CS4102 Algorithms

Spring 2020

Today's Keywords

- Greedy Algorithms
- Choice Function
- Cache Replacement
- Hardware & Algorithms

CLRS Reading: Chapter 16

Homeworks

- HW6 Due Sunday, April 5 @ 11pm
  - Written (use latex)
  - DP and Greedy
- HW10A also due Sunday, April 5 @ 11pm
  - No office hours offered

Caching Problem

- Why is using too much memory a bad thing?

Von Neumann Bottleneck

- Named for John von Neumann
- Inventor of modern computer architecture
- Other notable influences include:
  - Mathematics
  - Physics
  - Economics
  - Computer Science

Von Neumann Bottleneck

- Reading from memory is VERY slow
- Big memory = slow memory
- Solution: hierarchical memory
- Takeaway for Algorithms: Memory is time, more memory is a lot more time

Hope it's not here

Disk

Access time:
1,000,000 cycles

If not look here

Cache

Access time:
10 cycles

Hopefully your data in here

CPU, registers

Access time:
1 cycle

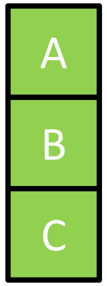
Caching Problem

- Cache misses are very expensive
- When we load something new into cache, we must eliminate something already there
- We want the best cache "schedule" to minimize the number of misses

Caching Problem Definition

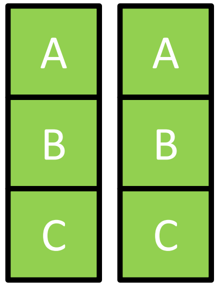
- Input:
  - k = size of the cache
  - $M = [m_1, m_2, \dots m_n]$ = memory access pattern
- Output:
  - "schedule" for the cache (list of items in the cache at each time) which minimizes cache fetches

Example



A B C D A D E A D B A E C E A

Example



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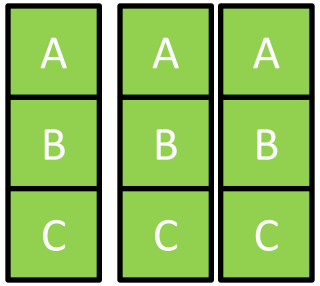

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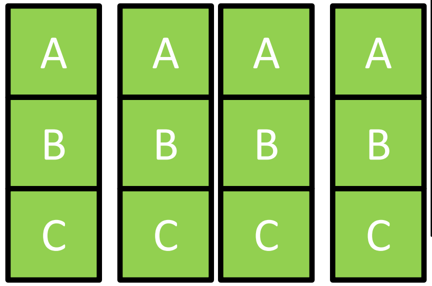
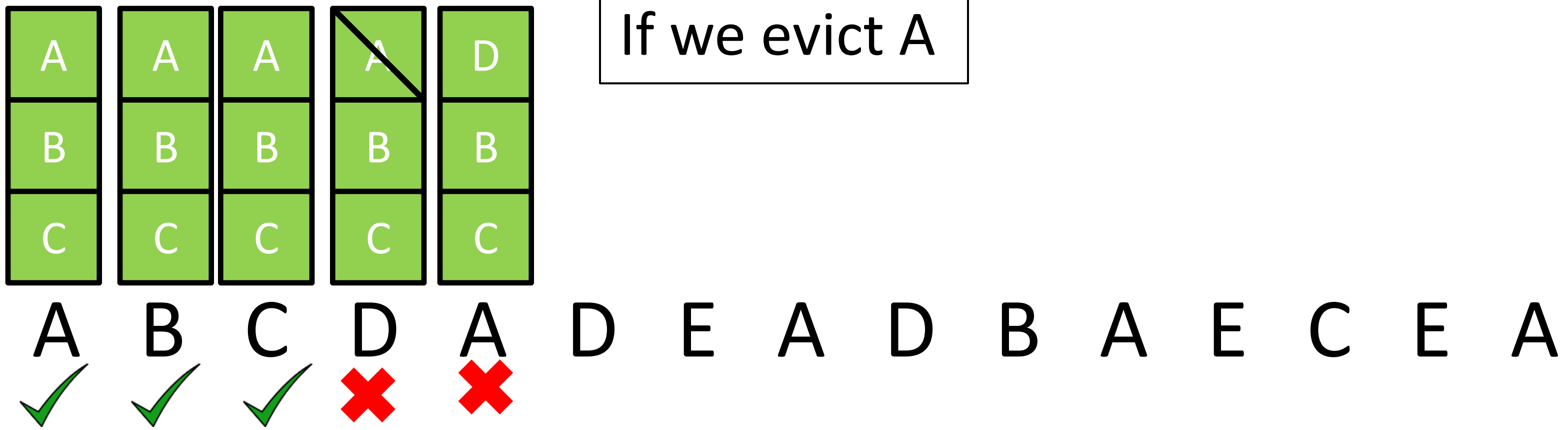


We must evict something to make room for D

A B C D A D E A D B A E C E A

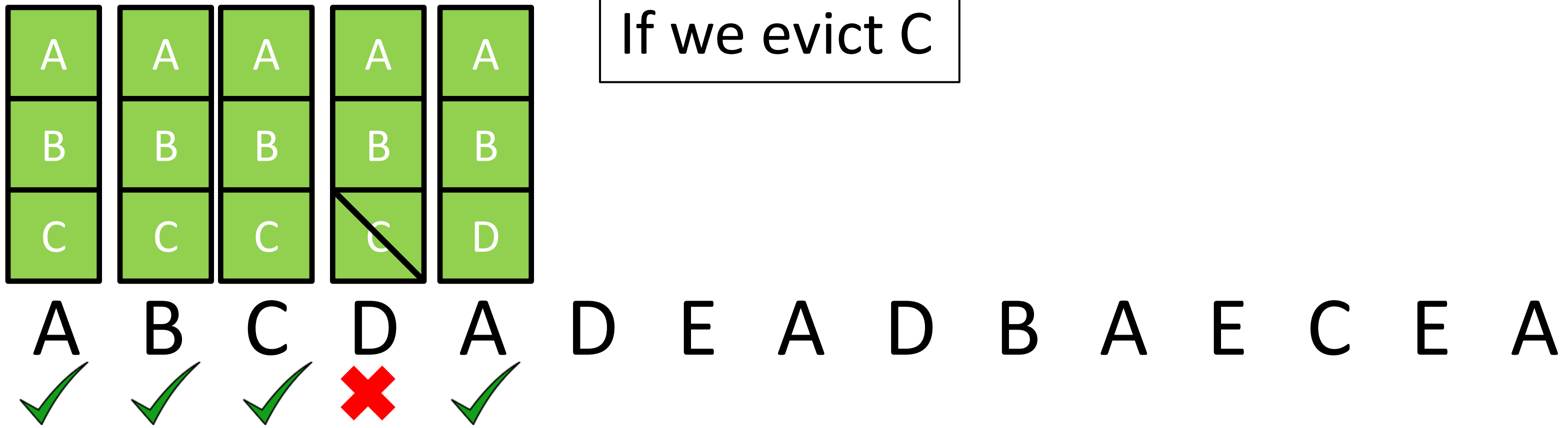
Example

If we evict A



Example

If we evict C



Our Problem vs Reality

- Assuming we know the entire access pattern
- Cache is Fully Associative
- Counting # of fetches (not necessarily misses)
- “Reduced” Schedule: Address only loaded on the cycle it’s required
  - Reduced == Unreduced (by number of fetches)

