Learning to Hash Robustly, Guaranteed

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Nearest Neighbor Search (NNS)

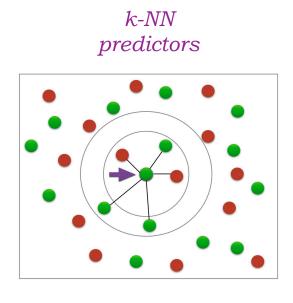
- Pre-process: a set *P* of points
- Query: given a query point q, report a point $p^* \in P$ with the smallest distance to q



Motivation

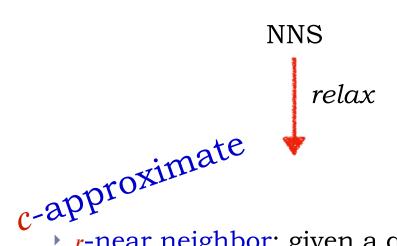
Many applications for NNS across domains. For example,

Clustering

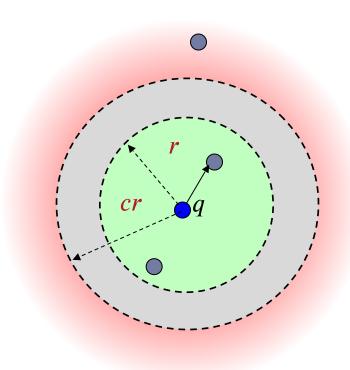


Approximate Nearest Neighbors Search

NNS is hard when $d > \log n$ (either exponential in dimension or linear in data size)

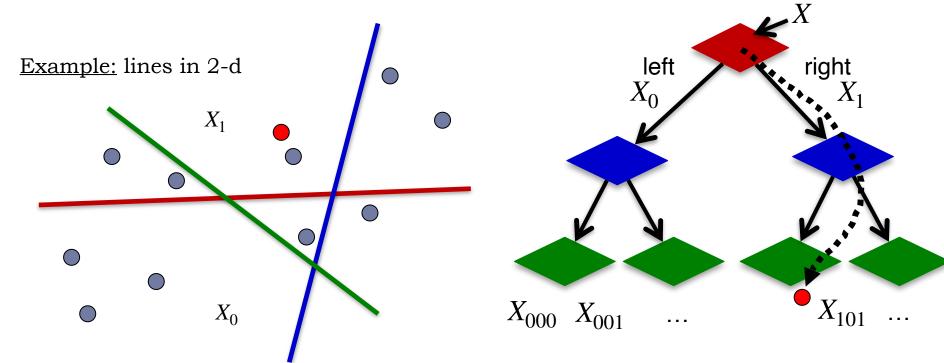


- ▶ *r*-near neighbor: given a query point q, report a point $p' \in P$ s.t. $||p' q|| \le r$
 - as long as there is some point within distance *r*



Locality-Sensitive Hashing (LSH)

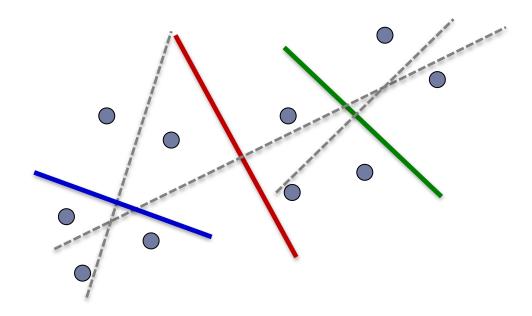
- Spatial partitions (e.g. random hyperplanes)
- Worst-case theoretical guarantees
- Oblivious to the dataset



Only need $O(n^{1/c})$ time, to find an approximate near neighbor with high probability

vs Practice

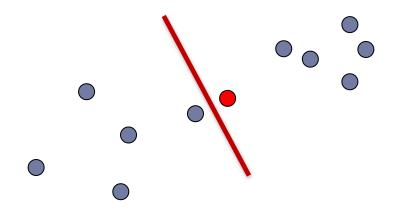
- Data-dependent: optimize the partition to your dataset
 - PCA-tree [S'91, M'01, VKD'09,...]



Practice vs Theory

- Data-dependent partitions often outperform random partitions on average
- But no guarantees (correctness or performance)

Question: Can we adapt to the dataset while keeping good performance on all (even adversarial) queries?



Bridging the Gap: Instance optimality?

Instance Optimality: best possible algorithm for the given dataset

coor 3

coor 2

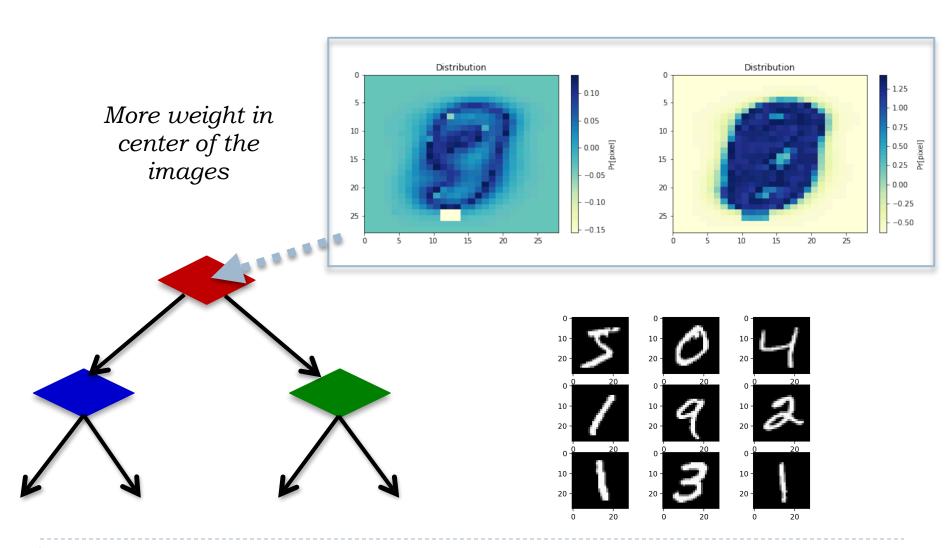
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- Focused goal:
 - Best possible in a class: here, tree-based space partition
 - Quality measure: here, Pr[success] of worst-case query
- ▶ [AB'21]: for Hamming space
 - Class = bit sampling/coordinate cut
 - Includes optimal worst-case LSH [IM'98]

Our Results

- We provide an algorithm for Hamming space with the following.
 - Can sample a data-optimized tree with:
 - Pr[success] $\geq n^{-\rho}$ for every query, $\rho = 1/c$ (optimal LSH [IM'98])
 - Improvement over known algorithms with this guarantee:
 - Theoretically, we show for a mixture model (2 random clusters)
 - Empirically, we show improvement for MNIST and ImageNet
 - ▶ Bonus: in experiments, the *average* Pr[success] also improved

Optimized Distributions on MNIST



Thank you!

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