

Introduction to **Information Retrieval**

The Vector Space Model (VSM)

Documents as vectors

- Now we have a $|V|$ -dimensional vector space
- Terms are axes of the space
- Documents are points or vectors in this space
- Very high-dimensional: tens of millions of dimensions when you apply this to a web search engine
- These are very sparse vectors – most entries are zero

Queries as vectors

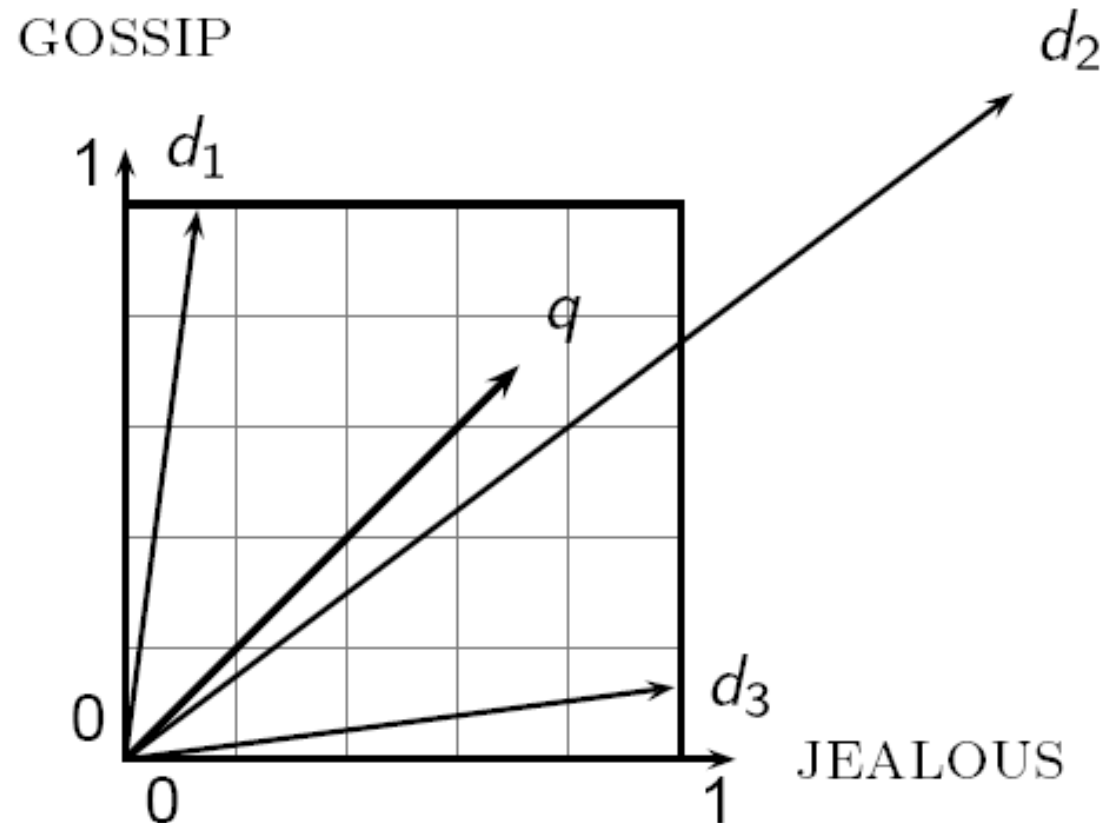
- Key idea 1: Do the same for queries: represent them as vectors in the space
- Key idea 2: Rank documents according to their proximity to the query in this space
- proximity = similarity of vectors
- proximity \approx inverse of distance
- **Recall: We do this because we want to get away from the you're-either-in-or-out Boolean model**
- Instead: rank more relevant documents higher than less relevant documents

Formalizing vector space proximity

- First cut: distance between two points
 - (= distance between the end points of the two vectors)
- Euclidean distance?
- Euclidean distance is a bad idea . . .
- . . . because Euclidean distance is large for vectors of different lengths.

Why distance is a bad idea

The Euclidean distance between q and \vec{d}_2 is large even though the distribution of terms in the query \vec{q} and the distribution of terms in the document \vec{d}_2 are very similar.



