

CS-GY 6763: LECTURE 5

NEAR NEIGHBOR SEARCH IN HIGH DIMENSIONS + LOCALITY SENSITIVE HASHING

NYU Tandon School of Engineering, Prof. Rajesh Jayaram

SIMILARITY SKETCHING

Given two length d vectors $\mathbf{y}$ and $\mathbf{q}$, construct compact representations (sketches) $\tilde{\mathbf{y}}$ and $\tilde{\mathbf{q}}$ such that $\text{dist}(\mathbf{y}, \mathbf{q})$ can be estimated accurately from $\tilde{\mathbf{y}}$ and $\tilde{\mathbf{q}}$.

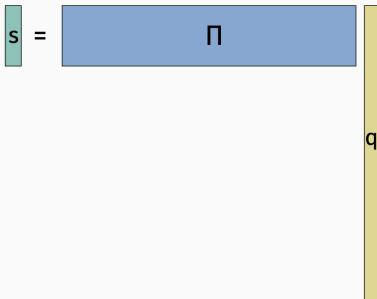
Each of $\tilde{\mathbf{y}}$ and $\tilde{\mathbf{q}}$ should require $k \ll d$ space.

EUCLIDEAN DIMENSIONALITY REDUCTION

Lemma (Johnson-Lindenstrauss, 1984)

For any two data points $\mathbf{y}, \mathbf{q} \in \mathbb{R}^d$ there exists a linear map $\Pi : \mathbb{R}^d \rightarrow \mathbb{R}^k$ where $k = O\left(\frac{\log(1/\delta)}{\epsilon^2}\right)$ such that with probability $1 - \delta$,

$$(1 - \epsilon)\|\mathbf{q} - \mathbf{y}\|_2 \leq \|\Pi\mathbf{q} - \Pi\mathbf{y}\|_2 \leq (1 + \epsilon)\|\mathbf{q} - \mathbf{y}\|_2.$$



EUCLIDEAN DIMENSIONALITY REDUCTION

Lemma (Johnson-Lindenstrauss, 1984)

For any set of n data points $\mathbf{q}_1, \dots, \mathbf{q}_n \in \mathbb{R}^d$ there exists a linear map $\Pi : \mathbb{R}^d \rightarrow \mathbb{R}^k$ where $k = O\left(\frac{\log(n/\delta)}{\epsilon^2}\right)$ such that with probability $(1 - \delta)$, for all i, j ,

$$(1 - \epsilon)\|\mathbf{q}_i - \mathbf{q}_j\|_2 \leq \|\Pi\mathbf{q}_i - \Pi\mathbf{q}_j\|_2 \leq (1 + \epsilon)\|\mathbf{q}_i - \mathbf{q}_j\|_2.$$

Extends to approximating all pairwise distances in a set of n vectors via a **union bound**.

JACCARD SIMILARITY

Another distance measure (actually a similarity measure) between binary vectors in $\{0, 1\}^d$:

Definition (Jaccard Similarity)

$$J(\mathbf{q}, \mathbf{y}) = \frac{|\mathbf{q} \cap \mathbf{y}|}{|\mathbf{q} \cup \mathbf{y}|} = \frac{\# \text{ of non-zero entries in common}}{\text{total } \# \text{ of non-zero entries}}$$

Natural similarity measure for binary vectors. $0 \leq J(\mathbf{q}, \mathbf{y}) \leq 1$.

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Natural similarity measure for binary vectors. $0 \leq J(\mathbf{q}, \mathbf{y}) \leq 1$.

Can be applied to any data which has a natural binary representation (more than you might think).

$$\mathbf{y} = \begin{bmatrix} 1 & 0 & 1 & 1 & 0 & 0 \end{bmatrix}$$
$$\mathbf{q} = \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 \end{bmatrix}$$

JACCARD SIMILARITY: SET DEFINITION

Jaccard similarity can also be expressed over sets.

Definition (Jaccard Similarity)

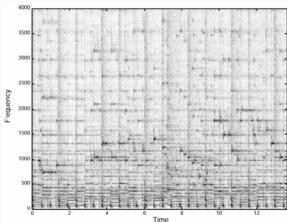
Let U be a universe of items, and $A, B \subset U$. Then

$$J(A, B) = \frac{|A \cap B|}{|A \cup B|}$$

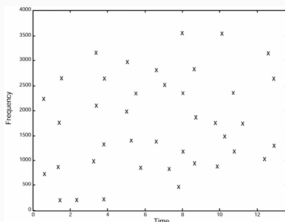
- Customer purchase similarities.
- Document similarity
- Similarity of sparse embeddings.

SIMILARITY ESTIMATION

How does **Shazam** match a song clip against a library of 8 million songs (32 TB of data) in a fraction of a second?



Spectrogram extracted
from audio clip.



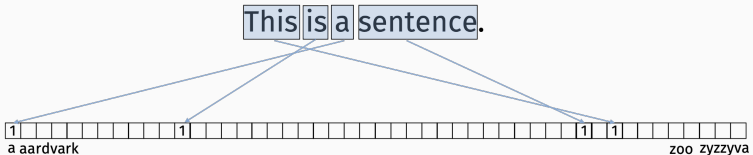
Processed spectrogram:
used to construct audio
“fingerprint” $\mathbf{q} \in \{0, 1\}^d$.