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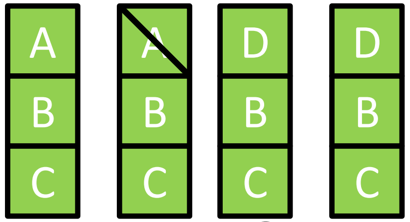
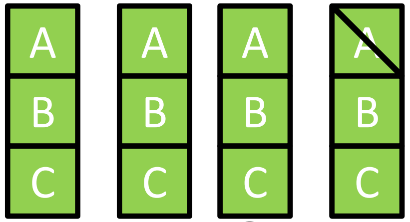


Unreduced

A B C D A D E A D B A E C E A



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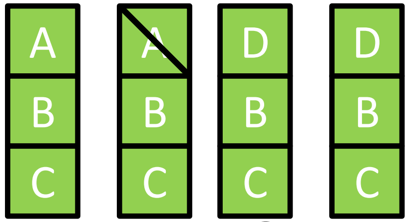

Unreduced

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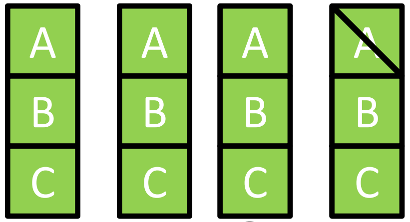

Reduced

Leaving A in longer does not save fetches

A B C D A D E A D B A E C E A

Greedy Algorithms

- Require Optimal Substructure
  - Solution to larger problem contains the solution to a smaller one
  - Only one subproblem to consider!
- Idea:
  1. Identify a greedy choice property
     - How to make a choice guaranteed to be included in some optimal solution
  2. Repeatedly apply the choice property until no subproblems remain

Greedy choice property

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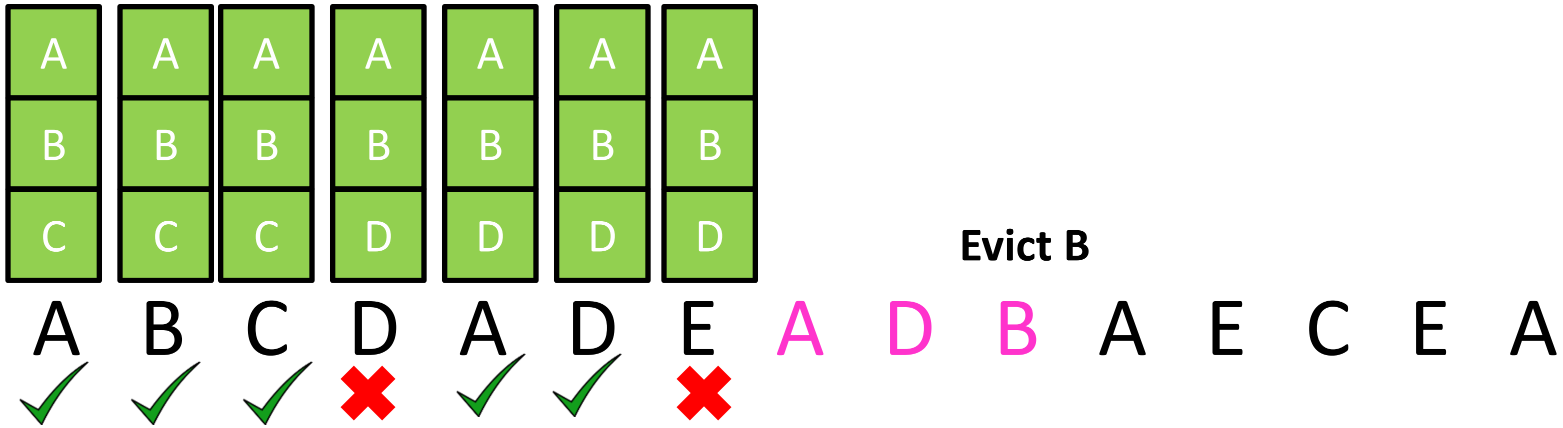

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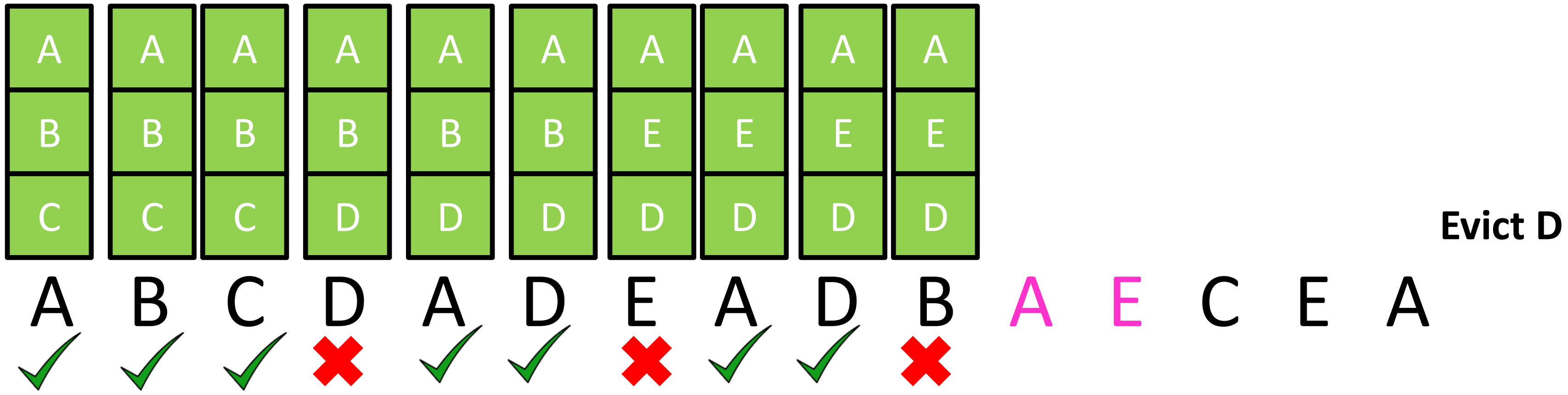

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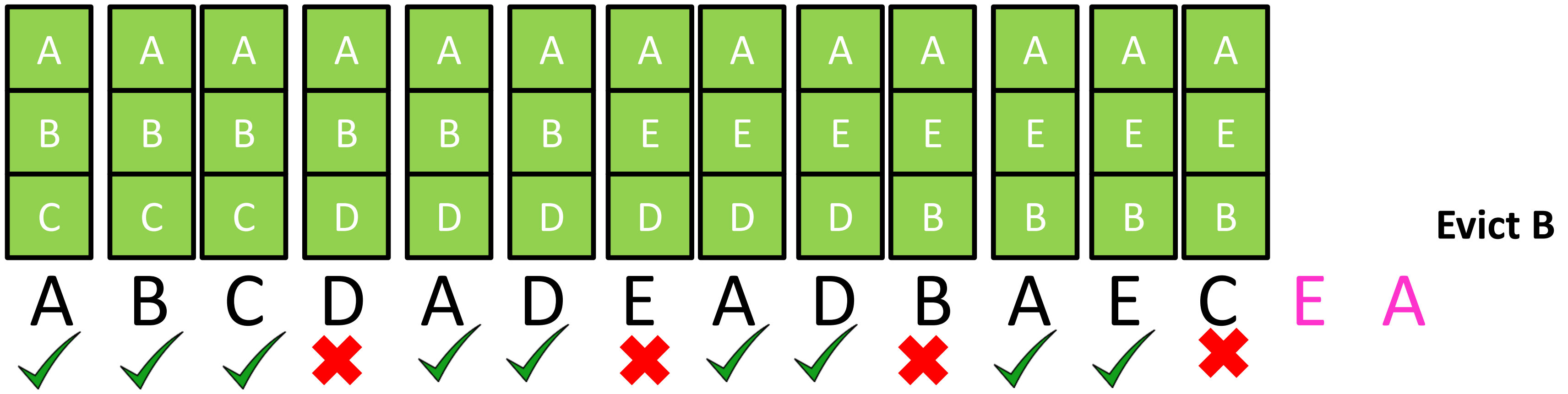

