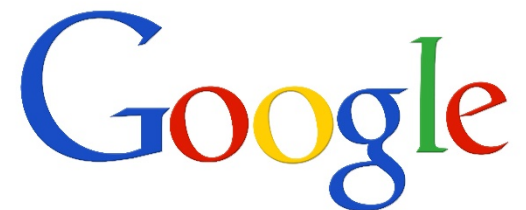


Online Algorithms for Rent or Buy with Expert Advice

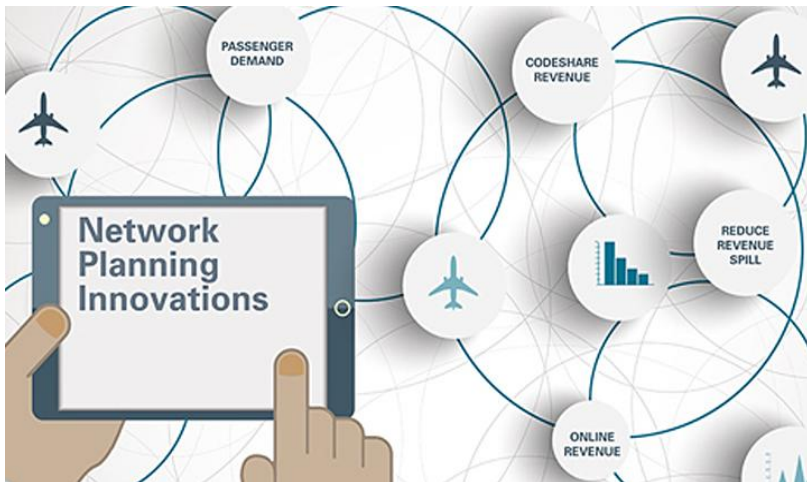
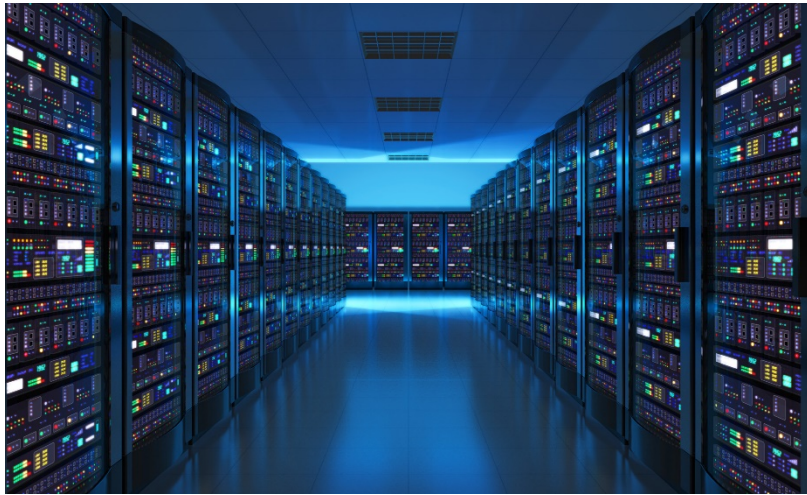
Sreenivas Gollapudi



Debmalya Panigrahi



How to optimize for an unknown future?



How to optimize for an unknown future?

Online Algorithms

- Optimize for the worst possible (adversarial) future
- Competitive ratio = Online Algorithm / Offline Optimum

+ **Very robust** (guarantees hold no matter what)

- **Pessimistic** (nature is not adversarial!)

Machine Learning

- Use the past to predict the future, and optimize for the predicted future
- Approximation ratio = Offline Algorithm / Offline Optimum

+ **Optimistic** (approx. ratio \ll comp. ratio for most problems)

- **Not robust** (no guarantees if predictions are inaccurate)

Online Algorithms with Predictions

- A. M. Medina and S. Vassilvitskii. Revenue optimization with approximate bid predictions. NeurIPS 2017.
- T. Kraska, A. Beutel, E. H. Chi, J. Dean, and N. Polyzotis. The case for learned index structures. SIGMOD 2018.
- T. Lykouris and S. Vassilvitskii. Competitive caching with machine learned advice. ICML 2018.
- M. Mitzenmacher. A model for learned bloom filters and optimizing by sandwiching. NeurIPS 2018.
- M. Purohit, Z. Svitkina, and R. Kumar. Improving online algorithms via ML predictions. NeurIPS 2018.
- C.-Y. Hsu, P. Indyk, D. Katabi, and A. Vakilian. Learning-based frequency estimation algorithms. ICLR 2019.