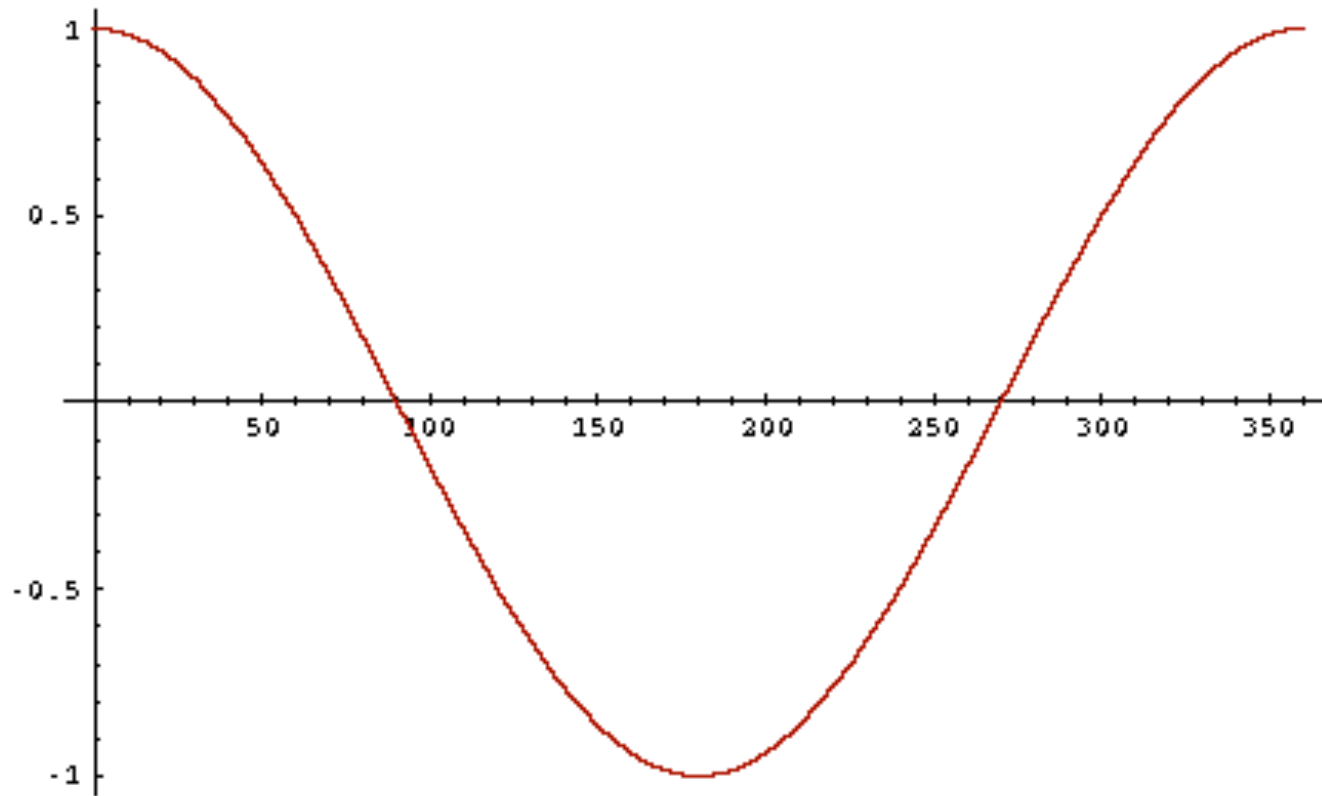
Use angle instead of distance

- Thought experiment: take a document d and append it to itself. Call this document d' .
- “Semantically” d and d' have the same content
- The Euclidean distance between the two documents can be quite large
- The angle between the two documents is 0, corresponding to maximal similarity.
- Key idea: Rank documents according to angle with query.

From angles to cosines

- The following two notions are equivalent.
 - Rank documents in decreasing order of the angle between query and document
 - Rank documents in increasing order of $\text{cosine}(\text{query}, \text{document})$
- Cosine is a monotonically decreasing function for the interval $[0^\circ, 180^\circ]$

From angles to cosines



- But how – *and why* – should we be computing cosines?

Length normalization

- A vector can be (length-) normalized by dividing each of its components by its length – for this we use the L_2 norm:

$$\|\vec{x}\|_2 = \sqrt{\sum_i x_i^2}$$

- Dividing a vector by its L_2 norm makes it a unit (length) vector (on surface of unit hypersphere)
- Effect on the two documents d and d' (d appended to itself) from earlier slide: they have identical vectors after length-normalization.
 - Long and short documents now have comparable weights

cosine(query,document)

$$\cos(\vec{q}, \vec{d}) = \frac{\vec{q} \cdot \vec{d}}{|\vec{q}| |\vec{d}|} = \frac{\vec{q}}{|\vec{q}|} \cdot \frac{\vec{d}}{|\vec{d}|} = \frac{\sum_{i=1}^{|V|} q_i d_i}{\sqrt{\sum_{i=1}^{|V|} q_i^2} \sqrt{\sum_{i=1}^{|V|} d_i^2}}$$

q_i is the tf-idf weight of term i in the query

d_i is the tf-idf weight of term i in the document

$\cos(\vec{q}, \vec{d})$ is the cosine similarity of \vec{q} and \vec{d} ... or,
equivalently, the cosine of the angle between \vec{q} and \vec{d} .