Each clip is represented by a high dimensional binary vector $\mathbf{q}$.

1	0	1	1	0	0	0	1	0	0	0	0	1	1	0	1
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JACCARD SIMILARITY FOR DOCUMENT COMPARISON

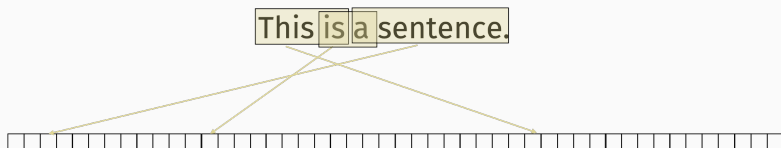
“Bag-of-words” model:



How many words do a pair of documents have in common?

JACCARD SIMILARITY FOR DOCUMENT COMPARISON

“Bag-of-words” model:



How many bigrams do a pair of documents have in common?

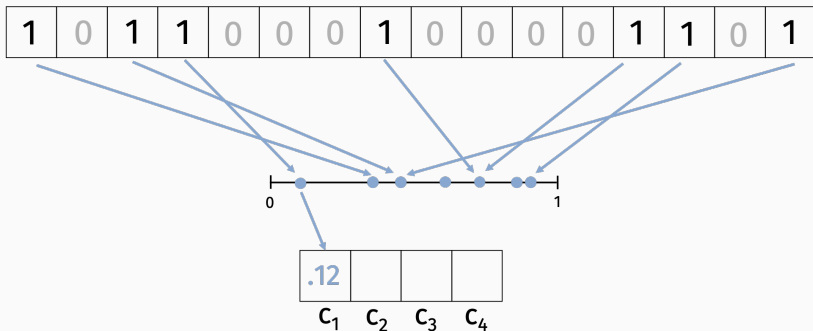
APPLICATIONS: DOCUMENT SIMILARITY

- Finding duplicate or new duplicate documents or webpages.
- Change detection for high-speed web caches.
- Finding near-duplicate emails or customer reviews which could indicate spam.

MINHASH

MinHash (Broder, '97):

- Choose k random hash functions
 $h_1, \dots, h_k : \{1, \dots, n\} \rightarrow [0, 1]$.
- For $i \in 1, \dots, k$,
 - Let $c_i = \min_{j, q_j=1} h_i(j)$.
- $C(\mathbf{q}) = [c_1, \dots, c_k]$.

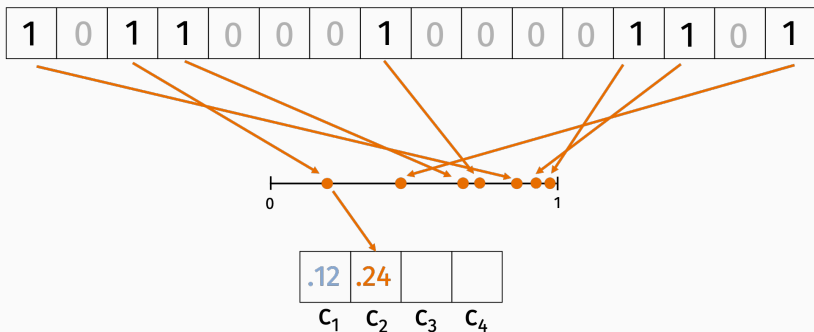


MINHASH

- Choose k random hash functions

$$h_1, \dots, h_k : \{1, \dots, n\} \rightarrow [0, 1].$$

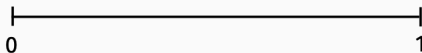
- For $i \in 1, \dots, k$,
 - Let $c_i = \min_{j, q_j=1} h_i(j)$.
- $C(\mathbf{q}) = [c_1, \dots, c_k]$.



MINHASH ANALYSIS

Claim: $\Pr[c_i(\mathbf{q}) = c_i(\mathbf{y})] = J(\mathbf{q}, \mathbf{y})$.

q	1	0	1	1	0	0	1	0
y	1	0	0	1	0	1	0	1

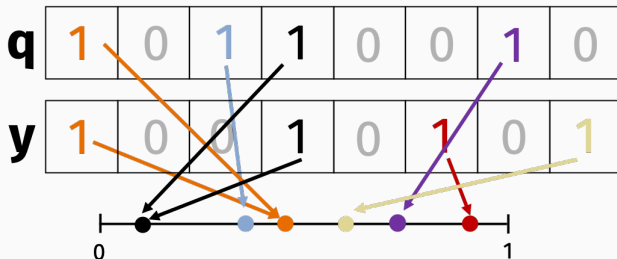


Proof:

1. For $c_i(\mathbf{q}) = c_i(\mathbf{y})$, we need that $\arg \min_{i \in \mathbf{q}} h(i) = \arg \min_{i \in \mathbf{y}} h(i)$.

MINHASH ANALYSIS

Claim: $\Pr[c_i(\mathbf{q}) = c_i(\mathbf{y})] = J(\mathbf{q}, \mathbf{y})$.



