

Elastic-Sketch Under Random Stationary Streams: Limiting Behavior and Near-Optimal Configuration

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Outline

1) Streaming Algorithms

2) Classical Streaming Algorithms

3) Elastic-Sktech

4) Motivation

5) Contributions

Streaming Algorithms

- Catalog of items $\mathcal{C}$, $|\mathcal{C}| = n_{\mathcal{C}}$
- Data Stream $\mathbf{R} = (R_1, \dots, R_T) \in \mathcal{C}^T$
- Objective: Key features about $R_1, \dots, R_t$ at each t
 - Example:
 - Count of item i : $N_i(t)$
 - Top k items
 - ϕ Heavy-Hitters
 - $\|\mathbf{N}(t)\|_p$

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 - Example:
 - Count of item i : $N_i(t)$
 - Top k items
 - ϕ Heavy-Hitters
 - $\|\mathbf{N}(t)\|_p$
- Constraints: High arrival rate  $o(n_{\mathcal{C}})$ memory + one pass + fast processing
 Settle for approximations
- Applications: Network monitoring and clickstream analytics

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Classical Streaming Algorithms

- Counter-Based: Maintain $(i, \hat{N}_i(t))_{i \in S_t} : |S_t| \ll |\mathcal{C}|$

Example: Space Saving [4], Frequent [1,2]

[1] Misra, S., & Gries, D. (1982). *Finding repeated elements*. **Science of Computer Programming**, 2(2), 143–152.

[2] Demaine, E. D., López-Ortiz, A., & Munro, J. I. (2002). *Frequency estimation of internet packet streams with limited space*. In **European Symposium on Algorithms (ESA)** (pp. 348–360).

[3] Charikar, M., Chen, K., & Farach-Colton, M. (2002). *Finding frequent items in data streams*. In **International Colloquium on Automata, Languages and Programming (ICALP)** (pp. 693–703).

[4] Metwally, A., Agrawal, D., & El Abbadi, A. (2005). *Efficient computation of frequent and top-k elements in data streams*. In **International Conference on Database Theory (ICDT)** (pp. 398–412).

[5] Cormode, G., & Muthukrishnan, S. (2005). *An improved data stream summary: The Count–Min sketch and its applications*. **Journal of Algorithms**, 55(1), 58–75.

Classical Streaming Algorithms

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Example: Space Saving [4], Frequent [1,2]

- Sketches or hash-based data structures:
 - Maintaining a vector $\mathbf{Y}(t)$ of size $m = o(n_{\mathcal{C}})$
 - $\mathbf{Y}(t) = \mathbf{N}(t) \cdot \Pi$ (Random and sparse matrix)
 - $\hat{N}_i(t) = f(Y_{h_1(i)}(t), \dots, Y_{h_d(i)}(t)) : d \ll m$

Example: Count-Sketch [3], Count-Min-Sketch [5]

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Count-Min Sketch (CMS)

- Generate Π uniformly at random such that: $\pi_{i,j} \in \{0,1\}$, $\sum_{j=1}^m \pi_{i,j} = d \ll m$
- Example ($N = 5$, $m = 4$, $d = 2$) $\Pi = \begin{bmatrix} 1 & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 0 \end{bmatrix}$
- At each step t , maintain $\mathbf{Y}(t) = \mathbf{N}(t) \cdot \Pi$

$$\mathbf{N}(t) = [10 \ 10 \ 1 \ 1 \ 1]$$

$$\mathbf{Y}(t) = [21 \ 2 \ 12 \ 11] \text{ (} d \text{ estimators)}$$

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$$\mathbf{N}(t) = [10 \ 10 \ 1 \ 1 \ 1] \quad \mathbf{Y}(t) = [21 \ 2 \ 12 \ 11] \text{ (} d \text{ estimators)}$$

- Query for an item i 's count $\hat{N}_i(t) = \min_{c: \pi_{i,c}=1} Y_c(t)$

- Example: $\hat{N}_1 = \min(21, 12)$

Count-Min Sketch (CMS)

1 Data structure

A diagram illustrating the data structure of a Count-Min Sketch. It shows a grid of counters. The width of the grid is labeled as w and the number of rows is labeled as d . The grid contains three rows, each representing a hash function $h_1(x)$, $h_2(x)$, and $h_3(x)$. The first row $h_1(x)$ contains the values 2, 0, 5, 1, 4, 0, 3, and an ellipsis. The second row $h_2(x)$ contains the values 1, 3, 0, 2, 1, 4, 0, and an ellipsis. The third row $h_3(x)$ contains the values 0, 2, 1, 3, 0, 2, 1, and an ellipsis. A horizontal double-headed arrow above the grid indicates the width w , and a vertical double-headed arrow to the right indicates the number of rows d .

$h_1(x)$	2	0	5	1	4	0	3	...
$h_2(x)$	1	3	0	2	1	4	0	...
$h_3(x)$	0	2	1	3	0	2	1	...

d hash functions $h_1, h_2, \dots, h_d$.

Each row is a hash table of counters.

Count-Min Sketch (CMS)

1 Data structure

width = w

$h_1(x)$	2	0	5	1	4	0	3	...
$h_2(x)$	1	3	0	2	1	4	0	...
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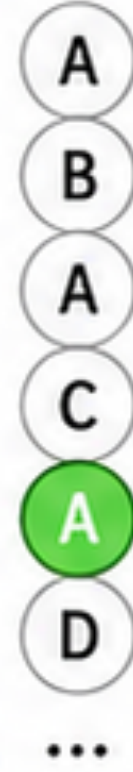
rows = d

d hash functions $h_1, h_2, \dots, h_d$.

Each row is a hash table of counters.

2 Update for an arriving item x

Stream



1 Hash x with d hash functions.

2 Find the d positions
 $h_1(x), h_2(x), \dots, h_d(x)$.

3 Increment all corresponding
counters by 1.

Example (for x):

Positions: $h_1(x)$ $h_2(x)$ $h_3(x)$

Counters before:

4	6	4
---	---	---



Counters
after:

5	7	5
---	---	---

All hashed counters are incremented.

Count-Min Sketch (CMS)

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$h_1(x)$	2	0	5	1	4	0	3	...
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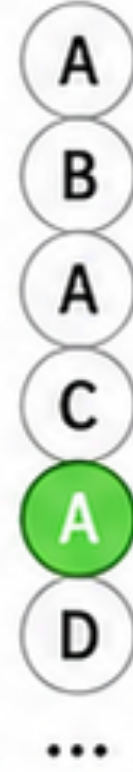
rows = d

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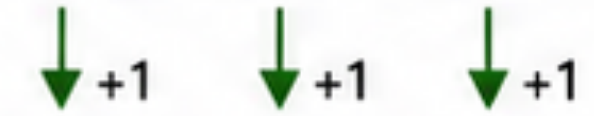
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Example (for x):

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Counters before:

4	6	4
---	---	---



Counters after:

5	7	5
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All hashed counters are incremented.

3 Query

1 Hash x into the same d positions.

2 Read the d counters.

3 Return the minimum of these counters.

Example (for x):

Positions: $h_1(x)$ $h_2(x)$ $h_3(x)$

Counters:

7	9	8
---	---	---



$\text{estimate}(x) = \min = 7$

The estimate is an upper bound on the true frequency of x .

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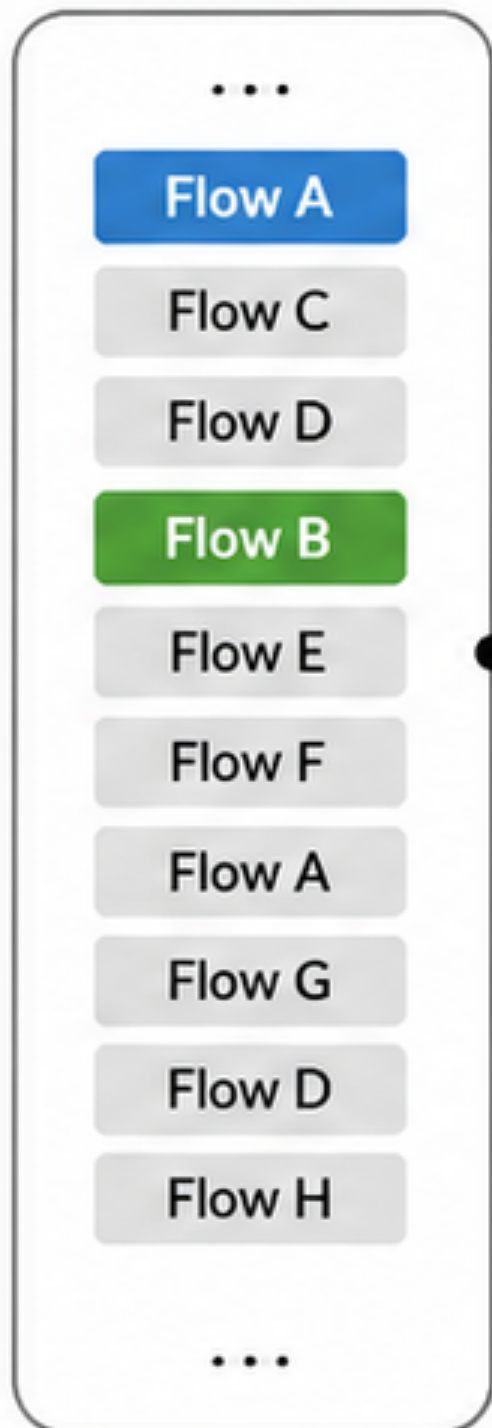
3) Elastic-Sketch

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Elastic-Sketch

Incoming traffic



traffic of
elected items

counted exactly

other traffic

counted approximately

Heavy block

Maintains a small set of elected items with exact counters.

