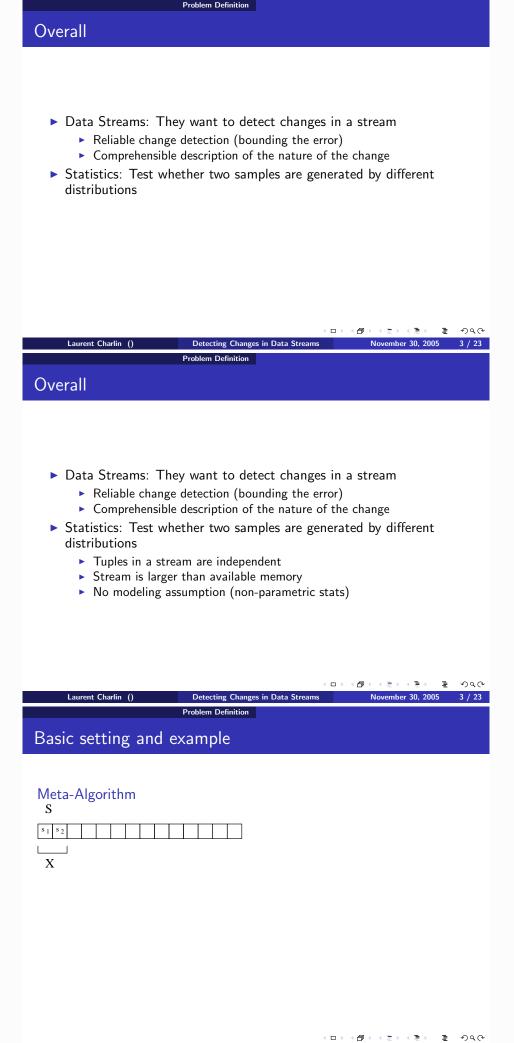
Detecti	ng Changes in Data	a Streams		
Detecting Changes in Data Streams Shai Ben-David, Johannes Gehrke, Daniel Kifer				
	Cornell			
	VLDB 2004			
	Laurent Charlin			
	November 30, 2005			
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Laurent Charlin ()	Detecting Changes in Data Streams Introduction	8 November 30, 2005 1 / 23		
Outline				
Outline				
 Problem Definition 	and setting			
 Related Work 				
 The paper with back 	ckground			
 Distance Measu 	ures & statistical guarantee	S		
 Constructing a Algorithm for K 	statistical test Kolmogorov-Smirnov			
 Experiments 	Comogorov-Sminiov			
Critique & Discuss	ion			
Laurent Charlin ()	Detecting Changes in Data Streams	▲□▶ ▲ □ ▶ ■ ■ ■ ■ ■ ■ □ ▶ ■ ■ ■ ■		
	Problem Definition	s November 30, 2005 2 / 23		
Overall				
Data Streams: The	ey want to detect change	es in a stream		
	e detection (bounding the e			
	e description of the nature of			

