

CSCB63 – Design and Analysis of Data Structures

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Username problem

- Registering a new user into a system
- Asking for their username (has to be unique)
- Search through all available ones
- Complexity
 - Linear if we decide to search through all of them one by one
 - Binary search possible if we store them in sorted order (balanced tree or simply sorted array)
 - B-Tree to get a better time bound (index)

Can we do better?

Bloom filter

- Not an index, just a filter
- Answers YES or NO
 - Yes - key in the structure
 - No - key not in the structure
- Isn't always right (we can control this rate though)
- Guarantees that NO is always right

Recap: Binary classification errors

- False positive - System says YES (positive), but actually isn't (false, actually is NO)
- False negative - System says NO (negative), but actually isn't (false, actually is YES)

Bloom filter

- False positive - can happen
- False negative - cannot happen

NO means no

YES can be maybe

Bloom filter

- Collection of m bits
- Collection of k hash functions
- All hash functions hash to one of the m bits

0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	1	0	0	1	0	1	0	0	0	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

- It is an auxiliary structure, assists another data structure

Bloom filter insert

- For all k hash functions, compute $h_i(\text{key}) = j$
- Turn bit j to 1

```
0. insert(B, key)
1.   for i in 0 to k-1:
2.       B[B.h_i(key)] = 1
```

Complexity? $\mathcal{O}(k)$

Insert in main structure after

Bloom filter search

- For all k hash functions, compute $h_i(\text{key}) = j$
- Yes, if all j bits are 1
- No, otherwise

```
0. search(B, key):  
1.   for i in 0 to k-1:  
2.       if B[B.h_i(key)] = 0:  
3.           return False  
4.   return True
```

Complexity? $\mathcal{O}(k)$

Search in main structure after (only if YES)

Bloom filter delete

- Re-hash everything again (same for growing number of bits, same as increasing buckets in hash table)
- Deleting from bloom filters is not possible
- Advanced filters (out of scope)
- Just ignore deletes, affects false positive probability

Delete in main structure after

False positive probability

- Assume simple uniform hashing for all hash functions
- Assume hash functions are independent of each other
- $\Pr(\text{certain bit is set by a certain hash function})$

$$\frac{1}{m}$$

- $\Pr(\text{certain bit is not set by a certain hash function})$

$$1 - \frac{1}{m}$$

- $\Pr(\text{certain bit is not set by } k \text{ hash functions})$

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

False positive probability

- n items have been inserted so far
- $\Pr(\text{certain bit is not set after } n \text{ insertions})$

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

- $\Pr(\text{certain bit is set after } n \text{ insertions})$

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

- $\Pr(\text{false positive}) = \Pr(\text{all } k \text{ hash functions hash to a set bit})$

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

Advantages of bloom filter

- Fast - constant for number of hash functions
- Space efficient - 10 bits per key for $< 1\%$ false positive probability