

# COMMONWEALTH OF AUSTRALIA

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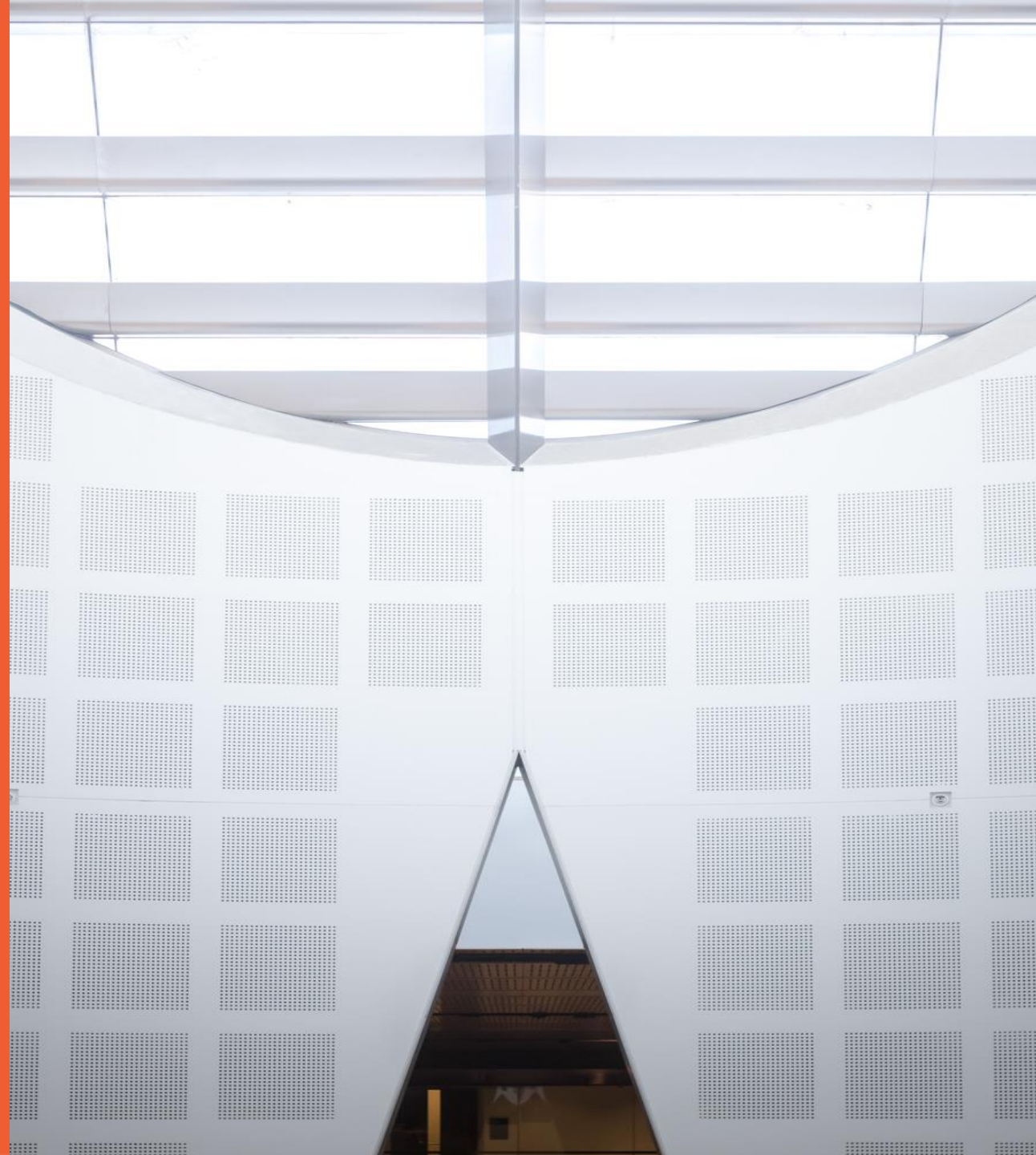
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COMPx270: Randomised and  
Advanced Algorithms  
Lecture 8: Streaming and  
Sketching I

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School of Computer Science



THE UNIVERSITY OF  
SYDNEY



# Some housekeeping

- **A2** due tonight  
See Ed+email announcement about Q3.f
- **A3** now live, due **May 9**
- **No class next week** (semester break!)

