Distance Metrics.*

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To talk about "close" and "far" in a consistent manner, you need to be able to measure distances. For this, you may need the concept of a "distance metric."

A distance metric is a little bit more than something that starts at zero and gets bigger as you get farther away. It must be defined in such a way that the shortest distance between any two points is a straight line.

A distance metric, d(A, B) is a function or algorithm for calculating a distance between two things, A and B. It has three properties:

- 1. It is always positive or zero.
- 2. The distance from a thing¹ to itself is zero.
- 3. It obeys the triangle inequality: For any three points, A, B, and C, $d(A, B) + d(B, C) \ge d(A, C)$ for any possible choice of B. In other words, the straight line between A and C, which has a length d(A, C), is shorter² than any other path between A and C, such as a path that goes by way of B.

Anything that obeys these three properties is a distance metric.

The standard examples are Euclidean distance in two dimensions:

$$d_{Euclid}(A,B) = ((A_x - B_x)^2 + (A_y - B_y)^2)^{1/2},$$
(1)

and the two-dimensional city block metric [Krowne, 2003]:

$$d_{Euclid}(A,B) = |A_x - B_x| + |A_y - B_y|. (2)$$

Both Euclidean and city-block metrics can work in more (or less) than two dimensions. In either case, you get one term in the addition for each dimension.

References

[Krowne, 2003] Krowne, A. (2003). PlanetMath: city-block metric. PlanetMath.org, http://planetmath.org/encyclopedia/CityBlockMetric.html. Canonical name CityBlockMetric,.

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 $^{^1}$ A geometrical point, or a document. . . .

² Strictly speaking this should read "...at least as short as...," because if B is on the line between A and C, then d(A,B) + d(B,C) = d(A,C). Also, it's possible to have a distance measure where certain directions just don't count: an extreme example is if d(X,Y) = 0 for all X and Y. This always-zero (and rather useless) distance metric obeys the triangle inequality because d(A,B) + d(B,C) = d(A,C) for all B.