

Package ‘nabor’

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Type Package

Title Wraps libnabo, a fast K Nearest Neighbour library for low dimensions

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Description An R wrapper for libnabo, an exact or approximate k nearest neighbour library which is optimised for low dimensional spaces (e.g. 3D). libnabo has speed and space advantages over the ANN library wrapped by package RANN. nabor includes a knn function that is designed as a drop-in replacement for RANN::nn2. In addition, objects which include the k-d tree search structure can be returned to speed up repeated queries of the same set of target points.

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URL <https://github.com/jefferis/nabor> <https://github.com/ethz-asl/libnabo>

BugReports <https://github.com/jefferis/nabor/issues>

Depends R (>= 3.0.2)

Imports Rcpp (>= 0.11.2), methods

LinkingTo Rcpp, RcppEigen (>= 0.3.2.2.0), BH (>= 1.54.0-4)

Suggests testthat, RANN

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Repository CRAN

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nabor-package	<i>Wrapper for libnabo K Nearest Neighbours C++ library</i>
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Description

R package **nabor** wraps the **libnabo** library, a fast K Nearest Neighbour library for low-dimensional spaces written in templated C++. The package provides both a standalone function (see [knn](#) for basic queries along an option to produce an object containing the k-d tree search (see [WKNN](#)) structure when making multiple queries against the same target points.

Details

libnabo uses the same approach as the ANN library (wrapped in R package RANN) but is generally faster and with a smaller memory footprint. Furthermore since it is templated on the underlying scalar type for coordinates (among other things), we have provided both float and double coordinate implementations of the classes wrapping the search tree structures. See the github repository and Elsenberg et al paper below for details.

References

Elsenberg J, Magnenat S, Siegwart R and Nuechter A (2012). "Comparison of nearest-neighbor-search strategies and implementations for efficient shape registration." *Journal of Software Engineering for Robotics (JOSER)*, *3*(1), pp. 2-12. ISSN 2035-3928.

See Also

[knn](#), [WKNN](#)

kcpoints	<i>List of 3 matrices containing 3D points from Drosophila neurons</i>
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Description

This R list contains 3 skeletonized *Drosophila* Kenyon cells as dotprops objects. Original data is due to Chiang et al. 2011, who have generously shared their raw data at <http://flycircuit.tw>. Image registration and further processing was carried out by Greg Jefferis.

References

[1] Chiang A.S., Lin C.Y., Chuang C.C., Chang H.M., Hsieh C.H., Yeh C.W., Shih C.T., Wu J.J., Wang G.T., Chen Y.C., Wu C.C., Chen G.Y., Ching Y.T., Lee P.C., Lin C.Y., Lin H.H., Wu C.C., Hsu H.W., Huang Y.A., Chen J.Y., et al. (2011). Three-dimensional reconstruction of brain-wide wiring networks in *Drosophila* at single-cell resolution. *Curr Biol* 21 (1), 1–11.

knn

Find K nearest neighbours for multiple query points

Description

Find K nearest neighbours for multiple query points

Usage

```
knn(data, query = data, k, eps = 0, searchtype = 1L)
```

Arguments

data	Mxd matrix of M target points with dimension d
query	Nxd matrix of N query points with dimension d (nb data and query must have same dimension). If missing defaults to data i.e. a self-query.
k	an integer number of nearest neighbours to find
eps	An approximate error bound. The default of 0 implies exact matching.
searchtype	A character vector or integer indicating the search type. The default value of 1L is equivalent to "auto". See details.

Details

If `searchtype="auto"`, the default, `knn` uses a k-d tree with a linear heap when `k < 30` nearest neighbours are requested (equivalent to `searchtype="kd_linear_heap"`), a k-d tree with a tree heap otherwise (equivalent to `searchtype="kd_tree_heap"`). `searchtype="brute"` checks all point combinations and is intended for validation only.

Integer values of `searchtype` should be the 1-indexed position in the vector `c("auto", "brute", "kd_linear_heap", "kd_` i.e. a value between 1L and 4L.

