

CSE 431/531: Algorithm Analysis and Design (Fall 2024)

Greedy Algorithms

Lecturer: Kelin Luo

*Department of Computer Science and Engineering
University at Buffalo*

Announcements: Quiz 5

- Posted on Ublearns
- Should take < 30 minutes, 2 attempts
- Due Mon 23 Sep @ 11:59PM

Outline

- 1 Offline Caching
 - Heap: Concrete Data Structure for Priority Queue
- 2 Data Compression and Huffman Code
- 3 Summary
- 4 Exercise Problems

A Better Solution for Example

page sequence		cache				cache		
1	×	1			×	1		
5	×	1	5		×	1	5	
4	×	1	5	4	×	1	5	4
2	×	1	2	4	×	1	5	2
5	×	1	2	5	✓	1	5	2
3	×	1	2	3	×	1	3	2
2	✓	1	2	3	✓	1	3	2
1	✓	1	2	3	✓	1	3	2
		misses = 6					misses = 5	

Offline Caching Problem

Input: k : the size of cache

n : number of pages

We use $[n]$ for $\{1, 2, 3, \dots, n\}$.

$\rho_1, \rho_2, \rho_3, \dots, \rho_T \in [n]$: sequence of requests

Output: $i_1, i_2, i_3, \dots, i_T \in \{\text{hit}, \text{empty}\} \cup [n]$: indices of pages to evict (“hit” means evicting no page, “empty” means evicting empty page)

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- Online Caching: we have to make decisions on the fly, before seeing future requests.

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Q: Why do we study the offline caching problem?

- Offline Caching: we know the whole sequence ahead of time.
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Q: Which one is more realistic?

A: Online caching

Q: Why do we study the offline caching problem?

A: Use the offline solution as a benchmark to measure the “competitive ratio” of online algorithms

Offline Caching: Potential Greedy Algorithms

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- LFU(Least-Frequently-Used): Evict page that was least frequently requested

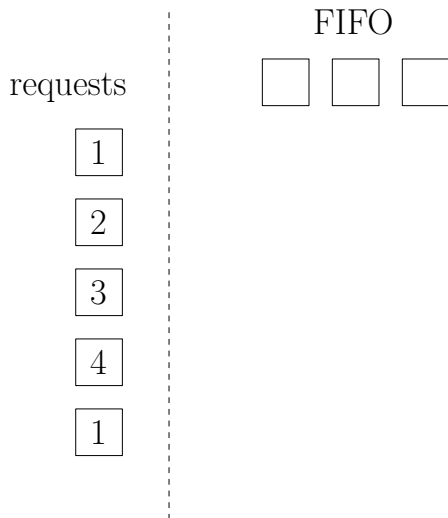
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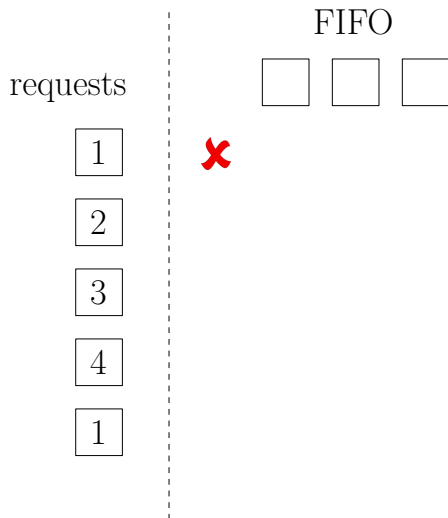
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- All the above algorithms are not optimum!
- Indeed all the algorithms are “online”, i.e, the decisions can be made without knowing future requests. Online algorithms can not be optimum.

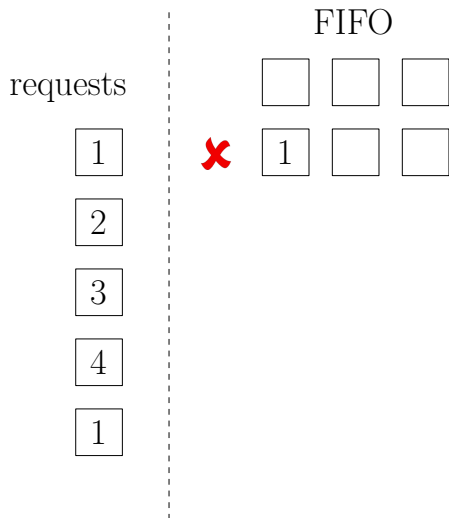
FIFO is not optimum



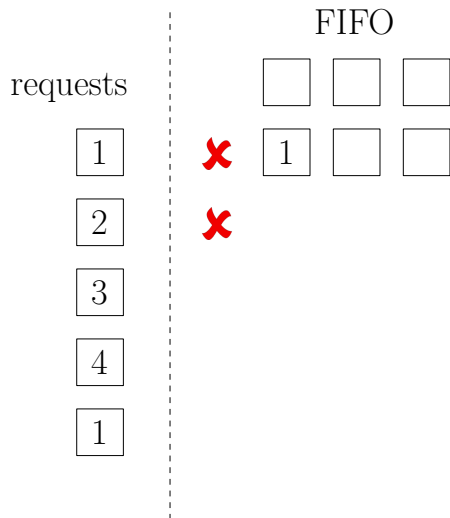
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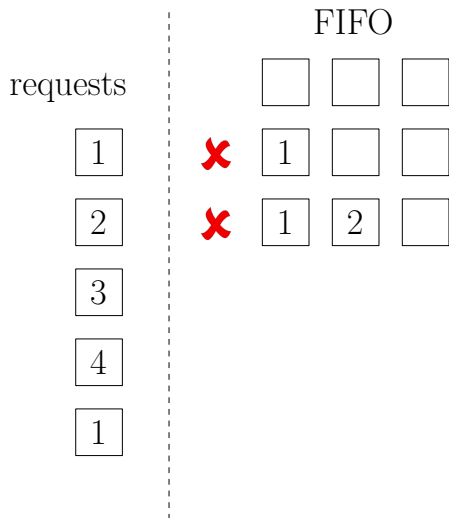
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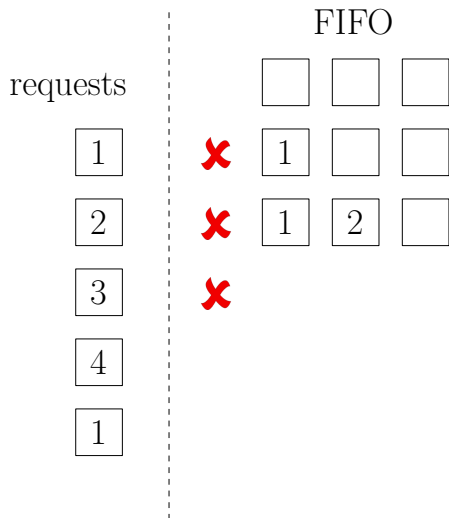
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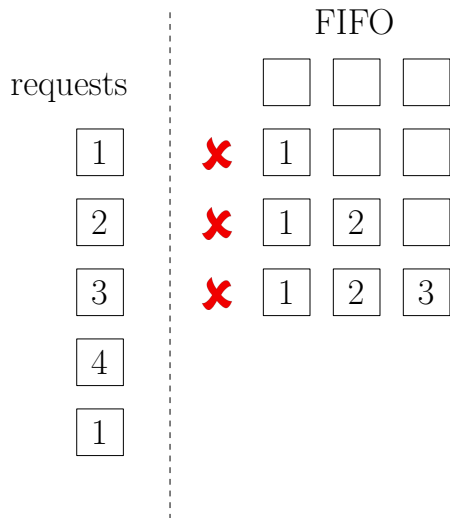
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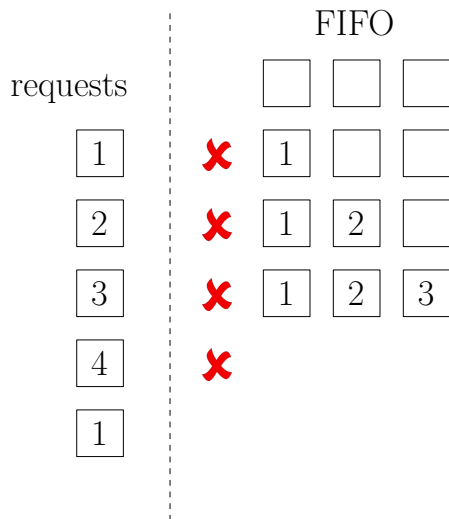
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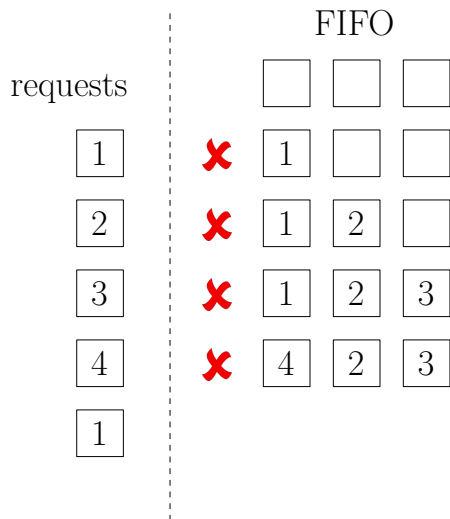
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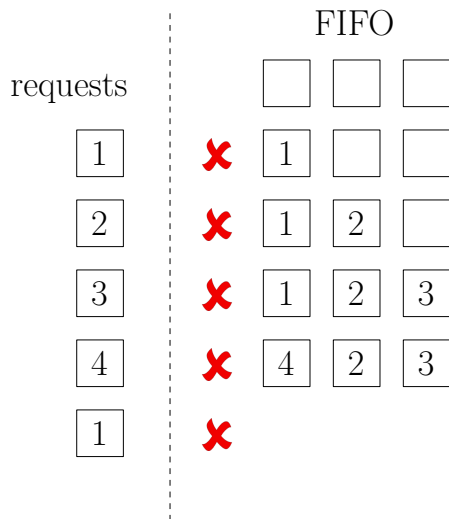
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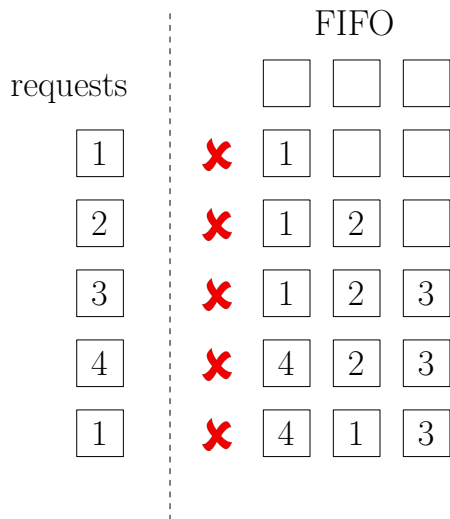
FIFO is not optimum



