

Online Combinatorial Optimization Problems

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20 de maio de 2016

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Maximization or minimization problems

Set of inputs and set of solutions

Cost associated with each pair (input, solution)

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As an example, lets take the Steiner Tree Problem

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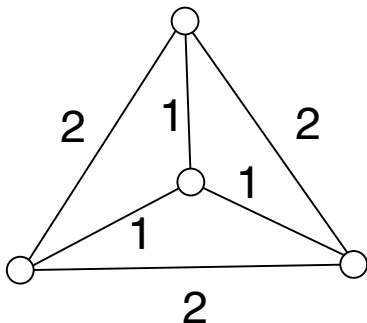
Steiner Tree Problem

Minimization problem

Input: $G = (V, E)$, $d : E \rightarrow \mathbb{R}^+$, $D \subseteq V$

Solution: tree T connecting terminal nodes D

Cost: $\sum_{e \in T} d(e)$



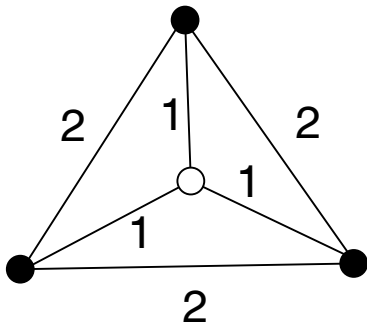
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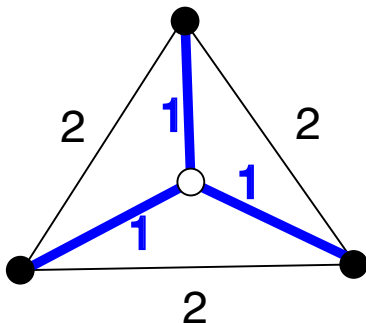
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Online Problems

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Input parts arrive one at a time

Each part is served before next one arrives

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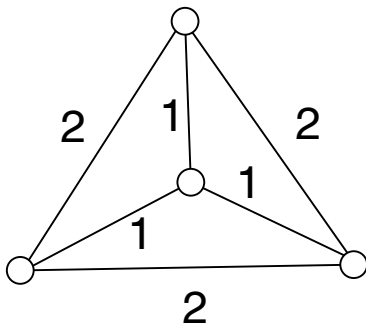
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Similar to the Steiner Tree problem

Terminal nodes arrive one at a time

No edge used can be removed in the future

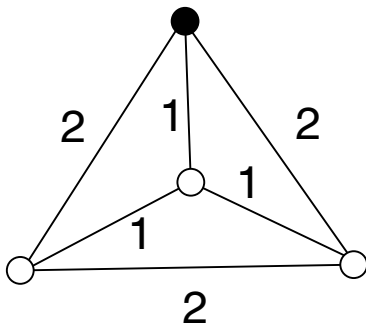


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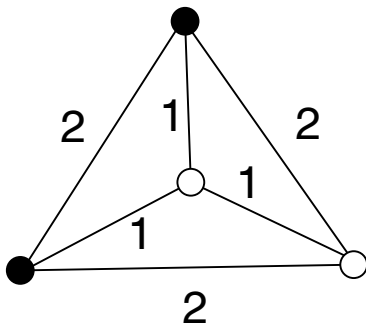


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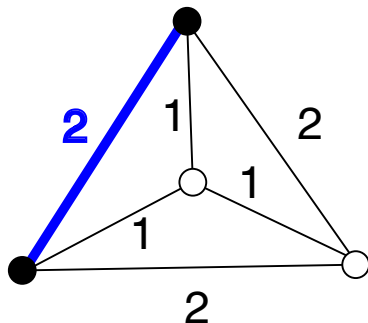


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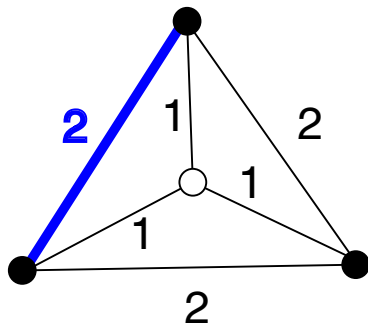