2. Every non-zero index in $\mathbf{q} \cup \mathbf{y}$ is equally likely to produce the lowest hash value. $c_i(\mathbf{q}) = c_i(\mathbf{y})$ only if this index is 1 in both $\mathbf{q}$ and $\mathbf{y}$. There are $\mathbf{q} \cap \mathbf{y}$ such indices. So:

$$\Pr[c_i(\mathbf{q}) = c_i(\mathbf{y})] = \frac{|\mathbf{q} \cap \mathbf{y}|}{|\mathbf{q} \cup \mathbf{y}|} = J(\mathbf{q}, \mathbf{y})$$

MINHASH ANALYSIS

Let $J = J(\mathbf{q}, \mathbf{y})$ denote the Jaccard similarity between $\mathbf{q}$ and $\mathbf{y}$.

Return: $\tilde{J} = \frac{1}{k} \sum_{i=1}^k \mathbb{1}[c_i(\mathbf{q}) = c_i(\mathbf{y})]$.

Unbiased estimate for Jaccard similarity:

$$\mathbb{E}\tilde{J} =$$

$$C(\mathbf{q}) \begin{bmatrix} .12 & .24 & .76 & .35 \end{bmatrix} \quad C(\mathbf{y}) \begin{bmatrix} .12 & .98 & .76 & .11 \end{bmatrix}$$

The more repetitions, the lower the variance.

MINHASH ANALYSIS

Let $J = J(\mathbf{q}, \mathbf{y})$ denote the true Jaccard similarity.

Estimator: $\tilde{J} = \frac{1}{k} \sum_{i=1}^k \mathbb{1}[c_i(\mathbf{q}) = c_i(\mathbf{y})]$.

$$\text{Var}[\tilde{J}] =$$

Plug into Chebyshev inequality. How large does k need to be so that with probability $> 1 - \delta$:

$$|J - \tilde{J}| \leq \epsilon?$$

Chebyshev inequality: As long as $k = O\left(\frac{1}{\epsilon^2 \delta}\right)$, then with prob. $1 - \delta$,

$$J(\mathbf{q}, \mathbf{y}) - \epsilon \leq \tilde{J}(C(\mathbf{q}), C(\mathbf{y})) \leq J(\mathbf{q}, \mathbf{y}) + \epsilon.$$

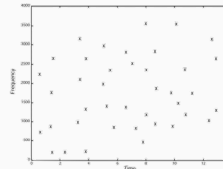
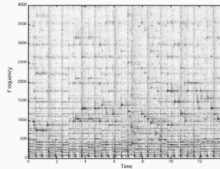
And $\tilde{J}$ only takes $O(k)$ time to compute! **Independent** of original fingerprint dimension d .

Can be improved to $\log(1/\delta)$ dependence. Can anyone tell me how?

SIMILARITY SKETCHING



input data



high dimensional vector representation

1	0	1	1	0	0	0	1	0	0	0	0	1	1	0	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---



.45	.68	.10	.92
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sketched representation

break

NEAR NEIGHBOR SEARCH

Common goal: Find all vectors in database $\mathbf{q}_1, \dots, \mathbf{q}_n \in \mathbb{R}^d$ that are close to some input query vector $\mathbf{y} \in \mathbb{R}^d$. I.e. find all of $\mathbf{y}$'s “nearest neighbors” in the database.

- The Shazam problem.
- Audio + video search.
- Finding duplicate or near duplicate documents.
- Detecting seismic events.

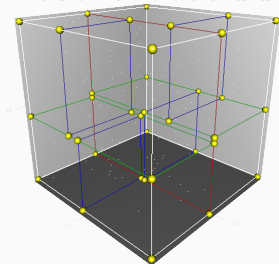
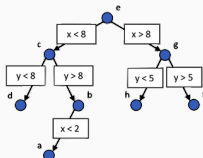
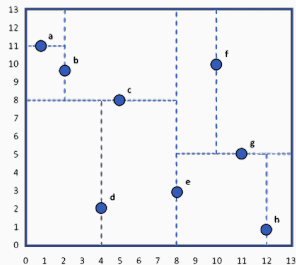
How does similarity sketching help in these applications?

- Improves runtime of “linear scan” from $O(nd)$ to $O(nk)$.
- Improves space complexity from $O(nd)$ to $O(nk)$. This can be super important – e.g. if it means the linear scan only accesses vectors in fast memory.

New goal: Sublinear $o(n)$ time to find near neighbors.

BEYOND A LINEAR SCAN

This problem can already be solved for a small number of dimensions using space partitioning approaches (e.g. kd-tree).



HIGH DIMENSIONAL NEAR NEIGHBOR SEARCH

Only been attacked much more recently:

- **Locality-sensitive hashing [Indyk, Motwani, 1998]**
- Spectral hashing [Weiss, Torralba, and Fergus, 2008]
- Vector quantization [Jégou, Douze, Schmid, 2009]
 - This is most similar to the custom method e.g. Shazam uses.

