

# Minimizing Page Faults on Bloom Filters

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## Abstract

Bloom filters [1] are used ubiquitously due to their speed and memory efficiency in theory and in practice. However, the standard implementation of sufficiently large bloom filters suffers from page faults. In this paper we propose a bloom filter implementation that guarantees one page access per insert or query. This minimizes page faults, thereby drastically improving efficiency. We will show theoretically and empirically that our hierarchical implementation is expected to be faster than the standard implementation.

**Keywords:** probabilistic data structures, bloom filters, memory hierarchy, implementation, page fault analysis

## 1 Introduction

In this section I will describe the proposed hierarchical bloom filter implementation in detail.

Our hierarchical bloom filter will be a collection of bloom filters of the computer systems page size (4096 bytes). We will have as many bloom filters as it takes to occupy  $M$  bits.  $M$  should be  $10N$  where  $N$  is the number of expected keys to be in the bloom filter. We will generate 8 independent hash functions. 1 hash function will be used to select the sub-bloom filter; the other 7 will be used to set bits in the baby bloom filter as the standard implementation.

The idea behind this is that we minimize page faults, as we only need to access one page of memory to set bits instead of up to 7.

The numbers selected will be justified in the *Theoretical Justification* section.

## 2 Literature Survey

In my literature survey, I discovered a similar approach except making bloom filters hierarchical. Tim Kaler's proposed cache-efficient bloom filters [3] makes sub-bloom filters of size cache-size; thus, their idea is very similar to mine except they do it on a smaller unit of memory.

Evgeni Krimer and Mattan Erez used a power-of-two choice principle within blocked-bloom filters to decrease the false positive rate. Instead of simply selecting one block to write into, they choose multiple. [2].

## 3 Performance Theoretical Justification

## 4 Experiments

We will now empirically validate that the hierarchical implementation is more time efficient than the standard implementation without sacrificing accuracy. Two experiments will be conducted.

First, we will **measure elapsed time as insertions scale** of each implementation. We anticipate that the hierarchical implementation will take less time than the standard implementation for any sufficiently large value of insertions.

Second, we will **measure false positives as we scale bits allocated per element** of each implementation. We anticipate that the hierarchical and standard implementation will be approximately same as the theoretical false positive rate discussed before.

For each of these sections, we pseudorandomly generate keys to both insert and query. Discussion on exactly how these keys are generated is discussed in the appendix.

## 4.1 Comparing Time Efficiency

For this experiment, we seek to validate that the hierarchical implementation performs better than the standard implementation as the number of insertions grow. *Hypothesis:* The hierarchical bloom filter will take less time than the standard implementation to insert  $n$  keys for any  $n$ .

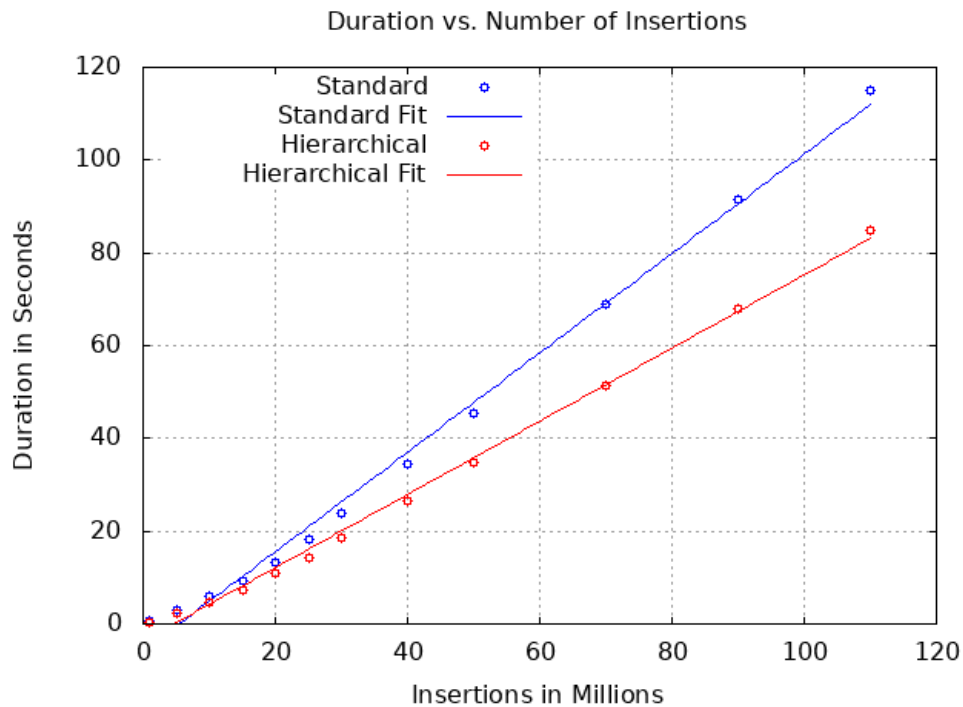
### 4.1.1 Experimental Settings

The experiment will run as follows. For each implementation run the following procedure:

1. Generate  $n$  random keys.
2. Generate a bloom filter of both variants of size  $10n$ . Use the optimal theoretical configuration for each bloom filter (i.e,  $k = 7$ ,  $l = 1$ ).
3. Time how long it takes to insert all  $n$  keys into each of the bloom filters. Report this number.
4. Repeat for various sizes of  $n$ .

