

## SECTION 4.3

# 4. GREEDY ALGORITHMS I

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- ▶ *coin changing*
- ▶ *interval scheduling*
- ▶ *interval partitioning*
- ▶ *scheduling to minimize lateness*
- ▶ ***optimal caching***

# Optimal offline caching

## Caching.

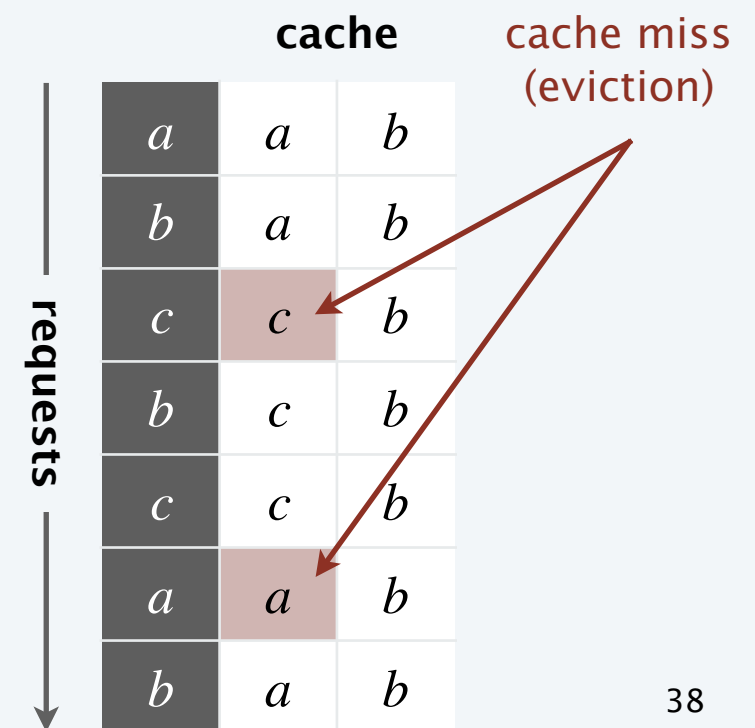
- Cache with capacity to store  $k$  items.
- Sequence of  $m$  item requests  $d_1, d_2, \dots, d_m$ .
- Cache hit: item in cache when requested.
- Cache miss: item not in cache when requested.  
(must evict some item from cache and bring requested item into cache)