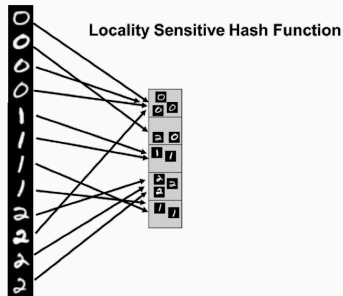
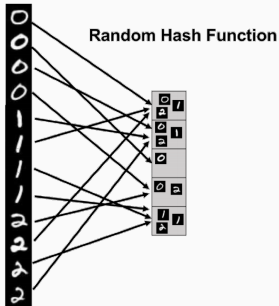
Key Insight: Trade worse space-complexity for better time-complexity.

LOCALITY SENSITIVE HASH FUNCTIONS

Let $h : \mathbb{R}^d \rightarrow \{1, \dots, m\}$ be a random hash function.

We call h locality sensitive for similarity function $s(\mathbf{q}, \mathbf{y})$ if $\Pr[h(\mathbf{q}) == h(\mathbf{y})]$ is:

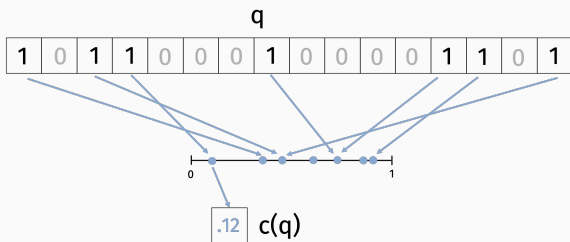
- Higher when $\mathbf{q}$ and $\mathbf{y}$ are more similar, i.e. $s(\mathbf{q}, \mathbf{y})$ is higher.
- Lower when $\mathbf{q}$ and $\mathbf{y}$ are more dissimilar, i.e. $s(\mathbf{q}, \mathbf{y})$ is lower.



LOCALITY SENSITIVE HASH FUNCTIONS

LSH for $s(\mathbf{q}, \mathbf{y})$ equal to Jaccard similarity:

- Let $c : \{0, 1\}^d \rightarrow [0, 1]$ be a single instantiation of MinHash.
- Let $g : [0, 1] \rightarrow \{1, \dots, m\}$ be a uniform random hash function.
- Let $h(\mathbf{q}) = g(c(\mathbf{q}))$.



LOCALITY SENSITIVE HASH FUNCTIONS

LSH for Jaccard similarity:

- Let $c : \{0, 1\}^d \rightarrow [0, 1]$ be a single instantiation of MinHash.
- Let $g : [0, 1] \rightarrow \{1, \dots, m\}$ be a uniform random hash function.
- Let $h(\mathbf{x}) = g(c(\mathbf{x}))$.

If $J(\mathbf{q}, \mathbf{y}) = v$,

$$\Pr[h(\mathbf{q}) == h(\mathbf{y})] =$$

NEAR NEIGHBOR SEARCH

Basic approach for near neighbor search in a database.

Pre-processing:

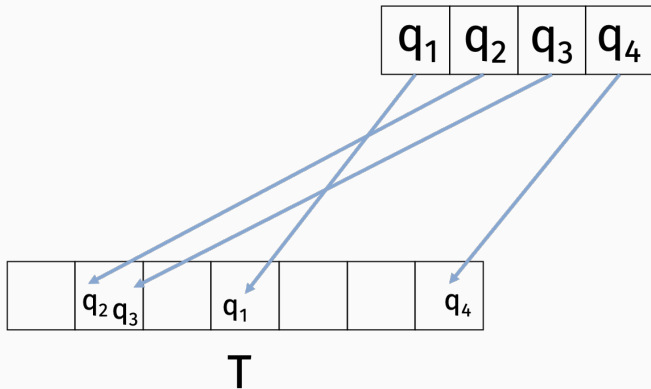
- Select random LSH function $h : \{0, 1\}^d \rightarrow 1, \dots, m$.
- Create table T with $m = O(n)$ slots.¹
- For $i = 1, \dots, n$, insert $\mathbf{q}_i$ into $T(h(\mathbf{q}_i))$.

Query:

- Want to find near neighbors of input $\mathbf{y} \in \{0, 1\}^d$.
- Linear scan through all vectors $\mathbf{q} \in T(h(\mathbf{y}))$ and return any that are close to $\mathbf{y}$. Time required is $O(d \cdot |T(h(\mathbf{y}))|)$.

¹Enough to make the $O(1/m)$ term negligible.

NEAR NEIGHBOR SEARCH



NEAR NEIGHBOR SEARCH

Two main considerations:

- **False Negative Rate:** What's the probability we do not find a vector that is close to $\mathbf{y}$?
- **False Positive Rate:** What's the probability that a vector in $T(h(\mathbf{y}))$ is not close to $\mathbf{y}$?

A higher false negative rate means we miss near neighbors.

A higher false positive rate means increased runtime – we need to compute $J(\mathbf{q}, \mathbf{y})$ for every $\mathbf{q} \in T(h(\mathbf{y}))$ to check if it's actually close to $\mathbf{y}$.