Elected item (flow)		Exact counter
Flow A	→	12,842
Flow B	→	7,531
Flow D	→	3,905
Flow G	→	1,276



elected items
may change
over time

Approximate counting block

all non-elected traffic is summarized approximately

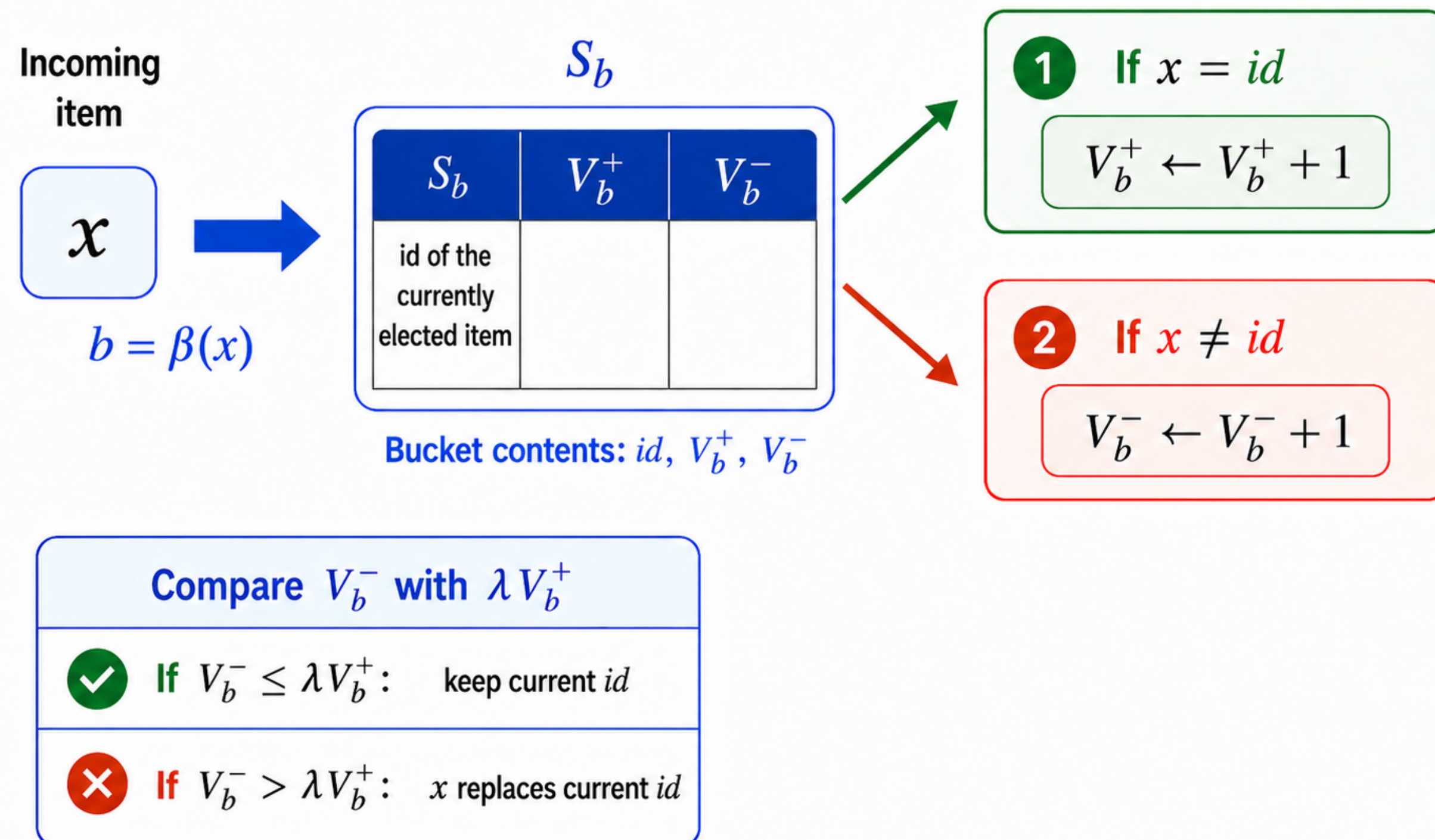
	1	2	3	...	w-1	w
Hash 1	17	9	23	...	4	11
Hash 2	8	15	7	...	12	6
⋮	⋮	⋮	⋮	...	⋮	⋮
Hash d	3	12	5	...	9	14

Elastic-Sketch

- m_1 buckets
- Hash function $\beta : \mathcal{C} \mapsto [m_1]$
- Eviction threshold $\lambda \in \mathbb{N}$

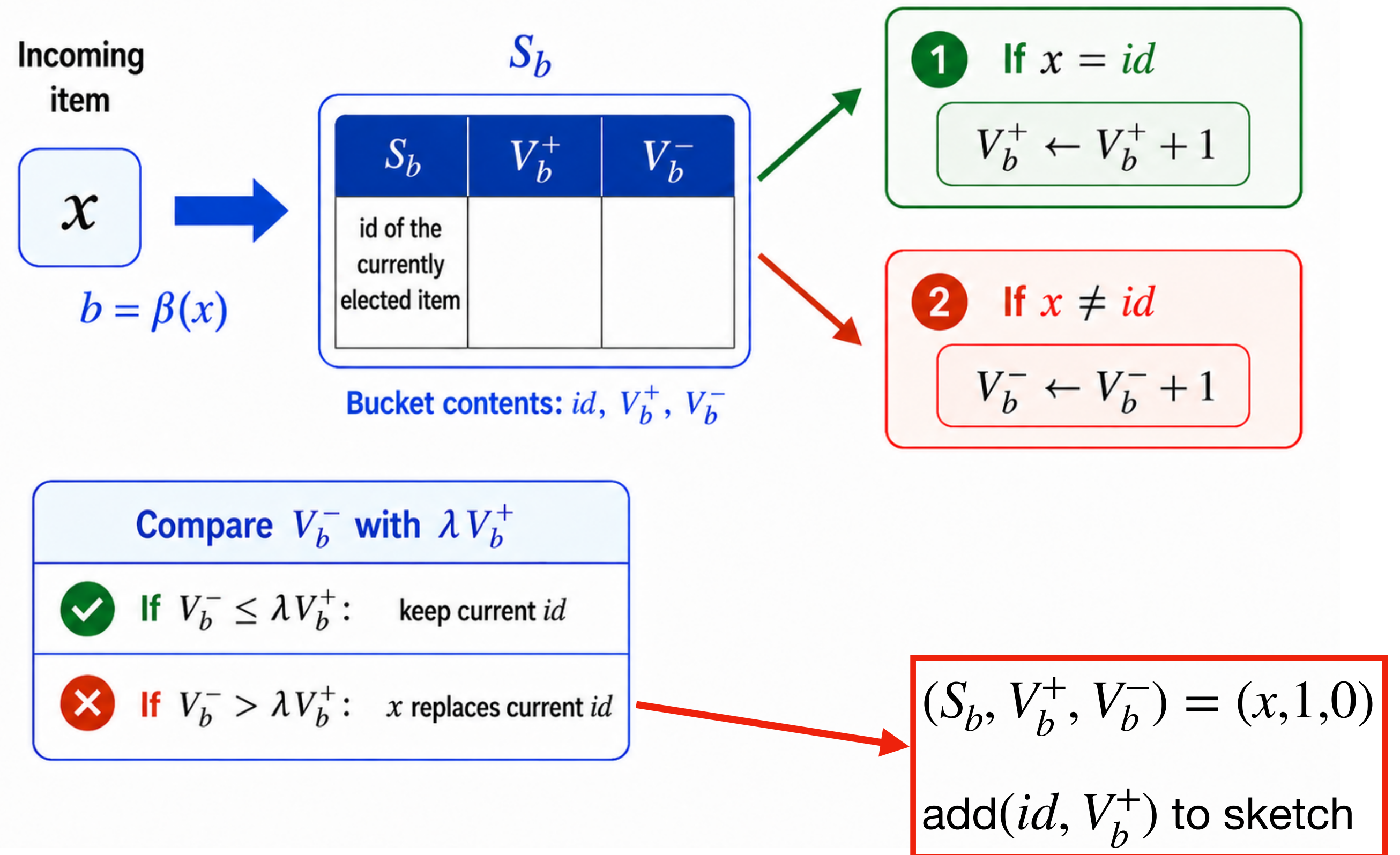
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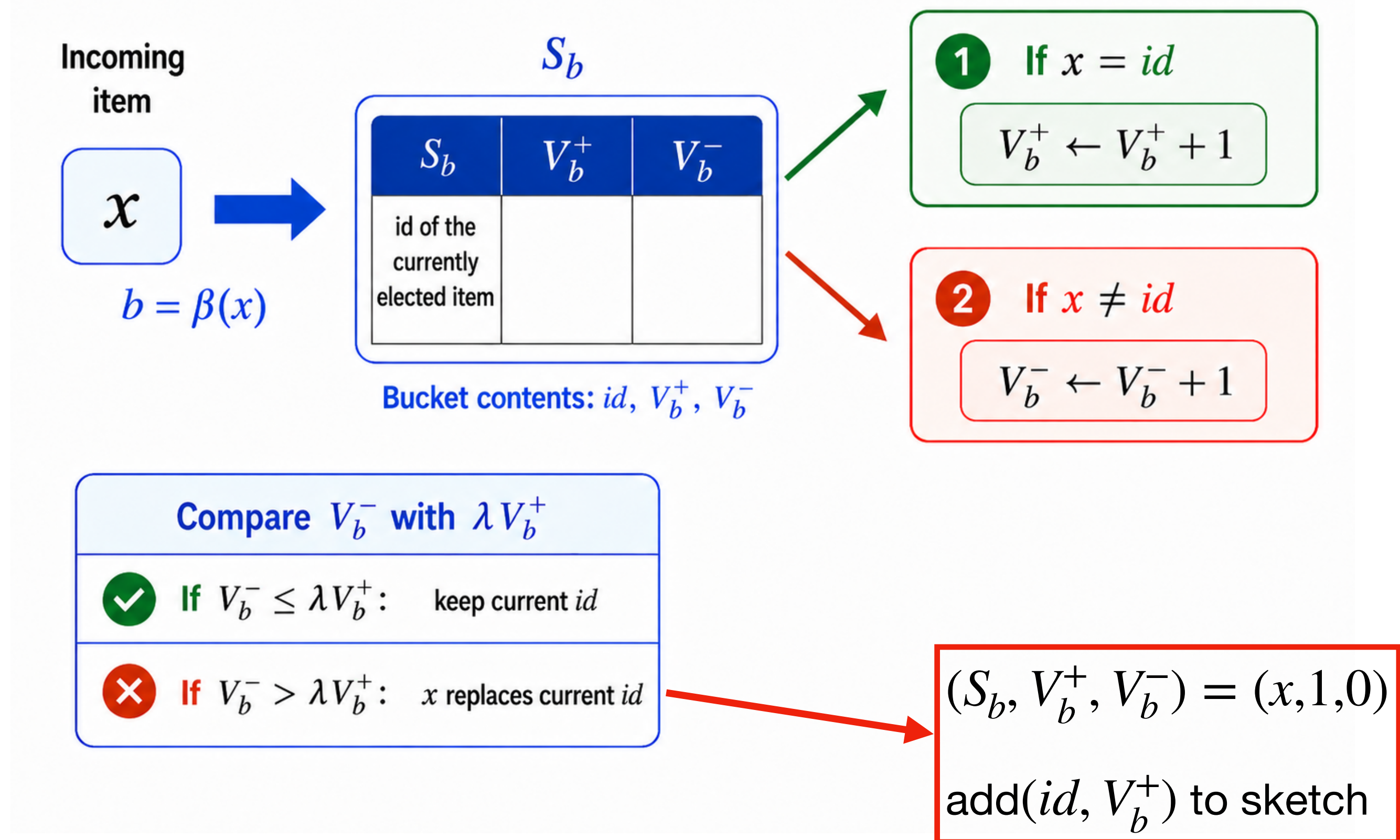
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- Count estimation: $\hat{N}_i = 1_{\{S_{\beta(i)}=i\}} V_{\beta(i)}^+ + \min_{l \in [d]} Y_{l, h_l(i)}$