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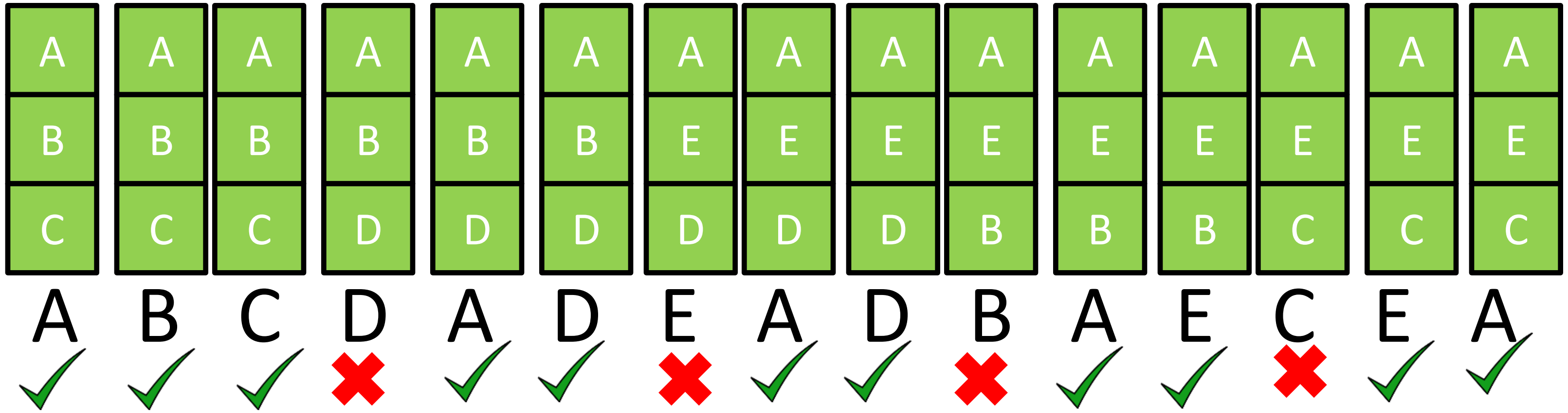

4 Cache Misses

Greedy Algorithms

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Caching Greedy Algorithm

Initialize $cache$= first k accesses

For each $m_i \in M$:

    if $m_i \in cache$:

        print $cache$

    else:

        $m =$ furthest-in-future from cache

        evict m, load m_i

        print $cache$

Exchange argument

- Shows correctness of a greedy algorithm
- Idea:
  - Show exchanging an item from an arbitrary optimal solution with your greedy choice makes the new solution no worse
  - How to show my sandwich is at least as good as yours:
    - Show: “I can remove any item from your sandwich, and it would be no worse by replacing it with the same item from my sandwich”

Belady Exchange Lemma

Let S_{ff} be the schedule chosen by our greedy algorithm

Let S_i be a schedule which agrees with S_{ff} for the first i memory accesses.

We will show: there is a schedule S_{i+1} which agrees with S_{ff} for the first $i+1$ memory accesses, and has no more misses than S_i (i.e. $misses(S_{i+1}) \leq misses(S_i)$)

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$\boxed{S^*}$

Agrees with S_{ff} on first 0 accesses

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Optimal

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Greedy

$\boxed{S_{ff}}$

Agrees with S_{ff} on all n accesses

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Agrees with S_{ff} on first 0 accesses

Agrees with S_{ff} on first access

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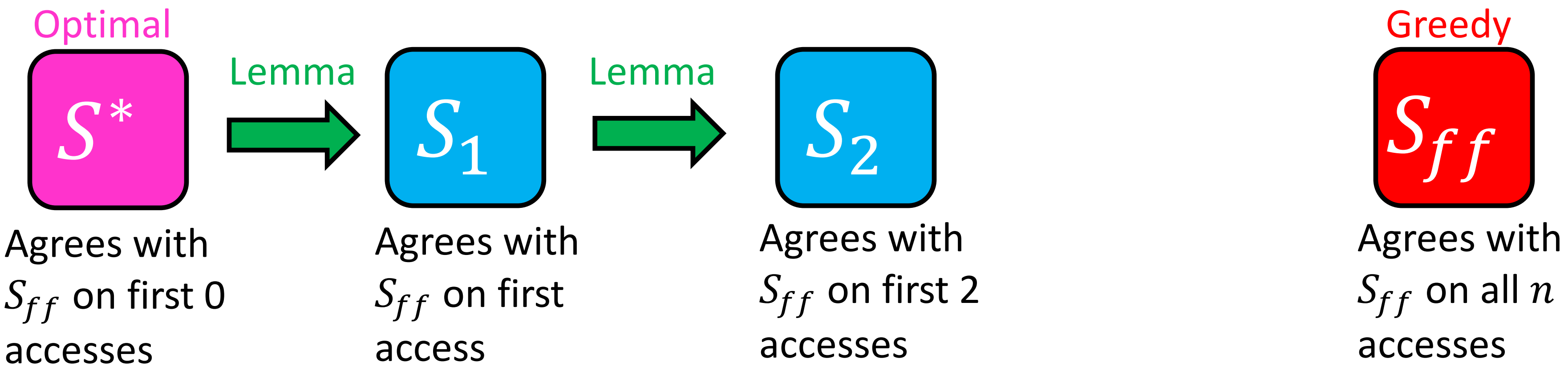

