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The "Curse of Dimensionality"

(OLAP, Feature Vectors, ..)

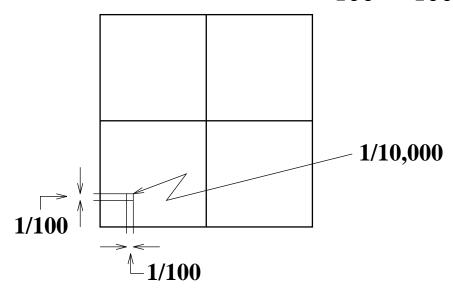
What happens to small activities in many dimensions?

Say
$$a = 0.0001 = \frac{1}{10,000}$$

Say $f = 2$ for each dimension.

In 1-D effective activity is 0.5:

In 2-D effective activity is 0.25: $\frac{1}{100} \times \frac{1}{100}$



In 4-D effective activity is 0.0625: $\frac{1}{10} \times \frac{1}{10} \times \frac{1}{10} \times \frac{1}{10}$

In 16-D effective activity is 1!:

$$0.56 \times 0.56 \times$$

Note that a=0.0001 is a breakeven activity, e.g., for $R=100, \rho=1,000,000$. Any $a_{\rm eff}$ over this means use sequential!

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Above assumes

- 1. The range query has same *shape* as the data space.
- 2. $f_i = f$ and space is hypercube of side 1.
- 3. The data distribution is the product of the axial distributions.

Can be calculated generally using "fractional ceiling",

$$\operatorname{ceil}(f,x) = g/f$$
, where $0 \le (g-1)/f < x \le g/f \le 1$:

$$a_{\mathsf{eff}} = (\mathsf{ceil}(f, a^{1/d}))^d$$

Activity blowup:

Applies to any d-dim. paging that partitions the axes. Assumes (1) data distribution is Cartesian product, (2) range query, space are hypercubes.

		f = 2		f = 5		f = 10	
d	$a^{1/d}$	n	a_{eff}	n	a_{eff}	n	a_{eff}
1	.0001	2	.5	5	.2	10	.1
2	.01	4	.25	25	.04	100	.01
4	. 1	16	.06	625	.002	$1_{10}4$.0001
8	.31	256	.004	$3.9_{10}5$.0007	1 ₁₀ 8	.0007
16	.56	64K	1	$1.5_{10}11$.0003		.0003
32	.75	$4.3_{10}9$	1		.0008		.0008
64	.87		1		1		001
128	.93		1		1		1
256	.96		1		1		1
512	.98		1		1		1
1024	.99		1		1		1

N.B. $f = \infty$ (or every field is key): $a_{\text{eff}} = a$

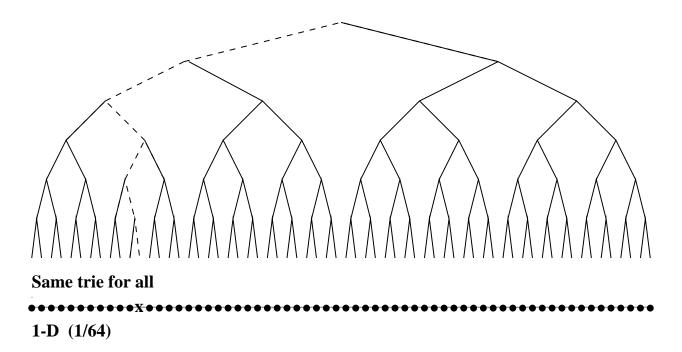
a: activity; a_{eff} : effective activity due to paging;

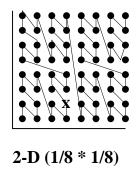
f: number of page partitions per axis;

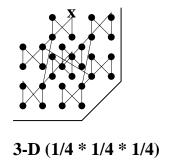
n: number of pages.

This is a danger (given the three assumptions) for any method involving multidimensional grids.

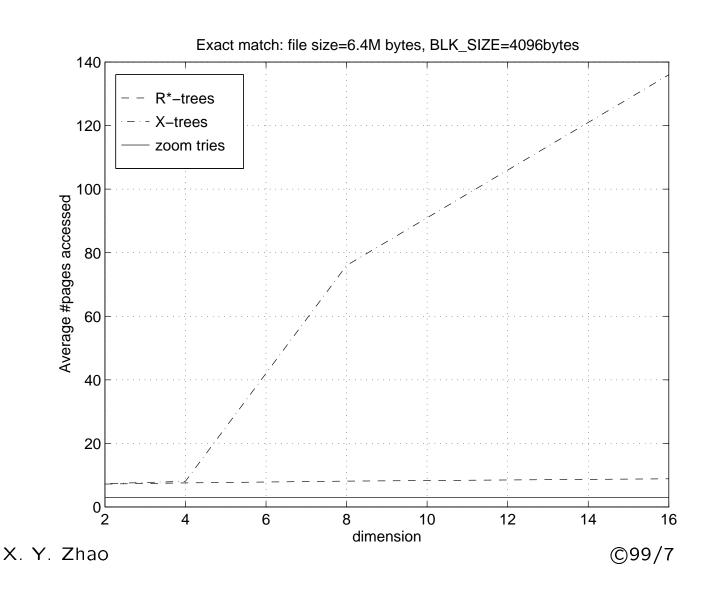
But not for trees. E.g., kd-tries are tries are onedimensional.

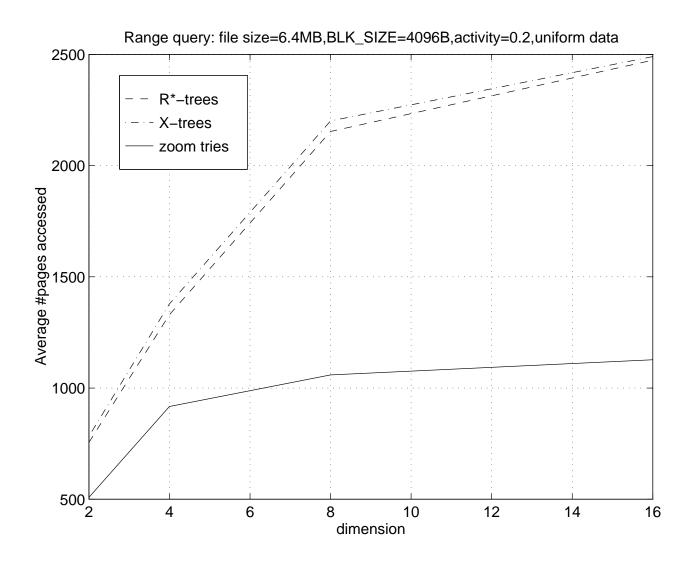






Experimental Results on Data Dimensions





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