

Streaming Algorithms

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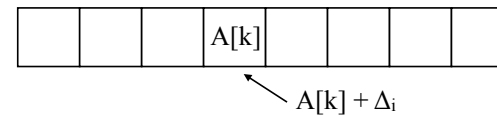
Uniquess Testing

Input: Let $A[1..U]$ be an array of length U . Initialize $A = \{0\}$. Give a sequence of updates (c_i, Δ_i) where the i -th update asks to add Δ_i to $A[c_i]$. Assume that $A \geq 0$ after every update.

Output: "0" if $A = 0$, or "1" if there is exactly one index i in $[U]$ so that $A[i] > 0$, or otherwise "2+".

Goal: $O(1)$ working space.

$(c_i = k, \Delta_i)$



Algorithm

Initialize three counters C_0 , C_1 , and C_2 as 0.

```
foreach update  $(c_i, \Delta_i)$  {  
     $C_0 \ += \Delta_i$ ;  
     $C_1 \ += \Delta_i c_i$ ;  
     $C_2 \ += \Delta_i (c_i)^2$   
}
```

```
if  $((C_2)(C_0) = (C_1)^2)$  { // Cauchy-Schwarz Ine.  
    output  $(C_0 == 0) ? \text{"0"} : \text{"1"}$ ; // the non-zero coordinate is  $C_1/C_0$   
} else {  
    output "2+";  
}
```

Sample a Coordinate i with $A[i] > 0$

Let $\|A\|_0$ be the zero norm of A , i.e. $\sum_i 1[A[i] \neq 0]$.

Run the **Uniquess-Test** and we get $\|A\|_0$.

```
Switch( $\|A\|_0$ ) {  
    Case 0: //  $\|A\|_0 == 0$   
        return "A = 0";  
    Case 1:  
        return  $C_1/C_0$ ;  
    Case 2:  
        return ?;  
    ...  
}
```

Sample a Coordinate i with $A[i] > 0$

Idea: assign "a random bit" to each coordinate, and ignore those updates whose coordinate **isn't** associated with a 0-bit.

If $\|A\|_0 = 2$, then with probability $1/2$, the **Uniqueness-Test** can return one of them.

If we run k independent copies of the above, then with probability $1 - 1/2^k$, some **Uniqueness-Test** can return one of them.

To store these random bits, we need space of n bits.

Sample a Coordinate i with $A[i] > 0$

2-wise independent randomness:

Step1. choose a prime $p \gg U$.

Step2. pick two independent random numbers $a, b \in [U]$.

Step3. associate the x -th coordinate with $(h_{a,b}(x) = ax + b \pmod{p})$ **(mod 2)** for each x in $\{1, 2, \dots, U\}$.

// for each $x \neq y \in U$, $h_{a,b}(x)$ and $h_{a,b}(y)$ are independent.
// note that $h_{a,b}(1), h_{a,b}(2), \dots, h_{a,b}(U)$ are pairwise independent rather
// than mutually independent.

To store these random bits, we need $O(\log U)$ bits.

Sample a Coordinate i with $A[i] > 0$

Remark. For $\|A\|_0 = 2$, there exists a data structure that can sample a coordinate i with $A[i] > 0$ with probability $1/2$ using $O(\log U)$ bits.

Remark. For $\|A\|_0 = 2$, there exists a data structure that can sample a coordinate i with $A[i] > 0$ with probability $1 - 1/2^k$ using $O(k \log U)$ bits.

What if $\|A_0\|$ is large?

Sample a Coordinate i with $A[i] > 0$

2-wise independent randomness:

Step1. choose a prime $p \gg U$.

Step2. pick two independent random numbers $a, b \in [U]$.

Step3. associate the x -th coordinate with $(h_{a,b}(x) = ax + b \pmod{p})$ **(mod r)** for each x in $\{1, 2, \dots, U\}$.

// with probability $1/r$, the updates with coordinate i are not ignored.

Sample a Coordinate i with $A[i] > 0$

Let S be the set of coordinate i whose $A[i] > 0$ and isn't ignored given $h_{a,b}$ and r .

