

Approx Nearest Neighbor Search in High Dims

Problem Given n pts P in \mathbb{R}^d ,
 build data structure s.t.
 given query pt $q \in \mathbb{R}^d$, can find $p \in P$
 minimizing $d(p, q)$.



Euclidean: (L_2) $\sqrt{\sum_{i=1}^d (p_i - q_i)^2}$
 L_1 : $\sum_{i=1}^d |p_i - q_i|$
 L_∞ : $\max_{i=1}^d |p_i - q_i|$

Known: $d=2$: $O(n)$ space, $O(\log n)$ time by PL... & Voronoi diag.

larger const d :

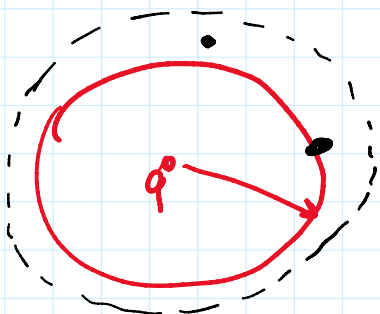
L_1/L_∞ : $O(n \log^d n)$ space, $O(\log^d n)$ query time
 L_2 : $O(n^{\lceil d/2 \rceil})$ space, $O(\log n)$ time
 or $O(n)$ space, $\tilde{O}(n^{1 - \frac{1}{\lceil d/2 \rceil}})$ time

terrible for large d !

Relax problem: given $q \in \mathbb{R}^d$, find $p \in P$ s.t.

$$d(p, q) \leq c \cdot \min_{p \in P} d(p, q)$$

↑
approximation factor



Suffice to solve approx decision problem, for fixed radius r :

given $q \in \mathbb{R}^d$,

return some pt $p \in P$ with $d(p, q) \leq r$ ✓

or declare all pts $p \in P$ with $d(p, q) > r$. ✓

(original prob can be solved by approx binary search
extra factor $\log U$)

try all $r = (1+\epsilon)^i$, ($i = 0, \dots, \log_{1+\epsilon} U$)

Method 0: Grid

form uniform grid of side length $\epsilon r / \sqrt{d}$

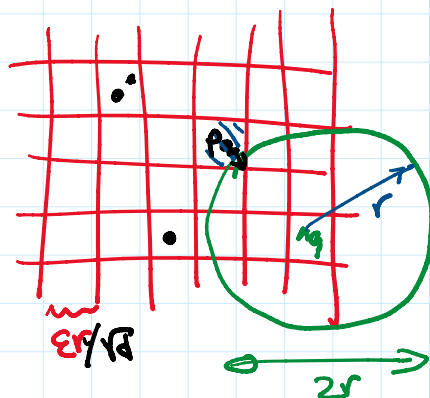
dictionary → store $S =$ all nonempty grid cells

query(q):

check if any grid cell intersecting ball(q, r)

is in S

by having in $O(1)$ time per grid cell →



$$\leq r + \epsilon r = (1+\epsilon)r$$

⇒ $(1+\epsilon)$ approx factor

query time $O(\# \text{ grid cells intersecting ball}(q, r))$

$$\leq O\left(\left(\frac{2r}{\epsilon r / \sqrt{d}}\right)^d\right)$$

$$= O\left(\left(\frac{2\sqrt{d}}{\epsilon}\right)^d\right)$$

← improves to $(O(1))^d$.

Space $O(dn)$ $\left(\left(\frac{O(1)}{\epsilon} \right)^d \right)$

Alternative: to reduce query time

store $S =$ all grid cells intersecting $\bigcup_{p \in P} \text{ball}(p, r)$

space $\left(\frac{O(1)}{\epsilon} \right)^d n$
 query time $O(d)$

Q: how to avoid exponential dependence on d ?

Method 1: Dimension Reduction (Indyk-Motwani '98)

Johnson-Lindenstrass Lemma ('84)

For n pts P in \mathbb{R}^d , for Euclidean, ^(or L_1)

\exists mapping $f: P \rightarrow \mathbb{R}^k$, st. $\forall p, q \in P$,

$$d(p, q) \leq d(f(p), f(q)) \leq (1 + \epsilon) d(p, q)$$

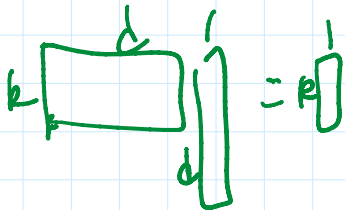
with $k = O\left(\frac{1}{\epsilon^2} \log n\right)$

(Pf: take a random projection f)
 Chernoff bd ...

Chernoff bd ...

$$(a^{b \log n} = n^{b \log a})$$

Combine with grid



$$\text{space } \left(\frac{O(1)}{\epsilon} \right)^{O\left(\frac{1}{\epsilon^2} \log n\right)} n$$

$$= n^{O\left(\frac{1}{\epsilon^2} \log \frac{1}{\epsilon}\right)}$$

$$\text{query } O(dk) = O\left(\frac{1}{\epsilon^2} d \log n\right)$$

no exponential in d !

Method 2: Locality-Sensitive Hashing (LSH) (Indyk, Motwani '98)

idea - if p, q are close, more likely that $h(p) = h(q)$

Consider special case of Hamming space $\{0, 1\}^d$

given $p, q \in \{0, 1\}^d$,

define $d(p, q) =$ # bit positions that are diff.

e.g. $p = 100101$
 $q = 100111$ $d(p, q) = 2.$

Will solve approx decs problem for fixed r , approx factor $c.$

Preproc Alg'm:

let k be param.

define hash fn $h: \{0,1\}^d \rightarrow \{0,1\}^k$
by projecting to k rand dims

eg. $p = 10 \overset{\downarrow}{1} 11 \overset{\downarrow}{1} 00 \overset{\downarrow}{1} 11$
 $h(p) = 010$

for each $p \in P$
put p in bucket for $h(p)$.

Query(q): if each $p \in P$ in bucket for $h(q)$
if $d(p, q) \leq cr$ return p
return no

Prop $\forall p, q \in \{0,1\}^d$,

$$\Pr[h(p) = h(q)] = \left(1 - \frac{d(p, q)}{d}\right)^k$$

eg. $p = 10 \overset{\downarrow}{1} 11 \overset{\downarrow}{0} 00 \overset{\downarrow}{1} 1$ $h(p) = 010$
 $q = 10 \overset{\downarrow}{0} 11 \overset{\downarrow}{1} 00 \overset{\downarrow}{1} 1$ $h(q) = 010$

$$d(p, q) = 2.$$