

On Generalizing Permutation-Based Representations for Approximate Search

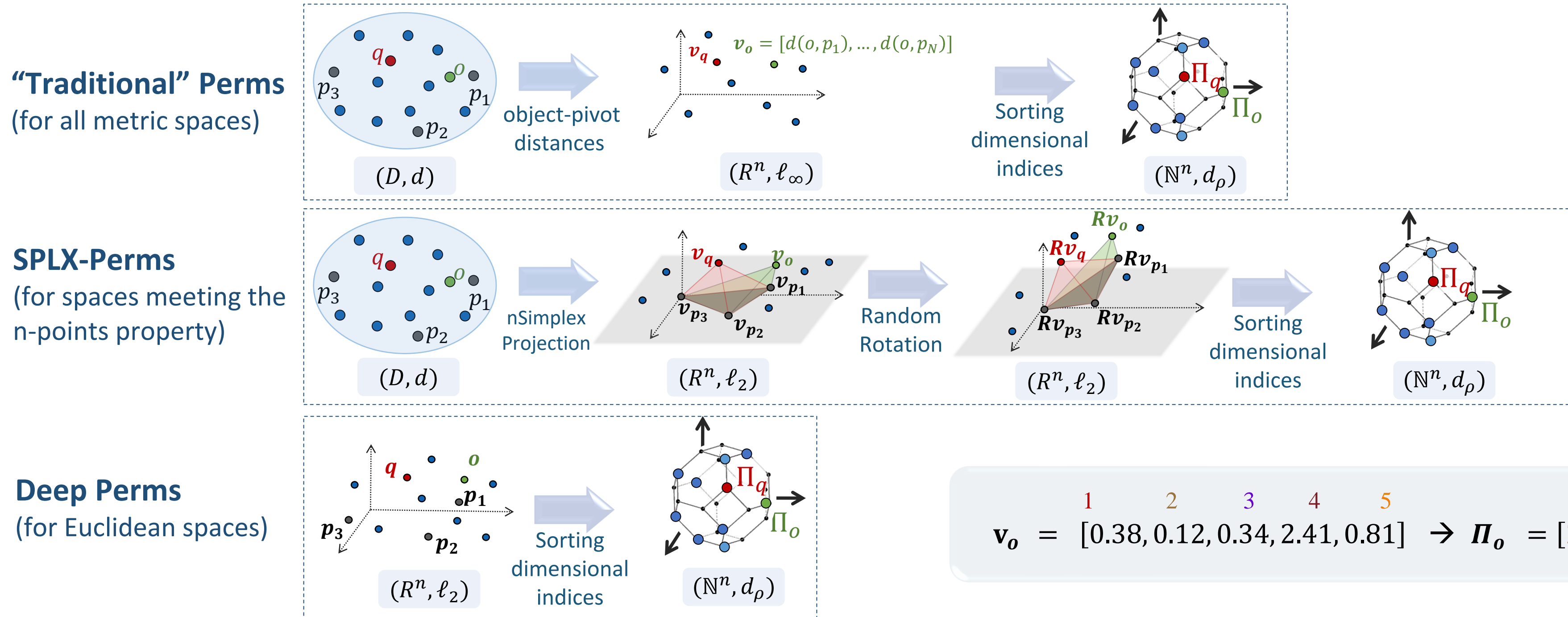
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Background: Permutation-based methods

- Data objects are represented as **permutations** of a finite set of integers: $\Pi_o = [i_1, \dots, i_N]$, $i_k \in \{1, \dots, N\}$
- Similarity queries are executed in the permutation space**
- Permutations can be **efficiently indexed and searched** (e.g., using inverted files)



Our generalization: Permutations induced by a space transformation f

Def. The *permutation representation* of an object $o \in (D, d)$ induced by the function $f: (D, d) \rightarrow \mathbb{R}^N$ is the sequence $\Pi_o^f = [\pi_1, \dots, \pi_N]$ that lists the *permutants* $\{1, \dots, N\}$ in an order such that $\forall i \in \{1, \dots, N-1\}$

