

Stochastic dominance and the bijective ratio of online algorithms

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Joint work with Marc Renault and Pascal Schweitzer

PGMOdays, November 2017

Decision-making under limited information



We often decide:

Decision-making under limited information



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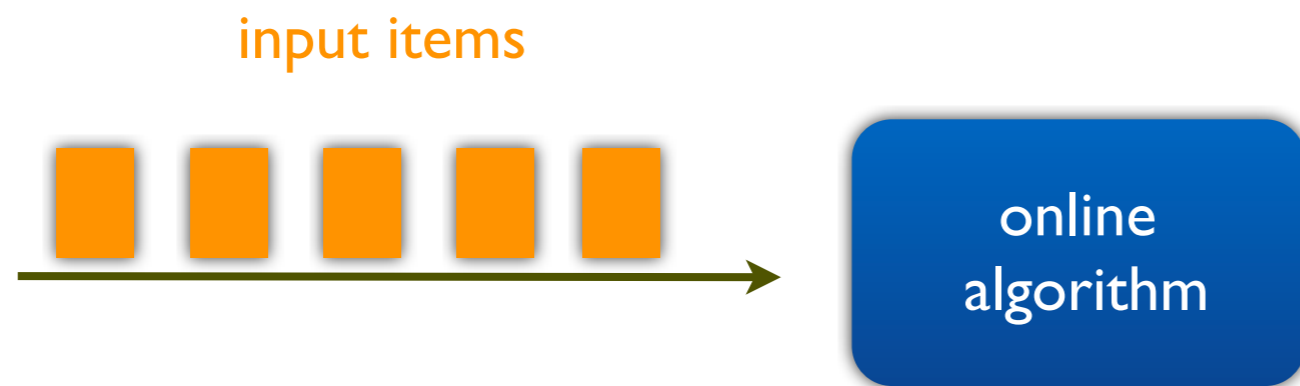
- irrevocably
- with no knowledge of the future

