



**TRAILHEAD**  
TECHNOLOGY PARTNERS

# Warm And Fuzzy:

## Semantic Search in .NET



Jonathan “J.” Tower

# Medication Status Lookup

Please enter the name of the medication below and click on a result in the dropdown below.

The medication database does not contain information on, or that applies to any dietary ingredient.

**Search Tip:** Search for the generic name first (acetaminophen). If the medication is not found, search for the brand name (Tylenol).

Medication Name

 Medication name

Additional Information

Additional information, if any, will be displayed here.

TRAILHEAD TECHNOLOGY PARTNERS

HOME MEDICATION STATUS LOOKUP SUPPLEMENT INFORMATION ABOUT JOSH+PRO...@TRAILHEADTECHNOLOGY.COM

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tylenol ≠ acetaminophen

advil ≠ ibuprofen ≠ NSAID

[HOME](#)[MEDICATION STATUS  
LOOKUP](#)[SUPPLEMENT  
INFORMATION](#)[ABOUT](#) ▾[JOSH+PRO...@TRAILHEADTECHNOLOGY.COM](#) ▾

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Learn how to add  
AI-powered  
**semantic search**  
to your .NET apps



# Jonathan "J." Tower

Founding Partner



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- ✉ jtowermi
- ✉ Jonathan "J." Tower

LET'S  
TALK



[bit.ly/th-offer](http://bit.ly/th-offer)

[github.com/trailheadtechnology/dotnet-semantic-search](https://github.com/trailheadtechnology/dotnet-semantic-search)

# The Evolution of Fuzzy Search



## Exact Match

```
SELECT * FROM Products WHERE Name = 'car'
```

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## User frustration:

“automobile” won’t match “car”

“cra” won’t match “car”

“ca” won’t match “car”

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# Levenshtein

**Levenshtein("kitten", "sitting") = 3**

L	e	v	e	n	s	h	t	e	i	n
L	e	v	e	n	s	h	t	e	i	n
L	e	v	e	n	s	h	t	e	i	n
0	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
L	0.5	0	0.5	1	1.5	2	2.5	3	3.5	4
e	1	0.5	0	0.5	1	1.5	2	2.5	3	3.5
v	1.5	1	0.5	0	0.5	1	1.5	2	2.5	3
e	2	1.5	1	0.5	0	0.5	1	1.5	2	2.5
n	2.5	2	1.5	1	0.5	0	0.5	1	1.5	2
s	3	2.5	2	1.5	1	0.5	0	0.5	1	1.5
h	3.5	3	2.5	2	1.5	1	0.5	0	0.5	1
t	4	3.5	3	2.5	2	1.5	1	0.5	0	0.5
e	4.5	4	3.5	3	2.5	2	1.5	1	0.5	0
i	5	4.5	4	3.5	3	2.5	2	1.5	1	0.5
n	5.5	5	4.5	4	3.5	3	2.5	2	1.5	0

**Rules (configurable):**

Substitutions cost 1

Deletion or insertion costs 1

**Ex:**

kitten → sitten: 1

sitten → sittin: 1

sittin → sitting: 1

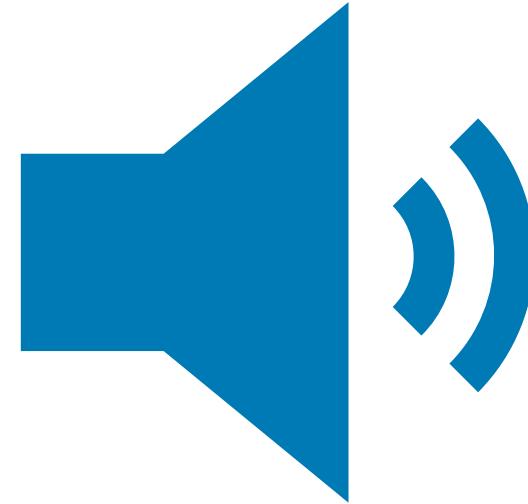
Total: 3

Video: Substitution as 1 and cost of deletion or insertion as 0.5



# Soundex

Creates **4-character code** based on how they **sound**, not how they're spelled



## Rules:

- Keeps the first letter of the word
- Converts the rest into numbers representing consonant sounds
- Drops vowels and silent letters
- Words that sound similar → same code

