

Lecture 17: Online Decision Making Part 1

①

Traditional algs are "one-shot": you're given the input you produce the output, the end.

"online": - inputs/data arrives over time
- decisions must be made on the fly

We've seen things like this before in the study of data structures

Input: $I = x_1, x_2, x_3, \dots$

Alg. must take a decision after each x_i

Generally: Impossible for Alg to achieve the optimal solution, because it doesn't have perfect foresight. So we must be content with "approximation algs" - similar to our study of the NP-hard Min-Weight-V.C.

def: $\text{OPT}(I) = \text{cost of optimal decisions knowing all of } I$
 $\text{Alg}(I) = \text{"particular online alg" on } I$

- Alg's "competitive ratio on I ": $\frac{\text{Alg}(I)}{\text{Opt}(I)}$ (smaller is better)
- Alg's "competitive ratio": $\max_I \left\{ \frac{\text{Alg}(I)}{\text{Opt}(I)} \right\}$

Worst factor Alg suffers versus perfect knowledge of I

The most classic of all examples... } "Ski rental problem"

Also like the "wait for the elevator or take the stairs" problem.

You've never skied, don't know how much you'll like it. You could buy ^{expensive} skis now, but maybe you'll hardly use them. Or, could rent every day, but maybe you'll go zillions of times...

Cost to rent: \$50.
To buy: \$500.

Input: ski, ski, ski, ..., quit [So, lifetime, you'll go some unknown # of days.]

Alg 1: ~~Always rent~~ Buy ~~on 1st day~~ on 1st day.

$I = 20$ days \rightarrow Opt(I) = 500, Avg(I) = 500,
C.R. on I: 1

$I = 4$ days \rightarrow Opt(I) = 200, Avg(I) = 500
C.R. on I: 2.5

$I = 1$ day \rightarrow Opt(I) = 50, Avg(I) = 500
C.R. on I: 10

$C.R. = \frac{10}{2}$

Alg 2: Always rent.

$I = 4$ days \rightarrow Opt(I) = 200, Avg(I) = 200
C.R. on I = 1

$I = 20$ days \rightarrow Opt(I) = 500, Avg(I) = 1000,
C.R. on I = 2

$I = 1000$ days \rightarrow Opt = 500, Avg = 50,000
C.R. on I = 100

$C.R. = \infty$

Alg 3: "BLTN": Better Late Than Never: Rent the first 9 times, then buy on 10th.

~~Always rent~~ Q: For this alg, which I is worst?

A: $I = 10$ ($= \frac{500}{50}$)

Avg(I) = 950, Opt(I) = 500

$C.R. = \frac{950}{500} = 1.9$

[Finite!]

Generally: Rent cost 1, Buy cost B (say B is an integer) ③

BLTN: C.R. is worst on input $I = B-1$
 $Alg(B-1) = 2B-1$, $Opt(B-1) = B$

$$\Rightarrow \boxed{C.R. = \frac{2B-1}{B} = 2 - \frac{1}{B}} \quad [\leq 2]$$

Fact: This is best (smallest) possible C.R. for any (deterministic) Alg!

Proof: Any (deterministic) alg. is just "rent $T-1$ times, then buy"
for some $1 \leq T \leq \infty$ [" ∞ " means "always rent"] (on T^{th})

(BLTN is $T = \lfloor B \rfloor$)

Consider $I = T$ [Intuitively, worst # of days.]

$$Alg(T) = T-1 + B$$

$Opt(T) = ?$ [Depends how it compares to B.]

Case 1: $T \geq B$

$$\Rightarrow Opt(T) = B. \quad \text{C.R. on } I=T \text{ is } \frac{T-1+B}{B} \geq \frac{B-1+B}{B} = 2 - \frac{1}{B}.$$

Case 2: $T \leq B-1$

$\Rightarrow Opt(T) = T$ C.R. on $I=T$ is ...

$$\frac{T-1+B}{T} = 1 + \frac{B-1}{T} \geq 1 + \frac{B-1}{B-1} = 2.$$

Either way, $\boxed{C.R. \text{ of Alg. } \geq 2 - \frac{1}{B}}$ □

[Why did I repeatedly emphasize "deterministic"?]

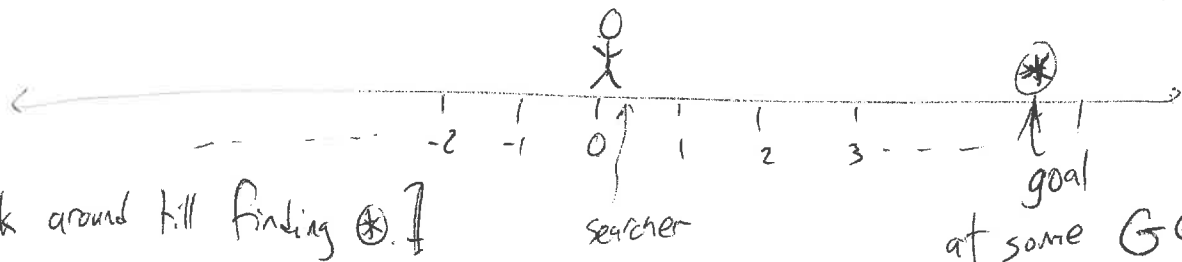
Fact: [Won't prove.] \exists randomized alg. with competitive ratio

$$C.R. = \max_I \frac{E[Alg(I)]}{Opt(I)} \leq \frac{e}{e-1} \approx 1.58 \quad \left[\text{And this is optimal!} \right]$$

Another e.g.: Hide & Seek (Optimal Search)

(4)

[Often studied on geometric graphs but we'll just consider the number line.]



