

## Efficient Algorithms via Precision Sampling

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### Abstract

Randomized estimation algorithms are key to accurate yet efficient processing of massive data sets. In particular, it is common to have limited or costly access to  $n$  bounded reals  $a_1, \dots, a_n$  and seek an estimate for their sum. In a classical scenario, where reading a value  $a_i$  incurs a unit cost, a simple estimator based on sampling achieves a well-known tradeoff between the number of  $a_i$ 's that are read and the estimator's error.

Motivated by applications where this tradeoff is not good enough, we introduce Precision Sampling, an estimation technique that takes advantage of a more refined cost model, where the cost of reading  $a_i$  within (any desired) precision  $p_i$  is proportional to  $p_i$ .

This technique leads to new sublinear algorithms, including simpler low-space algorithms in the data-stream model, and a query-efficient algorithm for approximating edit distance.

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