

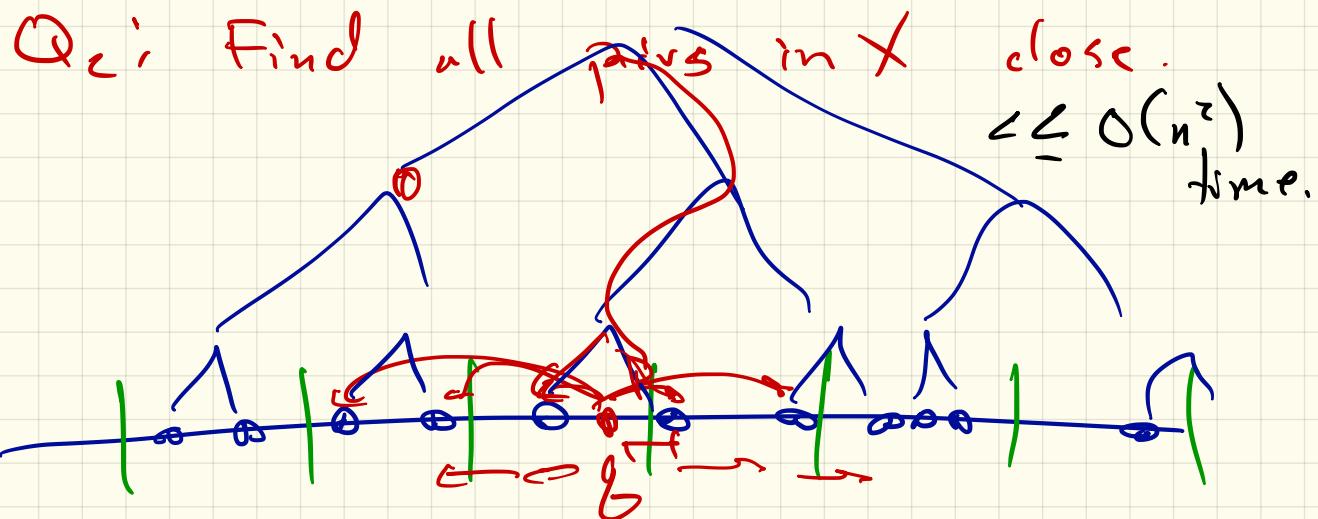
L5: Locality Sensitive Hashing

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Set $X = \{D_1, D_2, \dots, D_n\}$

Q.: Given query doc q
Find all in X close $\ll O(n)$
time



LSH

hash funcs

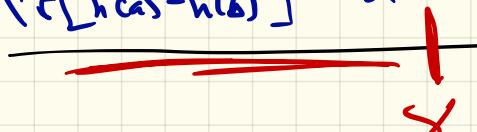
$$\{h_1, h_2, \dots, h_n\} \in \mathcal{H}$$