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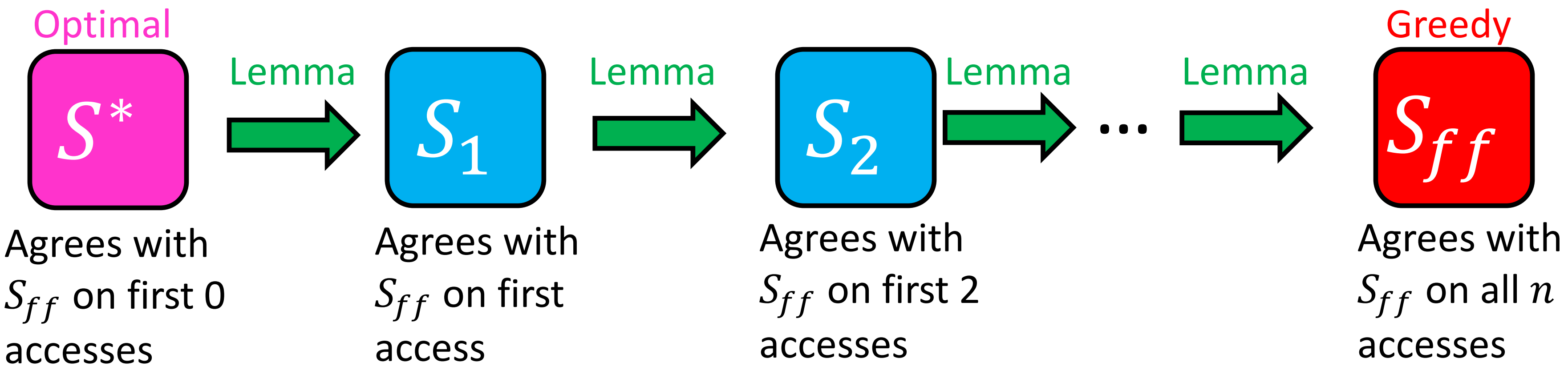
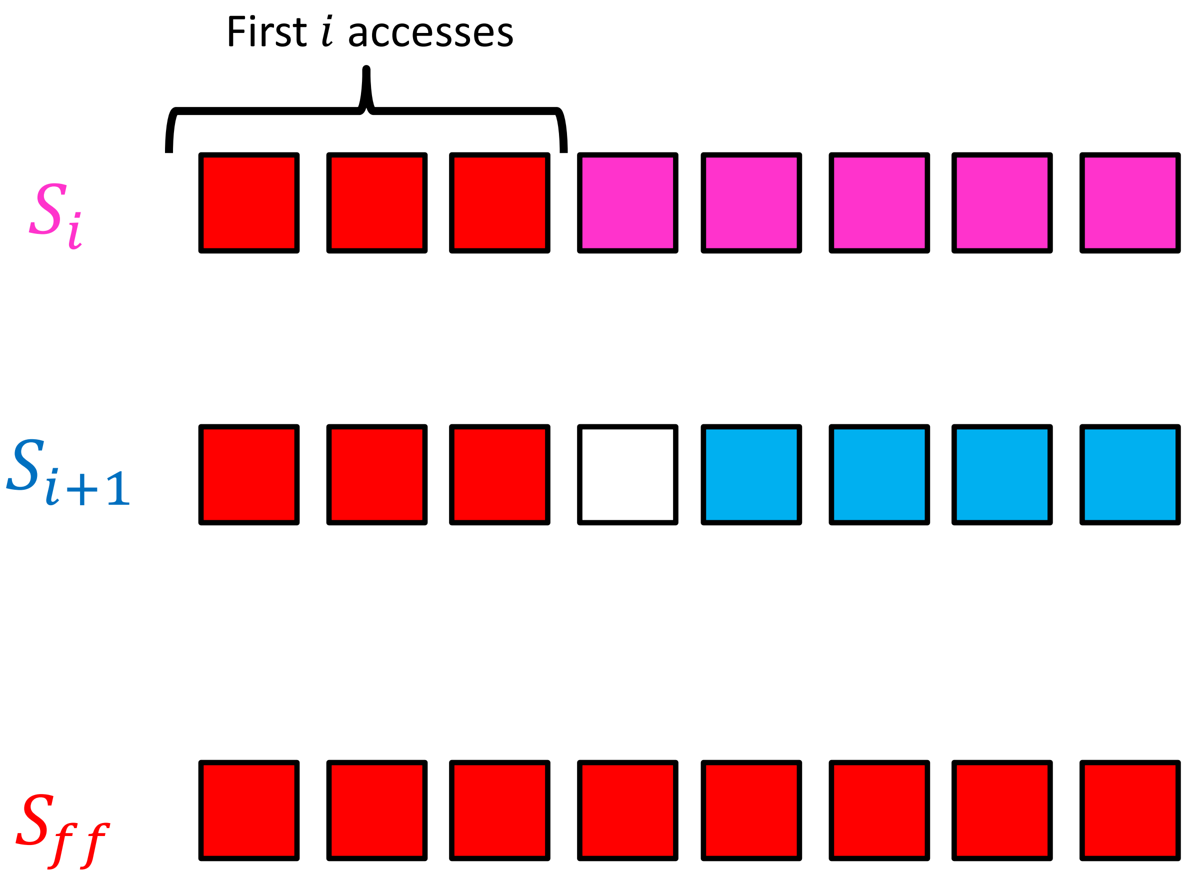


Belady Exchange Proof Idea



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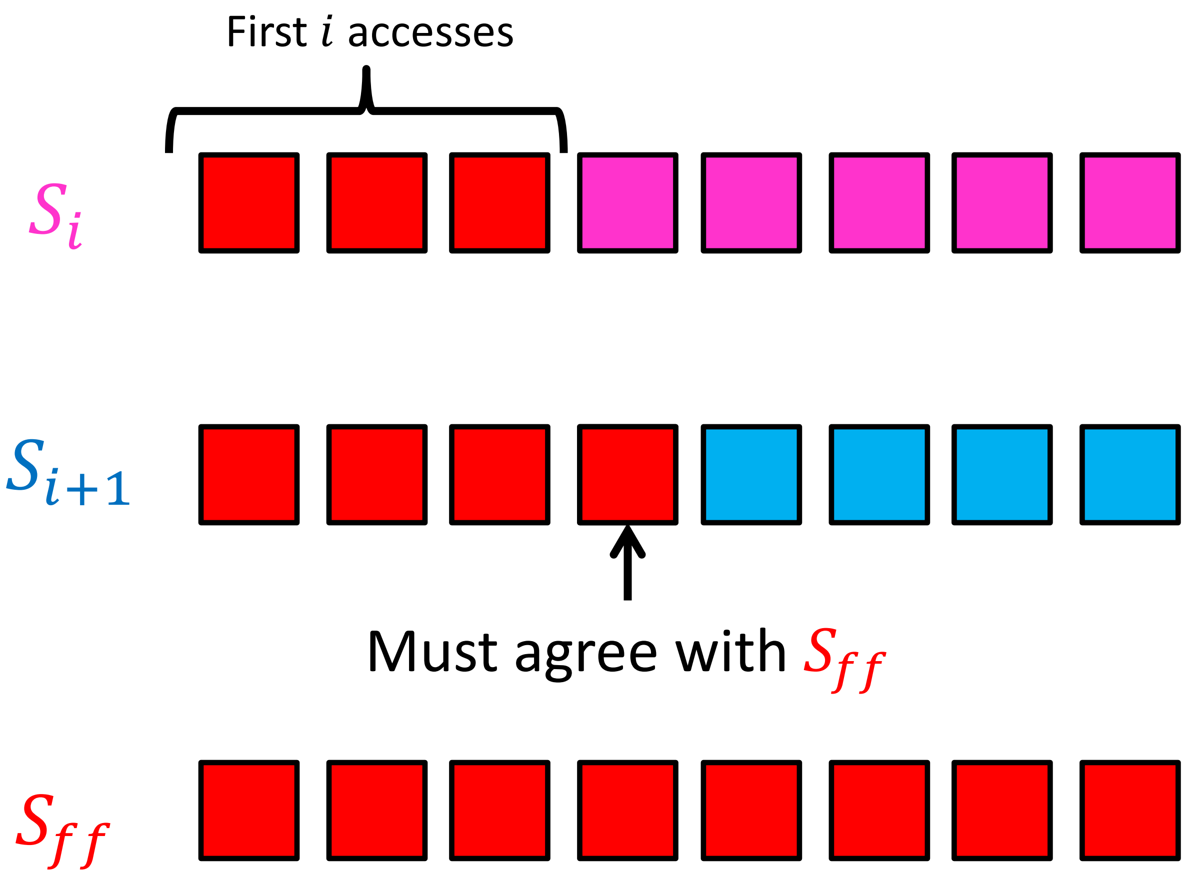

Need to fill in the rest of S_{i+1} to have no more misses than S_i

Proof of Lemma

Goal: find S_{i+1} s.t. $misses(S_{i+1}) \leq misses(S_i)$

Since S_i agrees with S_{ff} for the first i accesses, the state of the cache at access $i + 1$ will be the same

S_i Cache after i	d	e	f	$=$	S_{ff} Cache after i	d	e	f

Consider access $m_{i+1} = d$

Case 1: if d is in the cache, then neither S_i nor S_{ff} evict from the cache, use the same cache for S_{i+1}

S_{i+1} Cache after i	d	e	f

Proof of Lemma

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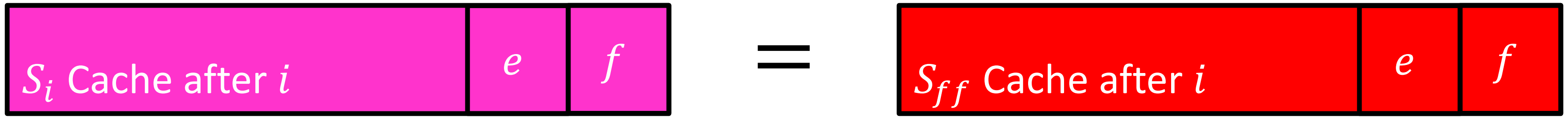


