

Streaming Algorithms

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Overview: Streaming Algorithms



- Why study streaming algorithms?
- Sampling Algorithms



Streaming Algorithms overview

The need for processing events



 Stream processing requires processing of events in a never ending stream

Client

Stream of events Stream Processing

Need to look at a summaries

- For example
 - How many unique elements have we seen in the stream?
- In a relational data this is equivalent to counting the keys, but how to do it on a never ending stream

Typically we need to summarize the information in the stream

The need for processing events



One approach

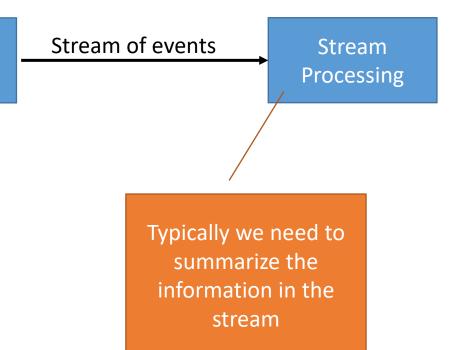
• Breakup stream into a window of events

Client

• Window size *n*

Allows us to perform relational operations

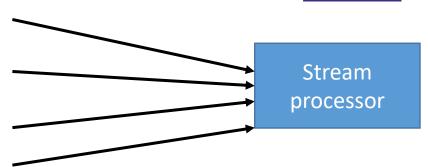
Similar to Apache Spark model



Issues in stream processing

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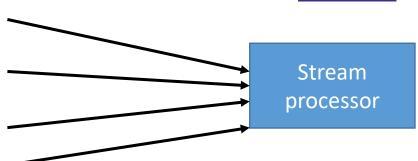
- Velocity of the stream
 - The rate at which data is being sent
 - Sometimes requires instantaneous decision.
 - Different streams may have different rates
 - For ex: mission critical systems
- #streams
 - Processing multiple streams each requiring a small amount of memory may stress memory system



Stream processing algorithms

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- Must process data in memory
 - Not off disk (too slow)
- More efficient to get <u>approximate</u> solution rather than an exact one.
- Often use <u>hashing</u> techniques to introduce randomness



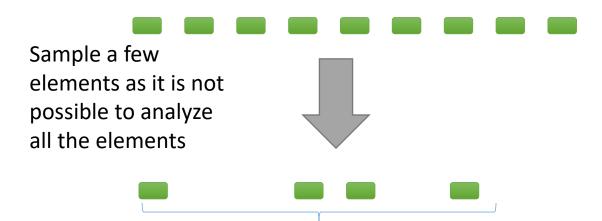


Sampling Algorithms

Extracting reliable samples



- Given a long stream of data
- How to create a representative sample?

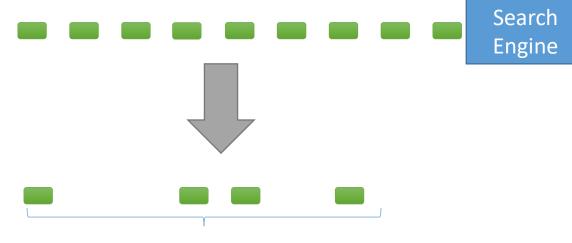


Need to ensure that analyzing the sample is representative of analyzing the entire stream

Motivating Example



- Each element of the query represents a query
- How to create a representative sample?
- We want to answer the question?
 - "What fraction of the typical user's queries were repeated over the past month?"
- What's obvious algorithm?

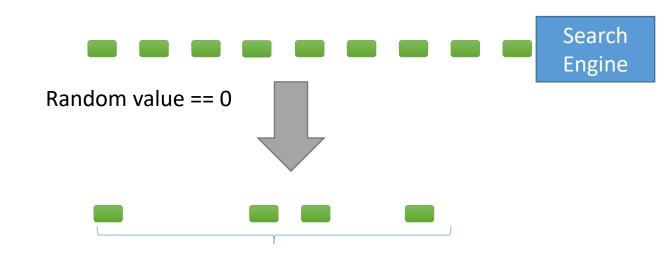


We want to store only 1/10th of the incoming stream?

Obvious Algorithm



- For every stream tuple seen..
- Generate a random integer between 0..9
- If value is 0
 - Then store(use) the tuple
- Otherwise discard.



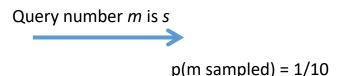
Flaw in obvious algorithm



Flaw in obvious algorithm

- Suppose user has issued a particular search query s twice
- There's a probability 1/100
 (not 1/10) that both queries
 will show up in our sample
- There's only a probability
 1/100 that we will know
 query s was repeated

So our sampling will be wrong



Query number
$$n$$
 is also s

$$p(n \text{ sampled}) = 1/10$$

p(m and n sampled) = 1/100

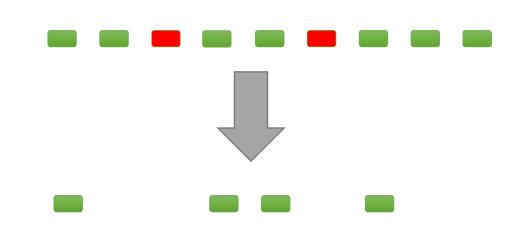
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Sampling Algorithms - refinement

Refined algorithm



- Sample 1/10th of the users
 - Not the transactions
- Details
 - When a query arrives
 - Look up user to see if they are in sample.
 - If so, add query to sample
 - If first time we have seen the user, generate a random number 0..9
 - Add user to sample if number is 0

Optimization to algorithm



- Checking if we have seen the user
- Requires a search through a data structure
- Not really required
- Just hash(username) → 0..9
 - If hash is 0, select the userid

Generalization of the algorithm



- We used "user" here to select
- How to extend this algorithm generically?
- Identify the key components of the query.
 - In previous example tuple is <user, query, time>
 - But key component is only user.
- Hash key components in the range (0..b)
- To get sample size (a/b)
 - Select query if hash(key components) < a

Exercise



- Suppose we want a sample dataset to debug a program that profiles transactions by user and country
- How would I generate a 1/20 sample?

Exercise - Solution



- There isn't a unique solution
- Suppose I want a sample dataset to debug a program that profiles transactions by user and country
- How would I generate a 1/20 sample? <u>Hash userid and country in</u> the range 0..19; select if the hash is 0
- The above method will give me 1/20 of all user-country pairs

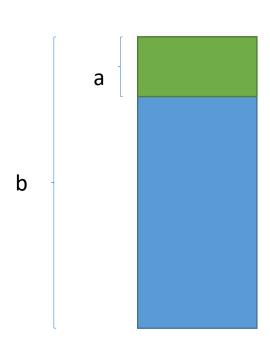


Varying Sample size

Varying the sample size



- We are selecting a/b samples from data arriving from outside.
- As more data is added to the system, the number of keys in the system also increases
 - Additional storage space required
- If there is a limit on #keys that can be stored, then how to handle it, so representatives is not lost
- Reduce a to a-1.





THANK YOU

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