

## Topics in Streaming

Lecture 18 and 19

October 27 and 29, 2020

# Topics in Streaming

- $F_p$  estimation for  $p \in (0, 2]$  via  $p$ -stable distributions and pseudorandom generators
- Priority Sampling
- Precision Sampling and Applications to  $\ell_2$  sampling in streams
- $\ell_0$  Sampling

## Part III

# Sampling according to frequency moments

# Sampling

**Sampling problem:** given  $x \in \mathbb{R}^n$  in ~~(strict)~~ turnstile setting, at the end output random  $(I, R)$  where  $I \in [n]$  and  $R \in \mathbb{R}$  such that  $\Pr[I = i] \simeq \frac{|x_i|^p}{\sum_j |x_j|^p}$  and  $R = x_i$  if  $I = i$ .

$$x = (0, 0, \dots, 0)$$

+2

-3

-10

+100

$$x = \overbrace{(-1, 0, 10, 0, 1, \dots)}^{??}$$

$$\frac{|x_i|^2}{\|x\|_2^2}$$

$$\begin{array}{c} l_2 \\ l_p \\ \underline{l_0} \end{array}$$

$p \in (0, 2)$

??

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*Approximation:*  $\Pr[I = i] = (1 \pm \epsilon) \frac{|x_i|^p}{\sum_j |x_j|^p} + 1/\text{poly}(n)$  for some small  $\epsilon$  and  $R = (1 \pm \epsilon)x_i$ .

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Can do  $\ell_0$ ,  $\ell_2$  and  $\ell_p$  for  $0 < p < 2$  in polylog space using ideas from sketching. Works in (strict) turnstile models.

Several important applications

# Part IV

## $l_2$ Sampling

$$x = (1, -3, 10, 5, 0, 3)$$

$$\begin{matrix} w_1 & w_2 & \dots & w_n \\ (1, 9, 100, 25, 0, 9) \end{matrix}$$

$$\checkmark \|x\|_2^2 = \sum_{i=1}^n (x_i^2)$$

2 write  $\frac{9}{\|x\|_2^2}$

i  $\frac{w_i}{w}$   
 $\rightarrow \|x\|_2^2$

# $\ell_2$ Sampling

Based on precision sampling which has similarities to priority sampling.

High-level Algorithm:

- $x = (x_1, x_2, \dots, x_n)$  is the vector being updated
- Can estimate  $\|x\|_2$  using  $F_2$  estimation. Assume  $\|x\|_2 = 1$  for normalization purposes/simplicity
- Consider  $y = (y_1, y_2, \dots, y_n)$  where  $y_i = x_i / \sqrt{u_i}$  where  $u_1, u_2, \dots, u_n$  are independent random variables from  $[0, 1]$ .
- For some threshold  $t$  to be chosen, return  $(i, x_i^2)$  if  $i$  is the *unique* index such that  $y_i^2 \geq t$ .

$$\frac{x_i^2}{u_i} = \frac{u_i}{u_i} \geq t$$

Questions:

- How should we choose  $t$ ? Why does it work?
- How do we implement in streaming setting?

# Choosing threshold

Let  $w_i = x_i^2$  and hence we have  $w_1, w_2, \dots, w_n$  and  $W = \sum_i w_i = \|x\|_2^2$ . Normalize such that  $W = 1$

Recall priority sampling where we pick  $u_1, \dots, u_n \in [0, 1]$  independently and store the largest  $k$  amongst  $w_i/u_i$  values. Here we think of storing only largest. Also  $y_i^2 = x_i^2/u_i = w_i/u_i$

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$\rightarrow \gg W$ .

