

# Data Mining: Similarity Measures

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# Similarity and Dissimilarity

- Similarity
  - Numerical measure of how alike two data objects are.
  - Is higher when objects are more alike.
  - Often falls in the range  $[0,1]$ .
- Dissimilarity
  - Numerical measure of how different two data objects are.
  - Lower when objects are more alike.
  - Minimum dissimilarity is often 0.
  - Upper limit varies.
- Proximity refers to a similarity or dissimilarity

## Similarity/Dissimilarity for Simple Attributes

- Nominal attributes  $p$  and  $q$

$$d = \begin{cases} 0, & p = q \\ 1, & p \neq q \end{cases} \quad s = 1 - d$$

- Ordinal attributes: map  $n$  distinct values to integers from 0 to  $n - 1$

$$d = \frac{|p - q|}{n - 1} \quad s = 1 - d$$

- Interval or ratio attributes:  $d = |p - q|$        $s = \frac{1}{1+d}$

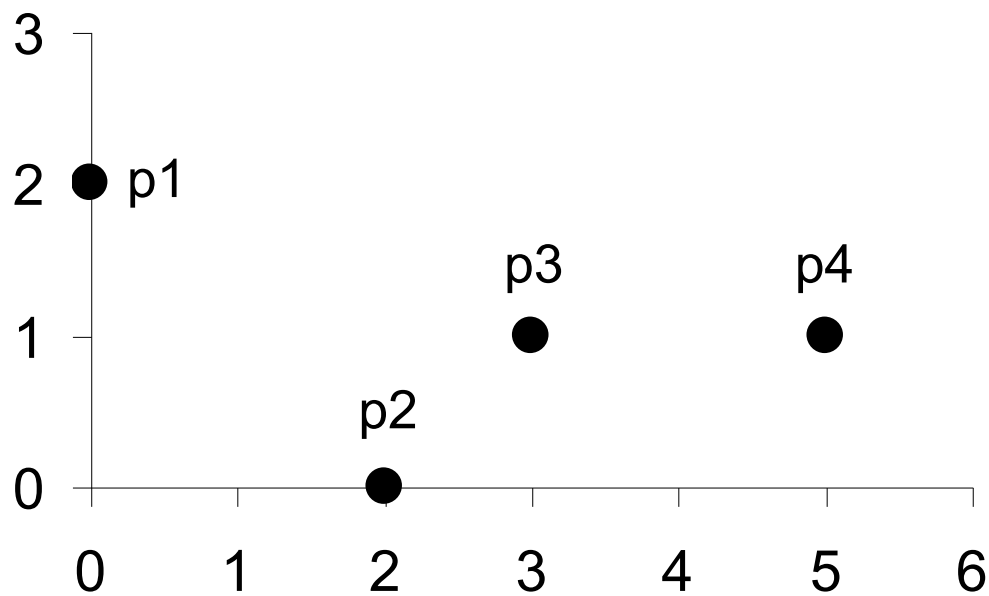
## Euclidean distance

- Euclidean distance between two objects **p** and **q** with  $n$  attributes

$$d(\mathbf{p}, \mathbf{q}) = \sqrt{\sum_{k=1}^n (p_k - q_k)^2}$$

- Distance of a ruler
- Standardization is necessary, if scales differ

# Euclidean Distance



| <i>point</i> | <b>x</b> | <b>y</b> |
|--------------|----------|----------|
| p1           | 0        | 2        |
| p2           | 2        | 0        |
| p3           | 3        | 1        |
| p4           | 5        | 1        |

|           | <b>p1</b> | <b>p2</b> | <b>p3</b> | <b>p4</b> |
|-----------|-----------|-----------|-----------|-----------|
| <b>p1</b> | 0         | 2.828     | 3.162     | 5.099     |
| <b>p2</b> | 2.828     | 0         | 1.414     | 3.162     |
| <b>p3</b> | 3.162     | 1.414     | 0         | 2         |
| <b>p4</b> | 5.099     | 3.162     | 2         | 0         |

