

# Lecture Scribe October 7

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## 1 Introduction

In streaming applications, storing all elements is infeasible. A stream is a sequence of updates  $(i_1, \Delta_1), (i_2, \Delta_2), \dots$ , where  $i_j$  is an item and  $\Delta_j$  is an increment (possibly negative). We want an approximate count  $c_i$  for each item  $i$  using sublinear memory.

## 2 Count Sketch

### 2.1 Motivation

Count Sketch handles negative increments and provides an unbiased estimator using a **sign hash function**.

### 2.2 Data Structure

- $d$  hash functions  $h_1, \dots, h_d : [1..N] \rightarrow [1..R]$
- $d$  sign functions  $g_1, \dots, g_d : [1..N] \rightarrow \{-1, 1\}$
- $d \times R$  array  $S$  initialized to 0

### 2.3 Operations

**Update:** For item  $i$  with increment  $\Delta_i$ :

$$S[j, h_j(i)] \leftarrow S[j, h_j(i)] + \Delta_i \cdot g_j(i), \quad j = 1 \dots d$$

**Query:** Estimate count:

$$\hat{c}_i = \text{median}_{j=1}^d [S[j, h_j(i)] \cdot g_j(i)]$$

### 2.4 Derivation of Estimate

For a single row  $j$ :

$$\hat{c}_i^{(j)} = g_j(i) \sum_{k=1}^N g_j(k) c_k \mathbf{1}_{\{h_j(k)=h_j(i)\}}$$

Split summation:

$$\hat{c}_i^{(j)} = g_j(i) [g_j(i) c_i \mathbf{1}_{\{h_j(i)=h_j(i)\}} + \sum_{k \neq i} g_j(k) c_k \mathbf{1}_{\{h_j(k)=h_j(i)\}}]$$

Since  $g_j(i)^2 = 1$  and  $\mathbf{1}_{\{h_j(i)=h_j(i)\}} = 1$ :

$$\hat{c}_i^{(j)} = c_i + \sum_{k \neq i} g_j(i) g_j(k) c_k \mathbf{1}_{\{h_j(k)=h_j(i)\}}$$

#### 2.4.1 Expectation

$$\mathbb{E}[\hat{c}_i^{(j)}] = c_i + \sum_{k \neq i} c_k \cdot \mathbb{E}[g_j(i) g_j(k)] \cdot \mathbb{E}[\mathbf{1}_{\{h_j(k)=h_j(i)\}}]$$

-  $g_j(i)$  and  $g_j(k)$  independent:  $\mathbb{E}[g_j(i) g_j(k)] = 0$  - Uniform hash:  $\mathbb{E}[\mathbf{1}_{\{h_j(k)=h_j(i)\}}] = 1/R$   
Hence:

$$\mathbb{E}[\hat{c}_i^{(j)}] = c_i$$

**Unbiased estimator.**

#### 2.4.2 Variance

$$\text{Var}(\hat{c}_i^{(j)}) = \mathbb{E} \left[ \left( \sum_{k \neq i} g_j(i) g_j(k) c_k \mathbf{1}_{\{h_j(k)=h_j(i)\}} \right)^2 \right]$$

Expanding cross terms:

$$\text{Var}(\hat{c}_i^{(j)}) = \sum_{k \neq i} c_k^2 \cdot \mathbb{E}[g_j(i)^2 g_j(k)^2 \mathbf{1}_{\{h_j(k)=h_j(i)\}}] + \sum_{k \neq l, k, l \neq i} c_k c_l \mathbb{E}[g_j(i)^2 g_j(k) g_j(l) \mathbf{1}_{\{h_j(k)=h_j(i)\}} \mathbf{1}_{\{h_j(l)=h_j(i)\}}]$$

