Nearest neighbor search using the Hierarchical Navigable Small World (HNSW) algorithm

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Outline

Voronoi diagram for a set of points

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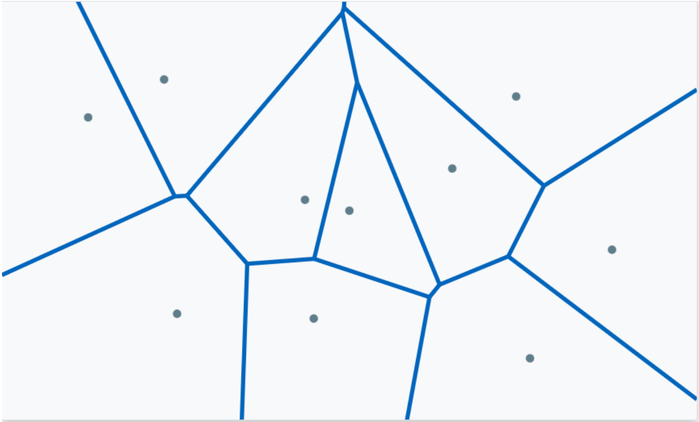
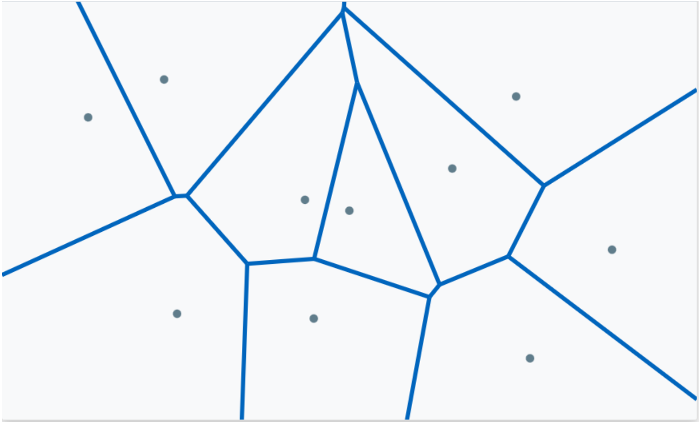
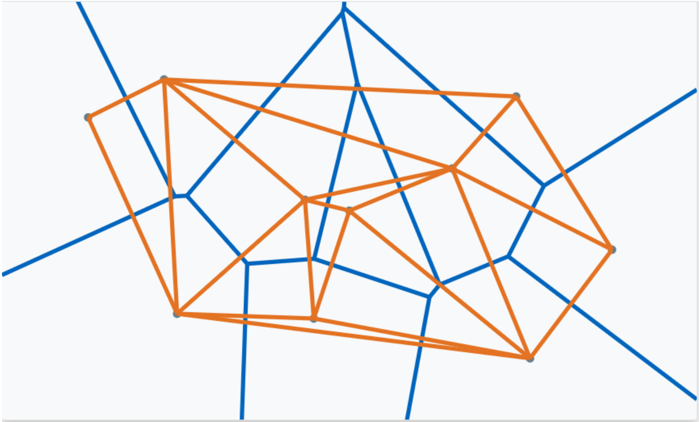


