

Modeling

- mathematical properties
- match to data properties
- efficiency

## L6: Distances

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January 29, 2018

# Distance

$d : \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}_{\geq 0}$

Range

space flat  
data lies in

ex:  $\mathbb{R}^d$ ,  $\{G = (V, E)\}$ , text

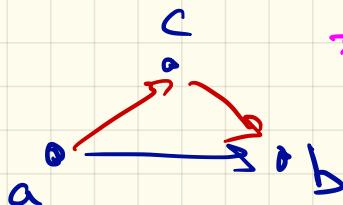
# Metric

(M1)  $d(a, b) \geq 0$  (non-negativity)

(M2)  $d(a, b) = 0$  iff  $a = b$  (identity)

(M3)  $d(a, b) = d(b, a)$  (symmetry)

(M4)  $d(a, b) \leq d(a, c) + d(c, b)$  (triangle inequality)



pseudometric M1, M3, M4

quasimetric M1, M2, M4

$\text{Data} \in \mathbb{R}^d$      $a = (a_1, a_2, \dots, a_d)$      $b = (b_1, b_2, \dots, b_d)$

$L_p$ -distances

$$D_p(a, b) = \|a - b\|_p = \left( \sum_{i=1}^d (|a_i - b_i|)^p \right)^{1/p}$$

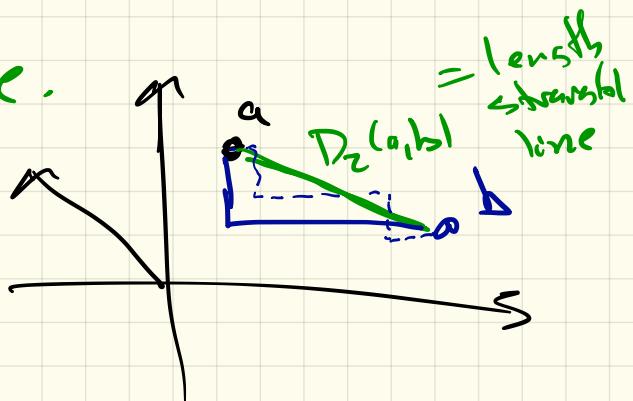
$p \in [1, \infty)$   $\Rightarrow$  metric

consider  $p = \infty, 1, \infty, 0$

$L_2$  distance

$$D_2(a, b) = \|a - b\| = \sqrt{\sum_{i=1}^d (a_i - b_i)^2}$$

Euclidean distance.