## Ex:

"Smith" → S530  
"Smyth" → S530

"Robert" → R163  
"Rupert" → R163

# From Fuzzy to Semantic Search



## Fuzzy Search

Find things that **look similar**

# From Fuzzy to Semantic Search

## Fuzzy Search



Find things that **look similar**

## Semantic Search



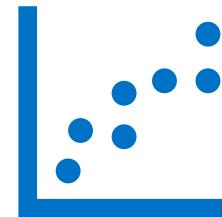
Find things that **mean the same**

# Core Concepts of Semantic Search

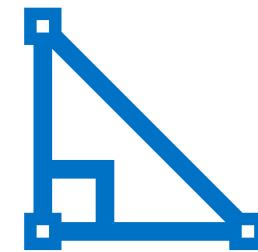
# Core Concepts of Semantic Search



Vectors



Embeddings

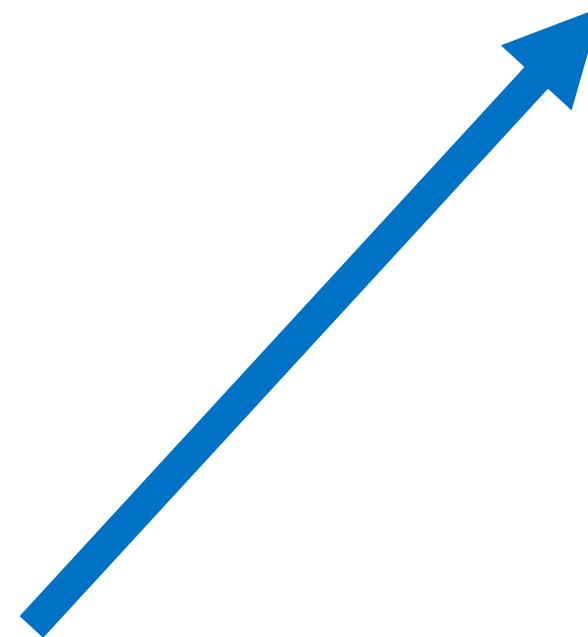


Cosine  
Differences

# Vectors

# Vectors

1. Direction
2. Magnitude

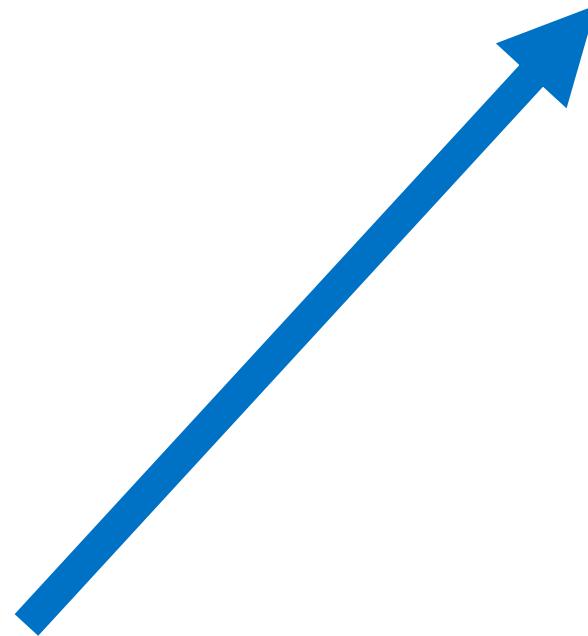


# Vectors

1. Direction
2. Magnitude

**Ex:**

1 mile northwest

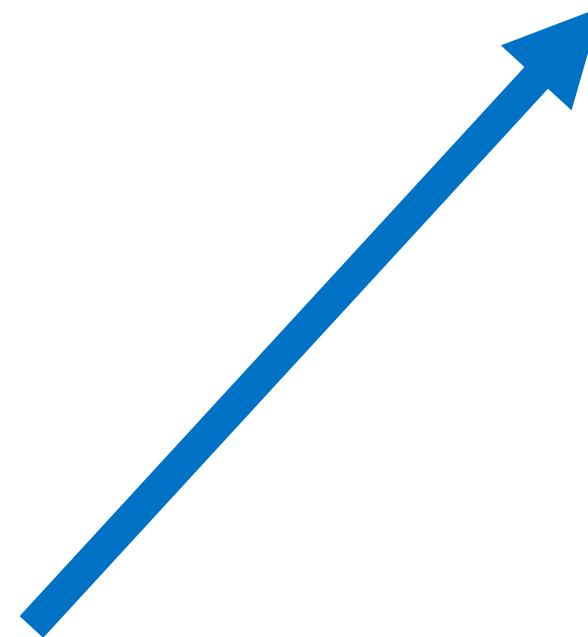


# Vectors

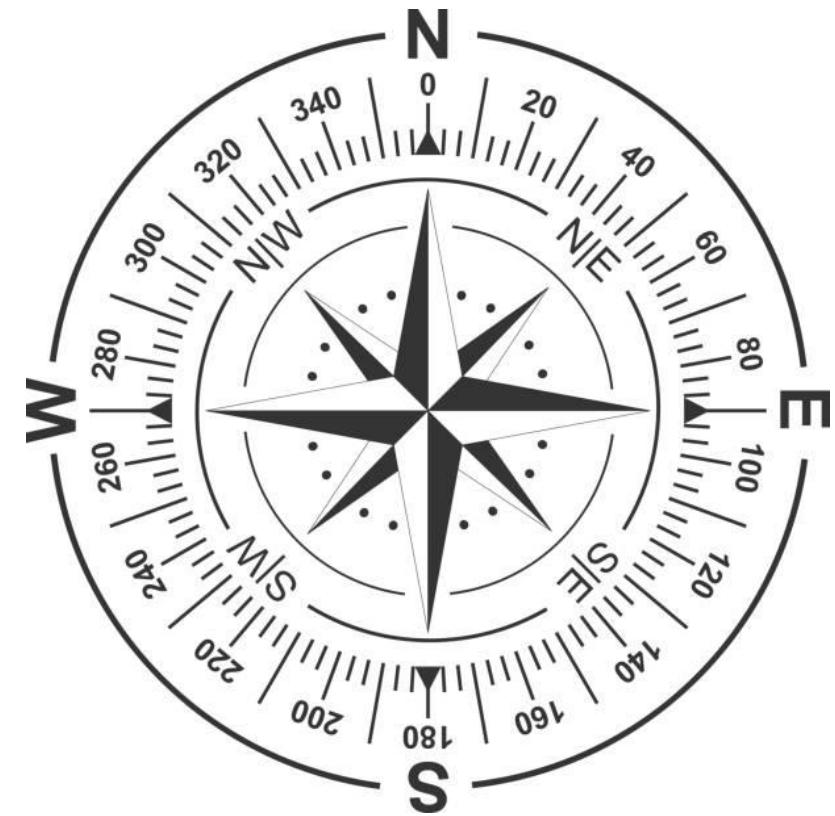
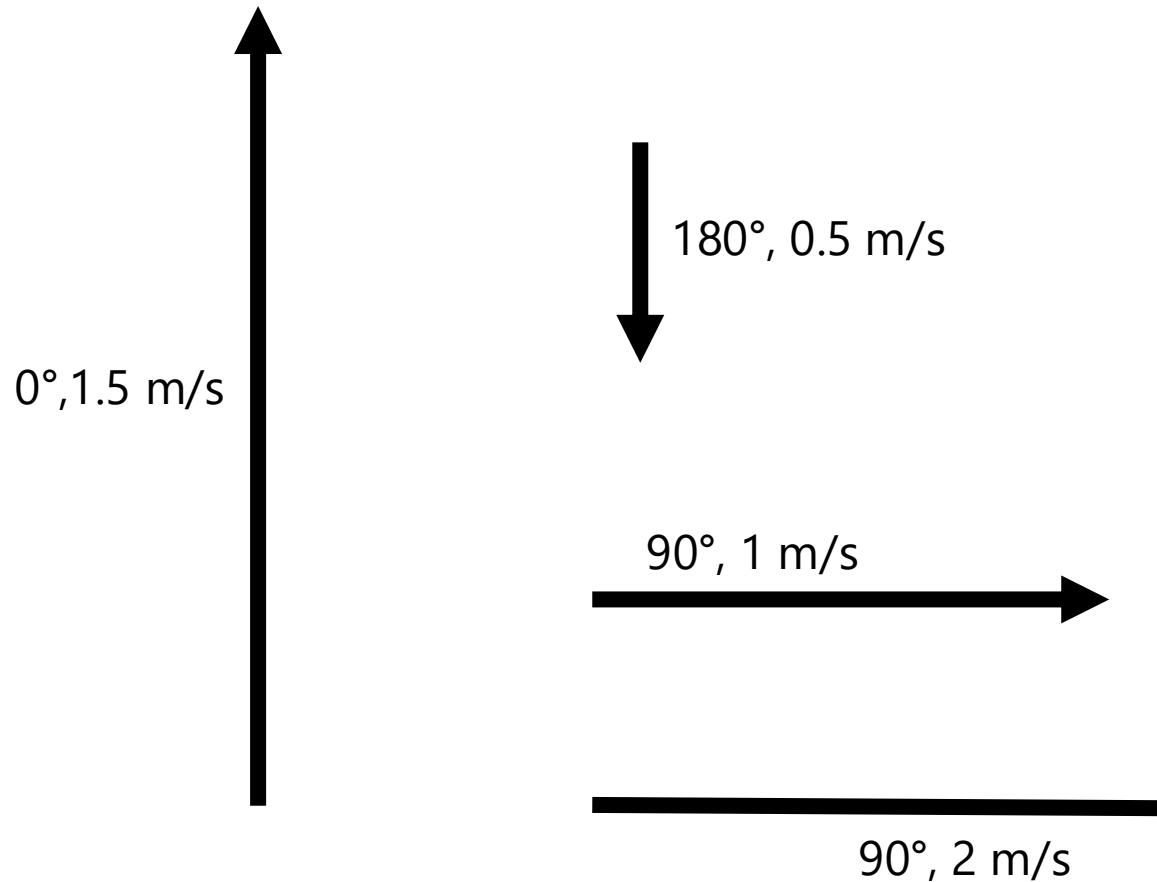
1. Direction
2. Magnitude

**Ex:**

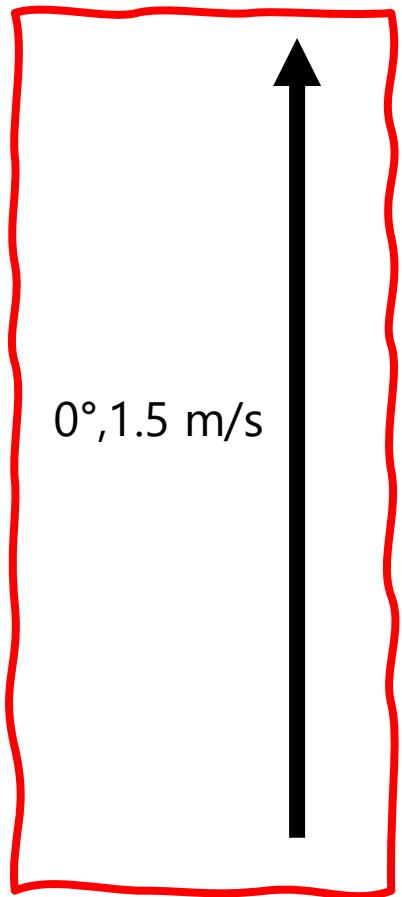
1 mile northwest  
1 m/s at  $130^\circ$



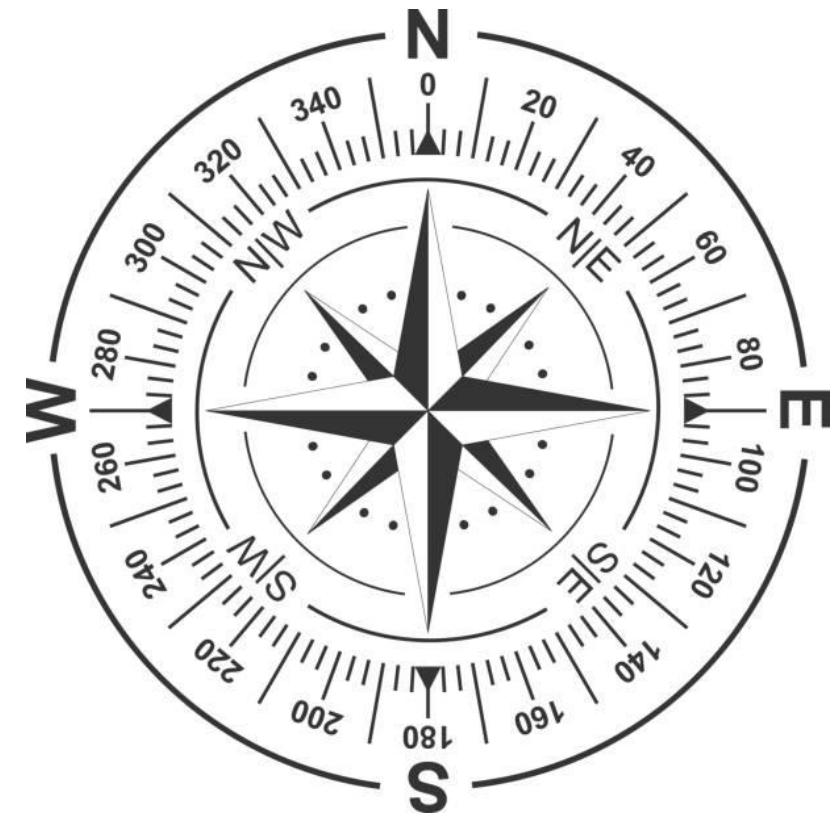
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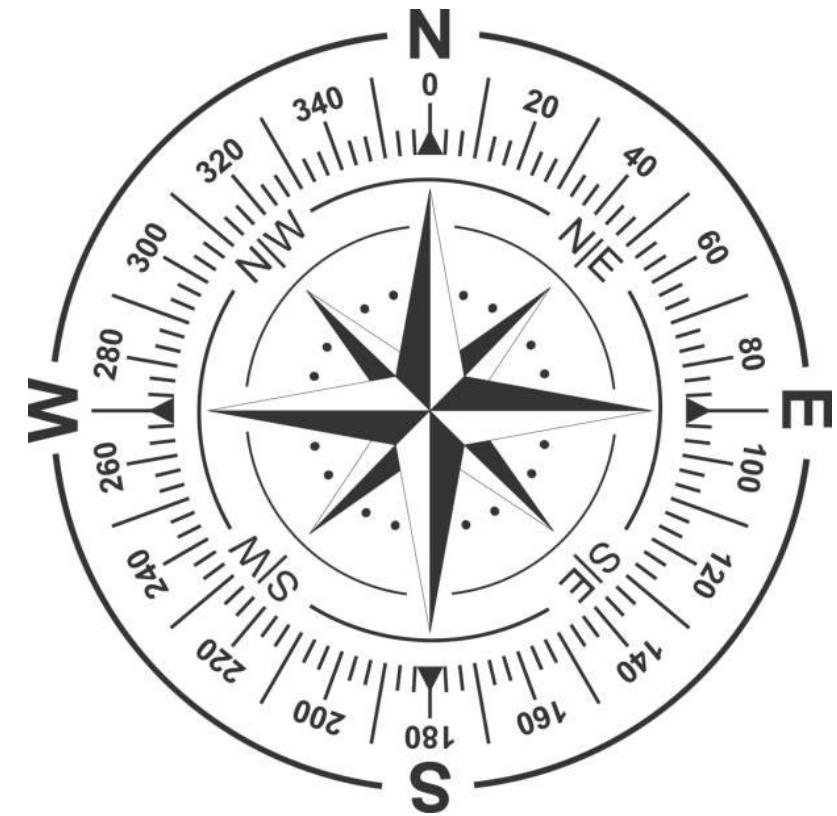
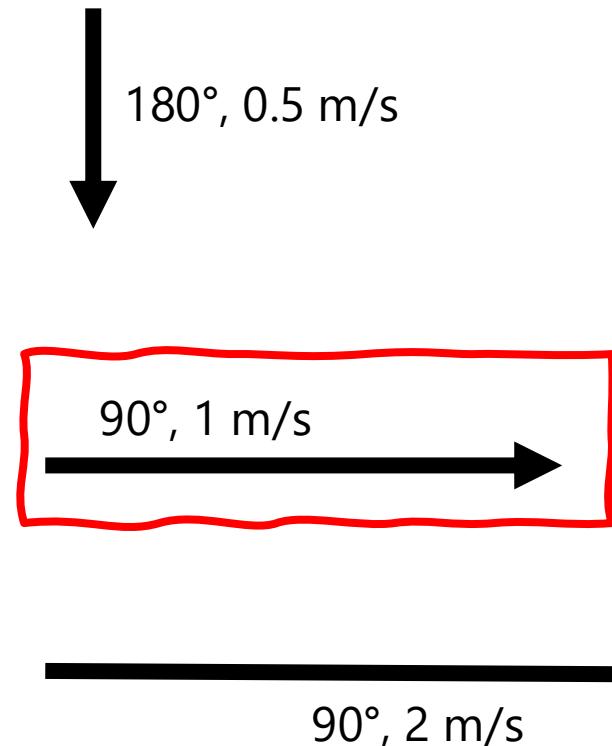
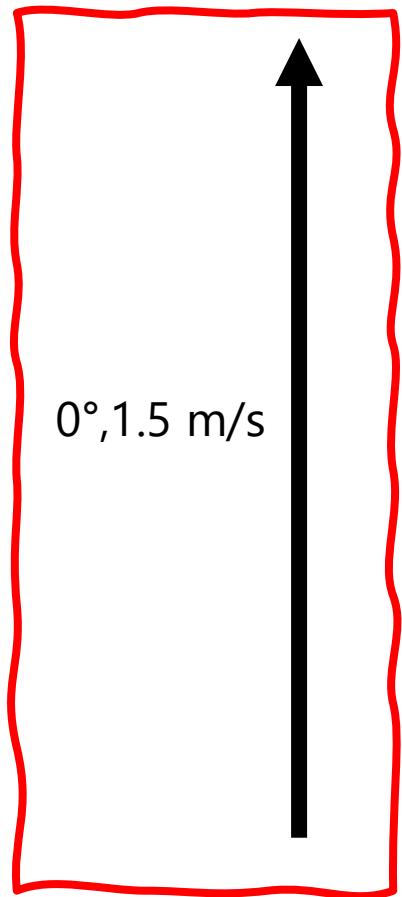
# Vectors



