

# Mining Data Streams-Approximate Heavy Hitters

Barna Saha

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# Finding Majority

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- ▶ Compute median of  $A$ .

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- ▶ **Algorithm.**
  1. Set  $count = 1$ ,  $current = A(1)$ .
  2. For  $i = 2, 3, \dots$ 
    - 2.1 If  $count == 0$ , set  $current = A(i)$ ,  $count = 1$ ,
    - 2.2 If  $A(i) == current$ , set  $count = count + 1$
    - 2.3 Else set  $count = count - 1$
  3. Return  $current$

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- ▶ **Exercise.** Given there exists a majority element, show that the above algorithm correctly returns the majority.

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- ▶ Applications:
  1. **Computing popular products.**  $A$  could be all of the page views of products on *amazon.com* yesterday. The heavy hitters correspond to frequently viewed items.
  2. **Computing frequent search queries.** For example,  $A$  could be all of the searches on Google yesterday. The heavy hitters are then searches made most often.
  3. **Identifying heavy TCP flows.** Here,  $A$  is a list of data packets passing through a network switch, each annotated with a source-destination pair of IP addresses. The heavy hitters are then the flows that are sending the most traffic. This is useful for, among other things, to identify denial-of-service attacks.
  4. **Identifying volatile stocks.** Here,  $A$  is a list of stock trades.

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- ▶ There is no algorithm that solves the Heavy Hitters problems in one pass while using a sublinear amount of auxiliary space.

# $\epsilon$ -Approximate Heavy Hitter Problem

- ▶ **Input** is an array  $A$  of length  $m$  with two parameters  $\epsilon$  and  $k$ .
- ▶ **Output**
  1. Every value that occurs at least  $\frac{m}{k}$  times in  $A$  is in the list.
  2. Every value in the list occurs at least  $\frac{m}{k} - \epsilon m$  times in  $A$

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- ▶ **Why not set  $\epsilon = 0$ ?**
- ▶ Space usage grows proportionately with  $\frac{1}{\epsilon}$ .
- ▶ If we take  $\epsilon = \frac{1}{2k}$ , space usage is  $\tilde{O}(k)$ , all elements with frequency  $\frac{m}{k}$  is in the list and the elements in the list have frequency at least  $\frac{m}{2k}$ .

# Estimating Frequency of Elements

- ▶ **Input** Stream of  $m$  elements from a universe  $[1, n]$ :  
 $A(1), A(2), \dots, A(m)$ .
- ▶ Frequency of an element  $i \in [1, n]$  in the stream is  
 $f_i = |\{t \mid A(t) = i\}|$ .
- ▶ **Problem**
  - ▶ For  $i \in [n]$ , estimate  $f_i$  (Point Query)
  - ▶ For  $\phi \in [0, 1]$ , find all  $i$  with  $f_i \geq \phi m$ . (Heavy Hitter)



# Count-Min Sketch

- ▶ Select an  $\epsilon > 0$  and  $\delta > 0$ :  $\epsilon$  denotes the error-parameter, and  $\delta$  denotes our confidence.
- ▶ Select  $d = \ln \frac{1}{\delta}$  hash functions  $h_1, h_2, \dots, h_d$  independently and randomly from a pair-wise independent hash family. Each  $h_i : \{1, 2, \dots, n\} \rightarrow \{1, 2, \dots, w\}$  where  $w = \frac{n}{\epsilon}$ .
- ▶ **Initialize** a table  $T$  of dimension  $d \times w$  all with 0.
- ▶ **Update**: At time  $t$ , when  $A(t)$  arrives, do the following.
  - ▶  $T(1, h_1(A(t))) = T(1, h_1(A(t))) + 1$
  - ▶  $T(2, h_2(A(t))) = T(2, h_2(A(t))) + 1$
  - ▶ .
  - ▶ .
  - ▶  $T(d, h_d(A(t))) = T(d, h_d(A(t))) + 1$

<http://research.neustar.biz/tag/count-min-sketch/>

# Count-Min Sketch: Point Query

- ▶ **Problem** For  $i \in [n]$ , estimate  $f_i$
- ▶ **Output** An estimate  $\hat{f}_i$  such that  $f_i \leq \hat{f}_i \leq f_i + \epsilon \|\mathbf{f}\|_1$
- ▶ **Algorithm** Construct Count-Min sketch. Return

$$\min_{l=1}^d T(l, h_l(i))$$

# Count-Min Sketch: Point Query

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- ▶ Each  $T(l, h_l(i)) \geq f_i$ . Hence  $\min_{l=1}^d T(l, h_l(i)) \geq f_i$ .
- ▶ Define an indicator random variable  $X_j^l$ ,  $j = 1, 2, \dots, n$  and  $l = 1, 2, \dots, d$ .

$$X_j^l = 1 \text{ if } h_l(j) = h_l(i), \text{ else } X_j^l = 0$$

- ▶ Define  $Y = \sum_{j=1}^n f_j X_j^l$ . Then  $T(l, h_l(i)) = Y$ .