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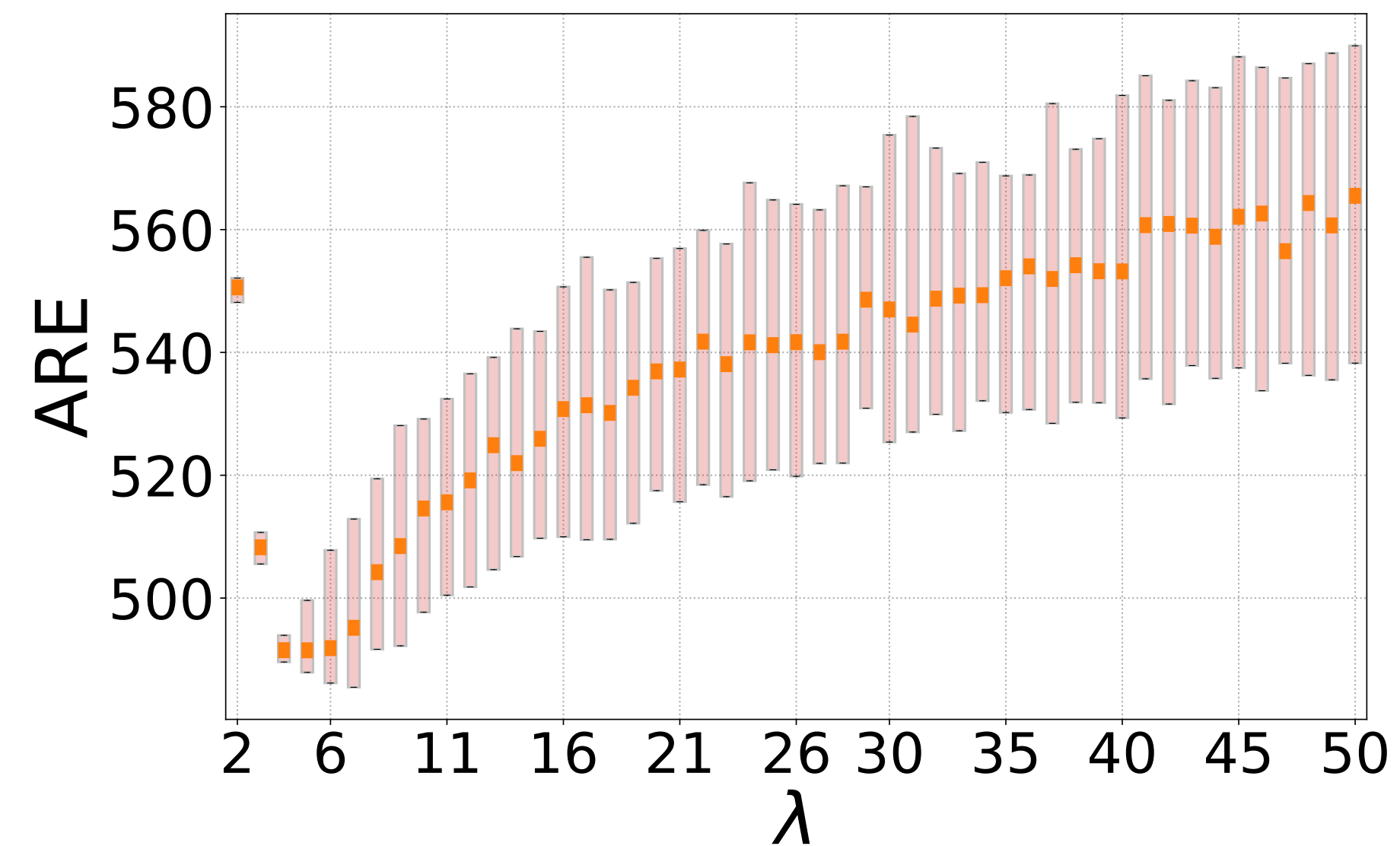
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Motivation

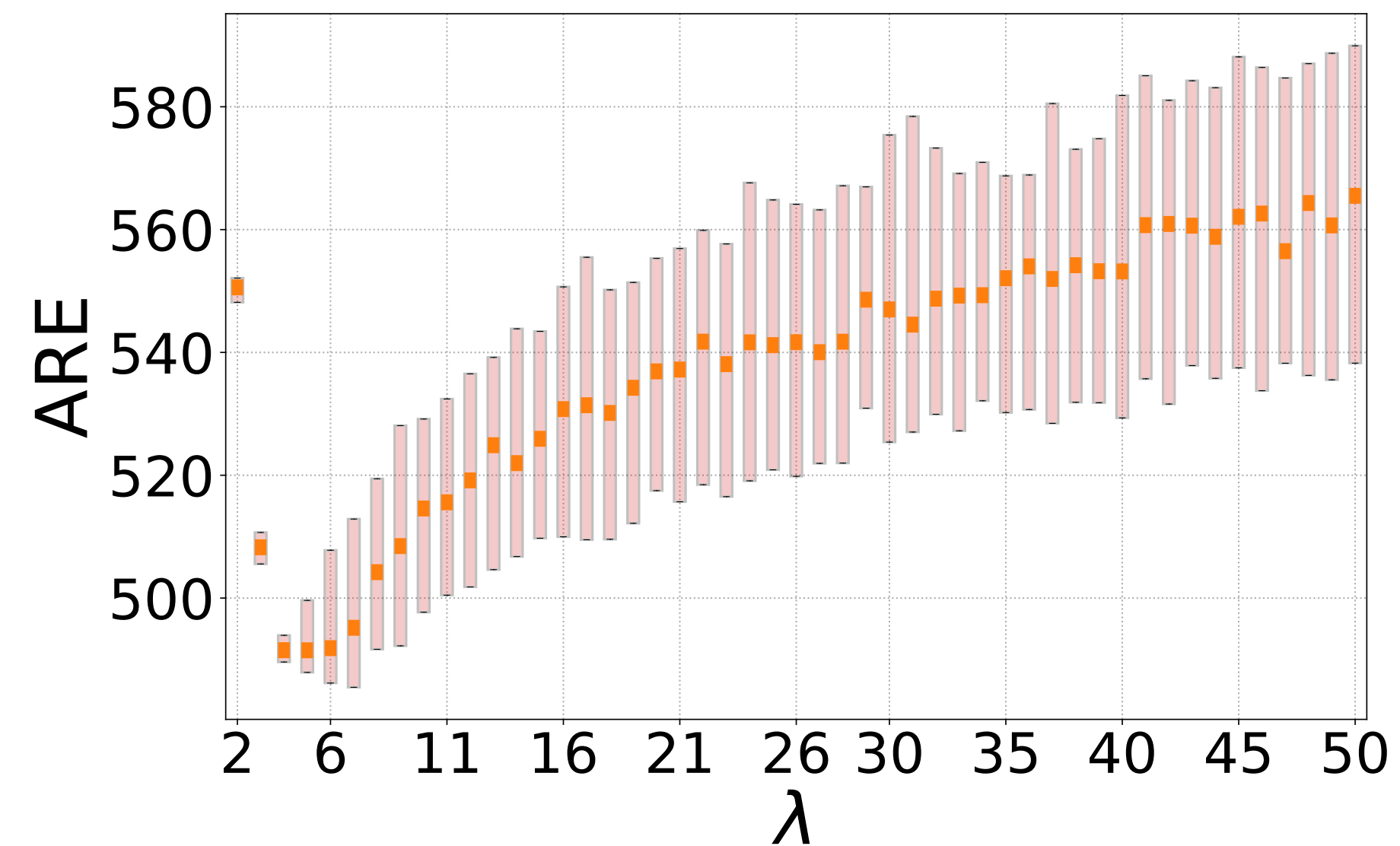
- ARE: Average Relative Error
- Zipf streams with skew $\alpha = 1.2$
- 100 streams (Q1–Q3)



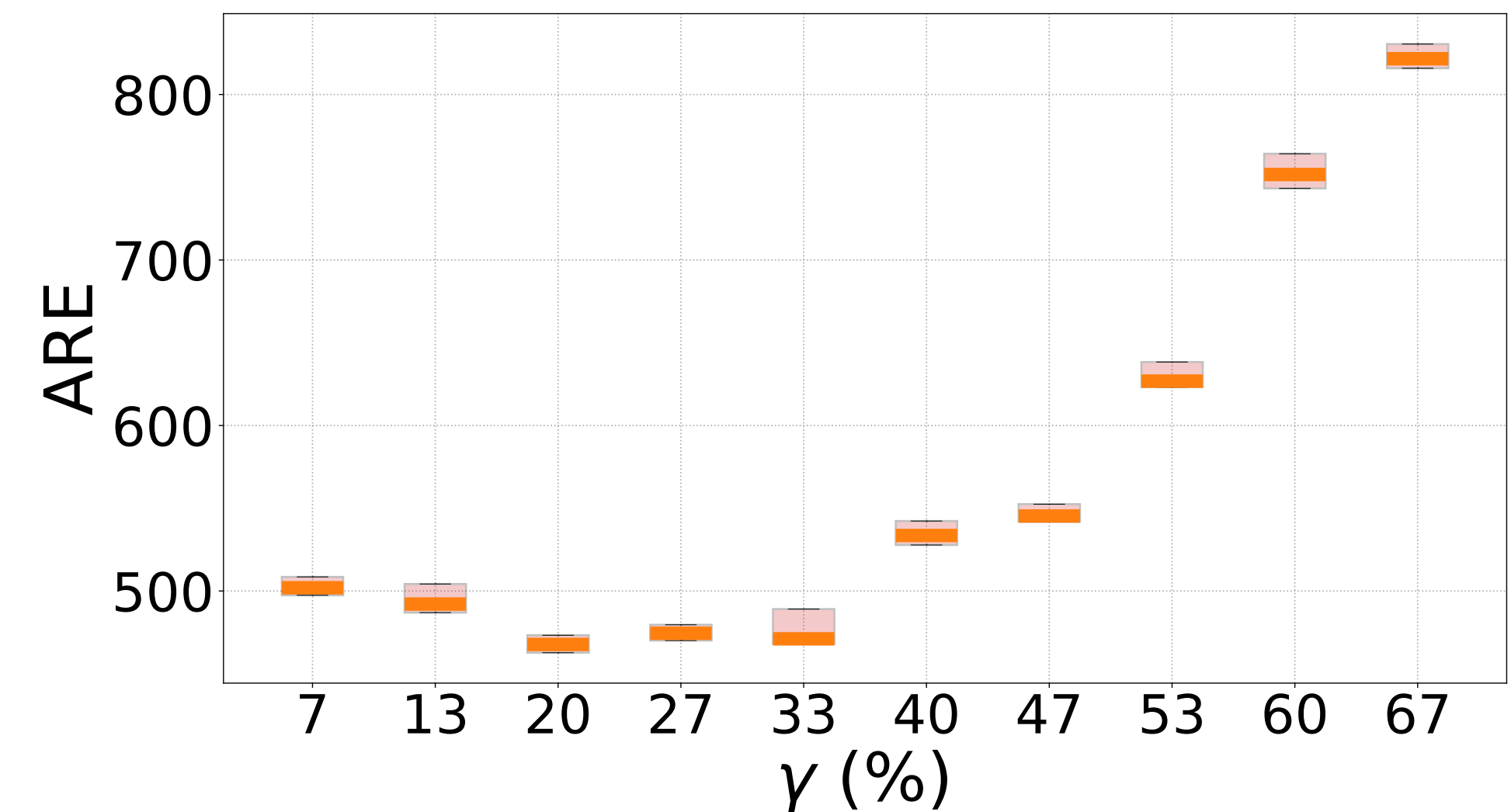
$$m_1 = 50, w = 200, d = 1$$

Motivation

- ARE: Average Relative Error
- Zipf streams with skew $\alpha = 1.2$
- 100 streams (Q1–Q3)
- γ : Fraction of memory for Heavy-block



$$m_1 = 50, w = 200, d = 1$$



$$2m_1 + w \approx 300, \lambda = 5$$

Motivation (Questions)

Given an arrival distribution $\mathbf{p} = (p_i)_{i \in \mathcal{C}}$ with support $n_{\mathcal{C}}$: $\Pr(R_t = i) = p_i$

- What is the memory-accuracy trade-off?
- How to choose λ and γ for $\mathbf{p}$?