**Applications.** CPU, RAM, hard drive, web, browser, ....

**Goal.** Eviction schedule that minimizes the number of evictions.

**Ex.**  $k = 2$ , initial cache =  $ab$ , requests:  $a, b, c, b, c, a, b$ .

**Optimal eviction schedule.** 2 evictions.



# Optimal offline caching: greedy algorithms

**LIFO/FIFO.** Evict item brought in least (most) recently.

**LRU.** Evict item whose most recent access was earliest.

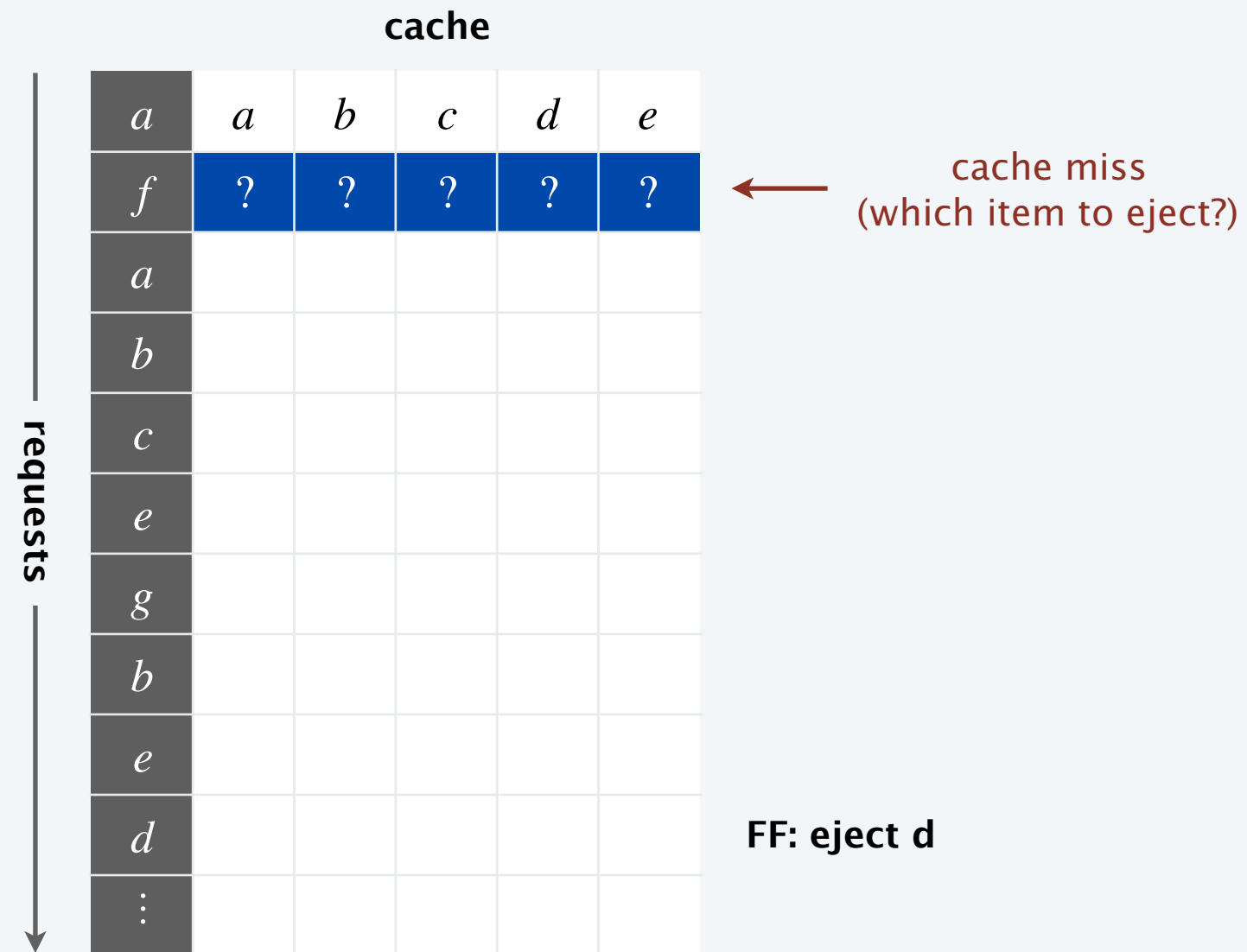
**LFU.** Evict item that was least frequently requested.

		cache						
requests	⋮	.	.	.	.	.		
	<i>a</i>	<i>a</i>	<i>w</i>	<i>x</i>	<i>y</i>	<i>z</i>	<b>FIFO: eject <i>a</i></b>	
	<i>d</i>	<i>a</i>	<i>w</i>	<i>x</i>	<i>d</i>	<i>z</i>	<b>LRU: eject <i>d</i></b>	
	<i>a</i>	<i>a</i>	<i>w</i>	<i>x</i>	<i>d</i>	<i>z</i>		
	<i>b</i>	<i>a</i>	<i>b</i>	<i>x</i>	<i>d</i>	<i>z</i>		
	<i>c</i>	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>z</i>		
	<i>e</i>	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	<b>LIFO: eject <i>e</i></b>	
	<i>g</i>	?	?	?	?	?		
	<i>b</i>							
	<i>e</i>							
	<i>d</i>							
	⋮							

cache miss  
(which item to eject?)

# Optimal offline caching: farthest-in-future (clairvoyant algorithm)

**Farthest-in-future.** Evict item in the cache that is not requested until farthest in the future.



**Theorem.** [Bélády 1966] FF is optimal eviction schedule.

**Pf.** Algorithm and theorem are intuitive; proof is subtle.



Which item will be evicted next using farthest-in-future schedule?

A.

B.

C.

D.

E.

cache					
requests ↓	⋮	.	.	.	.
	B	D	B	Y	A
	C	D	B	C	A
	E	D	E	C	A
	F	?	?	?	?
	C				
	D				
	A				
	E				
	A				
	C				
	⋮				

← cache miss  
(which item to eject?)

# Reduced eviction schedules

**Def.** A **reduced** schedule is a schedule that brings an item  $d$  into the cache in step  $j$  only if there is a request for  $d$  in step  $j$  and  $d$  is not already in the cache.