$h_G(t)$ is $(\gamma, \phi, \alpha, \beta)$ -sensitive

$$\bullet \Pr[h(a) = h(b)] > \alpha \quad \text{if} \quad d(a, b) < \gamma$$

$$\bullet \Pr[h(a) = h(b)] < \beta \quad \text{if} \quad d(a, b) > \phi$$

$$\Pr[h(a) = h(b)] > \alpha$$

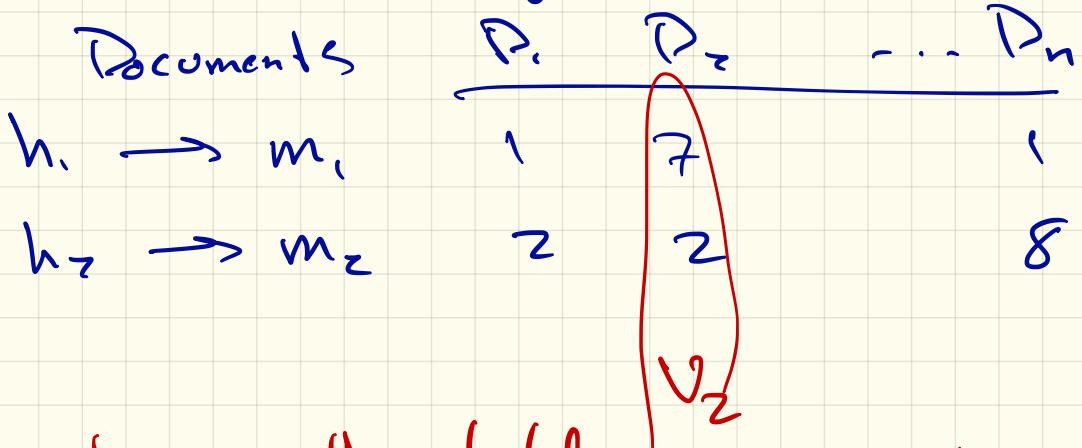


$$\Pr[h(a) = h(b)] < \beta$$

$$d(a, b)$$

close

Min-Hashing $\Rightarrow (T, T, -T, T)$ -Sensitive



Choose threshold δ $T = \phi = \gamma$

$$\Pr[h(a) = h(b)] > \alpha = 1 - T$$

$$\Pr[h(a) = h(b)] < \beta = T$$

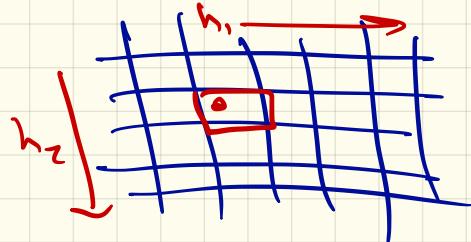
$$\frac{s(a, b)}{d(a, b)}$$

JS threshold
 $= 1 - T$

1 hash fxn

for query doc g

Return all $D_i \in X$ s.t. $h(g) = h(D_i)$



- Apply b hash funcs, and return $D_i \in X$ s.t. all collide w/ $h(g)$

Rapa

↳ Super hash table $\vec{h} = h_1 \times h_2 \times \dots \times h_b$

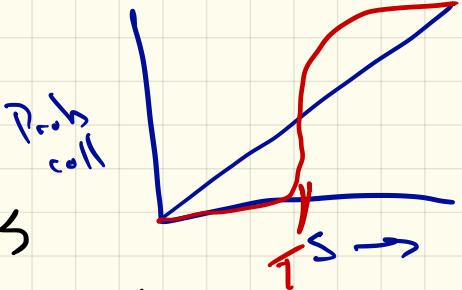
- Apply r hash funcs $\rightarrow r$ hash tables
return Union of collisions