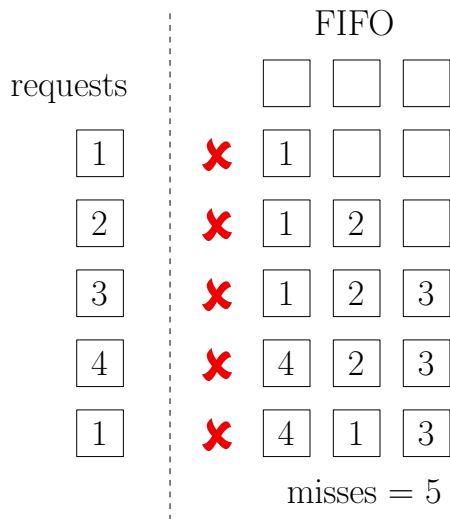
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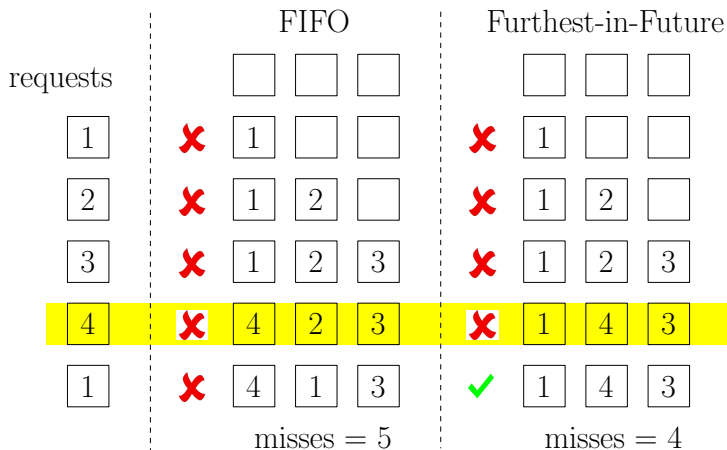
FIFO is not optimum

		FIFO			Furthest-in-Future			
requests								
1	×	1			×	1		
2	×	1	2		×	1	2	
3	×	1	2	3	×	1	2	3
4	×	4	2	3	×	1	4	3
1	×	4	1	3	✓	1	4	3
		misses = 5			misses = 4			

Furthest-in-Future (FF)

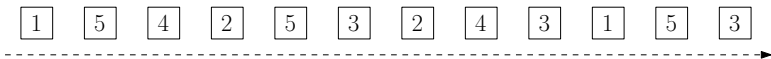
- Algorithm: every time, evict the page that is not requested until furthest in the future, if we need to evict one.
- The algorithm is **not** an online algorithm, since the decision at a step depends on the request sequence in the future.

Furthest-in-Future (FF)



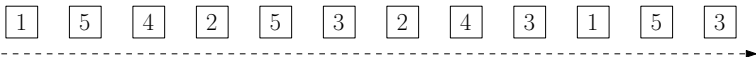
Example

requests



Example

requests

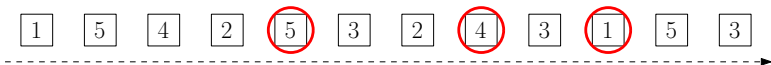


X X X

<input type="checkbox"/>	1	1	1
<input type="checkbox"/>	<input type="checkbox"/>	5	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4

Example

requests

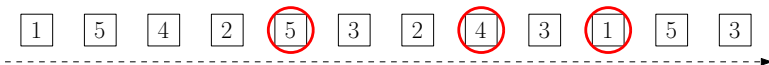


✗ ✗ ✗

<input type="checkbox"/>	1	1	1
<input type="checkbox"/>	<input type="checkbox"/>	5	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4

Example

requests



✗ ✗ ✗ ✗

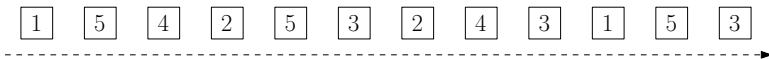
	1	1	1	2
--	---	---	---	---

		5	5	5
--	--	---	---	---

			4	4
--	--	--	---	---

Example

requests

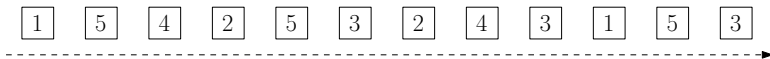


X **X** **X** **X**

<div></div>	<div>1</div>	<div>1</div>	<div>1</div>	<div>2</div>
<div></div>	<div></div>	<div>5</div>	<div>5</div>	<div>5</div>
<div></div>	<div></div>	<div></div>	<div>4</div>	<div>4</div>

Example

requests

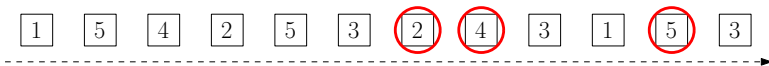


✗ ✗ ✗ ✗ ✓

<input type="checkbox"/>	1	1	1	2	2
<input type="checkbox"/>		5	5	5	5
<input type="checkbox"/>			4	4	4

Example

requests

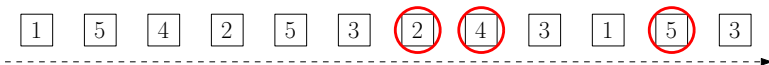


✗ ✗ ✗ ✗ ✓

	1	1	1	2	2
		5	5	5	5
			4	4	4

Example

requests



✗ ✗ ✗ ✗ ✓ ✗

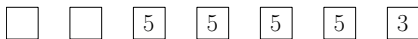
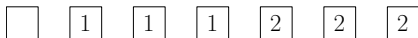
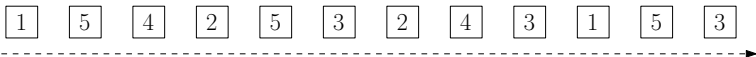
1 1 1 2 2 2

5 5 5 5 3

4 4 4 4

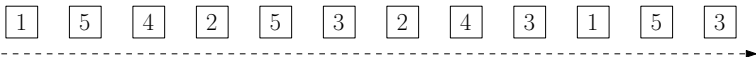
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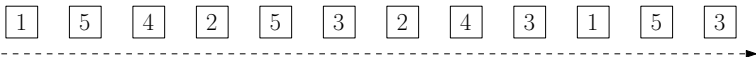
requests