- Cross terms vanish since  $\mathbb{E}[g_j(k) g_j(l)] = 0$  for  $k \neq l$  -  $g_j(i)^2 g_j(k)^2 = 1$   
Thus:

$$\text{Var}(\hat{c}_i^{(j)}) = \sum_{k \neq i} c_k^2 \cdot \Pr(h_j(k) = h_j(i)) \leq \frac{\Sigma_2}{R}, \quad \Sigma_2 = \sum_k c_k^2$$

#### 2.4.3 Chebyshev Bound

$$\Pr(|\hat{c}_i^{(j)} - c_i| \geq k\sigma) \leq \frac{1}{k^2}, \quad \sigma^2 = \text{Var}(\hat{c}_i^{(j)})$$

### 3 Count-Min Sketch

#### 3.1 Motivation

CMS is simpler, faster, but:

- Counts always  $\geq 0$
- Overestimates true counts
- Cannot handle negative increments

### 3.2 Data Structure

-  $d$  hash functions  $h_1, \dots, h_d : [1..N] \rightarrow [1..R]$  -  $d \times R$  array  $CMS$  initialized to 0

### 3.3 Operations

**Increment:**

$$CMS[i][h_i(x)] \leftarrow CMS[i][h_i(x)] + \Delta, \quad i = 1 \dots d$$

**Query:**

$$\hat{c}_x = \min_{i=1}^d CMS[i][h_i(x)]$$

### 3.4 Derivation of Estimate

Single row  $i$ :

$$\hat{c}_i = CMS[h(i)] = c_i + \sum_{j \neq i} c_j \mathbf{1}_{\{h(j)=h(i)\}}$$

#### 3.4.1 Expectation

$$\mathbb{E}[\hat{c}_i] = c_i + \sum_{j \neq i} c_j \cdot \frac{1}{R} = c_i + \epsilon \Sigma$$

- Always overestimates by at most  $\epsilon \Sigma$  in expectation

#### 3.4.2 Markov Bound

$$\Pr(\hat{c}_i - c_i > 2\epsilon \Sigma) \leq \frac{\mathbb{E}[\hat{c}_i - c_i]}{2\epsilon \Sigma} \leq \frac{1}{2}$$

$d$  independent hash functions:

$$\Pr(\text{all rows unlucky}) \leq 0.5^d$$

### 3.5 Memory Requirement

$$R = \frac{1}{\epsilon}, \quad d = \log_2 \frac{N}{\delta} \implies \text{Memory} = O\left(\frac{1}{\epsilon} \log \frac{N}{\delta}\right)$$

### 3.6 Top-K Heavy Hitters

Maintain a min-heap of size  $K$ :

- Update CMS
- Query  $\hat{c}_x$
- If  $\hat{c}_x$  exceeds heap minimum, replace

Worst-case update:  $O(d \log K)$

## 4 Proofs: Markov and Chebyshev

### 4.1 Markov Inequality

For  $X \geq 0$ ,  $a > 0$ :

$$\Pr(X \geq a) \leq \frac{\mathbb{E}[X]}{a}$$

**Proof:** Let  $I = \mathbf{1}_{X \geq a}$ . Then  $X \geq aI \implies \mathbb{E}[X] \geq a \Pr(X \geq a)$ .

### 4.2 Chebyshev Inequality

For  $X$  with mean  $\mu$ , variance  $\sigma^2$ :

$$\Pr(|X - \mu| \geq k\sigma) \leq \frac{1}{k^2}$$

**Proof:** Let  $Y = (X - \mu)^2$ . Then  $\Pr(Y \geq k^2\sigma^2) \leq \frac{\mathbb{E}[Y]}{k^2\sigma^2} = \frac{1}{k^2}$

## 5 Summary

- Count Sketch: unbiased, handles negative counts, variance bounded by  $\Sigma_2/R$ , Chebyshev bounds.
- Count-Min Sketch: overestimates, fast, Markov bounds.
- Memory vs. accuracy tradeoff: increase  $R$  to reduce error, increase  $d$  to reduce probability of large error.
- Heavy hitters: maintain min-heap of size  $K$ , update  $O(d \log K)$ .