## Universal Caching

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#### Introduction



Figure: Setup of the caching problem

#### Introduction

- There are N files, out of which C files needs to be prefetched into the cache.
- ► At each timestep *t*, an online caching policy  $\pi$  pre-fetches a set of *C* files, denoted by the vector  $\mathbf{y}_t \in \{0, 1\}^N$ , where  $||\mathbf{y}_t||_1 = C$ .
- At the same time, the user requests a file, denoted by the vector  $\mathbf{x}_t \in \{0, 1\}^N$ , such that  $||\mathbf{x}_t||_1 = 1$ . The reward at round t can be expressed as  $\langle \mathbf{x}_t, \mathbf{y}_t \rangle$ .

### Finite-State Regret

 Our objective is to design an algorithm that is competitive against a dynamic benchmark. Formally, we want to minimize the FS-Regret defined below

$$\mathcal{R}_{T}^{\pi} = \max_{\hat{\pi} \in \mathcal{G}} \sum_{t=1}^{T} \langle \mathbf{x}_{t}, \hat{\mathbf{y}}_{t}(\hat{\pi}) \rangle - \sum_{t=1}^{T} \langle \mathbf{x}_{t}, \mathbf{y}_{t}(\pi) \rangle.$$
(1)

where  $\mathcal{G}$  is the set of all FSPs.

# FSP & FSM

#### Definition 1 (Finite State Prefetcher (FSP))

An FSP is described by a quintuple  $(S, [N], g, f, s_0)$ , where

- S is a finite set of states
- $\triangleright$  [N] is the set of alphabets corresponding to N files
- $g: \mathcal{S} \times [N] \to \mathcal{S}$  is a state transition function
- $f : S \to [N]^C$  is a possibly randomized prefetching strategy
- ▶ *s*<sub>0</sub> is the initial state

The components of an FSP without the prefetcher f form a Finite State Machine (FSM).

# Example



\*

(a) State transition function g(s, x) of FSP.



Figure: Offline optimal policy for a given 3-state FSP for the 5-ary input sequence of length T = 12 given by (2, 1, 5, 2, 3, 5, 2, 4, 5, 2, 3, 4) and C = 2.

# Why FSPs?

- ▶ FSP can easily capture the repetitive patterns in the input requests.
- Widely deployed policies with a finite competitive ratio, such as LRU and FIFO belong to the class of Finite State Prefetchers.



Figure: LRU as an FSP

#### Definition 2 (*k*<sup>th</sup>-order Markov Prefetcher)

A  $k^{\text{th}}$  order Markov Prefetcher is a special class of FSP with  $N^k$  states, where the state at round t is given by the k-tuple of the previous k file requests, *i.e.*,  $s_t = (x_{t-1}, x_{t-2}, \dots, x_{t-k})$ .

Let  $\tilde{\pi}_{S}(x_{1}^{T})$  and  $\tilde{\mu}_{k}(x_{1}^{T})$  denote the offline fractional hitrates of an *S*-state FSP and order-*k* Markov Prefetcher for a given sequence  $x_{1}^{T}$ .

The hit rate of a Markov prefetcher of a sufficiently large order exceeds the hit rate of any FSP (up to a vanishingly small term). In particular, for any file request sequence  $x^T$ , we have:

$$\tilde{\pi}_{\mathcal{S}}(x^{\mathcal{T}}) - \tilde{\mu}_{k}(x^{\mathcal{T}}) \leq \min\left(1 - C/N, \sqrt{\frac{\ln S}{2(k+1)}}\right).$$
(2)

## Online Caching Policy for a Single State: $\operatorname{Hedge}$



- At each round t, experts make prediction. The learner chooses an expert k with probability p<sub>t,k</sub>. The adversary gives a reward r<sub>t,i</sub> to every expert. Expected reward of the learner is (p<sub>t</sub>, r<sub>t</sub>).
- Hedge samples an expert *i* with probability  $p_{t,i} \propto \exp(\eta \sum_{\tau=1}^{t-1} r_{t,i})$ .
- A naive approach would be to run HEDGE on  $M = \binom{N}{C}$  meta-experts. Obviously, this is computationally intractable.

The SAGE Framework (Mukhopadhyay et al. [1])

- The SAGE algorithm gives an efficient implementation of the HEDGE policy using randomized sampling and exploiting the linearity of the reward function.
- In the online caching problem, the reward depends only on the marginal inclusion probabilities of each file. Formally, SAGE works as follows:
  - Efficiently computes the marginal file inclusion probabilities induced by HEDGE.
  - Efficiently sample a subset of C files without replacement consistent with these marginals.

## $\operatorname{SAGE:}$ Computing the Marginals

The marginal inclusion probability for the i<sup>th</sup> file is given by:

$$p_t(i) = \frac{w_{t-1}(i) \sum_{S \subseteq [N] \setminus \{i\} : |S| = C-1} w_{t-1}(S)}{\sum_{S' \subseteq [N] : |S'| = C} w_{t-1}(S')},$$
(3)

where  $w_t(S) = \prod_{i \in S} w_t(i)$ ,  $w_t(i) \equiv \exp(\eta R_t(i))$  and  $R_t(i)$  is the total number of times file *i* was requested up to time *t*.

Both the numerator and denominator can be expressed in terms of certain *elementary symmetric polynomials* (ESP), which can be efficiently evaluated in Õ(N) time using FFT-based polynomial multiplication methods.