$a$	$a$	$b$	$c$
$a$	$a$	$b$	$c$
$c$	$a$	$d$	$c$
$d$	$a$	$d$	$c$
$a$	$a$	$c$	$b$
$b$	$a$	$c$	$b$
$c$	$a$	$c$	$b$
$d$	$d$	$c$	$b$
$d$	$d$	$c$	$d$

an unreduced schedule

$d$  enters cache  
without a request

$d$  enters cache  
even though already  
in cache

$a$	$a$	$b$	$c$
$a$	$a$	$b$	$c$
$c$	$a$	$b$	$c$
$d$	$a$	$d$	$c$
$a$	$a$	$d$	$c$
$b$	$a$	$d$	$b$
$c$	$a$	$c$	$b$
$d$	$d$	$c$	$b$
$d$	$d$	$c$	$b$

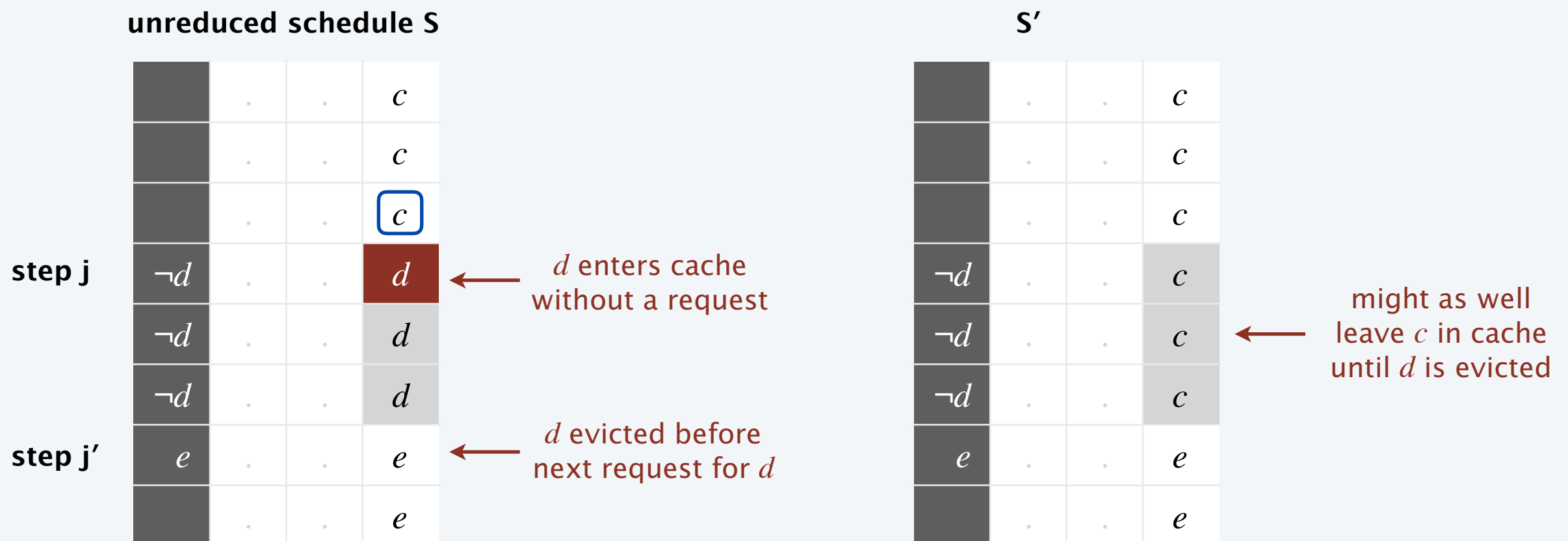
a reduced schedule

# Reduced eviction schedules

**Claim.** Given any unreduced schedule  $S$ , can transform it into a reduced schedule  $S'$  with no more evictions.

**Pf.** [ by induction on number of steps  $j$  ]

- Suppose  $S$  brings  $d$  into the cache in step  $j$  without a request.
- Let  $c$  be the item  $S$  evicts when it brings  $d$  into the cache.
- Case 1a:  $d$  evicted before next request for  $d$ .

