Vector Databases a deep dive

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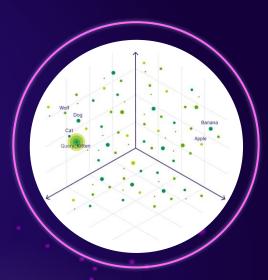
Project

Our project presented with a live demo



Context

Vector DB



A way to approach databases through machine learning

Recommendation



Our use case was a games recommendation system



Concept

Vector Databases are composed of 2 elements:

Data

Row-collected infromation stored in any format (music, image, docx, csv, sql...)



Vectors

List of numbers created from the data through machine learning to mathematically represent the data on a graph



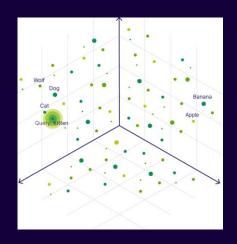
Concept



```
"firstName" : "Jean"
"name" : "Del"

"age" : 22

{
23, 27,
10, 70
}
```



Concept

Recommendation System

Finding closest elements based on other element



Search System

Finding closest elements based on text query



Image/Video Recognition

Finding closest elements based on img/vid query



All based on scores attributed by the vectors, a way to calculate the distance between them and a model to determine scores



Comparison

	Vector Database	Traditionnal Database
Model	Store data in vector form	Structured data model (key-values, graph db, rows/columns)
Query	Similarity search algorithms (cosine) Fast regardless of size	Sql or other type Take longer if big database
UseCase	Recommendation, image and video search	Multiple (DW, ERP)



Project

Why Qdrant?

Self deployed





Editable code

Can be built from scratch and deployed either on premise or through cloud

Other vector databases are mostly premade (Pinecode for example) with no access to code

Free to use





Good documentation

Need to pay only for cloud hosting, otherwise completely free Clear documentation with exemples. Can quickly be ready to code

Project



Steam Dataset

Dataset with 80'000 videogames



Qdrant

Vector Database system



Python

Simpler programming language for us

DEMO

What we actually did

Thank you for your attention!