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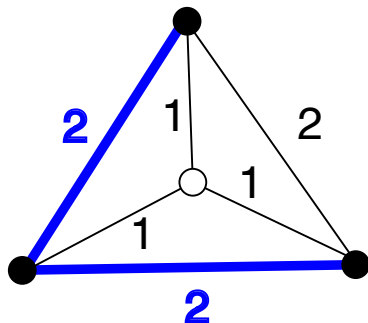


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Competitive Analysis

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Worst case analysis technique

For online algorithm ALG

Using offline optimal solution OPT

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ALG is c -competitive if

$$\text{ALG}(I) \leq c \text{OPT}(I)$$

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As an example, lets take a greedy online algorithm for the Online Steiner Tree problem

Greedy Online Steiner Tree Algorithm

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Algorithm 1: OST Algorithm

Input: (G, d)

$T \leftarrow (\emptyset, \emptyset);$

while *a new terminal j arrives* **do**

$T \leftarrow T \cup \{\text{path}(j, V(T))\};$

end

return $T;$

Greedy Online Steiner Tree Algorithm

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A $\Omega(\log n)$ lower bound is known [Imase and Waxman 1991]

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- Resource management: scheduling, packing and load balancing problems
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- Sustainability: ski-rental problem

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Common in operations research and computer science:

- Resource management: scheduling, packing and load balancing problems
- Dynamic data structures: list access problem
- Memory management: paging problem
- Sustainability: ski-rental problem
- Network design: online versions of Steiner tree and facility location problems

Online Load Balancing problem

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Minimization problem

Input: machines M , tasks D , sizes $s : D \rightarrow \mathbb{R}^+$

Solution: assignment of tasks to machines

Cost: $\max_{i=1}^M l(i)$



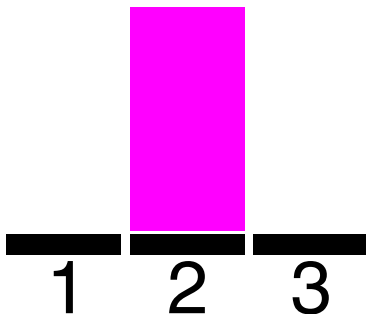
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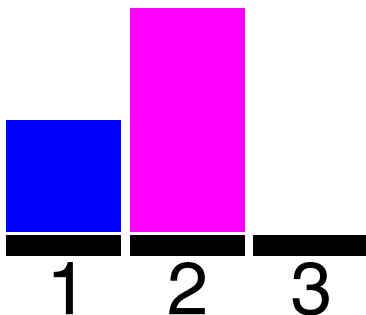
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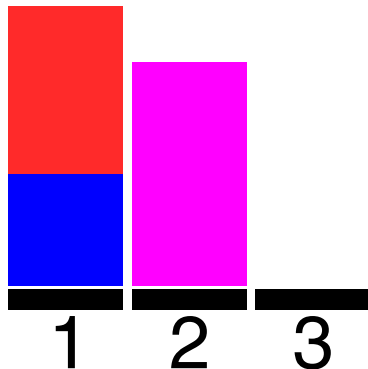
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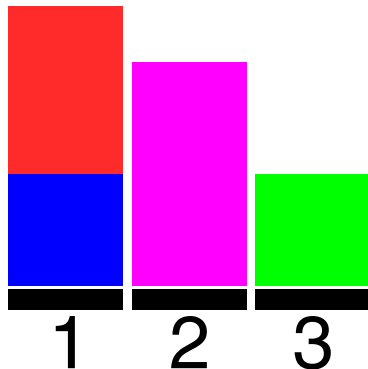
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Greedy Online Load Balancing Algorithm

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Algorithm 2: OLB Algorithm

Input: M

For each machine $i = 1, \dots, M$ set its load $l(i)$ to 0;

$i^* \leftarrow 1$;

while a new task j arrives **do**

$a(j) \leftarrow i^*$;

$l(i^*) \leftarrow l(i^*) + s(j)$;

 choose machine with minimum load as new i^* ;

end

return a ;