Value

A list with elements `nn.idx` (1-indexed indices) and `nn.dists` (distances), both of which are `N x k` matrices

Examples

```
## Basic usage
# load sample data consisting of list of 3 separate 3d pointets
data(kcpoints)
# Nearest neighbour in first pointset of all points in second pointset
nn1 <- knn(data=kcpoints[[1]], query=kcpoints[[2]], k=1)
str(nn1)
# 5 nearest neighbours
nn5 <-knn(data=kcpoints[[1]], query=kcpoints[[2]], k=5)
str(nn5)
# Self match within first pointset, all distances will be 0
nnsel1 <- knn(data=kcpoints[[1]], k=1)
str(nnsel1)
# neighbour 2 will be the nearest point
nnsel2 <- knn(data=kcpoints[[1]], k=2)

## Advanced usage
# nearest neighbour with 10% error bound
nn1.approx <- knn(data=kcpoints[[1]], query=kcpoints[[2]], k=1, eps=0.1)
str(nn1.approx)
# 5 nearest neighbours, brute force search
nn5.b <-knn(data=kcpoints[[1]], query=kcpoints[[2]], k=5, searchtype='brute')
stopifnot(all.equal(nn5.b, nn5))
# 5 nearest neighbours, brute force search (specified by int)
nn5.b2 <-knn(data=kcpoints[[1]], query=kcpoints[[2]], k=5, searchtype=2L)
stopifnot(all.equal(nn5.b2, nn5.b))
```

WKNNF-class

Wrapper classes for k-NN searches enabling repeated queries of the same tree

Description

WKNNF and WKNNND are reference classes that wrap C++ classes of the same name that include a space-efficient k-d tree along with the target data points. They have query methods with exactly the same interface as the knn function. One important point compared with knn - they must be initialised with floating point data and you are responsible for this - see [storage.mode](#)) and the example below.

Details

WKNNF expects and returns matrices in R's standard (double, 8 bytes) data type but uses floats internally. WKNNND uses doubles throughout. When retaining large numbers of points, the WKNNF objects will have a small memory saving, especially if tree building is delayed.

The constructor for WKNN objects includes a logical flag indicating whether to build the tree immediately (default: TRUE) or (when FALSE) to delay building the tree until a query is made (this happens automatically when required).

Performance

The use of WKNN objects will incur a performance penalty for single queries of trees with $< \sim 1000$ data points. This is because of the overhead associated with the R wrapper class. It therefore makes sense to use `knn` in these circumstances.

If you wish to make repeated queries of the same target data, then using WKNN objects can give significant advantages. You can obtain further benefits in some cases by converting the query points into WKNNF objects without building the trees.

See Also

[knn](#)

Examples

```
## Basic usage
# load sample data consisting of list of 3 separate 3d pointets
data(kcpoints)
# build a tree and query it with two different sets of points
w1 <- WKNNF(kcpoints[[1]])
w1q2 <- w1$query(kcpoints[[2]], k=5, eps=0)
str(w1q2)
w1q3 <- w1$query(kcpoints[[3]], k=5, eps=0)
# note that there will be small difference between WKNNF and knn due to loss
# of precision in the double to float conversion when a WKNNF tree is
# built and queried.
stopifnot(all.equal(knn(data=kcpoints[[1]], query=kcpoints[[2]], k=5, eps=0),
  w1q2, tolerance=1e-6))

## storage mode: must be double
m=matrix(1:24, ncol=3)
storage.mode(m)
# this will generate an error unless we change to a double
w=tools::assertCondition(WKNN(m), "error")
storage.mode(m)="double"
w=WKNN(matrix(m, ncol=3))

## construct wrapper objects but delay tree construction
w1 <- WKNNF(kcpoints[[1]], FALSE)
# query triggers tree construction
w1q2 <- w1$query(kcpoints[[2]], k=5, eps=0)
str(w1q2)

## queries using wrapper objects
wkpoints <-lapply(kcpoints, WKNNF, FALSE)
# query all 3 point sets against first
# this will trigger tree construction only for pointset 1
qall <- lapply(wkpoints, function(x) wkpoints[[1]]$queryWKNN(x$.CppObject, k=5, eps=0))
str(qall)
```

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