distance matrix

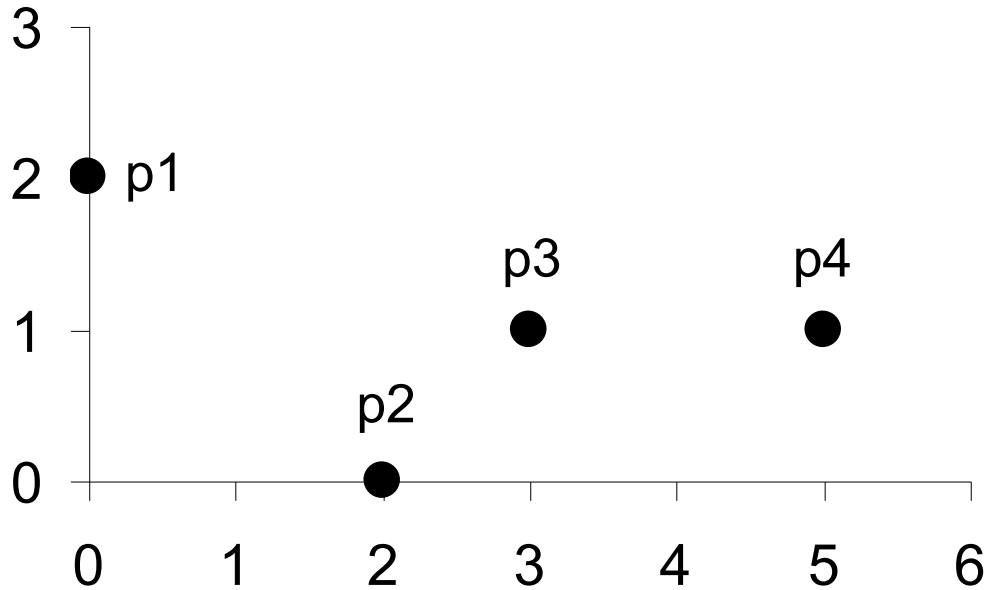
# Minkowski distance

- Generalization of Euclidean distance:

$$d(\mathbf{p}, \mathbf{q}) = \sqrt[r]{\sum_{k=1}^n |p_k - q_k|^r}$$

- $r = 1$ : city block (Manhattan, taxicab,  $L_1$  norm) distances
  - reduces to Hamming distance, which just counts the number of differences, in case of binary variables
- $r = 2$  corresponds to Euclidean distance
- $r = \infty$  : supremum ( $L_{\max}$ ,  $L_{\infty}$ ) or Chebyshev distance
  - maximum distance between any component of the vectors
  - distance kings have to travel on a chess board

# Manhattan Distance ( $r = 1$ )



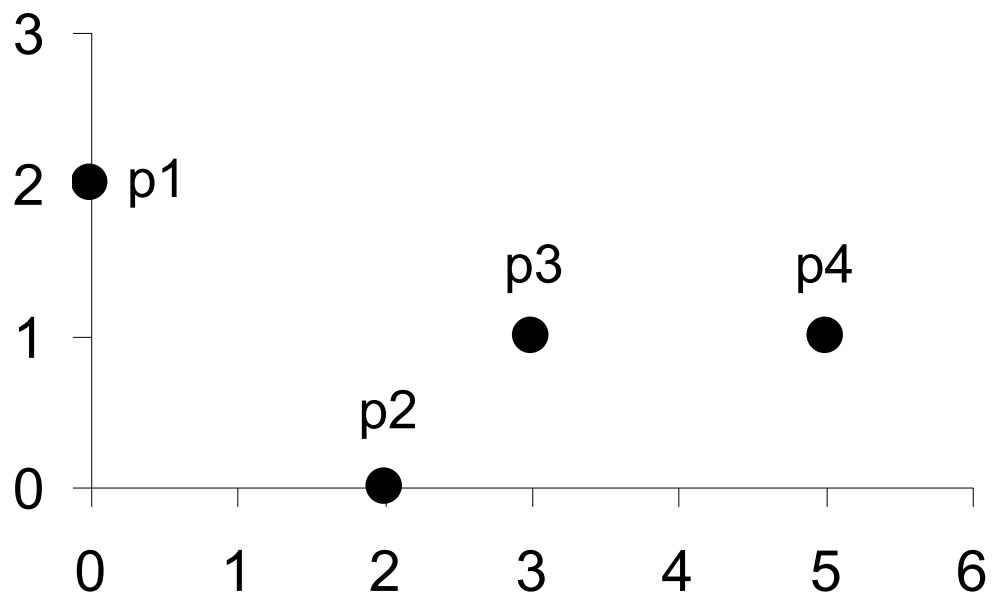
| <i>point</i> | <b>x</b> | <b>y</b> |
|--------------|----------|----------|
| p1           | 0        | 2        |
| p2           | 2        | 0        |
| p3           | 3        | 1        |
| p4           | 5        | 1        |

|    | p1 | p2 | p3 | p4 |
|----|----|----|----|----|
| p1 | 0  | 4  | 4  | 6  |
| p2 | 4  | 0  | 2  | 4  |
| p3 | 4  | 2  | 0  | 2  |
| p4 | 6  | 4  | 2  | 0  |

