

Design and Analysis of Algorithms I

Data Structures

Bloom Filters

Bloom Filters: Supported Operations

Raison Dêtre: fast Inserts and Lookups.

Comparison to Hash Tables:

Pros: more space efficient.

Cons:

- 1) can't store an associated object
- 2) No deletions
- 3) Small false positive probability

(i.e., might say x has been inserted even though it hasn't been)

Bloom Filters: Applications

Original: early spellcheckers.

Canonical: list of forbidden passwords

Modern: network routers.

- Limited memory, need to be super-fast

Bloom Filter: Under the Hood

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Ingredients: 1) array of n bits (So \frac{n}{|S|} = \# \ of \ bits \ per \ object \ in \ data \ set \ S)

2) k hash functions h_1, \ldots, h_k (k = small constant)

Insert(x): for i = 1,2,...,k (whether or not bit already set ot 1)

set A[h_i(x)]=1

Lookup(x): return TRUE \Leftrightarrow A[h_i(x)] = 1 for every I = 1,2,...,k.

Note: no false negatives. (if x was inserted, Lookup (x) guaranteed to succeed)
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But: false positive if all k $h_i(x)$'s already set to 1 by other insertions.

Heuristic Analysis

<u>Intuition:</u> should be a trade-off between space and error (false positive) probability.

Assume: [not justified] all $h_i(x)$'s uniformly random and independent (across different i's and x's).

Setup: n bits, insert data set S into bloom filter.

Note: for each bit of A, the probability it's been set to I is (under above assumption):

Under the heuristic assumption, what is the probability that a given bit of the bloom filter (the first bit, say) has been set to 1 after the data set S has been inserted?

prob 1st bit = 0

$$0(1-1/n)^{k|S|}$$
prob 1st bit = 1
$$0(1-1/n)^{k|S|}$$
prob 1st bit = 1
$$0(1/n)^{|S|}$$

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assumption):

$$1 - (1 - \frac{1}{n})^{k|S|} \le 1 - e^{-\frac{k|S|}{n}} = 1 - e^{-\frac{k}{b}}$$

Pecall: & The

b = # of bits per object (n/|S|)

Heuristic Analysis (con'd)

Story so far: probability a given bit is 1 is $< 1 - e^{\frac{-k}{b}}$

<u>So:</u> under assumption, for x not in S, false positive probability is $\leq [1 - e^{\frac{-k}{b}}]^k$ where b = # of bits per object.

How to set k?: for fixed b, ϵ is minimized by setting

Plugging back in:
$$\epsilon \approx (\frac{1}{2})^{(ln2)b}$$
 or $b \approx 1.44 log_2 \frac{1}{\epsilon}$ (exponentially small in b.)

small in b)

Ex: with b = 8, choose k = 5 or 6, error probability only approximately 2%.

error rånk ϵ