

Stochastic Neighbor Compression

Matt J. Kusner, Stephen Tyree, Kilian Q. Weinberger, Kunal Agrawal
Department of Computer Science & Engineering, Washington University in St. Louis, USA

Stochastic Neighbor Compression

Motivation: Nearest Neighbor Rule

- + easy to implement
- + naturally multiclass
- + trivial to train
- expensive to test
- expensive to store

test complexity: $O(nd)$ n training inputs d features

1. reduce dimensionality **2. reduce distance computations** **3. reduce instances**

- Tenenbaum et al., 2000
- Hinton & Roweis, 2002
- Weinberger et al., 2004
- van der Maaten & Hinton, 2008
- Weinberger & Saul, 2009
- Hart, 1968
- Omohundro, 1989
- Bermejo & Cabestany, 1999
- Beygelzimer et al., 2006
- Gionis et al., 1999
- Toussaint, 2002
- Mollineda et al., 2002
- Andoni & Indyk, 2006
- Anguillu, 2005

new idea: dataset compression

Main Idea

Step 1. Dimensionality Reduction (Optional)

Figure 1 Dimensionality reduction before and after applying LMNN. A distance metric $A \in \mathcal{R}^{r \times d}$ is optimized, where $r \ll d$ is the reduced dimensionality and $\|A(x_i - x_k)\|_2^2$ is the new distance, so that neighbors of the same class lie closer than those of other classes.

Step 2. Subsampling

- Sample m compressed training inputs: $\{z_1, \dots, z_m\}$
- Select to preserve class balance
- For each compressed input z_j , such that $z_j = x_j$, fix its label as such, $\hat{y}_j = y_j$
- Compression results are stable across different random samples

Step 3. Learning Compressed Inputs

Goal: Learn a compressed set $\{z_1, \dots, z_m\}$ that predicts training set $\{x_1, \dots, x_n\}$ correctly

normalized over all z_k : $p_{ij} = \frac{\exp(-\|A(x_i - z_j)\|_2^2)}{\sum_{k=1}^m \exp(-\|A(x_i - z_k)\|_2^2)}$

probability z_j is nearest neighbor of x_i [Hinton & Roweis, 2002]

probability x_i is correctly classified [Goldberger et al., 2004]

sum over compressed inputs with same label as x_i

Solution: Solve the optimization,

$$\min_{z_1, \dots, z_m} - \sum_{i=1}^n \log(p_i)$$

solve using conjugate gradient descent!

Optimization Details

Optimization

Objective

$$\mathcal{L}(Z, A) = - \sum_{i=1}^n \log(p_i) \quad \text{where} \quad Z = \begin{bmatrix} \vdots & \vdots & \vdots \\ z_1 & z_2 & \dots & z_m \\ \vdots & \vdots & \vdots \end{bmatrix}$$

Optimization Details

Define auxiliary matrices,

$$Q = \begin{bmatrix} \delta_{y_1, \hat{y}_1} - p_1 & \dots & \delta_{y_1, \hat{y}_m} - p_1 \\ \vdots & \ddots & \vdots \\ \delta_{y_n, \hat{y}_1} - p_n & \dots & \delta_{y_n, \hat{y}_m} - p_n \end{bmatrix} \quad P = \begin{bmatrix} p_{11}/p_1 & \dots & p_{1m}/p_1 \\ \vdots & \ddots & \vdots \\ p_{n1}/p_n & \dots & p_{nm}/p_n \end{bmatrix}$$

Gradient with respect to Z place vector on diagonal of 0-matrix size n vector of all 1s

$$\frac{\partial \mathcal{L}(Z, A)}{\partial Z} = 4A^\top A \left(X(Q \circ P) - Z \Delta((Q \circ P)^\top 1_n) \right)$$

can relearn metric A !