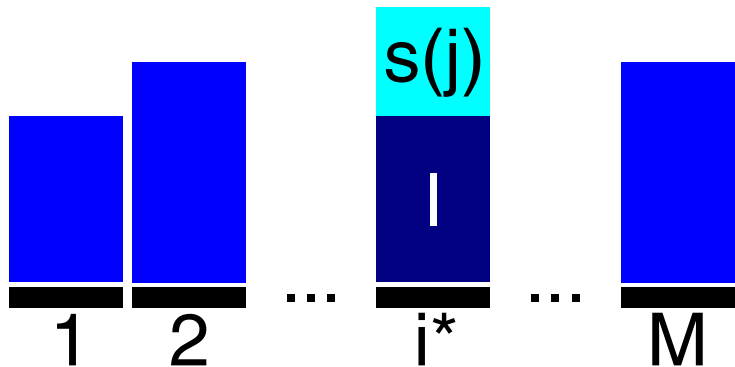
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Let i^* be the machine with maximum load, j be the last task assigned to i^* , and $l(i^*) = l + s(j)$

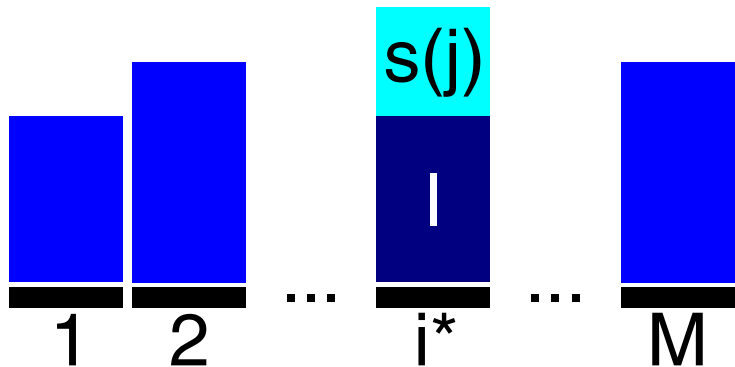
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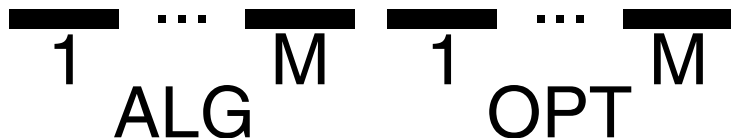
Since $\text{OPT} \geq s(j)$ and $\text{OPT} \geq l + \frac{s(j)}{M}$, we have

$$\begin{aligned}\text{ALG} &= l + s(j) \\ &\leq \text{OPT} - \frac{s(j)}{M} + s(j) \\ &\leq \text{OPT} + \left(1 - \frac{1}{M}\right) \text{OPT} \\ &= \left(2 - \frac{1}{M}\right) \text{OPT}\end{aligned}$$

