CSE 312

Foundations of Computing II

Lecture 10: Bloom Filters; LOTUS



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Slide Credit: Based on slides by Shreya Jayraman, Luxi Wang, Alex Tsun & myself ©

Last Class:

• Linearity of Expectation

Today:

- An application: Bloom Filters!
- LOTUS



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Basic Problem

Problem: Store a subset S of a <u>large</u> set U.

Example.
$$U = \text{set of } 128 \text{ bit strings}$$

$$|U| \approx 2^{128}$$

$$|U| \approx 1000$$

Two goals:

- 1. Very fast (ideally constant time) answers to queries "Is $x \in S$?"
- 2. Minimal storage requirements.



Naïve Solution – Constant Time

Idea: Represent S as an array A with 2^{128} entries.

$$A[x] = \begin{cases} 1 & \text{if } x \in S \\ 0 & \text{if } x \notin S \end{cases}$$

$$S = \{0, 2, ..., K\}$$



0	1	2		K		
1	0	1	0	1	 0	0

Naïve Solution – Constant Time

Idea: Represent S as an array A with 2^{128} entries.

$$A[x] = \begin{cases} 1 & \text{if } x \in S \\ 0 & \text{if } x \notin S \end{cases}$$

$$S = \{0, 2, ..., K\}$$



0	1	2		K		
1	0	1	0	1	 0	0

Membership test: To check. $x \in S$ just check whether A[x] = 1.

→ constant time! 👍 😀





Storage: Require storing 2^{128} bits, even for small S.



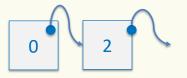


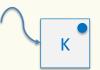
Naïve Solution – Small Storage

Idea: Represent S as a list with |S| entries.

$$S = \{0, 2, \dots, K\}$$







Naïve Solution – Small Storage

Idea: Represent S as a list with |S| entries.

$$S = \{0, 2, ..., K\}$$
 ...

Storage: Grows with |S| only



Membership test: Check $x \in S$ requires time linear in |S|

(Can be made logarithmic by using a tree)





Hash Table

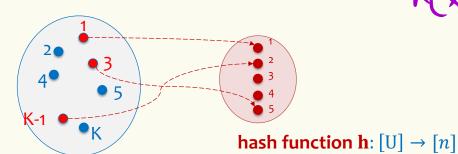
|S|=n

Idea: Map elements in S into an array A of size n using a hash function

Membership test: To check $x \in S$ just check whether $A[\mathbf{h}(x)] = x$

 $h: U \rightarrow \{o_{j}, \dots, o_{k-1}\}$

Storage: *n* elements (size of array)



h(x)



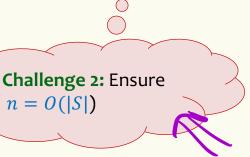
Hash Table

Idea: Map elements in *S* into an array *A* using a hash function

Membership test: To check $x \in S$ just

check whether $A[\mathbf{h}(x)] = x$

Storage: *n* elements



Challenge 1: Ensure $h(x) \neq h(y)$ for most $x, y \in S$

Hashing: collisions

- Collisions occur when two elements of set map to the same location in the hash table.
- Common solution: chaining at each location (bucket) in the table, keep linked list of all elements that hash there.
- Want: hash function that distributes the elements of S well across hash table locations. Ideally uniform distribution!

Hashing: summary

Hash Tables

- They store the data itself
- With a good hash function, the data is well distributed in the table and lookup times are small.
- However, they need at least as much space as all the data being stored
- E.g. storing strings, or IP addresses or long DNA sequences.

Bloom Filters: motivation

- · Large universe of possible data items.
- Data items are large (say 128 bits or more)
- Hash table is stored on disk or across network, so any lookup is expensive.
 - Many (if not nearly all) of the lookups return "Not found".

Altogether, this is bad. You're wasting a lot of time and space doing lookups for items that aren't even present.

Bloom Filters: Motivation

- Large universe of possible data items.
- Hash table is stored on disk or in network, so any lookup is expensive.
- Many (if not most) of the lookups return "Not found".

Altogether, this is bad. You're wasting a lot of time and space doing lookups for items that aren't even present.

Example:

 Network routers: want to track source IP addresses of certain packets, .e.g., blocked IP addresses.

Bloom Filters

to the rescue

Bloom Filters: motivation (3)

- Probabilistic data structure.
- Close cousins of hash tables.
- Ridiculously space efficient
- To get that, make occasional errors, specifically false positives.