distance matrix



# Supremum Distance ( $r = \infty$ )



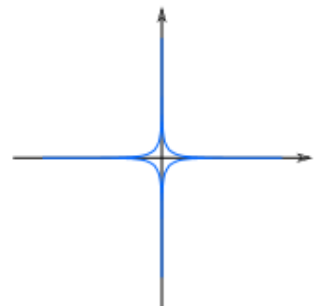
| <i>point</i> | <b>x</b> | <b>y</b> |
|--------------|----------|----------|
| p1           | 0        | 2        |
| p2           | 2        | 0        |
| p3           | 3        | 1        |
| p4           | 5        | 1        |

|    | p1 | p2 | p3 | p4 |
|----|----|----|----|----|
| p1 | 0  | 2  | 3  | 5  |
| p2 | 2  | 0  | 1  | 3  |
| p3 | 3  | 1  | 0  | 2  |
| p4 | 5  | 3  | 2  | 0  |

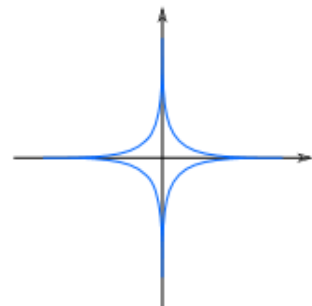
distance matrix



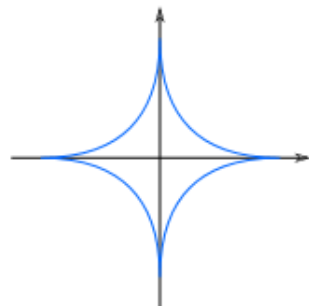
# Unit circle



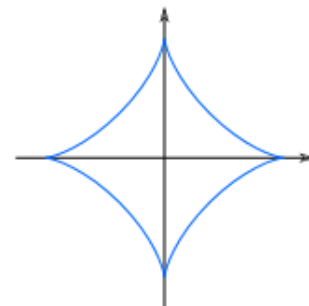
$$p = 2^{-2} \\ = 0.25$$



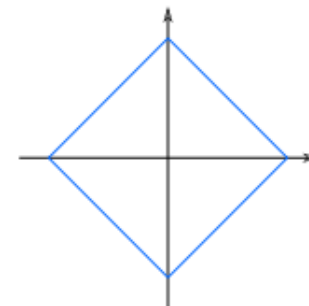
$$p = 2^{-1.5} \\ = 0.354$$



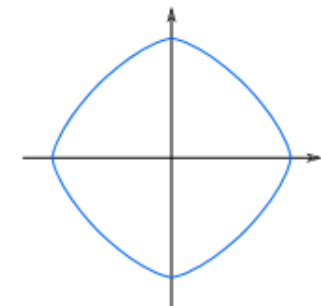
$$p = 2^{-1} \\ = 0.5$$



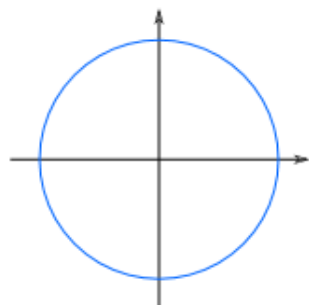
$$p = 2^{-0.5} \\ = 0.707$$



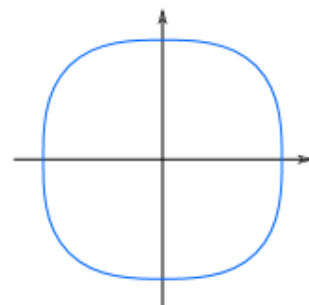
$$p = 2^0 \\ = 1$$



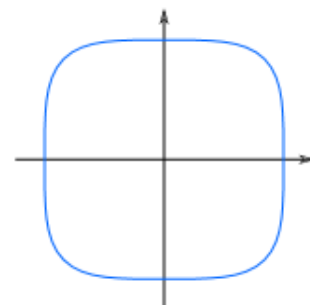
$$p = 2^{0.5} \\ = 1.414$$



$$p = 2^1 \\ = 2$$

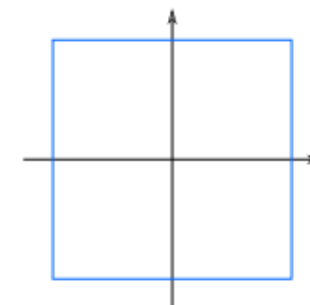


$$p = 2^{1.5} \\ = 2.828$$



$$p = 2^2 \\ = 4$$

...