Online computation

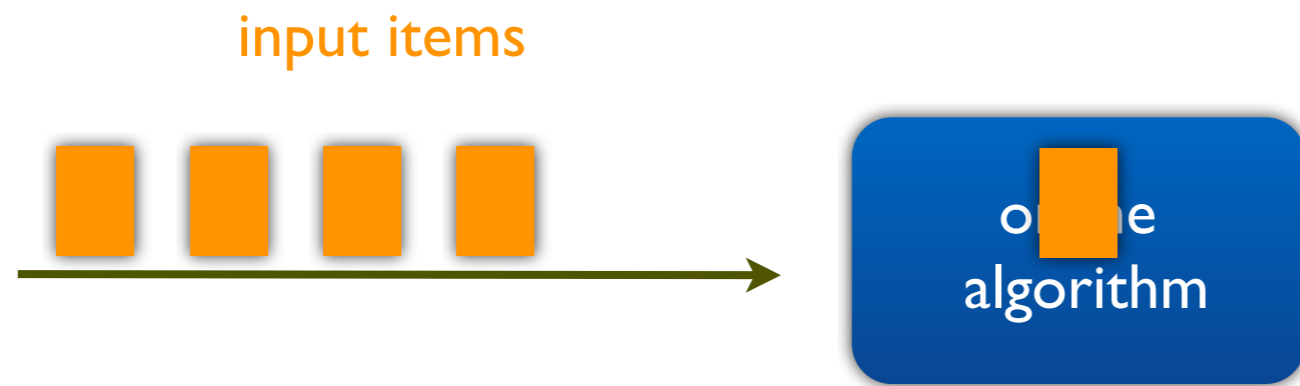
Online computation

online
algorithm

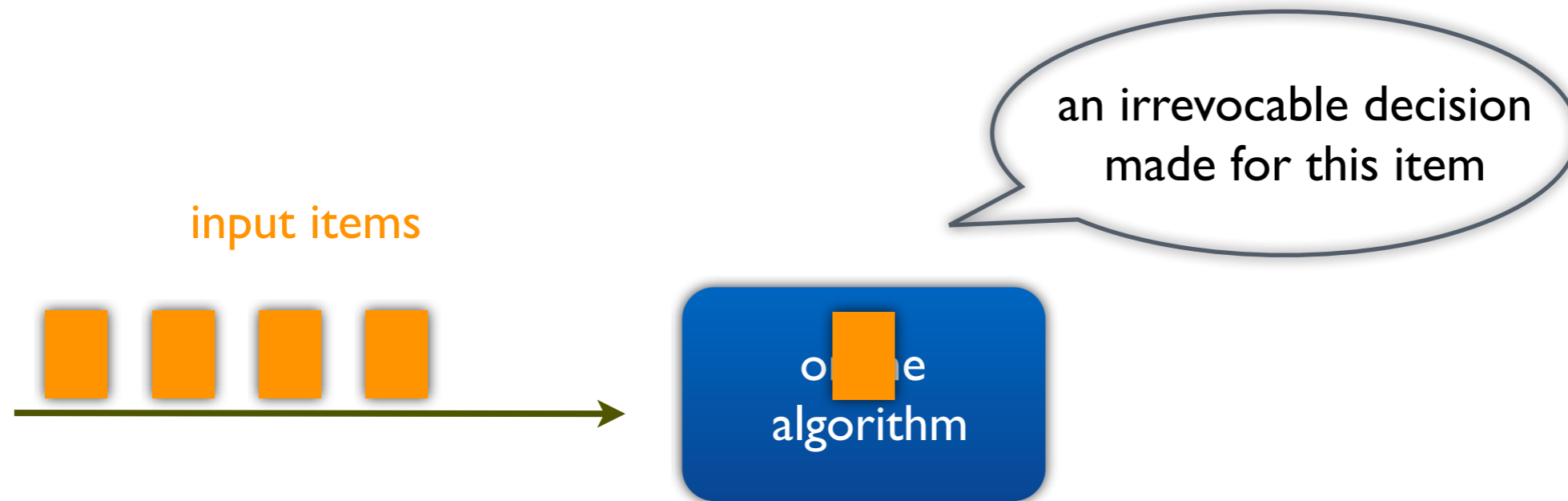
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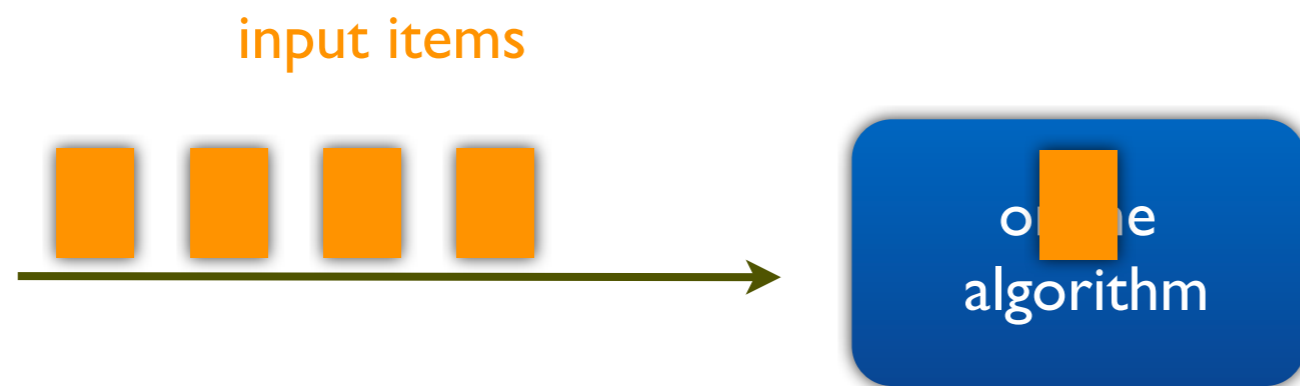
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Competitive analysis of online algorithms

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- An online algorithm with best-possible competitive ratio is called **optimal** (and this determines the competitive ratio of the problem)

Why competitive analysis?


