

# Advice Complexity of Online Coloring for Paths

**Michal Forišek**<sup>1</sup>, Lucia Keller<sup>2</sup>, and Monika Steinová<sup>2</sup>

<sup>1</sup>Comenius University, Bratislava, Slovakia

<sup>2</sup>ETH Zürich, Switzerland

LATA 2012, A Coruña, Spain

# Definition

## Online Problem

- Sequence of requests
- Satisfy each request before the next one arrives
- Minimize costs
- Examples: Ski rental, Paging,  $k$ -Server, various scheduling

## Competitive Ratio

$$\text{comp}(A(I)) = \frac{\text{Costs computed by online algorithm } A \text{ on } I}{\text{Costs of an optimal solution for } I}$$

$$\text{comp}(A) = \max\{\text{comp}(A(I)) \mid \text{all possible } I\}$$

# Definition

## Online Problem

- Sequence of requests
- Satisfy each request before the next one arrives
- Minimize costs
- Examples: Ski rental, Paging,  $k$ -Server, various scheduling

## Competitive Ratio

$$\text{comp}(A(I)) = \frac{\text{Costs computed by online algorithm } A \text{ on } I}{\text{Costs of an optimal solution for } I}$$

$$\text{comp}(A) = \max\{\text{comp}(A(I)) \mid \text{all possible } I\}$$

# Advice Complexity

## How much information are we missing...

- ... to be optimal?
- ... to achieve some competitive ratio?

## A trivial example: Ski Rental

- No information about future  $\Rightarrow$  2-competitive
- One bit of advice  $\Rightarrow$  optimal (1-competitive)

## Motivation

- Theoretical interest: Measuring information loss
- Comparing with randomization
- Designing better approximation algorithms

# Advice Complexity

How much information are we missing...

- ... to be optimal?
- ... to achieve some competitive ratio?

A trivial example: Ski Rental

- No information about future  $\Rightarrow$  2-competitive
- One bit of advice  $\Rightarrow$  optimal (1-competitive)

Motivation

- Theoretical interest: Measuring information loss
- Comparing with randomization
- Designing better approximation algorithms

# Advice Complexity

How much information are we missing...

- ... to be optimal?
- ... to achieve some competitive ratio?

A trivial example: Ski Rental

- No information about future  $\Rightarrow$  2-competitive
- One bit of advice  $\Rightarrow$  optimal (1-competitive)

Motivation

- Theoretical interest: Measuring information loss
- Comparing with randomization
- Designing better approximation algorithms

# Model: Details

## Computation with Advice

Oracle with unlimited power:

- 1 Sees all requests
- 2 Prepares infinite tape

Algorithm starts:

- 3 Processes  $n$  requests one by one, can use advice tape
- 4 Advice: Total number of advice bits accessed

## Analysis

- Solution: (oracle, algorithm)
- Correctness: the pair works correctly on all inputs
- Advice complexity  $s(n)$ :  
Maximal advice over all inputs of length  $\leq n$

# Model: Details

## Computation with Advice

Oracle with unlimited power:

- 1 Sees all requests
- 2 Prepares infinite tape

Algorithm starts:

- 3 Processes  $n$  requests one by one, can use advice tape
- 4 Advice: Total number of advice bits accessed

## Analysis

- Solution: (oracle, algorithm)
- Correctness: the pair works correctly on all inputs
- Advice complexity  $s(n)$ :  
Maximal advice over all inputs of length  $\leq n$



# Model: Details

## Computation with Advice

Oracle with unlimited power:

- 1 Sees all requests
- 2 Prepares infinite tape

Algorithm starts:

- 3 Processes  $n$  requests one by one, can use advice tape
- 4 Advice: Total number of advice bits accessed

## Analysis

- Solution: (oracle, algorithm)
- Correctness: the pair works correctly on all inputs
- Advice complexity  $s(n)$ :  
Maximal advice over all inputs of length  $\leq n$

# A less trivial example

## Paging

Input: cache size  $n$ , sequence of page requests

Output: for each page fault: which cached page to replace?

# A less trivial example

## Paging

Input: cache size  $n$ , sequence of page requests

Output: for each page fault: which cached page to replace?

## Offline solution

Optimal offline solution (MIN):

thrown-away page = next request is most distant

# A less trivial example

## Paging

Input: cache size  $n$ , sequence of page requests

Output: for each page fault: which cached page to replace?