Mama

Sampling

Use $b \cdot r$ hash fns

r superhash tables, each w/ b hash fns



$$s = JS(a, b)$$

Prob returns b
on guess a

s^b = Prob collide | symbol hash

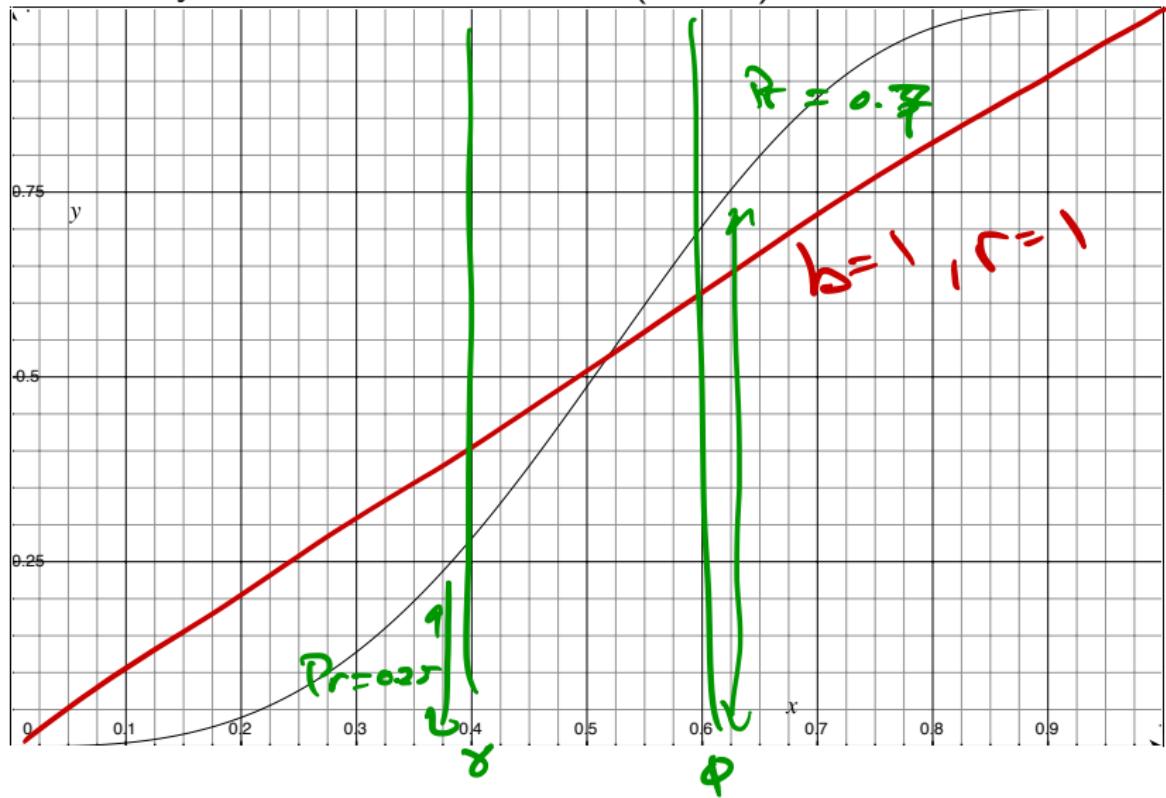
$(1-s^b)$ = Prob don't collide, | sh.

