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15-826: Multimedia Databases and Data Mining

Lecture #7: Spatial Access Methods - Metric trees

C. Faloutsos

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Must-read material

- Textbook, Chapter 5
- Roberto F. Santos Filho, Agma Traina, Caetano Traina Jr., and Christos Faloutsos: *Similarity search without tears: the OMNI family of all-purpose access methods* ICDE, Heidelberg, Germany, April 2-6 2001. (code at www.cs.cmu.edu/~christos/SRC/OmniUsrKit.tar.gz

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Outline

Goal: 'Find similar / interesting things'

- Intro to DB
- Indexing - similarity search
- Data Mining

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Indexing - Detailed outline

- primary key indexing
- secondary key / multi-key indexing
- spatial access methods
  - problem dfn
  - z-ordering
  - R-trees
  - misc
- fractals
- text

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SAMs - Detailed outline

- spatial access methods
  - problem dfn
  - z-ordering
  - R-trees
  - misc topics
    - grid files
    - dimensionality curse; dim. reduction
    - metric trees
- fractals
- text, ...

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Metric trees

- What if we only have a distance function d(o1, o2)?
- (Applications?)

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Metric trees

- (assumption: d() is a metric: positive; symmetric; triangle inequality)
- then, we can use some variation of 'Vantage Point' trees [Yannilos]
- many variations (GNAT trees [Brin95], MVP-trees [Ozsoyoglu+] ...)

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Metric trees

- Finally: M-trees [Ciaccia, Patella, Zezula, vldb 97]
- M-trees = 'ball-trees': groups in spheres

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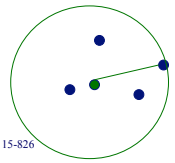
Metric trees

- Finally: M-trees [Ciaccia, Patella, Zezula, vldb 97]
- M-trees = 'ball-trees': Minimum Bounding spheres



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Metric trees

- Search (range and k-nn): like R-trees
- Split?

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Metric trees

- Search (range and k-nn): like R-trees
- Split? Several criteria:
  - minimize max radius (or sum radii)
  - (even: random!)
- Algorithm?

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Metric trees

- Search (range and k-nn): like R-trees
- Split? Several criteria:
  - minimize max radius (or sum radii)
  - (even: random!)
- Algorithm?
- eg., similar to the quadratic split of Guttman

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Metric trees - variations

- OMNI tree [Filho+, ICDE2001]

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Metric trees - OMNI trees

- How to turn objects into vectors?
- (assume that distance computations are expensive; we need to answer range/nn queries quickly)

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Metric trees - OMNI trees

- How to turn objects into vectors?
- A: pick *n* 'anchor' objects; record the distance of each object from them -> *n*-d vector

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Metric trees - OMNI trees

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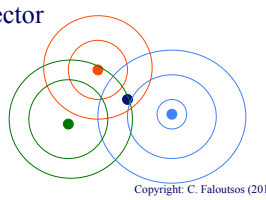

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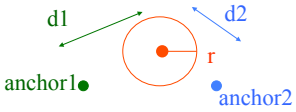
Metric trees - OMNI trees

- we could put OMNI coordinates in R-tree (or other SAM, or even do seq. scan)
- and still answer range and nn queries! (see [Filho'01] for details)



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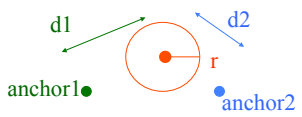
Metric trees - OMNI trees

- Result: faster than M-trees and seq. scanning (especially if distance computations are expensive)



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Metric trees - OMNI trees

- Q1: how to choose anchors?
- Q2: ... and how many?

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Conclusions for SAMs

- z-ordering and R-trees for low-d points and regions
- M-trees & variants for metric datasets
- beware of the 'dimensionality curse'

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References

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