	1	1	1	2	2	2	2
		5	5	5	5	3	3
			4	4	4	4	4

Example

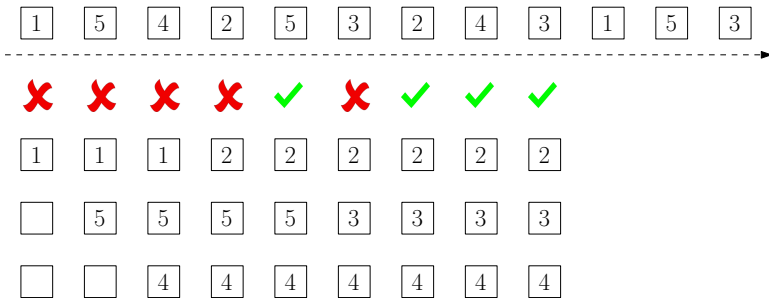
requests



	1	1	1	2	2	2	2	2
		5	5	5	5	3	3	3
			4	4	4	4	4	4

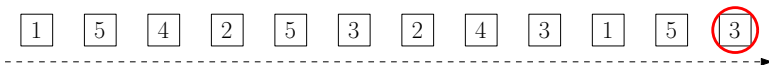
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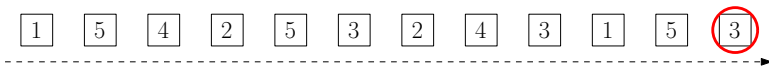


Results: ✗ ✗ ✗ ✗ ✓ ✗ ✓ ✓ ✓

	1	1	1	2	2	2	2	2	2
		5	5	5	5	3	3	3	3
			4	4	4	4	4	4	4

Example

requests



✗ ✗ ✗ ✗ ✓ ✗ ✓ ✓ ✓ ✗

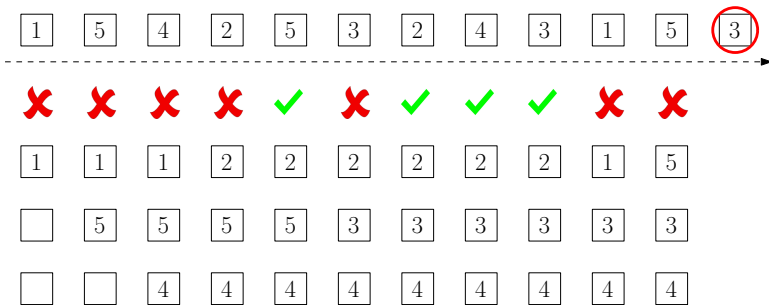
	1	1	1	2	2	2	2	2	2	1
--	---	---	---	---	---	---	---	---	---	---

		5	5	5	5	3	3	3	3	3
--	--	---	---	---	---	---	---	---	---	---

			4	4	4	4	4	4	4	4
--	--	--	---	---	---	---	---	---	---	---

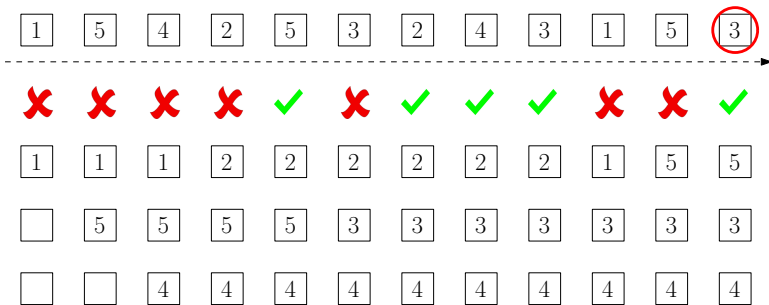
Example

requests



Example

requests



Recall: Designing and Analyzing Greedy Algorithms

Greedy Algorithm

- Build up the solutions in steps
- At each step, make an **irrevocable** decision using a “reasonable” strategy

Analysis of Greedy Algorithm

- Safety: Prove that the reasonable strategy is “safe” (key)
- Self-reduce: Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)

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n : number of pages

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Output: $i_1, i_2, i_3, \dots, i_t \in \{\text{hit}, \text{empty}\} \cup [n]$

- empty stands for an empty page
- “hit” means evicting no pages

Offline Caching Problem

Input: k : the size of cache

n : number of pages

$\rho_1, \rho_2, \rho_3, \dots, \rho_T \in [n]$: sequence of requests

$p_1, p_2, \dots, p_k \in \{\text{empty}\} \cup [n]$: initial set of pages in cache

Output: $i_1, i_2, i_3, \dots, i_t \in \{\text{hit}, \text{empty}\} \cup [n]$

- empty stands for an empty page
- “hit” means evicting no pages

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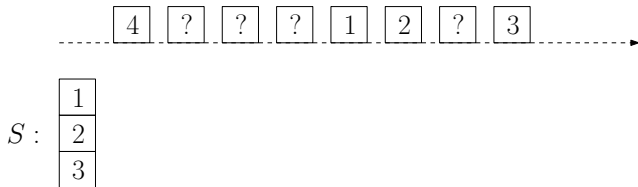
- **Safety:** Prove that the reasonable strategy is “safe” (key)
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Lemma Assume at time 1 a page fault happens and there are no empty pages in the cache. Let p^* be the page in cache that is not requested until furthest in the future. **It is safe to evict p^* at time 1.**

Analysis of Greedy Algorithm

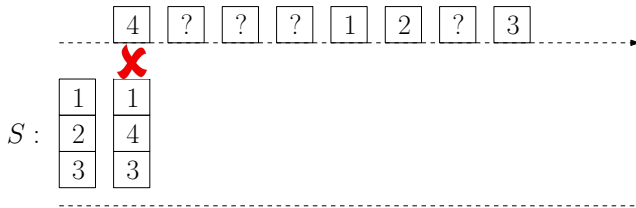
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Lemma Assume at time 1 a page fault happens and there are no empty pages in the cache. Let p^* be the page in cache that is not requested until furthest in the future. **There is an optimum solution in which p^* is evicted at time 1.**



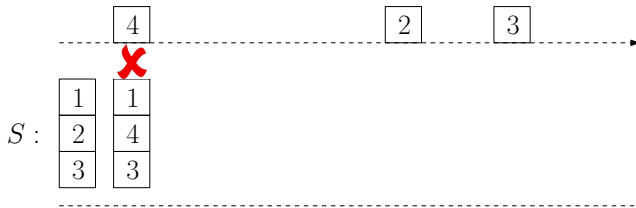
Proof.

- ① S : any optimum solution
- ② p^* : page in cache not requested until furthest in the future.
 - In the example, $p^* = 3$.



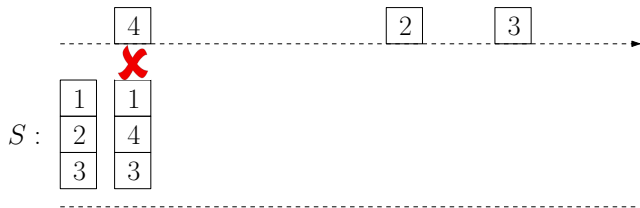
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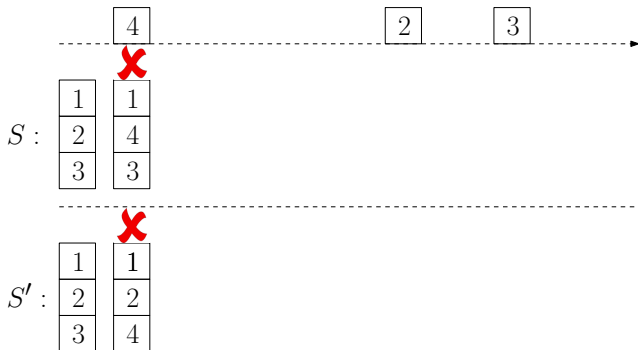


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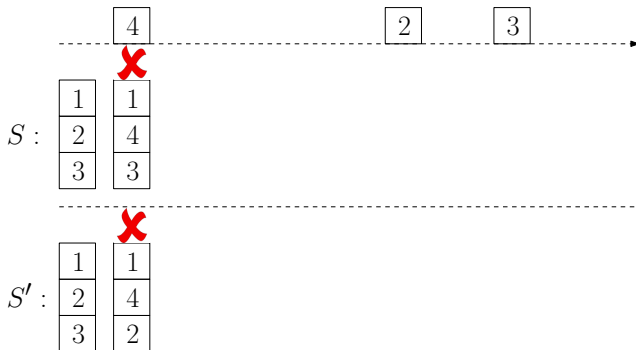


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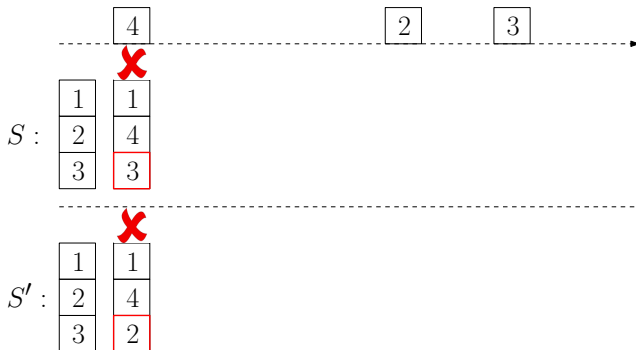
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- ④ Create S' . S' evicts $p^*(=3)$ instead of $p' (=2)$ at time 1.