$(1-s^b)^r$ = Prob no s.h.t. collisions

$f(s) = 1 - (1-s^b)^r$ = Prob at least 1 s.h.t. collision

LSH $b = 3$ and $r = 5$

$$\text{Probability of found collision} = 1 - (1 - s^b)^r$$



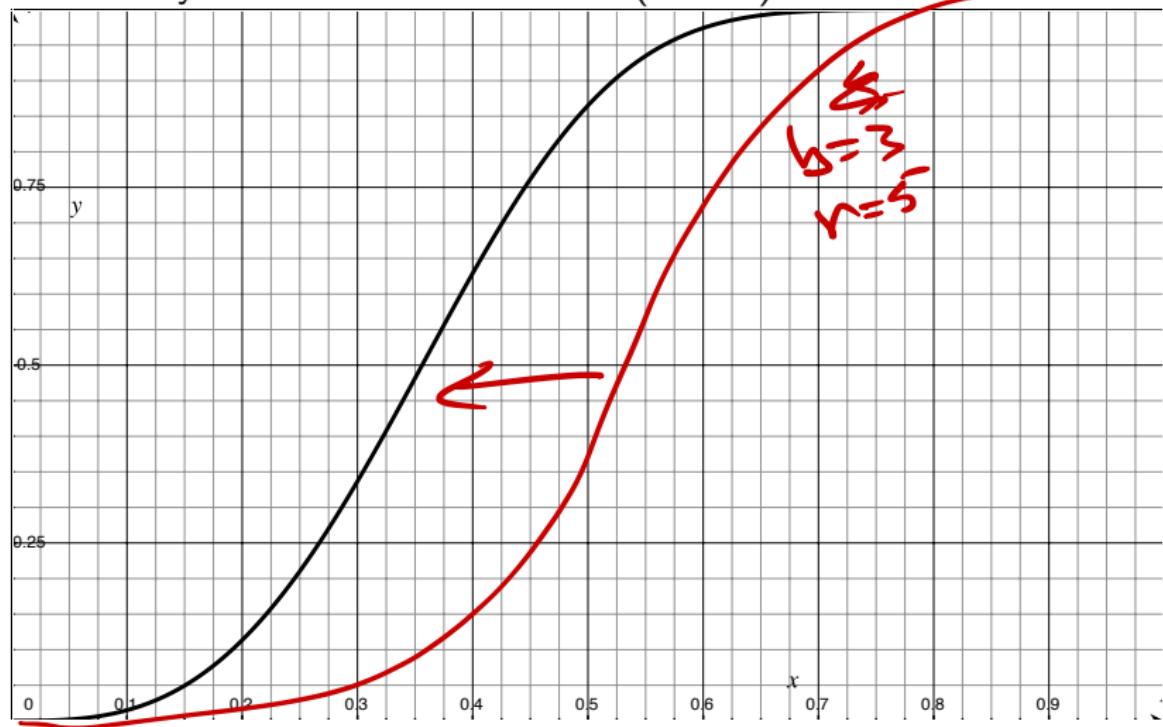
LSH $b = 3$ and $r = 15$

increase # s.h.t.

