

# Locality Sensitive Hashing and its Application



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- Near Duplicate Detections over web. (mirror pages)
- Plagiarism Detection
- Find Customers With Similar Taste.
- Movie Recommendations. (Find Similar profiles)

## Activity : Exact Duplicates



Remove all repeated items in an array  
example {1,2,3,8,2,7,3,3,4,8,9}

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Array of vectors instead of numbers ?

Given 3 short documents

- “Earth is the third planet”
- “USA is the third largest country”
- “Pluto is the ninth planet”

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- Two documents with more words overlap are likely to be similar.
- Represent documents as set of words appearing in it. (Bag of Words)

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Problems

- Different but similar meaning words (synonyms) ?
- Order information ?



## Definition

- A document is a string.
- $k$ -shingles is the set of all length  $k$  substrings that appear one or more times within that document. (character  $k$ -grams)
- **Popular Variant:** Treat words as basic tokens. (word  $k$ -grams)

**Example 1:** Document “abc dab d” for  $k = 2$ .

The set of 2-shingles is {ab, bc, c , d, da, b , d}.

**Example 2:** Document “This is Rice University” for  $k = 2$ .

The set of 2-word grams is {This is, is Rice, Rice University}.

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**Bottom Line:** Documents can be reasonably represented as sets.

**What are the universal sets in these examples ?**

# Jaccard Similarity



The popular **resemblance (Jaccard) similarity** between two sets  $X, Y \subset \Omega$  is defined as:

$$\mathcal{R} = \frac{|X \cap Y|}{|X \cup Y|} = \frac{a}{f_x + f_y - a},$$

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Sets  $\iff$  Binary Vectors

$$a = |X \cap Y| = x^T y; \quad f_x = \text{nonzeros}(x); \quad f_y = \text{nonzeros}(y),$$

where  $x$  and  $y$  are the binary vector equivalents of sets  $X$  and  $Y$  respectively.

**Cosine similarity** between two sets  $X, Y \subset \Omega$  is defined as:

$$\mathcal{R} = \frac{|X \cap Y|}{\sqrt{|X||Y|}} = \frac{a}{\sqrt{f_x f_y}},$$

where  $a = |X \cap Y|$ ,  $f_x = |X|$ ,  $f_y = |Y|$  and  $|\cdot|$  denotes the cardinality.

**Recent Results:** Cosine and Jaccard only differs in normalization.

- Both are distortions of each other.
- We actually don't need two, doing good on any one is enough.
- Check "Shrivastava and Li *In Defense of Minhash over Simhash* AISTATS 2014"

- Shingle Representation
- Documents as sets
- Two popular similarities over sets
  - Jaccard Similarity
  - Cosine Similarity

## Subroutine of Interest : Similarity Search



Given a query  $q \in \mathbb{R}^D$  and a **giant** collection  $\mathcal{C}$  of  $N$  vectors in  $\mathbb{R}^D$ , search for  $p \in \mathcal{C}$  s.t.,

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- Worst case  $O(N)$  for any query.  $N$  is huge.
- Querying is a very frequent operation.

**Our goal is to find sub-linear query time algorithm.**

- 1 Approximate answer suffices.
- 2 We are allowed to pre-process  $\mathcal{C}$  once. (offline costly step)

# Locality Sensitive Hashing



**Hashing:** Function (randomized)  $h$  that maps a given data vector  $x \in \mathbb{R}^D$  to an integer key  $h : \mathbb{R}^D \mapsto \{0, 1, 2, \dots, N\}$

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**Locality Sensitive:** Additional property

$$Pr_h[h(x) = h(y)] = f(sim(x, y)),$$

where  $f$  is monotonically increasing.  $sim$  is any similarity of interest.

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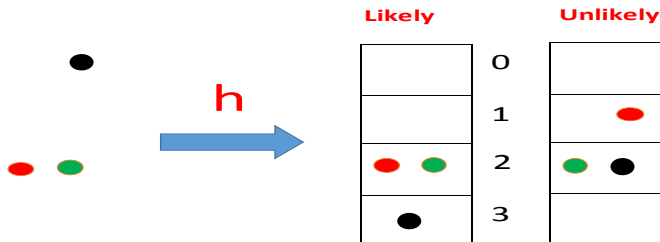
**Locality Sensitive:** Additional property

$$Pr_h[h(x) = h(y)] = f(sim(x, y)),$$

where  $f$  is monotonically increasing.  $sim$  is any similarity of interest.

Similar points are more likely to have the same hash value (hash collision).

**Question:** Does this definition implies the definition given in the book ?



# Minwise Hashing



A random permutation  $\pi$  is performed on  $\Omega$ , i.e.,

$\pi : \Omega \rightarrow \Omega$ , where  $\Omega = \{0, 1, \dots, D - 1\}$ . is the universal set

For  $S_1, S_2 \subset \Omega$  we always have

$$\Pr(\min(\pi(S_1)) = \min(\pi(S_2))) = \frac{|S_1 \cap S_2|}{|S_1 \cup S_2|} = R \quad (\text{Jaccard Similarity}).$$

## Example:

$D = 5$ .  $S_1 = \{0, 3, 4\}$ ,  $S_2 = \{1, 2, 3\}$ ,  $R = \frac{|S_1 \cap S_2|}{|S_1 \cup S_2|} = \frac{1}{5}$ .

