Vektordatenbanken: Details

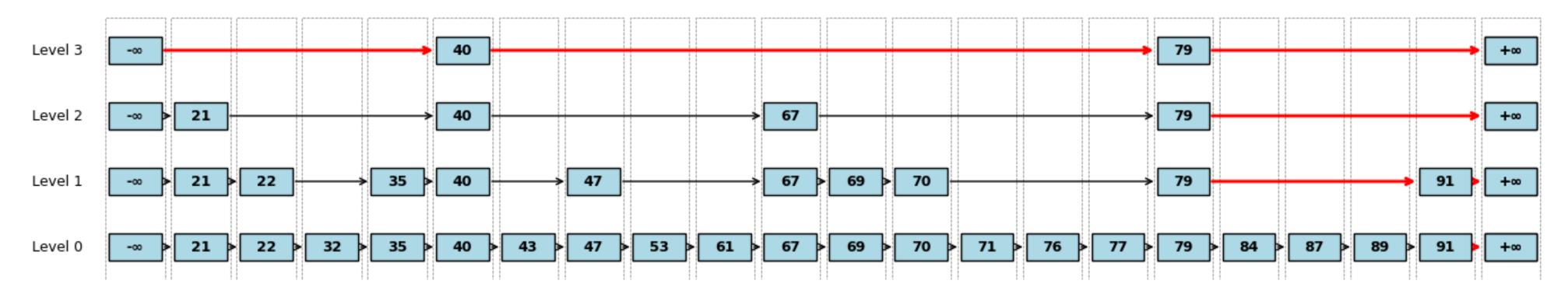
Ich will die 10 ähnlichsten Filme zu "Pulp Fiction" in den ca. 23,3 Mio. Titeln der IMDB finden.

Semantische Suche

Wie findet man schnell den nächsten Nachbarn?

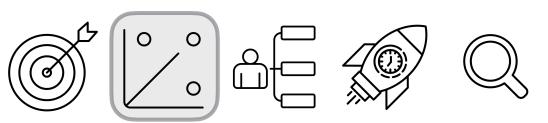
- Die k\u00e4hnlichsten Elemente zu finden wird als
 k-Nearest-Neighbor-Search bezeichnet
- > Problem
 - > Klassische Indexstrukturen wie B-Trees benötigen eine Ordnung der Elemente (z.B. Zahlen, Zeichenketten)
 - > Naives Vorgehen für Vektoren ist nicht praktikabel
 - > Vergleiche jeden Vektor mit allen anderen
 - > Komplexität: O(n)

- > Ziel
 - > Ähnlichsten Elemente ohne alle Vektoren zu vergleichen
 - > Gewisse Ungenauigkeit zulassen (Approximate Nearest Neighbor (ANN))
- > Lösung-Idee: **Skip-Listen** [3]
 - > mehrstufige, zufällig erzeugte Listen mit Sprungverbindungen
 - > schnelleres Suchen (durchschnittlich $O(\log n)$) und schnelleres Einfügen (durchschnittlich $O(\log n)$) als bei einfachen Listen



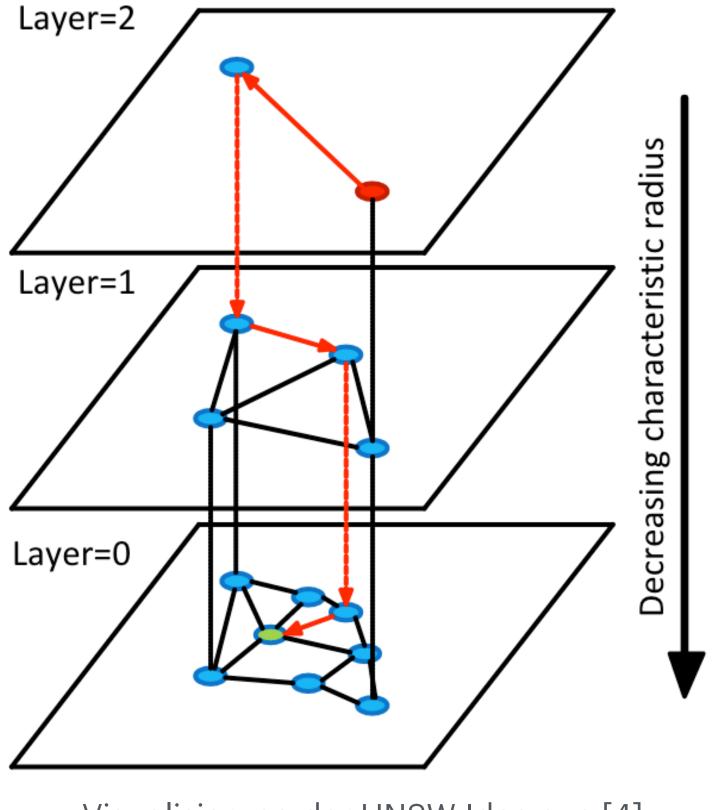
Skip-Listen

Semantische Suche



Wie findet man schnell den nächsten Nachbarn... in Datenbanken?

- > Lösung
 - > Hierarchical Navigable Small World (HNSW) Graphs
 [4]
- > Idee
 - > Graph-basierte Indexstruktur für schnelle Approximate Nearest Neighbor (ANN)-Suche
 - > ähnlicher Grundgedanke wie bei Skiplisten
 - → grobe Orientierung oben, feine Navigation unten
- > In vielen Vektordatenbanken verfügbar
- > Alternative Ansätze sind z.B. Locality-Sensitive Hashing [9]



Visualisierung der HNSW-Idee aus [4]

Anhang & Referenzen

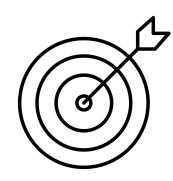
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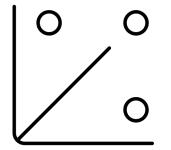
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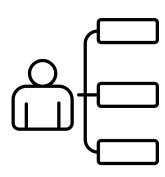
Quellenangaben für Icons



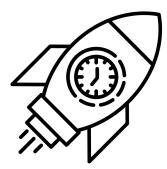
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