

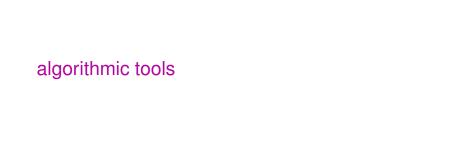
CS-E4600 – Algorithmic methods of data mining

Slide set 11: computing basic statistics

Aristides Gionis

Aalto University

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efficiency considerations

- data in the web and social-media are typically of extremely large scale (easily reach to billions)
- how to compute simple graph statistics?
- even quadratic algorithms are not feasible in practice

hashing and sketching

- probabilistic / approximate methods
- sketching: create sketches that summarize the data and allow to estimate simple statistics with small space
- hashing: hash objects in such a way that similar objects have larger probability of mapped to the same value than non-similar objects

graph distance distributions

small-world phenomena

small worlds: graphs with short paths



- Stanley Milgram (1933-1984)
 "The man who shocked the world"
- obedience to authority (1963)
- small-world experiment (1967)

- 300 people (starting population) are asked to dispatch a parcel to a single individual (target)
- the target was a Boston stockbroker
- the starting population is selected as follows:
 - 100 were random Boston inhabitants (group A)
 - 100 were random Nebraska strockbrokers (group B)
 - 100 were random Nebraska inhabitants (group C)

- · rules of the game:
- parcels could be directly sent only to someone the sender knows personally
- 453 intermediaries happened to be involved in the experiments (besides the starting population and the target)

questions Milgram wanted to answer:

1. how many parcels will reach the target?

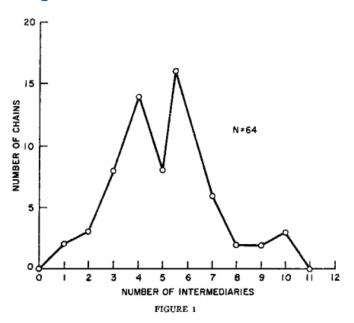
- 2. what is the distribution of the number of hops required to reach the target?
- 3. is this distribution different for the three starting subpopulations?

answers to the questions

- how many parcels will reach the target?
- 2. what is the distribution of the number of hops required to reach the target? average was 5.2
- 3. is this distribution different for the three starting subpopulations?

YES: average for groups A/B/C was 4.6/5.4/5.7

chain lengths



measuring what?

but what did Milgram's experiment reveal, after all?

- 1. the the world is small
- 2. that people are able to exploit this smallness

graph distance distribution

- obtain information about a large graph, i.e., social network
- macroscopic level
- distance distribution
 - mean distance
 - median distance
 - diameter
 - effective diameter
 - ...

graph distance distribution

- given a graph, d(x, y) is the length of the shortest path from x to y, defined as ∞ if one cannot go from x to y
- for undirected graphs, d(x, y) = d(y, x)
- for every t, count the number of pairs (x, y) such that d(x, y) = t
- the fraction of pairs at distance t is a distribution

exact computation

how can one compute the distance distribution?

exact computation

how can one compute the distance distribution?

- weighted graphs: Dijkstra (single-source: $O(m \log n)$),
- Floyd-Warshall (all-pairs: O(n³))
- in the unweighted case:
 - a single BFS solves the single-source version of the problem: O(m)
 - if we repeat it from every source: O(nm)

idea: diffusion

[Palmer et al., 2002]

- let B_t(x) be the ball of radius t around x (the set of nodes at distance ≤ t from x)
- clearly $B_0(x) = \{x\}$
- moreover $B_{t+1}(x) = \bigcup_{(x,y)} B_t(y) \bigcup \{x\}$
- so computing B_{t+1} from B_t just takes a single (sequential) scan of the graph

easy but costly

- every set requires O(n) bits, hence $O(n^2)$ bits overall
- easy but costly
- too many!
- what about using approximated sets?
- we need probabilistic counters, with just two primitives:
 add and size
- very small!

estimating the number of distinct values (F_0)

[Flajolet and Martin, 1985]

