# **Paper Title**

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# Algorithm 2: HEURISTICKNNSEARCH Input: A query vector $q, k, N_{root}$ . Output: k Nearest Vectors to q. 1 Queue $Knn[k] \leftarrow \{(null, \infty_1), ..., (null, \infty_k)\};$ 2 Node $N \leftarrow N_{root};$ 3 while !N.IsLeaf() do 4 |SP = N.SplitPolicy();5 |N = N.RouteToChildNode(q, SP);6 (v', bsf) = Knn[k];7 foreach $v \in N.V cetors()$ do 8 $||f D(v, q) \leq bsf$ then 9 ||Knn.SortedInsert(v, D(v, q));10 ||(v', bsf) = Knn[k];

# Algorithm 3: Kashif: InitWorkerThread

11 return Knn;

 $\begin{tabular}{ll} \textbf{Input: } JobArray, \, k, \, JobCounter, \, Barrier, \, KnnResults, \\ AllWorkersDone. \end{tabular}$ 

```
1 while True do
     JobIdx = SyncFetchAndAdd(JobCounter);
2
     if JobIdx > JobArray.Size() then
3
         while !AtomicLoad(AllWorkersDone) do
4
         Thread reaches Barrier;
5
6
         break; // no more jobs to do, and all workers
            finished their work
     q = JobArray[JobIdx];
     EXACTKNNSEARCH(q, k, KnnResults[JobIdx], Barrier);
     if \ JobIdx == JobArray.Size() \ then
         // completed last job
         AtomicStore(AllWorkersDone, True);
```

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```
Algorithm 4: EXACTKNNSEARCH
   Input: A query vectors q, k, knnResults, Barrier, N_{root}.
   // local knn results, ordered by distance
 1 Queue Knn[k] \leftarrow \{(null, +\infty_1), ..., (null, +\infty_k)\};
 2 Queue pq \leftarrow \{\}; // priority queue
   /* last NN returned by incremental search is at
      position LastIncrResult - 1
 3 Integer LastIncrResult \leftarrow 0;
 4 Integer UpdateStart \leftarrow 0; // where new results start
 5 Integer UpdateEnd \leftarrow 0; // where new results end
 6 Boolean NewIncrement \leftarrow False;
   /* perform heuristic search and update knn results
       in global array
 7 KnnResults \leftarrow HeuristicKnnSearch(q, k);
   // initialize priority queues
 8 pq.Add(N_{root});
 9 while !pq.Empty() do
       NewIncrement = False;
10
       while !NewIncrement and !pq.Empty() do
11
           N \leftarrow pq.Pop();
12
           for pos \leftarrow LastIncrResult to k-1 do
13
14
               (v', bsf) \leftarrow Knn[pos];
               if D_{lb}(N,q) > bsf then
15
                   LastIncrResult \leftarrow pos + 1;
16
                  NewIncrement \leftarrow True;
17
           if NewIncrement then
18
              UpdateStart \leftarrow UpdateEnd;
19
              UpdateEnd \leftarrow LastIncrResult;
20
           if N.IsLeaf() then
21
               (v', bsf) \leftarrow Knn[k];
22
               foreach v \in N.Vcetors() do
23
                  if D(v,q) < bsf then
24
                    Knn.SortedInsert(v, D(v, q));
25
           else
26
              foreach N' in N.ChildNodes() do
27
                  if D_{lb}(N',q) < bsf then
28
                      pq.Add(N');
29
       // copy new results to global kNN Queue
       CopyResults(Knn, KnnReasults, UpdateStart, UpdateEnd);
30
       // Wait for other threads to finish current
          increment
       Thread blocks on Barrier;
```

# ABSTRACT

300 word description of the project

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# 1 PROPOSED APPROACH

# Algorithm 1: Kashif: InitThreadPool

```
Input: JobArray = \{q_1, ..., q_n\}, k, r_{th}, m the number of threads, JobCounter, AllWorkersDone.

Output: KnnResults.
```

- 1 Thread Array Workers[m];
- 2 Barrier Barrier;
- **3 Boolean**  $AllWorkersDone \leftarrow False;$
- 4 Shared Queue  $KnnResults[n][k] \leftarrow \{\{+\infty_1,...,+\infty_k\}_{q_1},...,\{+\infty_1,...,+\infty_k\}_{q_n}\};$
- 5 for  $i \leftarrow 0$  to m-1 do
- 6 | Workers[i].InitWorkerThread(JobArray, k,
- 7 JobCounter, Barrier, KnnResults, AllWorkersDone);
  - // get incremental results
- 8 while !AtomicLoad(AllWorkersDone) and do
- 9 | Coordinator threads waits for new results on Barrier; if Recall(KnnResults, GroundThruth)  $\geq r_{th}$ ) then 10 | StopAllWorkers();
- 11 Return KnnResults;

### ACKNOWLEDGMENTS

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