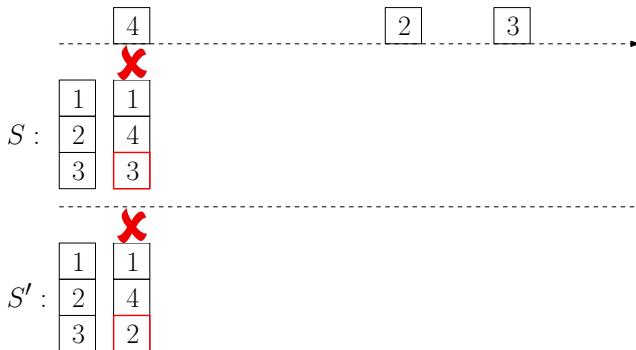
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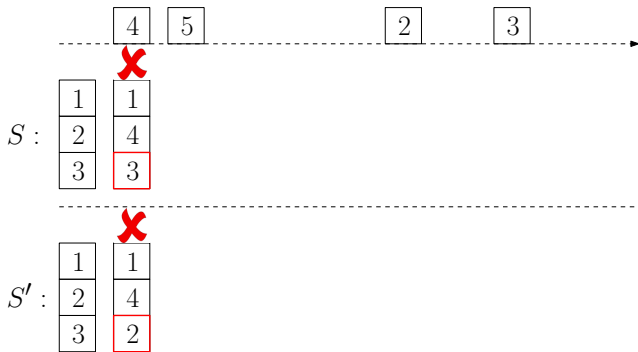
Proof.

- 4 Create S' . S' evicts $p^*(=3)$ instead of $p' (=2)$ at time 1.
- 5 After time 1, cache status of S and that of S' differ by only 1 page. S' contains $p' (=2)$ and S contains $p^* (=3)$.



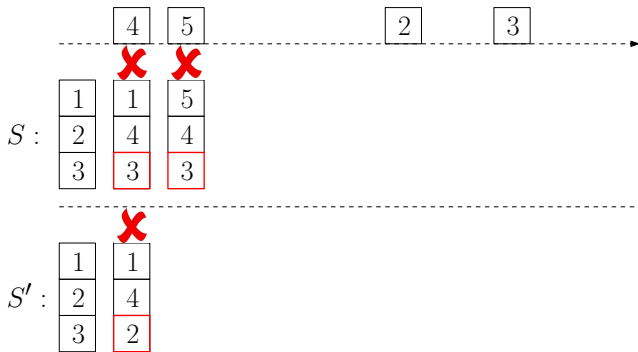
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- ⑤ After time 1, cache status of S and that of S' differ by only 1 page. S' contains $p' (=2)$ and S contains $p^* (=3)$.
- ⑥ From now on, S' will “copy” S .



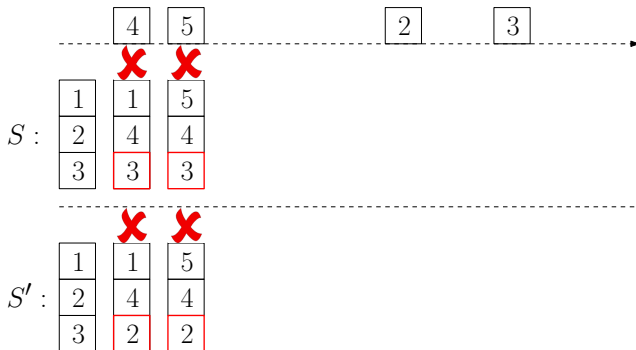
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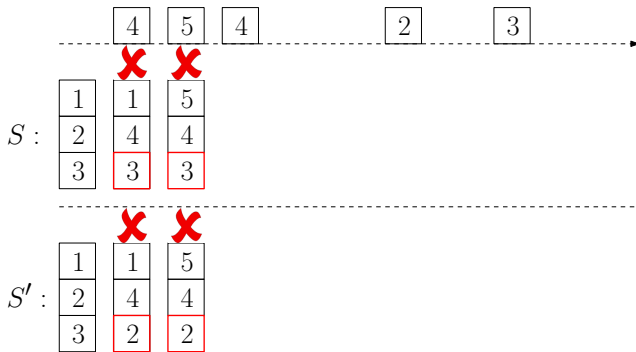
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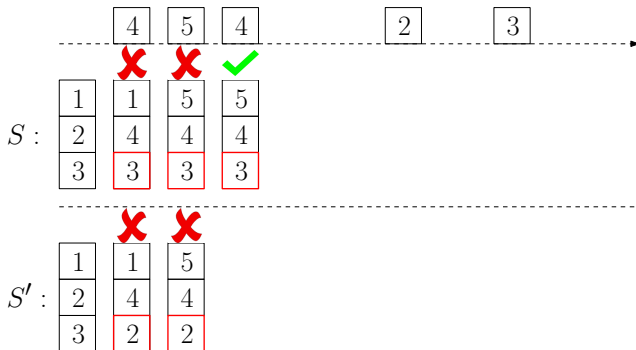
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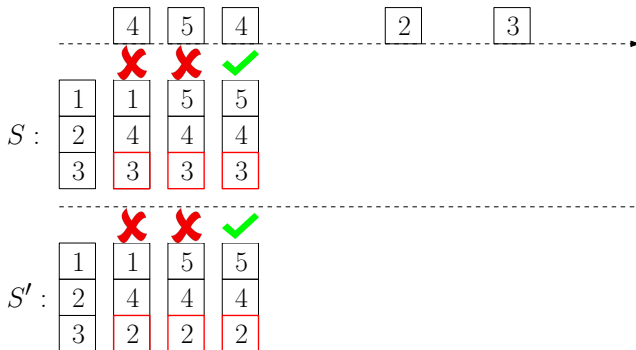
Proof.

- ④ Create S' . S' evicts $p^*(=3)$ instead of $p' (=2)$ at time 1.
- ⑤ After time 1, cache status of S and that of S' differ by only 1 page. S' contains $p' (=2)$ and S contains $p^* (=3)$.
- ⑥ From now on, S' will “copy” S .



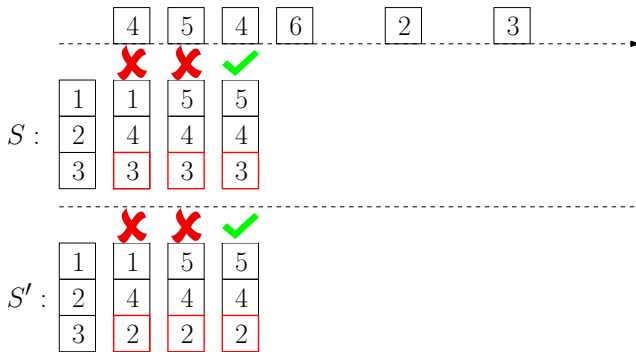
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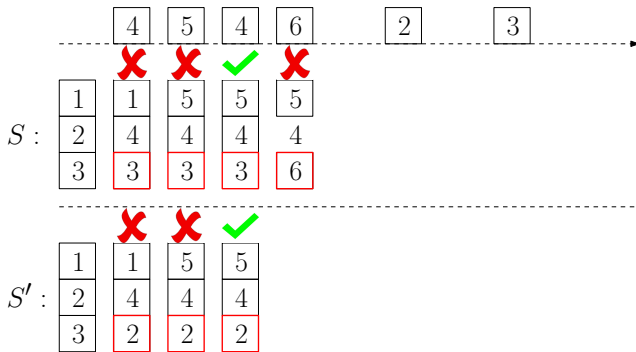
Proof.

- 4 Create S' . S' evicts $p^*(=3)$ instead of $p' (=2)$ at time 1.
- 5 After time 1, cache status of S and that of S' differ by only 1 page. S' contains $p' (=2)$ and S contains $p^* (=3)$.
- 6 From now on, S' will “copy” S .



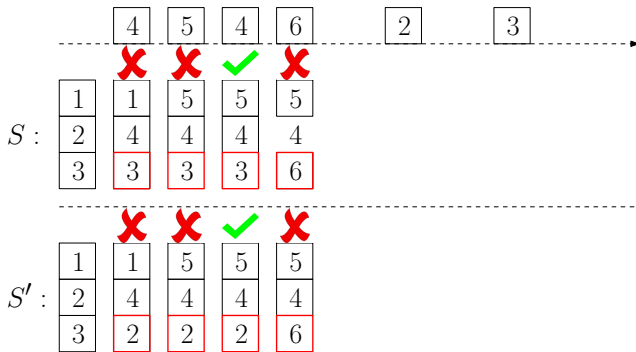
Proof.