- consider a bit vector b with O(log n) bits
- initialize b to [0,...,0]
- consider a hash function f that maps each item x to the j-th bit of the bit-vector b with probability 1/2j
- for each item x_i in the data stream
 set the bit j = f(x_i) of b equal to 1
 (important: bits are set deterministically for each x_i)
- let R be the index of the largest bit set
- return $Y = 2^R$

ANF

- probabilistic counter for approximating the number of distinct values [Flajolet and Martin, 1985]
- ANF algorithm [Palmer et al., 2002] uses the original probabilist counters
- HyperANF algorithm [Boldi et al., 2011]
 uses HyperLogLog counters [Flajolet et al., 2007]

HyperANF

- HyperLogLog counter [Flajolet et al., 2007]
- with 40 bits you can count up to 4 billion with a standard deviation of 6%
- remember: one set per node

performance

- HADI, a Hadoop-conscious implementation of ANF [Kang et al., 2011]
- takes 30 minutes on a 200K-node graph (on one of the 50 world largest supercomputers)
- HyperANF does the same in 2.25min on a workstation (20 min on a laptop).

experiments on facebook

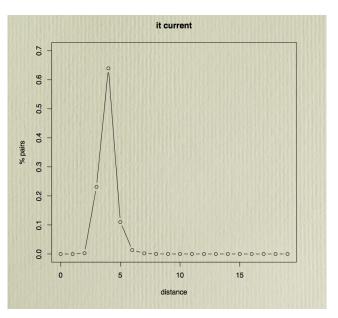
[Backstrom et al., 2011]

considered only active users

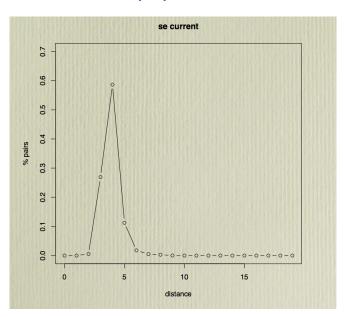
- it : only italian users
- se : only swedish users
- it + se: only italian and swedish users
- us : only US users
- the whole facebook (750m nodes)

based on users current geo-IP location

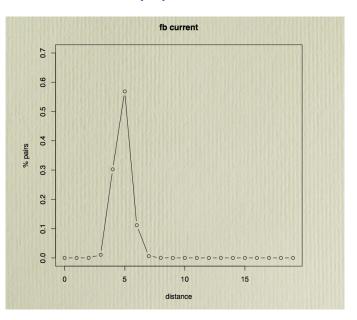
distance distribution (it)



distance distribution (se)



distance distribution (fb)



average distance

| | 2008 | 2012 |
|-------|------|------|
| it | 6.58 | 3.90 |
| se | 4.33 | 3.89 |
| it+se | 4.90 | 4.16 |
| us | 4.74 | 4.32 |
| fb | 5.28 | 4.74 |

fb 2012: 92% pairs are reachable!

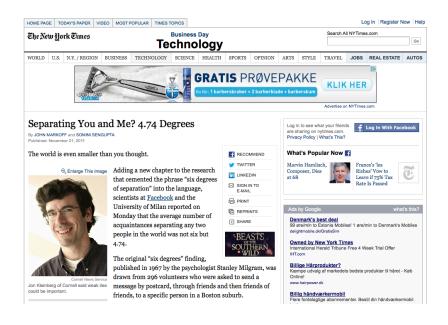
effective diameter

| 2008 | 2012 |
|------|--------------------------|
| 9.0 | 5.2 |
| 5.9 | 5.3 |
| 6.8 | 5.8 |
| 6.5 | 5.8 |
| 7.0 | 6.2 |
| | 9.0 5.9 6.8 6.5 |

actual diameter

| 2008 | 2012 |
|------|------------------------------|
| > 29 | = 25 |
| > 16 | =25 |
| > 21 | = 27 |
| > 17 | = 30 |
| > 17 | > 58 |
| | > 29 > 16 > 21 > 17 |

breaking the news



acknowledgements



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