Detecting Changes in Data Streams

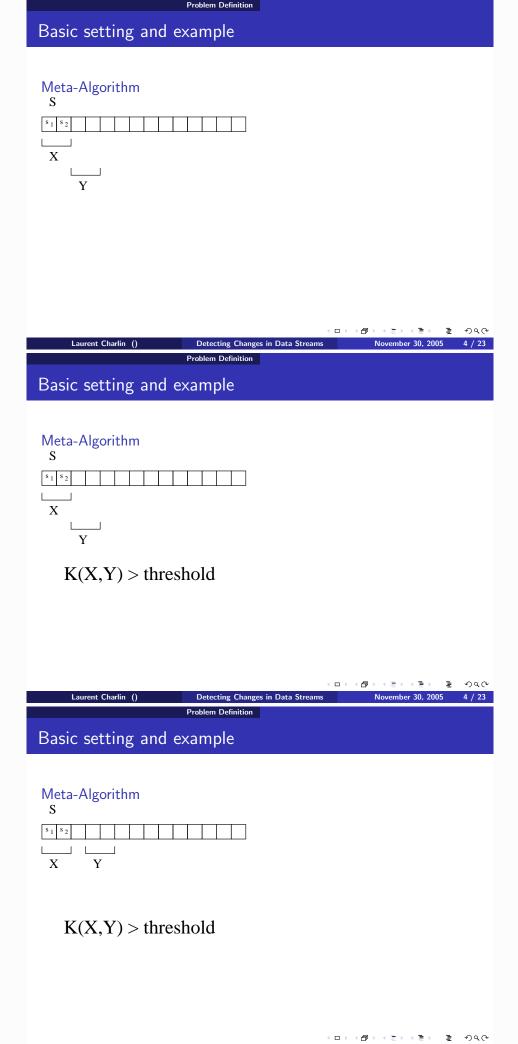
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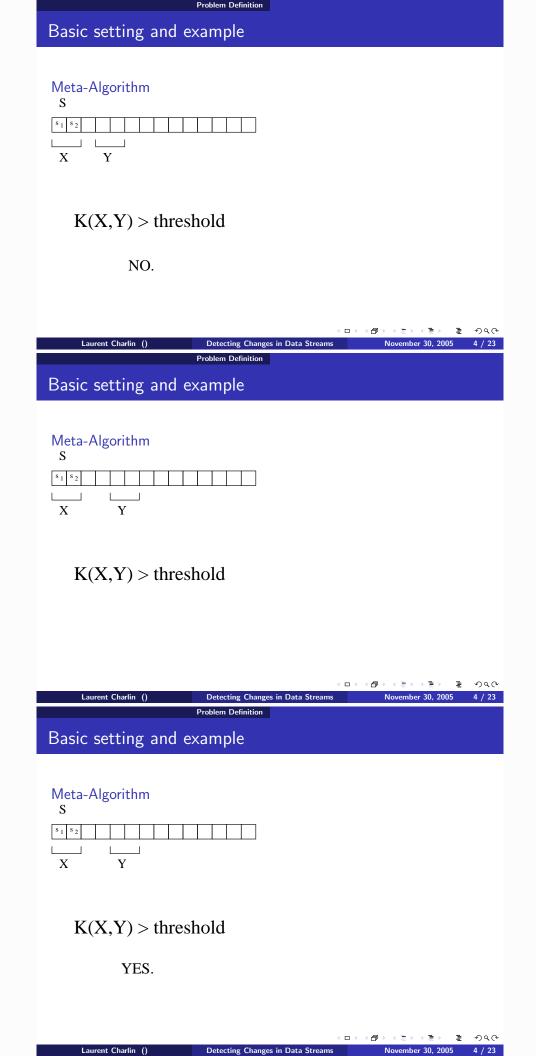


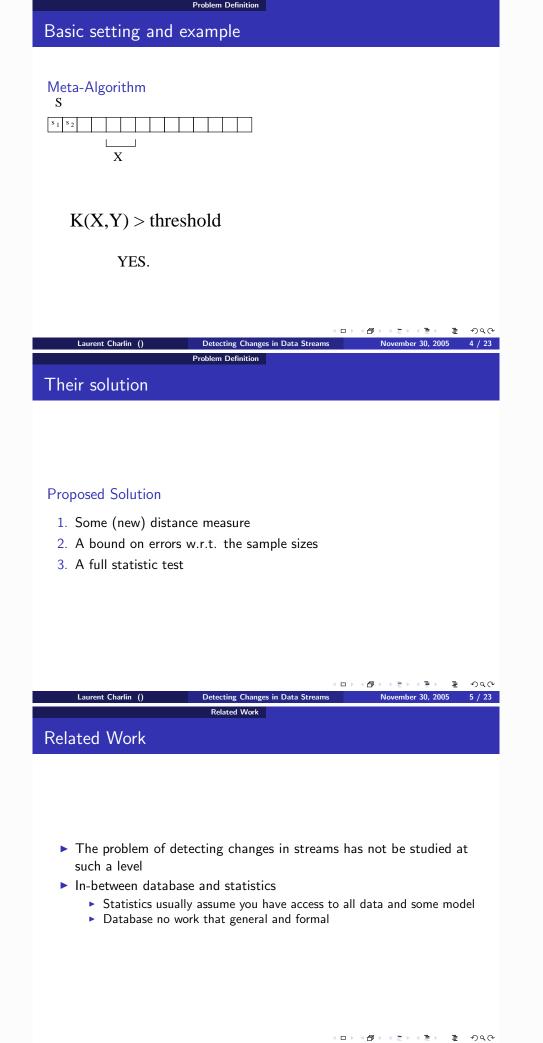
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Definition

