

The Count Distinct Problem

Steven Rosendahl

November 16, 2015

Summary

The Problem

The Hash Table

The HyperLogLog

The Question

The Question

- ▶ What is the problem?

The Question

- ▶ What is the problem?
- ▶ Imagine we have a set called \mathbb{V} that contains a billion elements of the same type.

The Question

- ▶ What is the problem?
- ▶ Imagine we have a set called \mathbb{V} that contains a billion elements of the same type.
- ▶ How many *unique* elements are in \mathbb{V} ?

Questions

Questions

1. Pokémon Problem: How many unique Pokémon will a player encounter in a given playthrough of all the games?

Questions

1. Pokémon Problem: How many unique Pokémon will a player encounter in a given playthrough of all the games?
2. Facebook Problem: How many unique application installs are made a day on Facebook?

Questions

1. Pokémon Problem: How many unique Pokémon will a player encounter in a given playthrough of all the games?
2. Facebook Problem: How many unique application installs are made a day on Facebook?
3. Twitter Problem: How many unique hashtags are made a day on Twitter?

Questions

1. Pokémon Problem: How many unique Pokémon will a player encounter in a given playthrough of all the games?
2. Facebook Problem: How many unique application installs are made a day on Facebook?
3. Twitter Problem: How many unique hashtags are made a day on Twitter?

We will use \mathbb{S} to represent the set of all the data, and \mathbb{V} to represent the set of unique elements.

Summary

The Problem

The Hash Table

The HyperLogLog

Hashing

Hashing

- ▶ What is *hashing*?

Hashing

- ▶ What is *hashing*?
- ▶ Applying a function $h(x)$ to every element in \mathbb{S} , and storing the result in \mathbb{V} .

Hashing

- ▶ What is *hashing*?
- ▶ Applying a function $h(x)$ to every element in \mathbb{S} , and storing the result in \mathbb{V} .
- ▶ Ideally, $h(x)$ is

Hashing

- ▶ What is *hashing*?
- ▶ Applying a function $h(x)$ to every element in \mathbb{S} , and storing the result in \mathbb{V} .
- ▶ Ideally, $h(x)$ is
 1. Onto (surjective)

Hashing

- ▶ What is *hashing*?
- ▶ Applying a function $h(x)$ to every element in \mathbb{S} , and storing the result in \mathbb{V} .
- ▶ Ideally, $h(x)$ is
 1. Onto (surjective)
 2. One-to-one (injective)

Hashing

- ▶ What is *hashing*?
- ▶ Applying a function $h(x)$ to every element in \mathbb{S} , and storing the result in \mathbb{V} .
- ▶ Ideally, $h(x)$ is
 1. Onto (surjective)
 2. One-to-one (injective)
- ▶ We can ignore the duplicate values in \mathbb{V} .

Solving the Pokémon Problem

Solving the Pokémon Problem

- ▶ How can we solve the Pokémon Problem using a hash?

Solving the Pokémon Problem

- ▶ How can we solve the Pokémon Problem using a hash?
- ▶ Create a hash function that turns a given Pokémon into a numerical value

Solving the Pokémon Problem

- ▶ How can we solve the Pokémon Problem using a hash?
- ▶ Create a hash function that turns a given Pokémon into a numerical value
- ▶ Store the result in \mathbb{V} if it is not already there.

Solving the Pokémon Problem

- ▶ How can we solve the Pokémon Problem using a hash?
- ▶ Create a hash function that turns a given Pokémon into a numerical value
- ▶ Store the result in \mathbb{V} if it is not already there.
- ▶ The hash function:
 1. Sum up the ASCII value of each character in a Pokémon's name. Call this n .

Solving the Pokémon Problem

- ▶ How can we solve the Pokémon Problem using a hash?
- ▶ Create a hash function that turns a given Pokémon into a numerical value
- ▶ Store the result in \mathbb{V} if it is not already there.
- ▶ The hash function:
 1. Sum up the ASCII value of each character in a Pokémon's name. Call this n .
 2. Add n to the Pokémon's corresponding National Pokédex number. Call this m .