$$(2, -2)$$

$$(-1, 1)$$

$$\left( |3|^3 + |3|^3 \right)^{1/3} = (27 + 27)^{1/3}$$

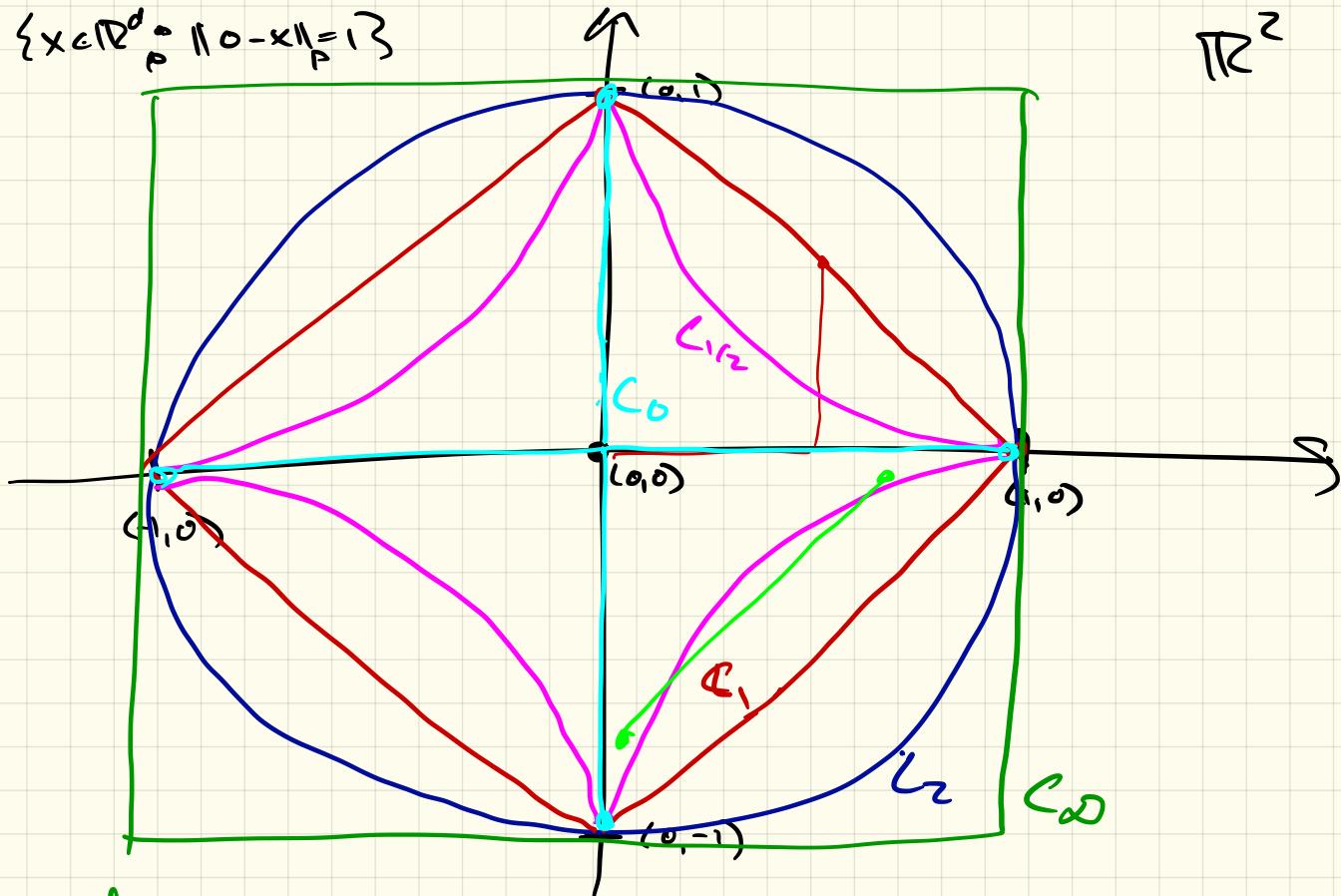
$L_1$ -distance

$$D_1 = \|a - b\|_1 = \sum_{i=1}^d |a_i - b_i|$$

Manhattan Distance  
SLC-distance

$$C_p = \{x \in \mathbb{R}^d : \|0 - x\|_p = 1\}$$

$\mathbb{R}^2$



$$L_{\infty} = \max_{i=1}^d |a_i - b_i|$$

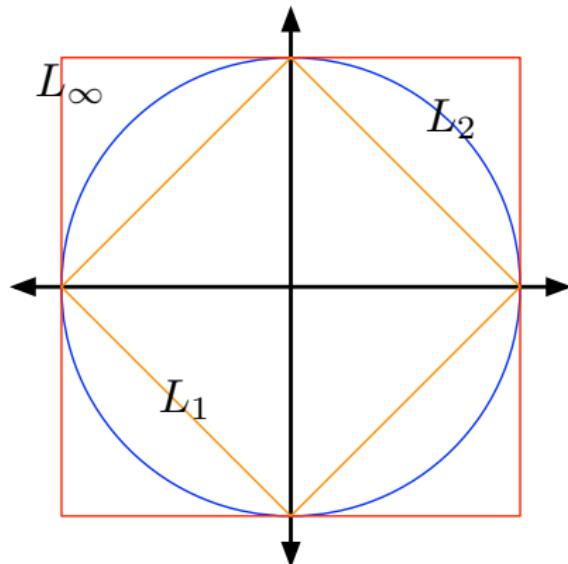
$L_0 \approx$  counting how many matches  
= Hamming Distance

## $L_p$ Distances and Unit Balls

For  $a = (a_1, a_2, \dots, a_d)$  and  $b = (b_1, b_2, \dots, b_d) \in \mathbb{R}^d$ ,

$$L_p : d_p(a, p) = \|a - b\|_p = \left( \sum_{i=1}^d (|a_i - b_i|)^p \right)^{1/p}.$$

Let  $a = (0, 0, \dots, 0)$  and  $\|a - b\|_p = 1$ .