## Count-Min Sketch: Point Query

$$\begin{aligned} E[T(l, h_l(i))] &= E[Y] = \sum_{j=1}^{j=n} E[f_j X_j^l] = \sum_{j=1}^{j=n} f_j E[X_j^l] \\ &= \sum_{j=1}^{j=n} f_j \text{Prob}(h_l(j) = h_l(i)) \\ &= \sum_{j=1}^{j=n} \frac{f_j}{w} \quad (h \text{ is picked from a pair-wise family}) \\ &= \frac{\|\mathbf{f}\|_1}{w} \end{aligned}$$

## Count-Min Sketch: Point Query

$$\begin{aligned} \text{Prob}(T(l, h_l(i)) > \epsilon \|\mathbf{f}\|_1) &= \text{Prob}(T(l, h_l(i)) > w \epsilon E[T(l, h_l(i))]) \\ &\leq \frac{1}{w \epsilon} \quad (\text{By Markov Inequality}) \\ &= \frac{1}{e} \quad (\text{since } w = \frac{e}{\epsilon}) \end{aligned}$$

## Count-Min Sketch: Point Query

$$\begin{aligned} & \text{Prob} \left( \min_{l=1}^d T(l, h_l(i)) \right] > \epsilon \|\mathbf{f}\|_1 \Big) \\ &= \text{Prob} \left( \bigcap_{l=1}^d T(l, h_l(i)) \right] > \epsilon \|\mathbf{f}\|_1 \Big) \\ &= \prod_{l=1}^d \text{Prob}(T(l, h_l(i)) \right] > \epsilon \|\mathbf{f}\|_1) \leq \left( \frac{1}{e} \right)^{\ln \frac{1}{\delta}} = \delta \end{aligned}$$

- ▶ Hence  $\text{Prob}(\min_{l=1}^d T(l, h_l(i)) \right] \leq \epsilon \|\mathbf{f}\|_1) \geq 1 - \delta$ .
- ▶ Therefore  $f_i \leq \hat{f}_i \leq f_i + \epsilon \|\mathbf{f}\|_1$  with probability  $\geq 1 - \delta$ .
- ▶ **Space** =  $O(wd) = O(\frac{1}{\epsilon} \ln \frac{1}{\delta})$ .

## Count-Min Sketch: Heavy Hitter

- ▶ Set  $\delta' = \frac{\delta}{n}$ , using space  $O(\frac{1}{\epsilon} \ln \frac{n}{\delta})$  obtain estimates such that  
“For All  $i$  is  $f_i \leq \hat{f}_i \leq f_i + \epsilon m$ .”
- ▶ Use a min-heap to store the heavy-hitters.
  1. Keep a count on the total number of elements  $m$  arrived so far.
  2. When item  $A(i)$  arrives, compute its estimated frequency from the count-min sketch data structure.
  3. If the count is above  $\frac{m}{k}$ , insert it in the heap with key  $Count(A(i))$ , and delete any previous occurrence of  $A(i)$  from the heap.
  4. If any element in the heap has count less than  $\frac{m}{k}$  delete it through operations such as *Find-Min* and *Extract-Min*.
  5. Assuming no large error happens in the Count-Min sketch, the heap size is bounded by  $2k$ . Why? Therefore extra work per item to process the heap is  $O(\log k)$ .
  6. At the end, scan the heap, and for every item whose estimated frequency is  $\geq \frac{m}{k}$  return it as a heavy hitter.

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- ▶ Set  $\delta' = \frac{\delta}{m}$ , using space  $O(\frac{1}{\epsilon} \ln \frac{m}{\delta})$  obtain estimates such that “For All  $t = 1, 2, \dots, m$  the estimated frequency is within the error-range.”
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# Miscellaneous

- ▶ Implementation: `http://www.cs.rutgers.edu/~muthu/massdal-code-index.html`
- ▶ Twitter's algebird and ClearSpring's stream-lib offer implementations of Count-Min sketch and various other data structures applicable for stream mining applications.
- ▶ Application: Mostly a list of papers that use CM-sketch
  - ▶ `http://sites.google.com/site/countminsketch/cm-eclectics`
  - ▶ `http://sites.google.com/site/countminsketch/compressed-sensing`
  - ▶ `http://sites.google.com/site/countminsketch/databases`

# Boosting by Median

- ▶ Suppose there is an Algorithm that returns an estimate  $\hat{F}$  of a true estimate  $F$  such that  $|\hat{F} - F|$  is small with probability  $\frac{7}{8}$ .
- ▶ How can we design an algorithm that will return an estimate  $G$  of  $F$  such that  $|G - F|$  is small with probability  $99/100$ ?  
(In general  $1 - \delta$ )

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(In general  $1 - \delta$ )
- ▶ Run  $s = 6 \log \frac{1}{\delta}$  independent copies of the Algorithm to obtain estimates  $\hat{F}_1, \hat{F}_2, \dots, \hat{F}_s$ . Set  $G = \text{median}_{i=1}^s \hat{F}_i$ .

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- ▶ Bound

$$\text{Prob}(Y > 3 \log \frac{1}{\delta})$$

using Chernoff's bound.



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- ▶ Upper Tail version of Chernoff Bound. For  $\epsilon > 1$

$$\text{Prob}(Y > E[Y](1 + \epsilon)) \leq e^{-\frac{E[Y]\epsilon^2}{2+\epsilon}}$$

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▶

$$\begin{aligned}\text{Prob}\left(Y > 3 \log \frac{1}{\delta}\right) &= \text{Prob}\left(Y > \frac{3}{4} \log \frac{1}{\delta} (1 + 3)\right) \\ &\leq e^{-\frac{3}{4} (\log \frac{1}{\delta}) 9 \frac{1}{5}} < \delta\end{aligned}$$

# Versions of Chernoff Bound

Reference:

<https://www.cs.princeton.edu/courses/archive/fall109/cos521/Handouts/probabilityandcomputing.pdf>