- ④ Create S' . S' evicts $p^*(=3)$ instead of $p' (=2)$ at time 1.
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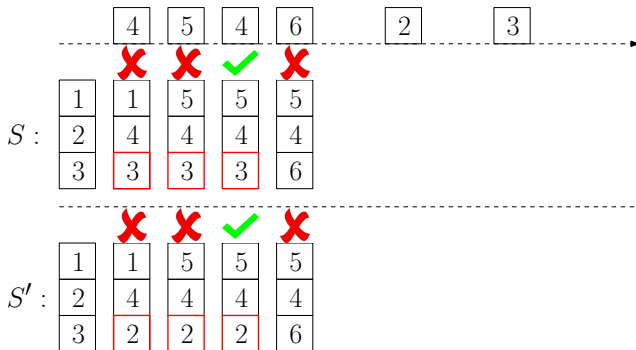


Proof.

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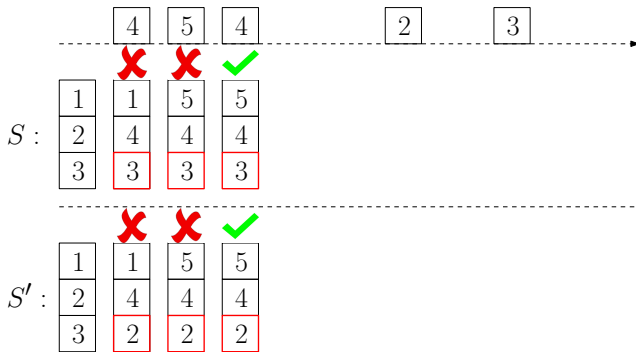
		4	5	4	6		2		3	
		✗	✗	✓	✗					
$S :$	1	1	5	5	5					
	2	4	4	4	4					
	3	3	3	3	6					
		✗	✗	✓	✗					
$S' :$	1	1	5	5	5					
	2	4	4	4	4					
	3	2	2	2	6					

Proof.



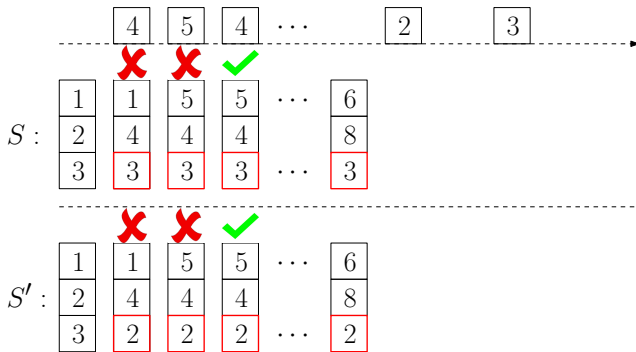
Proof.

- 7 If S evicted the page p^* , S' will evict the page p' . Then, the cache status of S and that of S' will be the same. S and S' will be exactly the same from now on.



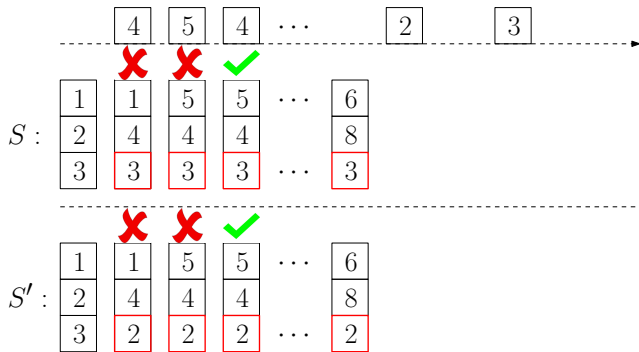
Proof.

- 7 If S evicted the page p^* , S' will evict the page p' . Then, the cache status of S and that of S' will be the same. S and S' will be exactly the same from now on.
- 8 Assume S did not evict $p^*(=3)$ before we see $p' (=2)$.

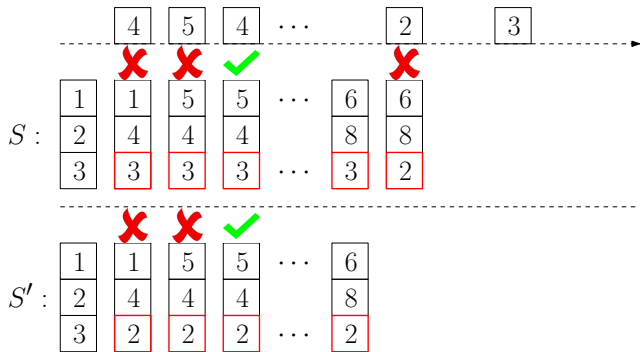


Proof.

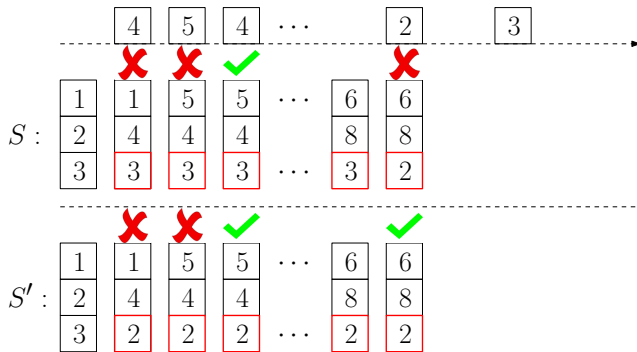
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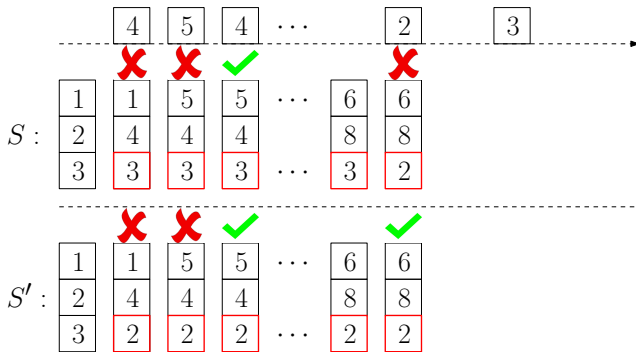
Proof.



Proof.

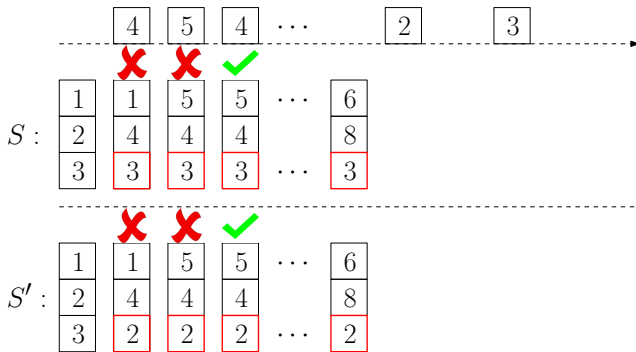


Proof.



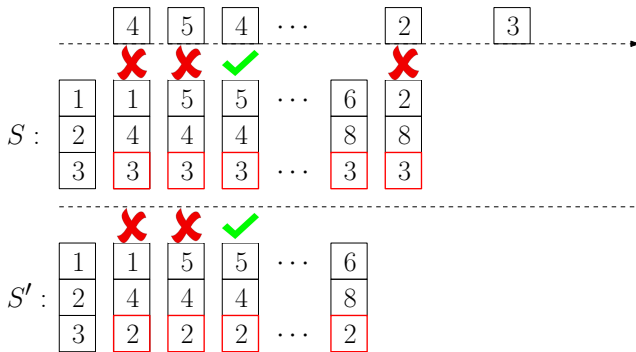
Proof.

- 9 If S evicts $p^*(=3)$ for $p' (=2)$, then S won't be optimum. Assume otherwise.



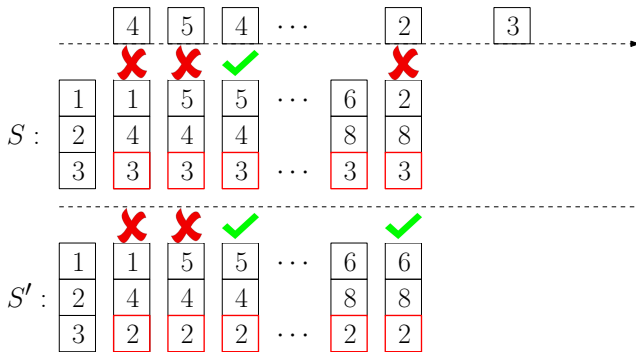
Proof.