\mathcal{A} -distance

 \triangleright *P*, *P'* two probability distribution over a fixed space

Distance measu

• \mathcal{A} a collection of measurable sets ($A \in \mathcal{A}$)

$$d_{\mathcal{A}}(P,P') = 2 \sup_{A \in \mathcal{A}} |P(A) - P'(A)|$$



\mathcal{A} -distance

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Empirically

► *S* a finite domain subset

$$egin{aligned} S(A) &= rac{|S \cap A|}{|S|} \ d_\mathcal{A}(S_1,S_2) &= 2 \sup_{A \in \mathcal{A}} |S_1(A) - S_2(A)| \end{aligned}$$

Laurent Charlin () Detecting Changes in Data Streams November 30, 2005 7 / 23 Distance measure

\mathcal{A} -distance

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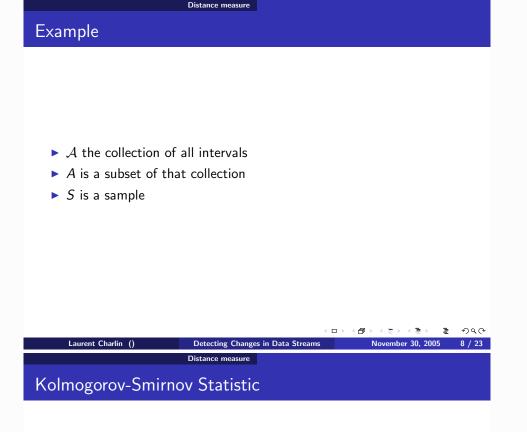
$$S(A) = \frac{|S \cap A|}{|S|}$$
$$d_{\mathcal{A}}(S_1, S_2) = 2 \sup_{A \in \mathcal{A}} |S_1(A) - S_2(A)|$$

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▶ Interpretability : the user can choose the "shape" of A

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► The A-distance is a generalization of this statistic if we set A to be initial segments (-∞, x)

$$\sup_{x} |F_1(x) - F_2(x)|$$

where $F_i(x) = P_i(\{y : y \le x\})$

Relativized Discrepancy

► Normalized *A*-distance



- Now that we have defined a proper distance measure how good does it behave ?
- Let's Introduce tools to help us out.

$\Pi_{\mathcal{A}}$ function

Now that we have defined a proper distance measure how good does it behave ?

Bounding the error

Let's Introduce tools to help us out.

$$\Pi_{\mathcal{A}}(n) = \max\{|\{A \cap B : A \in \mathcal{A}| : B \subseteq X \text{ and } |B| = n\}$$

- Maximum number of subsets of B that can be intersected by A.
- ► $\Pi_{\mathcal{A}} \leq 2^n$



VC-Dim

- Work by Vapnik and Chervonenkis in the '70s
- Describes the complexity of a collection of sets.
- Root of Statistical Learning Theory

$$VC - Dim(\mathcal{A}) = \sup\{n : \Pi_{\mathcal{A}}(n) = 2^n\}$$



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Sauer's Lemma

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• *n* is the number of samples and *d* the VC - Dim

Detecti

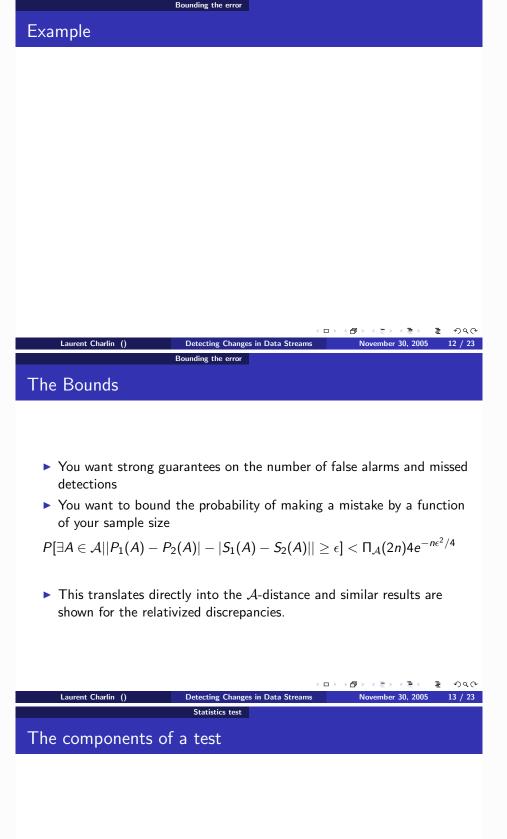
 $\Pi_{\mathcal{A}} \leq \textit{n}^{d}$