$$\text{Probability of found collision} = 1 - (1 - s^b)^r$$

LSH $b = 3$ and $r = 15$

$$\text{Probability of found collision} = 1 - (1 - s^b)^r$$

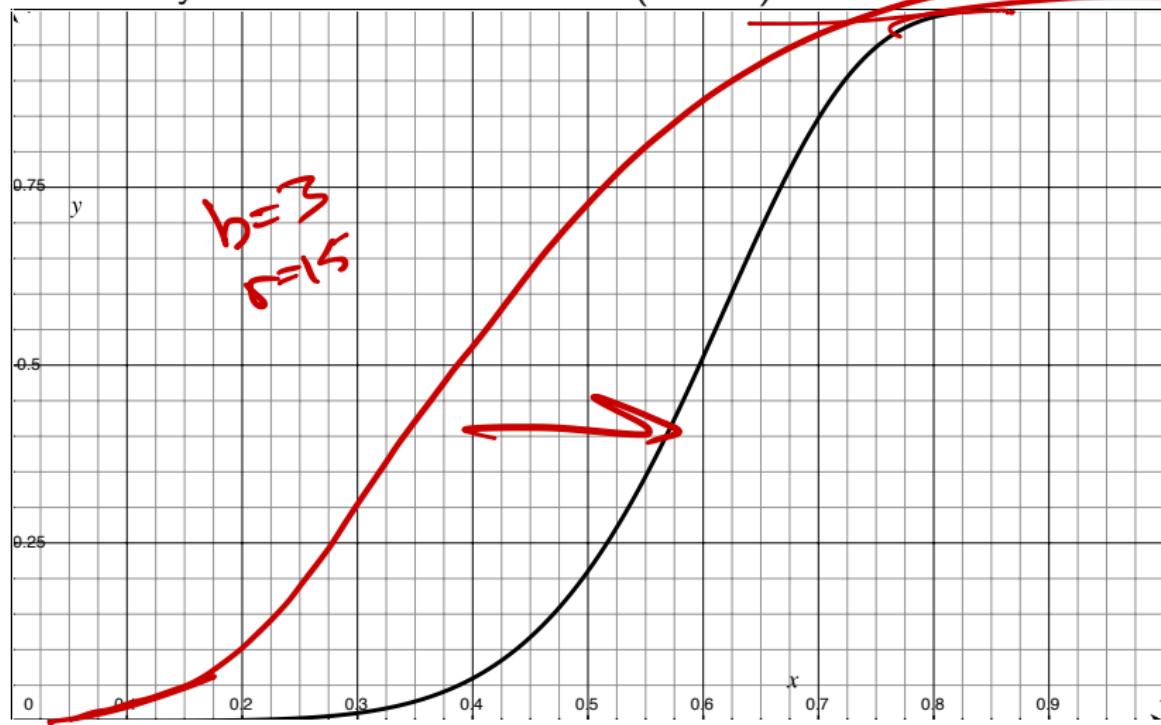


LSH $b = 6$ and $r = 15$

Probability of found collision = $1 - (1 - s^b)^r$

LSH $b = 6$ and $r = 15$

$$\text{Probability of found collision} = 1 - (1 - s^b)^r$$