Repeat this entire process 3 times.

### 4.1.2 Results



The slope of the line of best fits that are plotted are as follows where  $n$  is millions of insertions:

- The best fit line for the standard implementation is:  $t = 1.07146 \cdot n - 5.83917$
- The best fit line for the hierarchical implementation is:  $t = 0.789073 \cdot n - 3.64732$

Thus, our experiment shows that the hierarchical implementation performs 35% more operations per second than the standard implementation!

### 4.1.3 Conclusion

We have supported our hypothesis that the hierarchical implementation is more efficient than the standard implementation. In fact, it can perform 35% more operations per second.

## 4.2 Comparing False Positive Rate

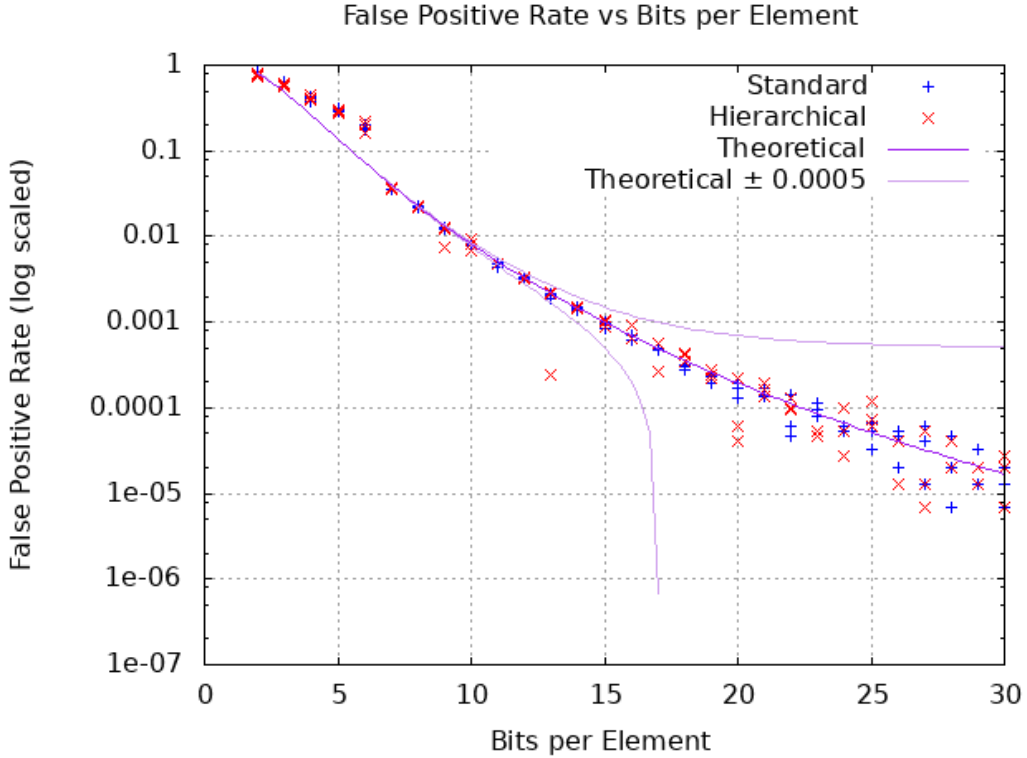
For this experiment, we seek to validate that the hierarchical implementation does not have a worse false positive rate than the standard implementation. *Hypothesis:* We expect them to have approximately the same false positive rate as the theoretical expectation discussed earlier.

### 4.2.1 Experimental Settings

The experiment will run as follows.

1. Generate 150,000 random “insertion” keys (of length 16).
2. Generate 150,000 random “false” keys to query distinct from the insertion keys (of length 15).
3. For each implementation run the following procedure:
  - (a) Let  $BPE$  be the bits per element (e.g  $BPE = 1$  or  $BPE = 10$ ).
  - (b) Generate a bloom filter of size  $150,000 \cdot BPE$ .
  - (c) Insert all the “insertion” keys and query all the “false” keys and measure how many of them the bloom filter return. Report this number.
  - (d) Repeat for various values of  $BPE$ .
4. Repeat this procedure again 3 times with different insertion and false keys.

### 4.2.2 Results



As we can see, both the standard and hierarchical implementation closely match the theoretical expectation. Both implementations do worse than theoretically expected if bloom filters are overpacked, but after Bits per Elements is greater than 6, both implementations are very close to theoretical expectation ( $\pm 0.0005$ ) or better.

### 4.2.3 Conclusion

We have supported our hypothesis that the hierarchical implementation is just as effective as the standard implementation.

## References

- [1] Burton H. Bloom. Space/time trade-offs in hash coding with allowable errors. *Communications of the ACM*, 1970.
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