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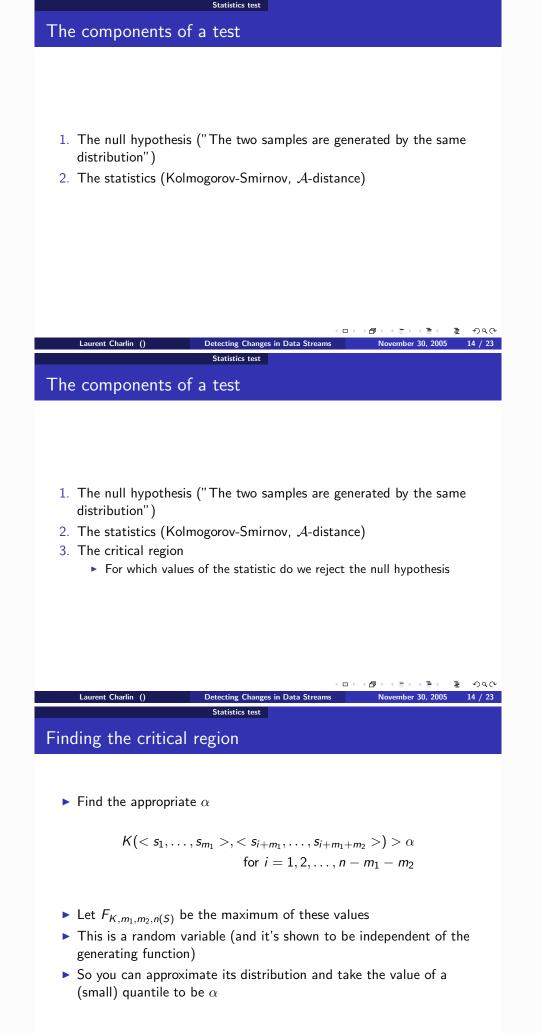
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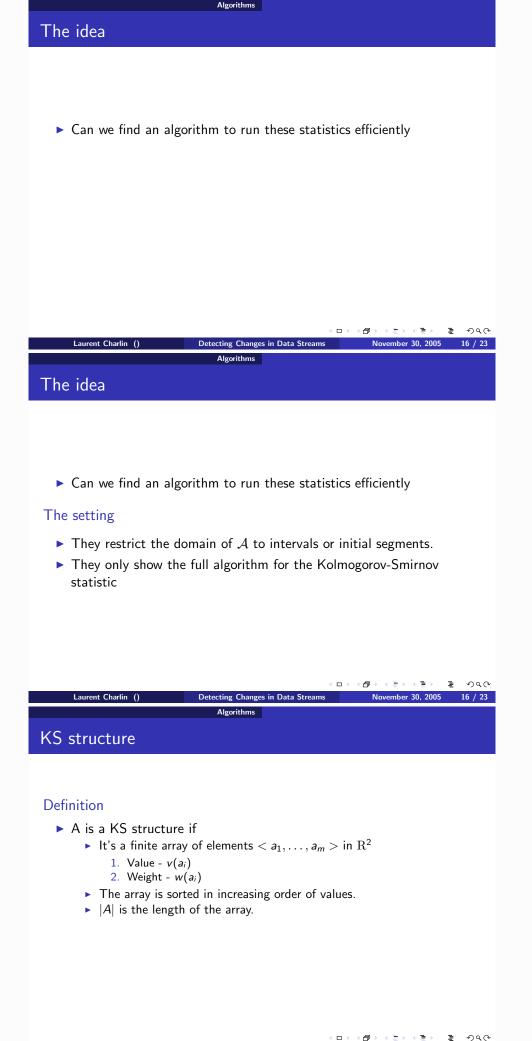
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1. The null hypothesis ("The two samples are generated by the same distribution")



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Definition

► A is a KS structure if

- It's a finite array of elements $< a_1, \ldots, a_m >$ in R^2

Algorithms

- 1. Value $v(a_i)$
- 2. Weight $w(a_i)$
- The array is sorted in increasing order of values.
- |A| is the length of the array.

