

STREAMING ALGORITHMS

- Streaming Model of Computation
- Streaming Algorithms and DFA
- Stream: Motivation and Applications
- Synopsis: Sliding Window, Histogram, Wavelets
- Sampling from Stream: Reservoir Sampling
- Linear Sketch
- Count-Min Sketch
- AMS Sketch

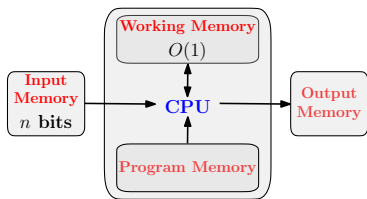
IMDAD ULLAH KHAN

The Streaming Model of Computation

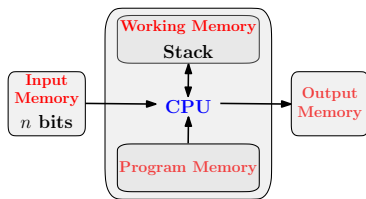
Models of Computation



More detailed view of model of the "computers" we studied:

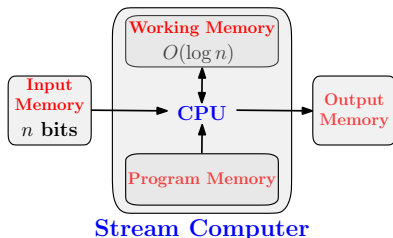


Finite Automaton



Pushdown Automaton

Stream Computation Model: Streaming Algorithm



A streaming algorithm has three components

Algorithm Streaming algorithm: Input $\mathcal{S} = \sigma_1\sigma_2\sigma_3\cdots \in \Sigma^*$

INITIALIZE(*vars*)

▷ $O((\log n)^c)$ -bits

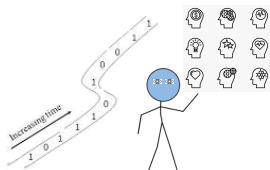
while σ : (next symbol in \mathcal{S}) is not end of stream **do**

 Pseudocode using σ and *vars*

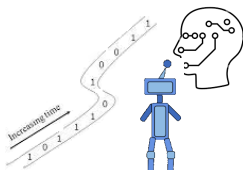
▷ $O(1)$ -time

 Pseudocode for **Accept/Reject** or **Output** based on *vars*

Differences in DFA and Streaming Algorithms



Finite Automaton



Stream Computer

Streaming algorithms have poly-logarithmic working memory

- ▷ memory increases with the size of inputs (though very slowly)

Streaming algorithms can recognize (some) non-regular language

Can output more than a bit e.g. can flush-out its working memory

- ▷ it can be used for non-decision problems

In some versions streaming algorithms can do multiple passes on input

Can be randomized - output is correct up to error parameters $0 < \epsilon, \delta < 1$

- ▷ working memory is polynomial in $1/\epsilon, 1/\delta, \log n$

Differences in DFA and Streaming Algorithms

BALANCED = $\{w \mid w \text{ has equal number of 0s and 1s}\}$ is not regular

▷ Proved it using the pumping lemma

No DFA recognizes BALANCED

Streaming Algorithm for BALANCED problem

Algorithm Streaming Algorithm for BALANCED($w = w_1 w_2 \dots w_n$)

$C_0 \leftarrow 0$

$C_1 \leftarrow 0$

for $i = 1 \rightarrow n$ **do**

if $w_i = 1$ **then**

$C_1 \leftarrow C_1 + 1$

else

$C_0 \leftarrow C_0 + 1$

if $C_0 = C_1$ **then**

Accept

else

Reject

This streaming algorithm recognizes BALANCED with $2 \log n$ bits

DFA vs Streaming Algorithms

$L_1 = 1\text{-DOMINANT} = \{w \mid w \text{ has more 1s than 0s}\}$

Let $L_b = \text{BALANCED}$

Knowing L_b is not regular, doesn't imply L_1 is not regular $\triangleright L_1 \neq \overline{L_b}$

$L_0 = 0\text{-DOMINANT} = \{w \mid w \text{ has more 0s than 1s}\}$

$$L_b = \overline{L_1} \cap \overline{L_0} = \overline{L_1 \cup L_0}$$

$\triangleright L_1$ is regular $\implies L_0$ is regular (flip 0's and 1's in the supposed DFA)

$\rightarrow L_1 \cup L_0$ is regular $\rightarrow \overline{L_1 \cup L_0}$ is regular $\rightarrow \overline{L_1}$ is regular $\rightarrow L_1$ is regular

Thus, no DFA recognizes 1-DOMINANT, while the following streaming algorithm recognizes it with $2 \log n$ bits

Can we do it in fewer bits?

Streaming Algorithm for 1-DOMINANT problem

Algorithm Streaming Algorithm for 1-DOMINANT($w = w_1 w_2 \dots w_n$)

$C \leftarrow 0$

$x \leftarrow 0$

▷ C is an integer, x is a bit

for $i = 1 \rightarrow n$ **do**

if $C = 0$ **then**

$C \leftarrow 1$

$x \leftarrow w_i$

else if $C \neq 0$ AND $x = w_i$ **then**

$C \leftarrow C + 1$

else

$C \leftarrow C - 1$

if $C > 0$ AND $x = 1$ **then**

Accept

else

Reject

x records the bit currently in majority

C records the excess frequency of x over \bar{x}

PDA vs Streaming Algorithms

BALANCED-3 = $\{a^m b^m c^m \mid m \geq 0\}$ cannot be recognized by a PDA

▷ PDA cannot match number of a 's, b 's, and c 's using one stack

Algorithm Streaming Algorithm for BALANCED-3($w = w_1 w_2 \dots w_n$)

$C_a \leftarrow 0 \quad C_b \leftarrow 0 \quad C_c \leftarrow 0 \quad phase \leftarrow 0 \quad \triangleright$ phase: 0 for a 's, 1 for b 's, 2 for c 's

for $i = 1 \rightarrow n$ do

 if $phase = 0$ then

 if $w_i = a$ then $C_a \leftarrow C_a + 1$

 else if $w_i = b$ then $C_b \leftarrow C_b + 1 \quad phase \leftarrow 2$

 else Reject

 else if $phase = 1$ then

 if $w_i = b$ then $C_b \leftarrow C_b + 1$

 else if $w_i = c$ then $C_c \leftarrow C_c + 1 \quad phase \leftarrow 3$

 else Reject

 else

 if $w_i = c$ then $C_c \leftarrow C_c + 1$

 else Reject

if $C_a = C_b = C_c$ then Accept

else Reject