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- No need for probabilistic assumptions
- Insights into the development of new algorithms
- Amenability of problems to analysis

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However: Some significant deficiencies

Some of the many alternatives

- ⊗ Max/Max ratio [Ben-David, Borodin 94]
- ⊗ Loose Competitiveness [Young 94]
- ⊗ Diffuse Adversary [Koutsoupias Papadimitriou 00]
- ⊗ Random Order Ratio [Kenyon 96]
- ⊗ Relative Worst Order Ratio [Boyar Favrholt 03]
- ⊗ Paging with **locality of reference**
 - ⊗ Access Graph Model [BIRS 95]
 - ⊗ Concave Analysis [Albers, Farvholt, Giel 05]
 - ⊗ Adequate Analysis [Panagiotou, Souza 06]

[Dorrigiv Lopez-Ortiz 05]: A survey of Performance Measures for On-line Algorithms. ACM SIGACT News

Bijjective analysis [A., Dorrigiv, Lopez-Ortiz 07]

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$A(\sigma)$

5 •

7 •

3 •

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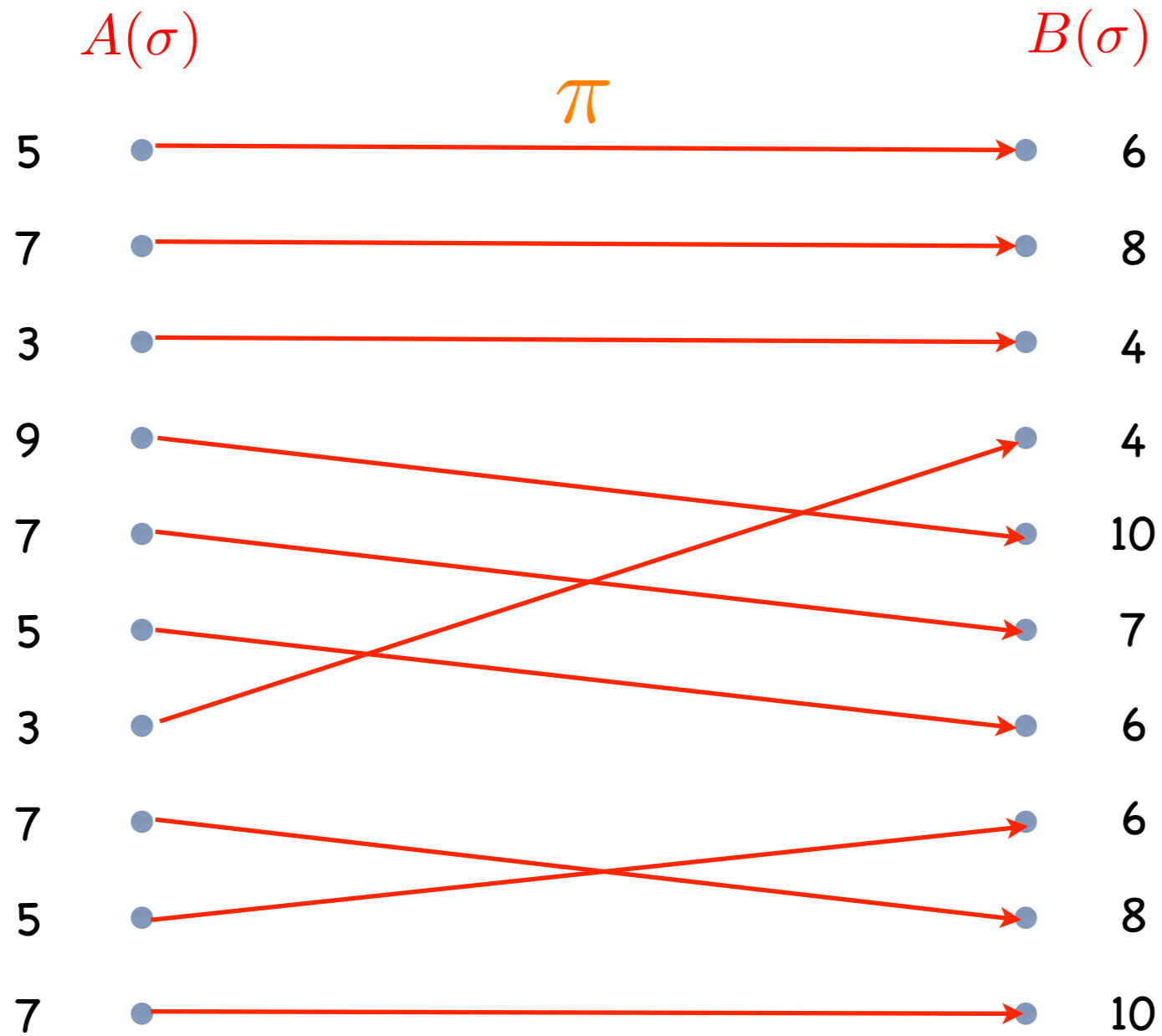
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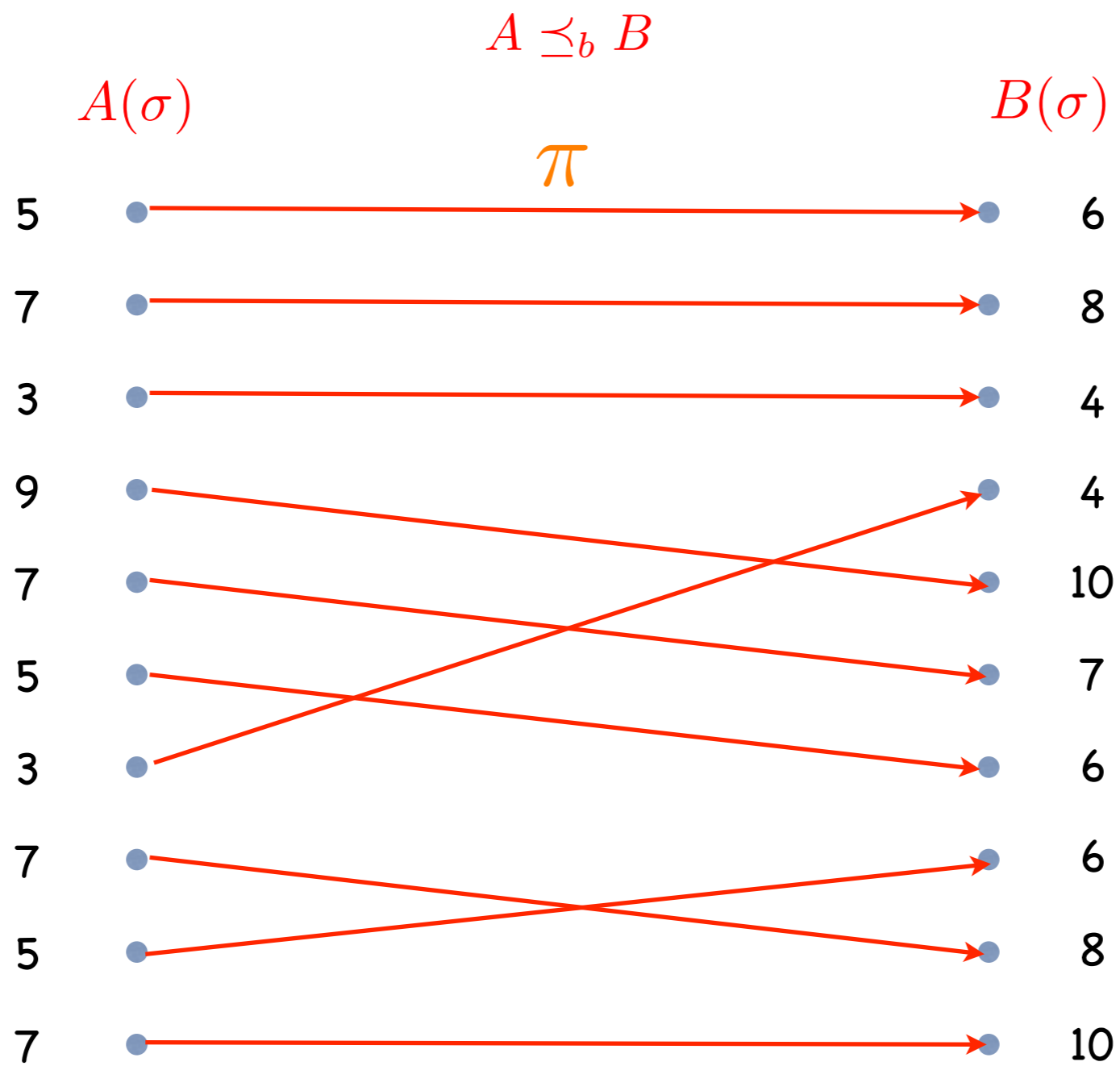
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- Very strong relation, limited applications in online computing [Hiller and Vredeveld 08]