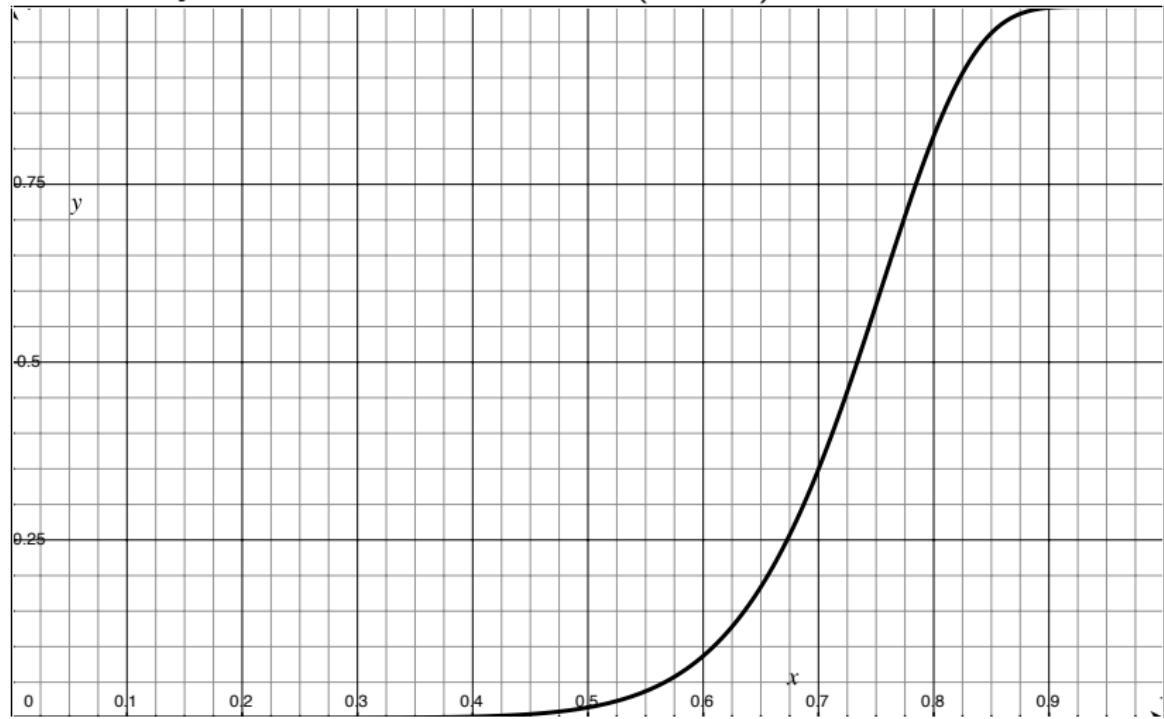


LSH $b = 10$ and $r = 15$

Probability of found collision = $1 - (1 - s^b)^r$

LSH $b = 10$ and $r = 15$

Probability of found collision = $1 - (1 - s^b)^r$



LSH $b = 8$ and $r = 100$

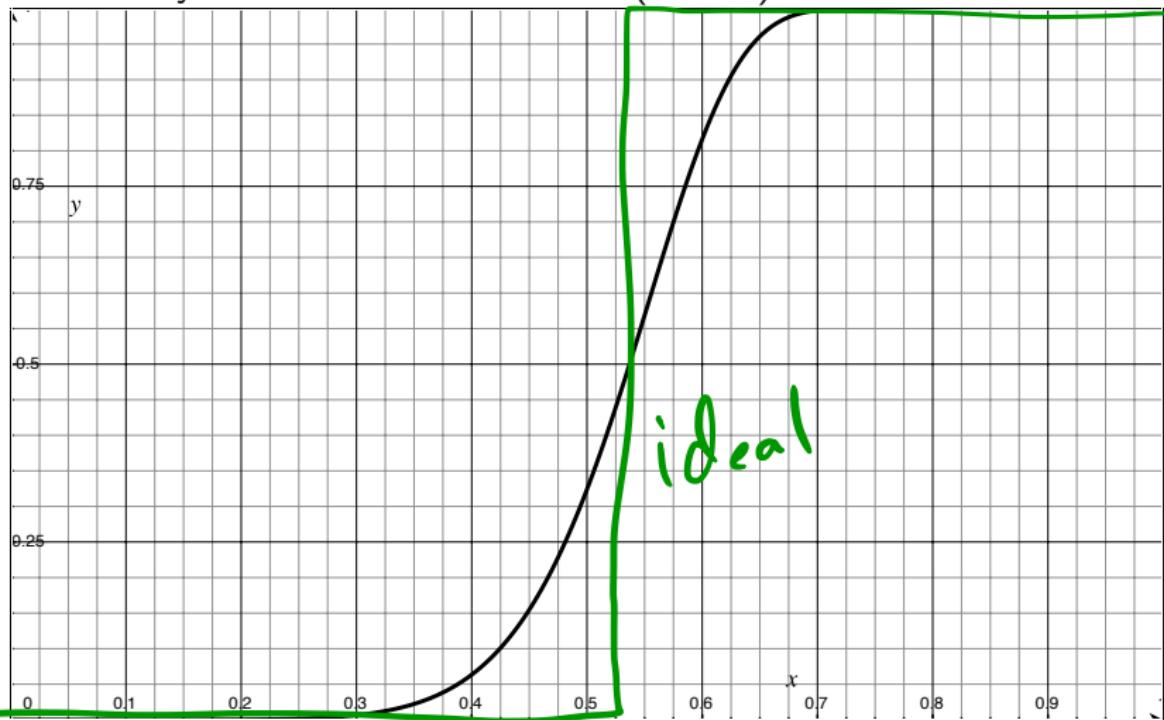
Probability of found collision = $1 - (1 - s^b)^r$

