

Lecture 13-14: Sublinear-Time Algorithms

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UNIVERSITY OF
CAMBRIDGE

Outline

Introduction

Upper Bounds on Testing Uniformity

Lower Bounds on Testing Uniformity

Extensions



Sublinear Algorithms Overview

Sublinear Algorithms: Algorithms that return reasonably good approximate answers without scanning or storing the entire input



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Sublinear Algorithms

Sublinear-(Time)
Algorithms

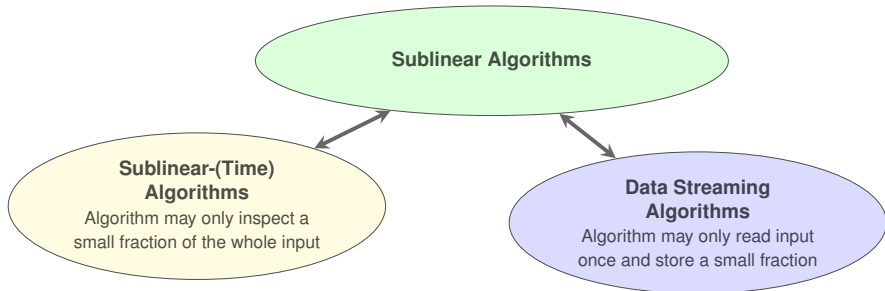
Algorithm may only inspect a
small fraction of the whole input



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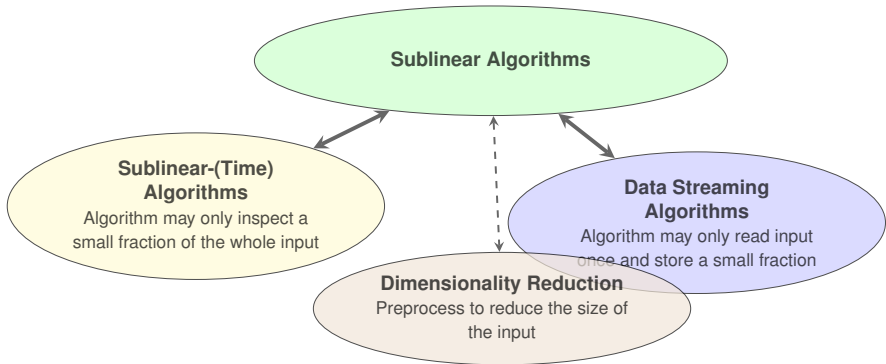
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Goal: Estimate properties of **big** probability distributions



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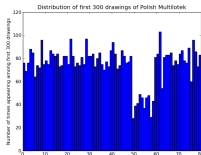


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- **Lottery** (are numbers equally likely?)
- **Birthday Distribution** (is the birthday distribution uniform over 365 days?)



Thanks to Krzysztof Onak (pointer) and Eric Price (graph)

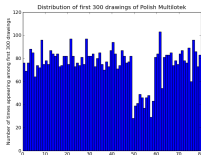


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Transactions of 20-30 yr olds



Transactions of 30-40 yr olds



trend change?

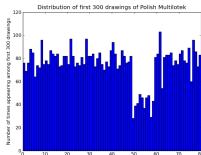


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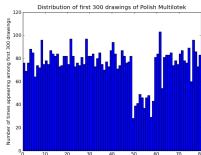


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- **Shopping patterns** (are distributions the same or different?)
- **Physical Experiment** (is the observed distribution close to the prediction?)
- **Health** (are there correlations between zip code and health condition?)



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Testing Probability Distribution (Formal Model)

Model

- Given one (or more) probability distribution $p = (p_1, p_2, \dots, p_n)$
- distribution(s) are unknown, but can obtain independent samples
- also known: n (or a good estimate of it)



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Questions:

1. Is the distribution p close to the uniform distribution u ?
2. Is the distribution p close to some other distribution q ?
3. What is $\max_{1 \leq i \leq n} p_i$ (heavy hitter)?
4. Are the distributions p and q independent? ...



