

# CSE 521: Design & Analysis of Algorithms I

## Online algorithms

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## Online algorithms

- Making decisions under uncertainty
  - Many ways to analyze.
    - Competitive analysis: worst case ratio of performance of online algorithm to performance of optimal with hindsight.
    - Regret: worst case difference in performance.

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## Competitive Analysis Examples

- Ski Rental
- Finding a hole in a fence
- List Update
- (Splay trees)
- Paging and caching

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## Ski Rental

- Renting skis costs \$50
- Buying skis costs \$500
- What should you do? Rent or buy?
- If you knew the future...

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## Finding a hole in a fence

- You're standing in front of a long fence. There is a hole somewhere, but you don't know where it is.
- Each period, you can take a step left or a step right.
- Your goal is to find the hole with the fewest number of steps.

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## List update

- Maintain a linked list of  $n$  items (numbered  $1..n$ )
- Perform a sequence of lookups, each one takes time = position of element in list.
- Rule \*: After a lookup, requested item may be put anywhere in the list between the start and its position before the lookup.
- Additional swaps cost 1 each.
- Have to make decisions online.

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## A good algorithm: Move to Front

- Always move requested item to front of list.
- Theorem: MTF has competitive ratio 2.
- Proof:
  - Rule \*  $\rightarrow$  Rule \*\*: After a request required to move the requested element to front.
  - Can simulate an algorithm with cost  $C$  under rule \* by an algorithm with cost at most  $2C$  under rule \*\*.
  - With Rule \*\*, MTF is optimal.

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## Online learning and Multiplicative Weights Update Method

- Method has been used in many variants over the years
- From a recent survey by Arora, Hazan, Kale:
  - This "meta algorithm and its analysis are simple and useful enough that they should be viewed as a basic tool taught to all algorithms students together with divide-and-conquer, dynamic programming, random sampling, and the like."
  - <http://www.cs.princeton.edu/~satyen/papers/mw-survey.pdf>

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## Online choice from experts

- Simple case:** Stock market direction
  - $n$  experts
  - every day each expert  $i$  makes a binary guess/prediction (up= $+1$  or down= $-1$ )
  - at end of the day can observe the outcome of what the market did that day
- Goal:** Is there a strategy that allows us to do nearly as well as the best of these experts in hindsight?

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## Simpler question

- $n$  experts
- every day each expert  $i$  makes a binary guess/prediction (up= $+1$  or down= $-1$ )
- at end of the day can observe the outcome of what the market did that day
- One of them is **perfect** – never makes a mistake. We just don't know which one.
- Goal:** Can we find a strategy that makes no more than  $\lg(n)$  mistakes?

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## What if no expert is perfect?

- Intuition:** making a mistake doesn't completely disqualify an expert. So, instead of crossing off, just lower its weight.
- Weighted majority algorithm:**
  - Start with all experts having weight 1.
  - Predict based on majority vote.
  - Penalize mistakes by cutting weight in half.
- Claim:** do nearly as well as best expert in hindsight.
- Can use this to combine multiple algs to do nearly as well as best in hindsight.

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