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- Routing in array Mesh networks [Mitzenmacher 96]

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- Introduce a concept of approximate bijective analysis

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Approximate variant of bijective analysis

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Given two online algorithms A and B , we say that the bijective ratio of A against B is ρ if there exists a bijection π (defined over request sequences of a given size n) such that

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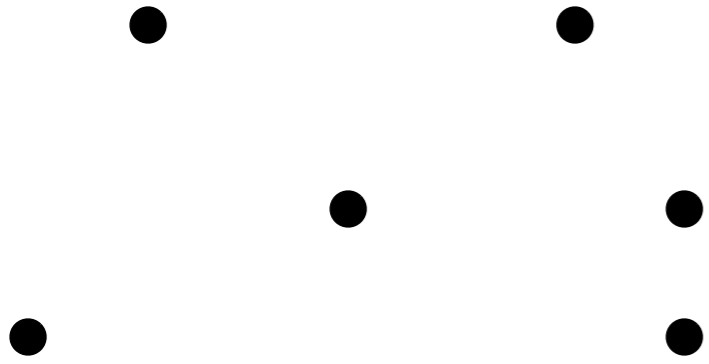
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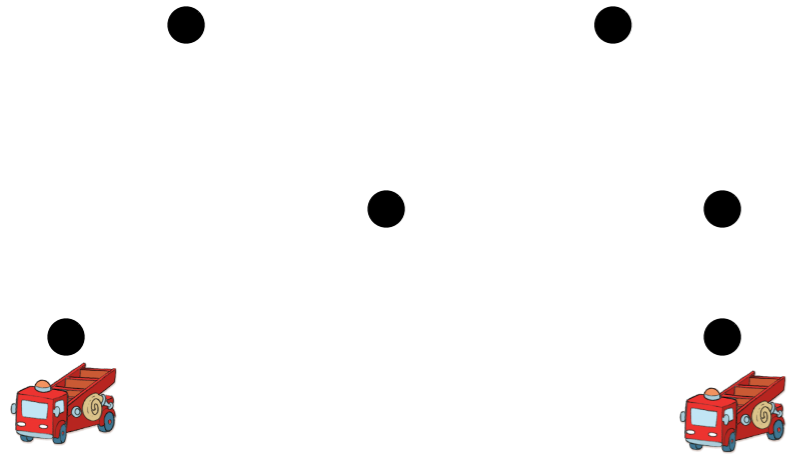
The bijective ratio of an online problem is determined by the best online algorithm

