# HEAVY HITTERS TAIL BOUNDS

Anna Karlin

## STREAM MODEL

- Input elements (e.g. Google queries) enter/arrive one at a time.
- We cannot possibly store the stream.

Question: How do we make critical calculations about the data stream using a limited amount of memory?

#### SOURCES OF THIS KIND OF DATA

- Sensor data
  - $\circ~$  E.g. millions of temperature sensors deployed in the ocean
- Image data from satellites or surveillance camers
  - E.g. London
- Internet and web traffic
  - $\circ~$  E.g. millions of streams of IP packets
- Web data
  - $\circ~$  E.g. Search queries on Google, clicks on Bing, etc.

## EXAMPLE APPLICATIONS

- Mining query streams
  - Google wants to know which queries are more frequent today than yesterday.
- Mining click streams
  - Facebook wants to know which of its ads are getting an unusual number of hits in the last hour.
- Mining social network news feeds
  - E.g., looking for trending topics on Twitter and Facebook, trending videos on TikTok

## MORE APPLICATIONS

- Sensor networks
  - $\circ~$  Many sensors feeding into a central controller.
- IP packets
  - $\circ~$  Gather congestion information for optimal routing
  - Detect denial-of-service attacks

#### PROBLEM

- Input: sequence of n elements  $x_1, x_2, ..., x_n$  from a known universe U (e.g., 8-byte integers).
- Goal: perform a computation on the input, in a single left to right pass where
  - Elements processed in real time
  - Can't store the full data. => minimal storage requirement to maintain working "summary"

HEAVY HITTERS: KEYS THAT OCCUR MANY TIMES 32, 12, 14, 32, 7, 12, 32, 7, 32, 12, X1, X21-- 1Xn Applications: Determining popular products find all elts Computing frequent search queries Identifying heavy TCP That occur more than n ten fx: # times element x has appeared in X, Xa, , Xt all elements with Find output (These elts are heavy hitters") k=100)

Output has size O(k) than many ells Provably impossible to solve this problem exactly who sublinear space can there be with fxt > n? Modified good: (solve E-HH problem) a) ~ ① If f<sub>x</sub> ≥ n added to list we ontput. 6 S 10 (2) If some elt, say y, added to last, then up. 71-6 c) 100 / 6) (0 fッシューモル 6= 10  $\begin{array}{c} (1) & \text{Suppose } k = 20 & \text{E} = 0.01 & \text{E} = \frac{10}{210} \\ (1) & \text{fx} > 0.05n & \text{true then in on list} \\ (2) & \text{fx} = 0.05n \\ (3) & \text{fx} = 0$ 2 = 0.01

JJ 0- I -0.04 M K, E, S. determine b, l.

#### COUNT-MIN SKETCH

- Maintain a short summary of the information that still enables answering queries.
- Cousin of the Bloom filter
  - $\circ~$  Bloom Filter solves the "membership problem".
  - $\circ~$  We want to extend it to solve a counting problem.

COUNT-MIN SKETCH  
(Nant:  
() If 
$$f_x \ge \frac{n}{k}$$
, added to hist  
() If  $f_x \ge \frac{n}{k}$ , added to hist  
(2) If some elt, say y, added  
to hist, then up.  $\ge 1-6$   
 $f_y \ge \frac{n}{k} - \sum b, l$   
designer specifies  $k, E, \delta = b, l$   
keep 2D among  
l bush tubles, each grize b.

when elt x shows up. Update (x): & (=j=l increment (+j[hj(x)]  $h_i(x)$ Lount (x): return min if (ount (x) > 2, odd اينا x to HU list ×J× h(3) hick h, ha h after X1 ... X+ arrived after X1 ... X+ arrived (ount(x) quaranteed t; [h; (x)] quaranteed >+ I don't know I don't know

Assumptions hash functions behave like random maps  $h_{ij} = h_{e} : U \longrightarrow \{o_{i}\} = \{b_{i}\}$  $Pr(h_{j}(x) = h_{j}(y))$ are indep of each other. hash m If hash fn h rankon, x7y Pr(h(x)=h(y))=6) I don't know

have just arrived) hj(\*) X .... Xt Fix time 2 -- X<sub>k</sub>-distr. E(2) n 4

E(2j)6 4 >0 Markov's Inequality N. >0 C CE(X)Pr(X >

## COUNT-MIN SKETCH

- Elegant small space data structure.
- Space used is independent of n.
- Is implemented in several real systems.
  - $\circ~$  AT&T used in network switches to analyze network traffic.
  - Google uses a version on top of Map Reduce parallel processing infrastructure and in log analysis.
- Huge literature on sketching and streaming algorithms (algorithms like Distinct Elements, Heavy Hitters and many many other very cool algorithms).

