

Distances

paul

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Going the distance

$$d(A, B)$$

is the quantification of

- the quantity of 1D-space between A and B , a **length**, in meters
- similarity between A and B, a **metric** $\in \mathbb{R}$
- quantity of separation , as in the **social distance** between two people in terms of classes

A, B may be sets ...

- Physical Length : Geometry, Physics, Mechanics
- Error function : Statistical model fitting
- Fitness function : Genetic Algorithm
- Loss function : Machine Learning
- Edit distance : Natural Language Processing
- Paths Lengths: Graph theory, Optics, Acoustics
- Likelihood : Probabilities

Due to **curse of dimensionality**, there is no good distance in a high dimensional data

Distance as Physical Length

$$d(A, B) = \sqrt{\sum_i (A_i - B_i)^2} \in \mathbb{R}$$

Requires **cartesian coordinates**

Pros

- well known /widely used
- simple/intuitive
- perfect for 2D and 3D

Cons

- subject to scale/units
- subject to curse of dimensionality
- Earth is not flat
- high-dimensional data may include correlations between dimensions

toy example : k-means on 2D points

$$d(A, B) = \sum_i |A_i - B_i| \in \mathbb{R}$$

Pros

- ok with high-dimensional data
- perfectly understandable if 1D ;-)

Cons

- "not the shortest"
- hard to interpret

$$d(A, B) = \max_i |A_i - B_i| \in \mathbb{R}$$

"King distance" on a chessboard

Pros

- ?

Cons

-
- hard to interpret

$$d(A, B) = \left(\sum_i |A_i - B_i|^p \right)^{\frac{1}{p}} \in \mathbb{R}$$

the "*paramterizable norm*"

$p = 1$: Manhattan

$p = 2$: Euclidean

$p = \infty$: Chebyshev

Pros

- tunable with p

Cons

- shipped with others cons depending on values of p
- hard to interpret (what if $p = 0.3$?)

$$D_M(x) = \sqrt{(x - \mu)^T \Sigma^{-1} (x - \mu)}$$

Pros

- correlation taken into account
- variance taken into account

Cons

- distance between an element and **a set of others**
- outliers sensitive (because variance and mean are)

$$d(A, B) = 2r \arcsin \sqrt{\sin^2 \left(\frac{\varphi_B - \varphi_A}{2} \right) + \cos(\varphi_A) \cos(\varphi_B) \sin^2 \left(\frac{\lambda_B - \lambda_A}{2} \right)}$$

φ is latitude , λ is longitude, r is the sphere radius.

Pros

- adapted for earth surface points

Cons

- distortions if not on a regular sphere
- scary looking

Distance as Similarity

$$d(A, B) = \cos(\theta) = \frac{A \cdot B}{\|A\| \cdot \|B\|} \in [-1; 1]$$

Requires **scalar product** and a **norm**.

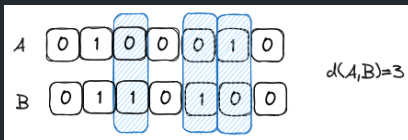
Pros

- still simple
- normalised values
- used for high-dimensional data

Cons

- captures "orientation" only
- magnitudes meaningless
- degraded by sparse data

$$d(A, B) = \text{Card}\{i : A_i \neq B_i\}$$



The number of values that differ from A to B.

Requires **same length** objects

Pros

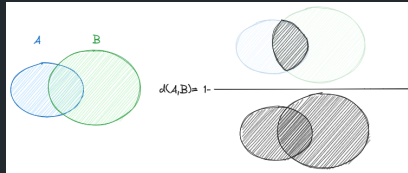
- intuitive (regarding objects size)
- simple

Cons

- same length constraint
- count differences occurrences, not the *gap*

use case : similarity using qualitative variables only

$$d(A, B) = 1 - \frac{A \cap B}{A \cup B} \in [0; 1]$$



also called **IOU**

Distance is 1- Jaccard index

Pros

- intuitive : similarity of sets
- simple with cardinality

Cons

- tend to be low for huge sets (\cup is always big)

use case : similarity between documents as common words count

$$d(A, B) = \sum_{x \in X} A(x) \log \frac{A(x)}{B(x)}$$

A and B are probability distributions on X

Pros

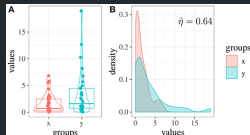
- well known
- feat. entropy

Cons

- how to handle zeros in probabilities ?
- \Rightarrow additional smoothing required
- not a distance! (no symmetry + no triangle inequality)
- strange if multimodalities

$$d(A, B) = \int_{\mathbb{R}^n} \min[f_A(x), f_B(x)] dx \in [0; 1]$$

f_A and f_B are probability distribution functions



dug by Kirana, thx!

Pros

- intuitive
- no distributions assumptions (unimodality, symmetry)
- works with different sizes samples

Cons

- ?

- [Initial blog post on Towards Data Science](#)