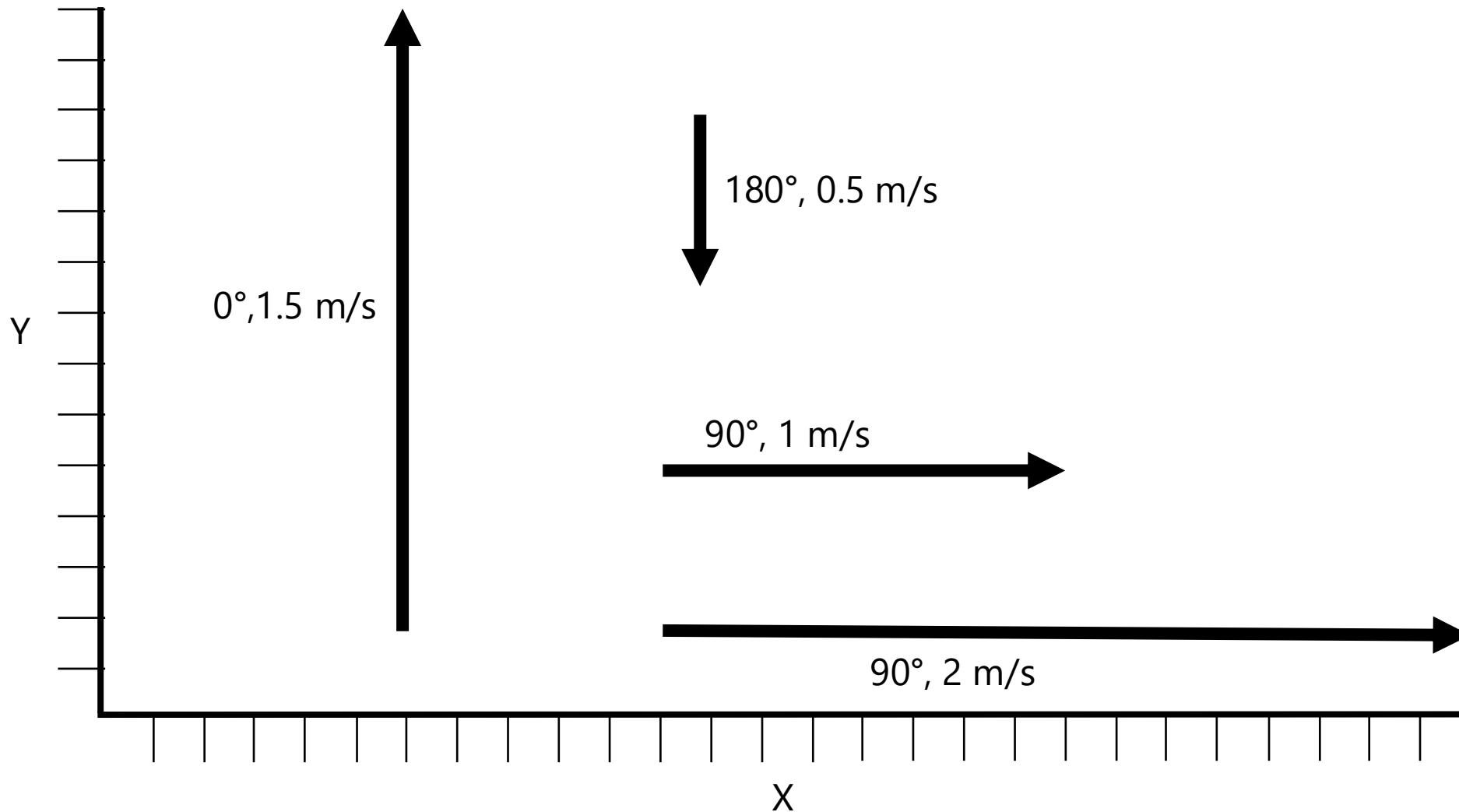
↓  
180°, 0.5 m/s  
→  
90°, 1 m/s  
→  
90°, 2 m/s



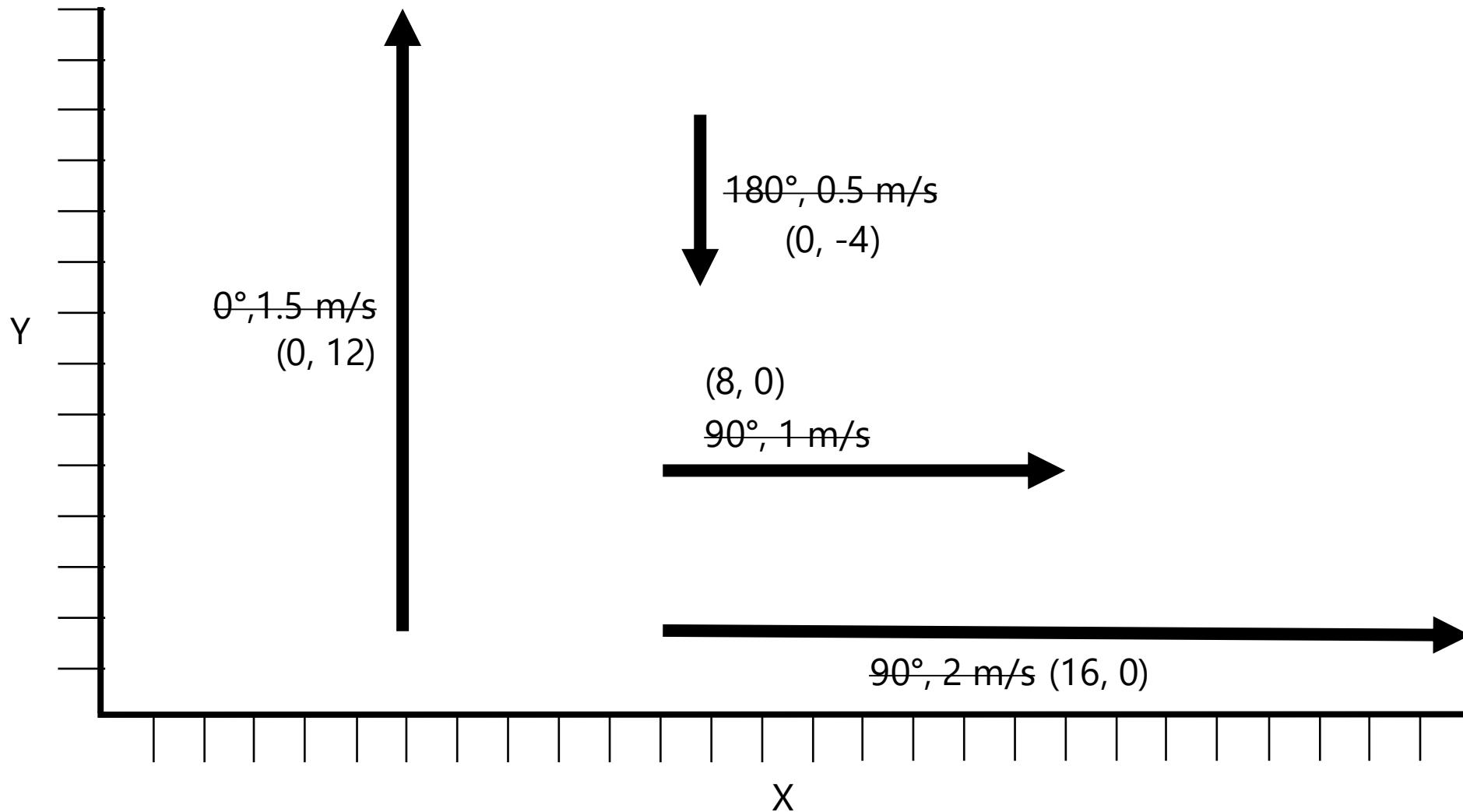
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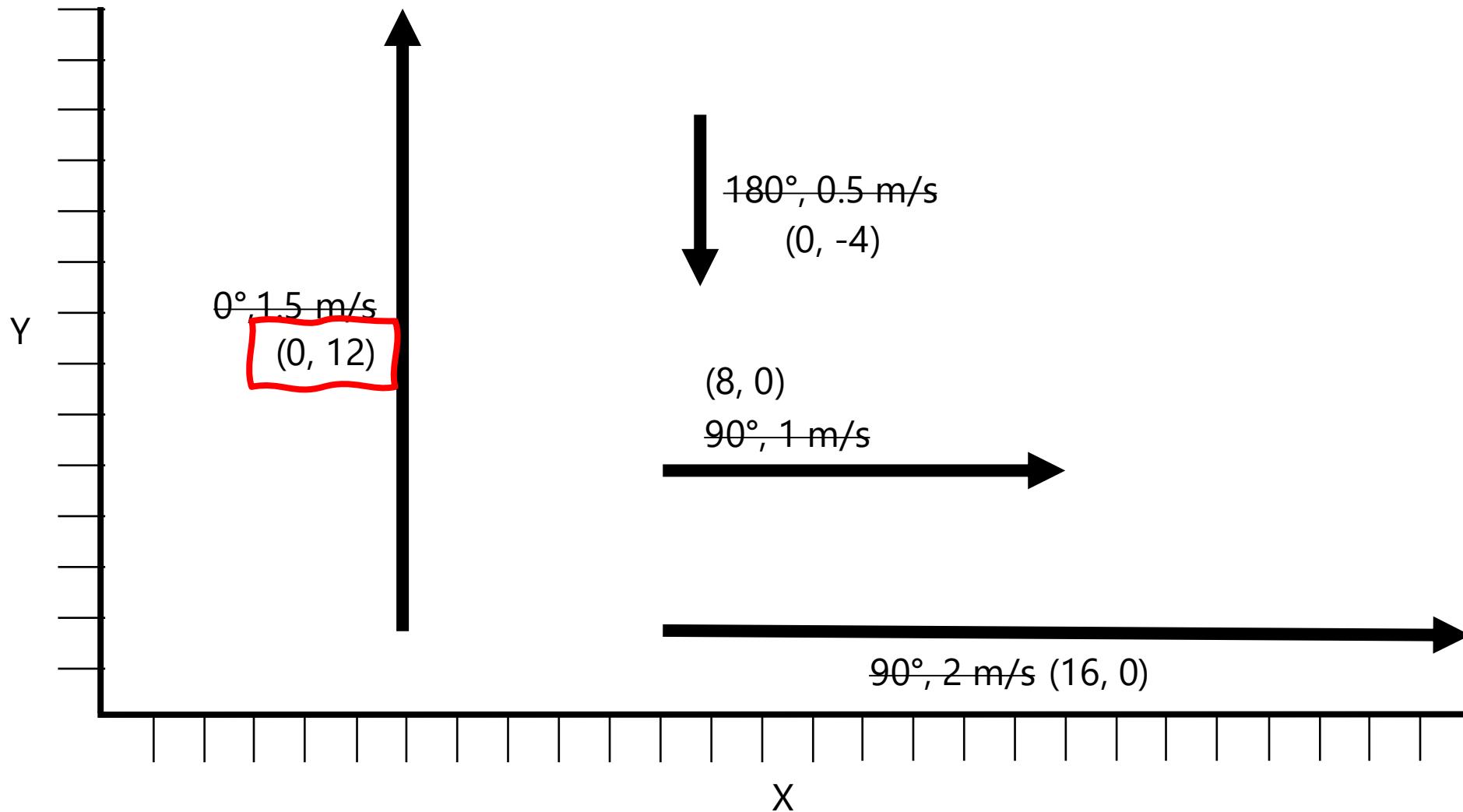
# Vectors