## SAGE: Madow's Sampling

We want to sample C out of N files such that each file is sampled with probability p<sub>i</sub>. Given that ∑<sup>N</sup><sub>i=1</sub> p<sub>i</sub> = C, the files can be sampled using the following procedure :

- 1: Let  $P_0 = 0$  and  $P_i = P_{i-1} + p_i, \forall i \in [N]$
- 2: Sample a uniform random variable  $U \in [0, 1]$ .
- 3:  $S \leftarrow \emptyset$
- 4: for  $i \leftarrow 0$  to C 1 do
- 5: Select element j if  $P_{j-1} \leq U + i \leq P_j$
- 6:  $S \leftarrow S \cup \{j\}$
- 7: end for
- 8: **return** *S*

## $SAGE: \ Madow's \ Sampling$



Figure: Example of Madow's Sampling. Out of 8 items, the 4 which will be selected are  $\{2, 5, 6, 8\}$ .

▶ The SAGE algorithm gives a "small-loss" bound on the static regret:

$$T(\tilde{\pi}_1 - \pi^{\text{HeDGE}}) \le \sqrt{2Cl_T^* \ln(Ne/C)} + C \ln(Ne/C),$$
 (4)

where  $I_T^* \equiv T - T \tilde{\pi}_1(x^T)$  is the cumulative number of cache misses incurred by the optimal offline caching configuration in hindsight.

#### $\operatorname{SAGE}$ with $\mathsf{FSM}$

- Consider any given S-state FSM. Let x<sub>s</sub> be the sequence of file requests corresponding to the state s.
- ► Upon running a separate copy of the SAGE policy for each state of the given FSM with the request sequence x<sub>s</sub>, s ∈ S, we obtain the following regret bound:

$$T(\tilde{\pi}_{\mathcal{S}}(x^{T}) - \pi_{\mathcal{S}}^{\text{SAGE}}(x^{T})) \leq \sqrt{2CSL_{T,S}^{*}\ln(Ne/C) + CS\ln(Ne/C)}$$
(5)
where  $L_{T,S}^{*} \equiv \sum_{s=1}^{S} l_{T,s}^{*}$ .

#### Theorem 2

For any file request sequence  $\mathbf{x}^T$ , the regret of the  $k^{\text{th}}$  order Markovian FSM running the SAGE caching policy on each state, compared to an optimal offline FSP containing at most *S* many states is upper-bounded as:

$$T(\tilde{\pi}_{\mathcal{S}}(x^{T}) - \pi_{k}^{\text{SAGE}}(x^{T})) \leq T \min(1 - C/N, \sqrt{A}) + \sqrt{2BL_{T,k}^{*}} + B$$
  
where  $A = \frac{\ln S}{2(k+1)}$  and  $B = N^{k}C \ln \frac{Ne}{C}$ 

#### Example

Furthermore, for a request sequence x<sub>Q</sub><sup>T</sup> generated by any FSM containing at most Q states, the expected number of cache misses conceded by the SAGE policy with a k<sup>th</sup> order Markovian FSM can be upper bounded by

$$\leq A + \sqrt{2AB} + B$$

where 
$$A = \left(1 - \frac{C}{N}, \sqrt{\frac{\ln Q}{2(k+1)}}\right)$$
 and  $B = \frac{N^k C}{T} \ln \frac{Ne}{C}$ 

# Universal Caching Policy

- In Theorem 2, we are free to choose the order k of the Markovian prefetcher.
- Since the number of states S in the benchmark comparator could be arbitrarily large, to get asymptotically zero regret, we need to increase the order of the Markovian FSM with time.
- For this, we use an N-ary version of the LZ parsing tree and run SAGE on each of it's node.

# Lempel-Ziv Tree

- The LZ parsing algorithm parses the N-ary request sequence into distinct phrases such that each phrase is the shortest phrase that is not previously parsed.
- The parsing proceeds as follows:
  - ▶ The LZ tree is initialized with a root node and *N* leaves.
  - The current tree is used to create the next phrase by following the path from the root to leaf according to the consecutive file requests.
  - Once a leaf node is reached, the tree is extended by making the leaf an internal node by adding N offsprings to the tree. Then we move back to the root of the tree.

## Example



Figure: Evolution of LZ tree for N = 3 and input page request sequence 001220. The parsed phrases are  $\{0, 01, 2, 20\}$ . Each instance denotes the tree after parsing a phrase. The states are shown in blue. The requests at each state is shown in black, and the latest parsed phrase is shown in red.

#### Properties of LZ Tree

- ► The number of nodes in an *N*-ary LZ tree grows sub-linearly with *T* as  $c(T) = O(\frac{T \log N}{\log T})$ .
- For any fixed k, the fraction of file requests made on a node with depth less than k vanishes asymptotically.
- Hence, the expected fraction of cache hits π<sup>LZ</sup> achieved by the LZ prefetcher is asymptotically lower bounded by that of a k<sup>th</sup> order Markovian FSP containing N<sup>k</sup> ≈ c(T) states up to a sublinear regret term.

#### Theorem 3

For any integer  $k \ge 0$ , the regret of the LZ prefetcher w.r.t. an offline  $k^{\text{th}}$  order Markovian prefetcher can be upper-bounded as:

$$\mathcal{R}_T \equiv T(\tilde{\mu}_k - \pi^{\mathrm{LZ}}) \leq \delta(c(T), L_T^{*, LZ}) + kc(T)$$
  
where  $c(T) \equiv O(\frac{T \log N}{\log T})$  and  
 $\delta(B, l_T^*) \equiv \sqrt{2BCL_T^{*, LZ} \ln(Ne/C)} + CB \ln(Ne/C).$ 

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