$$p = 2^\infty \\ = \infty$$

## Common properties of a distance

- Distances, such as the Euclidean distance, have some well-known properties
  1. **Positive definiteness**:  $d(\mathbf{p}, \mathbf{q}) \geq 0$  for all  $\mathbf{p}$  and  $\mathbf{q}$  and  $d(\mathbf{p}, \mathbf{q}) = 0$  iff  $\mathbf{p} = \mathbf{q}$
  2. **Symmetry**:  $d(\mathbf{p}, \mathbf{q}) = d(\mathbf{q}, \mathbf{p})$  for all  $\mathbf{p}$  and  $\mathbf{q}$
  3. **Triangle inequality**:  $d(\mathbf{p}, \mathbf{r}) \leq d(\mathbf{p}, \mathbf{q}) + d(\mathbf{q}, \mathbf{r})$  for all  $\mathbf{p}, \mathbf{q}$  and  $\mathbf{r}$
- A distance that satisfies these properties is called a **metric**

# Similarity Between Binary Vectors

- $M_{00}$  = number of attributes with  $p_k = 0$  and  $q_k = 0$ , etc.
- Simple matching coefficient (SMC):

$$s(\mathbf{p}, \mathbf{q}) = \frac{\# \text{ matches}}{\# \text{ attributes}} = \frac{M_{00} + M_{11}}{M_{00} + M_{01} + M_{10} + M_{11}}$$

- Jaccard coefficient:

$$s(\mathbf{p}, \mathbf{q}) = \frac{\# \text{ 11 matches}}{\# \text{ not-both-zero}} = \frac{M_{11}}{M_{01} + M_{10} + M_{11}}$$

|              |   | $\mathbf{p}$ |          |
|--------------|---|--------------|----------|
|              |   | 0            | 1        |
| $\mathbf{q}$ | 0 | $M_{00}$     | $M_{10}$ |
|              | 1 | $M_{01}$     | $M_{11}$ |

## SMC versus Jaccard

- $\mathbf{p} = [1\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0]$
- $\mathbf{q} = [0\ 0\ 0\ 0\ 0\ 0\ 1\ 0\ 0\ 1]$
- Simple matching coefficient (SMC):

$$s(\mathbf{p}, \mathbf{q}) = \frac{\# \text{ matches}}{\# \text{ attributes}} = \frac{7}{10} = 0.7$$

- Jaccard coefficient:

$$s(\mathbf{p}, \mathbf{q}) = \frac{\# \text{ 11 matches}}{\# \text{ not-both-zero}} = \frac{0}{3} = 0$$

|              |   | $\mathbf{p}$ |   |
|--------------|---|--------------|---|
|              |   | 0            | 1 |
| $\mathbf{q}$ | 0 | 7            | 1 |
|              | 1 | 2            | 0 |

# Cosine Similarity

- Specifically for documents vectors

$$s(\mathbf{p}, \mathbf{q}) = \frac{\mathbf{p} \cdot \mathbf{q}}{\|\mathbf{p}\| \|\mathbf{q}\|}$$

- With inner product

$$\mathbf{p} \cdot \mathbf{q} = \sum_{k=1}^n p_k q_k$$

- And vector length

$$\|\mathbf{p}\| = \sqrt{\mathbf{p} \cdot \mathbf{p}}$$

## Cosine Similarity Example

- $\mathbf{p} = [3 \ 2 \ 0 \ 5 \ 0 \ 0 \ 0 \ 2 \ 0 \ 0]$
- $\mathbf{q} = [1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 1 \ 0 \ 2]$

- Inner product:

$$\mathbf{p} \cdot \mathbf{q} = 3 \times 1 + 2 \times 0 + 0 \times 0 + 5 \times 0 + 0 \times 0 + 0 \times 0 + 0 \times 0 + 2 \times 1 + 0 \times 0 + 0 \times 2 = 5$$

- Vector lengths:  $\|\mathbf{p}\| = \sqrt{3^2 + 2^2 + 5^2 + 2^2} = \sqrt{42}$  and  $\|\mathbf{q}\| = \sqrt{1^2 + 1^2 + 2^2} = \sqrt{6}$

- Cosine similarity:

$$s(\mathbf{p}, \mathbf{q}) = \frac{\mathbf{p} \cdot \mathbf{q}}{\|\mathbf{p}\| \|\mathbf{q}\|} = \frac{5}{\sqrt{252}}$$

| Document | team | coach | play | ball | score | game | win | lost | timeout | season |
|----------|------|-------|------|------|-------|------|-----|------|---------|--------|
| <b>p</b> | 1    | 3     | 2    | 0    | 5     | 0    | 0   | 2    | 0       | 0      |
|          | 2    | 0     | 7    | 0    | 2     | 1    | 0   | 3    | 0       | 0      |
| <b>q</b> | 3    | 1     | 0    | 0    | 0     | 0    | 0   | 1    | 0       | 2      |
|          | 4    | 1     | 4    | 0    | 2     | 3    | 0   | 6    | 2       | 1      |
|          | 5    | 2     | 3    | 3    | 1     | 6    | 1   | 3    | 0       | 4      |