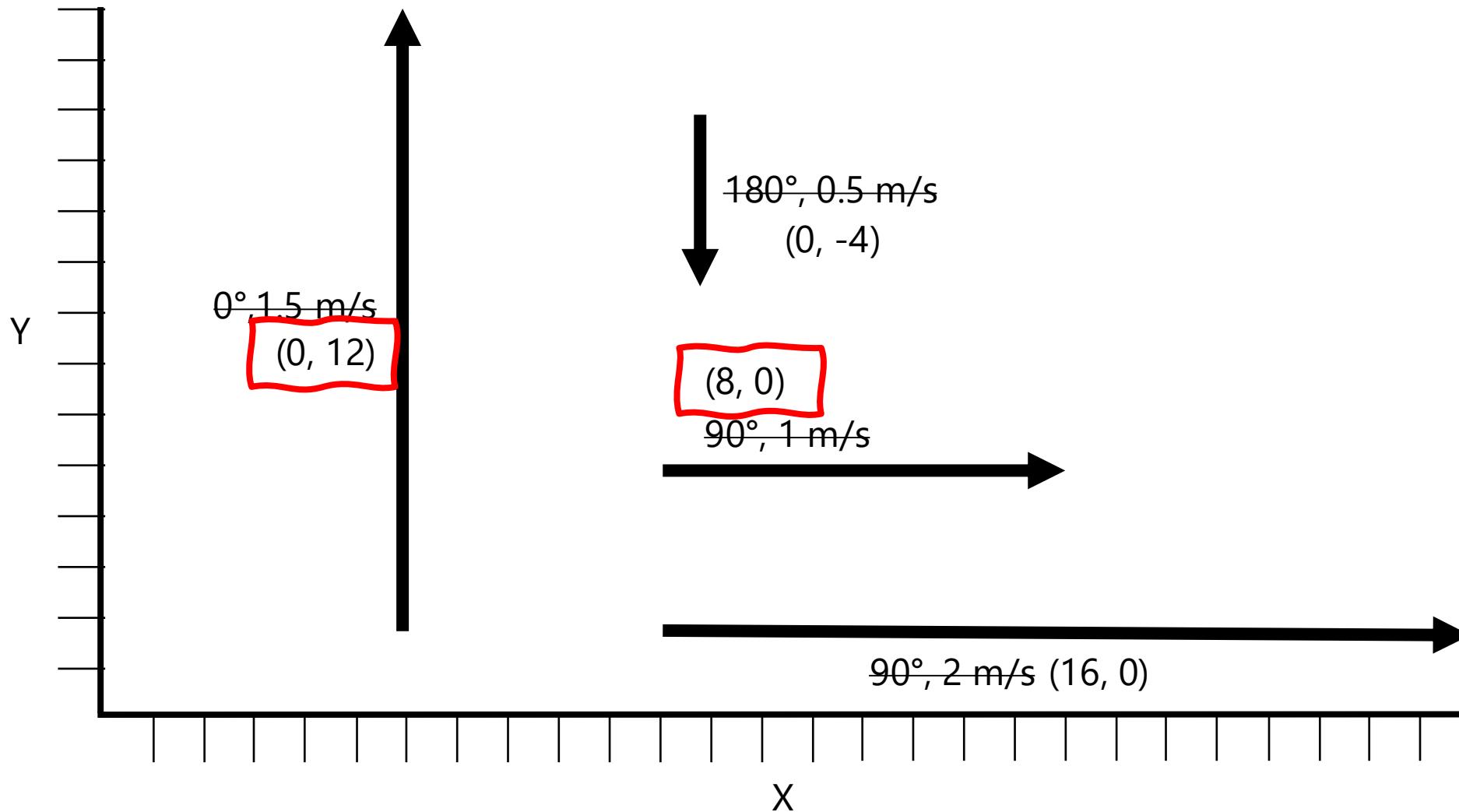
# Vectors



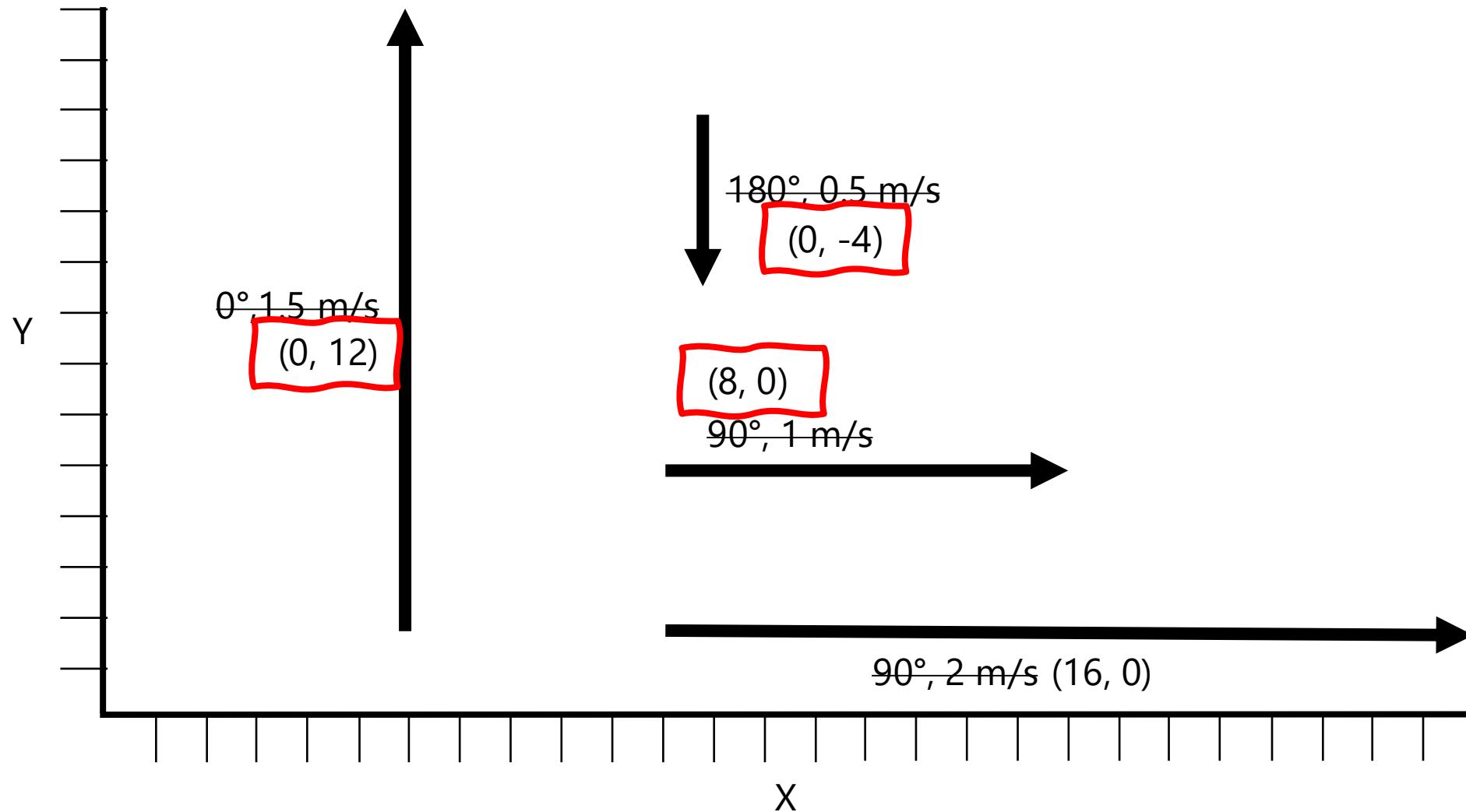
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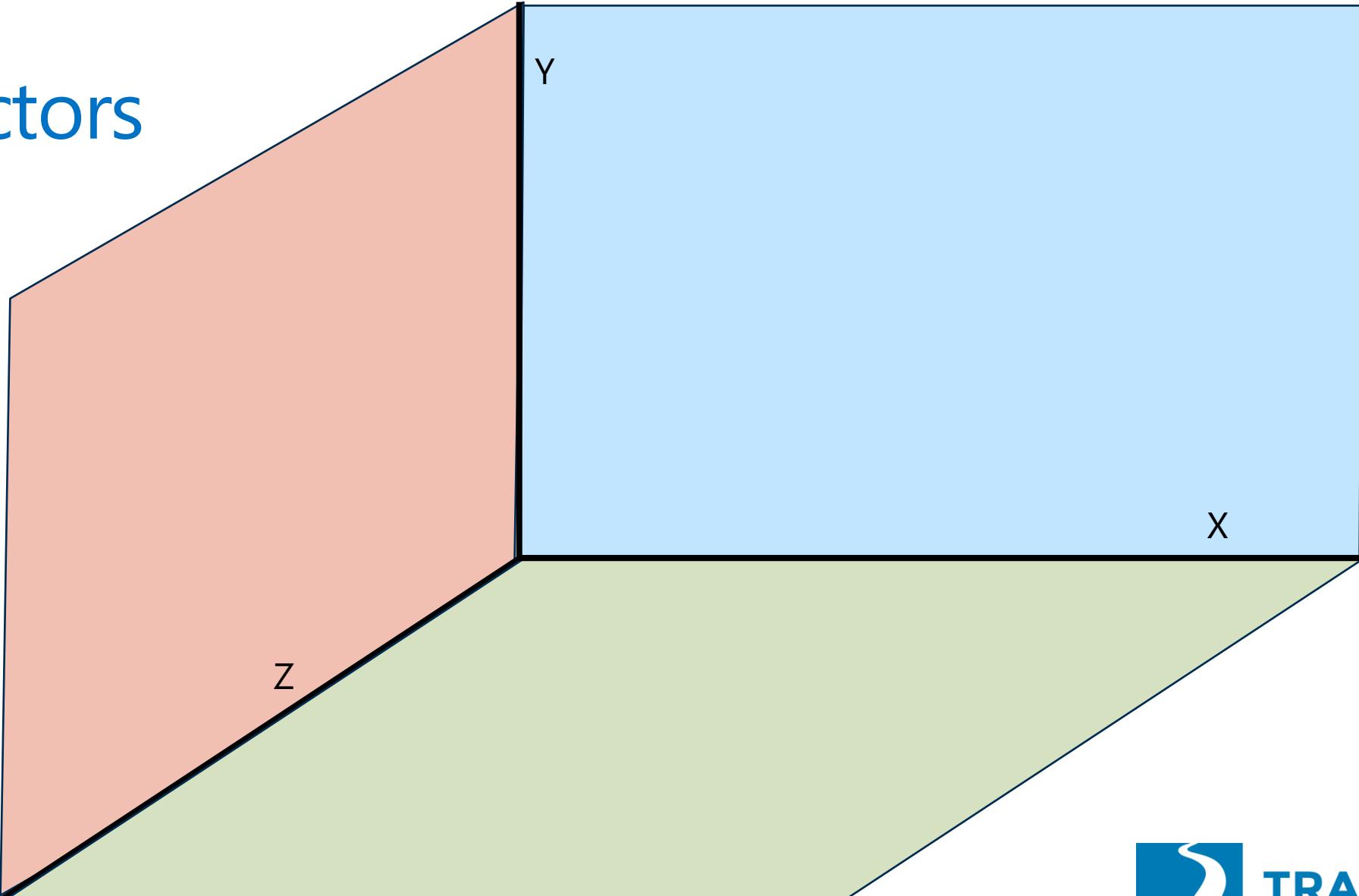
