

Computational Frameworks: Streaming

(Part 1)

OUTLINE

- ① Introduction to the streaming model
- ② Warm-up: finding the majority element
- ③ Sampling
 - Uniform sampling with reservoir sampling
 - Finding (approximate) frequent items
- ④ Sketching (Part 2)
 - Counting distinct elements with probabilistic counting
 - Estimating individual frequencies and the second moment
- ⑤ Filtering: Bloom filters for membership problem (Part 2)

Dealing with volume and velocity

Typical scenario:

- The data to be processed arrive as a continuous stream
 - because they are generated by some evolving (possibly endless) process;
 - or because their massive volume discourages random accesses.
- Therefore: data analysis must happen on the fly using limited memory, without storing all data for subsequent offline processing.
- Many applications (some examples next)

Some applications

Network management:

- **Stream:** packets routed through a router.
- **Task:** gather traffic statistics (e.g., average number of connections/second to same IP address)

Online auctions:

- **Stream:** online auctions generate data on objects on sale, bids, ...
- **Tasks:** statistical estimation of auction data (e.g., average selling price over the items sold by each seller, highest bid in a given period of time, ...)

Some applications

Internet of Things:

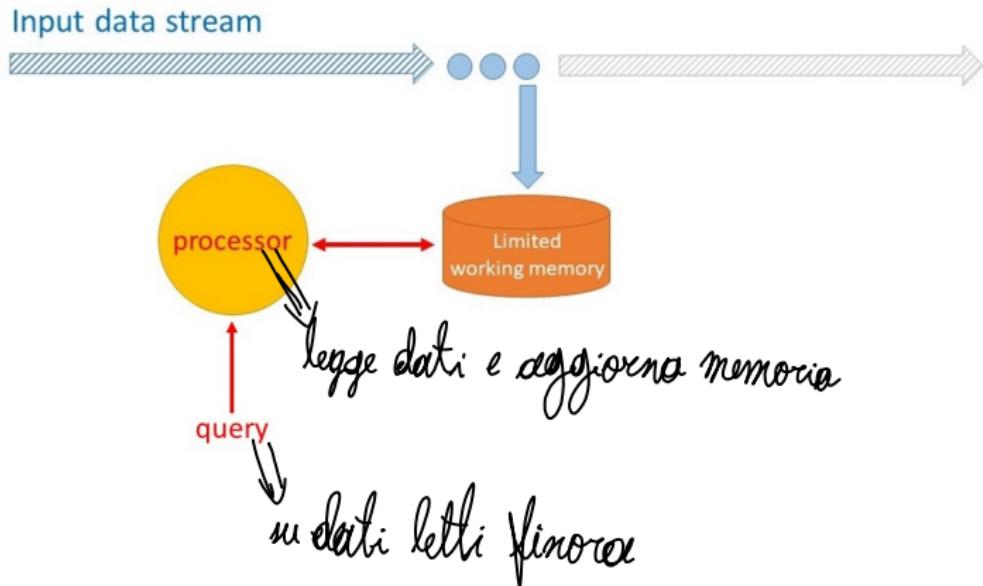
- **Stream:** data generated by thousands/millions of sensors.
- **Tasks:** learn from data, outlier detection, gather statistics, . . .

Sequential disk accesses:

- **Stream:** data from a massive file on secondary storage (sequential access rates are higher than random access),
- **Tasks:** data processing of data in the file. In this case it is also possible to sequentially scan the same file twice or even more times (**multi-pass**).

Streaming Model

- (Sequential) machine with limited amount of working memory.
- Input provided as a continuous (one-way) stream.



Streaming Model

Let $\Sigma = x_1, x_2, \dots, x_n \dots$ denote the input stream received sequentially, where x_i is the ith element received. Upon receiving x_i :

- Suitable data structures stored in the working memory are updated (**UPDATE task**)
- If required, a solution for the problem at hand, relative to the input set x_1, x_2, \dots, x_i is computed from the data stored in the working memory (**QUERY task**)

The following performance metrics are usually considered

- Metric 1: Size s of the working memory (aim: $s \ll |\Sigma|$)
- Metric 2: Number p of sequential passes over Σ (aim: $p = 1$)
- Metric 3: Processing time per item T (aim: $T = O(1)$)

Streaming Model

Algorithm Design Techniques

- Approximate solutions (exact ones may require linear space)
- Maintain lossy summary of Σ via a synopsis data structure (e.g., random sample, hash-based sketch) *non generali, ma specifiche per problema*

Typical data analysis tasks

- Identification of frequent items.
- Useful statistics: e.g., frequency moments, quantiles, histograms
- Optimization and graph problems: e.g., clustering, triangle counting

Goal: suitable tradeoffs between accuracy, working memory, and processing time per item (i.e., throughput).