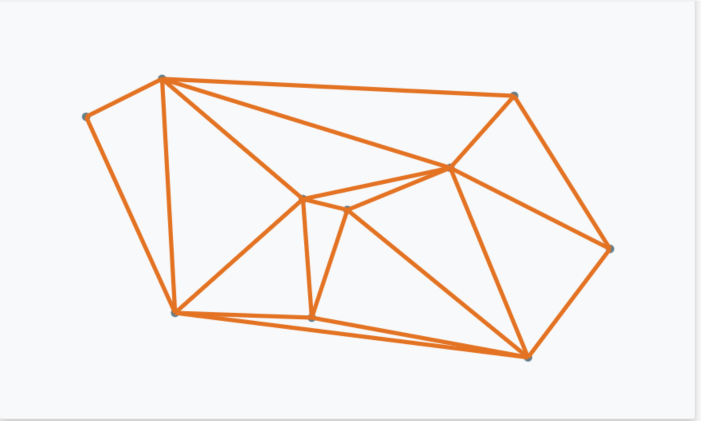
Voronoi diagram to Delaunay graph



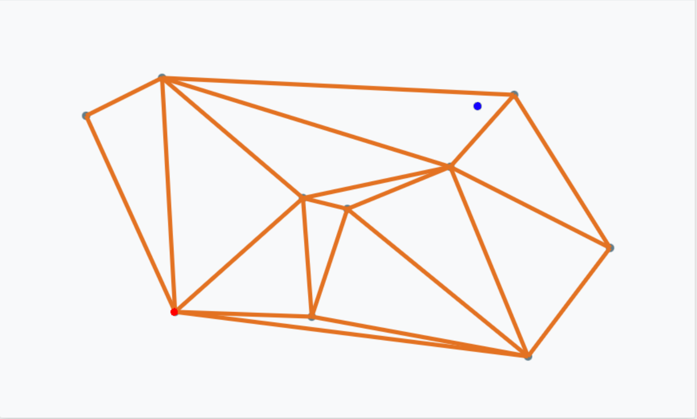
Voronoi diagram to Delaunay graph



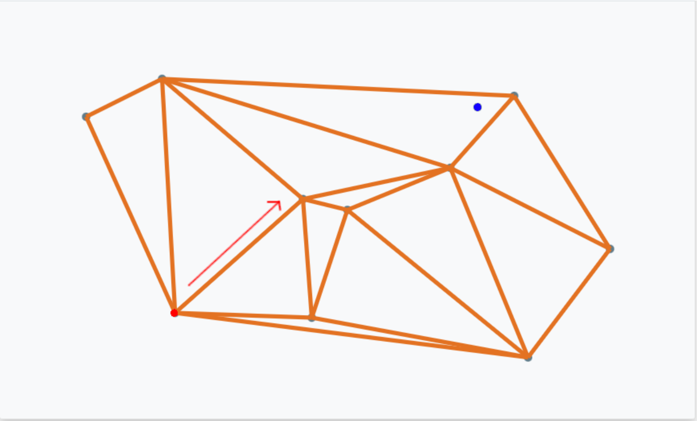
Delaunay graph



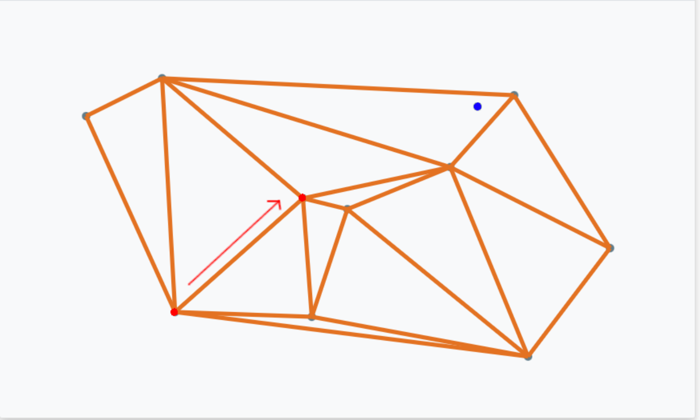
Greedy NN search start - Query and entry point