## Online approximation

Very poor!

LRU, FIFO: both have competitive ratio  $n$ .

# A less trivial example

## Paging

Input: cache size  $n$ , sequence of page requests

Output: for each page fault: which cached page to replace?

## Advice complexity

Expected:  $\Theta(\log n)$  bits per request (advice = page id)

Reality: 1 bit per request (will it be used?)

# A less trivial example

## Paging

Input: cache size  $n$ , sequence of page requests

Output: for each page fault: which cached page to replace?

## Advice complexity

Expected:  $\Theta(\log n)$  bits per request (advice = page id)

Reality: 1 bit per request (will it be used?)

# Online Graph Coloring

Many practical applications; usually very hard to approximate.

## Informal definition

A graph is uncovered one vertex at a time (w/incident edges).  
Each time a new vertex appear, assign it a positive integer (color).  
Requirement: adjacent vertices  $\rightarrow$  different integers.  
Goal: minimize largest integer used.

## Subproblems and variations

- Subclasses of graphs (paths, trees, bipartite, planar, etc.)
- Presentation order (dfs, bfs, connected, arbitrary)
- Partial coloring (online-offline tradeoff)

# Online Graph Coloring

Many practical applications; usually very hard to approximate.

## Informal definition

A graph is uncovered one vertex at a time (w/incident edges).  
Each time a new vertex appear, assign it a positive integer (color).  
Requirement: adjacent vertices  $\rightarrow$  different integers.  
Goal: minimize largest integer used.

## Subproblems and variations

- Subclasses of graphs (paths, trees, bipartite, planar, etc.)
- Presentation order (dfs, bfs, connected, arbitrary)
- Partial coloring (online-offline tradeoff)



# Simpler results

## Graph subclass: paths

Optimal: use 2 colors.

Trivial online coloring with 3 colors.

Only open question: optimality.

## Result

For arbitrary presentation order:

Exactly  $\lceil n/2 \rceil - 1$  bits of advice needed in worst case.

# Proof sketch

- Only needs advice when given an isolated vertex.
- Hardest instances: most isolated vertices.
- $\lceil n/2 \rceil - 1$  bits of advice sufficient:  
pick any color for the first isolated vertex  
ask advice for colors of all following ones
- Main idea for even  $n$ :



$2^{n/2}$  such instances, indistinguishable, w/different colorings

- Odd  $n$ : +1 bit achieved by a careful consideration of algorithm behavior for special instances.

# Proof sketch

- Only needs advice when given an isolated vertex.
- Hardest instances: most isolated vertices.
- $\lceil n/2 \rceil - 1$  bits of advice sufficient:  
pick any color for the first isolated vertex  
ask advice for colors of all following ones
- Main idea for even  $n$ :

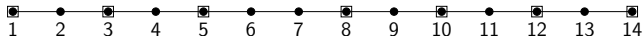


$2^{n/2}$  such instances, indistinguishable, w/different colorings

- Odd  $n$ : +1 bit achieved by a careful consideration of algorithm behavior for special instances.

# Proof sketch

- Only needs advice when given an isolated vertex.
- Hardest instances: most isolated vertices.
- $\lceil n/2 \rceil - 1$  bits of advice sufficient:  
pick any color for the first isolated vertex  
ask advice for colors of all following ones
- Main idea for even  $n$ :

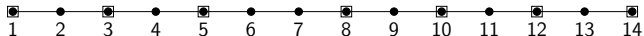


$2^{n/2}$  such instances, indistinguishable, w/different colorings

- Odd  $n$ : +1 bit achieved by a careful consideration of algorithm behavior for special instances.

# Proof sketch

- Only needs advice when given an isolated vertex.
- Hardest instances: most isolated vertices.
- $\lceil n/2 \rceil - 1$  bits of advice sufficient:  
pick any color for the first isolated vertex  
ask advice for colors of all following ones
- Main idea for even  $n$ :



$2^{n/2}$  such instances, indistinguishable, w/different colorings

- Odd  $n$ : +1 bit achieved by a careful consideration of algorithm behavior for special instances.

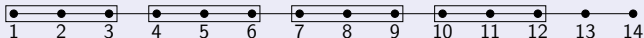
# Paths, partial coloring, sequential presentation

Informally: Drive along a path, stop in some vertices, color them.  
At the end, the coloring must be a subset of an optimal coloring.