Testing Uniformity

Testing Uniformity: Is the distribution p close to the uniform distribution u ?



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Distance between Discrete Distributions

Let p and q be any two distributions over $\{1, 2, \dots, n\}$. Then:

1. L_1 -distance: $\|p - q\|_1 = \sum_{i=1}^n |p_i - q_i| \in [0, 2]$,
2. L_2 -distance: $\|p - q\|_2 = \sqrt{\sum_{i=1}^n (p_i - q_i)^2} \in [0, \sqrt{2}]$,
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Examples:



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Examples:

1. $p = (1, 0, \dots, 0)$, $q = (0, 1, 0, \dots, 0)$. Then $\|p - q\|_1 = 2$, $\|p - q\|_2 = \sqrt{2}$ and $\|p - q\|_\infty = 1$.



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2. $p = (1, 0, \dots, 0)$, $q = (1/n, 1/n, \dots, 1/n)$. Then $\|p - q\|_1 = 2 - 2/n$, $\|p - q\|_2 = \sqrt{1 \cdot (1 - 1/n)^2 + (n-1) \cdot (1/n)^2} = \sqrt{1 - 1/n}$ and $\|p - q\|_\infty = 1 - 1/n$.



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3. $p = (\underbrace{2/n, \dots, 2/n}_{n/2 \text{ times}}, 0, \dots, 0)$ and $q = (0, \dots, 0, \underbrace{2/n, \dots, 2/n}_{n/2 \text{ times}})$. Then $\|p - q\|_1 = 2$,
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Disjoint distributions, yet L_2 and L_∞ distances are small!



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Testing Uniformity in the L_1 -distance

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Find an **efficient** tester such that

- Given any probability distribution p and $\epsilon \in (0, 1)$



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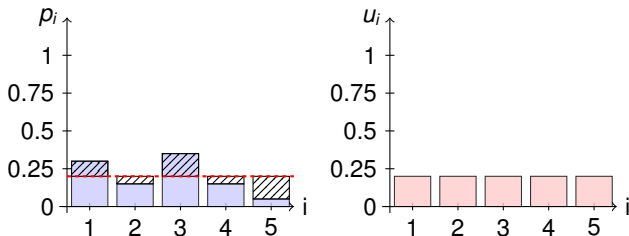


Testing Uniformity in the L_1 -distance

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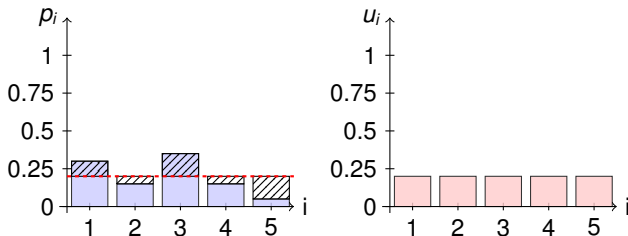
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- tester **efficient** (sub-linear) \rightsquigarrow different from standard statistical tests!
- tester is allowed to have **two-sided error**
- there is a “**grey area**” when p is different from but close to uniform, where the tester may give any result



High Level Idea

Recall: L_1 -distance is

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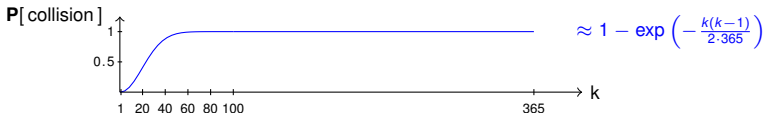
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Birthday Paradox:

- If p is (close to) uniform, expect to see collisions after $\approx \sqrt{n}$ samples
- If p is far from uniform, expect to see collisions with ??