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Contributions

5.1 Limiting behavior

5.1.1 Heavy block

5.1.2 CM block and error

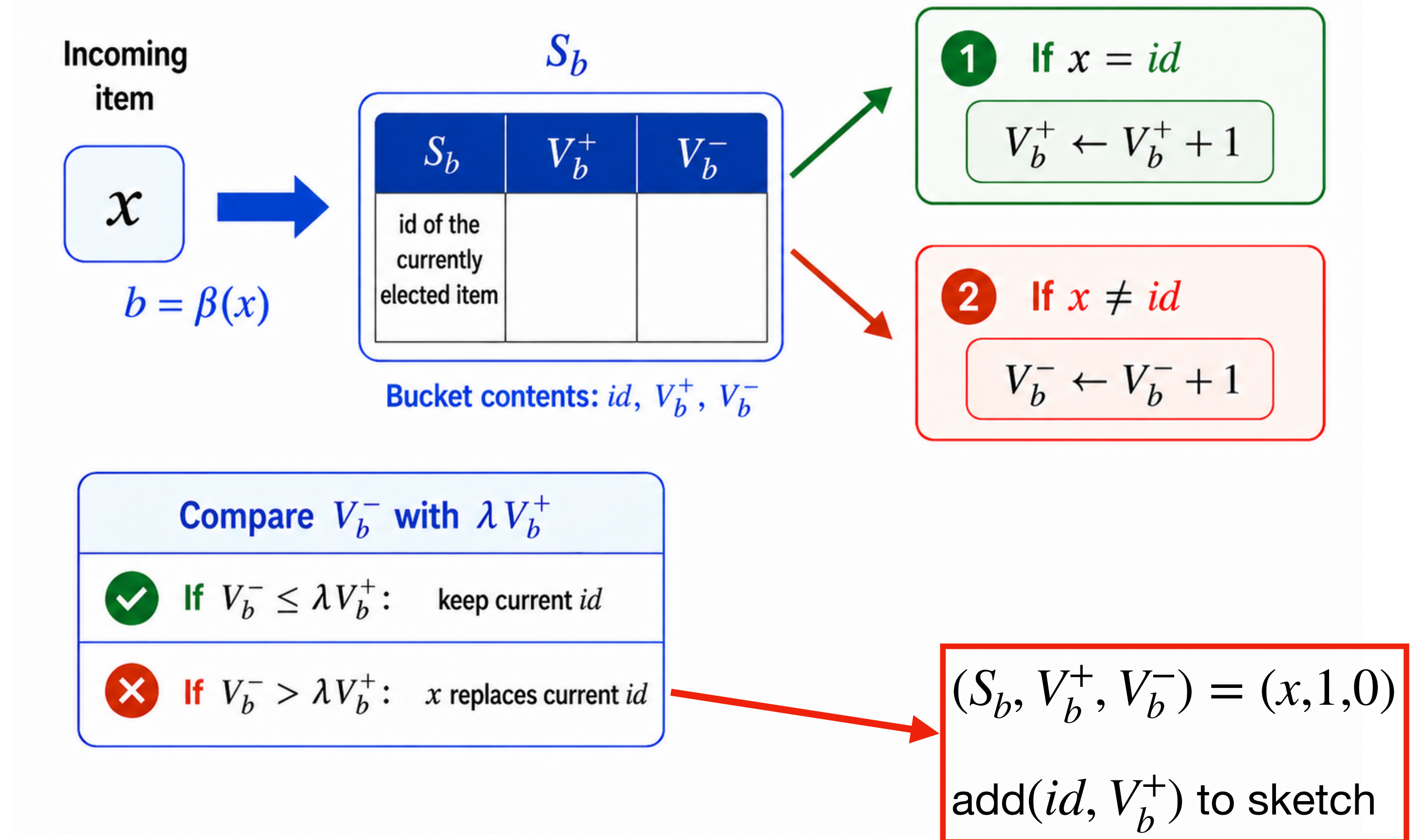
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5.2.1 High probability upper bound on $\lambda^*(\beta)$

5.2.2 Efficient configuration

Elastic-Sketch (Recap)

- m_1 buckets
- Hash function $\beta : \mathcal{C} \mapsto [m_1]$
- Eviction threshold $\lambda \in \mathbb{N}$



- Count estimation: $\hat{n}_i = 1_{\{S_{\beta(i)}=i\}} V_{\beta(i)}^+ + \min_{l \in [d]} Y_{l, h_l(i)}$

Limiting behavior (Heavy block)

Definition: Aggregate filtering/absorption: $G_{\beta}(\lambda) \triangleq \lim_{\tau \rightarrow \infty} \frac{1}{\tau} \sum_{b=1}^{m_1} V_b^+(\tau)$

Limiting behavior (Heavy block)

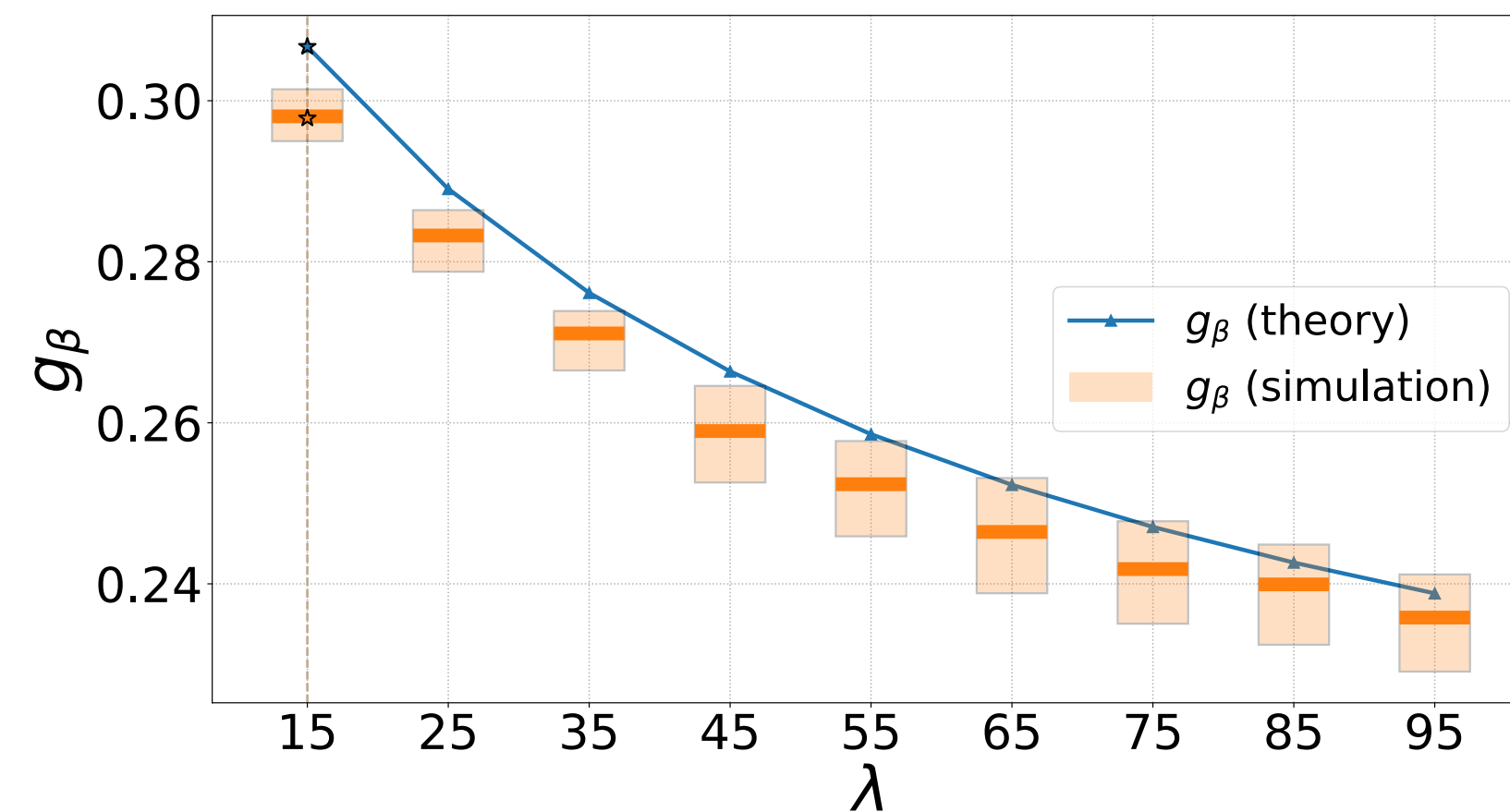
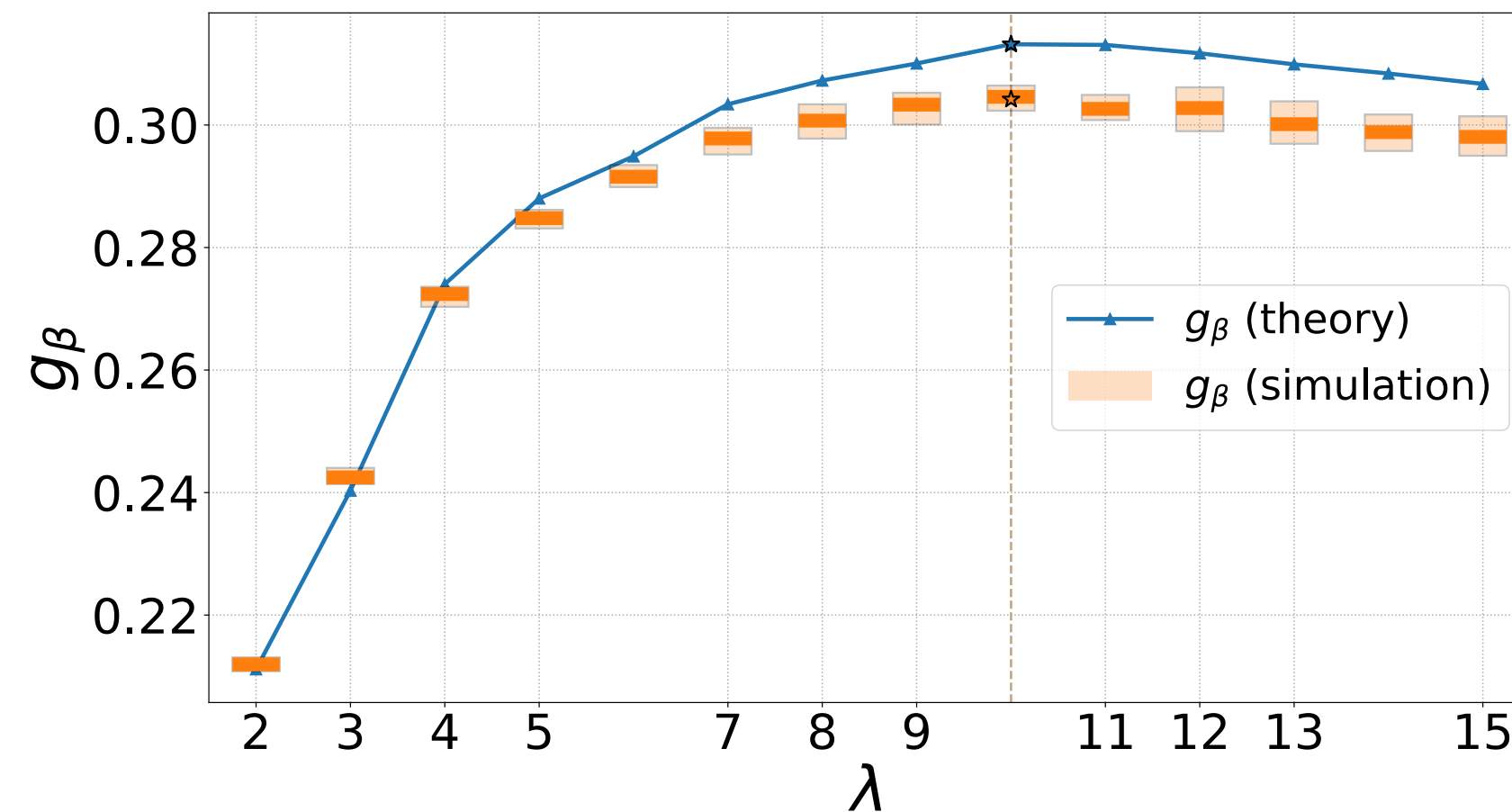
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Theorem 1: $G_{\beta}(\lambda)$ admits a closed form expression and its expectation $g_{\beta}(\lambda)$ can be computed in $\mathcal{O}(n_{\mathcal{E}})$.