## A question

You have a graph, coming one edge at a time, with possible duplicates, and no paper to write anything done, **only your memory**. **What is its average degree?**

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You have a graph, coming one edge at a time, with possible duplicates, and no paper to write anything down, **only your memory**. **What is its average degree?**

(1,2)

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You have a graph, coming one edge at a time, with possible duplicates, and no paper to write anything down, **only your memory**. **What is its average degree?**

(2,4)

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**(3,6)**

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(1,4)

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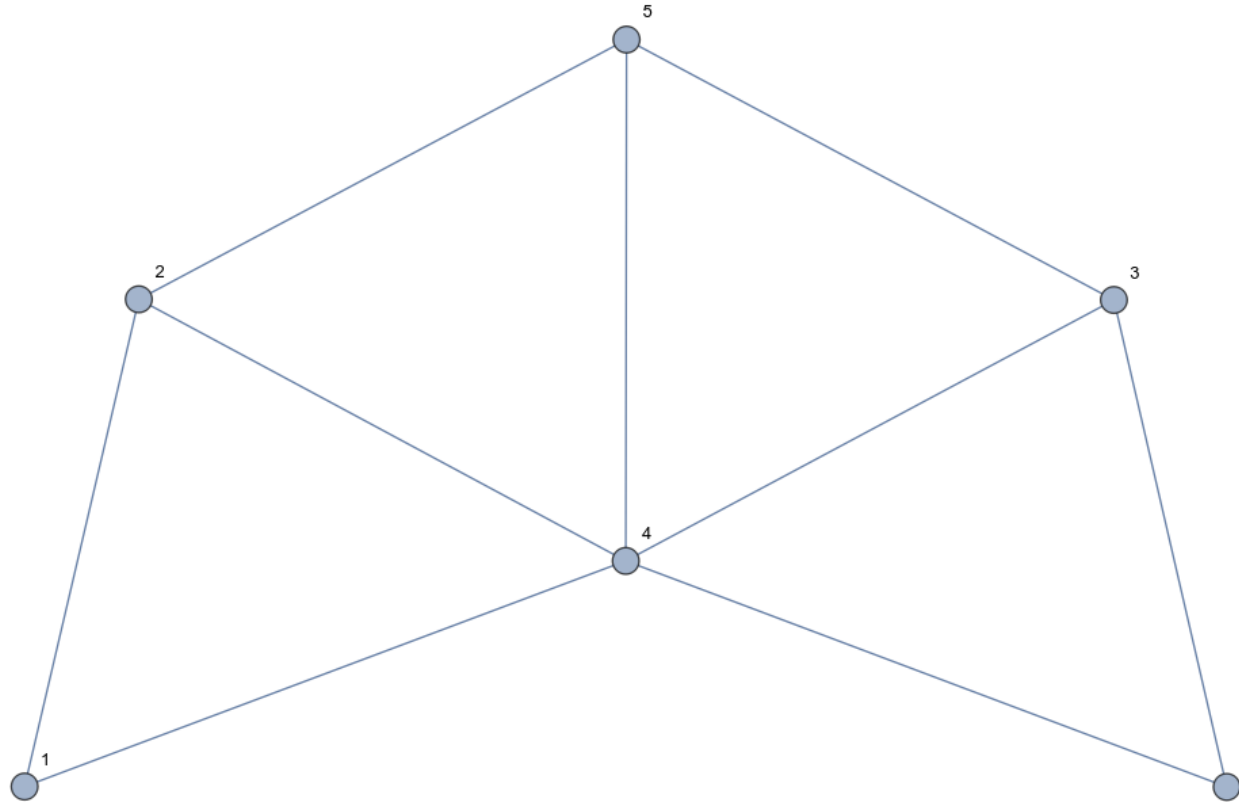
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You have a graph, coming one edge at a time, with possible duplicates, and no paper to write anything down, **only your memory**. **What is its average degree?**

