

Online Algorithms

For input sequence P_1, P_2, \dots, P_n an online algorithm must produce an output given P_1, P_2, \dots, P_i (without seeing the ones after) for each i .

Example: Page replacement in cache

Loading parts from disk into memory when you need it.

k is cache size (#pages)

At i th page request P_i the cache contains some k pages. If p_i is not in cache (page fault) some page must be evicted from cache to make room for p_i then p_i is added to the cache.

The cost of a page replacement alg A on a sequence P_1, \dots, P_n is $f_A(p_1, \dots, P_n) = \# \text{ faults on } P_1, \dots, P_n$.

Online algorithm must decide what page to evict without knowing the future requests.

Algorithms

Least Recently Used (LRU)

Evict page whose most recent request occurred furthest in the past.

Least Frequently Used (LFU)

Evict page that has been requested least often.

Marking algorithm

Approximates LRU. Set a bit on each entry in page table when it's accessed. Then you know what's recently been accessed. (with randomization).

FIFO

Evict page that has been in cache the longest.

How do we decide best online algorithm?

1. Worst-case performance

- LRU (new page every time = n)
- Least frequently used, (new page every time = n)
- FIFO (new page every time = n)

2. Average case performance

Assume all incoming pages are equally probable. m = total number of pages possibly requested.

Expected # page faults on sequence of randomly, uniformly, independently chosen pages.

- LRU, LFU, FIFO, expected = $(1 - \frac{k}{m})n$

Average case isn't typically useful, unless analyzing program traces.

3. Competitive Analysis

Have the algorithms compete against each other. How does the online algorithm performance compare to the optimal/best offline algorithm?

An online algorithm A is c -competitive if for all $P_1 P_2 \dots P_n$, $f_A(p_1, \dots, p_n) \leq c f_{OPT}(p_1, \dots, p_n) + b$

Theorem: LRU and FIFO are k -competitive.

Theorem: If A is a deterministic online algorithm, for paging, then $C \geq k$.

Marking algorithms can do better.