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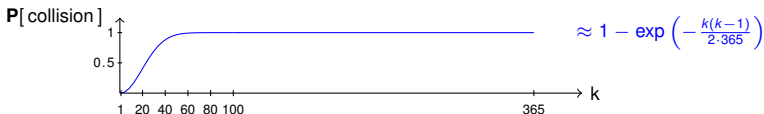
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Birthday Paradox:

- If p is (close to) uniform, expect to see collisions after $\approx \sqrt{n}$ samples
- If p is far from uniform, expect to see collisions with even less samples



Collision Probability and L_2 -distance

$$\|p - u\|_2^2$$



Collision Probability and L_2 -distance

$$\|p - u\|_2^2 = \sum_{i=1}^n (p_i - 1/n)^2$$



Collision Probability and L_2 -distance

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APPROXIMATE $\|p\|_2^2$

1. Sample r elements from p , $x_1, x_2, \dots, x_r \in \{1, \dots, n\}$
2. For each $1 \leq i < j \leq r$,

$$\sigma_{i,j} := \begin{cases} 1 & \text{if } x_i = x_j, \\ 0 & \text{otherwise.} \end{cases}$$

3. Output $Y := \frac{1}{\binom{r}{2}} \cdot \sum_{1 \leq i < j \leq r} \sigma_{i,j}$.



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number of samples r will be specified later!

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 - Linear-Time Solution:
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 2. Use formula

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Approximation Analysis

Analysis

For any value $r \geq 42 \cdot \frac{\sqrt{n}}{\epsilon^2}$, the algorithm returns a value Y such that

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Proof (1/5):

- Let us start by computing $\mathbf{E}[Y]$:

$$\begin{aligned}\mathbf{E}[Y] &= \frac{1}{\binom{r}{2}} \cdot \sum_{1 \leq i < j \leq r} \mathbf{E}[\sigma_{i,j}] \\ &= \frac{1}{\binom{r}{2}} \cdot \sum_{1 \leq i < j \leq r} \sum_{k=1}^n \mathbf{P}[x_i = k] \cdot \mathbf{P}[x_j = k]\end{aligned}$$



Approximation Analysis

Analysis

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- Analysis of the deviation more complex (see next slides):



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 - requires a careful analysis of the variance
(note that the $\sigma_{i,j}$'s are not even pairwise independent! - **Exercise**)



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- Analysis of the deviation more complex (see next slides):
 - requires a careful analysis of the variance (note that the $\sigma_{i,j}$'s are not even pairwise independent! - **Exercise**)
 - final step is an application of **Chebysheff's inequality**



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$$\mathbf{Var}\left[\sum_{1 \leq i < j \leq r} \sigma_{i,j}\right] = \mathbf{E}\left[\left(\sum_{1 \leq i < j \leq r} \sigma_{i,j} - \sum_{1 \leq i < j \leq r} \mathbf{E}[\sigma_{i,j}]\right)^2\right] = \mathbf{E}\left[\left(\sum_{1 \leq i < j \leq r} \hat{\sigma}_{i,j}\right)^2\right].$$



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- Expanding yields:

There are $2 \cdot \binom{3}{2} = 6$ combinations!

$$\underbrace{\sum_{1 \leq i < j \leq r} \mathbf{E}[\hat{\sigma}_{i,j}^2]}_{=A} + \underbrace{\sum_{i,j,k,\ell \text{ diff.}} \mathbf{E}[\hat{\sigma}_{i,j} \cdot \hat{\sigma}_{k,\ell}]}_{=B} + 6 \cdot \underbrace{\sum_{1 \leq i < j < k \leq r} \mathbf{E}[\hat{\sigma}_{i,j} \cdot \hat{\sigma}_{j,k}]}_{=C}.$$



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Proof (4/5):

- We have just shown that:

$$\mathbf{Var}\left[\sum_{1 \leq i < j \leq r} \sigma_{i,j}\right] = A + B + 6C$$



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- Applying Chebyshev's inequality to $Y := \frac{1}{\binom{r}{2}} \cdot \sum_{1 \leq i < j \leq r} \sigma_{i,j}$ yields:



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UNIFORM-TEST

1. Run **APPROXIMATE** $\|p\|_2^2$ with $r = 42 \cdot \frac{\sqrt{n}}{(\epsilon^2/4)^2} = \mathcal{O}\left(\frac{\sqrt{n}}{\epsilon^4}\right)$ samples to get a value Y such that

$$\mathbf{P}\left[|Y - \mathbf{E}[Y]| \geq \epsilon^2/4 \cdot \|p\|_2^2\right] \leq 1/3.$$

2. If $Y \geq \frac{1+\epsilon^2/2}{n}$, then REJECT.
3. Otherwise, ACCEPT.



Approximation of $\|p - u\|_1$ using $\|p\|_2^2$

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- If $p = u$, then $\mathbf{P}[\text{ACCEPT}] \geq 2/3$.
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Exercise: Prove that **any** testing algorithm in this model will have a **two-sided** error!



Analysis of UNIFORM-TEST (1/2)

Case 1: p is uniform.

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which means that the algorithm will ACCEPT with probability at least $2/3$.



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$$\|p - u\|_1 \leq \sqrt{n} \cdot \|p - u\|_2 < \epsilon. \quad \square$$



Outline

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Upper Bounds on Testing Uniformity

Lower Bounds on Testing Uniformity

Extensions



Lower Bound

Theorem

Let $0 < \epsilon < 1$. There is no algorithm with the following three properties:

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Idea is that algorithm needs enough samples of the first $\epsilon \cdot n$ elements to see any collisions!

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Exercise: Can you see why is it important to choose \mathcal{I} randomly?

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Exercise (in Class)

What is the **expected number of collisions** among \mathcal{I} , if we are sampling t times from the distribution p as described on the previous slide?

Let Z denote the number of collisions, so $Z = \sum_{1 \leq k < \ell \leq t} \mathbf{1}_{x_k = x_\ell \wedge x_k \in \mathcal{I}}$. Taking expectations and using linearity of expectation yields:

$$\begin{aligned} \mathbf{E}[Z] &= \mathbf{E} \left[\sum_{1 \leq k < \ell \leq t} \mathbf{1}_{x_k = x_\ell \wedge x_k \in \mathcal{I}} \right] = \sum_{1 \leq k < \ell \leq t} \mathbf{E}[\mathbf{1}_{x_k = x_\ell \wedge x_k \in \mathcal{I}}] \\ &= \sum_{1 \leq k < \ell \leq t} \mathbf{P}[x_k = x_\ell \wedge x_k \in \mathcal{I}] \cdot 1 \\ &= \sum_{1 \leq k < \ell \leq t} \sum_{i=1}^{\epsilon n} \mathbf{P}[x_k = x_\ell \wedge x_k \in \mathcal{I} \wedge x_k = i] \\ &= \sum_{1 \leq k < \ell \leq t} \sum_{i=1}^{\epsilon n} \mathbf{P}[i \in \mathcal{I}] \cdot \mathbf{P}[x_k = x_\ell = i \mid i \in \mathcal{I}] \\ &= \sum_{1 \leq k < \ell \leq t} \sum_{i=1}^{\epsilon n} \frac{1}{2} \cdot \left(\frac{2}{n}\right)^2 = \binom{t}{2} \cdot \epsilon n \cdot \left(\frac{2}{n}\right)^2. \end{aligned}$$

Hence if $t = o(\sqrt{n/\epsilon})$, then $\mathbf{E}[Z] \rightarrow 0$ and thus $\mathbf{P}[Z = 0] \rightarrow 1$, as $n \rightarrow \infty$.