(4,6)

# A question (an answer)



# Streaming algorithms: what? (1/3)

## Streaming algorithms: what? (2/3)

# Streaming algorithms: what? (3/3)



# First example: Majority

## First example: Majority (Frequency Estimation)

## First example: the Misra-Gries algorithm (1 / 3)

## First example: the Misra-Gries algorithm, alternative view (2/3)

## First example: the Misra-Gries algorithm (3/3)

**Theorem 39.** *The MISRA-GRIES algorithm is a deterministic one-pass algorithm which, for any given parameter  $\varepsilon \in (0, 1]$ , provides  $\hat{f}_1, \dots, \hat{f}_n$  of all element frequencies such that*

$$f_j - \varepsilon m \leq \hat{f}_j \leq f_j, \quad j \in [n]$$

*with space complexity  $s = O(\log(mn)/\varepsilon)$ . (In particular, it can be used to solve the MAJORITY problem in two passes.)*

## Second example: Approximate Counting

## Second example: Approximate Counting and the Morris Counter

---

```
1:  $x \leftarrow 0$ 
2: for all  $1 \leq i \leq m$  do
3:   Get item  $a_i \in \{0, 1\}$ 
4:   if  $a_i = 1$  then
5:      $r_i \leftarrow \text{Bern}(1/2^x)$        $\triangleright$  Independent of previous choices.
6:      $x \leftarrow x + r_i$ 
7: return  $\hat{d} \leftarrow 2^x - 1$ 
```

---

## Second example: Approximate Counting and the Morris Counter

---

```
1:  $C_0 \leftarrow 1$ 
2: for all  $1 \leq i \leq m$  do
3:   Get item  $a_i \in \{0, 1\}$ 
4:   if  $a_i = 1$  then
5:      $r_i \leftarrow \text{Bern}(1/C_{i-1})$      $\triangleright$  Independent of previous choices.
6:   else  $r_i \leftarrow 0$ 
7:    $C_i \leftarrow 2^{r_i} C_{i-1}$ 
8: return  $\hat{d} \leftarrow C_m - 1$ 
```

---



# Throwback: Law of Total Expectation (and Friends)

## Second example: the Morris Counter (1/3)

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```
1:  $C_0 \leftarrow 1$ 
2: for all  $1 \leq i \leq m$  do
3:   Get item  $a_i \in \{0, 1\}$ 
4:   if  $a_i = 1$  then
5:      $r_i \leftarrow \text{Bern}(1/C_{i-1})$     ▷ Independent of previous choices.
6:   else  $r_i \leftarrow 0$ 
7:    $C_i \leftarrow 2^{r_i} C_{i-1}$ 
8: return  $\hat{d} \leftarrow C_m - 1$ 
```

---

## Second example: the Morris Counter (2/3)

---

```
1:  $C_0 \leftarrow 1$ 
2: for all  $1 \leq i \leq m$  do
3:   Get item  $a_i \in \{0, 1\}$ 
4:   if  $a_i = 1$  then
5:      $r_i \leftarrow \text{Bern}(1/C_{i-1})$     ▷ Independent of previous choices.
6:   else  $r_i \leftarrow 0$ 
7:    $C_i \leftarrow 2^{r_i} C_{i-1}$ 
8: return  $\hat{d} \leftarrow C_m - 1$ 
```

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## Second example: the Morris Counter (3/3)

## Second example: the Morris Counter, Median-of-Means

**Theorem 40.** *The medians-of-means version of the MORRIS COUNTER is a randomised one-pass algorithm which, for any given parameters  $\epsilon, \delta \in (0, 1]$ , provides an estimate  $\hat{d}$  of the number  $d$  of non-zero elements of the stream such that*

$$\Pr \left[ (1 - \epsilon)d \leq \hat{d} \leq (1 + \epsilon)d \right] \geq 1 - \delta$$

*with space complexity*

$$s = O \left( \frac{\log \log m}{\epsilon^2} \cdot \log \frac{1}{\delta} \right)$$

*that is, doubly logarithmic in  $m$ .*

**Did we need to do that?**

## Second example: the Morris Counter, careful version (1/2)

## Second example: the Morris Counter, careful version (2/2)

**Theorem 41.** The “careful” version of MORRIS COUNTER is a randomised one-pass algorithm which, for any given parameters  $\epsilon, \delta \in (0, 1]$ , provides an estimate  $\hat{d}$  of the number  $d$  of non-zero elements of the stream such that

$$\Pr \left[ (1 - \epsilon)d \leq \hat{d} \leq (1 + \epsilon)d \right] \geq 1 - \delta$$

with space complexity

$$s = O \left( \log \log m + \log \frac{1}{\epsilon} + \log \frac{1}{\delta} \right)$$

that is, doubly logarithmic in  $m$  and logarithmic in  $1/\epsilon$ .



## Third example: Distinct Elements

## Third example: Distinct Elements, the Tdemark (AMS) algorithm (1/5)

---