Gradient with respect to A

$$\frac{\partial \mathcal{L}(Z, A)}{\partial A} = -2A \sum_{i=1}^n \sum_{j=1}^m \frac{p_{ij}}{p_i} q_{ij} (x_i - z_j)(x_i - z_j)^\top \quad \text{where } q_{ij} = [Q]_{ij}$$

Training Complexity

with respect to Z computation	recall $A \in \mathcal{R}^{r \times d}$	with respect to A computation	
$A^\top A$	$O(rd^2)$	$O(d^2nm)$	
$X(Q \circ P) - Z \Delta((Q \circ P)^\top 1_n)$	$O(dmn)$	$\sum_{i=1}^n \sum_{j=1}^m \frac{p_{ij}}{p_i} q_{ij} (x_i - z_j)(x_i - z_j)^\top$	
$\frac{\partial \mathcal{L}(Z, A)}{\partial Z}$	$O(d^2m)$	$O(rd^2)$	
total complexity: $O(rd^2 + dmn + d^2m)$		total complexity: $O(rd^2 + d^2nm)$	

Results

Test-time Speed-up

DATASET	SPEED-UP					SNC 4% COMPARISON											
	1%	2%	4%	8%	16%	DISTANCE COMPS.	BALL-TREES	LSH									
YALE-FACES	—	—	28	17	3.6	19	11	3.5	12	7.3	3.2	6.5	4.2	2.8	7.1	21	
ISOLET	76	23	13	47	13	26	6.8	13	14	3.7	13	7.0	2.0	13	13	14	
LETTERS	143	9.3	100	73	6.3	61	34	3.6	34	16	2.0	17	7.6	1.1	8.4	3.3	23
ADULT	156	56	3.5	75	28	3.4	36	15	3.3	17	7.3	3.1	7.8	3.8	3.0	17	0.7
W8A	146	68	39	71	36	35	33	19	26	15	10	18	7.3	5.5	11	13	2.1
MNIST	136	54	84	75	32	16	57	15	8.4	37	7.1	3.6	17	11	8.5	11	0.15
FOREST	146	3.1	12	70	1.6	11	32	0.90	10	15	1.1	7.0	—	—	—	0.35	

Table 3 Left: Speed-up of kNN testing through SNC compression without a data structure (in black) on top of ball-trees (in teal) and LSH (in purple). Results where SNC matches or exceeds the accuracy of full kNN (up to statistical significance) are in bold. Right: Speed-up of SNC at 4% compression versus ball-trees and LSH on the full dataset. Bold text indicates matched or exceeded accuracy.

Compressed Faces

Parameter Sensitivity

Label Noise Sensitivity

References

- [1] Hinton, G.E., Roweis, S.T. Stochastic neighbor embedding. NIPS, 2002.
- [2] Goldberger, J., Hinton, G.E., Roweis, S.T., Salakhutdinov, R. Neighbourhood components analysis. NIPS, 2004.
- [3] Tenenbaum, J.B., de Silva, V., Langford, J.C. A global geometric framework for nonlinear dimensionality reduction. Science, 2000.
- [4] Weinberger, K.Q., Sha, F., Saul, L.K. Learning a kernel matrix for nonlinear dimensionality reduction. ICML, 2004.
- [5] Van der Maaten, L., Hinton, G. Visualizing data using t-sne. JMLR, 2008.
- [6] Weinberger, K.Q., Saul, L.K. Distance metric learning for large margin nearest neighbor classification. JMLR, 2009.
- [7] Omohundro, S.M. Five balltree construction algorithms. International Computer Science Institute, Berkeley, 1989.
- [8] Beygelzimer, A., Kakade, S., Langford, J. Cover trees for nearest neighbor. ICML, 2006.
- [9] Gionis, A., Indyk, P., Motwani, R., et al. Similarity search in high dimensions via hashing. VLDB, 1999.
- [10] Andoni, A., Indyk, P. Near-optimal hashing algorithms for approximate nearest neighbor in high dimensions. FOCS, 2006.
- [11] Hart, P.E. The condensed nearest neighbor rule. IEEE Transactions on Information Theory, 1968.
- [12] Bermejo, S., Cabestany, J. Adaptive soft k-nearest-neighbor classifiers. Pattern Recognition, 1999.
- [13] Toussaint, G.T. Proximity graphs for nearest neighbor decision rules: recent progress. Interface, 2002.
- [14] Mollineda, et al. An efficient prototype merging strategy for the condensed 1-nn rule through class conditional hierarchical clustering. Pattern Recognition, 2002.
- [15] Anguillu, F. Fast condensed nearest neighbor rule. ICML, 2005.

Acknowledgements

KQW, MK, ST are supported by NSF grants 1149882, 1137211. ST and KA are supported by NSF grants 1150036, 1218017. ST is supported by an NVIDIA Graduate Fellowship. The authors thank Laurens van der Maaten for helpful discussions. Computations were performed via the Washington University Center for High Performance Computing, partially provided through grant NCRR 1S10RR022984-01A1.