Warm-up:
finding the majority element in a stream

Warm-up: finding the majority element

Majority problem

Given a stream $\Sigma = x_1, x_2, \dots, x_n$, return the element x (if any) that occurs $> n/2$ times in Σ .

Examples:

- In $\Sigma = A, B, A, C, A, D, A, A$, the majority element is A .
- In $\Sigma = A, B, C, D, D, E, E$, a majority element does not exist.

Standard off-line setting. Easily solved using linear space in $O(n \log n)$ time, through sorting, or $O(n)$ expected time, through hashing.

Streaming setting. Need 1 or 2 passes, depending on goals

- First pass (Boyer-Moore algorithm): find an element x which is the majority element, if one exists.
- Second pass: check whether x is indeed the majority element.

Boyer-Moore algorithm

spesso, alg. streaming hanno poche righe

The Boyer-Moore algorithm maintains 2 integers *cand* and *count*:

- *cand* contains a candidate majority element (*the true majority element, if one exists*);
- *count* is a counter;

Initialization: *cand* \leftarrow null and *count* \leftarrow 0.

For each x_t in Σ **do**

if *count* = 0 **then** {*cand* \leftarrow x_t ; *count* \leftarrow 1;}

else {

if *cand* = x_t **then** *count* \leftarrow *count* + 1

else *count* \leftarrow *count* - 1

 }

UPDATE

At the end: return *cand*

QUERY

Example

$$\Sigma = A, A, A, C, C, B, B, A, A$$

CAND	COUNT	
A	1	null
A	2	A
A	3	A
C	2	A
C	1	A
B	0	A
B	1	B
A	0	B
A	1	A

l'andamento: A
↓
verificare: guardo tutto stream
impossibile per risultati real-time

[1] \Rightarrow valore finale non garantisce correttezza

Example

$$\Sigma = A, A, A, C, C, C, B, B, B$$

CAND	COUNT
null	0
A	1
A	2
A	3
C	2
C	1
C	0
B	1
B	2
B	3

Warm-up: finding the majority element

Theorem

Given a stream Σ which contains a majority element m , the Boyer-Moore algorithm returns m using:

- working memory of size $O(1)$; \Rightarrow solo 2 interi
- 1 pass; \Rightarrow solo primo step; assumiamo esistono elementi
- $O(1)$ time per element. \Rightarrow solo update

Più difficile dimostrare correttezza

Dimostrare $CAND_n = m$ alla fine

\Downarrow
f. d. in stream vero majority el.

Dimostriamo che $CAND_n \neq m$ alla fine

$CAND_i :=$ candidato dopo iterazione i (0 : inizio)

Consideriamo ultima it. $CAND_n = n \neq m$, $COUNT_n = k$

Partiziono Σ :

- $COUNT_n = k$ elementi uguali a $CAND_n = n$
- altri $n - k$ elementi \Rightarrow raggruppabili a coppie (x_i, x_i) , $x_i \neq x_j \Rightarrow$
 \Rightarrow un elemento aumenta $COUNT$, altro lo riduce

$\Leftrightarrow i \in [0, n]$)

Dimostriamo $n \neq m \Rightarrow m$ può apparire $l = \frac{n-k}{2} \in [0, \frac{n}{2}]$ volte

\downarrow
contradizione:
 m majority el $\Rightarrow l > \frac{n}{2}$



Exercise

Let $\Sigma = x_1, x_2, \dots, x_n$ be a stream of n distinct integers in $[1, n + 1]$. Design a streaming algorithm that finds the missing number using $O(1)$ -size working memory, 1 pass, and $O(1)$ time per element.

Sampling

Sampling

buona rappresentazione di X

Definition

Given a set X of n elements and an integer $1 \leq m < n$, an m -sample of X is a random subset $S \subset X$ of size m , such that for each $x \in X$, we have $\Pr(x \in S) = m/n$ (uniform sampling).

In the off-line setting, an m -sample S of X can be easily computed by selecting m elements from X (or, equivalently, their indices) with uniform probability and without replacement.