One realization of the permutation  $\pi$  can be

$$0 \implies 3 \quad 1 \implies 2 \quad 2 \implies 0 \quad 3 \implies 4 \quad 4 \implies 1$$

$$\pi(S_1) = \{3, 4, \mathbf{1}\}, \quad \pi(S_2) = \{2, \mathbf{0}, 4\}$$

In this example,  $\min(\pi(S_1)) \neq \min(\pi(S_2))$ .

# Minwise Hashing: Example Binary Vectors



- 1 Uniformly sample a permutation over attributes  $\pi : [0, D] \mapsto [0, D]$ .
- 2 Shuffle the vectors under  $\pi$ .
- 3 The hash value is **smallest index which is not zero**.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
$S_1$ :	0	1	0	0	1	1	0	0	1	0	0	0	0	0	0	0
$S_2$ :	0	0	0	0	0	0	0	0	1	0	1	0	1	0	1	0
$S_3$ :	0	0	0	1	0	0	1	1	0	0	0	0	0	0	1	0



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$S_2$ :	0	0	0	0	0	0	0	0	1	0	1	0	1	0	1	0		$\pi(S_2)$ :	1	0	0	1	0	0	1	0	0	0	0	0	0	1	0	0
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$$h_{\pi}(S_1) = 2, \quad h_{\pi}(S_2) = 0, \quad h_{\pi}(S_3) = 0$$

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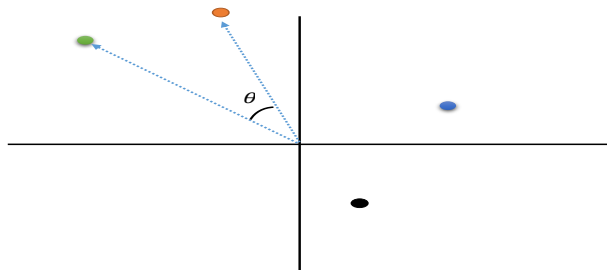
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For any two binary vectors  $S_1, S_2$  we always have

$$\Pr(h_{\pi}(S_1) = h_{\pi}(S_2)) = \frac{|S_1 \cap S_2|}{|S_1 \cup S_2|} = R \quad (\text{Jaccard Similarity}).$$

# Proof (On Board)

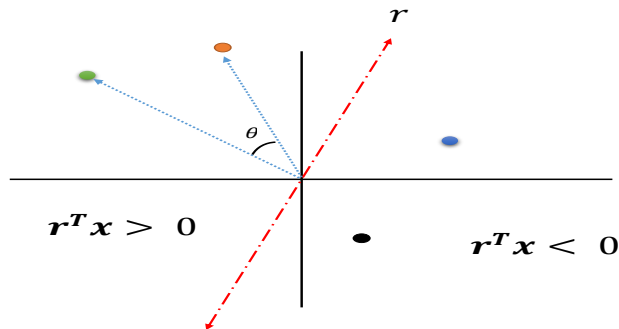




$$h_r(x) = \begin{cases} 1 & \text{if } r^T x \geq 0 \\ 0 & \text{otherwise} \end{cases} \quad r \in \mathbb{R}^D \sim N(0, \mathcal{I})$$

$$Pr_r(h_r(x) = h_r(y)) = 1 - \frac{\theta}{\pi}, \quad \text{monotonic in cosine similarity } \theta = \cos^{-1} \mathcal{S}$$

**A classical result from Goemans-Williamson (95)**



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We have

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**Activity:** Design a strategy for estimating  $\text{sim}(x, y)$  given access to values of  $h(x)$  and  $h(y)$ , with  $h$  sampled independently.