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50 Zipf samples with $\alpha = 0.8$, $m_1 = 200$, $n_{\mathcal{E}} = 10^4$, $\tau = 5 \times 10^5$

Limiting behavior (Proof)

Collisions set $\mathcal{C}_b = \{i \in \mathcal{C} : \beta(i) = b\}$, and $\mu_b = \sum_{i \in \mathcal{C}_b} p_i$

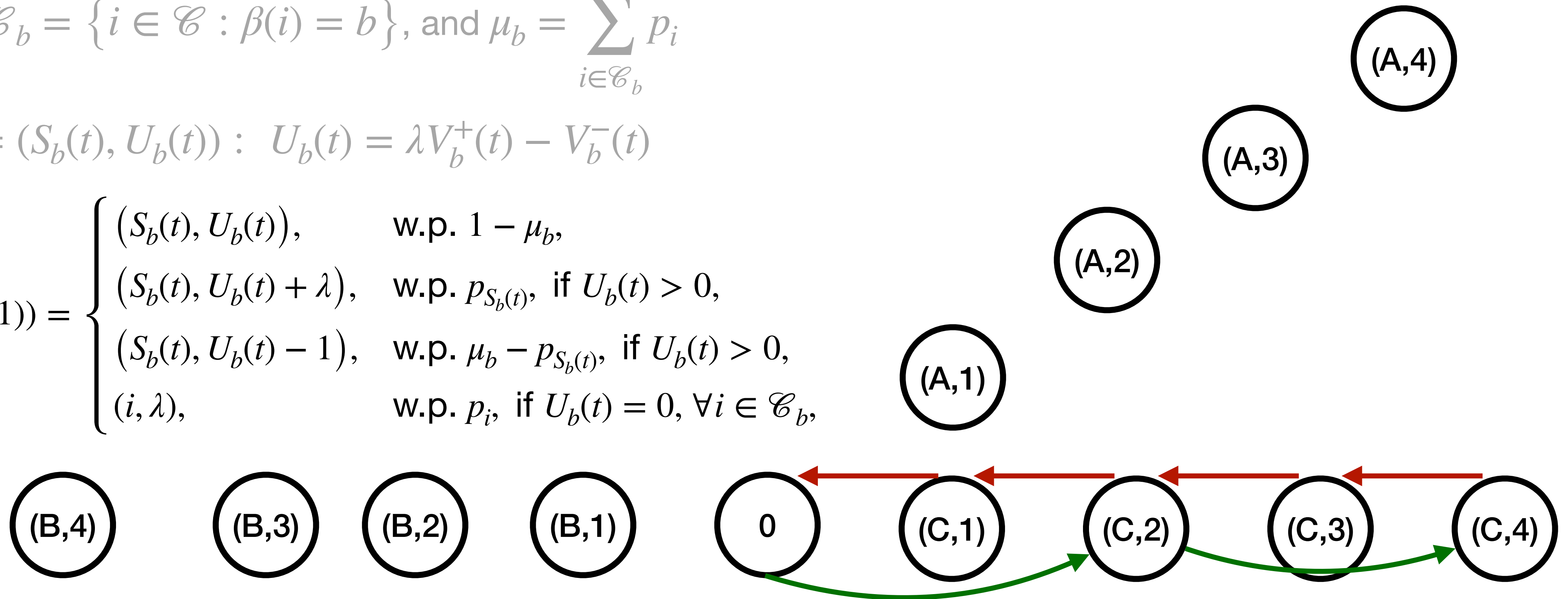
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$$(S_b(t+1), U_b(t+1)) = \begin{cases} (S_b(t), U_b(t)), & \text{w.p. } 1 - \mu_b, \\ (S_b(t), U_b(t) + \lambda), & \text{w.p. } p_{S_b(t)}, \text{ if } U_b(t) > 0, \\ (S_b(t), U_b(t) - 1), & \text{w.p. } \mu_b - p_{S_b(t)}, \text{ if } U_b(t) > 0, \\ (i, \lambda), & \text{w.p. } p_i, \text{ if } U_b(t) = 0, \forall i \in \mathcal{C}_b, \end{cases}$$

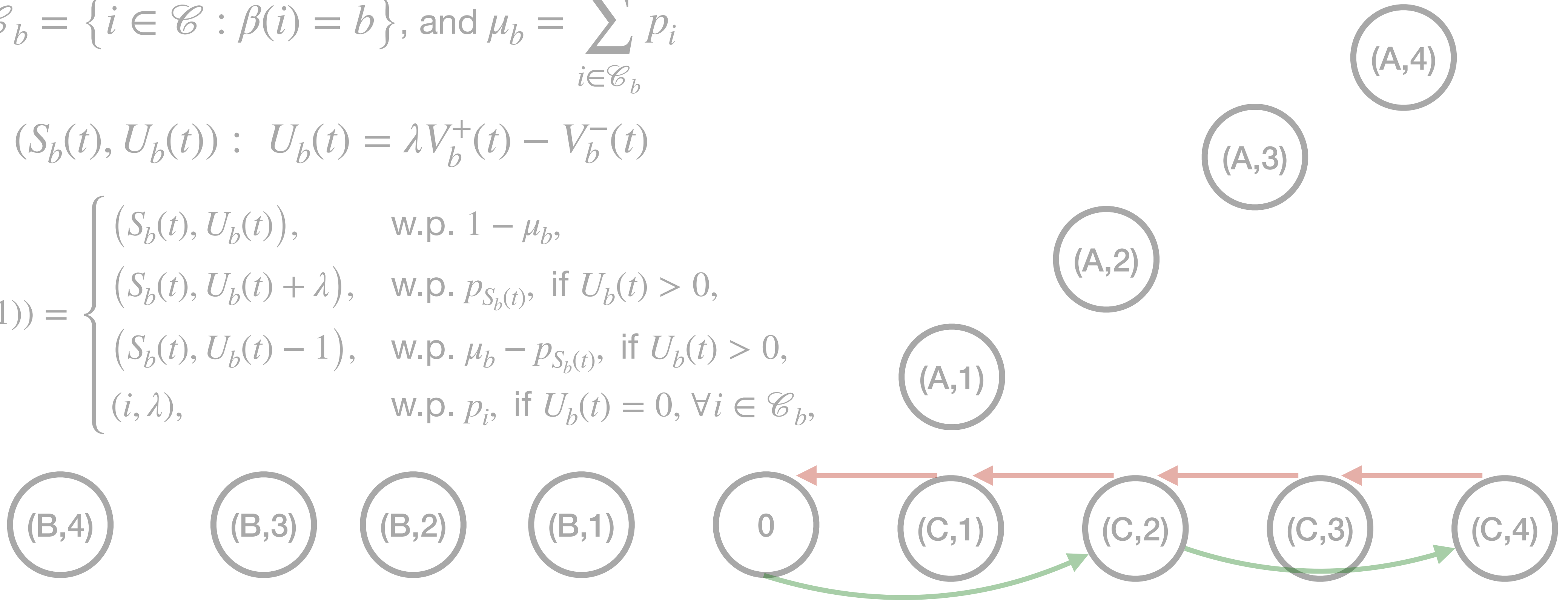


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Define $\lambda_i(\beta) = \frac{\mu_b}{p_i} - 1$ and $\lambda_b^{(1)} = \min_{i \in \mathcal{C}_b} \lambda_i(\beta)$