In the streaming setting, things get harder, especially in application scenarios where streams are potentially unbounded and at every time step a random sample of the elements seen so far is required (e.g., monitoring of sensor data)

+ semplice: prima di streaming scelgo sample (indici) \Rightarrow richiede sapere n

Sampling

Sampling problem

Given a (possibly unbounded) stream $\Sigma = x_1, x_2, \dots$ and an integer $m < |\Sigma|$, maintain, for every $t > m$, an m -sample S of the prefix $\Sigma_t = x_1, x_2, \dots, x_t$. $\Rightarrow \Pr(x_i \in S) = \frac{m}{t} \quad \forall \text{ instant } t \in [1, n]$

For a fixed t , the solution is easy

- Before the stream starts, compute an m -sample \mathcal{I} of the set of integers $\{1, \dots, t\}$. \Rightarrow indices
- For each entry $x_i \in \Sigma_t$ with $i \in \mathcal{I}$, add x_i to S .

How can we maintain S for every t ?

Reservoir Sampling: algorithm

The following algorithm, dubbed Reservoir Sampling was developed by J.S. Vitter in 1985. \Rightarrow introdotto per modelli di memoria esterna (e.g. nastri)

Initialization: $S \leftarrow \emptyset$.

For each x_t in Σ **do**

if $t \leq m$ **then** add x_t to S : \Rightarrow all'inizio prendiamo tutto

else with probability m/t do the following: { \Rightarrow t varie, prob. vende

evict a random element x from S

add x_t to S

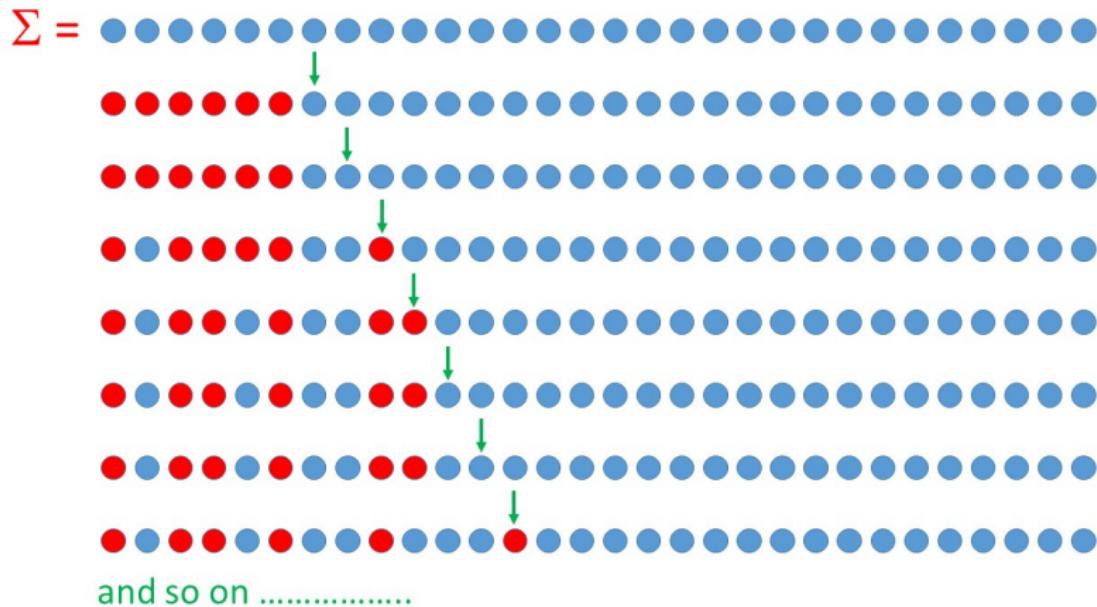
}

\Rightarrow sostituiamo elementi

m -esimo elemento sarà in sample $(m/m) \Rightarrow$ proprietà soddisfatta

Remark: the stream size needs not be known, and, in fact, it can be unbounded.

Example: $m = 6$



Reservoir Sampling: analysis

Theorem

Let $\Sigma = x_1, x_2, \dots$. For any time $t \geq m$, the set S maintained by the reservoir sampling algorithm is an m -sample of $\Sigma_t = x_1, x_2, \dots, x_t$. $\Rightarrow \forall t \geq m, \Pr[x_i \in S] = m/t \quad \forall i \in [1, t]$

1 pass, memoria dim. m , processing time costante (dipende da implementazione S)

Induzione:

- base: $t = m \Rightarrow x_1, \dots, x_m$ in S con prob. $1 = \frac{m}{m} \Rightarrow$
 $\Rightarrow S$ è m -sample per x_1, \dots, x_m

- induzione: $t \geq m$

- 1) $\Pr[x_t \in S] = m/t$ (ultimo el.) \Rightarrow per costruzione
- 2) $\Pr[x_i \in S] \forall i \leq t$

