

# State of the Cups

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- **Single-Processor, online filler:**

Filler:  $\Omega(\log n)$  (ignore the touched cup each time, equal water to all others,  $\frac{1}{n} + \frac{1}{n-1} + \dots + \frac{1}{1}$ )

Emptier:  $O(\log n)$  (inductive proof)

- **Single-Processor, offline filler:**

Filler:  $\Omega(\log \log n)$  (anchoring???)

Emptier:  $O(\log \log n)$  (??)

- **Multi-Processor, online filler:**

Filler:  $\Omega(\log n)$  (For  $p < n - \sqrt{n}$  see Bills paper that gets  $\Omega(\log(n-p))$  which is tight for these small values of  $p$  by playing a single processor cup game on  $n-p+1$  cups and anchoring the other  $p-1$  cups. For  $p > n - \sqrt{n}$  you build the anchor set, adding  $n-p$  cups to it each time, to get  $\log n - \log(n-p)$  backlog)

Emptier:  $O(\log n)$  (Bill's complicated paper, generalizes the inductive proof for single processor case using skewed averages)

- **Multi-Processor, offline filler:**

Filler:  $\Omega(\log \log n)$  (anchoring???, HYPOTHESIS: this is not tight! we should be able to get  $\Omega(\log p + \log \log n)$ )

$Pr[\text{Hypothesis is correct}] \approx 0.5$ )

Emptier:  $O(\log \log n + \log p)$

- **Variable-Processor, online filler:**

Filler:  $\Omega(\text{poly}(p))$  (Amplification Lemma:  $f'(p) = \frac{1}{2} \cdot (f(p/2) + f(p/4) + \dots)$ )

Emptier:  $O(\text{poly}(p))$  (this is a conjecture, no legit thoughts on how to prove it yet)

- **Variable-Processor, offline filler:**

Filler:  $\Omega(\log p + \log \log n)$  (using the superpower you can get  $\Theta(p)$  cups with known constant fill in them.

Recurring on these  $\log p$  times gives  $\log p$  backlog, and we already knew  $\Omega(\log \log n)$ ) CONJECTURE: we can probably do better:  $\Omega(2^{\sqrt{\log n}/2})$  in  $\text{poly}(n)$  moves (via careful use of Chernoff bounds)

Emptier: Probably  $O(2^{\sqrt{\log n}/2})$  is true (how to prove it? maybe not worth it...)

**Current goals:**

- Make upper bound and lower bound agree for multi-processor cup game with offline opponent (i.e. randomized)
- Prove bounds on variable-processor cup game against offline and online fillers