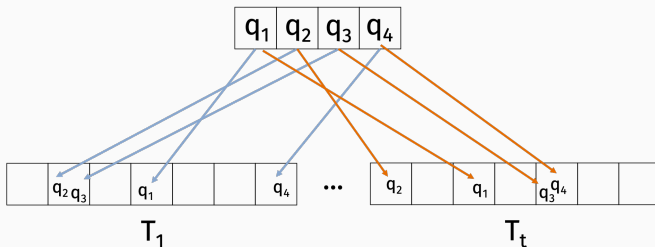
Note: The meaning of “close” and “not close” is application dependent. E.g. we might specify that we want to find anything with Jaccard similarity $> .4$, but not with Jaccard similarity $< .2$.

REDUCING FALSE NEGATIVE RATE

Suppose the nearest database point $\mathbf{q}$ has $J(\mathbf{y}, \mathbf{q}) = .4$.

What's the probability we do not find $\mathbf{q}$ with one LSH?

REDUCING FALSE NEGATIVE RATE



Pre-processing:

- Select t independent LSH's $h_1, \dots, h_t : \{0, 1\}^d \rightarrow 1, \dots, m$.
- Create tables $T_1, \dots, T_t$, each with m slots.
- For $i = 1, \dots, n$, $j = 1, \dots, t$,
 - Insert $\mathbf{q}_i$ into $T_j(h_j(\mathbf{q}_i))$.

REDUCING FALSE NEGATIVE RATE

Query:

- Want to find near neighbors of input $\mathbf{y} \in \{0, 1\}^d$.
- Linear scan through all vectors in $T_1(h_1(\mathbf{y})) \cup T_2(h_2(\mathbf{y})) \cup \dots, T_t(h_t(\mathbf{y}))$.

Suppose the nearest database point $\mathbf{q}$ has $J(\mathbf{y}, \mathbf{q}) = .4$.

What's the probability we find $\mathbf{q}$?

WHAT HAPPENS TO FALSE POSITIVES?

Suppose there is some other database point $\mathbf{z}$ with $J(\mathbf{y}, \mathbf{z}) = .2$.

What is the probability we will need to compute $J(\mathbf{z}, \mathbf{y})$ in our hashing scheme with one table? I.e. the probability that $\mathbf{y}$ hashes into at least one bucket containing $\mathbf{z}$.

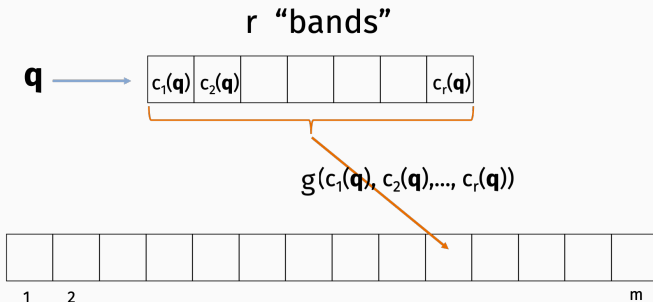
In the new scheme with $t = 10$ tables?

REDUCING FALSE POSITIVES

Change our locality sensitive hash function.

Tunable LSH for Jaccard similarity:

- Choose parameter $r \in \mathbb{Z}^+$.
- Let $c_1, \dots, c_r : \{0, 1\}^d \rightarrow [0, 1]$ be random MinHash.
- Let $g : [0, 1]^r \rightarrow \{1, \dots, m\}$ be a uniform random hash function.
- Let $h(\mathbf{x}) = g(c_1(\mathbf{x}), \dots, c_r(\mathbf{x}))$.



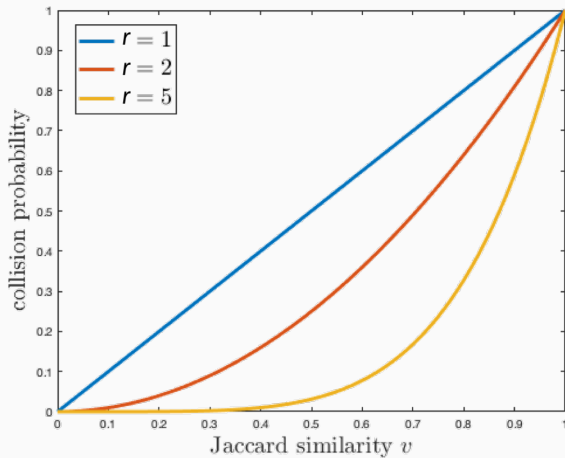
REDUCING FALSE POSITIVES

Tunable LSH for Jaccard similarity:

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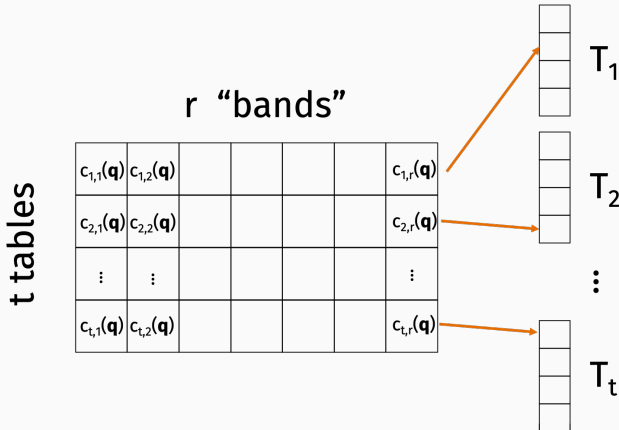
If $J(\mathbf{q}, \mathbf{y}) = v$, then $\Pr[h(\mathbf{q}) == h(\mathbf{y})] =$

TUNABLE LSH



TUNABLE LSH

Full LSH scheme has two parameters to tune:



TUNABLE LSH

Effect of **increasing number of tables t** on:

False Negatives

False Positives

Effect of **increasing number of bands r** on:

False Negatives

False Positives

SOME EXAMPLES

Choose tables t large enough so false negative rate to 1%.

