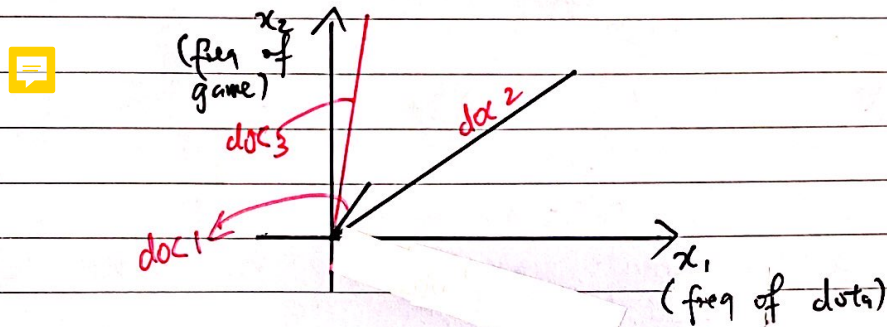


Cosine Similarity & Distance

Intuition:

2d-Dimension: We have 3 documents, and let us consider only 2 dominant terms in these 3 documents: dota, game. We represent the frequency of these 2 words as x_1 & x_2 in the 2-d plane.



doc 1 : (3, 6) = 3 appearances of dota & 6 counts of game
 doc 2 : (12, 15)
 doc 3 : (1, 10)

Now, Euclidean distance : $\|doc_1 - doc_2\|_2 = \sqrt{162}$
 $\|doc_2 - doc_3\|_2 = \sqrt{146}$ } implies doc₂ is closer to doc₃ in Euclidean space.

However, in fact, both doc₁ & doc₂ are from the same extract: "Dota vs Humanity" while doc₃ is from "Games of the century".

The catch is doc₃ is a super long article, and naturally (statistically) contain more words, \rightarrow the chance of dota/game appearance is higher, but by right, doc₁ should be more similar.

Thus, in the 2d-space, in this situation, the euclidean magnitude may not be as informative. Instead, finding the angle between is better.

$$\cos \theta \text{ of } doc_1 \text{ \& } doc_2 = \frac{\begin{bmatrix} 3 \\ 6 \end{bmatrix} \cdot \begin{bmatrix} 12 \\ 15 \end{bmatrix}}{\sqrt{45} \cdot \sqrt{369}} = 0.977$$

$$\cos \theta \text{ of } doc_2 \text{ \& } doc_3 = \frac{\begin{bmatrix} 12 \\ 15 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 10 \end{bmatrix}}{\sqrt{146} \cdot \sqrt{101}} = 0.839$$

Definition Cosine Similarity

In vector space, given 2 vectors, the angle between them can be calculated as follows

$$\vec{A} \cdot \vec{B} = \|\vec{A}\|_2 \|\vec{B}\|_2 \cos \theta$$

$$\text{iff } \vec{A} \cdot \vec{B}$$

$$\theta = \cos^{-1} \frac{\vec{A} \cdot \vec{B}}{\|\vec{A}\|_2 \|\vec{B}\|_2}$$

iff

$$\cos \theta = \frac{\vec{A} \cdot \vec{B}}{\|\vec{A}\|_2 \|\vec{B}\|_2}$$

We then call $\cos \theta$ the "cosine similarity" of vector \vec{A} & \vec{B} .

Note:

$$-1 \leq \cos \theta \leq 1$$

Exact
opposite

Exactly
the
same

if $\cos \theta = 0 \Rightarrow$ orthogonal.

$$\boxed{\text{Cosine Distance}} = 1 - \text{cosine similarity}$$

Cosine Similarity & Euclidean Distance

Given 2 vectors \vec{A}, \vec{B} , denote euclidean between \vec{A} & \vec{B} to be $\|\vec{A} - \vec{B}\|_2$, then

$$\begin{aligned} \|\vec{A} - \vec{B}\|_2^2 &= (\vec{A} - \vec{B})^T (\vec{A} - \vec{B}) \\ &= \|\vec{A}\|^2 + \|\vec{B}\|^2 - 2\vec{A}^T \vec{B} \end{aligned}$$

if \vec{A}, \vec{B} are normed.

$$\begin{aligned} &= 2 - 2\vec{A}^T \vec{B} = 2(1 - \underbrace{\vec{A}^T \vec{B}}_{\text{cos similarity}}) \\ &= 2(1 - \cos(\vec{A}, \vec{B})) \end{aligned}$$