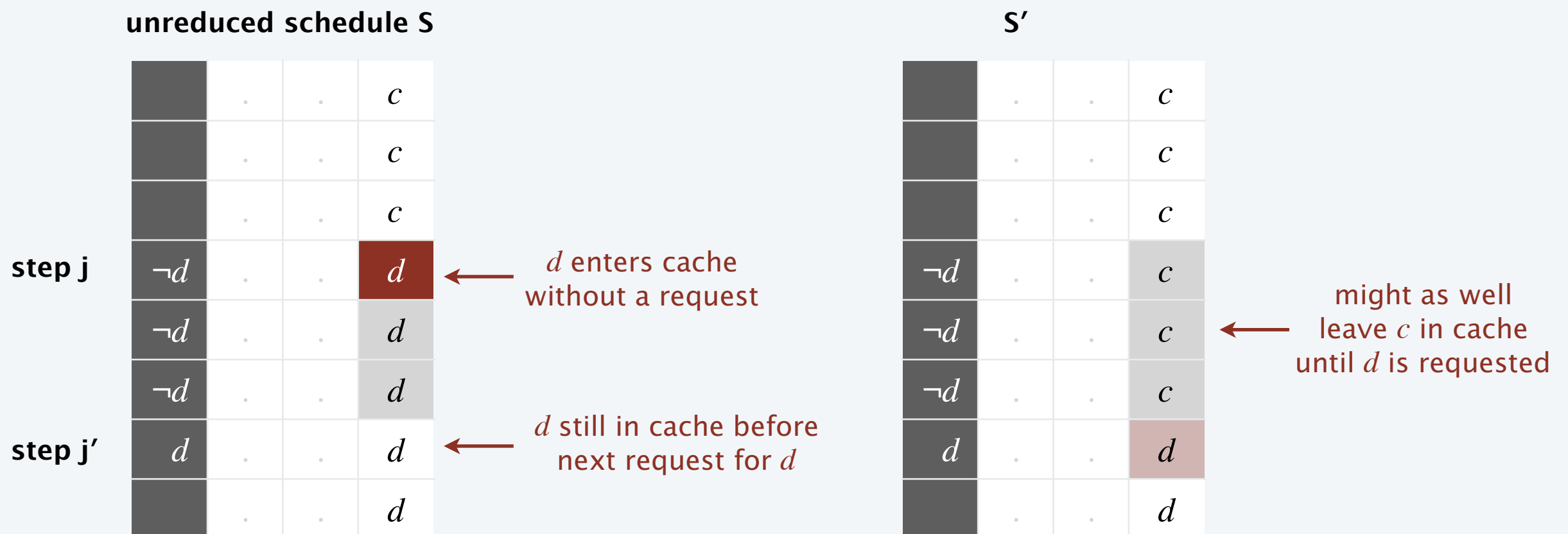


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- Let  $c$  be the item  $S$  evicts when it brings  $d$  into the cache.
- Case 1a:  $d$  evicted before next request for  $d$ .
- Case 1b: next request for  $d$  occurs before  $d$  is evicted.