Lower Bound for OLB Algorithm

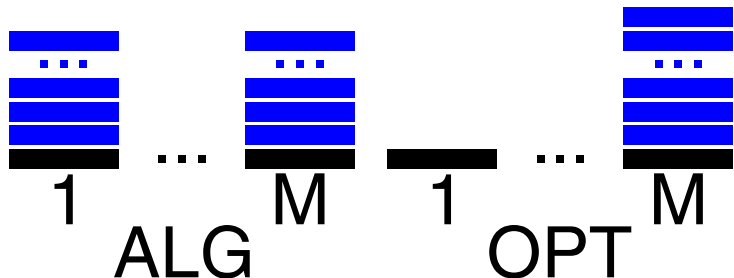
Lower Bound for OLB Algorithm

List with $M(M - 1)$ size 1 tasks followed by one size M task



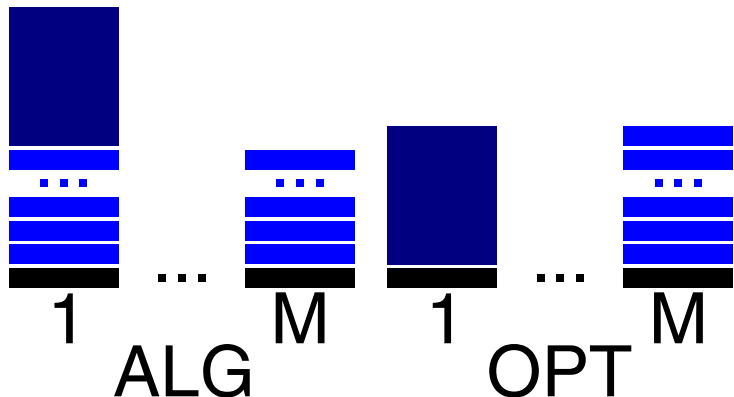
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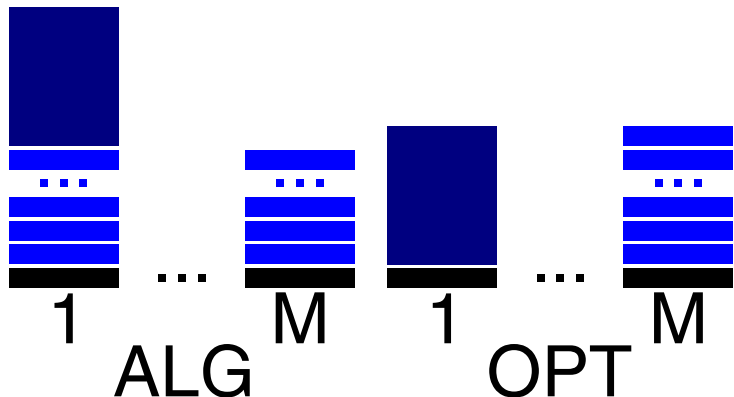
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We have $ALG = 2M - 1$ and $OPT = M$

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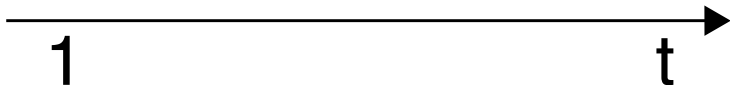
Ski Rental Problem

