Streaming Facility Location in High Dimension via Geometric Hashing

Pavel Veselý (Charles University, Prague)

Artur Czumaj (Warwick)



Shaofeng Jiang (Peking)



Robert Krauthgamer (Weizmann)



Mingwei Yang (Peking)

Geometric streams

- Input: sequence of points \bigstar from \mathbb{R}^d
- Processed in a few passes using small memory
- Goal: estimate a statistic of the point set
 - e.g. diameter, **cost** of clustering, MST, matching, ...
 - solution can take space $\Omega(n)$



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Dynamic geometric streams: classical model [Indyk STOC '04]

- insertions & deletions
- points from $[\Delta]^d$ for integer $\Delta > 0$
- space ideally $poly(d \cdot \log \Delta)$
 - will ignore $poly(log(\Delta + n))$ factors in space

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Often: "Algo. for insertion-only \Rightarrow Algo. for dynamic geometric streams" "Counterexample": diameter with poly(d) space [Indyk'03], [Agarwal,Sharathkumar'15]

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Low Dimension: space $\exp(d)$ High Dimension: space poly(d)

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Low Dimension: space exp(d)

- O(1) or even $(1 + \varepsilon)$ -approximation e.g. for:
 - MST, TSP, and Steiner tree [Frahling,Indyk,Sohler '05]
 - *k*-median, *k*-means, Max-Cut, . . . [Frahling&Sohler '05]
 - Facility Location [Czumaj et al. '13]
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High Dimension: space poly(d)

- Important case: $d = \Theta(\log n)$ (JL lemma)
- only $O(\log n)$ -approximation (or worse)
 - ratio $O(d \cdot \log \Delta)$ by tree embeddings [Indyk '04]
 - ratio $O(\log n)$ for MST and EMD [Chen, Jayaram,

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 - [Braverman, Frahling, Lang, Sohler, Yang '17], [Song, Yang, Zhong '18]

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 - [Braverman, Frahling, Lang, Sohler, Yang '17], [Song, Yang, Zhong '18]
- Insertion-only setting:
 - Diameter et al.: ratio O(1) [Agarwal, Sharathkumar'15]
 - Width in any direction [Woodruff, Yasuda'22]

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Euclidean Uniform Facility Location



Euclidean Uniform Facility Location



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Streaming Facility Location in High Dimension

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This talk: unit facility cost $\mathfrak{f} = 1$

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Streaming Facility Location in High Dimension

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Previous work:	1	$O(d \cdot \log^2 \Delta)$	poly(d)	[Indyk '04]
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Lower bound:	1	< 1.085	$\Omega\left(2^{poly(d)} ight)$	* follows from Boolean Hidden Matching

• for $d = \Theta(\log n)$ (from JL lemma): improvement from ratio $\Theta(\log^3 n)$ [Indyk '04] to $\Theta(\log^{1.5} n)$

For every point p, we define $\frac{1}{p} \leq r_p \leq 1$ such that:

 \Diamond

 \bigtriangleup







• property 2 \Rightarrow streaming O(1)-approximation of r_p for p given in advance

• but $\Omega(n)$ space needed for any finite approx. when p given as a query (from INDEX)



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- \Rightarrow Naïve two-pass algo. for Facility Location 1st pass: sample a few points uniformly
- - 2nd pass: estimate r_p 's for sampled points



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Uniform sampling has too large variance 😕

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Streaming Facility Location in High Dimension

Goal: sample proportionally to r_p in one pass $\Rightarrow O(1)$ -approximation in two passes

• for $p^* =$ sampled point, $r_{p^*} / \Pr[p^*]$ unbiased estimator of $\sum_p r_p = \Theta(\mathsf{OPT})$

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Goal: map/hash $\varphi : \mathbb{R}^d \to \mathbb{R}^d$, then sample uniformly from the support of $\varphi(X)$

- $\varphi^{-1}(p) = \text{bucket of points } p$
- desired properties: "large" r_p (say $r_p pprox 1) \Rightarrow$ few points in the bucket of p
 - dense clusters with points of "small" r_p (say $r_p = o(1)$) mapped to few buckets



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Cosistent Geometric Hashing

${\sf Grids}/{\sf quadtrees} \ {\sf not} \ {\sf good}:$



• cluster intersects 2^d buckets

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Goal: space decomposition such that:

- **1.** bounded diameter buckets
- **2.** ball of small-enough diameter intersects poly(d) buckets

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Def.: $\varphi : \mathbb{R}^d \to \mathbb{R}^d$ is Γ -gap Λ -consistent hash if

- **1.** Bounded diameter: every bucket $\varphi^{-1}(y)$ has diameter ≤ 1
- **2. Consistency**: $\forall S \subseteq \mathbb{R}^d$ with $\text{Diam}(S) \leq 1/\Gamma$: $|\varphi(S)| \leq \Lambda$
- need $\Gamma, \Lambda = \text{poly}(d)$
 - Γ determines the approx. ratio of our 1-pass algo.

 \sim sparse partitions from [Jia-Lin-Noubir-Rajaraman-Sundaram'05], [Filtser'20]

- we require computing $\varphi(p)$ in poly(d) time & space
- \bullet we need data-oblivious φ

Construction of Consistent Geometric Hashing

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We get $\Gamma = O(d^{1.5})$ and $\Lambda = d+1$

 \bullet Start with grid & remove ℓ_∞ neighborhoods of faces



Streaming Facility Location in High Dimension

Recall: $\sum_{p} r_{p} = \Theta(\mathsf{OPT})$

We focus on estimating # of points with $r_p \geq 1/2$

- Estimating # of points with $r_p \ge 1/2^i$ similar using subsampling
- **Two-pass algo:** Hash points using consistent φ
 - Sample a non-empty bucket b uniformly & a point from $\varphi^{-1}(b)$
 - \bullet using two-level ℓ_0 samplers
 - 2nd pass: estimate r_p for each sampled point

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Bottom line: sampling p with probability
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Random-order streams: • 1st half of stream for sampling

• 2nd half for estimating r_p 's of sampled points



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value evaluation: r_{rJ}^{K}

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- Count points in close neighborhood of each bucket
 - Similar idea as in [Frahling-Indyk-Sohler'05]
- We can distinguish $r_p \geq \frac{1}{2}$ and $r_p \leq 1/\Gamma$ using Γ -gap hash

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Lower bound:	1	< 1.085	$\Omega\left(2^{poly(d)}\right)$	*

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Open problems: • Prove/disprove what we wanted

• In general: need new techniques for high-dimensional spaces

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 - How many passes do we need for $1 + \varepsilon$ approx. in $poly(d \cdot \log n)$ space
- Other applications of consistent geometric hashing / sparse partitions

Thank You!



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