

# DS 563, Fall 2021, Lecture 1: Count Min Sketch

Setting:

- multiset of items from some universe  $X$
- may arrive in arbitrary order over time

Goal:

Create a data structure  $D$   
that provides estimates what fraction  
of items is a specific item  $x \in X$

Examples:

- online store: "what fraction of views  
is this specific product?"
- search engine: "what fraction of queries  
is this specific query?"

Solution 1:

explicitly store mapping  $X \in X \rightarrow \# \text{ occurrences}$   
of  $x$

Lots of space!

will use less space by allowing:

- small additive approximation, say,  $\pm 0.01\%$
- can give wrong answer w.p.  $\delta \in (0, 1)$

### First attempt

Suppose random hash function  $h: X \rightarrow [k] \cup \{1, \dots, k\}$

Store array  $A[1..k]$  of integers

Initially:  $A[i] = 0$  for all  $i \in [k]$

Item  $x$  arrives:  $A[h(x)] \leftarrow A[h(x)] + 1$

Estimate  $g(y)$  for  $y \in X$ : return  $\frac{A[h(y)]}{\sum_i A[i]}$

How good is this?

$S = \text{total number of items}$

- can overestimate by a lot!

- never underestimate:  $g(y) \geq \frac{f(y)}{S}$

$f(y) = \text{real number of occurrences of } y \in X$

Analysis:

$$g(y) = \frac{1}{s} \left( f(y) + \sum_{\substack{x \in X \\ x \neq y}} c_{x,y} \cdot f(x) \right)$$

$$c_{x,y} = \begin{cases} 0 & h(x) \neq h(y) \\ 1 & h(x) = h(y) \end{cases}$$

↑  
random variable

$h$  fully random  $\Rightarrow E[c_{x,y}] = \frac{1}{k}$  for  $x \neq y$

$$g(y) = \frac{f(y)}{s} + \left( \frac{\sum_{x \neq y} c_{x,y} f(x)}{s} \right) \geq 0$$

$\approx (*)$

$$\begin{aligned} E[(*)] &= \frac{\sum_{x \neq y} f(x) E[c_{x,y}]}{s} = \frac{1}{k} \cdot \frac{\sum_{x \neq y} f(x)}{s} \\ &\leq \frac{1}{k} \cdot \frac{\left( \sum_x f(x) \right)^s}{s} = \frac{1}{k} \end{aligned}$$

Markov's inequality

Non-negative random variable  $X, a > 0$

$$\Pr[X \geq a] \leq \frac{E[X]}{a}$$

With probability  $1/2$

$$(*) \leq \frac{2}{k}$$

Hence with probability  $1/2$ ,

$$\frac{f(y)}{s} \leq g(y) \leq \frac{f(y)}{s} + \frac{2}{k}$$

Set  $k = \lceil 2/\epsilon \rceil$  to get  $\sqrt{\epsilon}$  additive approximation

---

To make probability of error at most  $\delta \epsilon(0.1)$ :

- Run  $t = \lceil \log(1/\delta) \rceil$  independent copies in parallel
- On query  $y$ : return the minimum of all estimates

$$\Pr[\text{all wrong}] \leq \left(\frac{1}{2}\right)^t \leq 1/\delta$$

i.e., overestimate by more than  $\epsilon$

This is called Count Min Sketch

Total Space usage:  $O\left(\frac{1}{\epsilon} \log(1/\delta)\right)$

---

What is missing?

How do we store random hash functions?

We can't but pairwise independence suffices for our proof:

for  $x \neq y$ :  $E[c_{x,y}] = \Pr[h(x) = h(y)] \leq \frac{1}{k}$

In fact,  $E[c_{x,y}] \leq \frac{O(1)}{k} \leftarrow$  some fixed constant

is good enough, because we can slightly increase  $k =$  the size of  $\Lambda$

(see homework 1 for examples)  
{ of such hash functions }

## Nice properties of Count Min sketch:

- can handle deletions

- can be computed separately  
for subsets and easily combined

(example: different data  
centers having different  
parts of the data set)

Warning: they all need to use  
the same hash function

This is example of linear sketch

smaller

sketch  $\rightarrow [ ] = [ \text{randomized}$

matrix

what the algorithm  
maintains

what our algorithm  
does

[ ]

frequency  
vector