Nearest Neighbor Search

Jianyu Jiang (3030044036)

October 27, 2017

1 Problem Definition

In this assignment, you are required to implement and benchmark nearest neighbour similarity queries using the two-step and multi-step similarity search algorithms. The algorithms should take as input a query vector q and should compute the nearest neighbour p of q.

2 Design and Implementation

The algorithm has three steps. First, we do a Principle Component Analysis (PCA) on the dataset. Second, we construct a R-Tree with the dataset in the principle space. At last, we run the two step and multi-step nearest neighbour search.

2.1 Principle Component Analysis (PCA)

For a dataset array X_{nxd}, we first centre X and get X'. Then, we run a SVD on X', so that $X' = USV^T$. We get the principle component $G = U_{n*k}S_{k*k}$. We then insert G into the R-Tree. For a query q, we get its corresponding vector q' by $q' = qV_{n*k}$.

2.2 Nearest Neighbour Search

To find the nearest neighbour for a query q', we conduct a two-step and a multi-step nearest neighbour search. For two-step search, we use the D we calculate in the reduced space and do a range search of $[q' - D,\ q' + D]$. After that, we get the final result by comparing all data in the range search.

For the multi-step search, we do incremental R-Tree queries until the distance in reduced space is larger than the distance in the original space. For the two-step neighbour search, we use D as the upper bound distance between the query q and the neighbour p in reduced space. Suppose we find the nearest neighbour $|g' - q'| = min(|p' - q'|)$ in reduced space and y is the nearest neighbour of q. Then, we need to prove that $d(g, q) \geq d(y', q')$.
Proof If $d(g, q) \geq d(y', q')$ is not fulfilled, then $d(g, q) < d(y', q')$. We have

$|g-q||V_{dk}| = |g'-q'| < |y'-q'||V_{dk}|$ then $|g'-q'| < min(|y'-q'||V_{dk}|) = |g'-q'||V_{dk}|$, but $|V_{dk}| \leq 1$. Thus, we have $d(g,q) \geq d(y',q')$.

2.3 Benchmark

Evaluation of the algorithm is focused of the time of constructing the R-Tree and the average query time. Queries were generated randomly and these queries are served to the nearest neighbor search system. The average query time for 1k queries is recorded. A simple linear scan algorithm is used for comparison. The result is showed in Table 1.

k	**Indexing**	**Two-Step**	**Multi-Step**	**Linear**
5	80.6s	439ms	639ms	350ms
10	125s	468ms	695ms	350ms
15	165s	512ms	726ms	350ms
20	167s	578ms	748ms	342ms
25	193s	627ms	287ms	350ms
28	206.8s	642ms	198ms	344ms

Table 1: Evaluation result.

Table 1 shows that linear search outperforms two-step and multi-step nearest neighbour search when k is less than 25. This is because the principle component of X get 99% information of the original X when k is larger than 25. For two-step nearest neighbour search, the distance D is not a good estimation of the reduced dimension, causing a bad performance.