

# Advanced Algorithms

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April 14, 2026

# Logistics

- Assignment due next Tuesday, April 21
- Meet with me to discuss / lock in final project topic
  - Will have time after class today (until 4)
  - Keep in mind **scope**
- Tuesday and Thursday next week **I will be gone**
  - **Tues**: workshop day! with Kartika **in class**. Attendance taken
  - **Thurs**: Online recorded lecture, **no need to come to class**.
  - Will be available by email, Zoom!

# Online Algorithms

- Until now: primary concern **computational power**
  - “Efficiently” solvable problems
  - NP-hard problems
- Next two weeks: difficulty is **lack of information**
- Online Model
  - Input / data arrives over time
  - Need to make irrevocable decisions without knowing future

# Ski Rental Problem

- You want to go skiing as much as possible this season.
- But you don't have skis, and the season could end any day
- Every day you have the option of:
  - **Renting** skis: \$50 per day
  - **Buying** skis: \$500 one time cost
- Should you **rent** or **buy** skis? When?



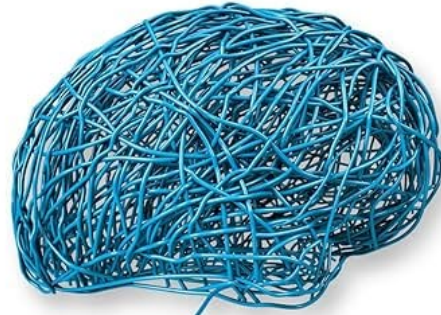
# Secretary Problem

- You are hiring a secretary, and you want the best person for the job
- $N$  candidates arrive one by one, revealing their quality after being interviewed
- After each candidate arrives, you must either:
  - **Hire** that candidate
  - **Reject** that candidate forever



Challenge?

# Algorithms to Live By



The  
**COMPUTER SCIENCE**  
of  
**HUMAN DECISIONS**

Brian Christian and Tom Griffiths

"Compelling and entertaining...Whether you want to optimize your to-do list, organize your closet, or understand human memory, this is a great read." —Charles Duhigg, author of *Smarter Faster Better*

PICADOR



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- Should you **rent** or **buy** skis?
- Algorithms / policies?



# Possible Algorithms

- Long-term view: **buy** on day 1
- Short-term view: **rent** until the season ends
- Mixture?
  - **Rent** for 4 days, then **buy** if the season is still going on

How do we evaluate these algorithms?



# Analyzing Online Algorithms

- We define the optimal **clairvoyant** algorithm  $OPT$ 
  - This algorithm knows the entire input in advance and can make decisions accordingly
  - The cost of this algorithm on input  $\sigma$  is  $OPT(\sigma)$
- The competitive ratio  $c$  of an online algorithm  $ALG$  is:
  - Maximum over all inputs  $\sigma$ :  $ALG(\sigma)/OPT(\sigma)$
- This is very similar to approximation algos (consider  $c = 2$ )

Buying cost = \$500

Renting cost = \$50

# Competitive Ratios

- Long-term view: **Buy** immediately on day 1 of the season
  - Worst-case scenario?
  - Competitive ratio?
- Short-term view: **Rent** until season ends
  - Bad scenario?
  - Competitive ratio?
- Mixture: **Rent** for 4 days, then **buy** if the season is still going on
  - Bad scenario? Competitive Ratio?

# Optimal Strategy

- Observation: every deterministic algorithm is “buy on day  $k$ ”
  - Worst case situation if we buy on day  $k$  is season ends after  $k$  days
- Buy on day 5:
  - Bad scenario – season ends after 5 days.
  - Clairvoyant Optimum just rents. Ratio is 2.8
- Buy on day 15:
  - Bad scenario – season ends after 15 days
  - Clairvoyant Optimum buys immediately! Ratio = 2.4

**What is the best day to buy on?**

# The Better Late than Never algorithm

- We buy the skis exactly when we realize we should have done so in hindsight
- In our setup, that is on day  $k = 10$
- **Theorem:** BLTN never pays more than 2 times the clairvoyant optimum. That is, BLTN is 2-competitive.