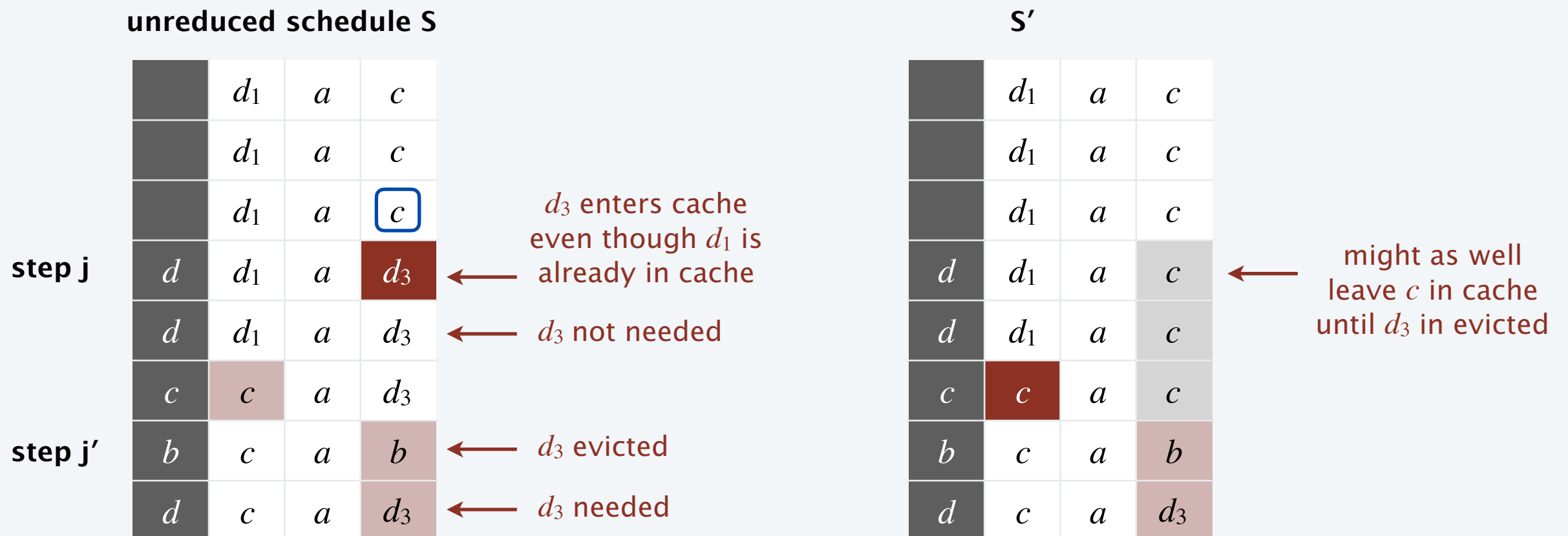


# Reduced eviction schedules

**Claim.** Given any unreduced schedule  $S$ , can transform it into a reduced schedule  $S'$  with no more evictions.

**Pf.** [ by induction on number of steps  $j$  ]

- Suppose  $S$  brings  $d$  into the cache in step  $j$  even though  $d$  is in cache.
- Let  $c$  be the item  $S$  evicts when it brings  $d$  into the cache.
- Case 2a:  $d$  evicted before it is needed.

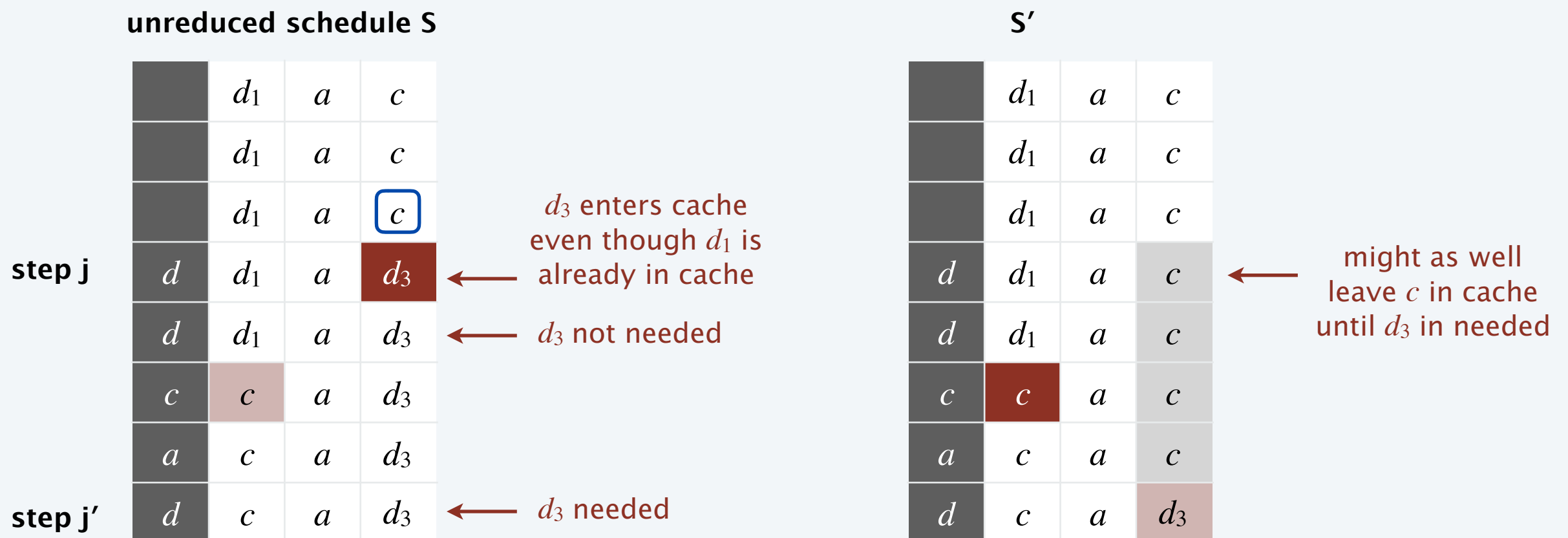


# Reduced eviction schedules

**Claim.** Given any unreduced schedule  $S$ , can transform it into a reduced schedule  $S'$  with no more evictions.

**Pf.** [ by induction on number of steps  $j$  ]

- Suppose  $S$  brings  $d$  into the cache in step  $j$  even though  $d$  is in cache.
- Let  $c$  be the item  $S$  evicts when it brings  $d$  into the cache.
- Case 2a:  $d$  evicted before it is needed.
- Case 2b:  $d$  needed before it is evicted.




# Reduced eviction schedules

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**Claim.** Given any unreduced schedule  $S$ , can transform it into a reduced schedule  $S'$  with no more evictions.