Consider access $m_{i+1} = d$

Case 2: if d isn't in the cache, and both S_i and S_{ff} evict f from the cache, evict f for d in S_{i+1}

Proof of Lemma

Goal: find S_{i+1} s.t. $misses(S_{i+1}) \leq misses(S_i)$

Since S_i agrees with S_{ff} for the first i accesses, the state of the cache at access $i+1$ will be the same

S_i Cache after i	e	f

$=$

S_{ff} Cache after i	e	f

Consider access $m_{i+1} = d$

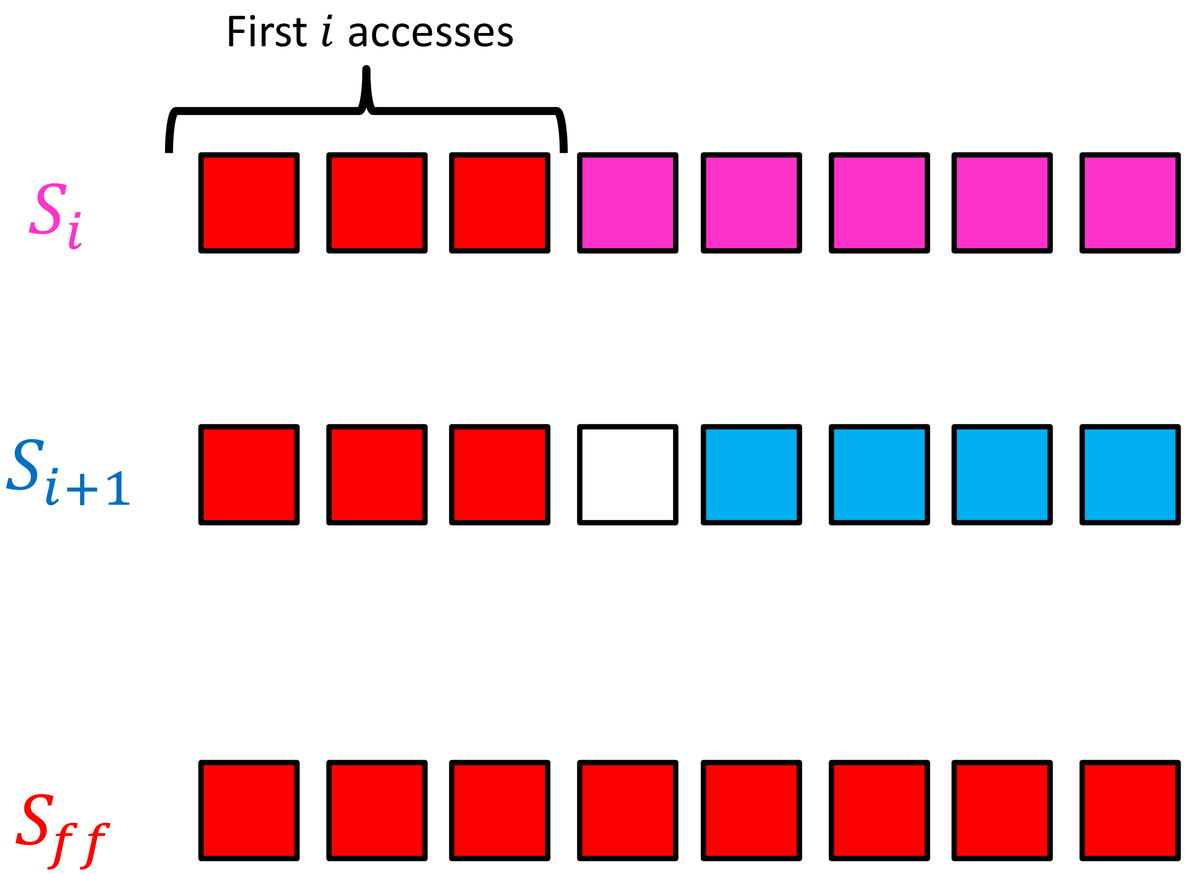
Case 3: if d isn't in the cache, S_i evicts e and S_{ff} evicts f from the cache

S_i Cache after $i+1$	d	f

$\neq$

S_{ff} Cache after $i+1$	e	d

Case 3



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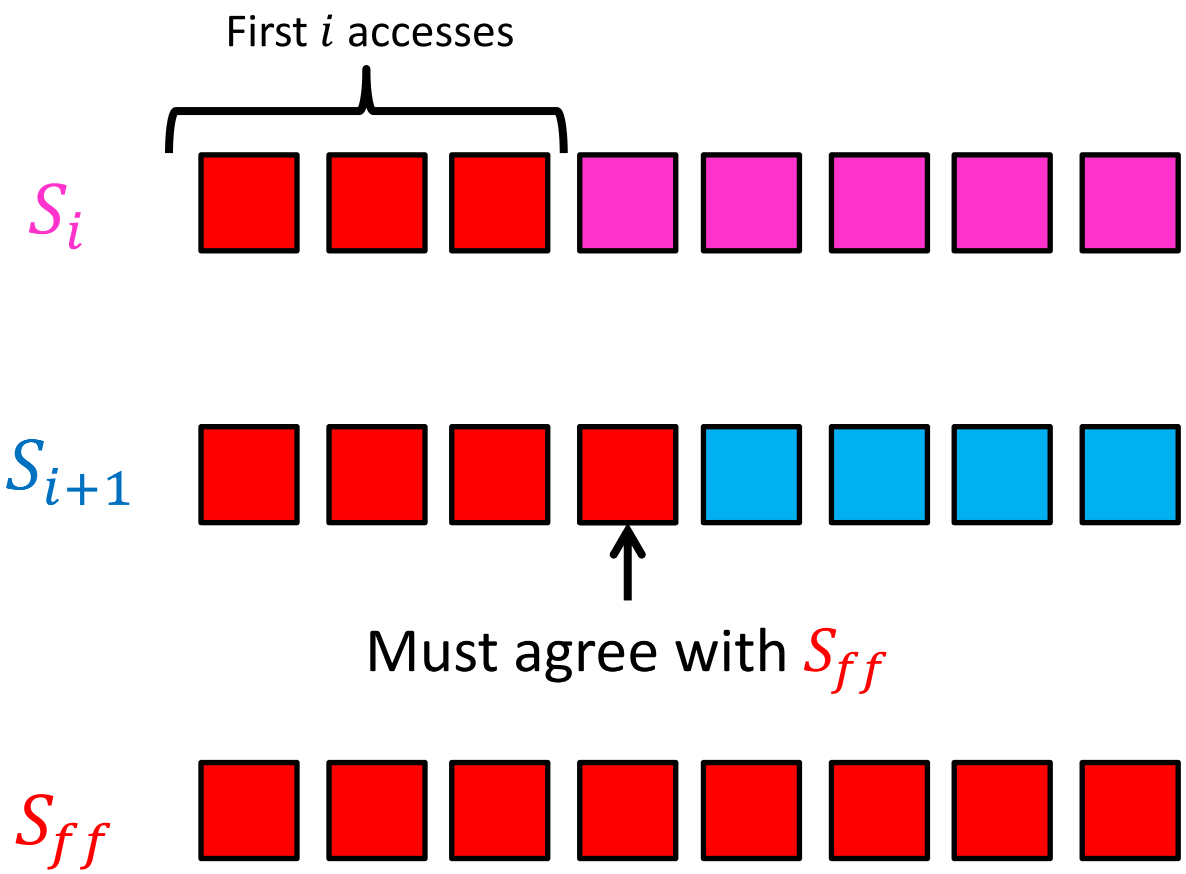