Solving the Pokémon Problem

- ▶ How can we solve the Pokémon Problem using a hash?
- ▶ Create a hash function that turns a given Pokémon into a numerical value
- ▶ Store the result in \mathbb{V} if it is not already there.
- ▶ The hash function:
 1. Sum up the ASCII value of each character in a Pokémon's name. Call this n .
 2. Add n to the Pokémon's corresponding National Pokédex number. Call this m .
 3. Find $m \bmod 721$.

Solving the Pokémon Problem

- ▶ How can we solve the Pokémon Problem using a hash?
- ▶ Create a hash function that turns a given Pokémon into a numerical value
- ▶ Store the result in \mathbb{V} if it is not already there.
- ▶ The hash function:
 1. Sum up the ASCII value of each character in a Pokémon's name. Call this n .
 2. Add n to the Pokémon's corresponding National Pokédex number. Call this m .
 3. Find $m \bmod 721$.
 4. Results:

Solving the Pokémon Problem

- ▶ How can we solve the Pokémon Problem using a hash?
- ▶ Create a hash function that turns a given Pokémon into a numerical value
- ▶ Store the result in \mathbb{V} if it is not already there.
- ▶ The hash function:
 1. Sum up the ASCII value of each character in a Pokémon's name. Call this n .
 2. Add n to the Pokémon's corresponding National Pokédex number. Call this m .
 3. Find $m \bmod 721$.
 4. Results:
 - ▶ On average: 461 unique encounters

Problems With The Hash Table

Problems With The Hash Table

- ▶ Memory Intensive
 - ▶ Pokémon problem only dealt with a set \mathbb{S} of size 6000

Problems With The Hash Table

- ▶ Memory Intensive
 - ▶ Pokémon problem only dealt with a set \mathbb{S} of size 6000
 - ▶ Twitter Problem deals with \mathbb{S} of size 200,000,000.

Problems With The Hash Table

- ▶ Memory Intensive
 - ▶ Pokémon problem only dealt with a set \mathbb{S} of size 6000
 - ▶ Twitter Problem deals with \mathbb{S} of size 200,000,000.
 - ▶ Collisions and collision policies also add to the amount of memory required.

Summary

The Problem

The Hash Table

The HyperLogLog

The Algorithm

The Algorithm

1. Create a bitmap in memory. We will call this \mathbb{V} .

The Algorithm

1. Create a bitmap in memory. We will call this \mathbb{V} .
2. For each value s in \mathbb{S} , hash s to a binary number.

The Algorithm

1. Create a bitmap in memory. We will call this \mathbb{V} .
2. For each value s in \mathbb{S} , hash s to a binary number.
 - ▶ We will use a *Murmur Hash* to do this.

The Algorithm

1. Create a bitmap in memory. We will call this \mathbb{V} .
2. For each value s in \mathbb{S} , hash s to a binary number.
 - ▶ We will use a *Murmur Hash* to do this.
3. Analyze the first sequence of 0's in the binary value, and store the number of leading 0's into the bitmap.
 - ▶ If the sequence of 0's has been seen before, there is a high probability that the term is a duplicate

The Algorithm

1. Create a bitmap in memory. We will call this \mathbb{V} .
2. For each value s in \mathbb{S} , hash s to a binary number.
 - ▶ We will use a *Murmur Hash* to do this.
3. Analyze the first sequence of 0's in the binary value, and store the number of leading 0's into the bitmap.
 - ▶ If the sequence of 0's has been seen before, there is a high probability that the term is a duplicate
4. Take the harmonic average of all the totals in the bitmap.

The Math

The Math

- ▶ How much memory is required?

The Math

- ▶ How much memory is required?

$$\text{Memory Required} = \log_2 (\log_2 (M))$$

The Math

- ▶ How much memory is required?

$$\text{Memory Required} = \log_2 (\log_2 (M))$$

- ▶ M is the size of the original set of data (\mathbb{S}).

The Math

- ▶ How much memory is required?

$$\text{Memory Required} = \log_2(\log_2(M))$$

- ▶ M is the size of the original set of data ($\$$).
- ▶ For the Twitter Problem:

The Math

- ▶ How much memory is required?

$$\text{Memory Required} = \log_2 (\log_2 (M))$$

- ▶ M is the size of the original set of data ($\$$).
- ▶ For the Twitter Problem:

$$\begin{aligned}\text{Memory Required} &\approx \log_2 (\log_2 (200,000,000 \times 10)) \\ &\approx 4.94kb\end{aligned}$$

The Math

- ▶ How much memory is required?

$$\text{Memory Required} = \log_2 (\log_2 (M))$$

- ▶ M is the size of the original set of data ($\$$).
- ▶ For the Twitter Problem:

$$\begin{aligned}\text{Memory Required} &\approx \log_2 (\log_2 (200,000,000 \times 10)) \\ &\approx 4.94kb\end{aligned}$$

- ▶ What is the predicted error?