Fix threshold  $t$ . What is probability that  $i$  is returned?

$$\frac{x_i^2}{u_i} \geq t \quad \Pr[y_i^2 \geq t] \prod_{j \neq i} \Pr[y_j^2 < t] = \frac{x_i^2}{t} \prod_{j \neq i} \left(1 - \frac{x_j^2}{t}\right)$$

$\frac{x_i^2}{u_i} \geq t \iff u_i \leq \frac{x_i^2}{t}$   
 $\frac{\sum x_i^2}{t} = \frac{W}{t}$   
 $t = 100W =$

If  $t$  large then above is  $\approx \frac{x_i^2}{t}$   
 Probability some item is output is  $\approx \frac{W}{t}$ . Hence repeat  $\Omega(t \log(1/\delta))$  times to ensure output with prob at least  $(1 - \delta)$ .

$$\prod_{j \neq i} \left(1 - \frac{x_j^2}{t}\right) \approx e^{-\frac{x_i^2}{t}}$$

$$\approx e^{-\frac{\sum x_j^2}{t}} \quad t \gg 100w.$$

$$e^{-\frac{(W-w_i)}{t}}$$

$$x = (-, \dots, -)$$

$$y = \left( \frac{\pi_i}{\sqrt{\mu_i}}, \dots \right)$$

$$x_i \leftarrow x_i + \Delta_i$$

$$y_i \leftarrow y_i + \frac{\Delta_i}{\sqrt{\mu_i}}$$

# Choosing threshold and identifying $i$

$t$  should be large compared to  $\sum_i x_i^2 = \|x\|_2^2$ . Probability of output is  $1/t$  so need  $t$  attempts. Thus choose  $t = \underline{\underline{O(\log n) \|x\|_2^2}}$ .

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Need to store  $y_1^2, y_2^2, \dots, y_n^2$ ?

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Issues:

- Count Sketch gives heavy hitters with additive error that depends on  $\|y\|_2$ .
- Threshold  $t$  is with respect to  $\|x\|_2^2$ .
- How do we store independent  $u_1, \dots, u_n$  to sketch  $y$ ?  ~~$x$~~ .

# Resolving issues

Note that  $y_i^2 \geq x_i^2$  for all  $i$ , hence  $\|y\|_2^2 \geq \|x\|_2^2$ .

## Lemma

With probability  $\geq (1 - \delta)$  we have  $\|y\|_2^2 \leq \frac{1}{\delta} c \ln n \|x\|_2^2$  for some fixed  $c$ .

Prove above as exercise. Thus  $\|y\|_2$  is not much larger than  $\|x\|_2$ .

$$y = \left( \frac{x_1}{\sqrt{u_1}}, \frac{x_2}{\sqrt{u_2}}, \dots, \frac{x_n}{\sqrt{u_n}} \right).$$

$$y_i^2 = \frac{x_i^2}{u_i} \geq x_i^2 \quad u_i \in (0, 1).$$

$$\|y\|_2 \geq \|x\|_2$$

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Recall Count Sketch for  $y$  gives estimate  $\tilde{y}_i$  for each  $i$  such that  $|\tilde{y}_i - y_i|^2 \leq \epsilon^2 \|y\|_2^2$  and space is  $O(\frac{1}{\epsilon^2} \log n)$ . Choose  $\epsilon = \epsilon' / \log n$  and hence we have  $|\tilde{y}_i - y_i|^2 \leq \frac{\epsilon'^2}{\log n} \|y\|_2^2$

$$|\tilde{y}_i - y_i|^2 \leq \frac{(\epsilon')^2}{(\log n)^2} \|y\|_2^2 \leq \frac{(\epsilon')^2}{(\log n)^2} \text{ term} \cdot \|x\|_2^2$$

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Above implies that  $\tilde{y}_i$  is a close multiplicative approximation of  $y_i$  if  $y_i$  is sufficiently large compared to  $\|x\|_2^2$

# Resolving issues

Recall threshold  $t = c \log n \|x\|_2^2$ . Implies that

- Sufficient to keep track of small number of heavy hitters in  $y$  hence Count Sketch for  $y$  needs only  $\text{poly}(\log n / \epsilon^2)$  space.
- Can keep track of  $\|x\|_2$  and  $\|y\|_2$  to check if heavy hitters are sufficiently large and hence estimates are accurate even if additive error
- Output  $i$  if  $\tilde{y}_i^2 \geq t$  and is unique.

