

Curse of Dimensionality

The *curse of dimensionality* is a term introduced by Bellman to describe the problem caused by the exponential increase in volume associated with adding extra dimensions to Euclidean space (Bellman, 1957).

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Bellman, R. E. (1957). Dynamic programming. Princeton, NJ: Princeton University Press.



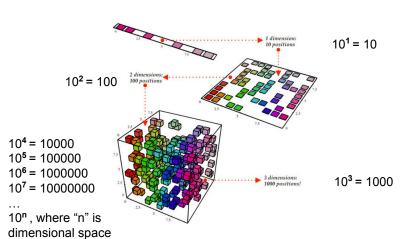
Richard E. Bellman (1920-1984).

American applied mathematician.

- A Bellman equation, also known as a dynamic programming equation.
- Hamilton-Jacobi-Bellman equation
- "Curse of Dimensionality"
- Bellman-Ford algorithm (shortest paths in a weighted digraph)

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"when the dimensionality increases, the volume of the space increases so fast that the available data become sparse".

$$X = \{x_1, x_2, x_3, ..., x_n\}, \text{ where } x_i \in \mathbb{R}^M$$

 $\emph{\textbf{M}}$ is the dimension of the space (and the data)

- Measures, characteristics,

 ${\it X}$ is therefore the sample data of a ${\it M}$ -dimensional space

- Influence on geometric measures (distances, k-NN) Influence on statistical distributions

Sampling

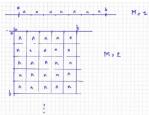
Imagine a data sample in $[a,b]^M$ We quantify every dimension with k bins

To estimate the distribution we require *n* samples in each *bin* in average

- M=1: N~k.n
- M=2: N~n.k²

...

M: N~n.k^M



Exple:

k=10, n=10, $M=6 \Rightarrow N \sim 10'000'000$ samples required

Sampling

- Sparsity
 - N samples
 - M dimensions
 - k quantization steps
 - $\rightarrow n$ samples per bin

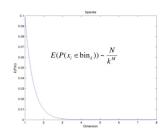
$$n \sim \frac{N}{k^M}$$

or

 $N \sim k^M$

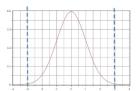
to maintain n constant

Sampling



- Consequences:
 - With finite sample size (limited data collection), most of the cells are empty if the feature dimension is too high
 - The estimation of probability density is unreliable

Sampling



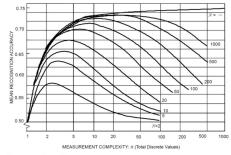
Gaussian distribution

 $P(|X| < 3) \cong (0.9973)^M$

М	P(X <3)
1	99.7%
10	97.3%
100	76.3%
500	25.8%
1000	6.7%

Machine Learning

Hughes phenomenon (1968)
With a fixed number of training samples, the predictive power of a classifier or regressor first increases as number of dimensions or features used is increased but then decreases



Searching

- Nearest Neighbors (NN) search
- Range search

Make use of distances!

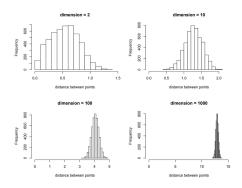


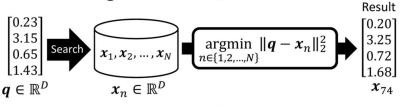
Figure: Histograms of the pairwise-distances between n=100 points sampled uniformly in the hypercube $[0,1]^p$, for p=2,10,100 and 1000.

Nearest Neighbor Search; NN



 $\triangleright N$ *D*-dim database vectors: $\{x_n\}_{n=1}^N$

Nearest Neighbor Search; NN



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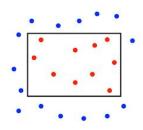
 \triangleright Given a query q, find the closest vector from the database

➤One of the fundamental problems in computer science

 \triangleright Solution: linear scan, O(ND), slow \otimes

Range search

An orthogonal range query asks for all records with key values each within specified ranges (that is, each key is between specified upper and lower bounds). The process of retrieving the appropriate records is called **range searching**. This problem can also be cast in geometric terms by regarding the record attributes as coordinates and the "k" values for each record as representing a point in a k-dimensional coordinate space.



Bentley, J. L., & Friedman, J. H. (1979). Data structures for range searching. ACM Computing Surveys (CSUR), 11(4), 397-409.

Concluding remarks

- 1. Curse of dimensionality
- making distance measurements unreliable
- making statistical estimation inaccurate
- 2. NN and Range search are impacted by dimensionality
- distance calculation = computational workload

Bibliography

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