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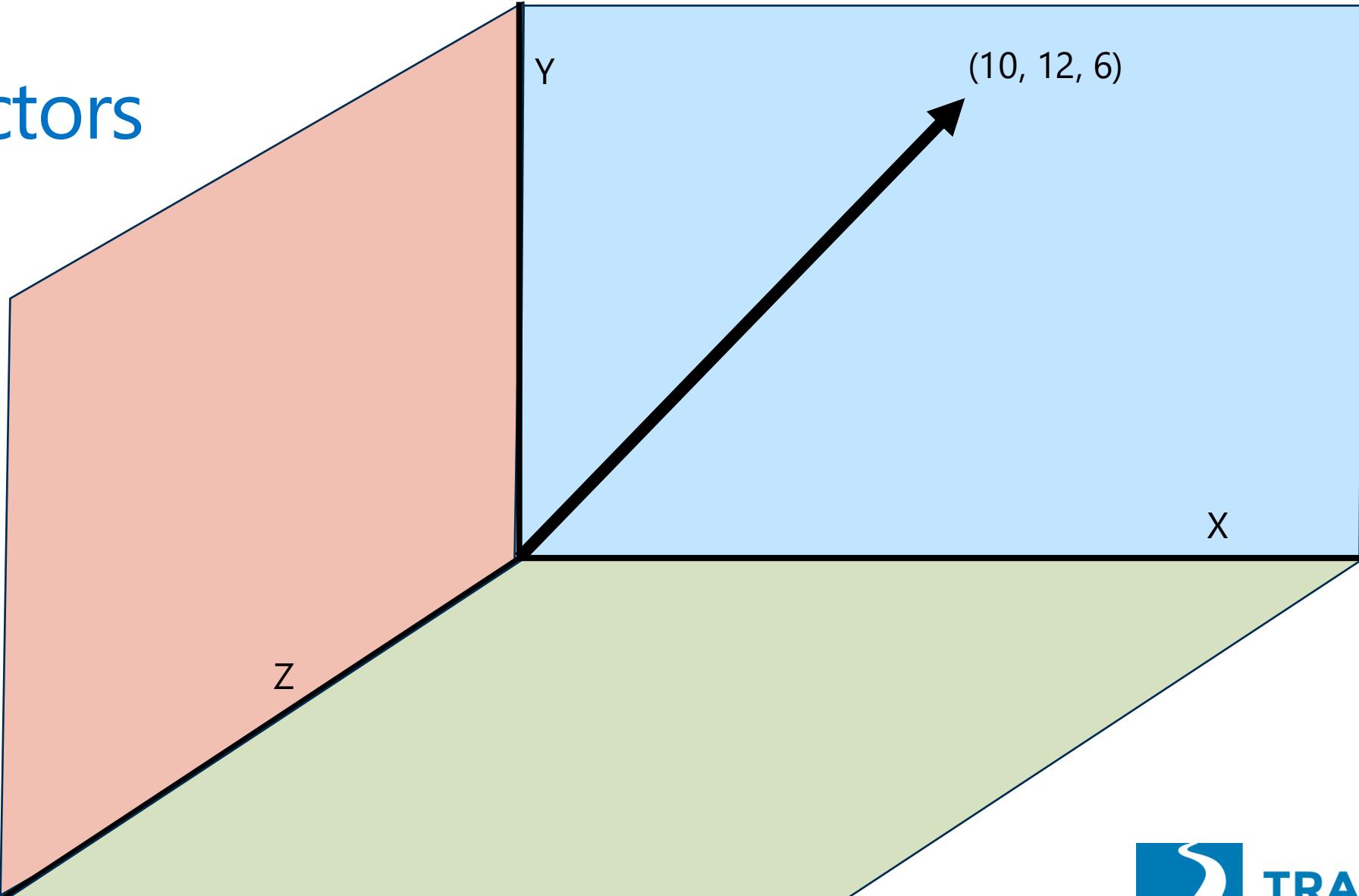
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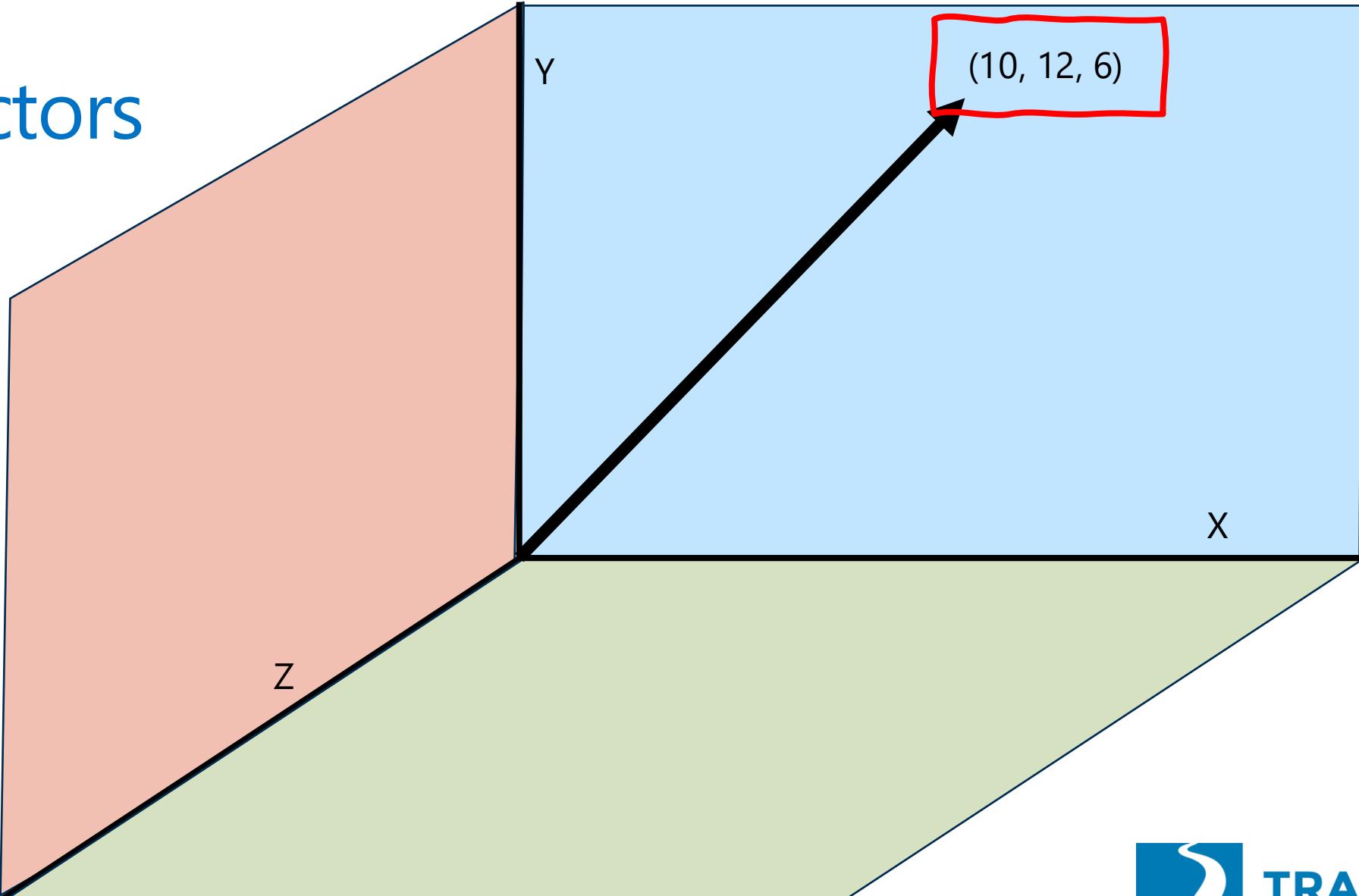
# 3D Vectors