**Pf.** [ by induction on number of steps  $j$  ]

- Case 1:  $S$  brings  $d$  into the cache in step  $j$  without a request. ✓
- Case 2:  $S$  brings  $d$  into the cache in step  $j$  even though  $d$  is in cache. ✓
- If multiple unreduced items in step  $j$ , apply each one in turn, dealing with Case 1 before Case 2. ■

  
resolving Case 1 might trigger Case 2

# Farthest-in-future: analysis

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**Theorem.** FF is optimal eviction algorithm.

**Pf.** Follows directly from the following invariant.

**Invariant.** There exists an optimal reduced schedule  $S$  that has the same eviction schedule as  $S_{FF}$  through the first  $j$  steps.

**Pf.** [ by induction on number of steps  $j$  ]

Base case:  $j = 0$ .

Let  $S$  be reduced schedule that satisfies invariant through  $j$  steps.

We produce  $S'$  that satisfies invariant after  $j + 1$  steps.

- Let  $d$  denote the item requested in step  $j + 1$ .
- Since  $S$  and  $S_{FF}$  have agreed up until now, they have the same cache contents before step  $j + 1$ .
- Case 1:  $d$  is already in the cache.  
 $S' = S$  satisfies invariant.
- Case 2:  $d$  is not in the cache and  $S$  and  $S_{FF}$  evict the same item.  
 $S' = S$  satisfies invariant.

# Farthest-in-future: analysis

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Pf. [continued]

- Case 3:  $d$  is not in the cache;  $S_{FF}$  evicts  $e$ ;  $S$  evicts  $f \neq e$ .
  - begin construction of  $S'$  from  $S$  by evicting  $e$  instead of  $f$



- now  $S'$  agrees with  $S_{FF}$  for first  $j + 1$  steps; we show that having item  $f$  in cache is no worse than having item  $e$  in cache
- let  $S'$  behave the same as  $S$  until  $S'$  is forced to take a different action (because either  $S$  evicts  $e$ ; or because either  $e$  or  $f$  is requested)

# Farthest-in-future: analysis

Let  $j'$  be the **first** step after  $j + 1$  that  $S'$  must take a different action from  $S$ ;  
let  $g$  denote the item requested in step  $j'$ .

↑  
involves either  $e$  or  $f$  (or both)



- Case 3a:  $g = e$ .

↙  $S'$  agrees with  $S_{FF}$  through first  $j + 1$  steps

Can't happen with FF since there must be a request for  $f$  before  $e$ .

- Case 3b:  $g = f$ .

Element  $f$  can't be in cache of  $S$ ; let  $e'$  be the item that  $S$  evicts.

- if  $e' = e$ ,  $S'$  accesses  $f$  from cache; now  $S$  and  $S'$  have same cache
- if  $e' \neq e$ , we make  $S'$  evict  $e'$  and bring  $e$  into the cache;

now  $S$  and  $S'$  have the same cache

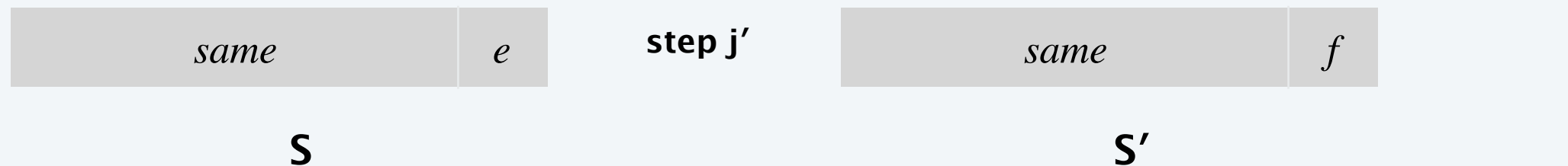
We let  $S'$  behave exactly like  $S$  for remaining requests.

↙  $S'$  is no longer reduced, but can be transformed into a reduced schedule that agrees with FF through first  $j + 1$  steps

# Farthest-in-future: analysis

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Let  $j'$  be the **first** step after  $j + 1$  that  $S'$  must take a different action from  $S$ ;  
let  $g$  denote the item requested in step  $j'$ .



otherwise  $S'$  could have taken the same action



- Case 3c:  $g \neq e, f$ .  $S$  evicts  $e$ .
  - make  $S'$  evict  $f$ .



- now  $S$  and  $S'$  have the same cache
- let  $S'$  behave exactly like  $S$  for the remaining requests ■