Minimization problem

Input: skis price M , list informing when snow melts

Solution: list informing when we rent or buy skis

Cost: 1 for each renting day plus M if we buy skis



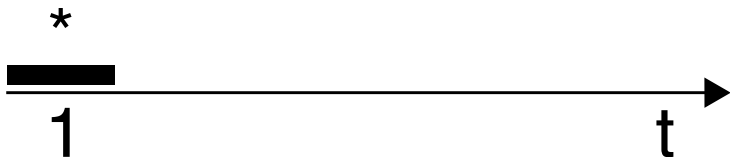
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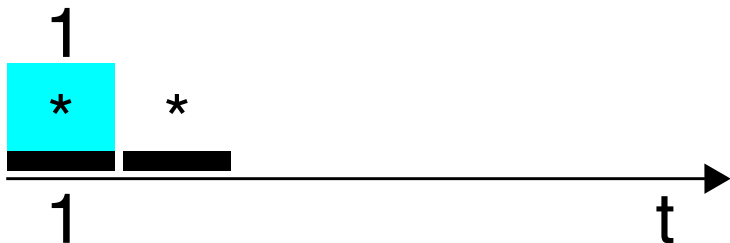
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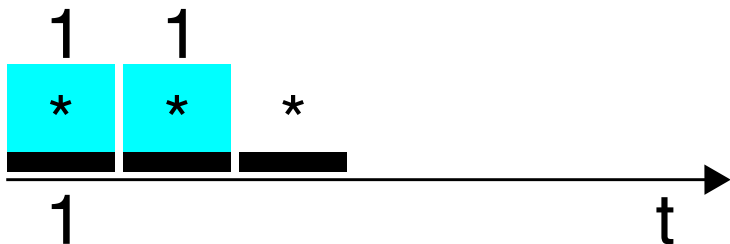
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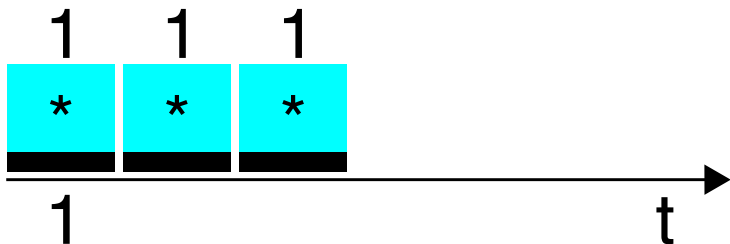
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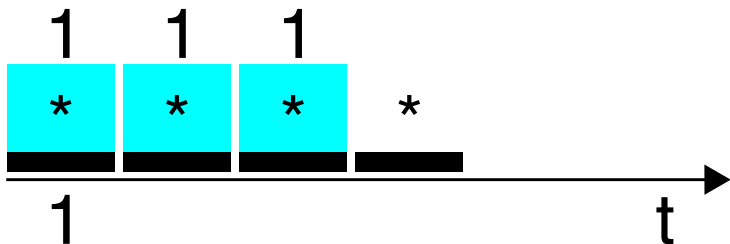
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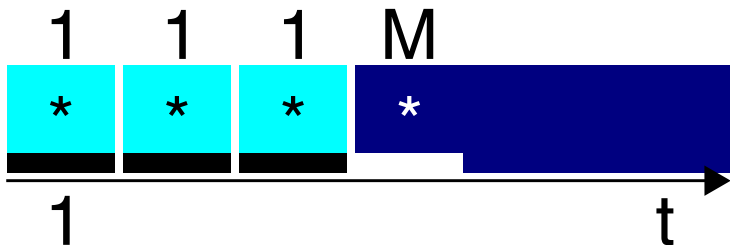
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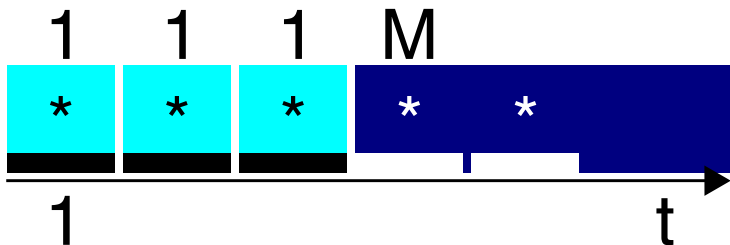
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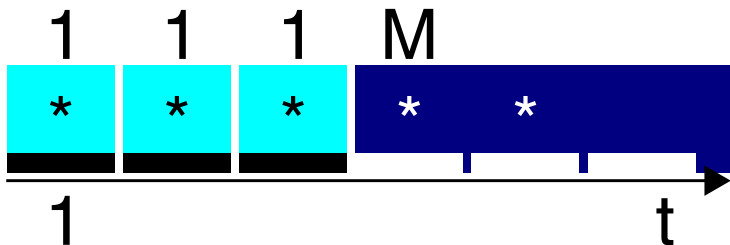
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Ski Rental Application and Generalization

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Ski rental algorithms useful to save energy
Help to decide when to turn off parts of a system
Like cores in a processor or computers in a cluster

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Generalized into Parking Permit Problem [Meyerson 2005]
Important to theoretical and practical leasing problems

Ski Rental Algorithm

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Algorithm 3: Intuitive SR Algorithm

Input: M

Set day j and total renting cost r to 0;

while a new snow day happens **do**

if $r + 1 < M$ **then**

 | Rent skis at day j and $r \leftarrow r + 1$;

else

 | Buy skis if still don't have them;

end

$j \leftarrow j + 1$;

end

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This algorithm is 2-competitive. Why?