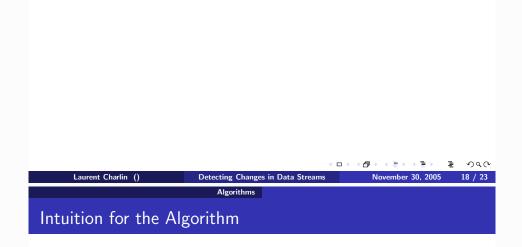
$G_A(k)$ function

• $G_A(k) = \sum_{i=1}^k w(a_i)$



Creating a KS structure Z

 \triangleright Z is a KS structure which aggregated of the two windows X and Y



Creating a KS structure Z

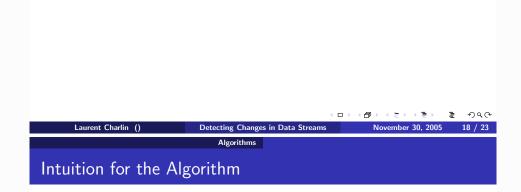
Z is a KS structure which aggregated of the two windows X and Y
 w(z_i) = −1/|X| if z_i comes from X.

Creating a KS structure Z

► Z is a KS structure which aggregated of the two windows X and Y

Algorithms

- $w(z_i) = -1/|X|$ if z_i comes from X.
- $w(z_i) = 1/|Y|$ if z_i comes from Y.



Creating a KS structure Z

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Reduction of a statistic to the max of a difference

► They show that calculating the Kolmogorov-Smirnov statistic can be reduce to an aggregation of the G_A(k) functions.



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Creating a KS structure Z

 \triangleright Z is a KS structure which aggregated of the two windows X and Y

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Reduction of a statistic to the max of a difference

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 - Intervals (a, b): $\max_{a < b} |G_Z(b) G_Z(a)| = \max_c G_Z(c) \min_d G_Z(d)$
 - Initial segments $(-\infty, a)$: max $|G_Z(a)|$

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	Algorithms		
Example			
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	Experiments		
Two Experiments			

- 1. 2 million points without a change in the generating function (Figure 1)
 - Detect false alarms

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 Distribution drifts every 20K points (still 2 million points in total). (Figures 2-8)

Detecting Changes in Data Stream

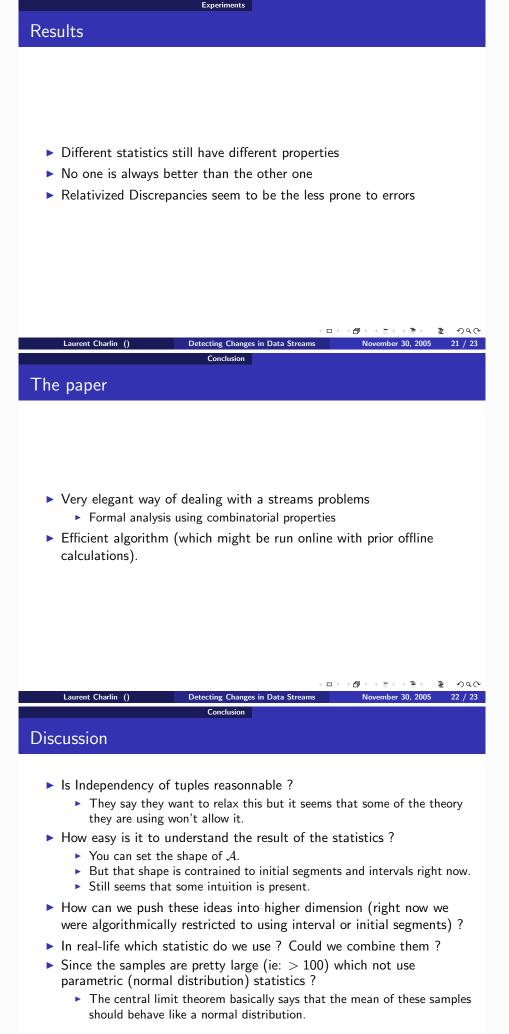
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Able to detect late or no detections and false alarms.



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