LSH $b = 8$ and $r = 100$

$b, r \rightarrow$

sharp sleeper

$$\text{Probability of found collision} = 1 - (1 - s^b)^r$$



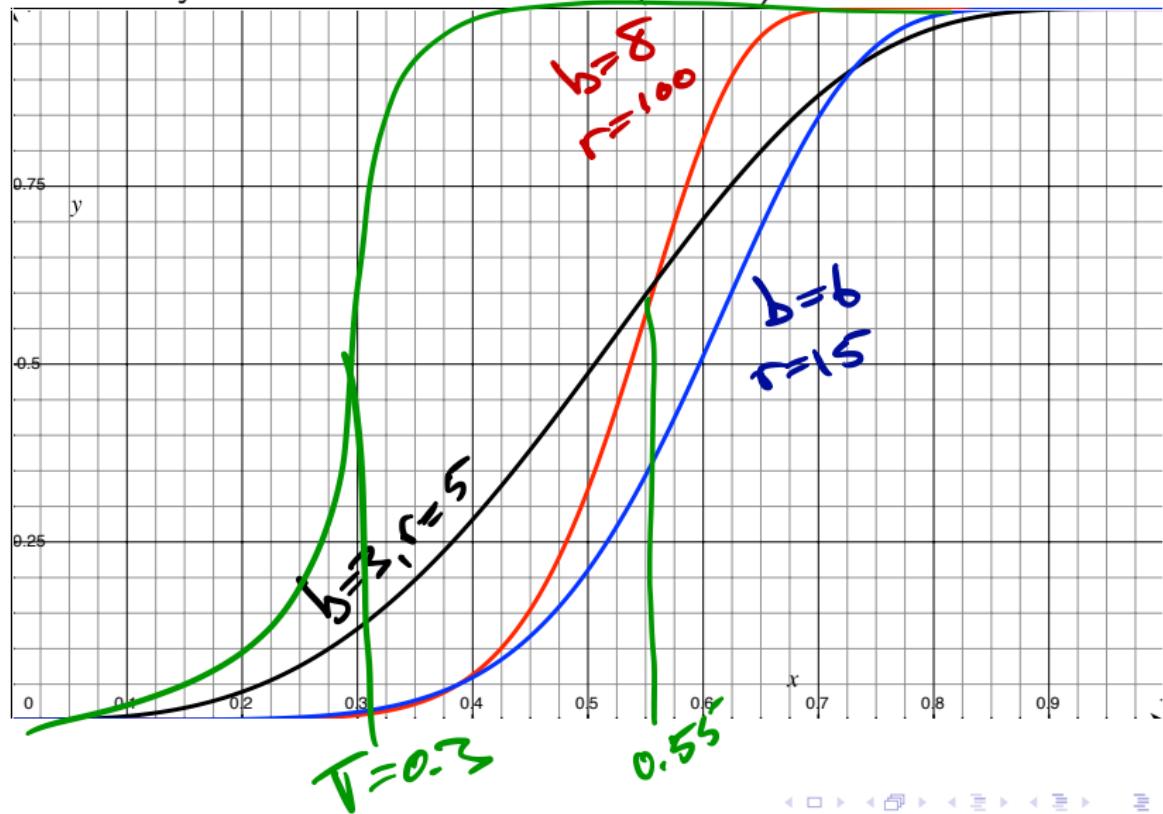
$\tau = 0.52$

LSH ($b = 3, r = 5$) & ($b = 6, r = 15$) & ($b = 8, r = 100$)

Probability of found collision = $1 - (1 - s^b)^r$

LSH ($b = 3, r = 5$) & ($b = 6, r = 15$) & ($b = 8, r = 100$)

Probability of found collision = $1 - (1 - s^b)^r$



Choosing r, b so curve
is steepest at T
threshold

$$t = r \cdot b$$

steepest

$$T \approx (1/r)^{1/b}$$

&

"rule of thumb"

$$b = -\log_T(t)$$
$$r = t/b$$

make
integers

then experiment

$(\gamma_1, \gamma_2, \gamma_3, \gamma_4)$ - sensitive
 LSH for Euclidean Dist.