# Sub-linear Near Neighbor Search: Idea

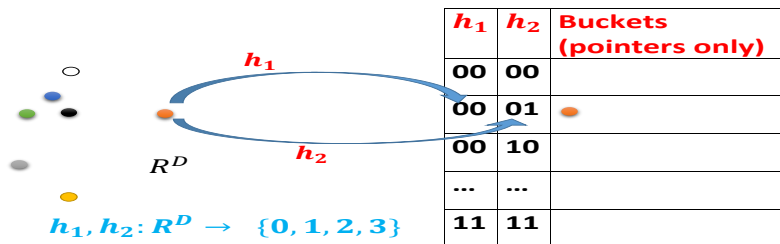


**Given:**  $Pr_h[h(x) = h(y)] = f(sim(x, y))$ ,  $f$  is monotonic.

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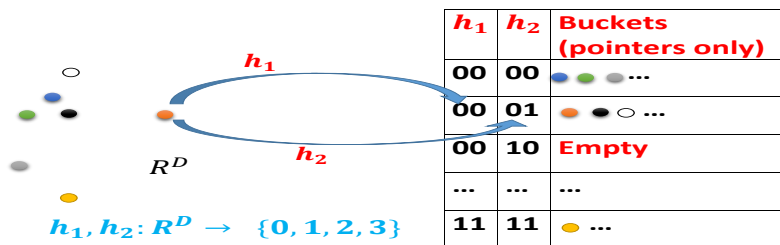
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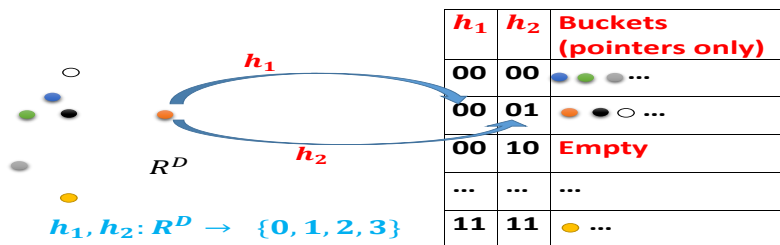
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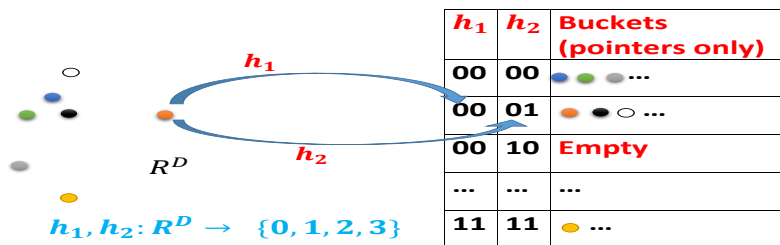


- Given query  $q$ , if  $h_1(q) = 11$  and  $h_2(q) = 01$ , then probe bucket with index **1101**. It is a good bucket !!

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- Given query  $q$ , if  $h_1(q) = 11$  **and**  $h_2(q) = 01$ , then probe bucket with index **1101**. **It is a good bucket !!**
- (Locality Sensitive)  $h_i(q) = h_i(x)$  implies **high similarity**.
- Doing better than random !!

# The Classical LSH Algorithm



**Table 1**

$h_1^1$	...	$h_K^1$	Buckets
00	...	00	● ● ...
00	...	01	● ○ ...
00	...	10	<b>Empty</b>
...	...	...	...
11	...	11	...

- We use  $K$  concatenation.

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...

**Table L**

$h_1^L$	...	$h_K^L$	Buckets
00	...	00	  ...
00	...	01	  ...
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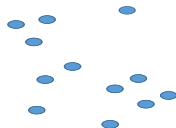
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  - Repeat the process  $L$  times. ( $L$  Independent Hash Tables)
  - **Querying** : Probe one bucket from each of  $L$  tables. Report union.
- 1 Two knobs  $K$  and  $L$  to control.
  - 2 **Theory says we have a sweet spot.** Provable sub-linear algorithm. (Indyk & Motwani 98)

# A Real Problem: Avoiding Quadratic



Dataset of around 250,000 Syrian death records from 7 sources.

- A very short noisy text description of who died.
- Arabic suffixes and prefixes have many ambiguities.
- Selection biases.



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**Problem:** Can we estimate how many people died ? (**Record Linkage**)

**Reasonable Idea:** Try predicting match/mismatch given a pair.

**Concern:** Just too many pairs ! ( $3.1 \times 10^{10}$ )

# Reducing Potential Pairs via Hashing



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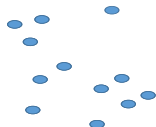


$h_1$	$h_2$	Buckets (pointers only)
00	00	● ● ...
00	01	● ● ...
00	10	Empty
...	...	...
11	11	...

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00	01	● ● ...
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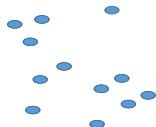


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00	10	● ● ●
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- Co-occurrence in bucket mean high resemblance between records.

# Reducing Potential Pairs via Hashing



$h_1$	$h_2$	Buckets (pointers only)
00	00	● ● ...
00	01	● ● ...
00	10	Empty
...	...	...
11	11	...

$h_3$	$h_4$	Buckets (pointers only)
00	00	● ● ...
00	01	● ● ...
00	10	● ● ●
...	...	...
11	11	Empty

- Co-occurrence in bucket mean high resemblance between records.
- Only form pairs within each bucket.

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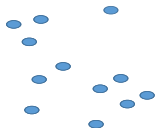


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00	00	● ● ...
00	01	● ● ...
00	10	Empty
...	...	...
11	11	...

$h_3$	$h_4$	Buckets (pointers only)
00	00	● ● ...
00	01	● ● ...
00	10	● ● ●
...	...	...
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- Only form pairs within each bucket.
  - 1 All operations near linear.
  - 2 **99% recall** and only evaluate **1% of the total pairs**.

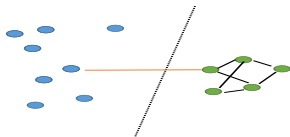
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- Connect to get a **sparse graph**. Graph cuts to reduce more.



- Given a collection of  $n$  graphs find a reasonable routine to remove isomorphic (identical or duplicates) graphs
- Assume you have an subroutine  $isomorphic(G_1, G_2)$ . Try to avoid quadratic call to this subroutine.

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**Any real application ?**