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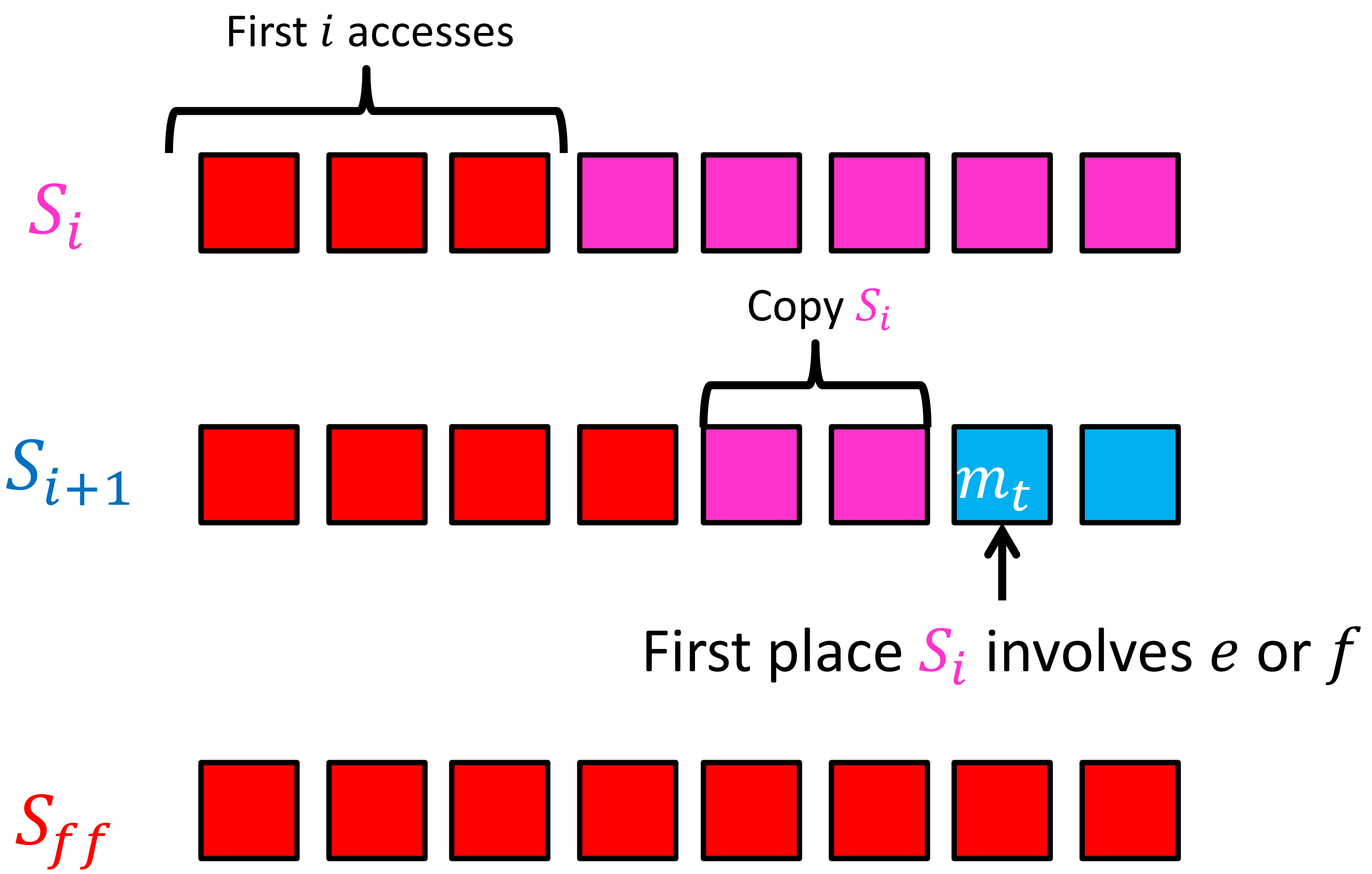
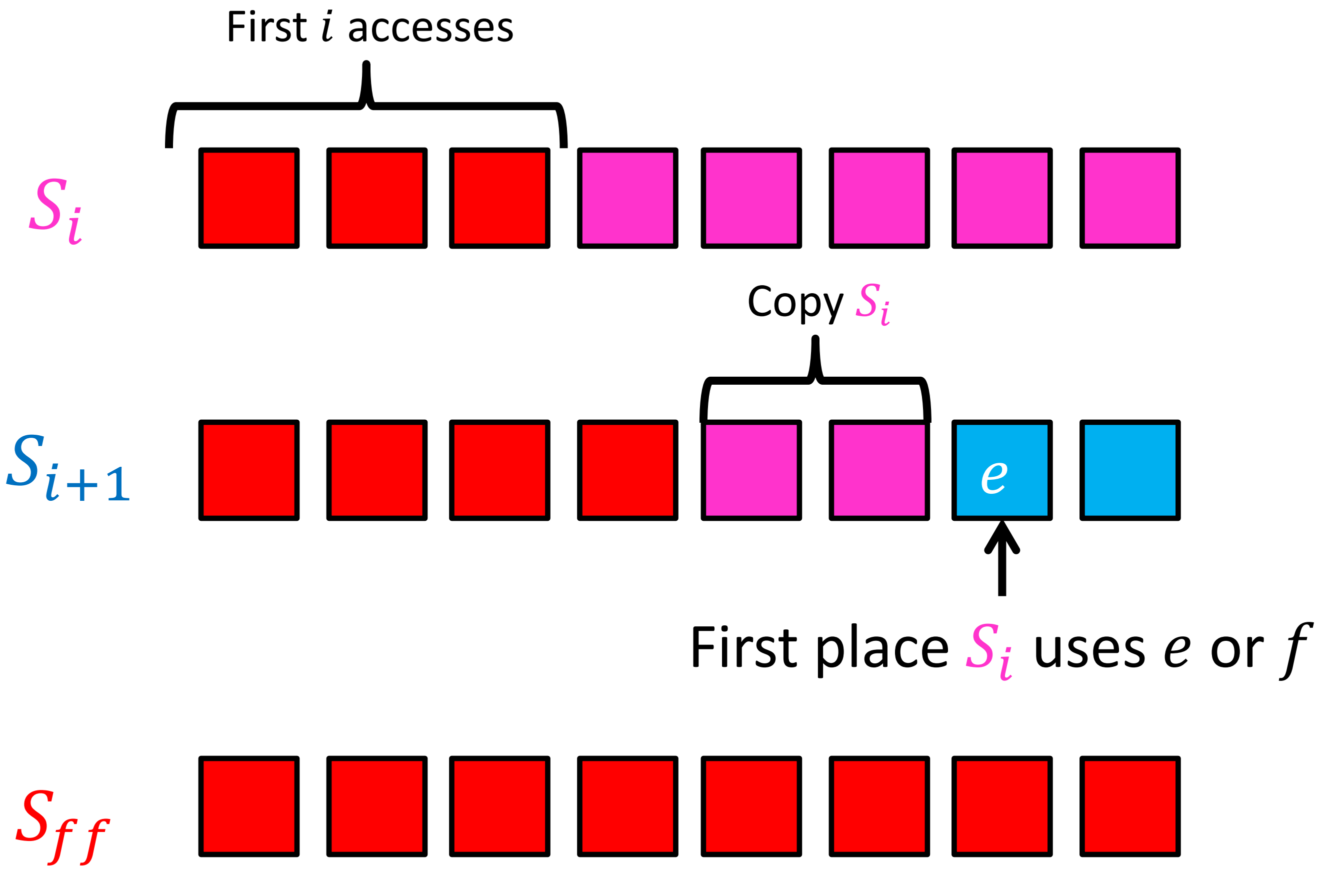


m_t = the first access after $i + 1$ in which S_i deals with e or f

3 options: $\boldsymbol{m_t = e}$ or $\boldsymbol{m_t = f}$ or $\boldsymbol{m_t = x \neq e, f}$

