Learning-based frequency estimation algorithms

Chen-Yu Hsu, Piotr Indyk, Dina Katabi, Ali Vakilian

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Extremely long sequence of *N* elements from set *U* 5 3 4 2 5 8 1 1 5 2 2 7 1 0 8 1 1 3 1 7 6 2 9 2 3 • • •

Goal: for each $i \in U$, estimate fraction of times it appeared, f_i

Challenge: *U* is huge, so you don't want to just count elements

 $|U|\log N$ bits

Standard tool: Hashing

Extremely long sequence of *N* elements from set *U* 5 3 4 2 5 8 1 1 5 2 2 7 1 0 8 1 1 3 1 7 6 2 9 2 3 • • •

 $B \ll |U|$ buckets, uniformly random hash function $h: U \rightarrow [B]$ For all $i \in U$ and $j \in [B], \mathbb{P}[h(i) = j] = \frac{1}{B}$











i0123456789
$$h(i)$$
4221344544



i0123456789
$$h(i)$$
4221344544

Extremely long sequence of N elements from set U

5 3 4 2 5 8 1 1 5 2 2 7 1 0 8 1 1 3 1 7 6 2 9 2 3 • • •



Extremely long sequence of N elements from set U

5 3 4 2 5 8 1 1 5 2 2 7 1 0 8 1 1 3 1 7 6 2 9 2 3 • • •

 counter1 = 3
 counter2 = 11
 counter3 = 1
 counter3 = 1
 counter4 = 8
 counter5 = 2

 Bucket 1
 Bucket 2
 Bucket 3
 Bucket 4
 Bucket 5

 $\tilde{f}_i = \frac{1}{25} \cdot \operatorname{count}_{h(i)} = \sum_{j:h(j)=h(i)} f_j$ $(\Rightarrow \tilde{f}_i \ge f_i)$
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 $f_i = \frac{1}{25} \cdot \operatorname{count}_{h(2)} = \frac{1}{25} \cdot \operatorname{count}_2 = \frac{11}{25} = f_1 + f_2$

Extremely long sequence of N elements from set U

<mark>،</mark> 2

 counter₁ = 3
 counter₂ = 11
 counter₃ = 1
 counter₃ = 1
 counter₄ = 8
 counter₅ = 2

 Bucket 1
 Bucket 2
 Bucket 3
 Bucket 4
 Bucket 5

 $\tilde{f}_i = \frac{1}{25} \cdot \text{count}_{h(i)} = \sum_{j:h(j)=h(i)} f_j$ $(\Rightarrow \tilde{f}_i \ge f_i)$
 $\tilde{h}(i)$ 4 2 2 1 3 4 5 4 4 5

 $\tilde{f}_i = \frac{1}{25} \cdot \text{count}_{h(i)} = \frac{3}{25}$ $\tilde{f}_3 = \frac{3}{25}$ $\tilde{f}_3 = \frac{1}{25} \cdot \text{count}_1 = \frac{3}{25}$ $\tilde{f}_3 = \frac{1}{25} \cdot \text{count}_1 = \frac{3}{25}$

Overview

- 1. Frequency estimation
 - i. Analysis of a single hash function
- 2. Improving estimation with domain knowledge

Model

Elements drawn from distribution D over U = [n]

 $f_i = \mathbb{P}_{j \sim D}[j = i]$

Error:
$$\mathbb{E}_{i \sim D} \left[\left| \tilde{f}_i - f_i \right| \right] = \sum_{i=1}^n f_i \mathbb{E} \left[\left| \tilde{f}_i - f_i \right| \right]$$

Theorem: For a single hash, error $= \sum_{i=1}^{n} f_i \mathbb{E}[|\tilde{f}_i - f_i|] \leq \frac{1}{B}$



$$\sum_{i=1}^{n} f_i \mathbb{E}\left[\left|\tilde{f}_i - f_i\right|\right] = \sum_{i=1}^{n} f_i \mathbb{E}\left[\sum_{\substack{j:h(j)=h(i) \\ i=1}} f_j - f_i\right]$$
$$= \sum_{i=1}^{n} f_i \mathbb{E}\left[\sum_{\substack{j\neq i:h(j)=h(i) \\ i=1}} f_j\right]$$

$$\sum_{i=1}^{n} f_i \mathbb{E}[|\tilde{f}_i - f_i|] = \sum_{i=1}^{n} f_i \mathbb{E}\left[\sum_{j:h(j)=h(i)} f_j - f_i\right]$$
$$= \sum_{i=1}^{n} f_i \mathbb{E}\left[\sum_{j\neq i:h(j)=h(i)} f_j\right]$$
$$= \sum_{i=1}^{n} f_i \sum_{j\neq i} f_j \mathbb{P}[h(j) = h(i)$$

$$\sum_{i=1}^{n} f_{i} \mathbb{E}[|\tilde{f}_{i} - f_{i}|] = \sum_{i=1}^{n} f_{i} \sum_{j \neq i} f_{j} \mathbb{P}[h(j) = h(i)]$$

