

Analysis of Bloom Filters

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Distributed Computing

Outline

1 Probability of False Positives

2 Choosing m and k

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- For the k hashing functions, assuming they're independent the probability that a bit is not set to 1 for each of them is

$$\left(1 - \frac{1}{m}\right)^k$$

Probability of False Positives (2)

- After inserting n elements, a bit is still set to 0 with probability

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so, it is 1 with probability

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- We get a false positive when k random bits are set to 1, hence with probability

$$p_{err} = \left(1 - \left(1 - \frac{1}{m}\right)^{kn}\right)^k$$

Probability of False Positives (3)

- We can use the fact that

$$\lim_{m \rightarrow \infty} \left(1 - \frac{1}{m}\right)^m = \frac{1}{e}$$

to get, for large m values

$$p_{err} = \left(1 - \left(1 - \frac{1}{m}\right)^{kn}\right)^k = \left(1 - \left(\left(1 - \frac{1}{m}\right)^m\right)^{kn/m}\right)^k \approx \left(1 - \left(\frac{1}{e}\right)^{kn/m}\right)^k$$

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- In real-world cases, the approximation is good and this is the value we'll be using.

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- This means that a Bloom filter is most efficient when half of the bits are 0s and half are 1s
- Intuitively, it makes sense: the data structure is carrying as much information as possible!

How Big Given an Error Rate?

- With optimal k , the false positive rate is

$$p_{err} \approx \left(1 - e^{-kn/m}\right)^k = \left(1 - e^{-\ln 2}\right)^{\frac{m}{n} \ln 2} = \frac{1}{2}^{\frac{m}{n} \ln 2} = \left(e^{-\ln 2}\right)^{\frac{m}{n} \ln 2} = e^{-\frac{m}{n} (\ln 2)^2}$$

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- If we fix $p_{err} = \epsilon$, we get

$$\ln \epsilon = -\frac{m}{n} (\ln 2)^2,$$

hence

$$m = -\frac{n \ln \epsilon}{(\ln 2)^2}$$

Bits Per Item

- The optimal number of bits per item is

$$\frac{m}{n} = -\frac{\ln \epsilon}{(\ln 2)^2} \approx -2.08 \ln \epsilon$$

- Let's change the base:

$$\ln \epsilon = \frac{\log_{10} \epsilon}{\log_{10} e} \approx 2.30 \log_{10} \epsilon,$$

hence

$$\frac{m}{n} \approx -4.79 \log_{10} \epsilon$$

Bits Per Item: Interpretation

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- For 1%, $\epsilon = 0.01$ and $\log_{10} \epsilon = -2$, so we have 9.59 bits per item: a bit more than 1 byte per item
- For 0.1%, $\epsilon = 0.001$ and $\log_{10} \epsilon = -3$, we have 14.38 bits per item: less than 2 bytes per item
- Every additional 0 in ϵ only adds 5 bits per item...

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- If you're interested in even more, look up cuckoo filters :)