

### Bloom Filter -

- o Space efficient probabilistic data str. that's used to test whether an element is a member of a set.
- o Eg: Checking availability of username is set membership problem, where set is list of all usernames.
- o Price we pay for efficiency is that it is probabilistic in nature, that means there might be some false +ve results. ~~False +ve~~ False +ve means it might tell that username is already taken but actually it's not.

### Properties -

- o Unlike std. hash table, Bloom filter of fixed size can rep. set of with arbitrarily large no. of elements.
- o Adding an element never fails. However, false +ve ~~result~~ rate  $\uparrow$  ses steadily as elements are added ~~until~~ until all bits in the filter are set to 1, at which pt. all queries yield a +ve result. -ve
- o Bloom filters never generate false ~~to~~ result i.e. telling you username doesn't exist when it actually exists.
- o Deleting elements from filter not possible bcoz, if we delete a single element by clearing bits at indices generated by  $k$  hash fns, it might cause deletn of few other elements.

### Example -

- o We want to ~~go~~ enter "geeks" in the filter we are using 3 hash fns & a bit array of len. 10 all set to 0 initially. 1<sup>st</sup> we'll calc. the hashes as follows:

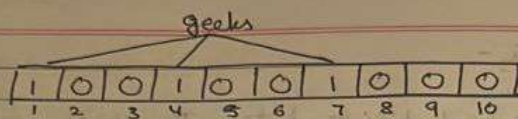
$$h1("geeks") \% 10 = 1$$

$$h2("geeks") \% 10 = 4$$

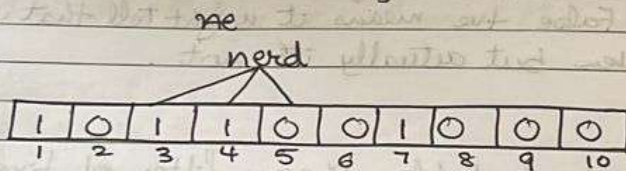
$$h3("geeks") \% 10 = 7$$

Now we set bits at indices 1, 4 & 7 to 1





- Again we want to enter "nerd", we'll calc. hashes  
 $h1("nerd") = 3$   
 $h2("nerd") = 5$   
 $h3("nerd") = 4$   
 Set bits at indices 3, 5 & 4 to 1



- Now we want to check if "geeks" is present in Filter or not. We'll do same process but in reverse order. We calc. reverse hashes using  $h1$ ,  $h2$  &  $h3$  & check if all these indices are set to 1 in the bit array. If all the bits are set then we can say that "geeks" is probably present. If any of the bits at these indices are 0 then "geeks" is definitely not present.

Example -

We want to enter "geeks" in the filter we use 3 hash. For a bit array of len 10 all set to 0 initially. We'll calc. the hashes as follows:

$h1("geeks") \% 10 = 1$

$h2("geeks") \% 10 = 4$

$h3("geeks") \% 10 = 7$

Now we set bit at indices 1, 4 & 7 to 1