Case 3, $m_t = e$



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S_i Cache after $t-1$	x	d	f

$\neq$

S_{i+1} Cache after $t-1$	x	e	d

S_i must load e into the cache, assume it evicts x

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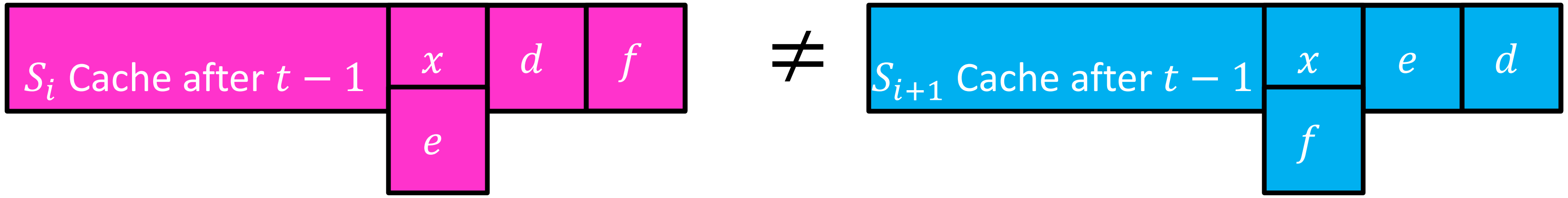


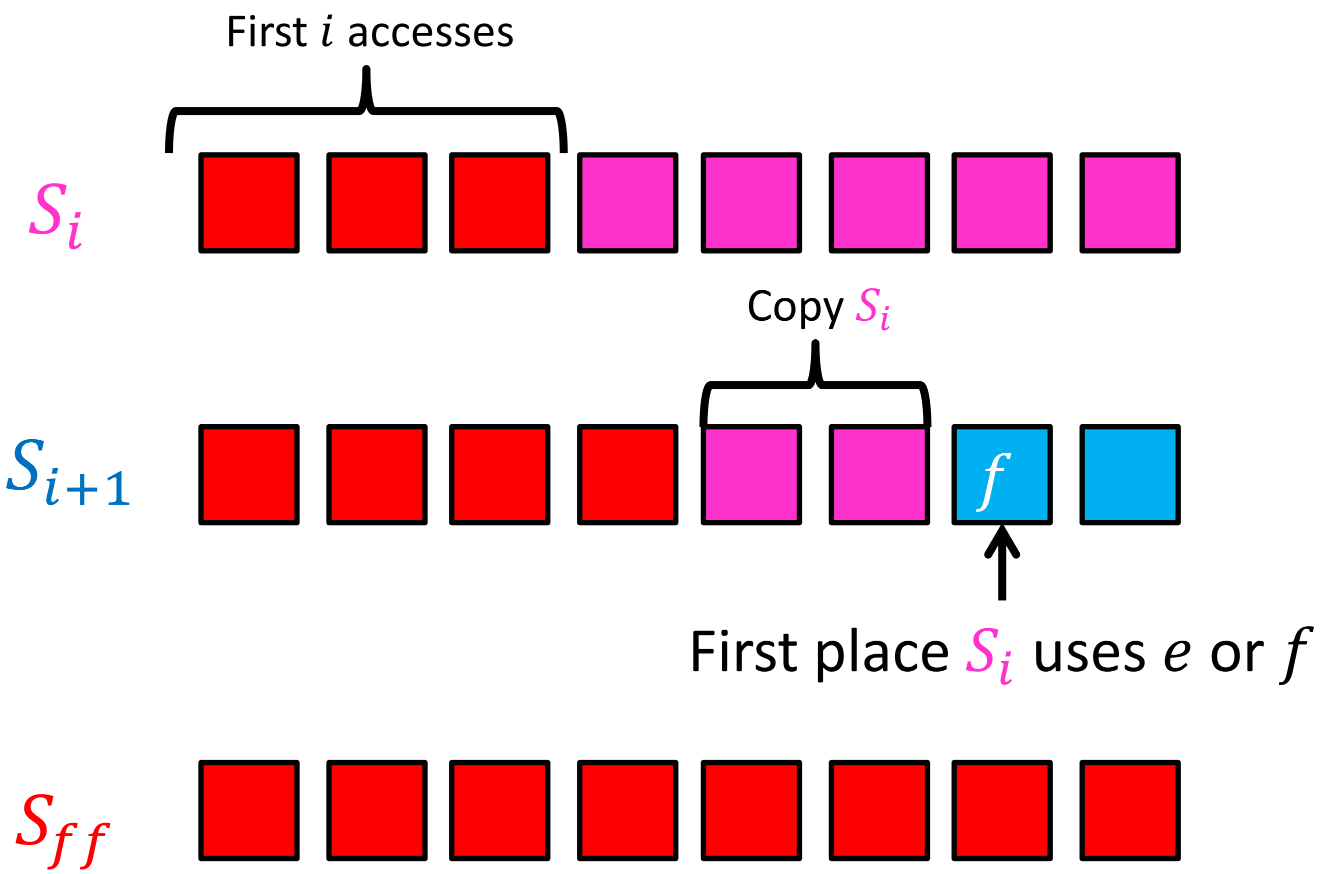
S_i must load e into the cache, assume it evicts x

S_{i+1} will load f into the cache, evicting x

The caches now match!

S_{i+1} behaved exactly the same as S_i between i and t, and has the same cache after t, therefore $misses(S_{i+1}) = misses(S_i)$