An application: the k-server problem

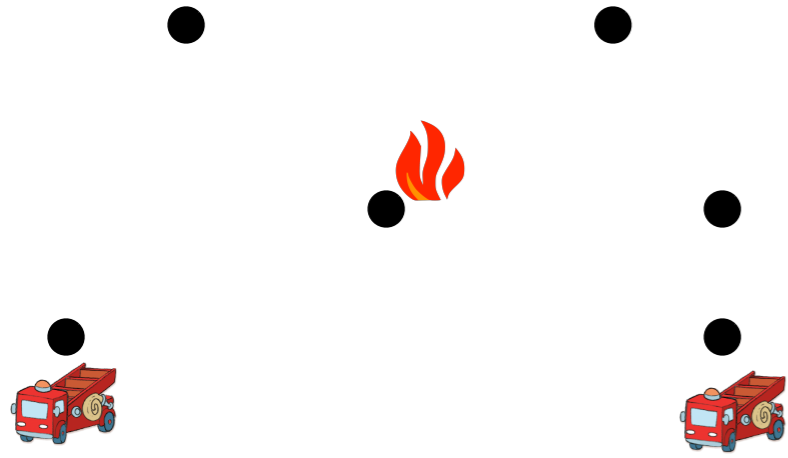
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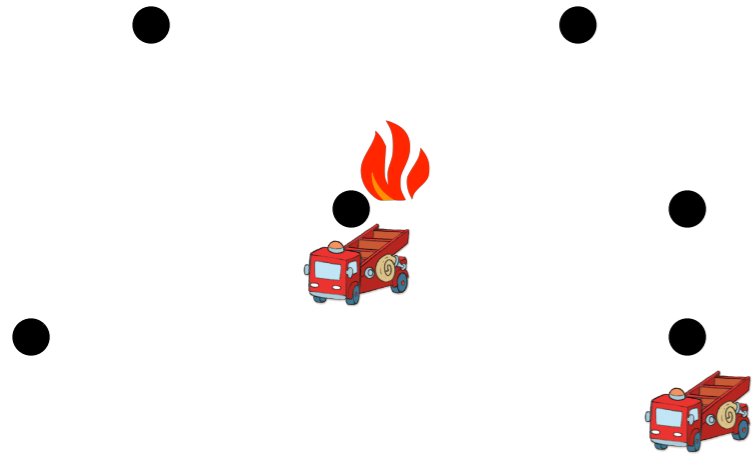
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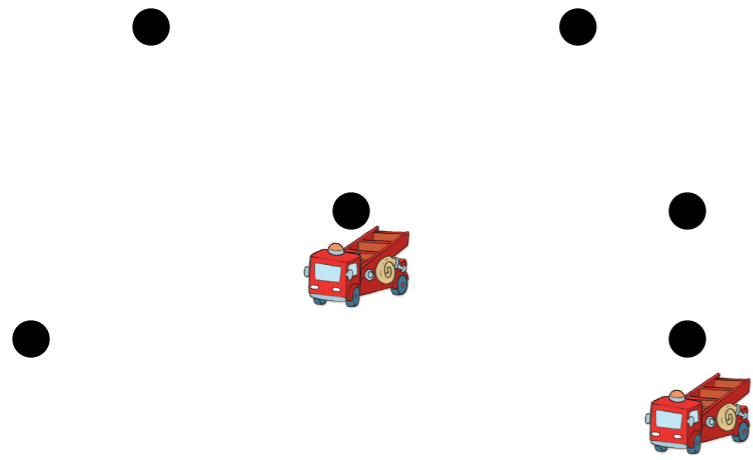
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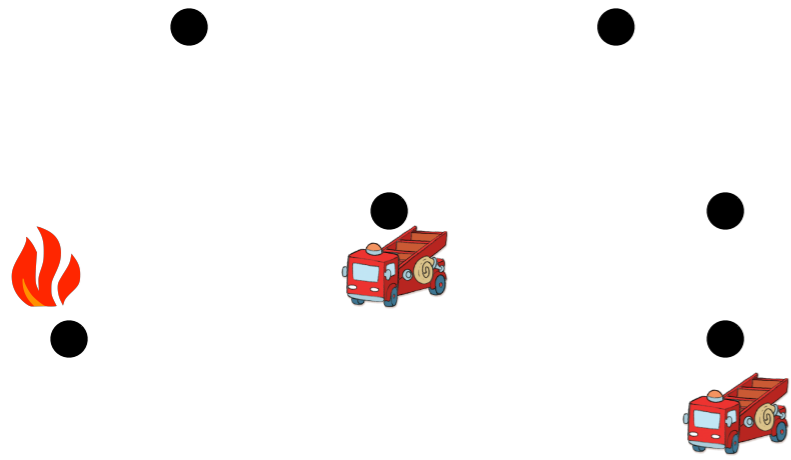