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Since we use  $\tilde{y}_i$  which is an estimate of  $y_i$ , the probability of  $i$  being output is proportional to  $\frac{(1 \pm \epsilon)x_i^2}{\|x\|_2^2}$ .

# Resolving issues

How do we sketch  $y$  without storing  $u_1, \dots, u_n$ ? Recall analysis crucially relied on independence.

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How do we sketch  $y$  without storing  $u_1, \dots, u_n$ ? Recall analysis crucially relied on independence.

- Use  $k$ -wise independence for sufficiently large  $k$  and redo analysis
- Use hammer of pseudorandom generators

# Algorithm again

- $x$  is vector being updated. Keep track of  $\|x\|_2$
- Use Count Sketch to sketch  $y$  where  $y_i = x_i/\sqrt{u_i}$  with  $u_i$  drawn independently from  $[0, 1]$ . Use sketch to obtain estimates  $\tilde{y}_i$  for heavy hitters in  $y$
- Output  $i$  if  $\tilde{y}_i^2$  is the unique heavy hitter that is above threshold  $t$  where  $t = c \log n \|x\|_2^2$ . If no such  $i$  then declare FAIL.

Repeat above in parallel  $O(\log^2 n)$  times to guarantee high probability of obtaining a good sample.

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Algorithm uses  $\text{poly}(\log n/\epsilon)$  space and with high probability outputs  $i \in [n]$  such that

$$\Pr[i \text{ is output}] = (1 \pm \epsilon) x_i^2 / \|x\|_2^2 + 1/n^c.$$

# Application of $\ell_2$ sampling to $F_p$ estimation

For  $p > 2$  AMS-Sampling gives algorithm to estimate  $F_p$  using  $\tilde{O}(n^{1-1/p})$  space. Optimal space is  $\tilde{O}(n^{1-2/p})$ .

Can estimate  $F_p$  or  $\ell_p$  for  $p=0$   
and  $p \in (0, 2]$  in polylog space

$$\underline{p} > 2 \quad \underline{\Omega}(n^{1-\frac{2}{p}})$$

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- Use  $\ell_2$  sampling algorithm to generate  $(i, |\tilde{x}_i|)$
- Estimate  $\|x\|_2^2$ .
- Output  $T = \frac{\|x_2\|_2^2}{\|x\|_2^2} \sum_i |\tilde{x}_i|^{p-2}$  as estimate

$$\|x\|_p^p = \sum_{i=1}^n |x_i|^p$$

To simplify analysis/notation assume sampling is exact.

$$\mathbf{E}[T] = \frac{\|x\|_2^2}{\|x\|_2^2} \sum_i \frac{x_i^2}{\|x\|_2^2} |x_i|^{p-2} = \sum_i |x_i|^p$$

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} poly log space.

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$$\mathbf{E}[T] = \|x\|_2^2 \sum_i \frac{x_i^2}{\|x\|_2^2} |x_i|^{p-2} = \sum_i |x_i|^p$$

$$\mathbf{Var}[T] \leq \|x\|_2^4 \sum_i \frac{x_i^2}{\|x\|_2^2} x_i^{2(p-2)} \leq \|x\|_2^2 \sum_i x_i^{2p-2} \leq$$

$$\boxed{n^{1-2/p}} (\sum_i |x_i|^p)^2.$$

Now do average plus median. *with*

# Part V

## $\ell_0$ Sampling

# $l_0$ Sampling

Turnstile stream:  $x$  updated with positive and negative entries

At end of stream want to sample uniformly a coordinate  $i$  among all *non-zero* coordinates in  $x$

Special case: sampling a uniform distinct element in cash register model

$$\begin{aligned}x = & (0, 0, 0, 0) \\ & (0, 1, 1, 0) \\ & (0, 0, 2, 0) \\ & (1, 0, -1, -1) \\ & (-1, 0, 0, 3)\end{aligned}$$

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Special case: sampling a uniform distinct element in cash register model

**Goal:** illustrate a simple algorithm via two powerful hammers

# Sparse Recovery

Recall sparse recovery using Count Sketch.

