Information Theory	Course overview
http://www.inf.ed.ac.uk/teaching/courses/it/	Source coding / compression: — Losslessly representing information compactly — Good probabilistic models $\rightarrow$ better compression
Week 9 Hashes and lossy memories	<ul> <li>Noisy channel coding / error correcting codes:</li> <li>— Add redundancy to transmit without error</li> <li>— Large psuedo-random blocks approach theory limits</li> <li>— Decoding requires large-scale inference (cf Machine learning)</li> </ul>
lain Murray, 2010	Other topics in information theory — Cryptography: not covered here — Over capacity: using fewer bits than info. content — Rate distortion theory
School of Informatics, University of Edinburgh	— Hashing

Rate distortion theory (taster)	Reversing a block code
<b>Q.</b> How do we store N bits of information with $N/3$ binary symbols (or N uses of a channel with $C = 1/3$ )?	Swap roles of encoder and decoder for $[N, K]$ block code
<b>A.</b> We can't without a non-negligible probability of error. But what if we were forced to try?	E.g., Repetition code $R_3$ Put message through decoder first, transmit, then encode
Idea 1:	110111010001000  ightarrow 11000  ightarrow 11111100000000
— Drop $\frac{2N}{3}$ bits on the floor — Transmit $\frac{N}{3}$ reliably	111 and 000 sent without error. Other six blocks lead to one error. Error rate = $\frac{6}{8} \cdot \frac{1}{3} = \frac{1}{4}$ , which is $< \frac{1}{3}$
— Let the receiver guess the remaining bits	Slightly more on MacKay p167-8, much more in Cover and Thomas.
Expected number of errors: $2N/3 \cdot 1/2 = N/3$	Rate distortion theory plays little role in practical lossy compression
Can we do better?	systems for (e.g.) images. It's a challenge to find practical coding schemes that respect perceptual measures of distortion.

Hashing	Hashing motivational examples:
Hashes reduce large amounts of data into small values (obviously the info. content of a source is not preserved in general)	Many animals can do amazing things. While: http://www.google.com/technology/pigeonrank.html was a hoax. The paper on the next slide and others like it are not. It isn't just pigeons. <i>Amazingly</i> humans can do this stuff too. Paul
Computers, humans and other animals can do amazing things, very quickly, based on tiny amounts of information. Understanding how to use hashes can make progress in cognitive science and practical information systems.	Speller demonstrated that humans can remember to distinguish similar pictures of pigeons over many minutes(!). http://www. webarchive.org.uk/wayback/archive/20100223122414/http: //www.oneandother.co.uk/participants/PaulSpeller How can we build systems that rapidly recall arbitrary labels attached to large numbers of rich but noisy media sources? YouTube has recently done this on a <i>very</i> large scale for copyright enforcement.
Some of this is long-established computer science A surprising amount is fertile research ground	Some web browsers rapidly prove that a website isn't on a malware black-list without needing to access an external server, or needing an explicit list of all black-listed sites. (False positives can be checked with a request to an external server.)

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#### Pigeon Visual Memory Capacity

William Vaughan, Jr., and Sharon L. Greene Harvard University

This article reports on four experiments on pigeon visual memory capacity. In the first experiment, pigeons learned to discriminate between 80 pairs of random shapes. Memory for 40 of those pairs was only slightly poorer following 490 days without exposure. In the second experiment, 80 pairs of photographic slides were learned; 629 days without exposure did not significantly disrupt memory. In the third experiment, 160 pairs of slides were learned; 731 days without exposure did not significantly disrupt memory. In the fourth experiment, pigeons learned to respond appropriately to 40 pairs of slides in the normal orientation and to respond in the opposite way when the slides were left-right reversed. After an interval of 751 days, there was a transient disruption in discrimination. These experiments demonstrate that pigeons have a heretofore unsuspected capacity with regard to both breadth and stability of memory for abstract stimuli and pictures.

## **Remembering images**



## **Remembering images**



## 'Safe browsing'



Attack pages try to install programs that steal private information, use your computer to attack others, or damage your system.

Some attack pages intentionally distribute harmful software, but many are compromised without the knowledge or permission of their owners.

Get me out of here! Why was this page blocked?

Ignore this warning

## **Information retrieval**

# 

## **Information retrieval**



Wheel of Fortune, Nov 2010

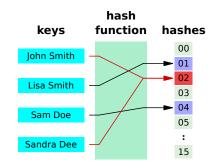
## **Information retrieval**



# Hash functions

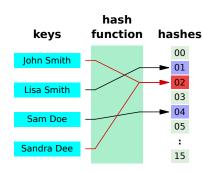
#### A common view:

file  $\rightarrow b$  bit string (maybe like random bits)



**Many uses:** e.g., integrity checking, security, communication with feedback (rsync), indexing for information retrieval

## Hash Tables



Hash indexes table of pointers to data

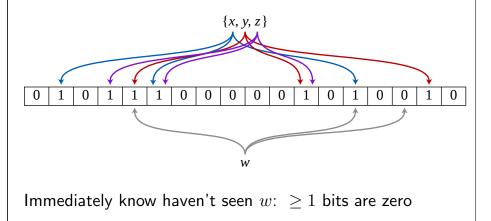
When hash table is empty at index, can *immediately* return 'Not found'

## Need to resolve conflicts. Ways include:

- List of data at each location. Check each item in list.
- Put pointer to data in next available location.
   Deletions need 'tombstones', rehash when table is full
- 'Cuckoo hashing': use >1 hash and recursively move pointers out of the way to alternative locations.

# **Bloom Filters**

Hash files multiple times (e.g., 3) Set (or leave) bits equal to 1 at hash locations



#### Notes on Bloom filters

Probability of false negative is zero

Probability of false positive depends on number of memory bits, M, and number of hash functions, K.

For fixed large M the optimal K (ignoring computation cost) turns out to be the one that sets  $\approx 1/2$  of the bits to be on. This makes sense: the memory is less informative if sparse.

Other things we've learned are useful too. One way to get a low false positive rate is to make K small but M huge. This would have a huge memory cost... except we could compress the sparse bit-vector. This can potentially perform better than a standard Bloom filter (but the details will be more complicated).

Google Chrome uses (or at least used to use) a Bloom filter with  $K\!=\!4$  for its safe web-browsing feature.

## Hashing in Machine Learning

A couple of example research papers

## Semantic Hashing (Salakhutdinov & Hinton, 2009)

- Hash bits are "latent variables" underlying data
- 'Semantically' close files  $\rightarrow$  close hashes
- Very fast retrieval of 'related' objects

## Feature Hashing for Large Scale Multitask Learning,

(Weinberger et al., 2009)

- 'Hash' large feature vectors without (much) loss in (spam) classification performance.
- Exploit multiple hash functions to give millions of users personalized spam filters at only about twice the cost (time and storage) of a single global filter(!).