# Supplementary Notes to KARL Library

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#### I. SOTA ALGORITHM

SOTA [6] adopts the multi-step approach [8], [1], [2] for evaluating the bound functions (LB and UB), combining with existing indexing structures to support kernel density classification (query type I- $\tau$ ). We extend their algorithm to support different other types of machine learning models, including approximate kernel density estimation (query type I- $\epsilon$ ), 1-class SVM (query type III- $\tau$ ) and 2-class SVM (query type III- $\tau$ ). We name this algorithm as Multi-Step Kernel Prediction (MSKP).

#### Algorithm 1 Multi-Step Kernel Prediction (MSKP)

```
1: procedure MSKP(query q, weights \{w_1, ..., w_n\}, tree T, threshold \tau)
            Create a max-heap H
 3:
             e \leftarrow T.R_{root}
            \widehat{lb} \leftarrow LB(\mathbf{q}, e), \ \widehat{ub} \leftarrow UB(\mathbf{q}, e)
 4:
 5:
            enheap e to H
 6:
            while H \neq \emptyset do
 7:
                   if \hat{l}\hat{b} \geq \tau then
 8:
                        return 1
 9:
                   if \widehat{ub} < \tau then
10:
                         return -1
                    R \leftarrow deheap an entry in H
11:
                   \widehat{lb} \leftarrow \widehat{lb} - \widehat{LB}(\mathbf{q}, e.R), \ \widehat{ub} \leftarrow \widehat{ub} - UB(\mathbf{q}, e.R)
12:
                   if e is leaf then
13:
14:
                         temp \leftarrow \sum_{\mathbf{p_i} \in e.R} w_i \ \mathcal{K}(\mathbf{q}, \mathbf{p_i})
                         \widehat{lb} \leftarrow \widehat{lb} + temp, \ \widehat{ub} \leftarrow \widehat{ub} + temp
15:
16:
                         for each child e_c in e do
17:
                               \widehat{lb} \leftarrow \widehat{lb} + LB(\mathbf{q}, e_c.R)
18:
                               \widehat{ub} \leftarrow \widehat{ub} + UB(\mathbf{q}, e_c.R)
19:
                               enheap e_c to H
20:
```

Algorithm 1 is only used for the classification-based queries (types I- $\tau$ , II- $\tau$  and III- $\tau$ ). For query type I- $\epsilon$ , the input threshold  $\tau$  should be replaced by relative error  $\epsilon$ . We also need to replace lines 7 to 10 by the following termination condition.

## **Algorithm 2** Terminiation condition for query type I- $\epsilon$

```
1: if \widehat{ub} \leq (1+\epsilon)\widehat{lb} then
2: return \frac{\widehat{lb}+\widehat{ub}}{2}
```

There is another advanced implementation for the termination condition (cf. Algorithm 3), which is based on the unpublished paper of our work [3] in Earth Mover's Distance. This paper is now under submission to TKDE.

**Algorithm 3** Advanced terminiation condition for query type I- $\epsilon$  [3]

```
1: if \frac{\widehat{wb}-\widehat{lb}}{\widehat{wb}+\widehat{lb}} \leq \epsilon then

2: R = \frac{2 \times \widehat{lb} \times \widehat{ub}}{\widehat{lb}+\widehat{ub}}

3: return R
```

#### II. RELATIONSHIP BETWEEN SOTA AND KARL

Both SOTA and KARL utilize the same algorithm MSKP. However, compared with SOTA, KARL utilizes tighter bound functions to boost up the efficiency performance. During the implementation of KARL, we only replace LB and UB by our bounding functions [4].

#### III. AUTO-TUNING (OFFLLINE)

In Section III-C of our paper [4], we develop the auto-tuning method for obtaining the best index construction in the offline stage. First, we sample 1000 queries from the query dataset as the workload  $\mathcal{WL}$ . To ensure the fairness, these queries will not be used in the online phase. Then, our algorithm Auto chooses the index from either kd-tree [7] or ball-tree [9] and the most suitable leaf node capacity from the capacity list  $CL = \{10, 20, 40, 80, 160, 320, 640\}$  in which the best setting bs provides the fastest running time  $f_{time}$  in the selected workload  $\mathcal{WL}$ .

Algorithm 4 shows the pseudocode of our implementation.

# Algorithm 4 Auto-tuning (Offline)

```
1: procedure AUTO(Workload \mathcal{WL}, weights \{w_1, ..., w_n\}, tree T, thresh-
    old \tau, capacity list CL, tree list TL = \{kd, ball\})
2:
         bs \leftarrow \mathsf{null}
3:
          f_{time} \leftarrow \infty
4:
         for t \in TL do
5:
              for c \in CL do
6:
                   T \leftarrow \text{Build tree } t \text{ with capacity } c
7:
                   s \leftarrow timer()
                   for q \in \mathcal{WL} do
8:
9:
                        MSKP(\mathbf{q}, weights, T, \tau)
                   e \leftarrow timer()
10:
11:
                   temp \leftarrow e-s
                   if temp \leq f_{time} then
12:
13:
                        bs \leftarrow \{t,c\}
14:
                        f_{time} \leftarrow temp
15:
                   Remove tree t
16:
         return bs
```

## IV. How to run our codes?

In the file Publish\_codes.zip, it contains the codes for all models that we have tested. We have included the shell script

for the demonstration of one dataset for each model. In the file Type\_I\_epsilon, we have included the detailed description of auto-tuning technique (cf. Algorithm 4). The similar script can be also used to handle other types of models.

#### V. FUTURE DIRECTION AND OUTLOOK

We have provided the prototype for this KARL library, we will further integrate the codes into one complete library, similar with LibSVM [5]. We expect this library can support more important kernel functions and machine learning models. We hope that this library can help both researchers and practitioners in the industry to experience fast online kernel-based applications (e.g. classification, regression...).

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