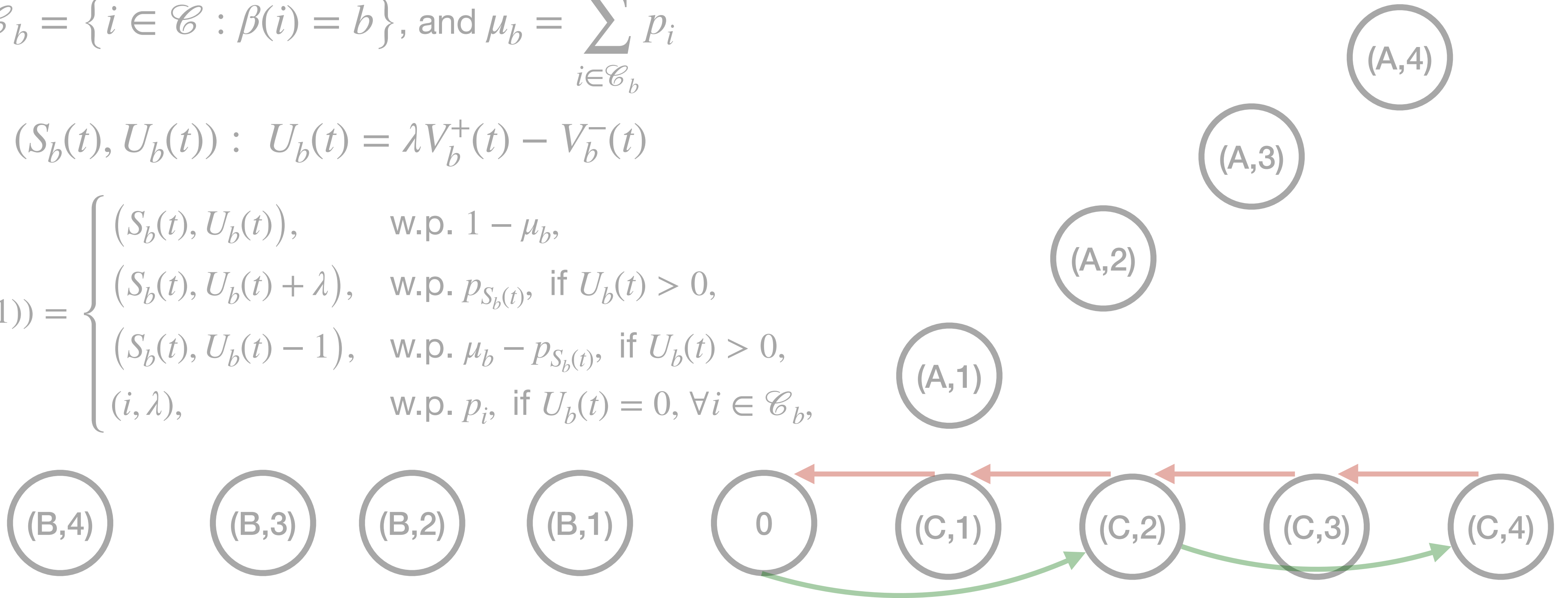
$S_b(\infty) \begin{cases} \text{does not exist,} & \text{if } \lambda \leq \lambda_b^{(1)} \\ \text{exists} & \text{otherwise} \end{cases}$

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$S_b(\infty) \begin{cases} \text{does not exist,} & \text{if } \lambda \leq \lambda_b^{(1)} \\ \text{exists} & \text{otherwise} \end{cases} \longrightarrow \Pr [S_b(\infty) = i] = a_{i,\beta}(\lambda) \longrightarrow \lim_{\tau \rightarrow \infty} \frac{V_b^+(\tau)}{\tau} = \sum_{i \in \mathcal{C}_b} p_i 1_{\{S_b(\infty)=i\}}$

Contributions

5.1 Limiting behavior

5.1.1 Heavy block

5.1.2 CM block and error

5.2 Near-Optimal Configuration

5.2.1 High probability upper bound on $\lambda^*(\beta)$

5.2.2 Efficient configuration

CM block and Error

Definition: $\text{Err}_{(0)}(t) = \min_{l \in [d]} Y_{l, X_l}(t)$: (X_l) are i.i.d. uniform

Lemma: $\Pr \left(\text{Err}_i(t) \geq x \right) \leq \Pr \left(\text{Err}_{(0)}(t) \geq x \right)$

CM block and Error

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Lemma: $\Pr(\text{Err}_i(t) \geq x) \leq \Pr(\text{Err}_{(0)}(t) \geq x)$

Definition: $\overline{\text{Err}}_{(0)} = \lim_{\tau \rightarrow \infty} \frac{1}{\tau} \min_{l \in [d]} Y_{l, X_l}(\tau)$: (X_l) are i.i.d. uniform

Theorem 2: $\mathbb{E}[\overline{\text{Err}}_0] = \frac{1}{m_2} \left(1 - \mathbb{E}[g_\beta(\lambda)] \right)$



Proxy for comparison in terms of λ and memory split between blocks

Contributions

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Near-Optimal Configuration

$$\text{Optimal configuration: } (\lambda^*, m_1^*, m_2^*) \in \operatorname{argmax}_{\lambda \in \mathbb{N}, \rho m_1 + m_2 \leq m} \frac{1}{m_2} (1 - \bar{g}(m_1, \lambda))$$

Near-Optimal Configuration

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Definition: $\lambda^*(\beta) = \operatorname{argmax}_{\lambda \in \mathbb{N}} g_\beta(\lambda)$

Definition: $\lambda_{m_1}^* \triangleq \operatorname{argmax}_{\lambda \in \mathbb{N}} \bar{g}(m_1, \lambda)$

Near-Optimal Configuration (High probability bound)

Theorem 3: If $m_1 \rightarrow \infty$ and $n_{\mathcal{C}} \gg m_1$, w.h.p.,

$$\lambda^*(\beta) \leq \frac{n_{\mathcal{C}}}{m_1} + \mathcal{O} \left(\sqrt{\frac{n_{\mathcal{C}} \ln m_1}{m_1}} \right),$$

With equality under the uniform distribution

Near-Optimal Configuration (Efficient configuration)

Table 1. Number of distinct candidate values ($|\Lambda(m_1)|$): $n_{\text{samp}} = 10^3$, $n_I = 10^4$.

Theorem 4 [Candidates set]: $\lambda_{m_1}^* \in \Lambda(m_1)$

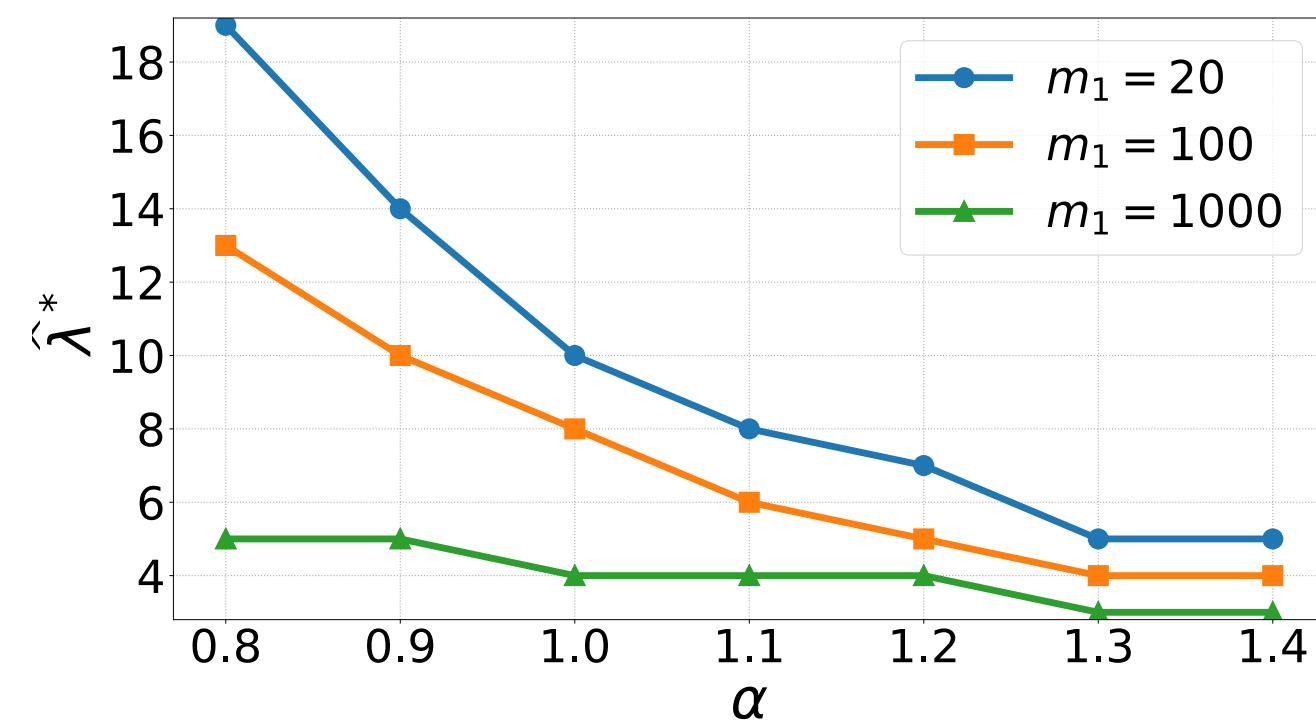
α	m_1						
	20	100	200	500	1000	2000	5000
0.8	55	35	27	18	13	9	8
1.0	38	29	24	16	12	9	7
1.2	26	24	21	15	11	9	7

Near-Optimal Configuration (Efficient configuration)

