

Homework #1: Cosines o' the Times

Due Thursday, January 24, at 11:59 p.m.

In this assignment you will use **cosine similarity** to detect similarities between web pages. The goals of this assignment are to familiarize you with our course infrastructure, let you practice object-oriented programming with Java, and introduce you to the **collections framework**. Also, we hope you have fun playing with your solution, which, despite its simplicity, will have an uncanny ability to detect similar web pages.

Cosine Similarity

Technically speaking, cosine similarity is a measure of similarity between two nonzero vectors of an inner product space that is the cosine of the angle between the vectors, but don't let that definition scare you. It just measures the similarity of two arbitrary objects, and it works for any objects that can be represented as a bunch of attribute-value pairs. It's often used to compare text documents, with the attribute-value pairs being the word frequencies. A great thing about cosine similarity is that it's quick and easy to calculate, and can detect similarities for many different kinds of objects, from text to Pokémon to used cars. It's commonly used in data mining and machine learning.

The cosine similarity of two vectors A and B is:

$$\text{similarity} = \cos(\theta) = \frac{\mathbf{A} \cdot \mathbf{B}}{\|\mathbf{A}\| \|\mathbf{B}\|} = \frac{\sum_{i=1}^n A_i B_i}{\sqrt{\sum_{i=1}^n A_i^2} \sqrt{\sum_{i=1}^n B_i^2}},$$

where A_i and B_i are components of vectors A and B respectively.

Again, don't let this definition scare you. To make this concrete, consider the cosine similarity of “if it is to be it is up to me to do it” and “let it be”. For the first text, the frequency of terms can be represented through the mapping {be=1, do=1, if=1, is=2, it=3, me=1, to=3, up=1}, for the second one as {be=1, it=1, let=1}. If we assume a fixed order of all known words, let's say ('be', 'do', 'if', 'is', 'it', 'me', 'to', 'up', 'let'), we can represent the frequencies for both documents as vectors (1, 1, 1, 2, 3, 1, 3, 1, 0) and (1, 0, 0, 0, 1, 0, 0, 0, 1), to which we can apply the formula. For the numerator, we can ignore all terms that occur zero times in either document, resulting in $1 \cdot 1 + 3 \cdot 1$ for 'be' and 'it'. The denominator is $\sqrt{1^2 + 1^2 + 1^2 + 2^2 + 3^2 + 1^2 + 3^2 + 1^2} \sqrt{1^2 + 1^2 + 1^2} = \sqrt{27} \sqrt{3} = 9$. Hence, the cosine similarity is $4/9$, or approximately 0.44.

Note that the numerator is only influenced by the words that appear in *both* documents. Because the numerator is the sum of products of the frequency of each word in the documents, a word that is missing from one document (frequency 0) does not affect the numerator's sum.

The value of the similarity varies from 0 to 1 for document word frequencies. The cosine similarity of a document and itself is 1, and the cosine similarity is 0 for two documents that contain no words in common.

The homework assignment is divided into three parts, detailed below.

Part 1: A Document class

Write a `Document` class (see hints below) with:

- A public constructor that takes a URL string such as `"https://en.wikipedia.org/wiki/Shiba_Inu"`.
- An instance method that takes a second `Document` and returns the cosine similarity, calculated using the formula above.
- A `toString` method that overrides `Object#toString` and returns the URL (as a `String`) of the document.

Part 2: The closest match in a set of documents

What is a Java program? No method in Java can be defined without an enclosing class. Thus, in the context of Java, the word *program* is used to refer to a class that contains a method with the signature `public static void main(String[] args)`; this method is the entry point to the execution of the program. By convention, “a program named *X*” means that the *class* should be named *X*.

Write a program called `FindClosestMatch` that takes an arbitrary number of URLs on the command line and prints the two URLs for the most similar pair of web pages. For n documents your program should perform $n(n-1)/2$ calls to the cosine similarity method. In other words, each web page should be compared to every other web page exactly once. Cosine similarity is (theoretically) symmetric, so there is no need to compute *docX*’s similarity to *docY* if you’ve already computed *docY*’s similarity to *docX*. We say “theoretically” because, on a real computer, there is imprecision in floating point arithmetic.

Test your program by running it with approximately six Wikipedia articles consisting of two articles on closely related topics and four articles on unrelated topics (e.g., two animals, a plant, a corporation, a rock band and a painter). See if the program can find the two related articles.

Part 3: The closest match to each document in a set

Write a program called `FindClosestMatches` that takes an arbitrary number of URLs on the command line and finds the closest matching web page for *each* of the command line arguments. With n command line arguments the program should print n pairs of URLs: one for each URL and its closest match, with each pair on its own line. This program should perform the same $n(n-1)/2$ calls to the cosine similarity method as in Part 2, but should save the results in an appropriate data structure of Java's collection framework so that the closest match for each URL can be determined. As in Part 2, don't bother handling exceptions.

Test your program by running it with approximately ten Wikipedia articles drawn from five subject areas (two articles per subject area). See how many of the pairs your program correctly matches.

Hints

- Use the `Scanner` class to process a web page a word at a time, to build a frequency table for words in the document. You can construct a `Scanner` from a URL string:

```
URL url = new URL(urlString);
Scanner in = new Scanner(url.openStream());
```

Use the `Scanner`'s default tokenization, and don't bother cleaning up the input. This will keep your program simple, and cosine similarity is tolerant of noisy data.

- You do not need to handle exceptions thrown by the `URL`; just declare your constructor or methods to propagate them outward to the main method.
- Use double-precision floating point arithmetic to compute the numerator and denominator for cosine similarity even though they are integers; integer arithmetic could overflow, yielding wildly incorrect results.
- As an optional optimization, a `Document` can cache the sum of the squares of the frequencies, which will speed up the computation of cosine similarities.
- Do not use Java's deprecated `Hashtable` class. Use a `HashMap` instead.

Evaluation

Overall this homework is worth 50 points. To earn full credit your solution must demonstrate correct basic use of some Java collections, must build on [Travis CI](#) using our Gradle and Checkstyle build configuration, must use proper access modifiers (`public`, `private`, etc.) for your fields and methods, must include descriptive Javadoc comments for all public methods, and must follow [Java code conventions](#).

We will grade your work approximately as follows:

- Successful use of Git, GitHub, and build automation tools: 5 points
- Basic proficiency in Java: 20 points
- Fulfilling the technical requirements of the program specification: 15 points
- Documentation and code style: 10 points