Bloom Filters

- Stores information about a set of elements.
- Supports two operations:
 - 1. add(x) adds x to bloom filter
 - contains(x) returns true if x in bloom filter, otherwise returns false
 - If returns false, definitely not in bloom filter.
 - If returns true, possibly in the structure (some false positives).

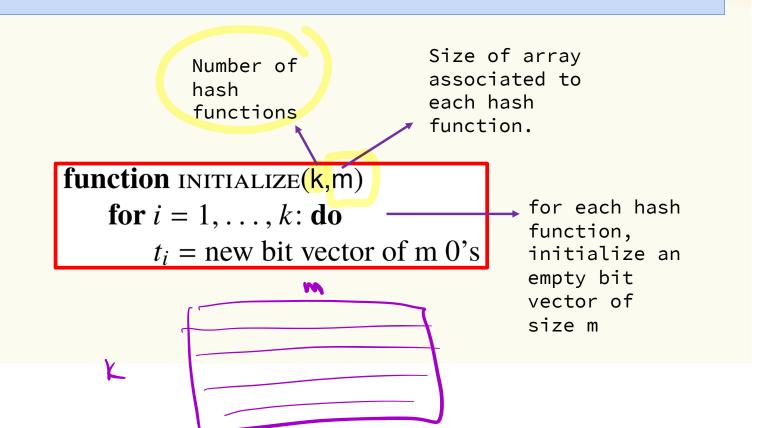
Bloom Filters

Why accept false positives?

Speed – both operations very very fast.Space – requires a miniscule amount of space relative to storing all the actual items that have been added.

Often just 8 bits per inserted item!

Bloom Filters: Initialization



bloom filter t with m = 5 that uses k = 3 hash functions

function INITIALIZE(k,m) **for** i = 1, ..., k: **do** t_i = new bit vector of m 0's

Index →	0	1	2	3	4
t ₁	0	0	0	0	0
t ₂	0	0	0	0	0
t ₃	0	0	0	0	0

Bloom Filters: Add

function ADD(X)
for
$$i = 1, ..., k$$
: do
 $t_i[h_i(x)] = 1$

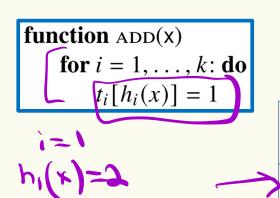
Index into ith bit-vector, at index produced by hash function and set to 1

 $h_i(x) \rightarrow result of hash function <math>h_i$ on x

for each hash

function h_i

bloom filter t with m = 5 that uses k = 3 hash functions



add("thisisavirus.com")	add("thisisavirus.com	")
-------------------------	------	-------------------	----

 h_1 ("thisisavirus.com") \rightarrow 2

Index →	Θ	1	2	3	4
t ₁	0	0	<u>(0)</u>	0	0
t ₂	0	0	0	0	0
t ₃	0	0	0	0	0

bloom filter t of length m = 5 that uses k = 3 hash functions

add("thisisavirus.com")

function ADD(X) for i = 1, ..., k: do $t_i[h_i(x)] = 1$

h_1 ("thisisavirus.com")	\rightarrow	2
h ₂ ("thisisavirus.com")	\rightarrow	1

Index →	Θ	1	2	3	4
$t_{\scriptscriptstyle 1}$	0	0	1	0	0
→ t₂	0 /	0	0	0	0
t ₃	0	0	0	0	0

bloom filter t of length m = 5 that uses k = 3 hash functions

function ADD(X)
for
$$i = 1, ..., k$$
: **do**
 $t_i[h_i(x)] = 1$

add("thisisavirus.com")

<pre>h₁("thisisavirus.com")</pre>	\rightarrow	2
h ₂ ("thisisavirus.com")	\rightarrow	1
h ₃ ("thisisavirus.com")	\rightarrow	4

Index →	Θ	1	2	3	4
t ₁	0	0	1	0	0
t ₂	0	1	0	0	0
t ₃	0	0	0	0	0

bloom filter t of length m = 5 that uses k = 3 hash functions

function ADD(X) **for** i = 1, ..., k: **do** $t_i[h_i(x)] = 1$ h_1 ("thisisavirus.com") $\rightarrow 2$ h_2 ("thisisavirus.com") $\rightarrow 1$ h_3 ("thisisavirus.com") $\rightarrow 4$