Sia S_h sample S dopo aver ricevuto x_1, \dots, x_h

$$\Pr[x_i \in S] = \Pr[x_i \in S_t \mid x_t \in S_t] \Pr[x_t \in S_t] + \\ + \Pr[x_i \in S_t \mid x_t \notin S_t] \Pr[x_t \notin S_t]$$

$$\Pr[x_i \in S_t \mid x_t \in S_t] = \Pr[x_i \in S_{t-1}] \Pr[x_i \text{ non acciato a tempo } t \mid x_i \in S_{t-1}]$$

$$= \frac{m}{t-1} \left(\frac{m-1}{m} \right) = \frac{m-1}{t-1}$$

$$\Pr[x_i \in S_t \mid x_t \notin S_t] = \Pr[x_i \in S_{t-1}] = \frac{m}{t-1}$$

$$\Pr[x_i \in S] = \frac{m-1}{t-1} \cdot \frac{m}{t} + \frac{m}{t-1} \cdot \left(1 - \frac{m}{t}\right) = \frac{m(m-1) + m(t-m)}{t(t-1)} =$$
$$= \frac{m^2/m + tm - m^2}{t(t-1)} = \frac{m}{t}$$

Sampling-based applications: Frequent Items

Frequent Items problem

Given a stream $\Sigma = x_1, x_2, \dots, x_n$ of n items and a frequency threshold $\varphi \in (0, 1)$, determine all distinct items that occur at least $\varphi \cdot n$ times in Σ (we call them frequent items).

$x_i \in \cup \text{universo}$

$f = 1/2 \Rightarrow \max. 1 \text{ el.}$

Usare reservoir sampling

1 - calcolare m -sample

2 - ritornare el. unici in m -sample come frequent items

m piccolo ($m < \frac{1}{\varphi}$) \Rightarrow no spazio per tutti f.i.

m grande ($m \gg 1/\varphi$) \Rightarrow troppo rumore

$m = 1/\varphi$ # occorrenze f in sample

\forall f.i. $f \in U$, $E[m_f] = 1$ ($n_f = \#f$ in $\Sigma \geq q_n$)

x_{i_1}, \dots, x_{i_m} : el. in Σ uguali a f

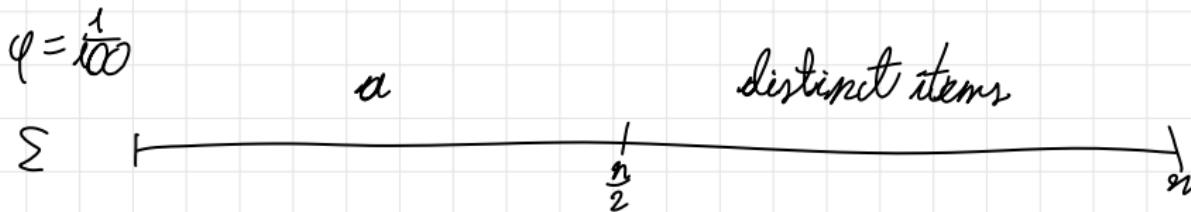
\hookrightarrow tutti con prob. m/n di essere in sample

$$m_f = \sum_{j=1}^m Y_j \Rightarrow Y_j = \begin{cases} 1 & se x_{i_j} \text{ in sample} \\ 0 & altrimenti \end{cases}$$

$$\mathbb{E}[m_R] = \mathbb{E}\left[\sum_{i=1}^{n_R} Y_i\right] = \sum_{i=1}^{n_R} \mathbb{E}[Y_i]$$

$$\mathbb{E}[Y_i] = 1 \cdot \Pr[x_i \text{ in sample}] + 0 \cdot \Pr[x_i \text{ not in sample}] = \frac{m}{n}$$

$$\mathbb{E}[m_R] = n_R \cdot \frac{m}{n} \geq q n \cdot \frac{1}{qn} \geq 1$$



$$n - \text{sample} \Rightarrow n = 100$$

↳ metà a, metà distinct items

Reservoir sampling per trovare molto rumore

Frequent Items with Reservoir sampling

Frequent items can be approximated through reservoir sampling:

- ① Extract an m -sample S from Σ with reservoir sampling. Note that the same element may occur multiple times in the sample!
- ② Return the subset $S' \subseteq S$ of distinct items in the sample

How well does S' approximate the set of frequent items?

- If $m \geq 1/\varphi$, for any given frequent item a , we expect to find at least one copy of a in S (hence in S').
- However, some frequent item may be missed, and S' may contain items with very low frequency.