[You must walk around till finding *.]

at some $G \in \mathbb{Z}$.

[like escaping a linear desert]

Opt = |G|. ~~Minimize~~

Alg idea? Go to 1, then -2, then 3, -4, 5, ...

But say G large, odd, positive (e.g. 99)

$$\text{Alg} = 1 + 3 + 5 + 7 + 9 + \dots (2G-1) = G^2$$

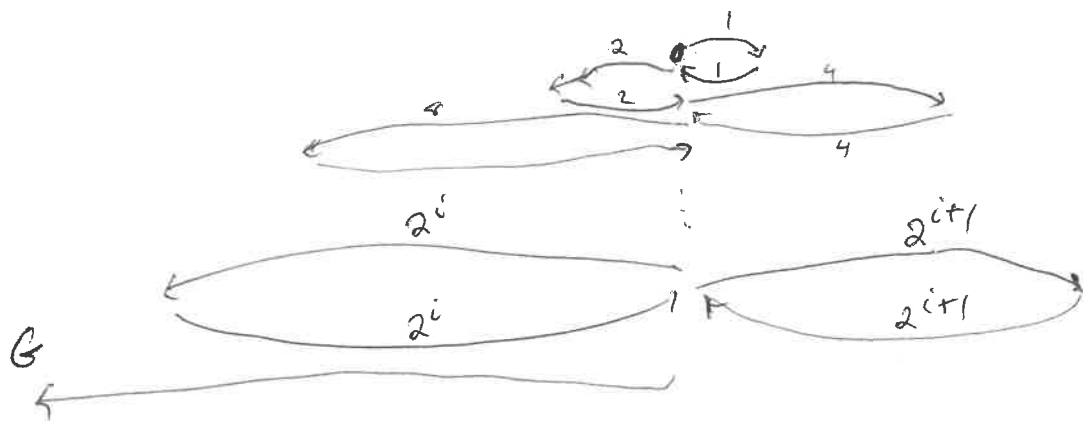


C.R. of this alg. on this inst.: |G|

∴ C.R. = ∞. ☹

Better alg: "Doubling search":

Go to 1, -2, +4, -8, +16, ...



Suppose G is negative. // G positive has basically same analysis; I leave you to check it. (5)

Say $G < -2^i$, $G \geq -2^{i+2}$.

$$\begin{aligned} \therefore \text{Alg's cost is } & 2(1+2+4+8+\dots+2^{i+1}) + |G| \\ & = 2(2^{i+2}-1) + |G| \\ & \leq 2 \cdot 2^{i+2} + |G| = 8 \cdot 2^i + |G|. \\ & \text{(and } \approx \text{)} \end{aligned}$$

$$\text{Opt} = |G|$$

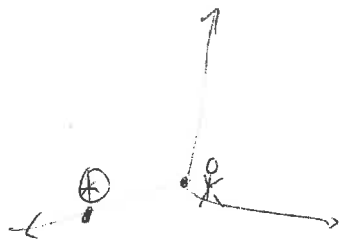
$$\therefore \text{C.R. on } G \leq \frac{|G| + 8 \cdot 2^i}{|G|} = 1 + 8 \cdot \frac{2^i}{|G|} \leq 1 + 8 = 9 \quad (|G| \geq 2^i)$$

$$\boxed{\therefore \text{C.R.} \leq 9}$$

thm [not so easy]: 9 is best possible for deterministic algs
fact: $2e \approx 5.4$ is possible (& best) for randomized algs.

Generalization:

3 legs:



fact: Best (det.) strategy:

- 1 on path 1 (then each)
- ≈ 1.5 " " 2 " "
- $(1.5)^2$ " " 3 " "
- $(1.5)^3$ " " 4 " "
- etc.

$$\text{Ex: C.R.} \leq 14.5$$

L legs: exponential incr. search by factor $\frac{L}{L-1}$.

$$\text{C.R.} = 1 + 2L \left(\frac{L}{L-1} \right)^{L-1} \quad (??)$$

$$1 + \frac{1}{L-1} \approx e^{\frac{1}{L-1}} \quad \therefore \approx 1 + 2L \cdot (e^{\frac{1}{L-1}})^{L-1} = 1 + 2eL \approx 5.4L = O(L)$$

[Application: tasks where there are several options, linear cost to switch options