- 9 If S evicts $p^*(=3)$ for $p'(=2)$, then S won't be optimum. Assume otherwise.



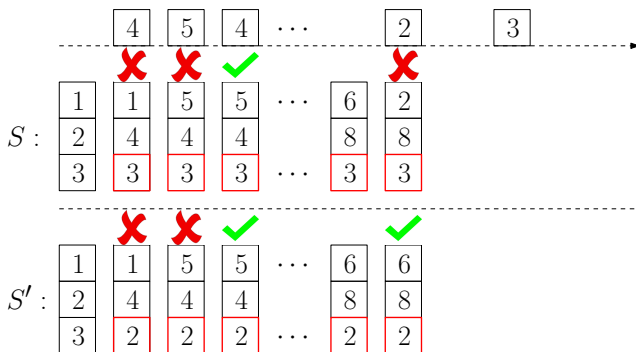
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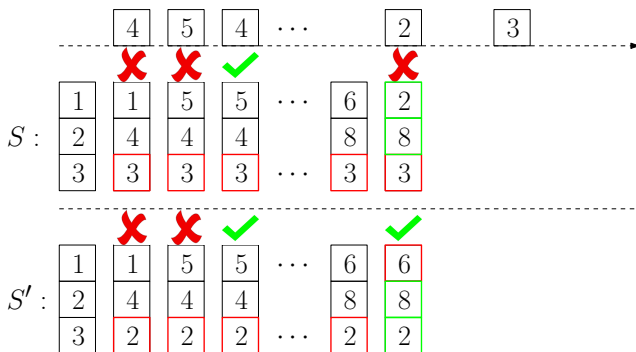
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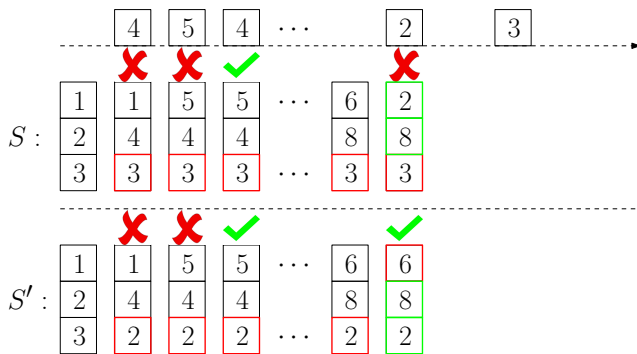
Proof.

- 9 If S evicts $p^*(=3)$ for $p' (=2)$, then S won't be optimum. Assume otherwise.
- 10 So far, S' has 1 less page-miss than S does.

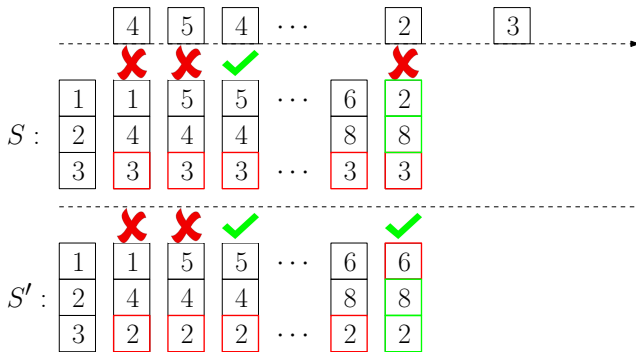


Proof.

- 9 If S evicts $p^*(=3)$ for $p'(=2)$, then S won't be optimum. Assume otherwise.
- 10 So far, S' has 1 less page-miss than S does.
- 11 The status of S' and that of S only differ by 1 page.

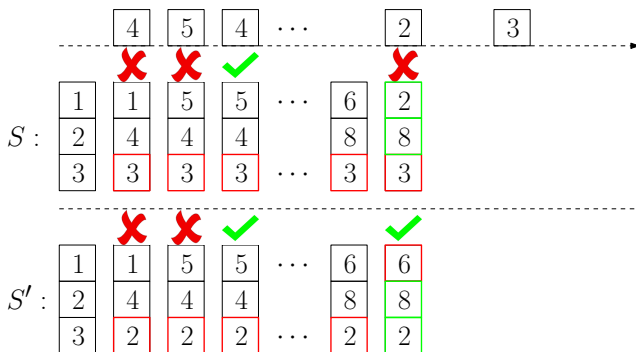


Proof.



Proof.

- 12 We can then guarantee that S' make at most the same number of page-misses as S does.



Proof.

- 12 We can then guarantee that S' make at most the same number of page-misses as S does.
- Idea: if S has a page-hit and S' has a page-miss, we use the opportunity to make the status of S' the same as that of S . □

- Thus, we have shown how to create another solution S' with the same number of page-misses as that of the optimum solution S . Thus, we proved

Lemma Assume at time 1 a page fault happens and there are no empty pages in the cache. Let p^* be the page in cache that is not requested until furthest in the future. **There is an optimum solution in which p^* is evicted at time 1.**

- Thus, we have shown how to create another solution S' with the same number of page-misses as that of the optimum solution S . Thus, we proved

Lemma Assume at time 1 a page fault happens and there are no empty pages in the cache. Let p^* be the page in cache that is not requested until furthest in the future. **It is safe to evict p^* at time 1.**

- Thus, we have shown how to create another solution S' with the same number of page-misses as that of the optimum solution S . Thus, we proved

Lemma Assume at time 1 a page fault happens and there are no empty pages in the cache. Let p^* be the page in cache that is not requested until furthest in the future. **It is safe to evict p^* at time 1.**

Theorem The furthest-in-future strategy is optimum.

```
1: for  $t \leftarrow 1$  to  $T$  do  
2:   if  $\rho_t$  is in cache then do nothing  
3:   else if there is an empty page in cache then  
4:     evict the empty page and load  $\rho_t$  in cache  
5:   else  
6:      $p^* \leftarrow$  page in cache that is not used furthest in the future  
7:     evict  $p^*$  and load  $\rho_t$  in cache
```

Q: How can we make the algorithm as fast as possible?

A:

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- The running time can be made to be $O(n + T \log k)$.

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Q: How can we make the algorithm as fast as possible?

A:

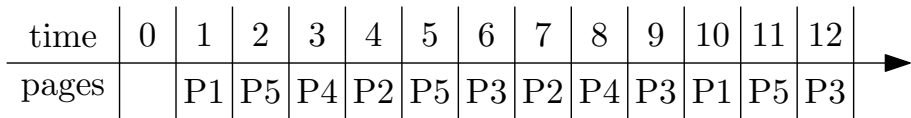
- The running time can be made to be $O(n + T \log k)$.
- For each page p , use a linked list (or an array with dynamic size) to store the time steps in which p is requested.
- We can find the next time a page is requested easily.

Q: How can we make the algorithm as fast as possible?

A:

- The running time can be made to be $O(n + T \log k)$.
- For each page p , use a linked list (or an array with dynamic size) to store the time steps in which p is requested.
 - We can find the next time a page is requested easily.
- Use a priority queue data structure to hold all the pages in cache, so that we can easily find the page that is requested furthest in the future.

time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3



P1:

1	10
---	----

P2:

4	7
---	---

P3:

6	9	12
---	---	----

P4:

3	8
---	---

P5:

2	5	11
---	---	----

priority queue

pages	priority values

time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3

P1: 1 10

P2: 4 7

P3: 6 9 12

P4: 3 8

P5: 2 5 11

priority queue

pages	priority values



time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3

P1: 1 10

P2: 4 7

P3: 6 9 12

P4: 3 8

P5: 2 5 11

priority queue

pages	priority values



time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3

P1:

1	10
---	----

P2:

4	7
---	---

P3:

6	9	12
---	---	----

P4:

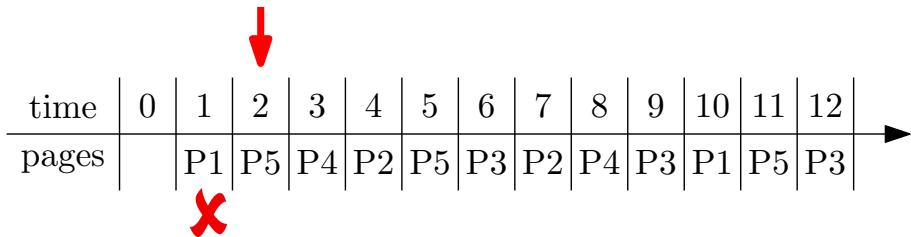
3	8
---	---

P5:

2	5	11
---	---	----

priority queue

pages	priority values
P1	10






P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P1	10

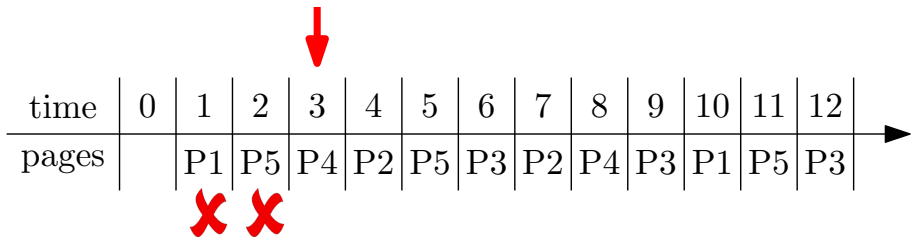
time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3

P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

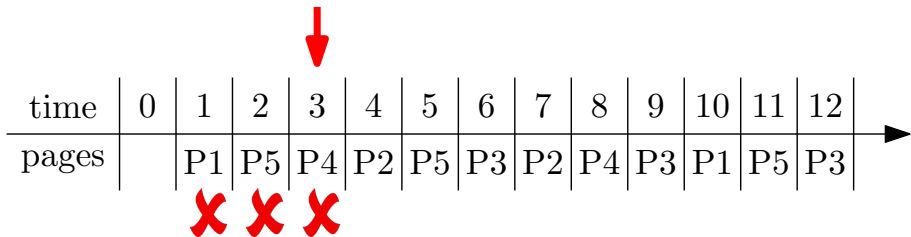
pages	priority values
P1	10
P5	5



P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P1	10
P5	5







P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P1	10
P5	5
P4	8

time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3

P1:

1	10
---	----

P2:

4	7
---	---

P3:

6	9	12
---	---	----

P4:

3	8
---	---





P5:

2	5	11
---	---	----

priority queue

pages	priority values
P1	10
P5	5
P4	8

time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3











P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P5	5
P4	8

time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3

P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P2	7
P5	5
P4	8




time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3
		X	X	X	X								

P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P2	7
P5	5
P4	8

time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3











P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P2	7
P5	11
P4	8

time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3

P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

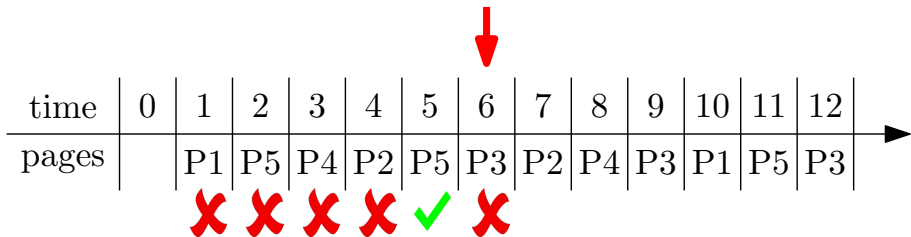
pages	priority values
P2	7
P5	11
P4	8

time	0	1	2	3	4	5	6	7	8	9	10	11	12
pages		P1	P5	P4	P2	P5	P3	P2	P4	P3	P1	P5	P3
		✗	✗	✗	✗	✓							

P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P2	7
P4	8



P1: [1 | 10]

P2: [4 | 7]

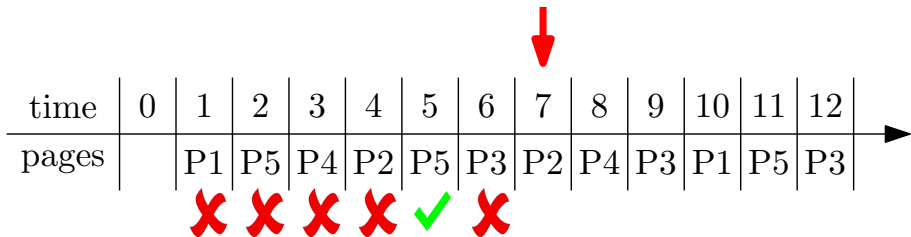
P3: [6 | 9 | 12]

P4: [3 | 8]

P5: [2 | 5 | 11]

priority queue

pages	priority values
P2	7
P3	9
P4	8



P1: [1 | 10]

P2: [4 | 7]

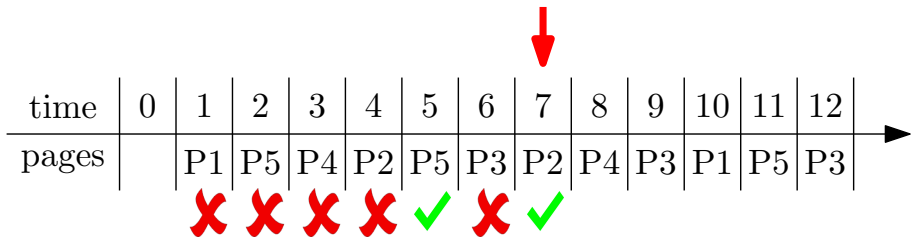
P3: [6 | 9 | 12]

P4: [3 | 8]

P5: [2 | 5 | 11]

priority queue

pages	priority values
P2	7
P3	9
P4	8



P1: 1 10

P2: 4 7

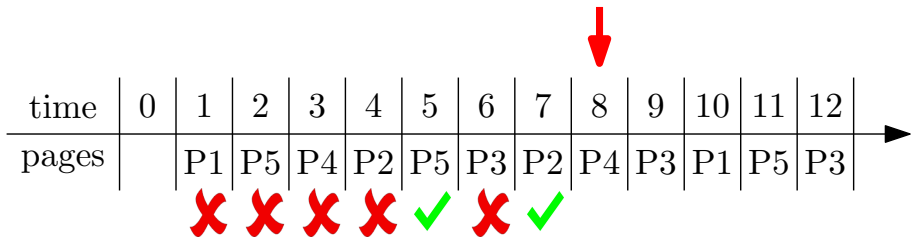
P3: 6 9 12

P4: 3 8

P5: 2 5 11

priority queue

pages	priority values
P2	∞
P3	9
P4	8



P1:

1	10
---	----

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

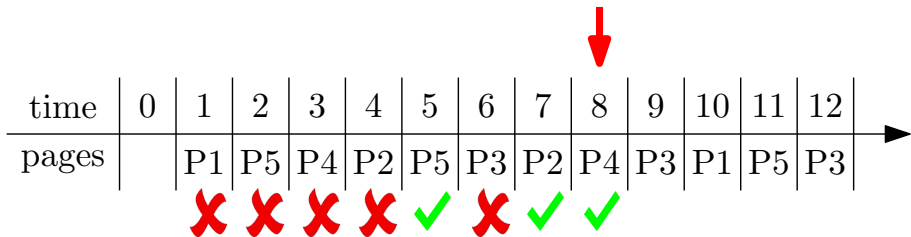
3	8
---	---

P5:

2	5	11
---	---	----

priority queue

pages	priority values
P2	∞
P3	9
P4	8



P1:

1	10
---	----

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

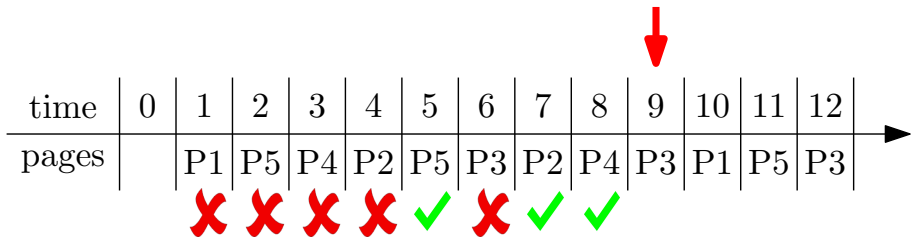
3	8	
---	---	--

P5:

2	5	11
---	---	----

priority queue

pages	priority values
P2	∞
P3	9
P4	∞



P1:

1	10
---	----

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

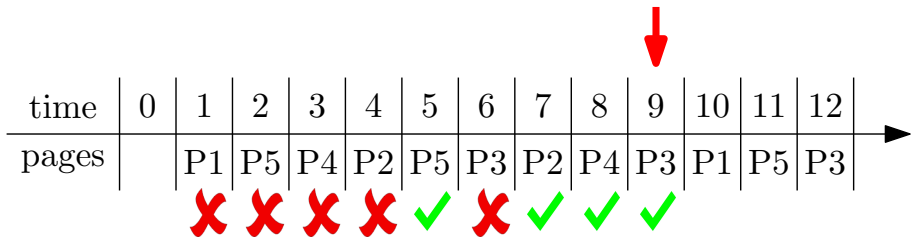
3	8	
---	---	--

P5:

2	5	11
---	---	----

priority queue

pages	priority values
P2	∞
P3	9
P4	∞



P1:

1	10
---	----

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

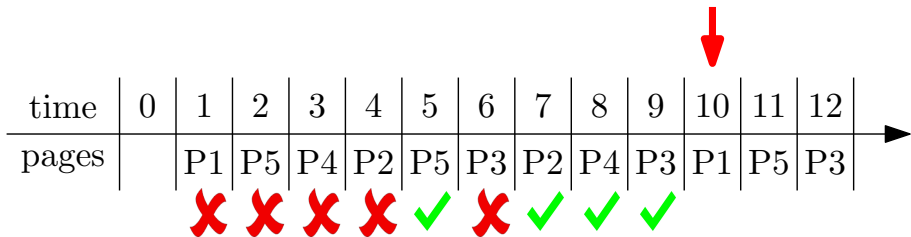
3	8	
---	---	--

P5:

2	5	11
---	---	----

priority queue

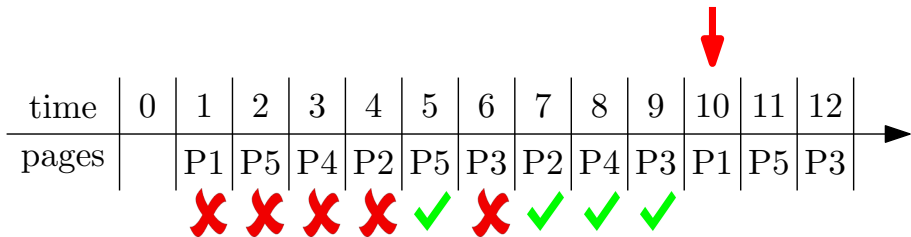
pages	priority values
P2	∞
P3	12
P4	∞



P1:	1	10	
P2:	4	7	
P3:	6	9	12
P4:	3	8	
P5:	2	5	11

priority queue

pages	priority values
P2	∞
P3	12
P4	∞



P1:

1	10
---	----

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

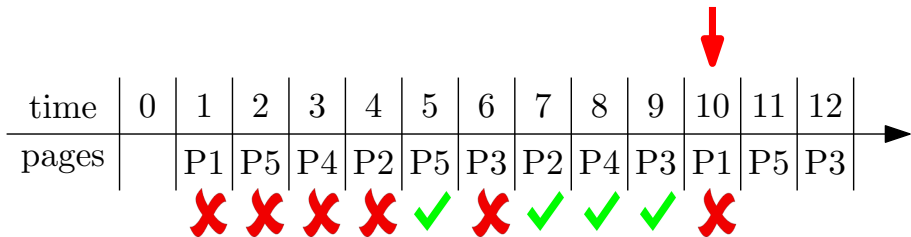
3	8	
---	---	--

P5:

2	5	11
---	---	----

priority queue

pages	priority values
P3	12
P4	∞



P1:

1	10	
---	----	--

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

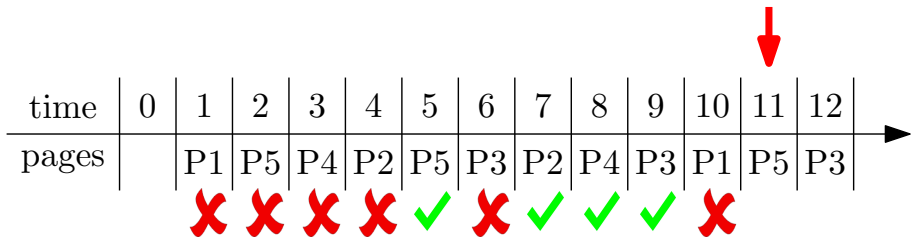
3	8	
---	---	--

P5:

2	5	11
---	---	----

priority queue

pages	priority values
P1	∞
P3	12
P4	∞



P1:

1	10	
---	----	--

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

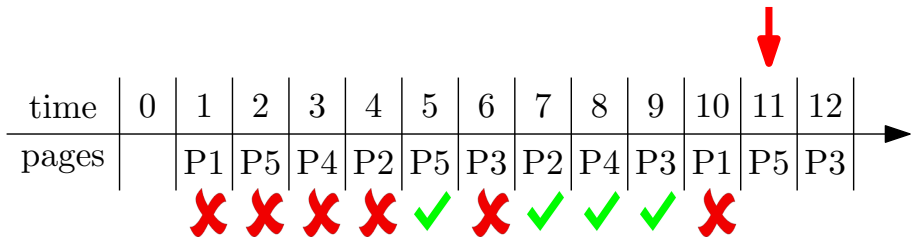
3	8	
---	---	--

P5:

2	5	11
---	---	----

priority queue

pages	priority values
P1	∞
P3	12
P4	∞



P1:

1	10	
---	----	--

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

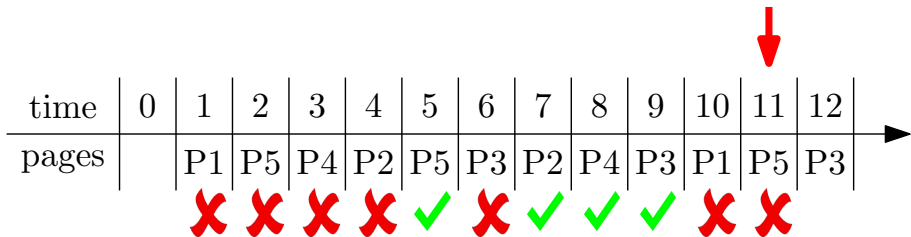
3	8	
---	---	--

P5:

2	5	11
---	---	----

priority queue

pages	priority values
P3	12
P4	∞



P1:

1	10	
---	----	--

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

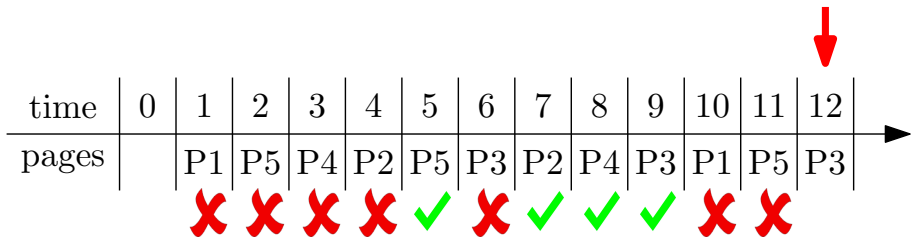
3	8	
---	---	--

P5:

2	5	11	
---	---	----	--

priority queue

pages	priority values
P5	∞
P3	12
P4	∞



P1:

1	10	
---	----	--

P2:

4	7	
---	---	--

P3:

6	9	12
---	---	----

P4:

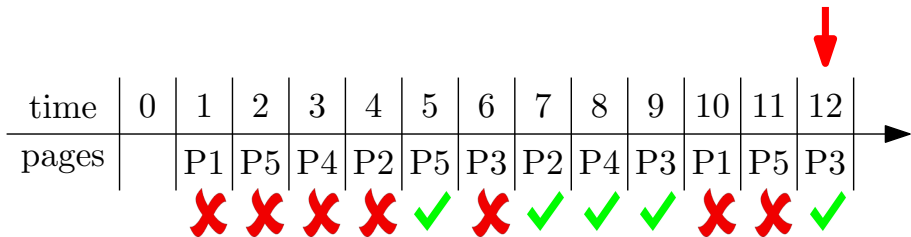
3	8	
---	---	--

P5:

2	5	11	
---	---	----	--

priority queue

pages	priority values
P5	∞
P3	12
P4	∞



P1:

1	10	
---	----	--

P2:

4	7	
---	---	--

P3:

6	9	12	
---	---	----	--

P4:

3	8	
---	---	--

P5:

2	5	11	
---	---	----	--

priority queue

pages	priority values
P5	∞
P3	∞
P4	∞

```

1: for every  $p \leftarrow 1$  to  $n$  do
2:    $times[p] \leftarrow$  array of times in which  $p$  is requested, in
   increasing order                                 $\triangleright$  put  $\infty$  at the end of array
3:    $pointer[p] \leftarrow 1$ 
4:  $Q \leftarrow$  empty priority queue
5: for every  $t \leftarrow 1$  to  $T$  do
6:    $pointer[\rho_t] \leftarrow pointer[\rho_t] + 1$ 
7:   if  $\rho_t \in Q$  then
8:      $Q.increase\text{-}key(\rho_t, times[\rho_t, pointer[\rho_t]])$ , print "hit",
     continue
9:   if  $Q.size() < k$  then
10:    print "load  $\rho_t$  to an empty page "
11:   else
12:     $p \leftarrow Q.extract\text{-}max()$ , print "evict  $p$  and load  $\rho_t$ "
13:     $Q.insert(\rho_t, times[\rho_t, pointer[\rho_t]])$      $\triangleright$  add  $\rho_t$  to  $Q$  with key
     value  $times[\rho_t, pointer[\rho_t]]$ 

```