Consistency: If the prediction are accurate, then the algorithm should perform as well as the best offline solution

Robustness: Irrespective of the accuracy of the prediction, the algorithm should perform as well as the best online solution

Graceful degradation: The performance of the algorithm should gracefully degrade with the accuracy of the prediction

Online Algorithms with **Multiple** Predictions

- Multiple ML models/human experts make predictions about the future
- The predictions may be completely different from one another
- The algorithm has no information about the *absolute* or *relative* quality of the predictions

Consistency: If *any* of the predictions is accurate, then the algorithm should perform as well as the best offline solution

Robustness: Irrespective of the accuracy of the predictions, the algorithm should perform as well as the best online solution

Graceful degradation: The performance of the algorithm should gracefully degrade with the accuracy of the *best* prediction

A Single Parameter Problem: Rent or Buy (a.k.a. Ski-rental)

- It costs
 - \$1 to rent skis for a day
 - \$B to buy skis for the season
- Length of ski season is S
- Offline optimum
 - If $S \geq B$, buy on day 1
 - If $S < B$, rent every day
- **Unknown future: The algorithm gets to know S only when the ski season ends**
- **Online algorithm (existing results)**
 - Competitive ratio of 2 for deterministic algorithms
 - Competitive ratio of $\frac{e}{e-1}$ for randomized algorithms



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 - Competitive ratio of 2 for deterministic algorithms
 - Competitive ratio of $\frac{e}{e-1}$ for randomized algorithms
- **Online algorithm with multiple predictions (this work)**
 - **k predictions**
 - **k=1**: consistency of 1 achieved by assuming the expert is accurate and using the offline algorithm [Purohit et al. '18 shows how to achieve robustness in this setting]
 - **k=∞**: experts can make all possible predictions, hence it reduces to the classical setting (without predictions)
 - What can we say for finite **k > 1**? Can we add robustness and graceful degradation for **k > 1**?
 - What is a good value of **k**?
 - Under independent Gaussian error, we show that **k** between 2 and 4 achieves significant improvements over **k < 2**

Rent or Buy with Multiple Predictions

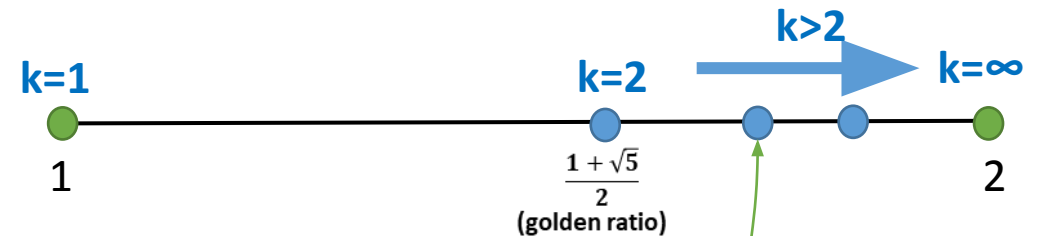
Consistency: For k predictions, we give an η_k -consistent **deterministic** algorithm where:

- $\eta_1 = 1$
- $\lim_{k \rightarrow \infty} \eta_k = 2$
- η_k is an increasing sequence
- No deterministic algorithm can achieve consistency better than η_k for k predictions

Consistency: For k predictions, we give a μ_k -consistent **randomized** algorithm where:

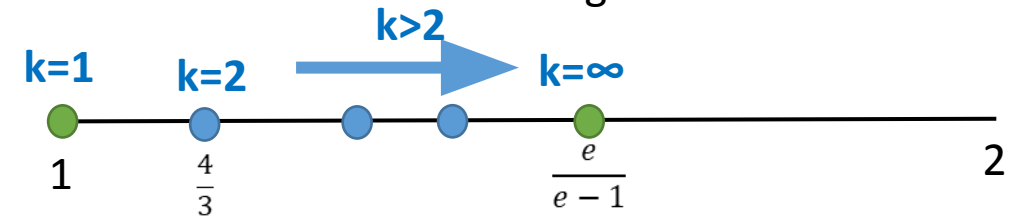
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Deterministic Algorithms



η_k is the limit of the ratio of two consecutive numbers in the k -acci sequence

Randomized Algorithms



Rent or Buy with Multiple Predictions

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Graceful degradation: For k predictions, we give a **deterministic** algorithm with $\text{alg} \leq \gamma_k (\text{opt} + \text{err})$ where:

- $\gamma_1 = \frac{3}{2}$
- $\lim_{k \rightarrow \infty} \gamma_k = 2$
- γ_k is an increasing sequence, $\gamma_k > \eta_k$ for finite k
- No deterministic algorithm can achieve a ratio better than γ_k for $\frac{\text{alg}}{\text{opt} + \text{err}}$ for k predictions

Robustness: For k predictions, we give a **deterministic** algorithm such for that any $0 < \lambda < 1$:

- $\text{alg} \leq \left(1 + \frac{1}{\lambda}\right) \text{opt}$ in all situations
- $\text{alg} \leq \rho_{k,\lambda} \text{opt}$ if the best prediction has 0 error
- $\rho_{k,\lambda}$ is an increasing sequence, $\rho_{k,\lambda} > \eta_k$ for finite k
- No deterministic algorithm can simultaneously achieve consistency ratio $\leq \rho_{k,\lambda}$ and robustness ratio $\leq \left(1 + \frac{1}{\lambda}\right)$ for k predictions

Future Work

- Multiple predictions in other online optimization problems
 - Caching (Lykouris and Vassilvitskii consider the single prediction case)
 - Scheduling/Load Balancing (Purohit et al. consider one variant for single prediction, but several variants are open even for single prediction)
 - k-server (single prediction is open)
- Incorporate prediction costs – multi-armed bandit models for online optimization?
- Other interfaces between online algorithms and online learning
 - Smoothed Online Convex Optimization
 - Other models?

thank you

questions?