$\bar{x}$

## Theorem

There is a linear sketch with size  $O(\frac{k}{\epsilon^2} \text{polylog}(n))$  that returns  $z$  such that  $\|z\|_0 \leq k$  and with high probability  $\|x - z\|_2 \leq \underline{(1 + \epsilon) \text{err}_2^k(x)}$ .

$$\text{err}_2^k(x) = \min_{z: \|z\|_0 \leq k} \|x - z\|_2$$

Hence space is proportional to desired output. Assumption  $k$  is typically quite small compared to  $n$ , the dimension of  $x$ .

Note that if  $x$  is  $k$ -sparse vector is exactly reconstructed

# Random Sampling plus Sparse Recovery

$x$  is updated in turnstile streaming fashion. Let  $J$  be the non-zero indices of  $x$   $(-1, 0, 0, 3, 0) = J = \{1, 4\}$ .

Suppose we knew  $|J|$  is small, say  $\leq s$ . Then can use sparse recovering with  $\tilde{O}(s)$  space to completely recover  $x$  and can then sample uniformly.  $\uparrow$   $s \text{ poly}(\ln(n))$

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What if  $|J|$  is large?

$$|I_j| = \frac{n}{2^j}$$

- Guess  $|J|$  to within factor of 2.
- More formally, for  $j = 0$  to  $\log n$  let  $I_j$  be  $n/2^j$  coordinates of  $[n]$  sampled uniformly at random. Note  $I_0 = [n]$ .
- Let  $y^j$  be vector obtained by restricting  $x$  to coordinates in  $I_j$ .  
 $y^0 = x$ .

$$x = (x_1, x_2, \dots, x_n)$$

$$\mathbb{I}_0 = \{1, \dots, n\}$$

$$y^0 = (x_1, x_2, \dots, x_n)$$

$$I_0 = [n]$$

$$= y^1 = (x_1, x_2, x_4, x_6)$$

random order  
 $I_1 = \{1, 2, \dots\}$

$$y^2 = (x_3, x_5)$$

$$y^3 = (x_7)$$

# Random Sampling plus Sparse Recovery

Choose  $s = \underline{\Omega(\log(1/\delta))}$ . 100

For  $j = 0, 1, \dots, \log n$

- Use  $s$ -sparse recovery on  $y^j$ .
- If  $y^j$  is not  $s$ -sparse discard. Else pick a random non-zero coordinate in  $y^j$  and output it. And stop.

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Uses  $O(\log n)$   $s$ -sparse recovery data structures and hence space is poly-logarithmic assuming  $\delta$  is  $\Omega(n^{-c})$  for some fixed constant  $c$ .

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How can we implement random coordinates of  $x$ ? Cannot store them. So how can we run sparse recovery on  $y^j$ ? Use Nisan's generator!

# Analysis

**Question:** Will algorithm output a random non-zero coordinate?



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## Lemma

*Suppose  $|J| \leq s$  then algorithm outputs a uniform non-zero coordinate of  $x$  with high probability.*

$y^0 = x$  is  $s$ -sparse. Sparse recovery algorithm succeeds with high probability.

## Lemma

*Assume  $|J| > s$ . There is an index  $k$  such that with probability  $(1 - \delta)$ ,  $y^k$  is  $s$ -sparse and has at least one non-zero coordinate.*

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Expected number of coordinates of  $J$  in  $y^j$  is  $|J|/2^j$ . Find  $j$  such that expected number is between  $s/4$  and  $s$  and use Chernoff bound.

# Analysis continued

## Lemma

Assume  $|J| > s$ . There is an index  $k$  such that with probability  $(1 - \delta)$ ,  $y^k$  is  $s$ -sparse and has at least one non-zero coordinate.

$s$ -sparse recovery of  $y^k$  will reconstruct it exactly.  $y^k$  has random sample of coordinates of  $x$  hence has random sample of non-zero coordinates as well. Output random non-zero coordinate of  $y^k$ .

Algorithm fails only if every  $y^j$  fails sparse recovery and  $|J| > 0$  but we see that  $y^{k+1}$  succeeds with probability at least  $(1 - \delta)$ .