in exactly the same way as LFD
  - OPT processes request i differently than LFD
  - Any other optimal strategy processes one of the first i requests differently than LFD
- OPT is an optimal solution, LFD is not → we have $i \leq n$
- Goal: Construct OPT' that is identical with LFD for req. $1, \dots, i$

LFD is Optimal

Theorem: LFD (longest forward distance) is an optimal offline alg.

Proof:

Case 1: Request i does **not** lead to a page fault

- LFD does not change the content of the fast memory
- OPT behaves differently than LFD
  → OPT replaces some page in the fast memory
  - As up to request i, both algorithms behave in the same way, they also have the same fast memory content
  - OPT therefore does not require the new page for request i
  - Hence, OPT can also load that page later (without extra cost) → OPT′

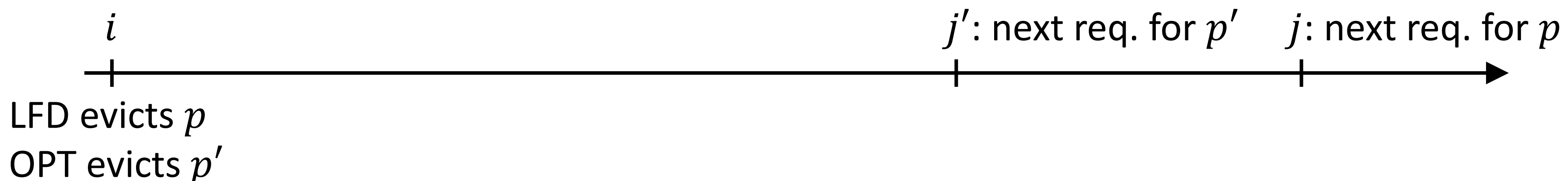
LFD is Optimal

Theorem: LFD (longest forward distance) is an optimal offline alg.

Proof:

Case 2: Request i does lead to a **page fault**

- LFD and OPT move the same page into the fast memory, but they evict different pages
  - If OPT loads more than one page, all pages that are not required for request i can also be loaded later
- Say, LFD evicts page p and OPT evicts page p'
- By the definition of LFD, p' is required again before page p

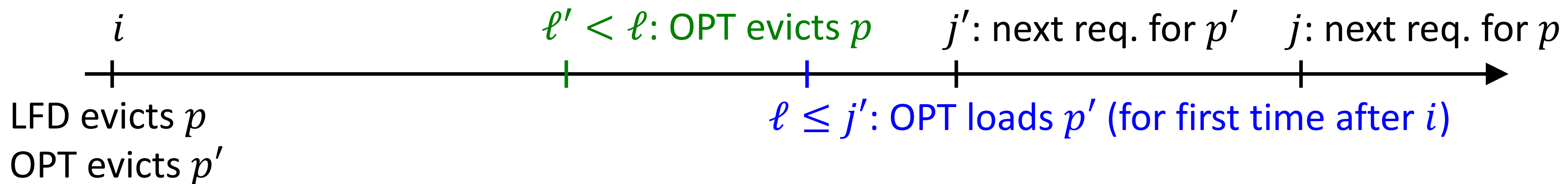


LFD is Optimal

Theorem: LFD (longest forward distance) is an optimal offline alg.

Proof:

Case 2: Request i does lead to a **page fault**



a) OPT keeps p in fast memory until request ℓ
   - Evict p at request i, keep p' instead and load p (instead of p') back into the fast memory at request ℓ

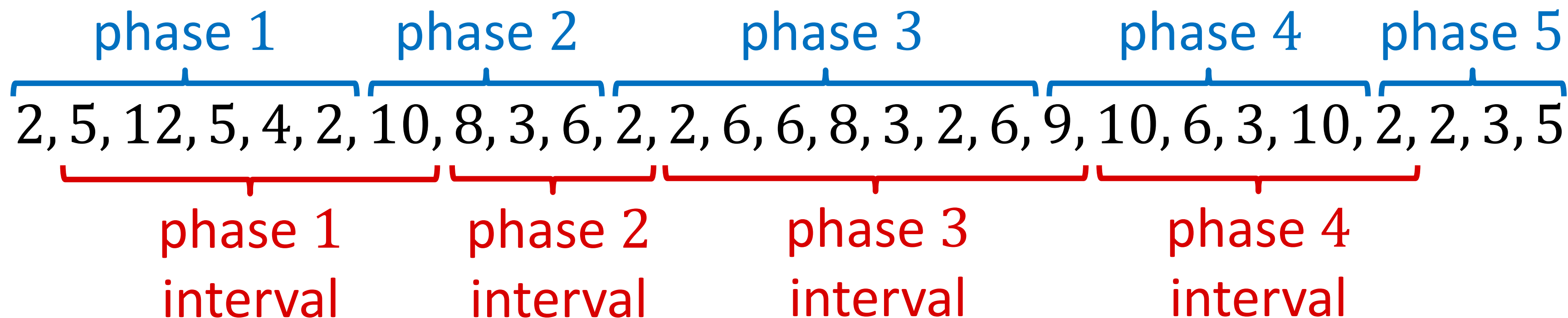
b) OPT evicts p at request $\ell' < \ell$
   - Evict p at request i and p' at request ℓ' (switch evictions of p and p')