$$P = (P_1, \dots, P_d)$$

$$q \in (q_1, \dots, q_d)$$

$$\|P - q\| = \sqrt{\sum_{i=1}^d (P_i - q_i)^2}$$

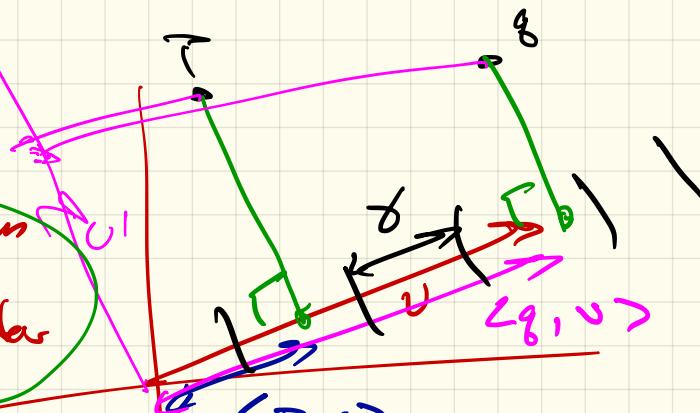
hash fn

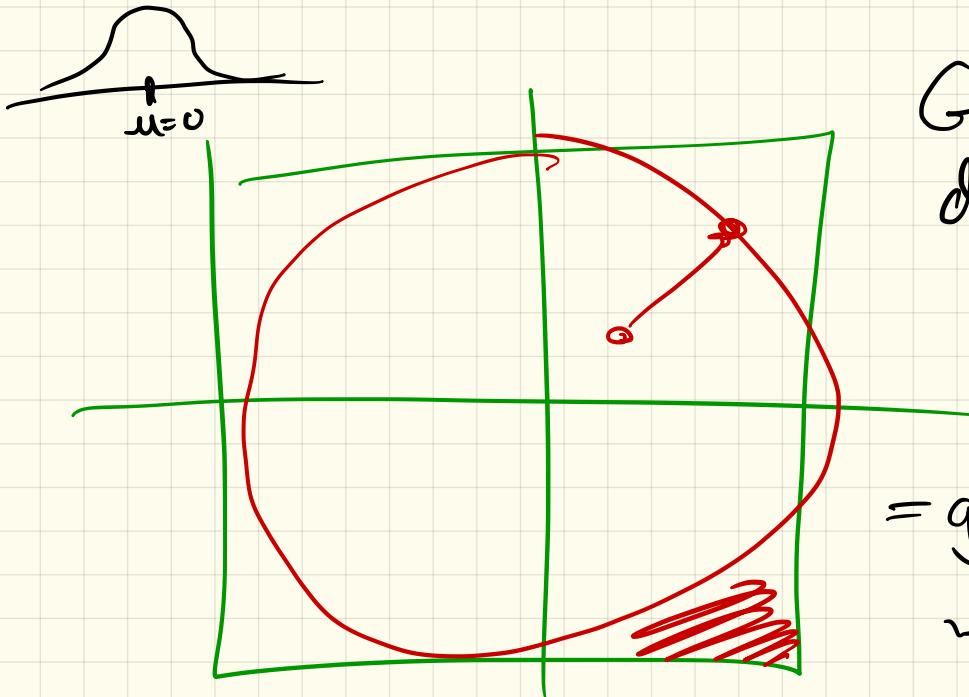
1. Project random direction
 How? v unit vector

2. bin decisions

$$h(P) = \lceil \langle v, P \rangle \cdot \gamma \pmod{n} \rceil$$

\uparrow random





Generate
d-dim Gaussian
R.V.

$$g \sim G_d$$

$$= g = (g_1, g_2, \dots, g_d)$$

where each

2 uniform $v_1, v_2 \in \text{Unif}(0, 1)$

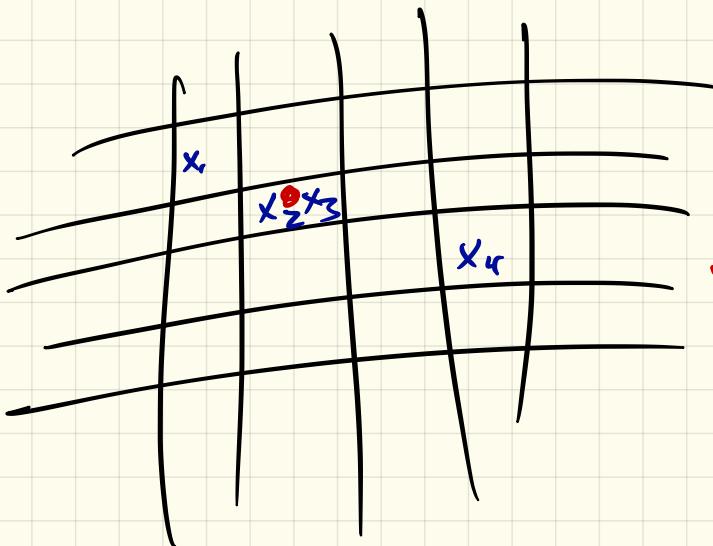
$\mapsto g_1, g_2 \in G_i$ Box-Muller transform

$$g_1 = \sqrt{-2 \ln(v_1)} \cos(2\pi v_2)$$

$$g_2 = \sqrt{-2 \ln(v_1)} \sin(2\pi v_2)$$

$$g_i \sim G_i \\ = \exp(-x^2)$$

$g \cup g$
 g



\Rightarrow Union $\{x_2, x_3\}$
 $\{x_3\}$

