

Locality Sensitive hashing (LSH)

classical hashing

- if $x = y$ then $h(x) = h(y)$
- if $x \neq y$ then $h(x) \neq h(y)$

\mathcal{V} : universe. T : hash table

$$|T| \ll |\mathcal{V}| \quad h: \mathcal{V} \rightarrow [0, |T|-1]$$

$$\mathcal{H} = \{h: \mathcal{V} \rightarrow [0, |T|-1]\}$$

Universal hashing

collisions are rare as possible

$$\forall x, y \in \mathcal{V}, x \neq y,$$

$$\Pr_{h \in \mathcal{H}} [h(x) = h(y)] = \frac{1}{|T|}$$

Locality Sensitive hashing

→ collision between similar elements

→ $\forall x, y \in \mathcal{U}$

$$E_d(x, y) \leq d_1 \Rightarrow \Pr_{h \in \mathcal{H}} [h(x) = h(y)] \geq p_1$$

$$E_d(x, y) \geq d_2 \Rightarrow \Pr_{h \in \mathcal{H}} [h(x) = h(y)] \leq p_2$$

→ A family of hash functions where similar elements are more likely to have the same value than distant elements.

→ Low distance \Leftrightarrow high collisions
high distance \Leftrightarrow low collisions

In between $d_1, d_2 \Rightarrow$ No guarantee

★ Probability over choice of $h \in \mathcal{H}$
not over the elements x, y

→ if $d_1 = d_2 \rightarrow$ Ungapped LSH

Notion of similarity: Jaccard

Let's take two sets S_1 & S_2

$$J(S_1, S_2) = \frac{|S_1 \cap S_2|}{|S_1 \cup S_2|}$$

= Cardinality of intersection
Cardinality of Union

Example:-

$$S_1 = \{3, 10, 15, 19\} \quad S_2 = \{4, 10, 15\}$$

$$J(S_1, S_2) = \frac{\{10, 15\}}{\{3, 4, 10, 15, 19\}}$$
$$= \frac{2}{5}$$

Weighted Jaccard :-
$$\frac{\sum_k \min(s_1^i, s_2^i)}{\sum_k \max(s_1^i, s_2^i)}$$

Minwise Hashing: Andrei Broder

Let us take a random universal hash fn.

$$V_i: \text{strings} \rightarrow \mathbb{N}$$

→ We take the minimum hash value.

→ Everytime we want to generate a new minhash value, we'll generate a new universal hash fn. & compute minimum.

→ Properties:

For any set of objects S_1 & S_2 . Probability of hash collision is exactly equal to Jaccard index.

$$P_x(\text{minhash}(S_1) = \text{Minhash}(S_2)) = \frac{|S_1 \cap S_2|}{|S_1 \cup S_2|}$$

→ If similarity between the two sets increases then the probability of collision also increases

→ Unbiased estimator → Ungapped LSH.

Intuition:-

- Take two sets S_1 & S_2 .
- Hash every element of S_1 & S_2 and find the minimum hash value.
- The chance of having the same minimum value after this permutation is equal to the number of common element proportional to the union.
- If the minimum belongs to $S_1 \cap S_2$, then minhash of both the sets will be the same.

$$S_1 = \{3, 10, 15, 19\} \quad S_2 = \{4, 10, 15\}$$

$$\begin{aligned} J(S_1, S_2) &= \frac{\{10, 15\}}{\{3, 4, 10, 15, 19\}} \\ &= \frac{2}{5} \end{aligned}$$

Q: how can we estimate Jaccard if we have 50 minhashes to S_1 & S_2 ?

→ Instead of dealing with large sets, which requires a lot of computing time & memory, MinHash can provide a sketch to approximate this measure in a scalable way by computing a small fixed sized sketch which represents each large set.

Example:-

Using the sketching technique, to estimate how many collisions out of 50 there are:

$$\text{Variance} = \frac{J(1-J)}{\text{size of sketch}}$$

from Bernoulli distribution

$$\text{if } J=0.8, \text{ Error} = \frac{\sqrt{0.16}}{50} \approx 0.05$$

$|\text{sketch}|=50$

Parity of Minhash:-

We only store the parity of Minhash

$$\begin{aligned} P(\text{Parity}(M(s_1)) = \text{Parity}(M(s_2))) \\ &= \frac{|S_1 \cap S_2|}{|S_1 \cup S_2|} + \left(1 - \frac{|S_1 \cap S_2|}{|S_1 \cup S_2|}\right) \times 0.5 \\ &= 0.5 \times \left(1 + \frac{|S_1 \cap S_2|}{|S_1 \cup S_2|}\right) \end{aligned}$$

$$\begin{aligned} \text{Variance}^1 &= \frac{p'(1-p')}{\text{Size of Sketch}} \\ &= \frac{0.5(1+J)(1-0.5(1+J))}{\text{Size of Sketch}} \end{aligned}$$

Extension of Minwise hashing.

One-Permutation hashing. Li et al 2012

$\mathcal{U}_i: \text{Strings} \rightarrow \mathbb{N}$

→ divide the space $[0, N]$ into k bins and take the minimum of each

→ This methodology allows sampling with $1/k$ as much pre-processing cost as the original min-wise hashing.

→ What if a bin is empty?

Shrivastava & Li 2014

→ introduce a "rotation" scheme to assign values to empty bins

→ borrows value from the closest non-empty bin in clockwise direction added with offset c .