Phase Partition

We partition a given request sequence σ into phases as follows:

- **Phase $\mathbf{0}$**: empty sequence
- **Phase $\boldsymbol{i}$** : maximal sequence that immediately follows phase $i-1$ and contains at most k distinct page requests

Example sequence ($\boldsymbol{k=4}$):



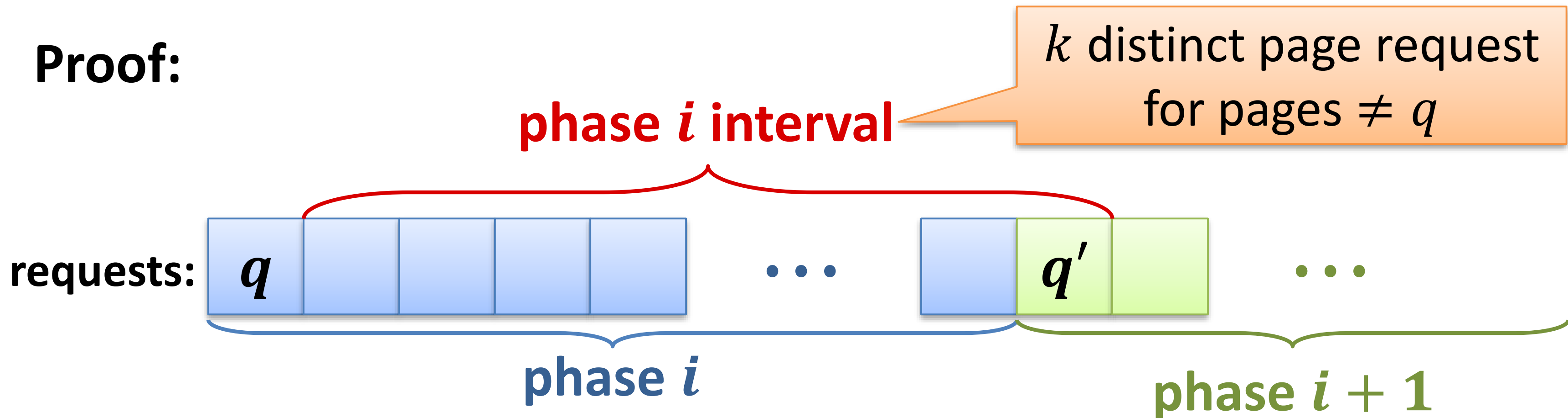
Phase $\boldsymbol{i}$ Interval: interval starting with the second request of phase i and ending with the first request of phase $i+1$

- If the last phase is phase p, phase i interval is defined for $i=1,\dots,p-1$

Optimal Algorithm

Lemma: Algorithm LFD has at least one page fault in each phase i interval (for $i = 1, \dots, p-1$, where p is the number of phases).

Proof:



- q is in fast memory after first request of phase i
- Number of distinct requests in phase i: k
- By maximality of phase i: q' does not occur in phase i
- Number of distinct requests $\neq q$ in phase interval i: k

→ at least one page fault

LRU and FIFO Algorithms

Lemma: Algorithm LFD has at least one page fault in each phase i interval (for $i = 1, \dots, p-1$, where p is the number of phases).

Corollary: The number of page faults of an optimal offline algorithm is at least $p - 1$, where p is the number of phases

Theorem: The LRU and the FIFO algorithms both have a competitive ratio of at most k.

Proof:

- We will show that both have at most k page faults per phase
- We then have (for every input I):

$$\mathrm{LRU}(I), \mathrm{FIFO}(I) \leq k \cdot p \leq k \cdot \mathrm{OPT}(I) + k$$

LRU and FIFO Algorithms

Theorem: The LRU and the FIFO algorithms both have a competitive ratio of at most k.

Proof:

- Need to show that both have at most k page faults per phase
- LRU:
  - Throughout a phase i, the k distinct pages of phase i are the most recently used pages.
  - Once loaded to the fast memory during phase i, these pages are therefore not evicted until the end of the phase
- FIFO:
  - In each page fault in phase i, one of the k pages of phase i is loaded into fast memory
  - Once a page is loaded in a page fault of phase i it belongs to the least k pages loaded into fast memory throughout the rest of the phase
  - Hence: Each of the k pages leads to ≤ 1 page fault in phase i

Lower Bound

Theorem: Even if the slow memory contains only $k + 1$ pages, any deterministic algorithm has competitive ratio at least k.

Proof:

- Consider some given deterministic algorithm ALG
- Because ALG is deterministic, the content of the fast memory after the first i requests is determined by the first i requests.
- Construct a request sequence inductively as follows:
  - Assume some initial slow memory content
  - The $(i + 1)^{\text{st}}$ request is for the page which is not in fast memory after the first i requests (throughout we only use $k + 1$ different pages)
- There is a page fault for every request
- OPT has a page fault at most every k requests
  - There is always a page that is not required for the next $k - 1$ requests