```
1: Pick  $h: [n] \rightarrow [n]$  from a strongly universal hashing family
2:  $z \leftarrow 0$ 
3: for all  $1 \leq i \leq m$  do
4:   Get item  $a_i \in [n]$ 
5:   if  $\text{zeros}(h(a_i)) \geq z$  then
6:      $z \leftarrow \text{zeros}(h(a_i))$ 
7: return  $\sqrt{2} \cdot 2^z$ 
```

---

## Third example: Distinct Elements, the Tdemark (AMS) algorithm (2/5)

---

```
1: Pick  $h: [n] \rightarrow [n]$  from a strongly universal hashing family
2:  $z \leftarrow 0$ 
3: for all  $1 \leq i \leq m$  do
4:   Get item  $a_i \in [n]$ 
5:   if  $\text{zeros}(h(a_i)) \geq z$  then
6:      $z \leftarrow \text{zeros}(h(a_i))$ 
7: return  $\sqrt{2} \cdot 2^z$ 
```

---

## Third example: Distinct Elements, the Tdemark (AMS) algorithm (3/5)

---

```
1: Pick  $h: [n] \rightarrow [n]$  from a strongly universal hashing family
2:  $z \leftarrow 0$ 
3: for all  $1 \leq i \leq m$  do
4:   Get item  $a_i \in [n]$ 
5:   if  $\text{zeros}(h(a_i)) \geq z$  then
6:      $z \leftarrow \text{zeros}(h(a_i))$ 
7: return  $\sqrt{2} \cdot 2^z$ 
```

---

## Third example: Distinct Elements, the Tdemark (AMS) algorithm (4/5)

---