Expectation.

$$\mu = E[|S|] = \|A\|_0 / r.$$

Variance.

$$\sigma^2 = \text{Var}[|S|] = \|A\|_0 ((1-1/r)(1/r)) < E[|S|].$$

Chebyshev Inequality.

$$\Pr[||S| - \mu| \geq \lambda\sigma] \leq 1/\lambda^2.$$

Remark.

$$\Pr[|S| \in [\mu - 2\mu^{1/2}, \mu + 2\mu^{1/2}]] \geq 3/4.$$

Sample a Coordinate i with $A[i] > 0$

```

ℓ0-Sampler() {
    pick a prime  $p \gg U$ ;
    let  $h(x) \leftarrow h_{a,b}(x) \pmod r$  with random  $a, b$  in  $\{1, 2, \dots, p\}$ ;

    foreach update  $(c_i, \Delta_i)$  {
        if( $h(c_i) = 0$ ) { //  $S = \{x \in [U]: h(x) = 0\}$ 
            update "a data structure" for  $S$ ;
        }
    }
    if( $|S| \in [\mu - 2\mu^{1/2}, \mu + 2\mu^{1/2}]$ ) { // happens w.p.  $\geq 3/4$ 
        return a random element  $e \in S$ ;
    }
}

```

For each i with $A[i] > 0$,
 $\Pr[\text{sample} = i] \geq (1/r) * (3/4) * (1/|S|) = \Omega(1/\|A\|_0).$

The Data Structure D

Let D be k copies of Uniquess-Test components.

Each x in S will be used to update exactly one random copy $C_{d(x)}$,

$$\text{where } d(x) = d_{a,b}(x) = (ax + b \pmod p) \pmod k.$$

If all elements in S don't collide, we can return a random element from S , so we need to pick k to be large enough.

$$\Pr[\text{a certain pair } e_1, e_2 \text{ collide}] = 1/k.$$

$$\Pr[\text{some pair } e_1, e_2 \text{ collide}] \leq |S|^2/k.$$

$$\Pr[\text{this procedure fails}] \leq 1/4 + (\mu + 2\mu^{1/2})^2/k \leq 1/2 \text{ if } k = 4(\mu + 2\mu^{1/2})^2.$$

Sample a Coordinate i with $A[i] > 0$

```

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    pick a prime  $p \gg U$ ;
    let  $h(x) \leftarrow h_{a,b}(x) \pmod r$  with random  $a, b$  in  $\{1, 2, \dots, p\}$ ;

    foreach update  $(c_i, \Delta_i)$  {
        if( $h(c_i) = 0$ ) { //  $S = \{x \in [U]: h(x) = 0\}$ 
            update "a data structure" for  $S$ ;
        }
    }
    if( $|S| \in [\mu - 2\mu^{1/2}, \mu + 2\mu^{1/2}]$ ) { // happens w.p.  $\geq 3/4$ 
        return a random element  $e \in S$ ;
    }
}

```

For each i with $A[i] > 0$,
 $\Pr[\text{sample} = i] \geq (1/r) * (1/2) * (1/(\mu + 2\mu^{1/2})) = \Omega(1/\|A\|_0).$

Sample a Coordinate i with $A[i] > 0$

Remark. There exists (explicitly given) a $(4(\mu+2\mu^{1/2})^2)$ -space data structure so that

with probability $\geq 1/2$

it returns a coordinate i with $A[i] > 0$,
noting that each coordinate i with $A[i] > 0$ is returned with
probability $\Omega(1/\|A\|_0)$

or otherwise

it returns "Fails."

Issues. We don't know what μ is.

Sample a Coordinate i with $A[i] > 0$

Set $\mu = 100$, and thus D has $4*(100+20)^2$ copies of Uniqueness-Test components.

Run in parallel with $r = 1, 2, 4, 8, \dots, \log U$. There exists some r so that the corresponding $\mu = \|A\|_0/r \leq 100$, so the above works.

Programming Assignment #2

Input: Given a sequence of edge insertions and deletions of an n -node graph and it is asserted that the final graph has $\leq 2n$ edges.

Output: the final graph with high probability.

Run $O(n \log n)$ ℓ_0 -samplers in parallel.