# 3D Vectors



# 3D Vectors



4D+ Vectors

*Sorry*  
**IMAGE**  
NOT AVAILABLE



# 4D+ Vectors

Dimensions	Sample Vector
2	(10, 12)
3	(10, 12, 6)
4	(10, 12, 6, 4)
5	(10, 12, 6, 4, 10)
6	(10, 12, 6, 4, 10, 3)
7	(10, 12, 6, 4, 10, 3, 144)
N	(10, 12, 6, 4, 10, 3, 144, ...)

# 4D+ Vectors

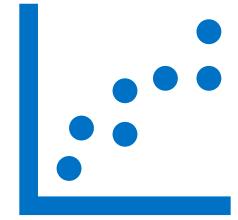
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2	(10, 12)
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7	(10, 12, 6, 4, 10, 3, 144)
N	(10, 12, 6, 4, 10, 3, 144, ...)

**LLMS today:  
384 to 3,000  
dimension vectors**

# Embeddings



# Embeddings

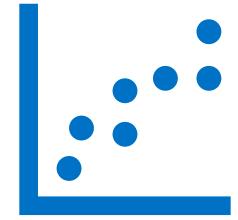


Storing meaning using vectors

An **embedding** is just a **vector** that points in a direction **representing meaning**

The **closer** two embeddings point in the **same direction**, the more **similar** their meaning

# Embeddings



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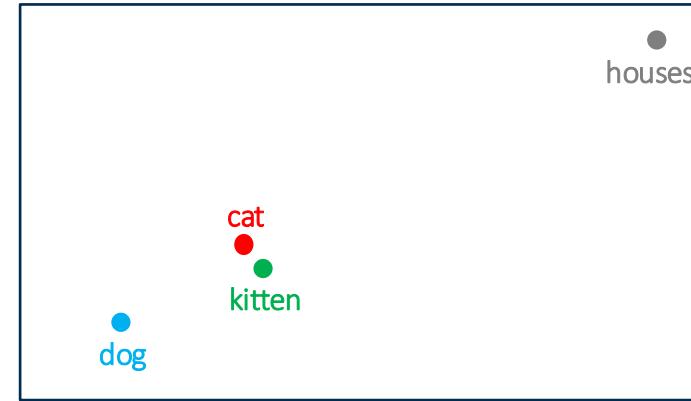
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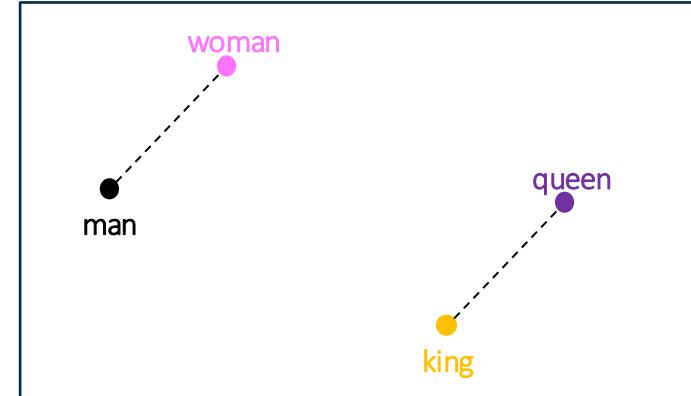
	Living being	Feline	Human	Gender	Royalty	Verb	Plural
<i>cat</i> →	0.6	0.9	0.1	0.4	-0.7	-0.3	-0.2
<i>kitten</i> →	0.5	0.8	-0.1	0.2	-0.6	-0.5	-0.1
<i>dog</i> →	0.7	-0.1	0.4	0.3	-0.4	-0.1	-0.3
<i>houses</i> →	-0.8	-0.4	-0.5	0.1	-0.9	0.3	0.8

Simplified for  
Visualization



<i>man</i> →	0.6	-0.2	0.8	0.9	-0.1	-0.9	-0.7
<i>woman</i> →	0.7	-0.3	0.9	-0.7	0.1	-0.5	-0.4
<i>king</i> →	0.6	-0.4	0.7	0.8	0.9	-0.7	-0.6
<i>queen</i> →	0.8	-0.1	0.8	-0.9	0.9	-0.5	-0.9

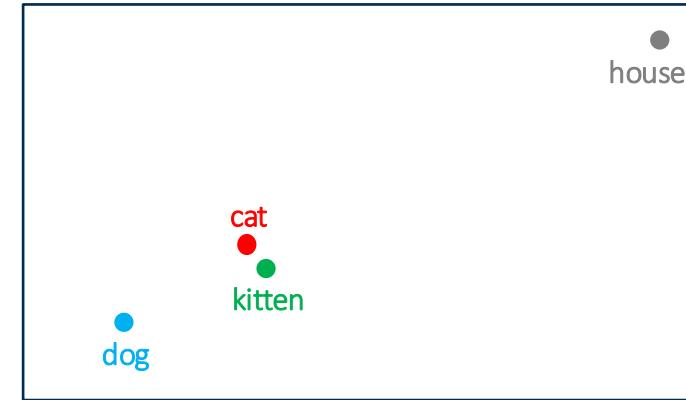
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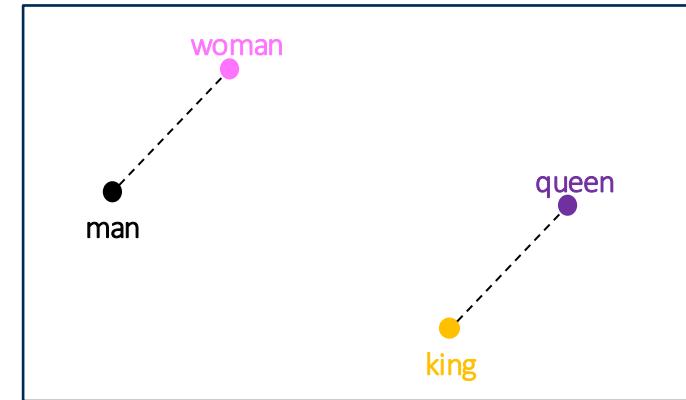
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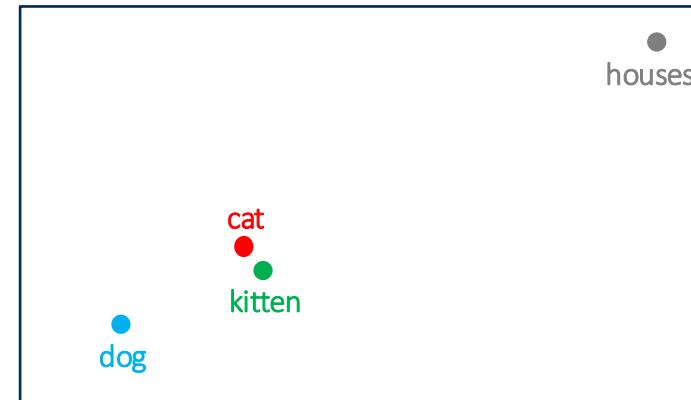
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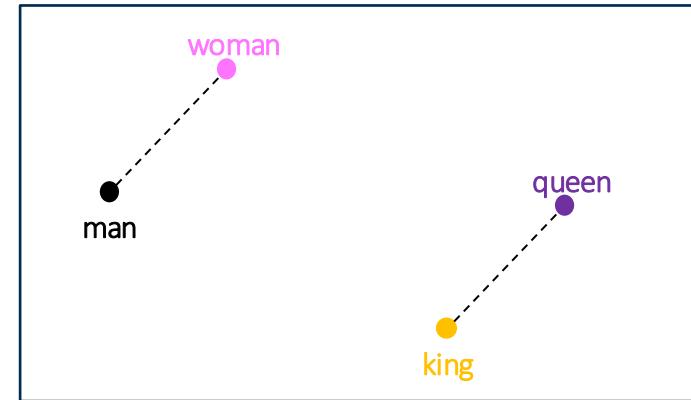
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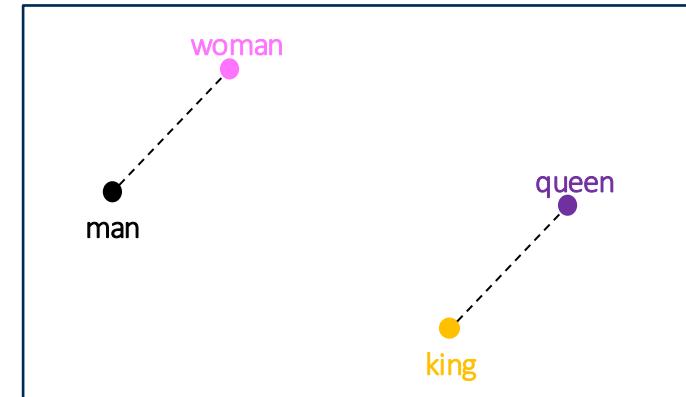
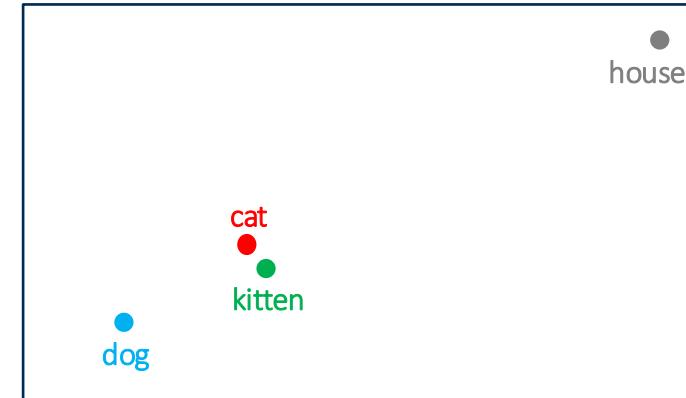
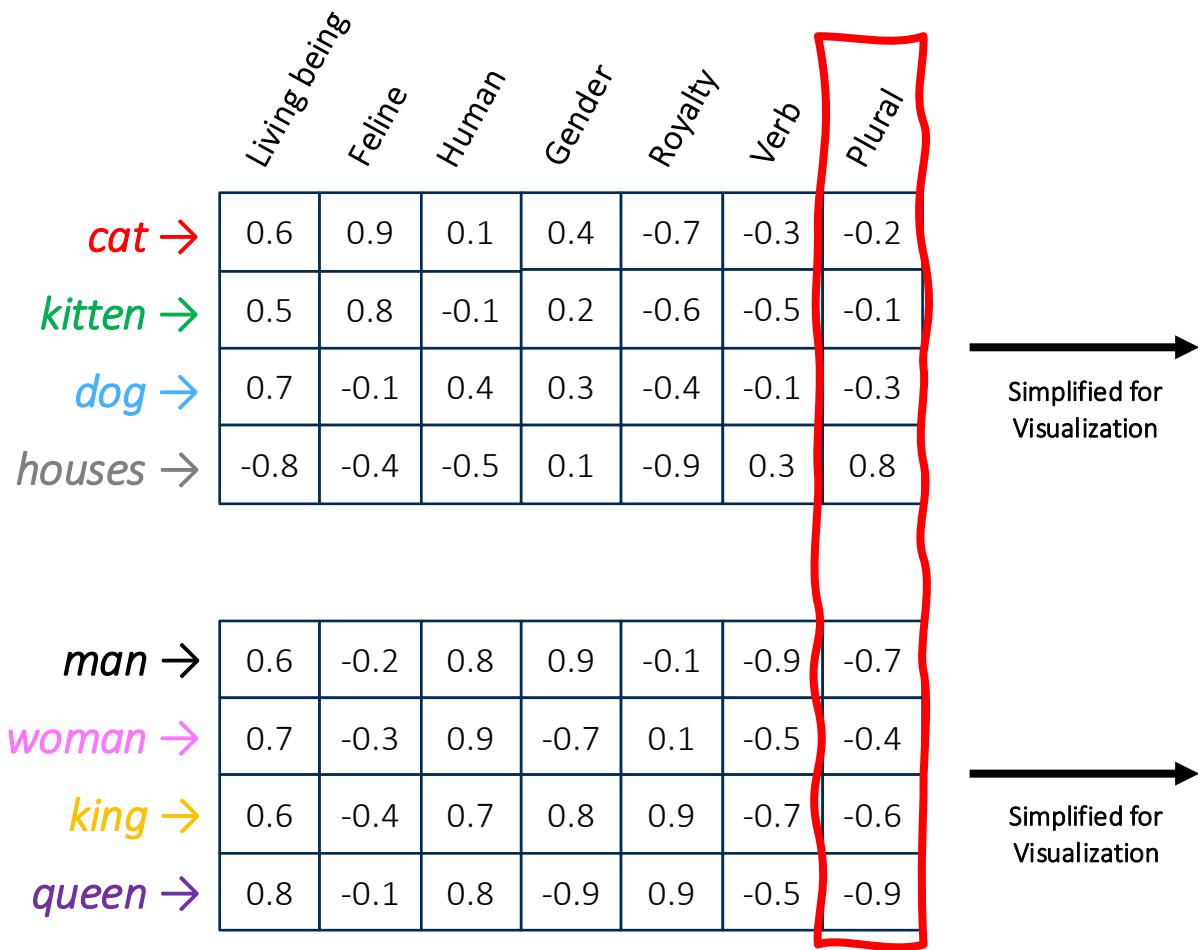