Parameter: $r = 1$.

Chance we find $\mathbf{q}$ with $J(\mathbf{y}, \mathbf{q}) = .8$:

Chance we need to check $\mathbf{z}$ with $J(\mathbf{y}, \mathbf{z}) = .4$:

SOME EXAMPLES

Choose tables t large enough so false negative rate to 1%.

Parameter: $r = 2$.

Chance we find $\mathbf{q}$ with $J(\mathbf{y}, \mathbf{q}) = .8$:

Chance we need to check $\mathbf{z}$ with $J(\mathbf{y}, \mathbf{z}) = .4$:

SOME EXAMPLES

Choose tables t large enough so false negative rate to 1%.

Parameter: $r = 5$.

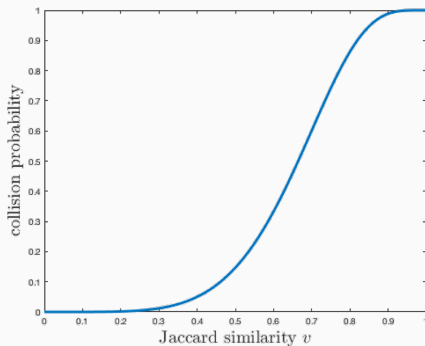
Chance we find $\mathbf{q}$ with $J(\mathbf{y}, \mathbf{q}) = .8$:

Chance we need to check $\mathbf{z}$ with $J(\mathbf{y}, \mathbf{z}) = .4$:

S-CURVE TUNING

Probability we check $\mathbf{q}$ when querying $\mathbf{y}$ if $J(\mathbf{q}, \mathbf{y}) = v$:

$$\approx 1 - (1 - v^r)^t$$

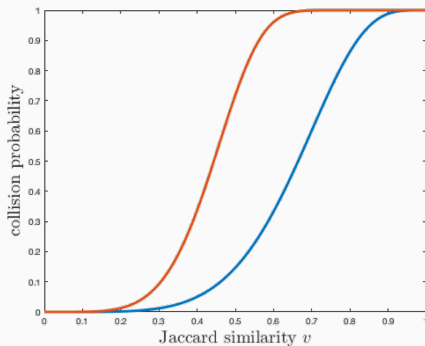


$$r = 5, t = 5$$

S-CURVE TUNING

Probability we check $\mathbf{q}$ when querying $\mathbf{y}$ if $J(\mathbf{q}, \mathbf{y}) = v$:

$$\approx 1 - (1 - v^r)^t$$

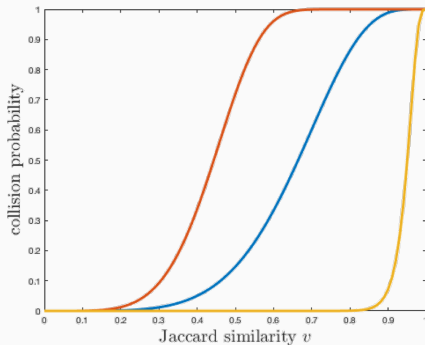


$$r = 5, t = 40$$

S-CURVE TUNING

Probability we check $\mathbf{q}$ when querying $\mathbf{y}$ if $J(\mathbf{q}, \mathbf{y}) = v$:

$$\approx 1 - (1 - v^r)^t$$

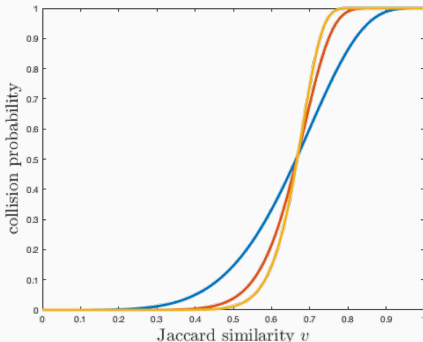


$$r = 40, t = 5$$

S-CURVE TUNING

Probability we check $\mathbf{q}$ when querying $\mathbf{y}$ if $J(\mathbf{q}, \mathbf{y}) = v$:

$$1 - (1 - v^r)^t$$



Increasing both r and t gives a steeper curve.

Better for search, but worse space complexity.