$L_0 = \frac{1}{d} (\# \text{ mismatches})$

## L<sub>p</sub> Distances and Units

Distance and  
Learning

For  $a = (a_1, a_2, \dots, a_d)$  and  $b = (b_1, b_2, \dots, b_d) \in \mathbb{R}^d$ ,

$$L_p : d_p(a, p) = \|a - b\|_p = \left( \sum_{i=1}^d (|a_i - b_i|)^p \right)^{1/p}.$$



see nonsense

~~-260,000~~ → 250,000

~~-4400~~ → 2250

~~-1847~~ → 104

## Mahalanobis Distance

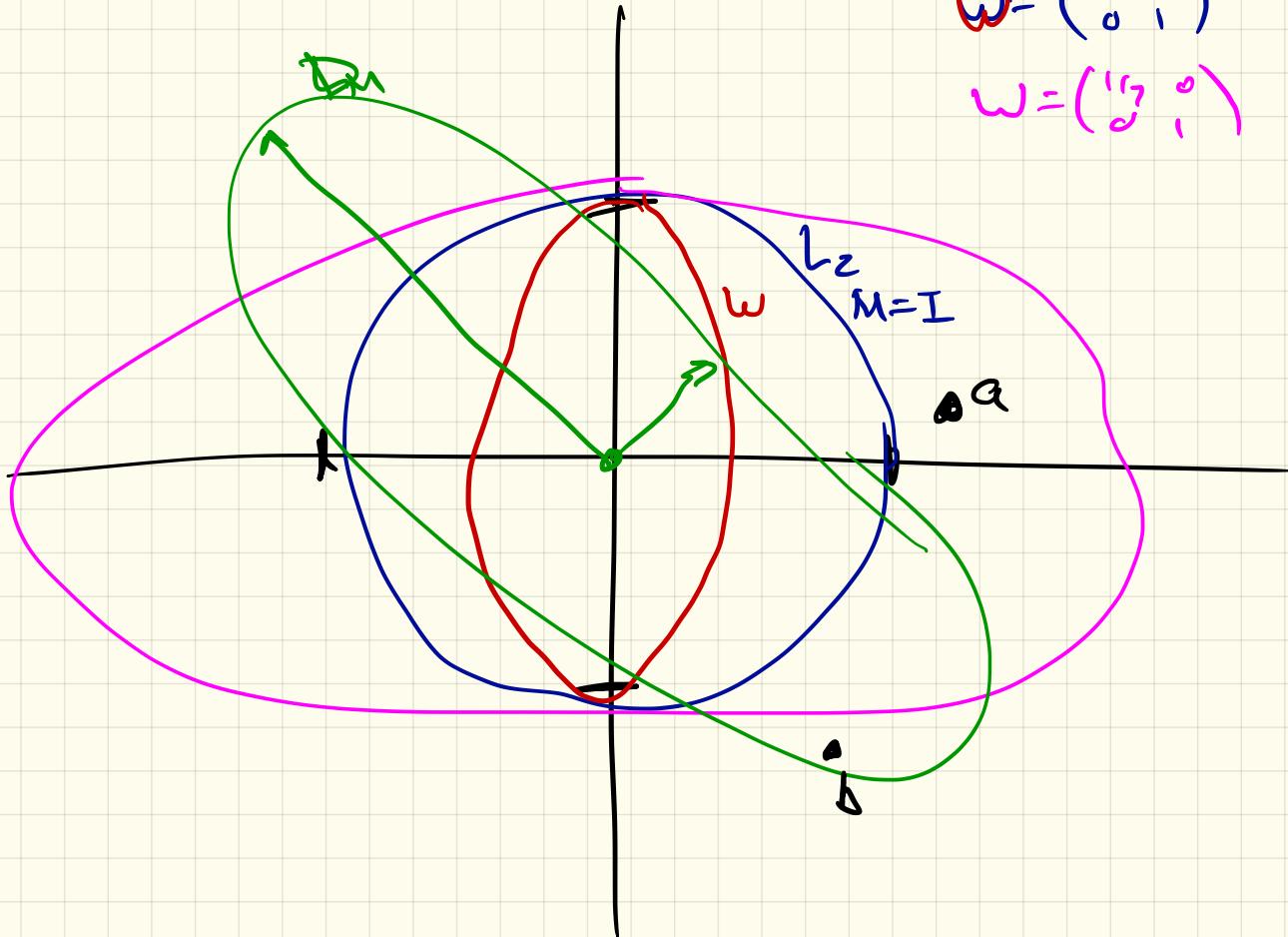
Requires a  $d \times d$  matrix  $M$

$$D_M(a, b) = \sqrt{(a - b)^T M^{-1} (a - b)}$$

if  $M = I = \begin{pmatrix} 1 & 0 \\ 0 & \dots \\ 0 & 1 \end{pmatrix}$   $D_M = D_2$

if  $M = W = \begin{pmatrix} w_1 & & 0 \\ & w_2 & \\ & & \ddots & w_d \end{pmatrix}$

$$= \sqrt{\sum_{i=1}^d w_i (a_i - b_i)^2}$$



## Jaccard Distances

$$D_J(A, B) = 1 - JS(A, B)$$

metric

$$= 1 - \frac{|A \cap B|}{|A \cup B|} = \frac{|A \Delta B|}{|A \cup B|}$$

## Cosine Distance

$$\mathcal{X} \subseteq \mathbb{R}^d$$