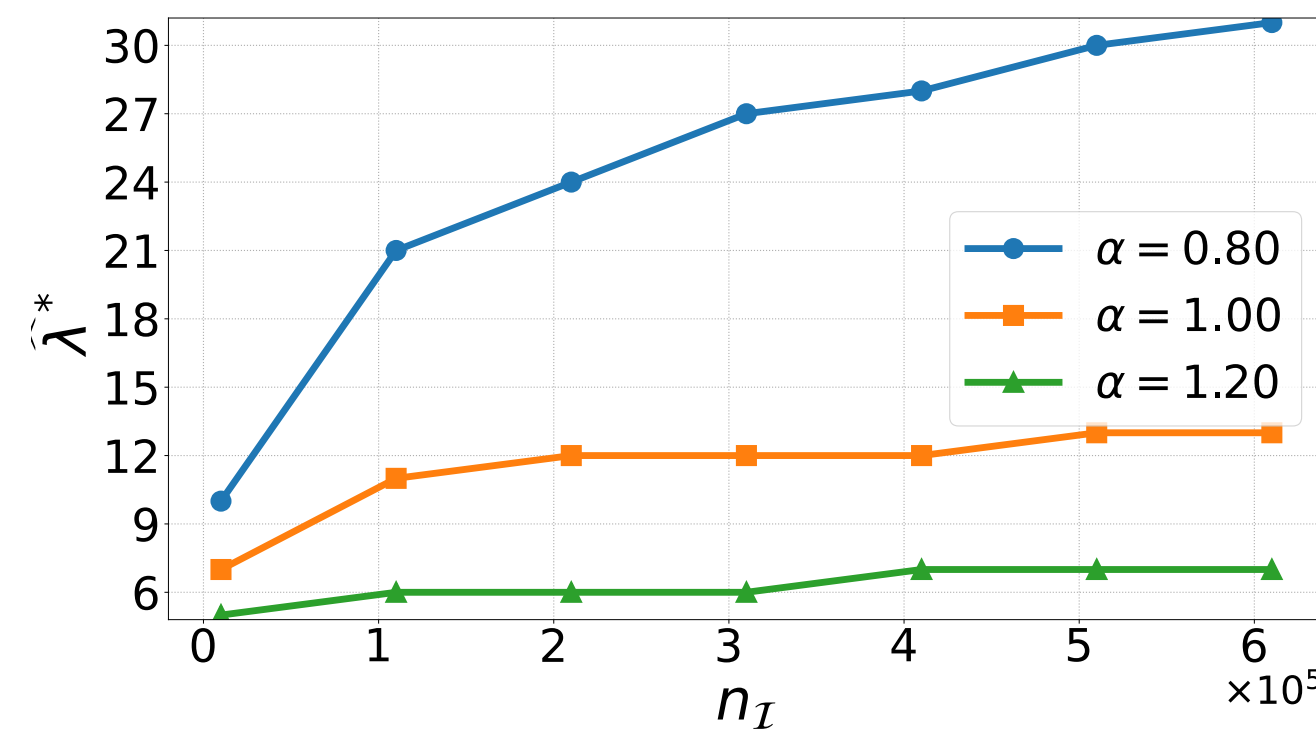
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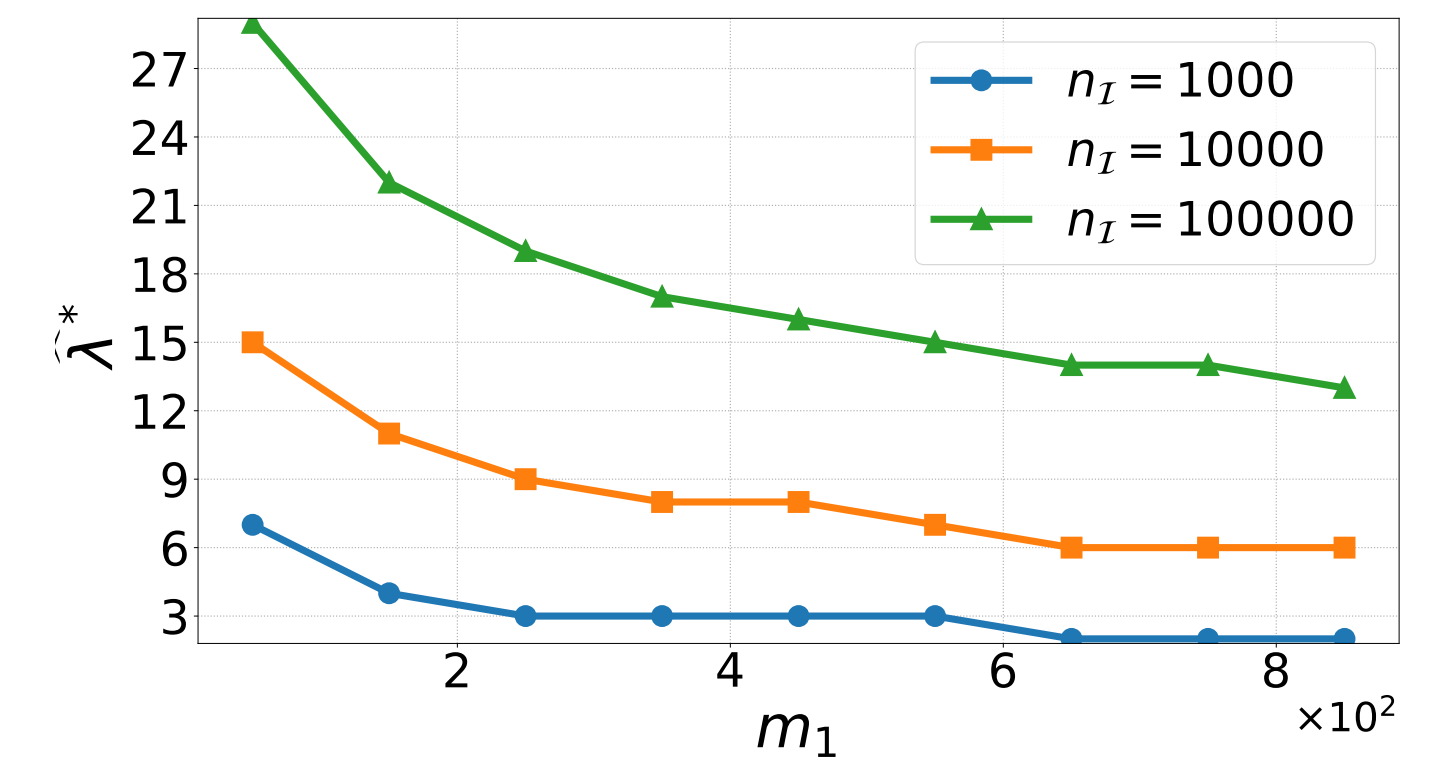
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1.2	26	24	21	15	11	9	7