Ski Rental LP Formulations

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Linear programming relaxation

$$\begin{aligned} \min \quad & Mx + \sum_{j=1}^n y_j \\ \text{s.t.} \quad & x + y_j \geq 1 \quad \text{for } j = 1, \dots, n \\ & x \geq 0, y_j \geq 0 \quad \text{for } j = 1, \dots, n \end{aligned}$$

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and its dual

$$\begin{aligned} \max \quad & \sum_{j=1}^n \alpha_j \\ \text{s.t.} \quad & \sum_{j=1}^n \alpha_j \leq M \\ & \alpha_j \leq 1 \quad \text{for } j = 1, \dots, n \\ & \alpha_j \geq 0 \quad \text{for } j = 1, \dots, n \end{aligned}$$

Primal-Dual Ski Rental Algorithm

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Algorithm 4: Primal-Dual SR Algorithm

Input: M

Set day j' to 0;

while *a new snow day happens* **do**

 increase $\alpha_{j'}$ until one of the following happens:

 (a) $\alpha_{j'} = 1$; /* rent skis setting $y_{j'} = 1$ */

 (b) $M = \alpha_{j'} + \sum_{j=1}^{j'-1} \alpha_j$; /* buy skis setting $x = 1$ */

$j' \leftarrow j' + 1$;

end

Primal-Dual Ski Rental Algorithm

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$j' \leftarrow j' + 1$;

end

Is it similar to the previous algorithm?

Primal-Dual SR Algorithm is 2-Competitive

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Cost of any dual solution is at most OPT

Primal-Dual SR Algorithm is 2-Competitive

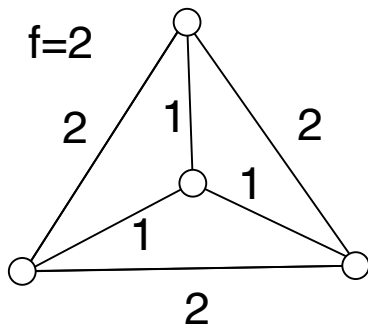
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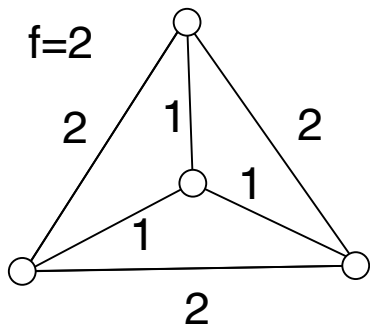
$$\begin{aligned}ALG &= Mx + \sum_{j=1}^n y_j \\ &\leq \sum_{j=1}^n \alpha_j + \sum_{j=1}^n \alpha_j \\ &\leq 2OPT\end{aligned}$$

Online Facility Location Problem

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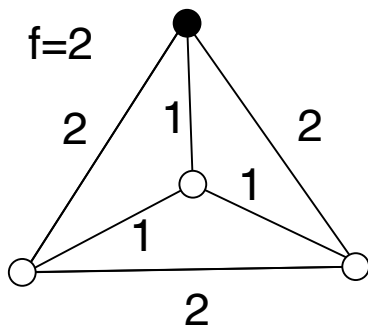


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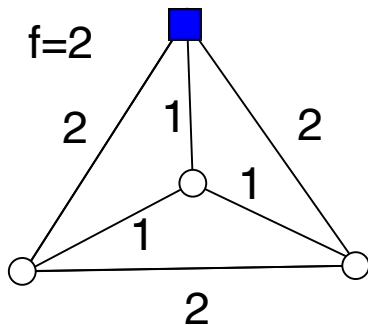
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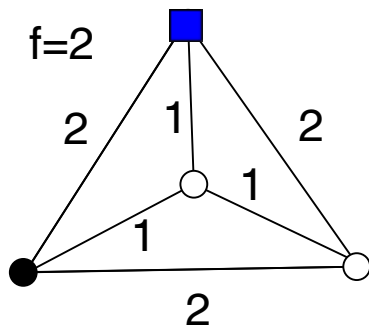
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Total cost = 2