Broadly useful idea!

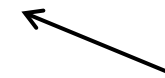
# Your turn!

## The Elevator Problem



Goal: get to the second floor of Edmunds as fast as possible

- Elevator takes 15 seconds once it arrives.
- Stairs takes 45 seconds, can go anytime.



**You don't know  
how long it will  
take the elevator  
to show up**

# Generalized Ski-rental

- Costs  $\$r$  to rent and  $\$b$  to buy. Assume  $r$  divides  $b$  for simplicity.
- BTLN algorithm:
  - Buy on day  $B := b/r$
- **Theorem:** BTLN has competitive ratio  $2 - \frac{r}{b}$
- Zoo passes, Rock climbing membership, Disney Land . . .

# Summary

- We saw a deterministic 2-competitive algorithm for Ski Rental
- Turns out can't do better than this using **deterministic** algorithms
- Must utilize randomness

# Optimal Algorithm

Theorem (Karlin, Manasse, McGeoch, Owicki (SODA '90))

If we set  $p_t = \left(\frac{b-1}{b}\right)^{b-t} \frac{1}{b\left(1-\left(1-\frac{1}{b}\right)^b\right)}$  for all  $t \leq b$ , then

- ▶  $\frac{E[ALG(\sigma)]}{OPT(\sigma)} \leq \frac{e}{e-1} \approx \mathbf{1.58}$  for all  $\sigma$ , and
- ▶ *this is optimal.*

# A simpler random protocol

- Flip a coin in the beginning:
  - With probability  $1/2$  , run same algorithm as before (buy on day B)
  - With probability  $1/2$  , buy on day  $3/4$  B
- Expected cost of our algo: at most  $\frac{15}{8}$  times OPT for any B

# Secretary Problem

- N arrivals, each with a score
- Accept or reject each candidate as they arrive
- Goal: Pick top candidate with greatest probability
- **Key assumption: the candidates arrive in random order**