Index →	Θ	1	2	3	4
t ₁	0	0	1	0	0
t ₂	0	1	0	0	0
t ₃	0	0	0	0	1

add("thisisavirus.com")

bloom filter t with m = 5 that uses k = 3 hash functions

function CONTAINS(X)
return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$ contains ("thisisavirus.com")

Index →	Θ	1	2	3	4
t ₁	0	0	1	0	0
t ₂	0	1	0	0	0
t ₃	0	0	0	0	1

function CONTAINS(X)

return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$

 h_1 ("thisisavirus.com") \rightarrow 2



Index →	Θ	1	2	3	4
t ₁	0	0	1	0	0
t ₂	0	1	0	0	0
t ₃	0	0	0	0	1

True

bloom filter t of length m = 5 that uses k = 3 hash functions contains("thisisavirus.com")

function CONTAINS(X) **return** $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$

 h_2 ("thisisavirus.com") \rightarrow 1

 h_1 ("thisisavirus.com") \rightarrow 2

Index →	Θ	1	2	3	4
t ₁	0	0	1	0	0
t ₂	0	1	0	0	0
t ₃	0	0	0	0	1

function CONTAINS(X) return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$				h_1 ("thisisavirus.com") $\rightarrow 2$ h_2 ("thisisavirus.com") $\rightarrow 2$				
True	True	True → h₃("thisisavirus.com'						
		Index →	0	1	2	3	4	
		t ₁	0	0	1	0	0	
		t ₂	0	1	0	0	0	
		+	0	0	0	0		

bloom filter t of length m = 5 that uses k = 3 hash functions contains("thisisavirus.com")

function CONTAINS(X) return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$ True True True True				<pre>h₁("thi h₂("thi h₃("thi</pre>	sisavir	us.com") → 1
		Index	0	1	2	3	4
Since all conditions satisfied, returns True (correctly)							0
		t ₂	0	1	0	0	0
		t ₃	Θ	0	Θ	0	1

Bloom Filters: Contains

return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$

Returns True if the bit vector t_i for each hash function has bit 1 at index determined by $h_i(x)$, otherwise returns False

bloom filter t of length m = 5 that uses k = 3 hash functions

function ADD(X) for i = 1, ..., k: do $t_i[h_i(x)] = 1$

Index →	Θ	1	2	3	4
t ₁	0	0	1	0	0
t ₂	0	1	0	0	0
t ₃	0	0	0	0	1

add("totallynotsuspicious.com")

bloom filter t of length m = 5 that uses k = 3 hash functions

function ADD(X) **for** i = 1, ..., k: **do** $t_i[h_i(x)] = 1$

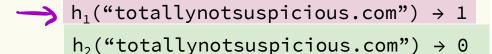
add("totallynotsuspicious.com")

 h_1 ("totallynotsuspicious.com") \rightarrow 1

Index →	Θ	1	2	3	4
t ₁	0	0	1	0	0
t ₂	0	1	0	0	0
t ₃	0	0	0	0	1

bloom filter t of length m = 5 that uses k = 3 hash functions

function ADD(X) **for** i = 1, ..., k: **do** $t_i[h_i(x)] = 1$



add("totallynotsuspicious.com")

h.(4)=A ha(y)=0

Index →	Θ	1	2	3	4
t ₁	0	1	1	0	0
t ₂	0	1	0	0	0
t ₃	0	0	0	0	1

bloom filter t of length m = 5 that uses k = 3 hash
functions add("totallynotsuspicious.com")

function ADD(X) **for** i = 1, ..., k: **do** $t_i[h_i(x)] = 1$

1

0

1

0

 t_2

 t_3

h₁("totallvnotsuspicious.com") → 1

0

0

0

0

p': 0 -> 80,1/3'3'13

Bloom Filters: False Positives

bloom filter t of length m = 5 that uses k = 3 hash functions add("totallynotsuspicion

function ADD(X)
for
$$i = 1, ..., k$$
: **do**
 $t_i[h_i(x)] = 1$

Collision, is already set to 1

add("totallynotsuspicious.com")

 h_1 ("totallynotsuspicious.com") \rightarrow 1 h_2 ("totallynotsuspicious.com") \rightarrow 0

h₃("totallynotsuspicious.com") → 4

Index →	0	1	2	3	4
t ₁	0	1	1	0	0
t ₂	1	1	0	0	0
t ₃	0	0	0	0	1

bloom filter t of length m = 5 that uses k = 3 hash
functions add("totallynotsuspicious.com")

function ADD(X) **for** i = 1, ..., k: **do** $t_i[h_i(x)] = 1$

h₃("totallynotsuspicious.com") → 4							
Index →	Θ	1	2	3	4		
t ₁	0	1	1	0	0		
t ₂	1	1	0	0	0		
t ₃	0	0	0	0	1		

 h_1 ("totallynotsuspicious.com") \rightarrow 1

 h_2 ("totallynotsuspicious.com") \rightarrow 0

function contains(x)
return $t_1[h_1(x)] = 1 \land t_2[h_2(x)] = 1 \land \cdots \land t_k[h_k(x)] = 1$ contains ("verynormalsite.com"