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Extension 1: Testing Closeness of Arbitrary Distributions (1/2)

$$\|p - q\|_2^2$$



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$$\|p - q\|_2^2 = \sum_{i=1}^n (p_i - q_i)^2$$



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APPROXIMATE $\langle p, q \rangle$

1. Sample r elements from p , $x_1, x_2, \dots, x_r \in [n]$, and sample r elements from q , $y_1, y_2, \dots, y_r \in [n]$
2. For each $1 \leq i < j \leq r$,

$$\tau_{i,j} := \begin{cases} 1 & \text{if } x_i = y_j, \\ 0 & \text{otherwise.} \end{cases}$$

3. Output $Y := \frac{1}{r^2} \sum_{1 \leq i, j \leq r} \tau_{i,j}$.



Extension 1: Testing Closeness of Arbitrary Distributions (2/2)

— Theorem (Batu, Fortnow, Rubinfeld, Smith, White; JACM 60(1), 2013) —

There exists an algorithm using $\mathcal{O}(1/\epsilon^4)$ samples such that if the distributions p and q satisfy $\|p - q\|_2 \leq \epsilon/2$, then the algorithm accepts with probability at least $2/3$. If $\|p - q\|_2 \geq \epsilon$, then the algorithm rejects with probability at least $2/3$.



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	L_2 -distance	L_1 -distance
Testing uniformity $\ p - u\ $	$\Theta(1)$	$\Theta(\sqrt{n})$
Testing closeness $\ p - q\ $	$\Theta(1)$	$\in [\Omega(n^{2/3}), \mathcal{O}(n^{2/3} \log n)]$

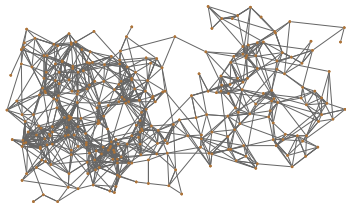
Figure: Overview of the known sampling complexities for constant $\epsilon \in (0, 1)$.



Extension 2: Testing Conductance of Graphs

Testing Conductance of Graphs

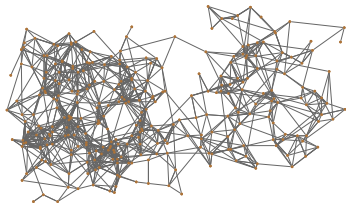
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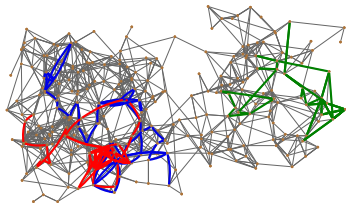
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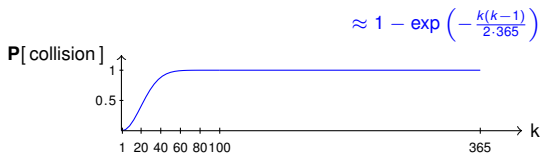
Extension 2: Testing Conductance of Graphs

Testing Conductance of Graphs

- **Idea:** Start several random walks from the same vertex
- Count the number of **pairwise collisions** among the endpoints of the walks
 - If the number of collisions high, graphs is not an expander
 - If the number of collisions is sufficiently small, graph is an expander



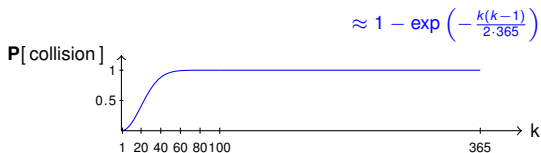
Application 3: Estimating Population Sizes using Mark & Recapture



Source: Wikipedia



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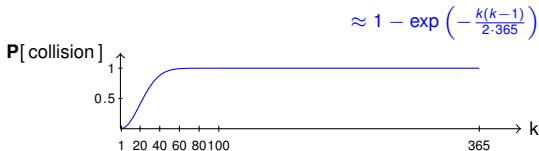
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Mark & Recapture Method:

- First phase: A portion of the population is captured, marked and released
- Second phase: Another portion is captured and the number of marked individuals is counted



Application 3: Estimating Population Sizes using Mark & Recapture



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Mark & Recapture Method:

- First phase: A portion of the population is captured, marked and released
 - Second phase: Another portion is captured and the number of marked individuals is counted
- Essentially the same as **collision sampling**
 - Can be used to estimate the size of a large network if each node has a unique ID (within an unknown range)