FINDING THE BEST PARAMETERS

t = number of tables, r = number of “bands”

Suppose we have $\mathbf{y}, \mathbf{q}, \mathbf{z}$ with

$$J(\mathbf{y}, \mathbf{q}) \approx p_1 = \Pr[h(\mathbf{y}) = h(\mathbf{q})]$$

$$J(\mathbf{y}, \mathbf{z}) \approx p_2 = \Pr[h(\mathbf{y}) = h(\mathbf{z})]$$

where $p_1 > p_2$. What is the probability we find $\mathbf{q}$ when searching from $\mathbf{y}$?

$$1 - (1 - p_1^r)^t$$

What is the probability we find $\mathbf{z}$ when searching from $\mathbf{y}$?

$$1 - (1 - p_2^r)^t$$

FINDING THE BEST PARAMETERS

t = number of tables, r = number of “bands”. Suppose we have $y, \mathbf{q}, \mathbf{z}$ with $p_1 > p_2$ and:

$$\Pr[\text{find } \mathbf{q}] = 1 - (1 - p_1^r)^t, \quad \Pr[\text{find } \mathbf{z}] = 1 - (1 - p_2^r)^t$$

False positive rate = $(1 - p_1^r)^t$, False negative rate = $1 - (1 - p_2^r)^t$.

Suppose we want False positive $< .01$ and False negative $< .01$.

FINDING THE BEST PARAMETERS

t = number of tables, r = number of “bands”. Suppose we have $\mathbf{y}, \mathbf{q}, \mathbf{z}$ with $p_1 > p_2$ and:

$$\Pr[\text{find } \mathbf{q}] = 1 - (1 - p_1^r)^t, \quad \Pr[\text{find } \mathbf{z}] = 1 - (1 - p_2^r)^t$$

False positive rate = $(1 - p_1^r)^t$, False negative rate = $1 - (1 - p_2^r)^t$.

Suppose we want False positive $< .01$ and False negative $< .01$.

Then we should set $t = \frac{\log(\frac{1}{100})}{\log(1-p_1^r)} = \Theta(p_1^{-r})$.

So False negative rate $\approx 1 - (1 - p_2^r)^{p_1^{-r}} \approx \left(\frac{p_2}{p_1}\right)^r$. So

$$r = \Theta\left(\frac{1}{\log \frac{p_1}{p_2}}\right), \quad t = \Theta(p_1^{-r})$$

FINDING THE BEST PARAMETERS

Lemma

Let $\mathbf{y}, \mathbf{q}, \mathbf{z}$ be points with $p_1 = \Pr[h(\mathbf{y}) = h(\mathbf{q})]$ and $p_2 = \Pr[h(\mathbf{y}) = h(\mathbf{z})]$, where $p_1 > p_2$. Then to achieve false positive and false negative rates $< .01$, it suffices to set

$$r = \Theta\left(\frac{1}{\log \frac{p_1}{p_2}}\right), \quad t = \Theta(p_1^{-r})$$

t = number of tables, r = number of “bands”.

Note: as the gap $p_1 - p_2$ becomes smaller, need to use many more tables and bands!

FIXED THRESHOLD

Use Case 1: Fixed threshold.

- Shazam wants to find match to audio clip $\mathbf{y}$ in a database of 10 million clips.
- There are 10 true matches with $J(\mathbf{y}, \mathbf{q}) > .9$.
- There are 10,000 near matches with $J(\mathbf{y}, \mathbf{q}) \in [.7, .9]$.
- All other items have $J(\mathbf{y}, \mathbf{q}) < .7$.

With $r = 25$ and $t = 40$,

- Hit probability for $J(\mathbf{y}, \mathbf{q}) > .9$ is $\gtrsim 1 - (1 - .9^{25})^{40} = .95$
- Hit probability for $J(\mathbf{y}, \mathbf{q}) \in [.7, .9]$ is $\lesssim 1 - (1 - .9^{25})^{40} = .95$
- Hit probability for $J(\mathbf{y}, \mathbf{q}) < .7$ is $\lesssim 1 - (1 - .7^{25})^{40} = .005$

Upper bound on total number of items checked:

$$.95 \cdot 10 + .95 \cdot 10,000 + .005 \cdot 9,989,990 \approx 60,000 \ll 10,000,000.$$

Space complexity: 40 hash tables $\approx 40 \cdot O(n)$.

Directly trade space for fast search.

Near Neighbor Search Problem

Concrete worst case result:

Theorem (Indyk, Motwani, 1998)

If there exists some q with $\|\mathbf{q} - \mathbf{y}\|_0 \leq R$, return a vector $\tilde{\mathbf{q}}$ with $\|\tilde{\mathbf{q}} - \mathbf{y}\|_0 \leq C \cdot R$ in:

- *Time: $O(n^{1/C})$.*
- *Space: $O(n^{1+1/C})$.*

$\|\mathbf{q} - \mathbf{y}\|_0$ = "hamming distance" = number of elements that differ between $\mathbf{q}$ and $\mathbf{y}$.

APPROXIMATE NEAREST NEIGHBOR SEARCH

Theorem (Indyk, Motwani, 1998)

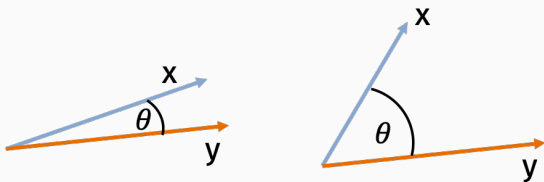
Let q be the closest database vector to $\mathbf{y}$. Return a vector $\tilde{\mathbf{q}}$ with $\|\tilde{\mathbf{q}} - \mathbf{y}\|_0 \leq C \cdot \|\mathbf{q} - \mathbf{y}\|_0$ in:

- Time: $\tilde{O}(n^{1/C})$.
- Space: $\tilde{O}(n^{1+1/C})$.