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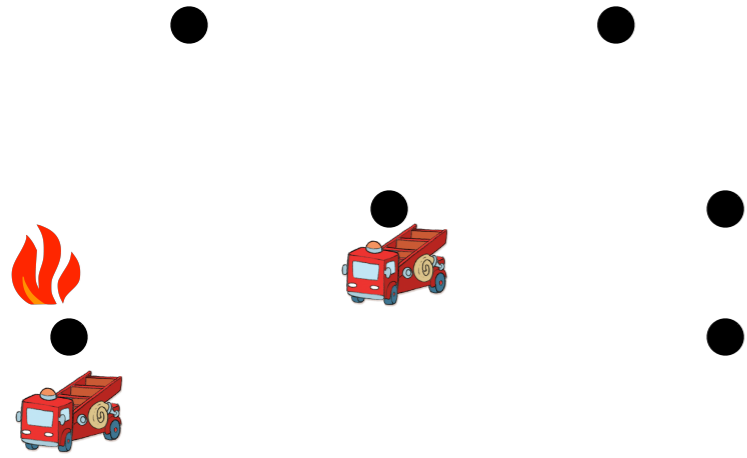
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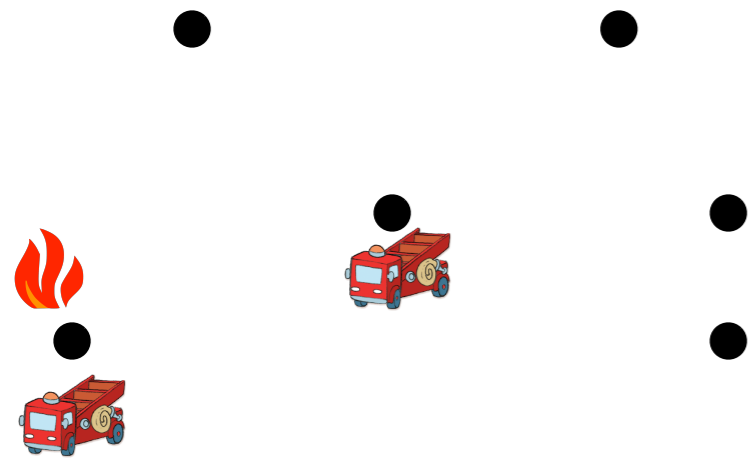
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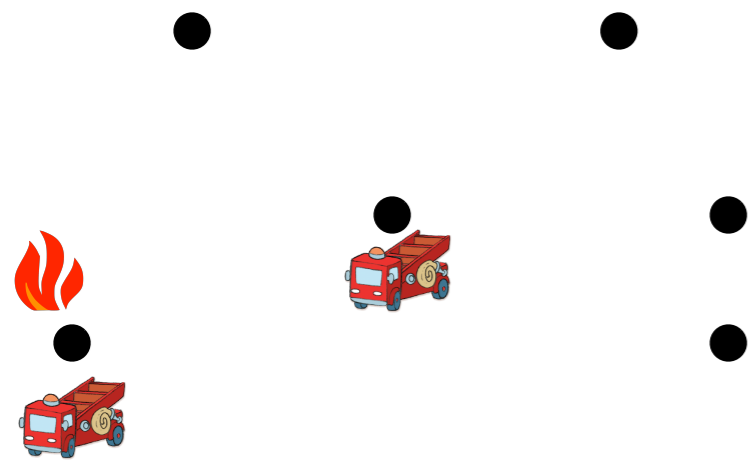