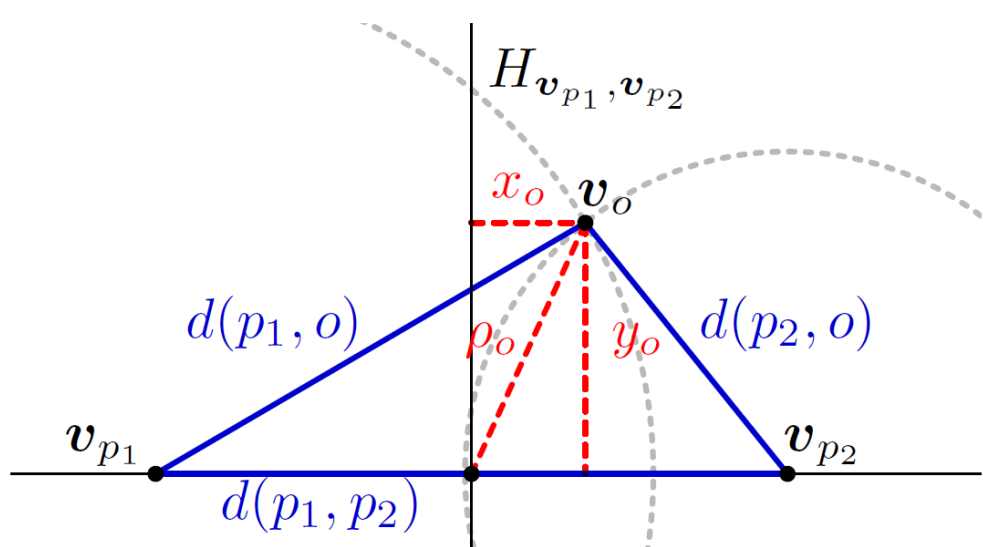
$$f(o)_{\pi_i} < f(o)_{\pi_{i+1}} \text{ or } [f(o)_{\pi_i} = f(o)_{\pi_{i+1}}] \wedge [\pi_i < \pi_{i+1}]$$

Permutants: 1 2 3 4 5
 $o \in (D, d) \rightarrow f(o) = [0.3, 0.1, 0.4, 2.4, 1.1] \in \mathbb{R}^N \rightarrow \text{sort}(f(o)) = [0.1, 0.3, 0.4, 1.1, 2.4] \rightarrow \Pi_o = [2, 1, 3, 5, 4]$

➤ *novel permutation-based representations can be defined (assuming a suitable $f: (D, d) \rightarrow \mathbb{R}^N$ is used!)*

Pivot Pair Permutations

Basic idea using 2 pivots:



$$\rho_o = \sqrt{x_o^2 + y_o^2} = \frac{1}{2} \sqrt{2d(o, p_1) + 2d(o, p_2) - d(p_1, p_2)^2}$$

ρ_o can be interpreted as the *distance to an artificial pivot that is equidistant to the two original pivots*

Using n pivots $\{p_1, \dots, p_n\}$ and m pivot pairs $(p_{i_1}, p_{i_2}), i = 1, \dots, m$:

$$f': (D, d) \rightarrow \mathbb{R}^m$$

$$o \rightarrow [\rho_o^{(1)}, \dots, \rho_o^{(m)}]$$

Sorting dimensional indices $\Pi_o^{f'}$

Pairs Permutation (P-Perm)

$$f'': (D, d) \rightarrow \mathbb{R}^{n+m}$$

$$o \rightarrow [d(o, p_1), \dots, d(o, p_n), \rho_o^{(1)}, \dots, \rho_o^{(m)}]$$

$\Pi_o^{f''}$

Pivot-Pairs Permutation (PP-Perm)

PP-Perms: best trade-off between recall, search cost and the cost for computing the permutations

Future work: what properties should a function $f: (D, d) \rightarrow \mathbb{R}^N$ satisfy to produce good permutations for approximate search? Can we learn f ?