OTHER LSH FUNCTIONS

Good locality sensitive hash functions exist for other similarity measures.

Cosine similarity $\cos(\theta(\mathbf{x}, \mathbf{y})) = \frac{\langle \mathbf{x}, \mathbf{y} \rangle}{\|\mathbf{x}\|_2 \|\mathbf{y}\|_2}$:



$$-1 \leq \cos(\theta(\mathbf{x}, \mathbf{y})) \leq 1.$$

Cosine similarity is natural “inverse” for Euclidean distance.

Euclidean distance $\|\mathbf{x} - \mathbf{y}\|_2^2$:

- Suppose for simplicity that $\|\mathbf{x}\|_2^2 = \|\mathbf{y}\|_2^2 = 1$.

Locality sensitive hash for **cosine similarity**:

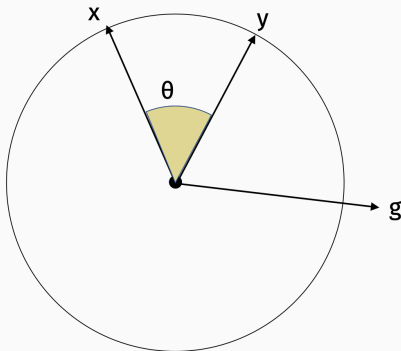
- Let $\mathbf{g} \in \mathbb{R}^d$ be randomly chosen with each entry $\mathcal{N}(0, 1)$.
- $h : \mathbb{R}^d \rightarrow \{1, -1\}$ is defined $h(\mathbf{x}) = \text{sign}(\langle \mathbf{g}, \mathbf{x} \rangle)$.

If $\cos(\theta(\mathbf{x}, \mathbf{y})) = v$, what is $\Pr[h(\mathbf{x}) == h(\mathbf{y})]$?

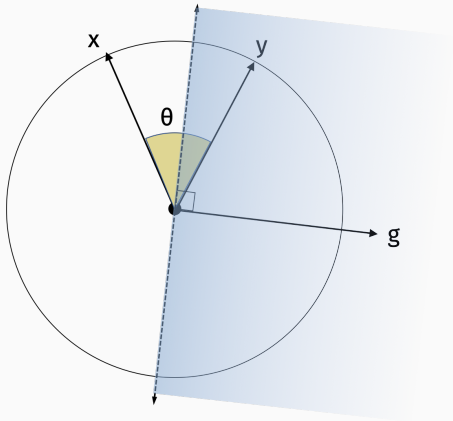
SIMHASH ANALYSIS

To prove:

$$\Pr[h(\mathbf{x}) = h(\mathbf{y})] = 1 - \frac{\theta}{\pi}, \text{ where } h(\mathbf{x}) = \text{sign}(\langle \mathbf{g}, \mathbf{x} \rangle).$$



SIMHASH ANALYSIS



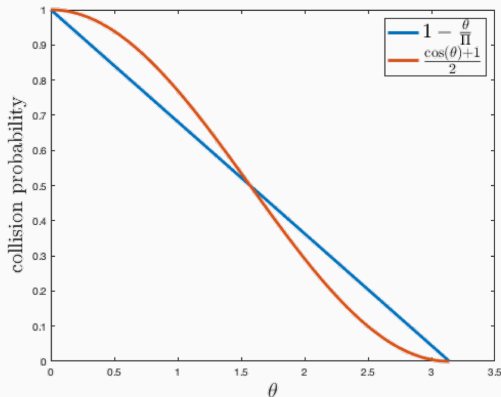
$\Pr[h(\mathbf{x}) == h(\mathbf{y})] \approx$ probability $\mathbf{x}$ and $\mathbf{y}$ are on the same side of hyperplane orthogonal to $\mathbf{g}$.

Each hyperplane is equally likely!

SIMHASH ANALYSIS

Theorem: If $\cos(\theta(\mathbf{x}, \mathbf{y})) = v$, then

$$\Pr[h(\mathbf{x}) == h(\mathbf{y})] = 1 - \frac{\theta(\mathbf{x}, \mathbf{y})}{\pi} = 1 - \frac{\cos^{-1}(v)}{\pi}$$



SimHash can be tuned, just like our MinHash based LSH function for Jaccard similarity:

- Let $\mathbf{g}_1, \dots, \mathbf{g}_r \in \mathbb{R}^d$ be randomly chosen with each entry $\mathcal{N}(0, 1)$.
- Let $\theta = \theta(\mathbf{x}, \mathbf{y})$
- $h : \mathbb{R}^d \rightarrow \{1, -1\}$ is defined

$$h(\mathbf{x}) = [\text{sign}(\langle \mathbf{g}_1, \mathbf{x} \rangle), \dots, \text{sign}(\langle \mathbf{g}_r, \mathbf{x} \rangle)]$$

$$\Pr[h(\mathbf{x}) == h(\mathbf{y})] = \left(1 - \frac{\theta}{\pi}\right)^r$$