Index →	Θ	1	2	3	4
t ₁	0	1		0	0
t ₂	1	1	0	0	0
t ₃	0	0	0	0	

function contains(x) return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$ contains("verynormalsite.com") $\Rightarrow 2$

True

Index →	0	1	2	3	4
t ₁	0	1	1	0	0
t ₂	1	1	0	0	0
t ₃	0	0	0	0	1

bloom filter t of length m = 5 that uses k = 3 hash
functions

contains("verynormalsite.com")

return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$

 h_1 ("verynormalsite.com") $\rightarrow 2$ h_2 ("verynormalsite.com") $\rightarrow 0$

True True

function CONTAINS(X)

Index →	Θ	1	2	3	4
t ₁	0	1	1	0	0
t ₂	1	1	0	0	0
t ₃	0	0	0	0	1

			<u> </u>			_
return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$			h_1 ("verynormalsite.com") $\rightarrow 2$ h_2 ("verynormalsite.com") $\rightarrow 0$ h_3 ("verynormalsite.com") $\rightarrow 4$			
	Index →	0	1	2	3	4
	t ₁	0	1	1	0	0
	t ₂	1	1	0	0	0
	t ₃	Θ	0	0	0	1

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function CONTAINS(X) return $t_1[h_1(x)] == 1 \land t_2[h_2(x)] == 1 \land \cdots \land t_k[h_k(x)] == 1$ True True True				h ₁ ("very h ₂ ("very h ₃ ("very	ynormal:	site.co	m") → 0
		Index	0	1	2	3	4
Since all conditions satisfied, returns True (in					ie (inco	orrectly	()
		t ₁	0	1	1	0	0
		t ₂	1	1	0	0	0
		+	0	0	0	0	1

Bloom Filters: Summary

- An empty bloom filter is an empty k x m bit array with all values initialized to zeros
 - k = number of hash functions
 - o m = size of each array in the bloom filter
- add(x) runs in O(k) time
- contains(x) runs in O(k) time
- requires O(km) space (in bits!)
- Probability of false positives from collisions can be reduced by increasing the size of the bloom filter

Bloom Filters: Application

- Google Chrome has a database of malicious URLs, but it takes a long time to query.
- Want an in-browser structure, so needs to be efficient and be space-efficient
- Want it so that can check if a URL is in structure:
 - If return False, then definitely not in the structure (don't need to do expensive database lookup, website is safe)
 - If return True, the URL may or may not be in the structure. Have to perform expensive lookup in this rare case.

Comparison with Hash Tables - Space

n

- Google storing 5 million URLs, each URL 40 bytes.
- Bloom filter with the 30 and me 1,300,000

m= 10,000,000

K=8

0,0006

Bloom Filter

8 × 10,000,000

8

10,000,000

8

Comparison with Hash Tables - Time

- Say avg user visits 102,000 URLs in a year, of which 2,000 are malicious.
- 0.5 seconds to do lookup in the database, 1ms for lookup in Bloom filter.
- Suppose the false positive rate is 3%

Bloom Filter

102,000 × 1000

102 secs

103 secs

103 secs

103 secs

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about 5%

yeor see

Bloom Filters: Many Applications

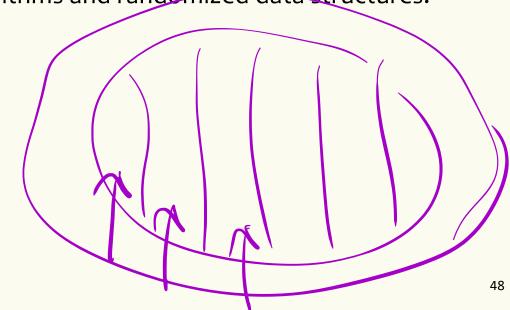
- Any scenario where space and efficiency are important.
- Used a lot in networking
- In distributed systems when want to check consistency of data across different locations, might send a Bloom filter rather than the full set of data being stored.
- Google BigTable uses Bloom filters to reduce disk lookups
- Internet routers often use Bloom filters to track blocked IP addresses.
- And on and on...