Case 3, $m_t = f$



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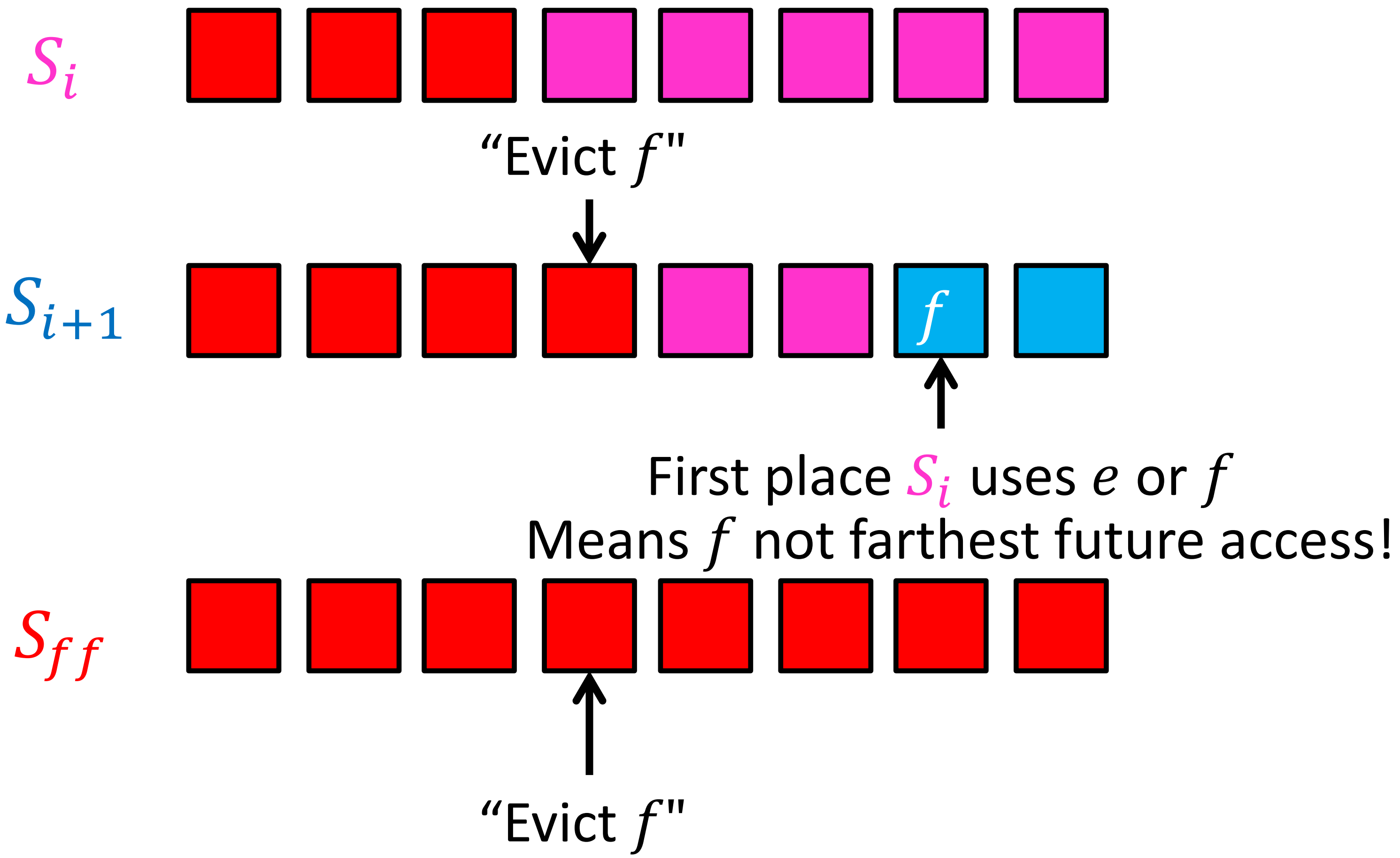
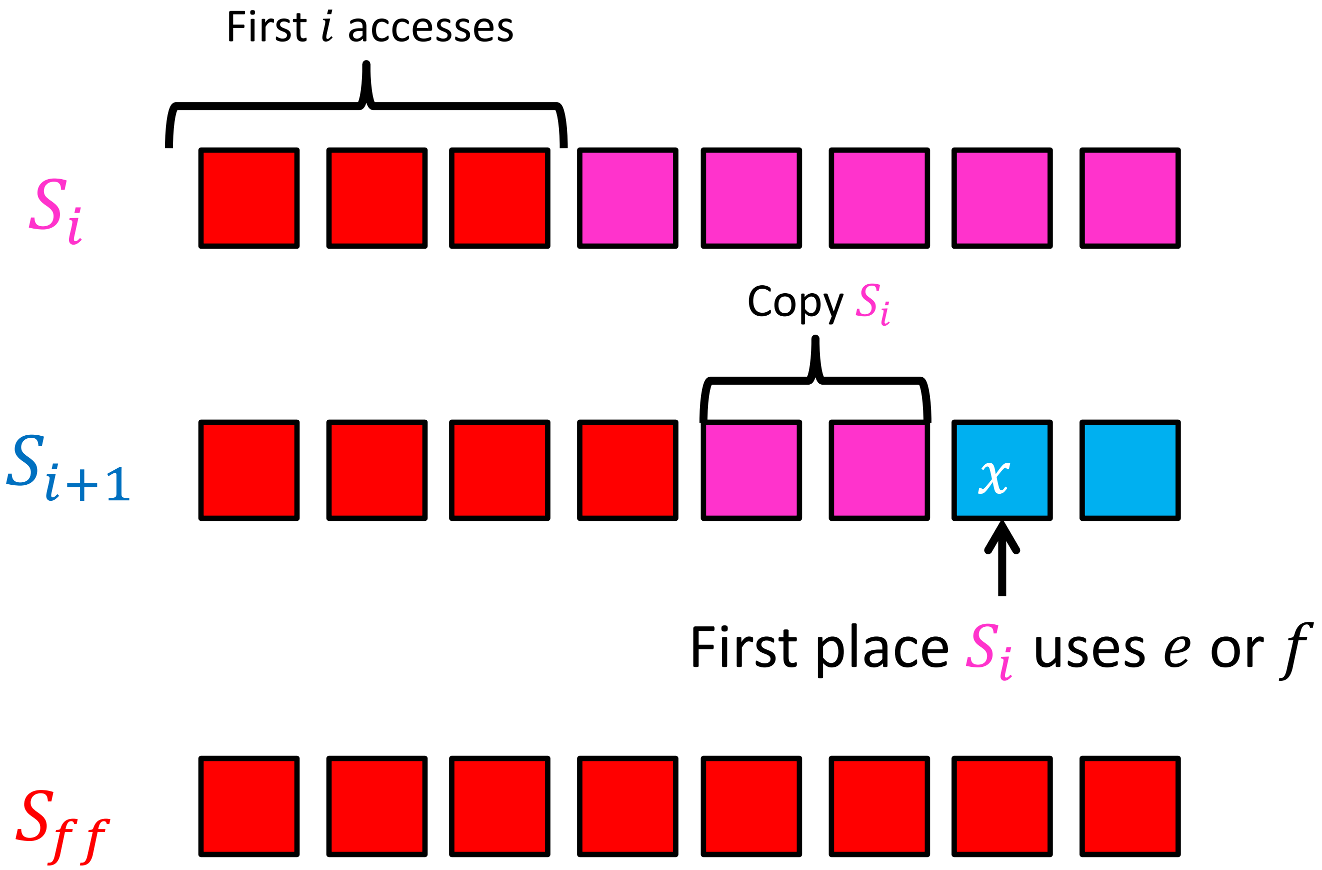
Cannot Happen!



Case 3, $m_t = x \neq e, f$



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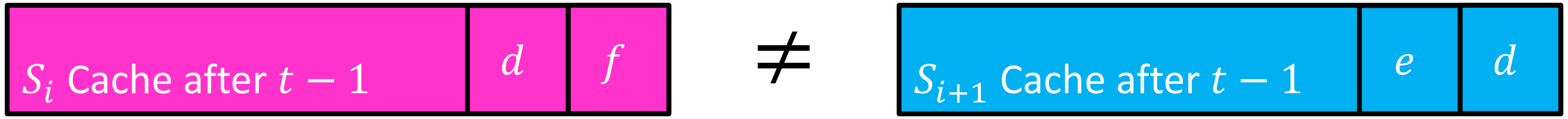

S_i loads x into the cache, it must be evicting f

Case 3, $m_t = x \neq e, f$

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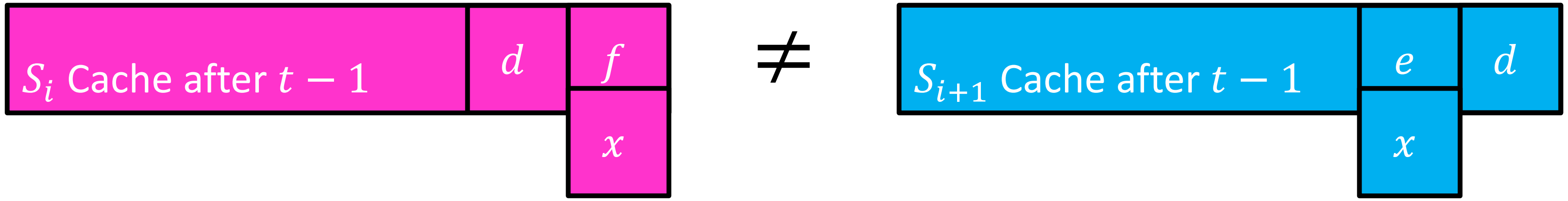

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Use Lemma to show Optimality