$$\sum_{i=1}^{n} f_i \mathbb{E}\left[\left|\tilde{f}_i - f_i\right|\right] = \sum_{i=1}^{n} f_i \sum_{j \neq i} f_j \mathbb{P}[h(j) = h(i)]$$
$$\mathbb{P}[h(j) = h(i)] = \sum_{k=1}^{B} \mathbb{P}[h(j) = h(i) = k]$$
$$= \sum_{k=1}^{B} \mathbb{P}[h(j) = k] \cdot \mathbb{P}[h(i) = k] = \sum_{k=1}^{B} \left(\frac{1}{B} \cdot \frac{1}{B}\right) = \frac{1}{B}$$

$$\sum_{i=1}^{n} f_{i} \mathbb{E}[|\tilde{f}_{i} - f_{i}|] = \sum_{i=1}^{n} f_{i} \sum_{j \neq i} f_{j} \mathbb{P}[h(j) = h(i)] \le \left(\sum_{i=1}^{n} f_{i}\right)^{2} \cdot \frac{1}{B}$$
$$\mathbb{P}[h(j) = h(i)] = \sum_{k=1}^{B} \mathbb{P}[h(j) = h(i) = k]$$
$$= \sum_{k=1}^{B} \mathbb{P}[h(j) = k] \cdot \mathbb{P}[h(i) = k] = \sum_{k=1}^{B} \left(\frac{1}{B} \cdot \frac{1}{B}\right) = \frac{1}{B}$$

Count-min





2. Improving estimation with domain knowledge

Heavy hitters

Extremely long sequence of N elements from set U



Key insight:

Heavy hitters increase error of elements they collide with

Heavy hitters

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Heavy hitters increase error of elements they collide with

Algorithm IDEAL COUNT-MIN:

- Suppose you know the top- B_r most frequent elements
- Reserve B_r buckets to count individual frequencies
- Use hash function to estimate other elements' frequencies Range is $\{B_r + 1, ..., B\}$

Algorithm IDEAL COUNT-MIN

Extremely long sequence of N elements from set U 12) 2 9 2 3 4 2 5 8 1 5 2 8 3 3 5 6

Heavy hitters: 1 and 2





- 1. Frequency estimation
- 2. Improving estimation with domain knowledge
 - i. Analysis of IDEAL COUNT-MIN

Model

D is a **Zipfian distribution**



0.1

German - Simplicissimus Russian - Roadside Picnic French - Terre a la Lune

Italian - Promessi Sposi M.English - Towneley Plays

Disclaimer: the paper has $f_i = \frac{1}{i'}$ but here I'm sticking with $f_i \propto \frac{1}{i'}$

As a result, the results in these slides are slightly different, but equivalent, to those in the paper

IDEAL COUNT-MIN error

Theorem: IDEAL COUNT-MIN has error $\sum_{i=1}^{n} f_i \mathbb{E}[|\tilde{f}_i - f_i|] = O\left(\frac{\log^2 \frac{n}{B_r}}{(B - B_r)\log^2 n}\right)$

Example: if $B_r = \Theta(B) = \Theta(n)$

- Error of IDEAL COUNT-MIN = $O\left(\frac{1}{n \log^2 n}\right)$
- In contrast, error of single hash function = $O\left(\frac{1}{n}\right)$

IDEAL COUNT-MIN error

Theorem: IDEAL COUNT-MIN has error $\sum_{i=1}^{n} f_i \mathbb{E}[|\tilde{f}_i - f_i|] = O\left(\frac{\log^2 \frac{n}{B_r}}{(B - B_r)\log^2 n}\right)$

Proof idea: For
$$i \leq B_r$$
, $\tilde{f}_i = f_i$, so

$$\sum_{i=1}^n f_i \mathbb{E}[|\tilde{f}_i - f_i|] = \sum_{i > B_r} f_i \mathbb{E}[|\tilde{f}_i - f_i|] \leq \left(\sum_{i > B_r} f_i\right)^2 \cdot \frac{1}{B - B_r}$$

By same exact argument as before, except hash function maps to $B - B_r$ elements, not B

IDEAL COUNT-MIN error

$$\sum_{i=1}^{n} f_{i} \mathbb{E}\left[\left|\tilde{f}_{i} - f_{i}\right|\right] \leq \left(\sum_{i>B_{r}} f_{i}\right)^{2} \cdot \frac{1}{B - B_{r}} = O\left(\left(\frac{\log \frac{n}{B_{r}}}{\log n}\right)^{2} \cdot \frac{1}{B - B_{r}}\right)$$

Follows from harmonic number inequalities $H_{n} = \sum_{i=1}^{n} \frac{1}{i} = \Theta(\log n)$

Heavy hitters

Key insight:

Heavy hitters increase error of elements they collide with

Algorithm IDEAL COUNT-MIN:

• Suppose you know the top- B_r most frequent elements

Also study setting with only a noisy predictor of heavy elements

- E.g., a machine-learned model
- Similar analysis

Overview

Improve error of **frequency estimation** algorithms

- Use a priori knowledge of heaviest elements,
- Or **predict** which are heaviest

Paper mostly focuses on **experiments**

Hopefully these slides help you understand the **theory** too!