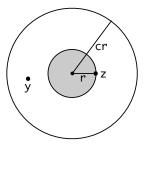
Approximate Near Neighbor Search: Locality Sensitive Hashing

Inge Li Gørtz

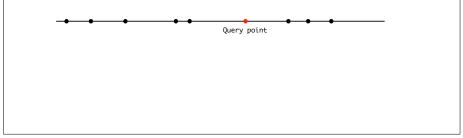
Approximate Near Neighbors

- ApproximateNearNeighbor(x): Return a point y such that $d(x, y) \le c \cdot \min_{z \in P} d(x, z)$
- c-Approximate r-Near Neighbor: Given a point x if there exists a point z in P $d(x, z) \leq r$ then return a point y such that $d(x, y) \leq c \cdot r$. If no such point z exists return Fail.
- Randomised version: Return such an y with probability δ .



Nearest Neighbor

- Nearest Neighbor. Given a set of points P in a metric space, build a data structure which given a query point x returns the point in P closest to x.
- Metric. Distance function d is a metric:
 - 1. $d(x,y) \ge 0$
 - 2. d(x,y) = 0 if and only if x = y
 - 3. d(x,y) = d(y,x)
 - $4. \ d(x,y) \leq d(x,z) + d(z,y)$
- Warmup. 1D: Real line



Locality Sensitive Hashing

- Locality sensitive hashing. A family of hash functions H is (r, cr, p_1, p_2) -sensitive with $p_1 > p_2$ and c > 1 if:
 - $d(x, y) \le r \implies P[h(x) = h(y)] \ge p_1$ (close points)
 - $d(x, y) \ge cr \implies P[h(x) = h(y)] \le p_2$ (distant points)

Hamming Distance • P set of n bit strings each of length d. • Hamming distance, the number of bits where x and y differ: $d(x, y) = |\{i : x_i \neq y_i\}|$ • Example. $\begin{array}{c} x = & 1 & 0 & 1 & 0 & 0 & 1 & 0 \\ y = & 0 & 1 & 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 & 0 \end{array}$ Hamming distance = 3 • Hash function. Chose $i \in \{1, \dots, d\}$ uniformly at random and set $h(x) = x_i$. • What is the probability that h(x) = h(y)? • $d(x, y) \leq r \Rightarrow P[h(x) = h(y)] \geq 1 - r/d$ • $d(x, y) \geq cr \Rightarrow P[h(x) = h(y)] \leq 1 - cr/d$

LSH with Hamming Distance

- · Pick k random indexes uniformly and independently with replacement. Let
 - $g(x) = x_{i_1} x_{i_2} \cdots x_{i_k}$
- Probability that g(x) = g(y)?

•
$$d(x, y) \le r \Rightarrow P[g(x) = g(y)] \ge (1 - r/d)^k$$

- $d(x, y) \ge cr \Rightarrow P[h(x) = h(y)] \le (1 cr/d)^k$
- Bucket: Strings with same hash value g(x).
- LSH:
 - Construct L hash tables L_j each with its own independently chosen function g_j .
 - Insert(*x*): Insert *x* in the list of $g_i(x)$ in L_i .
 - Query: For all $1 \le j \le k$ check each element in bucket $g_i(x)$ in L_{j} .

LSH with Hamming Distance

Let
$$k = \frac{\log n}{\log(1/p_2)}$$
, $\rho = \frac{\log(1/p_1)}{\log(1/p_2)}$, and $L = \lceil 2n^{\rho} \rceil$, where $p_1 = 1 - r/d$ and $p_2 = 1 - cr/d$.

- Claim 1. If there exists a string z* in P with d(x,z*) ≤ r then with probability at least 5/6 we will return some y in P for which d(x,y) ≤ cr.
- Probability that z* collides with x:

•
$$P[\exists \ell : g_{\ell}(x) = g_{\ell}(z^*)] = 1 - P[g_{\ell}(x) \neq g_{\ell}(z^*) \text{ for all } \ell]$$

$$= 1 - \prod_{\ell=1}^{L} P[g_{\ell}(x) \neq g_{\ell}(z^*)]$$

$$= 1 - \prod_{\ell=1}^{L} \left(1 - P[g_{\ell}(x) = g_{\ell}(z^*)]\right)$$

$$\ge 1 - \prod_{\ell=1}^{L} (1 - p_1^k) = 1 - (1 - p_1^k)^L \ge 1 - e^{-Lp_1^k}$$

$$\ge 1 - \frac{1}{e^2} \ge 1 - 1/6 = 5/6$$