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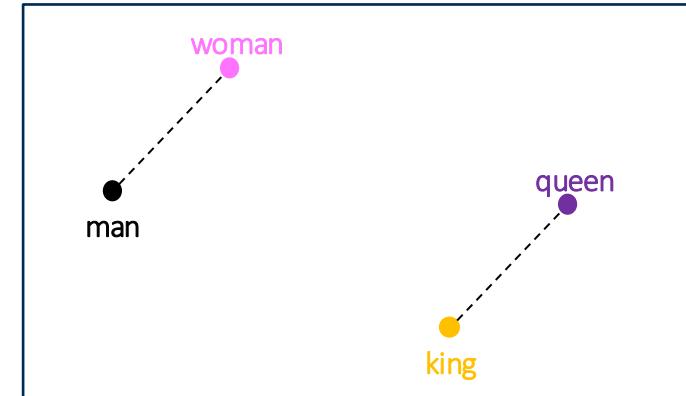
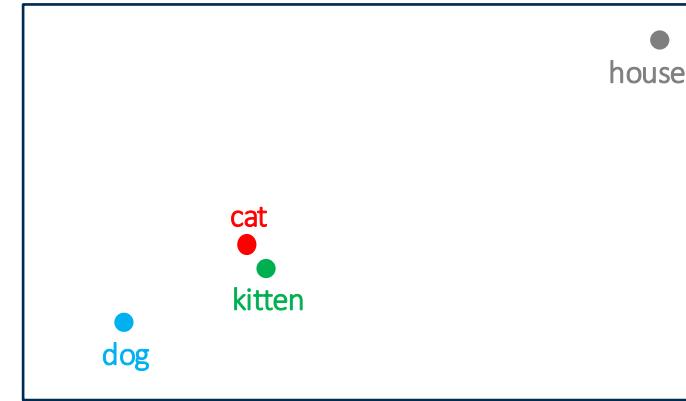
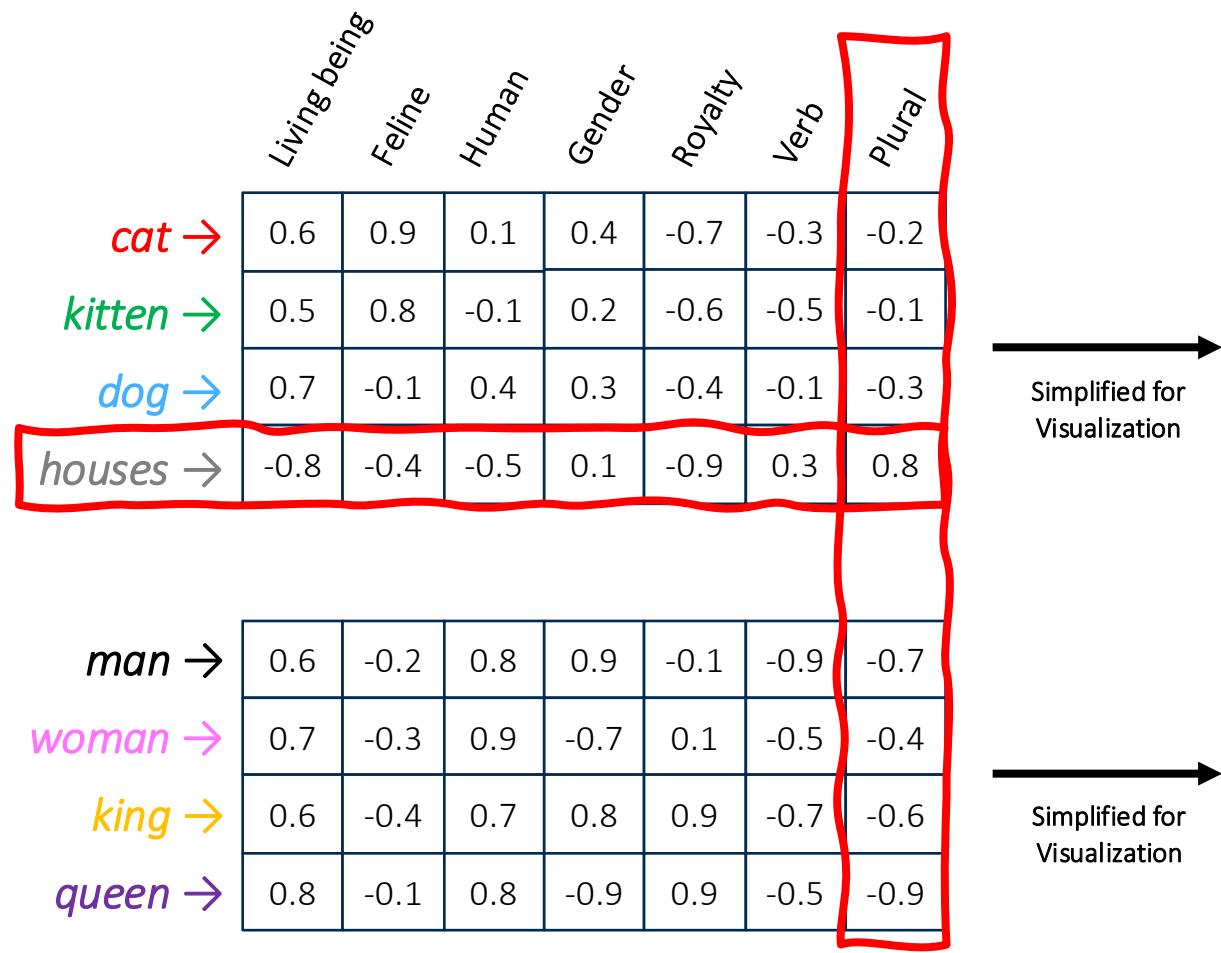
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# Embeddings