The Math

- ▶ How much memory is required?

$$\text{Memory Required} = \log_2 (\log_2 (M))$$

- ▶ M is the size of the original set of data (\mathbb{S}).
- ▶ For the Twitter Problem:

$$\begin{aligned}\text{Memory Required} &\approx \log_2 (\log_2 (200,000,000 \times 10)) \\ &\approx 4.94kb\end{aligned}$$

- ▶ What is the predicted error?

$$\text{Error} = \frac{\sqrt{3 \log(2) - 1}}{m}$$

The Math

- ▶ How much memory is required?

$$\text{Memory Required} = \log_2 (\log_2 (M))$$

- ▶ M is the size of the original set of data (\mathbb{S}).
- ▶ For the Twitter Problem:

$$\begin{aligned}\text{Memory Required} &\approx \log_2 (\log_2 (200,000,000 \times 10)) \\ &\approx 4.94kb\end{aligned}$$

- ▶ What is the predicted error?

$$\text{Error} = \frac{\sqrt{3 \log(2) - 1}}{m}$$

- ▶ m is the number of spaces in the bitmap (\mathbb{V}).

Solving the Twitter Problem

Solving the Twitter Problem

- ▶ How can we process count 200,000,000 hashtags on an average computer?

Solving the Twitter Problem

- ▶ How can we process count 200,000,000 hashtags on an average computer?
- ▶ We can lower the sample size and apply a best fit line to the data.

Solving the Twitter Problem

- ▶ How can we process count 200,000,000 hashtags on an average computer?
- ▶ We can lower the sample size and apply a best fit line to the data.
 1. For 24 hours, gather 2000 tweets containing “#” every 2 minutes.

Solving the Twitter Problem

- ▶ How can we process count 200,000,000 hashtags on an average computer?
- ▶ We can lower the sample size and apply a best fit line to the data.
 1. For 24 hours, gather 2000 tweets containing “#” every 2 minutes.
 2. Using the HyperLogLog, determine the unique number of total hashtags every time a new sample is gathered.

Results

Results

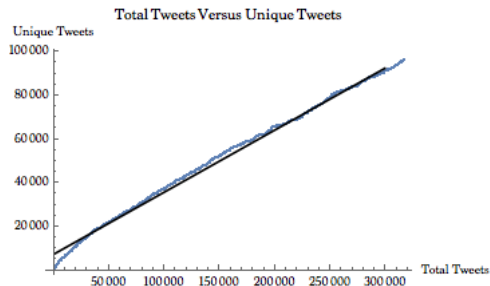


Figure: $0.284356x + 7361.39$

Results

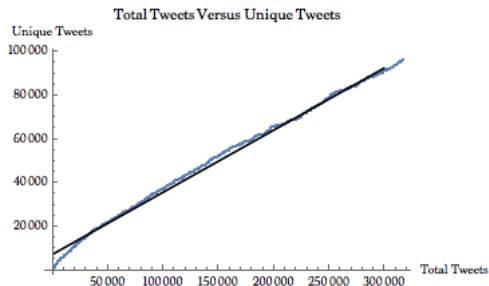


Figure: $0.284356x + 7361.39$

- Plugging in 200,000,000 gives us

Results

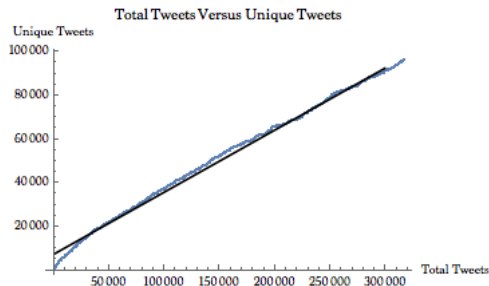


Figure: $0.284356x + 7361.39$

- ▶ Plugging in 200,000,000 gives us
- ▶ 5.68785×10^7 unique hashtags.