$$a = (a_1, \dots, a_d)$$

pseudometric

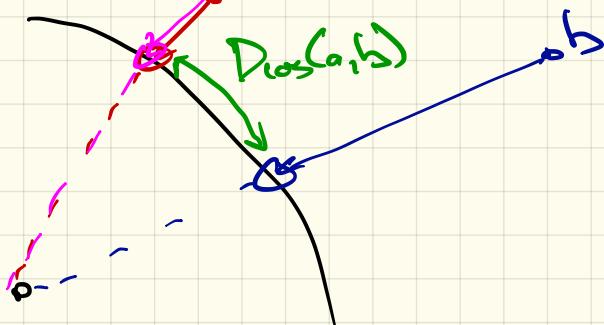
$$b = (b_1, \dots, b_d)$$

often each  $a_i \geq 0$

↑  
common

bag-of-words

$$D_{\cos}(a, b) = 1 - \frac{\langle a, b \rangle}{\|a\| \cdot \|b\|} = 1 - \frac{\sum_{i=1}^d a_i b_i}{\|a\| \cdot \|b\|} = 1 - \frac{\langle a, \frac{b}{\|b\|} \rangle}{\|a\|}$$



KL - Divergence

(Information Distance)

$$a = (a_1, \dots, a_d)$$

comes from counts



$$\hat{a} = \frac{a}{\|a\|_1}$$

$$\sum_{c=1}^d (\hat{a}_c) = 1$$

↳ Probabilistic  
distribution

$$d_{KL}(a, b) = \sum_{i=1}^d a_i \ln \left( \frac{a_i}{b_i} \right)$$

$$d_{HI}(a, b) = \sqrt{\sum_{i=1}^d ( \sqrt{a_i} - \sqrt{b_i} )^2}$$

# Edit Distance

$D_{edit}(a, b)$

$a = \text{string of text}$

# changes needed to get to  $a$  from  $b$

$$a = cat \rightarrow hats = b \Rightarrow D_{ed} = ?$$

$c \rightarrow h$

+ s

cat  
hat  
hats

not  
2Stable