```
1: Pick  $h: [n] \rightarrow [n]$  from a strongly universal hashing family
2:  $z \leftarrow 0$ 
3: for all  $1 \leq i \leq m$  do
4:   Get item  $a_i \in [n]$ 
5:   if  $\text{zeros}(h(a_i)) \geq z$  then
6:      $z \leftarrow \text{zeros}(h(a_i))$ 
7: return  $\sqrt{2} \cdot 2^z$ 
```

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## Third example: Distinct Elements, the Tidemark (AMS) algorithm (5/5)

**Theorem 42.** *The (median trick version of the) TIDEMARK (AMS) algorithm is a randomised one-pass algorithm which, for any given parameter  $\delta \in (0, 1]$ , provides an estimate  $\hat{d}$  of the number  $d$  of distinct elements of the stream such that, for some absolute constant  $C > 0$ ,*

$$\Pr \left[ \frac{1}{C} \cdot d \leq \hat{d} \leq C \cdot d \right] \geq 1 - \delta$$

*with space complexity*

$$s = O \left( \log n \cdot \log \frac{1}{\delta} \right).$$

# Can we do better?

## Third example: Distinct Elements, the BJKST algorithm (1 / 4)

---

**Input:** Parameter  $\varepsilon \in (0, 1]$

1: Set  $k \leftarrow O(\log^2 n / \varepsilon^4)$ ,  $T \leftarrow \Theta(1 / \varepsilon^2)$

2: Pick  $h: [n] \rightarrow [n]$  from a strongly universal hashing family

3: Pick  $g: [n] \rightarrow [k]$  from a strongly universal hashing family

4:  $z \leftarrow 0$ ,  $B \leftarrow \emptyset$

5: **for all**  $1 \leq i \leq m$  **do**

6:     Get item  $a_i \in [n]$

7:     **if**  $\text{zeros}(h(a_i)) \geq z$  **then**

8:          $B \leftarrow B \cup \{(g(a_i), \text{zeros}(h(a_i)))\}$

9:         **while**  $|B| \geq T$  **do**

10:              $z \leftarrow z + 1$

11:             Remove every  $(a, b)$  with  $b < z$  from  $B$

12: **return**  $|B| \cdot 2^z$

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## Third example: Distinct Elements, the BJKST algorithm (2/4)

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**Input:** Parameter  $\varepsilon \in (0, 1]$

- 1: Set  $k \leftarrow O(\log^2 n / \varepsilon^4)$ ,  $T \leftarrow \Theta(1 / \varepsilon^2)$
  - 2: Pick  $h: [n] \rightarrow [n]$  from a strongly universal hashing family
  - 3: Pick  $g: [n] \rightarrow [k]$  from a strongly universal hashing family
  - 4:  $z \leftarrow 0$ ,  $B \leftarrow \emptyset$
  - 5: **for all**  $1 \leq i \leq m$  **do**
  - 6:     Get item  $a_i \in [n]$
  - 7:     **if**  $\text{zeros}(h(a_i)) \geq z$  **then**
  - 8:          $B \leftarrow B \cup \{(g(a_i), \text{zeros}(h(a_i)))\}$
  - 9:         **while**  $|B| \geq T$  **do**
  - 10:              $z \leftarrow z + 1$
  - 11:             Remove every  $(a, b)$  with  $b < z$  from  $B$
  - 12: **return**  $|B| \cdot 2^z$
-

## Third example: Distinct Elements, the BJKST algorithm (3/4)

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**Input:** Parameter  $\varepsilon \in (0, 1]$

- 1: Set  $k \leftarrow O(\log^2 n / \varepsilon^4)$ ,  $T \leftarrow \Theta(1/\varepsilon^2)$
  - 2: Pick  $h: [n] \rightarrow [n]$  from a strongly universal hashing family
  - 3: Pick  $g: [n] \rightarrow [k]$  from a strongly universal hashing family
  - 4:  $z \leftarrow 0$ ,  $B \leftarrow \emptyset$
  - 5: **for all**  $1 \leq i \leq m$  **do**
  - 6:     Get item  $a_i \in [n]$
  - 7:     **if**  $\text{zeros}(h(a_i)) \geq z$  **then**
  - 8:          $B \leftarrow B \cup \{(g(a_i), \text{zeros}(h(a_i)))\}$
  - 9:         **while**  $|B| \geq T$  **do**
  - 10:              $z \leftarrow z + 1$
  - 11:             Remove every  $(a, b)$  with  $b < z$  from  $B$
  - 12: **return**  $|B| \cdot 2^z$
-

## Third example: Distinct Elements, the BJKST algorithm (4/4)

**Theorem 43.** *The (median trick version of the) BJKST algorithm is a randomised one-pass algorithm which, for any given parameters  $\epsilon, \delta \in (0, 1]$ , provides an estimate  $\hat{d}$  of the number  $d$  of distinct elements of the stream such that, for some absolute constant  $C > 0$ ,*

$$\Pr \left[ (1 - \epsilon) \cdot d \leq \hat{d} \leq (1 + \epsilon)d \right] \geq 1 - \delta$$

*with space complexity*

$$s = O \left( \left( \log n + \frac{\log(1/\epsilon) + \log \log n}{\epsilon^2} \right) \cdot \log \frac{1}{\delta} \right).$$

**... Can we do better?**