Bloom Filters typical of....

of randomized algorithms and randomized data structures.

- Simple
- Fast
- Efficient
- Elegant
- Useful!



Back to R.V.s....

LOTUS

Law Of The Unconscious Statistician

Expectation of Random Variable

Definition. Given a discrete RV $X: \Omega \to \mathbb{R}$, the expectation or expected value of X is

$$E[X] = \sum_{\omega \in \Omega} X(\omega) \cdot \Pr(\omega)$$

or equivalently

$$E[X] = \sum_{x \in \Omega_X} x \cdot \Pr(X = x)$$

Intuition: "Weighted average" of the possible outcomes (weighted by probability)

Linearity of Expectation

Theorem. For any two random variables *X* and *Y*

$$\mathbb{E}(X+Y)=\mathbb{E}(X)+\mathbb{E}(Y).$$

Theorem. For any random variables $X_1, ..., X_n$, and real numbers $a_1, ..., a_n, c \in \mathbb{R}$,

$$\mathbb{E}(a_1X_1 + \dots + a_nX_n + c) = a_1\mathbb{E}(X_1) + \dots + a_n\mathbb{E}(X_n) + c.$$

Computing complicated expectations

Often boils down to the following three steps

• <u>Decompose:</u> Finding the right way to decompose the random variable into sum of simple random variables

$$X = X_1 + \cdots + X_n$$

LOE: Observe linearity of expectation.

$$\mathbb{E}(X) = \mathbb{E}(X_1) + \cdots + \mathbb{E}(X_n).$$

• Conquer: Compute the expectation of each X_i

Often, X_i are indicator (0/1) random variables.

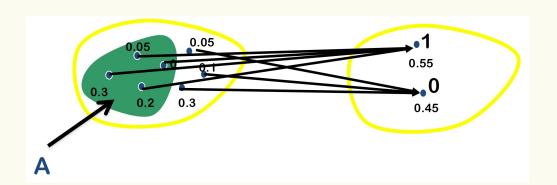
Indicator random variable

For any event A, can define the indicator random variable X

$$X = \begin{cases} 1 & \text{if event A occurs} \\ 0 & \text{if event A does not occur} \end{cases} \quad \mathbb{P}(X = 1) = \mathbb{P}(A)$$

$$\mathbb{P}(X = 1) = \mathbb{P}(A)$$

$$\mathbb{P}(X = 0) = 1 - \mathbb{P}(A)$$



$$\mathbb{E}(X) = \mathbb{P}(A)$$

Example: Returning Homeworks

- Class with n students, randomly hand back homeworks. All permutations equally likely.
- Let X be the number of students who get their own HW
- Let $Y = (X^2 + 4) \mod 8$.
- what is $\mathbb{E}(Y)$?

	Pr(ω)	ω	X	(ω)	Y(w)
	1/6	1, 2, 3		3	(32+4) mid8 = 5
	1/6	1, 3, 2		1	(19+4) ml8 = 5
7	1/6	2, 1, 3		1	5
	1/6	2, 3, 1	7	0	4
	1/6	3, 1, 2	_\	0	4
	1/6	3, 2, 1	1	1	Ś

Linearity is special!

In general
$$\mathbb{E}(g(X)) \neq g(\mathbb{E}(X))$$

E.g.,
$$X = \begin{cases} 1 \text{ with prob } 1/2 \\ -1 \text{ with prob } 1/2 \end{cases}$$

$$_{\circ}\quad \mathbb{E}(X^{2})\neq \mathbb{E}(X)^{2}$$

How DO we compute $\mathbb{E}(g(X))$?

$$E\left(\frac{X}{X}\right) = E\left(\frac{X}{X}\right)$$

$$E\left(\frac{X}{X}\right) = E\left(\frac{X}{X}\right)$$

Expectation of g(X) **(LOTUS)**

Definition. Given a discrete RV $X: \Omega \to \mathbb{R}$, the expectation or expected value of

$$Y = g(X)$$
 is

$$E[Y] = \sum_{\omega \in \Omega} g(X(\omega)) \cdot Pr(\omega)$$

or equivalently

$$E[Y] = \sum_{x \in \Omega_X} g(x) \cdot \Pr(X = x)$$

or equivalently

$$E[Y] = \sum_{y \in .\Omega_Y} y \cdot \Pr(Y = y)$$

LOTUS