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- request sequence: sequence of points
- cost of online algorithm: total cost for moving the servers
- likewise for opt (who knows the sequence)

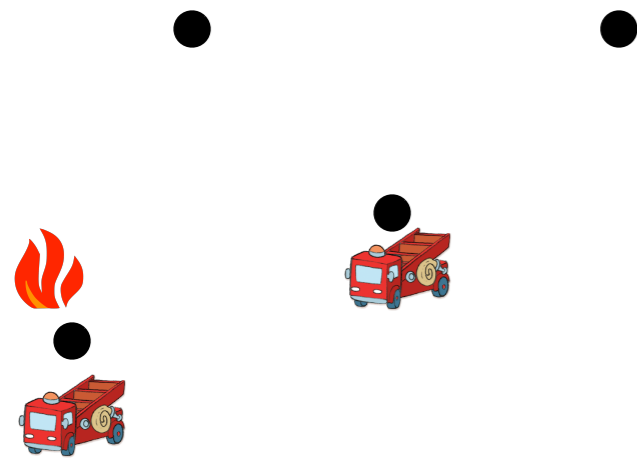
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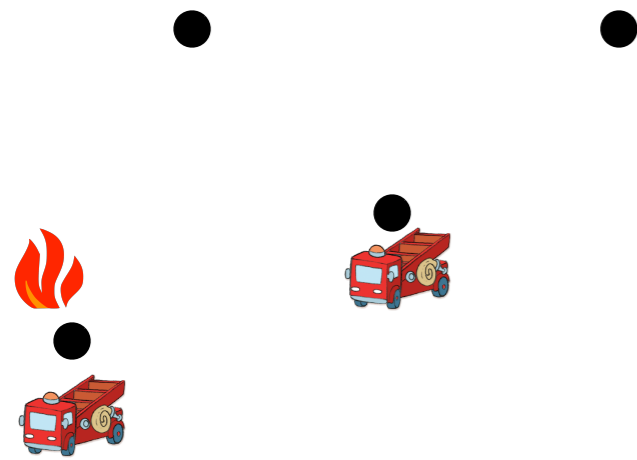
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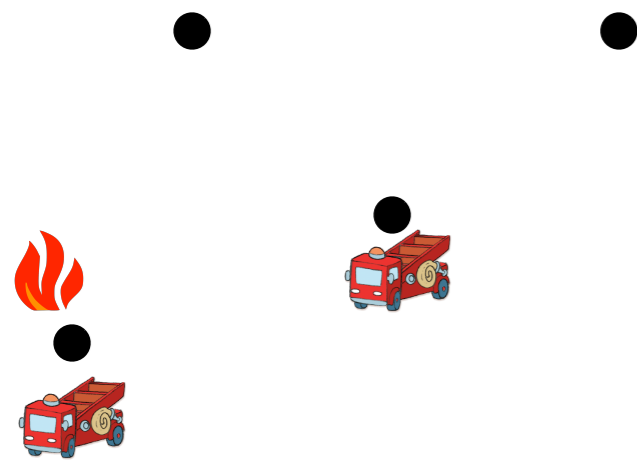
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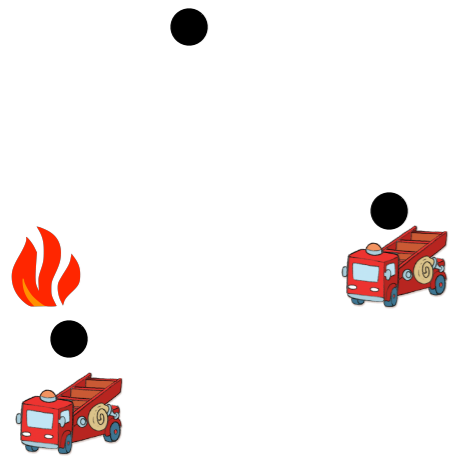


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[Calderbank et al. 85a, Calderbank et al. 85b, Anagnostopoulos et al. 10, Rudec et al. 10, Rudec et al. 13]

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Paper available
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