$$n_{\mathcal{E}} = 10^4$$



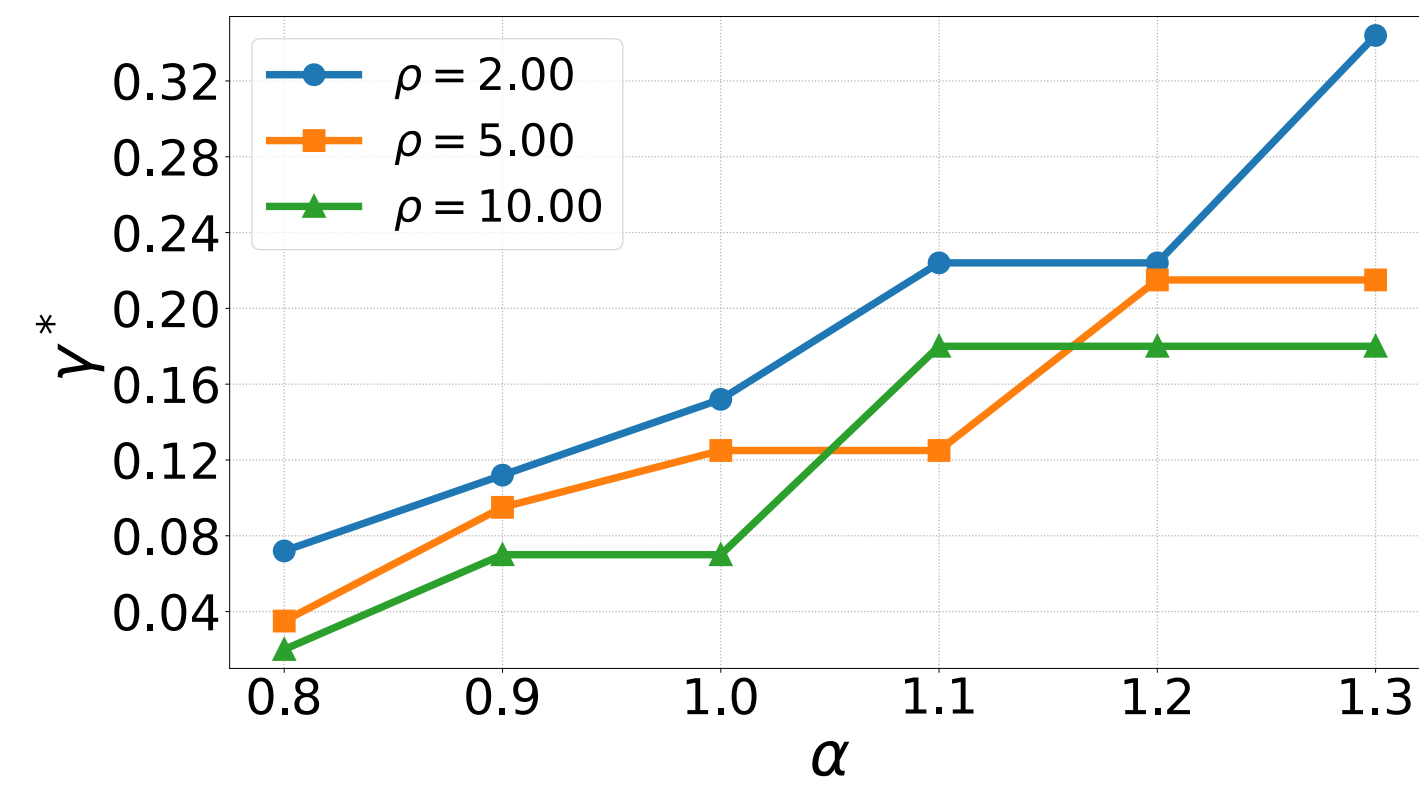
$$m_1 = 200$$



$$\alpha = 0.8$$

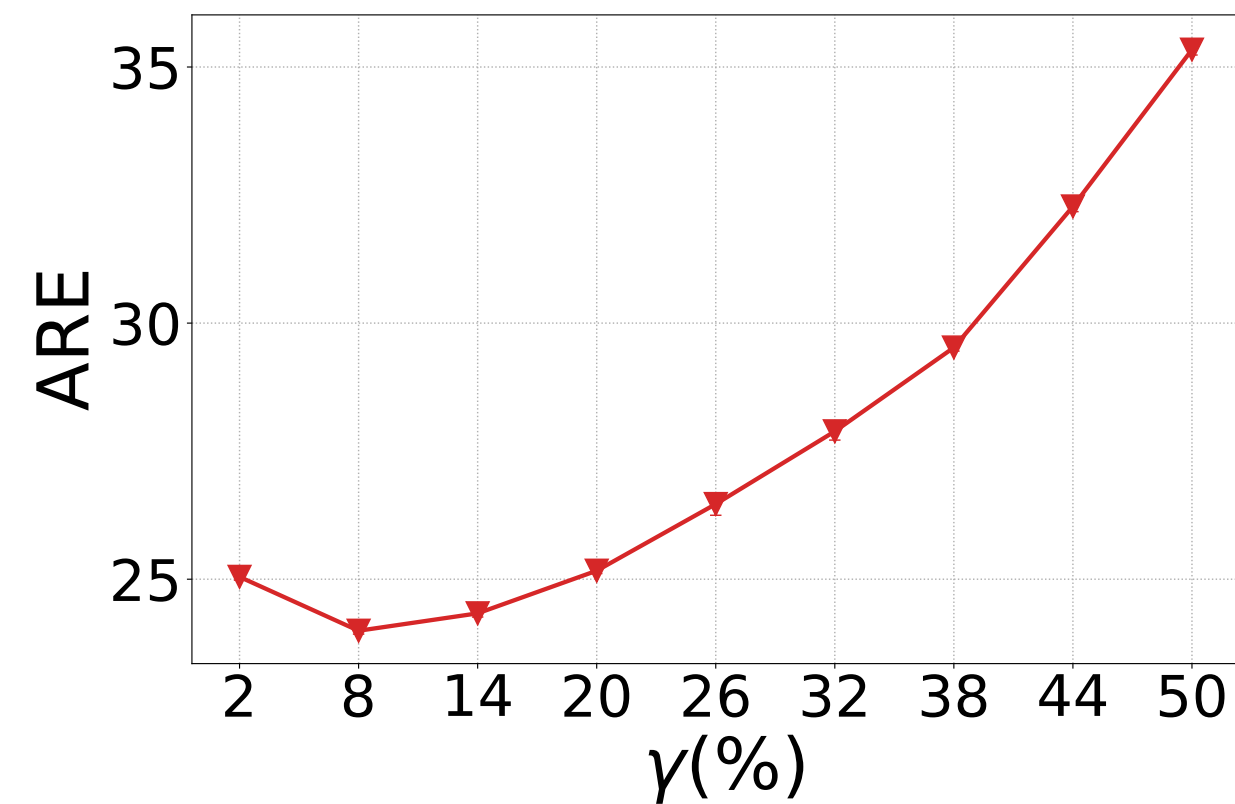
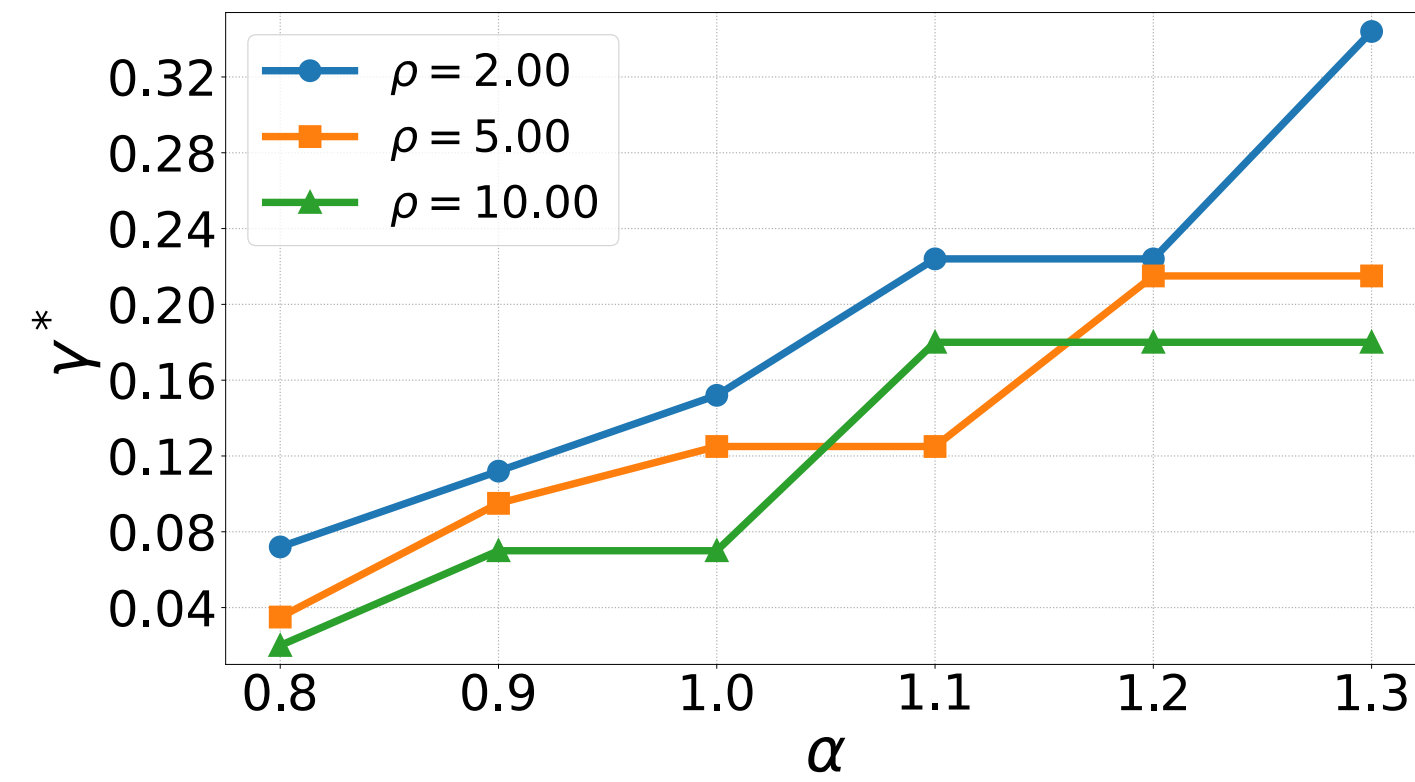
Near-Optimal Configuration (Efficient configuration)

$m = 1000, n_{\mathcal{E}} = 10^4, 50$ samples

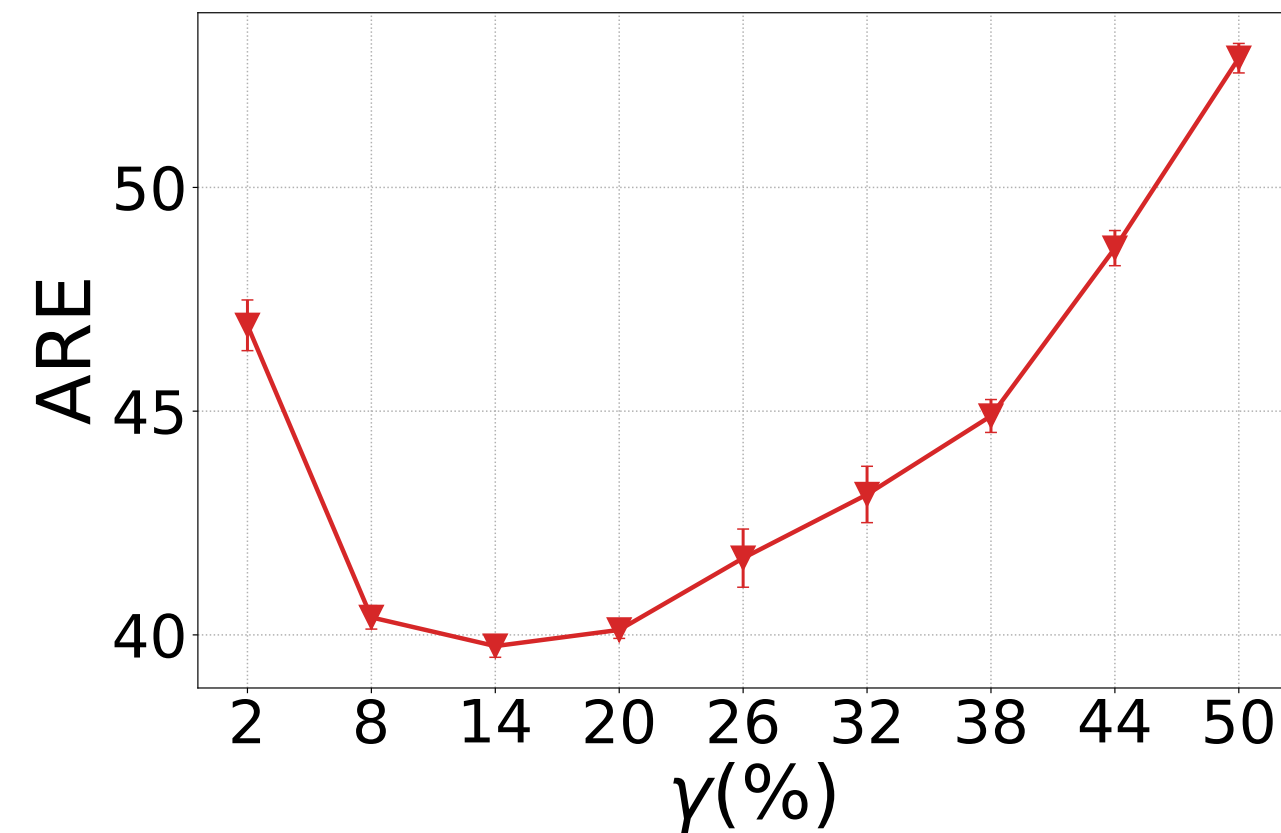


Near-Optimal Configuration (Efficient configuration)

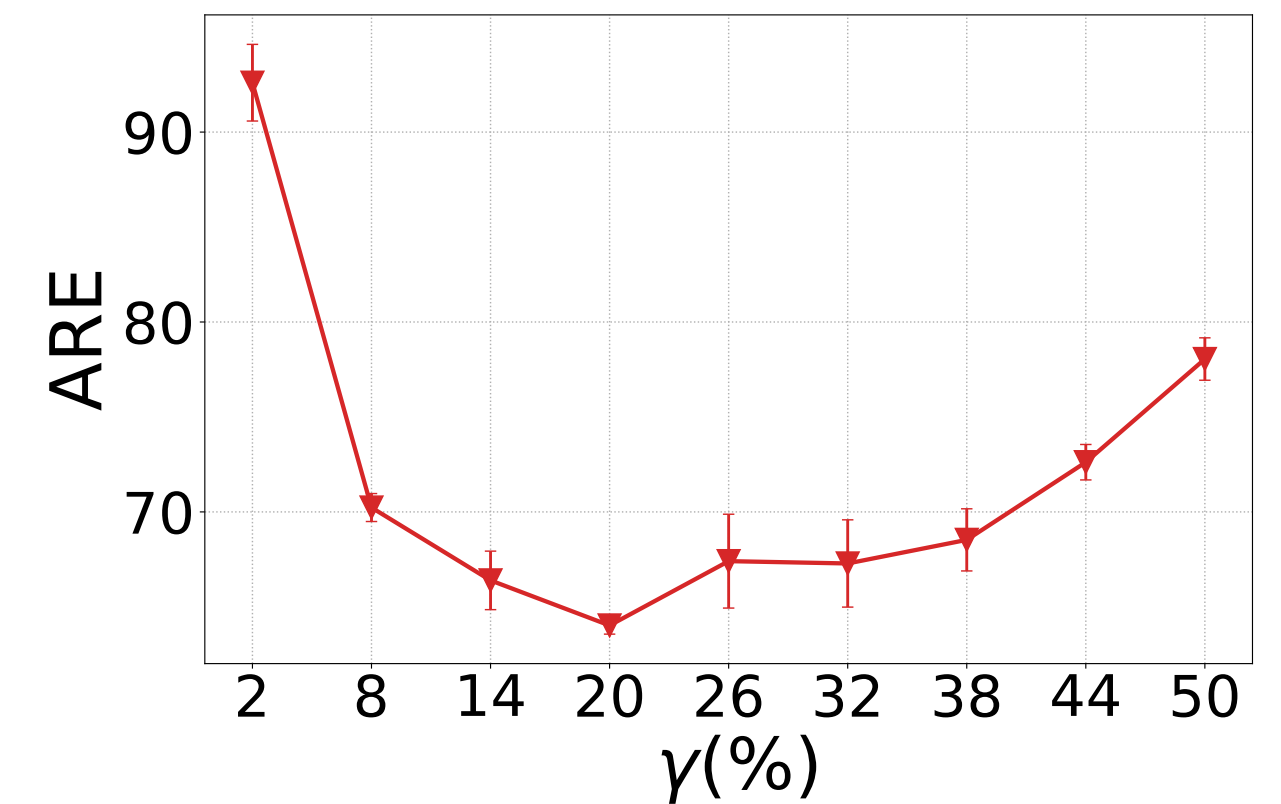
$m = 1000, n_{\mathcal{C}} = 10^4, 50$ samples



$\alpha = 0.8$



$\alpha = 1.0$



$\alpha = 1.2$

$\lambda = 5, \rho = 2$ (5 maps x 5 streams)

Future work

How does $\lambda^*(\beta)$, and the optimal memory split depend on Zipf(α)?

How can predictions be integrated in Elastic sketch?

Thank you