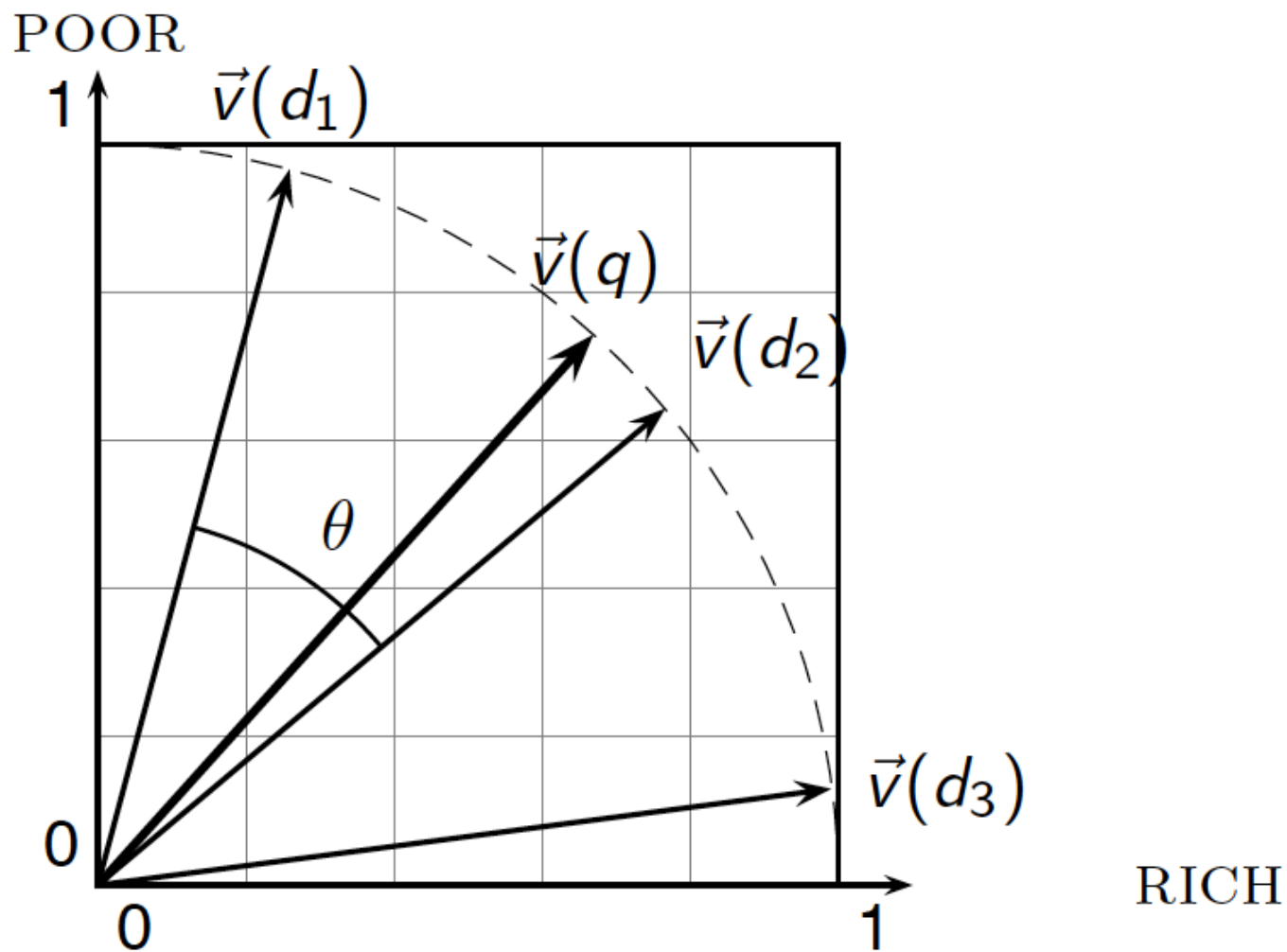
Cosine for length-normalized vectors

- For length-normalized vectors, cosine similarity is simply the dot product (or scalar product):

$$\cos(\vec{q}, \vec{d}) = \vec{q} \cdot \vec{d} = \sum_{i=1}^{|V|} q_i d_i$$

for q, d length-normalized.

Cosine similarity illustrated



Cosine similarity amongst 3 documents

How similar are
the novels

SaS: *Sense and
Sensibility*

PaP: *Pride and
Prejudice*, and

WH: *Wuthering
Heights*?

term	SaS	PaP	WH
affection	115	58	20
jealous	10	7	11
gossip	2	0	6
wuthering	0	0	38

Term frequencies (counts)

Note: To simplify this example, we don't do idf weighting.

3 documents example contd.

Log frequency weighting

term	SaS	PaP	WH
affection	3.06	2.76	2.30
jealous	2.00	1.85	2.04
gossip	1.30	0	1.78
wuthering	0	0	2.58

After length normalization

term	SaS	PaP	WH
affection	0.789	0.832	0.524
jealous	0.515	0.555	0.465
gossip	0.335	0	0.405
wuthering	0	0	0.588

$$\cos(\text{SaS}, \text{PaP}) \approx$$

$$0.789 \times 0.832 + 0.515 \times 0.555 + 0.335 \times 0.0 + 0.0 \times 0.0 \approx \mathbf{0.94}$$

$$\cos(\text{SaS}, \text{WH}) \approx \mathbf{0.79}$$

$$\cos(\text{PaP}, \text{WH}) \approx \mathbf{0.69}$$

Why do we have $\cos(\text{SaS}, \text{PaP}) > \cos(\text{SAS}, \text{WH})$?

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