## Trivial bounds

upper bound:  $\lceil n/2 \rceil - 1$  bits sufficient (as before)

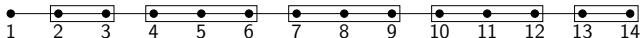
lower bound:  $\lfloor n/3 \rfloor - 1$  bits necessary



# A less redundant set of instances

Distance 2 or 3 between each pair of queries.

Can be visualized as dividing the path into pieces of lengths 2, 3.



Above instance: queries 1, 3, 6, 9, 12, 14.

Cheap advice:

In  $O(\log n)$  bits we can announce # of queries, # of 3-vertex steps

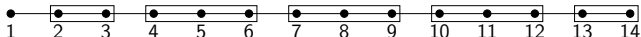
Goal: Maximize the number of different instances.

First guess: Same # of 2-vertex and 3-vertex steps?

# A less redundant set of instances

Distance 2 or 3 between each pair of queries.

Can be visualized as dividing the path into pieces of lengths 2, 3.



Above instance: queries 1, 3, 6, 9, 12, 14.

Cheap advice:

In  $O(\log n)$  bits we can announce # of queries, # of 3-vertex steps

Goal: Maximize the number of different instances.

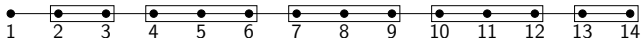
First guess: Same # of 2-vertex and 3-vertex steps?



# A less redundant set of instances

Distance 2 or 3 between each pair of queries.

Can be visualized as dividing the path into pieces of lengths 2, 3.



Above instance: queries 1, 3, 6, 9, 12, 14.

Cheap advice:

In  $O(\log n)$  bits we can announce # of queries, # of 3-vertex steps

Goal: Maximize the number of different instances.

First guess: Same # of 2-vertex and 3-vertex steps?

# Nearly-optimal lower bound

Maximizing  $\binom{k+l}{l}$  given that  $n = 2k + 3l + 1$ .

Optimum is off-center: slightly larger  $k$  is better.

A wild math formula appears! :)

$$\lg \max_{0 < \alpha \leq 1/5} f(\alpha) \geq \lg \frac{1}{2x} - \lg \min_{0 < \alpha \leq 1/5} (1 - 3\alpha) \\ + x \cdot \lg \max_{0 < \alpha \leq 1/5} \underbrace{\left( \frac{(1 - \alpha)^{(1-\alpha)/2}}{(1 - 3\alpha)^{(1-3\alpha)/2} \cdot (2\alpha)^\alpha} \right)}_{g(\alpha)}$$

# Nearly-optimal lower bound

Maximizing  $\binom{k+l}{l}$  given that  $n = 2k + 3l + 1$ .

Optimum is off-center: slightly larger  $k$  is better.

A wild math formula appears! :)

$$\lg \max_{0 < \alpha \leq 1/5} f(\alpha) \geq \lg \frac{1}{2x} - \lg \min_{0 < \alpha \leq 1/5} (1 - 3\alpha) \\ + x \cdot \lg \max_{0 < \alpha \leq 1/5} \underbrace{\left( \frac{(1 - \alpha)^{(1-\alpha)/2}}{(1 - 3\alpha)^{(1-3\alpha)/2} \cdot (2\alpha)^\alpha} \right)}_{g(\alpha)}$$

# Results

## Lower bound

$\beta n - \lg n + O(1)$  bits of advice necessary.

## Upper bound

$\beta n + 2 \lg n + \lg \lg n + O(1)$  bits of advice sufficient.

## The common value $\beta$

plastic constant  $P$ : the real root of  $x^3 - x - 1$ ;  $\beta = \lg P$

closed form:  $\beta = \lg \left( \sqrt[3]{9 - \sqrt{69}} + \sqrt[3]{9 + \sqrt{69}} \right) - \lg \sqrt[3]{18}$

approximate value:  $\beta \approx 0.405685$ .

## Conclusions and future work

One newer result: online coloring for bipartite graphs  
(submitted to COCOON '12).

Advice complexity:

Lots of open problems, including much of graph coloring.

A more precise analysis:

tradeoff between advice and competitive ratio.

Lots of room to have fun! :)

Thank you for your attention!