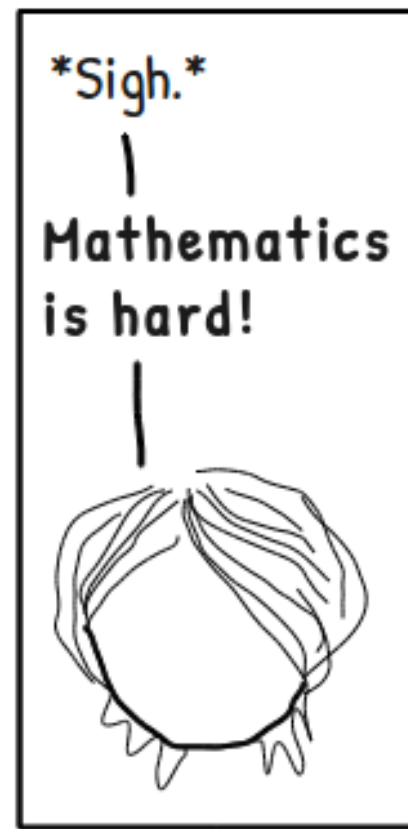
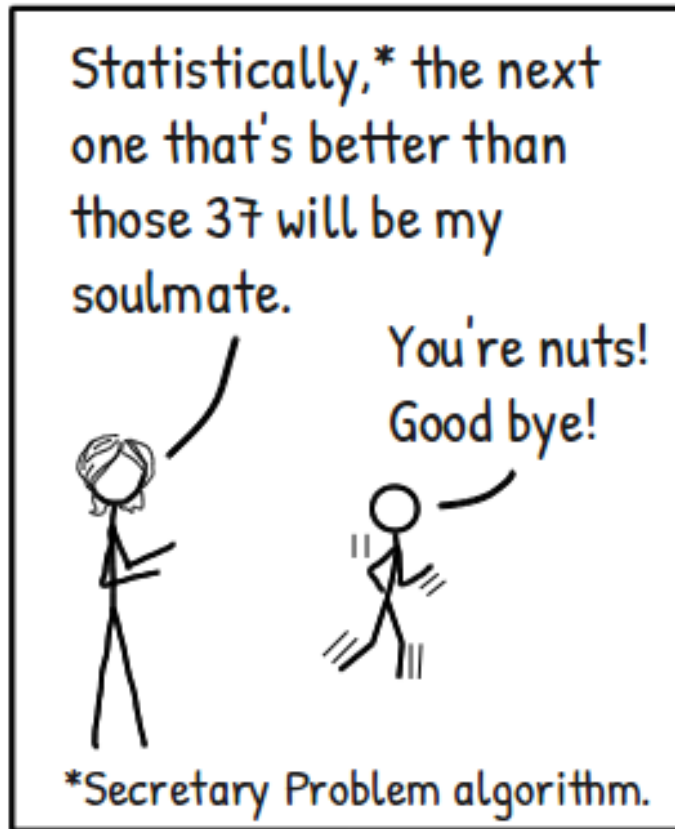
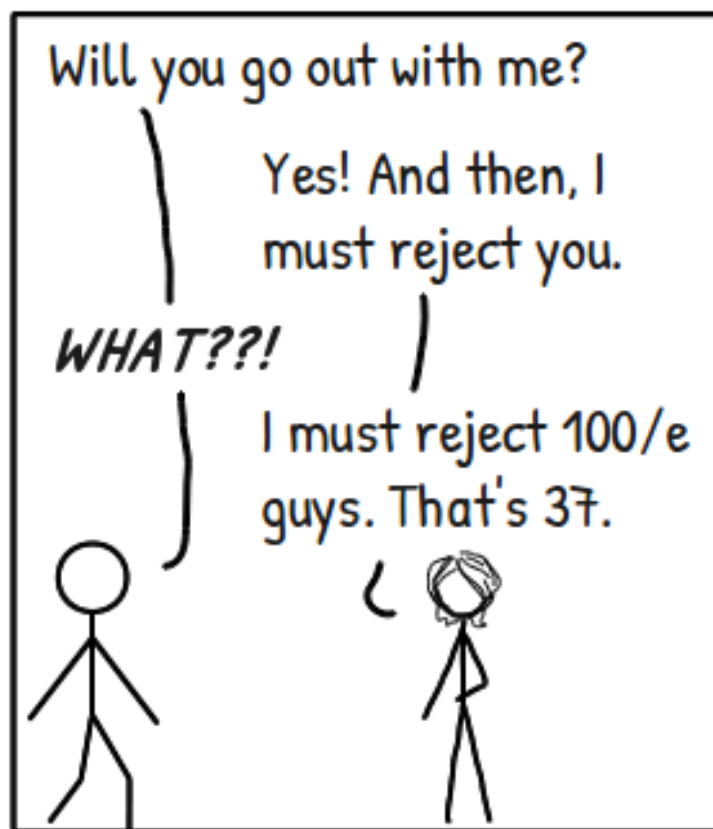


# Optimal Algorithm

- Threshold policy:
  - Reject the first  $N / e$  candidates (this is roughly the first 37%)
  - Keep track of the best candidate you saw in that set, say with score  $T$
  - Henceforth, pick any candidate with score at least  $T$

Probability of picking best candidate  $\rightarrow 1/e \approx 0.37$





Soulmate Algorithm -- I.

# Optimal Algorithm

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Probability of picking best candidate  $\rightarrow 1/e \approx 0.37$



# Simplified Algorithm

- Threshold policy:
  - Reject the first  $N / 2$  candidates (first 50%)
  - Keep track of the best candidate you saw in that set, say with score  $T$
  - Henceforth, pick any candidate with score at least  $T$

Probability of picking best candidate  $\geq$    1/4        Not bad!

# More Online Problems

- You already know
  - Load Balancing
  - Online Bipartite Matching
- Many more
  - Caching problems – what to evict?
  - Online flows, bin packing, Steiner tree, set cover, knapsack . . .

Randomness helps in Online Algos!

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