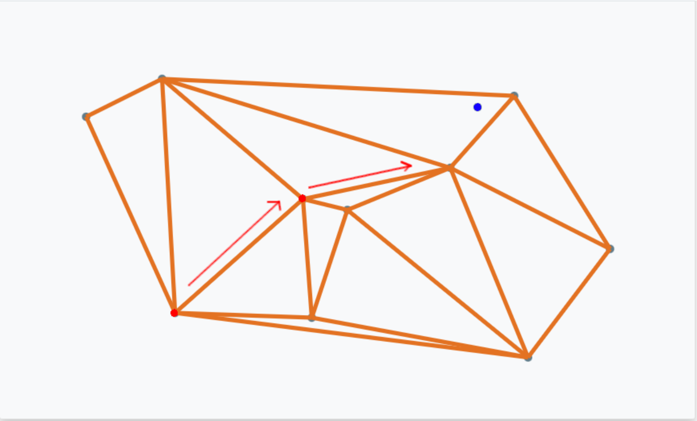
Greedy NN search - iteration



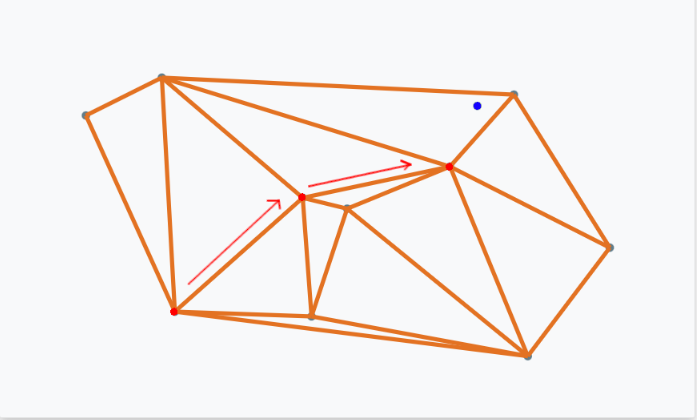
Greedy NN search - iteration



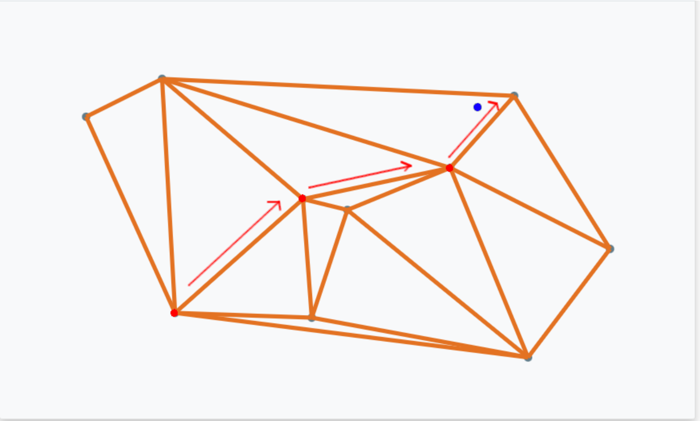
Greedy NN search - iteration



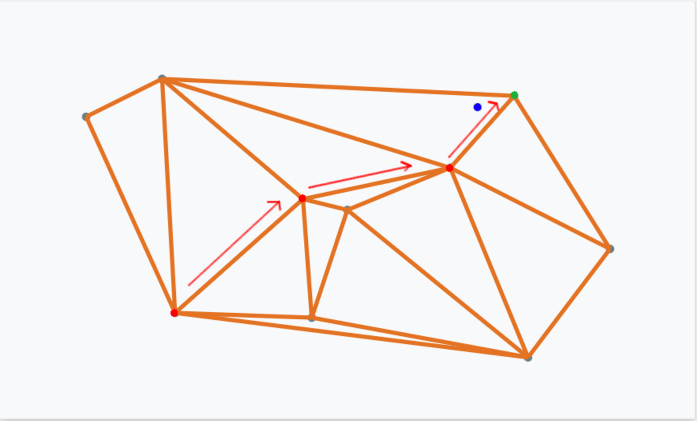
Greedy NN search - iteration



Greedy NN search - iteration



Greedy NN search done!



Drawbacks

- Delaunay graph intractable to construct for large, high-dimensional data sets
- Greedy search might be slow if graph is large

Navigable small world graph

Why?

- Can help us the direction of the prior art
- User might be interested also in finding infringing patents
- Currently we can't model this asymmetry

How?

- We can learn a distribution for a document instead of just a single vector
- Model prior art relation as KL divergence of distributions

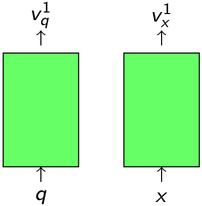
Distance functions for metadata

Why?

- We can do soft filtering (by country, patent class etc.)
- Can be useful if match is not found by strict filters

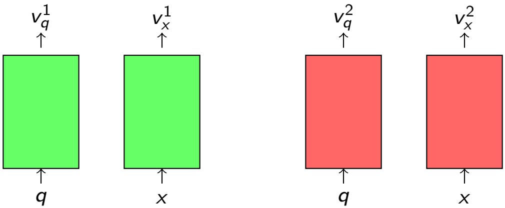
Learning multiple distance functions - naive way

$d_1(q, x) = v_q^1 \cdot v_x^1$



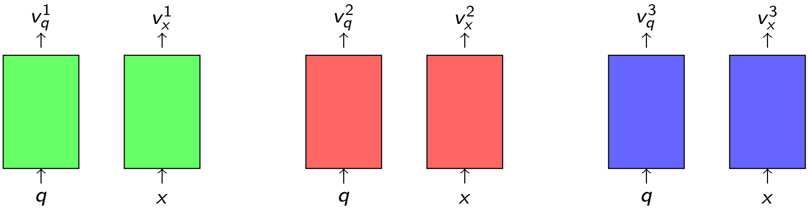
Learning multiple distance functions - naive way

$$d_1(q, x) = v_q^1 \cdot v_x^1 \qquad d_2(q, x) = v_q^2 \cdot v_x^2$$



Learning multiple distance functions - naive way

$$d_1(q,x) = v_q^1 \cdot v_x^1 \qquad d_2(q,x) = v_q^2 \cdot v_x^2 \qquad d_3(q,x) = v_q^3 \cdot v_x^3$$