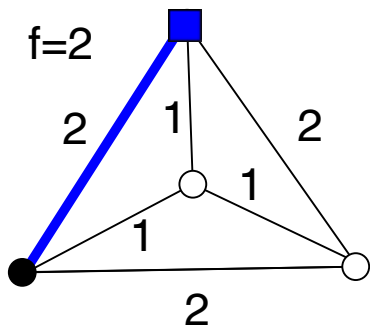
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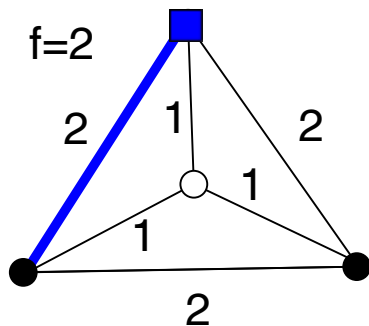
Online Facility Location Problem



$$\min \sum_{i \in F^a} f(i) + \sum_{j \in D} d(j, a(j))$$

$$\text{Total cost} = 2 + 2$$

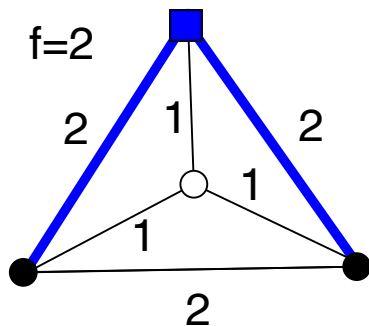
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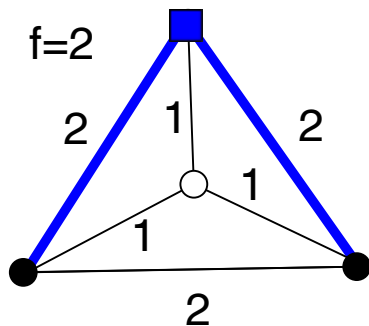
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Online Facility Location Problem



$$\min \sum_{i \in F^a} f(i) + \sum_{j \in D} d(j, a(j))$$

$$\text{Total cost} = 2 + 2 + 2 = 6.$$

Online Facility Location LP Formulation

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Linear programming relaxation

$$\begin{aligned} \min \quad & \sum_{i \in F} f(i)y_i + \sum_{j \in D} \sum_{i \in F} d(j, i)x_{ji} \\ \text{s.t.} \quad & x_{ji} \leq y_i \quad \text{for } j \in D \text{ and } i \in F \\ & \sum_{i \in F} x_{ji} \geq 1 \quad \text{for } j \in D \\ & y_i \geq 0, x_{ji} \geq 0 \quad \text{for } j \in D \text{ and } i \in F \end{aligned}$$

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$$\begin{aligned} \min \quad & \sum_{i \in F} f(i)y_i + \sum_{j \in D} \sum_{i \in F} d(j, i)x_{ji} \\ \text{s.t.} \quad & x_{ji} \leq y_i \quad \text{for } j \in D \text{ and } i \in F \\ & \sum_{i \in F} x_{ji} \geq 1 \quad \text{for } j \in D \\ & y_i \geq 0, x_{ji} \geq 0 \quad \text{for } j \in D \text{ and } i \in F \end{aligned}$$

and its dual

$$\begin{aligned} \max \quad & \sum_{j \in D} \alpha_j \\ \text{s.t.} \quad & \sum_{j \in D} (\alpha_j - d(j, i))^+ \leq f(i) \quad \text{for } i \in F \\ & \alpha_j \geq 0 \quad \text{for } j \in D \end{aligned}$$

Online Facility Location Algorithm

Online Facility Location Algorithm

Algorithm 5: OFL Algorithm

Input: (G, d, f, F)

$F^a \leftarrow \emptyset; D \leftarrow \emptyset;$

while a new client j' arrives **do**

 increase $\alpha_{j'}$ until one of the following happens:

 (a) $\alpha_{j'} = d(j', i)$ for some $i \in F^a$; /* connect only */

 (b) $f(i) = (\alpha_{j'} - d(j', i)) + \sum_{j \in D} (d(j, F^a) - d(j, i))^+$ for some
 $i \in F \setminus F^a$; /* open and connect */

$F^a \leftarrow F^a \cup \{i\}; D \leftarrow D \cup \{j'\}; a(j') \leftarrow i;$

end

return $(F^a, a);$

Online Facility Location Results

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[Nagarajan and Williamson 2013] give a dual-fitting analysis for the algorithm by [Fotakis 2007]

Acknowledgements

Thank you!

Questions?