Approximate Frequent Items

ϵ -Approximate Frequent Items (ϵ -AFI) problem

Given the stream $\Sigma = x_1, x_2, \dots, x_n$ of n items, a frequency threshold $\varphi \in (0, 1)$, and an accuracy parameter $\epsilon \in (0, \varphi)$, return a set of distinct items that

- includes all items occurring at least $\varphi \cdot n$ times in Σ .
- contains no item occurring less than $(\varphi - \epsilon) \cdot n$ times in Σ .

Remark: with this formulation, we avoid false negatives but tolerate high-frequency false positives.

rare items



frequent items

Sticky Sampling

Sticky Sampling provides a **probabilistic solution** to the ϵ -AFI problem.

MAIN INGREDIENTS:

- Confidence parameter $\delta \in (0, 1)$.
- Hash Table S , whose entries are pairs $(x, f_e(x))$ where
 - x (the key) is an item
 - $f_e(x)$ (the value) is a lower bound to the number of occurrences of x seen so far.
- Sampling rate chosen to ensure (with probability $\geq 1 - \delta$) the frequent items are in the sample.

Sticky Sampling: algorithm

Consider stream $\Sigma = x_1, x_2, \dots, x_n$, and assume n known!

Initialization:

- $S \leftarrow$ empty Hash Table);
- $r = \ln(1/(\delta\varphi))/\epsilon$; // sampling rate $= r/n$.

For each x_t in Σ do

if $(x_t, f_e(x_t)) \in S$ then $f_e(x_t) \leftarrow f_e(x_t) + 1$;
else add $(x_t, 1)$ to S with probability r/n ; /* (start tracking x_t) */

At the end: return all items x in S with $f_e(x) \geq (\varphi - \epsilon)n$

Sticky Sampling. analysis

Theorem

Sticky sampling solves the ϵ -AFI problem correctly with probability at least $1 - \delta$ and requires

- working memory of size $O(\ln(1/(\delta\varphi))/\epsilon)$, in expectation;
- 1 pass;
- $O(1)$ expected processing time per element.

Remark: The space is independent of the stream length.

Sticky Sampling with unknown n

Suppose that n is not known by the algorithm or Σ is unbounded.

GOAL: After processing x_1, x_2, \dots, x_n we want to be able to derive a solution to the ϵ -AFI problem for x_1, x_2, \dots, x_n , for every $n \geq 1$.

IDEA. Maintain sampling rate always $\geq r/n$, with

$$r = \ln(1/(\delta\varphi))/\epsilon,$$

as follows.

- Subdivide the stream Σ into batches B_0, B_1, B_2, \dots of geometrically growing size: namely: $|B_0| = 2r$ and $|B_i| = 2^i r$, for every $i \geq 1$.
- Sample each batch B_i with geometrically decreasing rate $1/2^i$.
- Recalibrate S at the beginning of each batch.

Sticky Sampling with unknown n : algorithm

Initialization:

- $S \leftarrow$ empty Hash Table);
- $r = \ln(1/(\delta\varphi))/\epsilon;$

For each $x_t \in \Sigma$ do

Let B_i the batch of x_t ;

if x_t is the first element of B_i **then** {

For each $(x, f_e(x)) \in S$ **do**

Let $\tau =$ number of tails before head of an unbiased coin.

if $f_e(x) - \tau > 0$ **then** $f_e(x) = f_e(x) - \tau$

else delete $(x, f_e(x))$ from S

}

if $(x_t, f_e(x_t)) \in S$ **then** $f_e(x_t) \leftarrow f_e(x_t) + 1$;

else add $(x_t, 1)$ to S with probability $1/2^i$;

Observations

Exercise

Let $\Sigma = x_1, x_2, \dots, x_n$ be a stream of n items and let S be an m -sample computed on Σ using reservoir sampling. For a given frequency threshold $\phi \in (0, 1)$, consider a frequent item a , that is an item occurring at least ϕn times in Σ . Show that, if $m \geq / \phi$, at least one occurrence of a is in S , in expectation.

Exercise

For a stream Σ of n items x_1, x_2, \dots, x_n , consider the following algorithm:

- Run in parallel the Boyer-Moore majority algorithm and the Sticky Sampling algorithm with $\varphi = 1/2$.
- Let $cand$ be the candidate identified by the Boyer-Moore algorithm, and S the set of items returned by the Sticky Sampling algorithm.

If $cand \in S$ then return $cand$ otherwise return $null$.

What can we say about the output of the algorithm? Distinguish among the case where Σ contains a majority element and the case where Σ does not contain a majority element.

References

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