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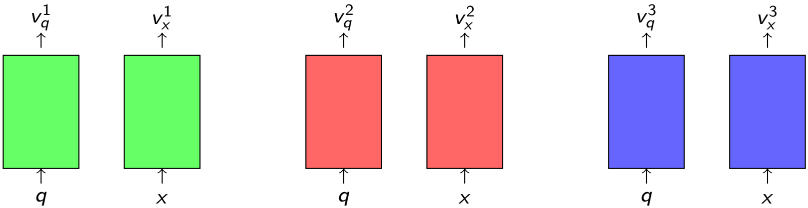
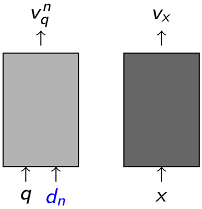


Drawback: multiple embeddings of same document must be indexed!

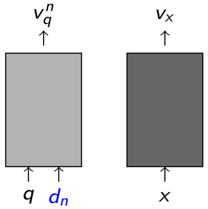
Learning multiple distance functions - efficient way

$$d_n(q, x) = v_q^n \cdot v_x$$



Learning multiple distance functions - efficient way

$$d_n(q, x) = v_q^n \cdot v_x$$



Only one meta-embedding per document is indexed!

Forward thinking

Forward thinking

Why?

- We can train deeper models but keep batch size the same
- Training of deep models can take less wall clock time

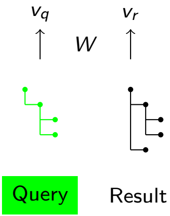
Forward thinking - paper

- Forward Thinking: Building and Training Neural Networks One Layer at a Time (Hettinger et al.) https://arxiv.org/abs/1706.02480

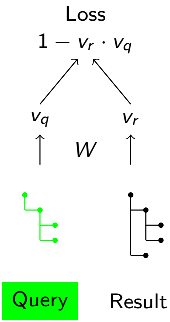
Current method - using gradients

Query   Result

Current method - using gradients



Current method - using gradients



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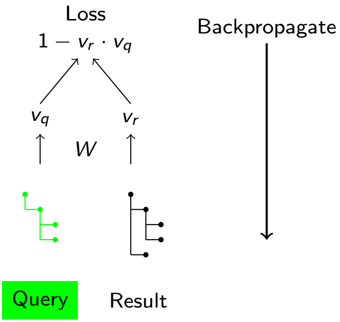

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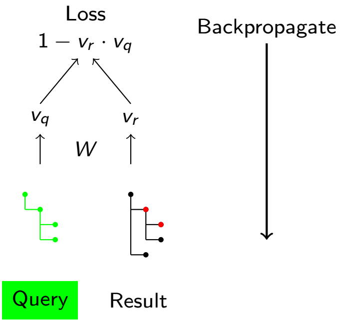
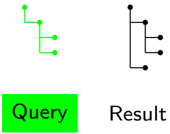


Nodes with highest gradient are considered most important

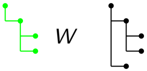
Drawbacks with using gradients

- Compute-intensive, since we need to do backwards pass
- Quality of explanations is not the best
  - Evaluating Recurrent Neural Network Explanations (Arras et al.) `https://arxiv.org/abs/1904.11829`

Comparing node embeddings



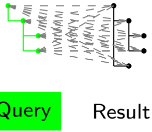
Comparing node embeddings



Query Result

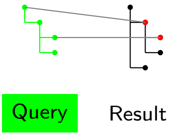
1. Embed graphs using model

Comparing node embeddings



1. Embed graphs using model
2. Compare each pair of node embeddings

Comparing node embeddings



1. Embed graphs using model
2. Compare each pair of node embeddings
3. Highlight most similar nodes

Comparing node embeddings

Why?

- Faster than using gradients (no backprop step needed)
- Might give more relevant explanations
- Can be useful for finding missing features

References

- *Efficient and robust approximate nearest neighbor search using Hierarchical Navigable Small World graphs (Malkov et al.* https://arxiv.org/abs/1603.09320
- *Approximate nearest neighbor algorithm based on navigable small world graphs (Malkov et al* https://doi.org/10.1016/j.is.2013.10.006
- *Voronoi diagrams—a survey of a fundamental geometric data structure (Aurenhammer)* https://dl.acm.org/doi/10.1145/116873.116880
- *Hierarchical Navigable Small Worlds (HNSW) (Pinecone blog)* https://www.pinecone.io/learn/hnsw/