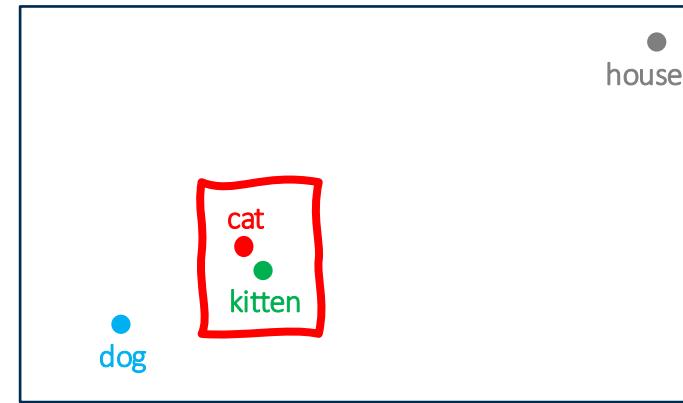
# Embeddings



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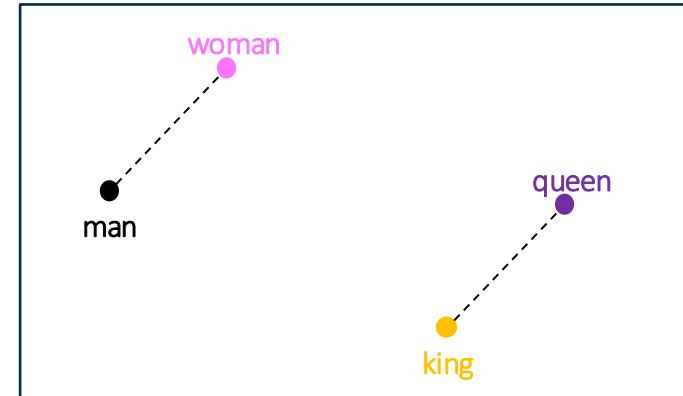
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Simplified for  
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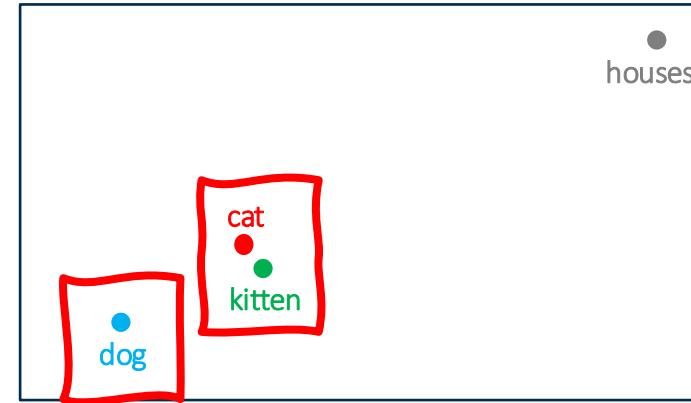
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# Embeddings

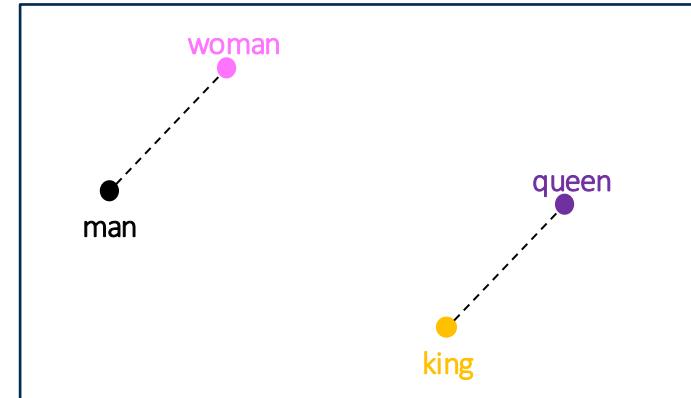
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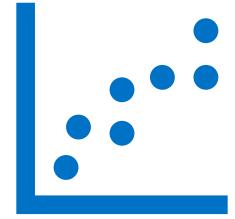


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<i>queen</i> →	0.8	-0.1	0.8	-0.9	0.9	-0.5	-0.9

Simplified for  
Visualization



# Embeddings



Storing meaning using vectors

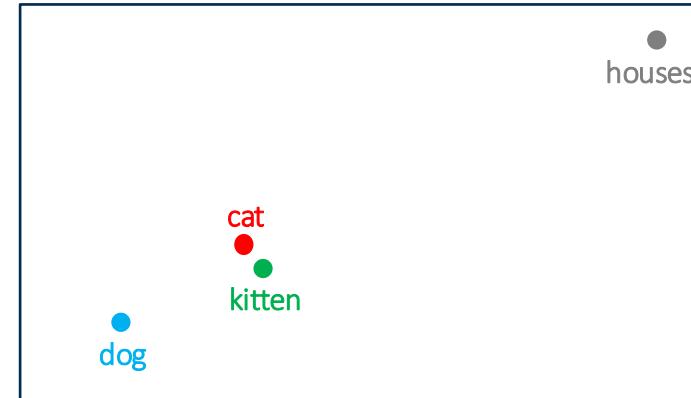
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The **closer** two embeddings point in the **same direction**, the more **similar their meaning**

# Embeddings

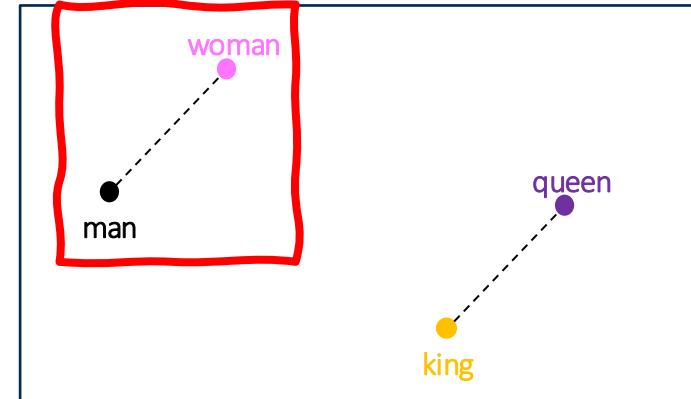
	Living being	Feline	Human	Gender	Royalty	Verb	Plural
<i>cat</i> →	0.6	0.9	0.1	0.4	-0.7	-0.3	-0.2
<i>kitten</i> →	0.5	0.8	-0.1	0.2	-0.6	-0.5	-0.1
<i>dog</i> →	0.7	-0.1	0.4	0.3	-0.4	-0.1	-0.3
<i>houses</i> →	-0.8	-0.4	-0.5	0.1	-0.9	0.3	0.8

Simplified for  
Visualization



<i>man</i> →	0.6	-0.2	0.8	0.9	-0.1	-0.9	-0.7
<i>woman</i> →	0.7	-0.3	0.9	-0.7	0.1	-0.5	-0.4
<i>king</i> →	0.6	-0.4	0.7	0.8	0.9	-0.7	-0.6
<i>queen</i> →	0.8	-0.1	0.8	-0.9	0.9	-0.5	-0.9

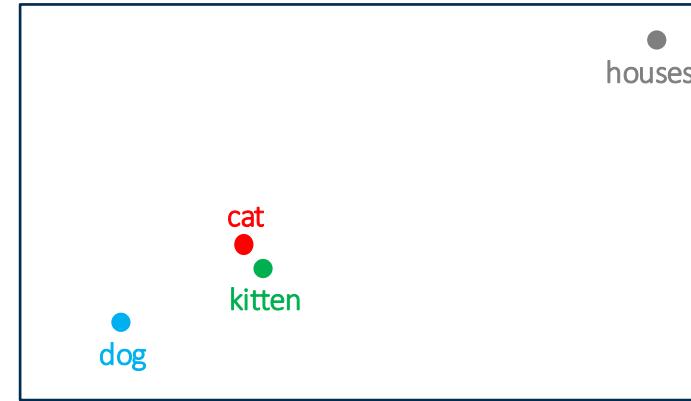
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Visualization



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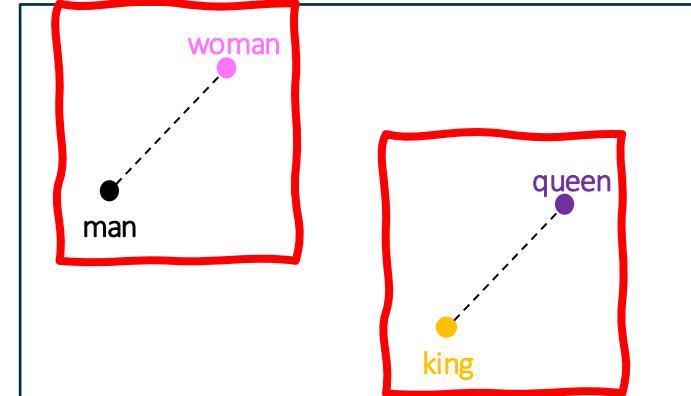
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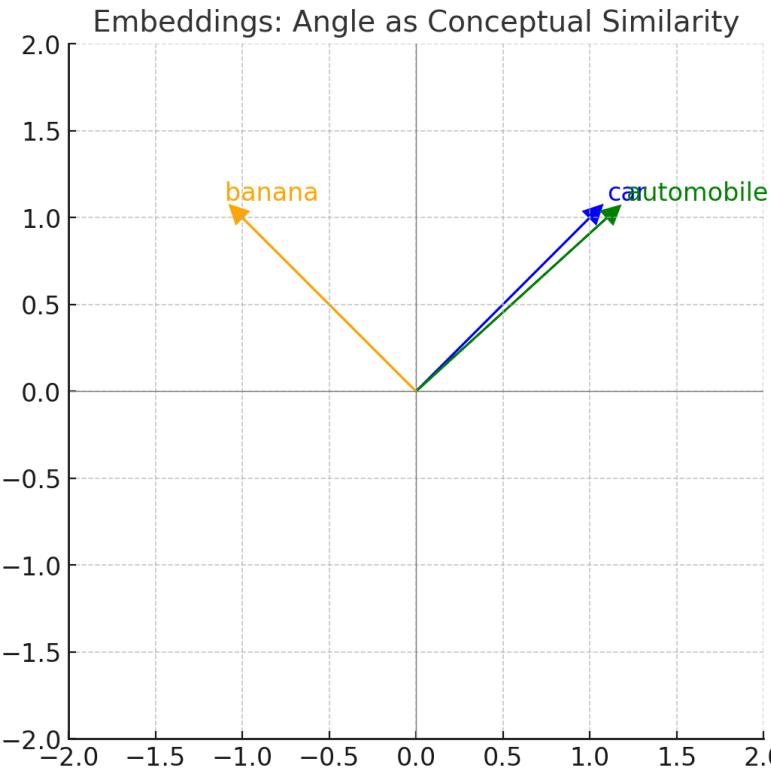
Simplified for  
Visualization



# Cosine Similarity

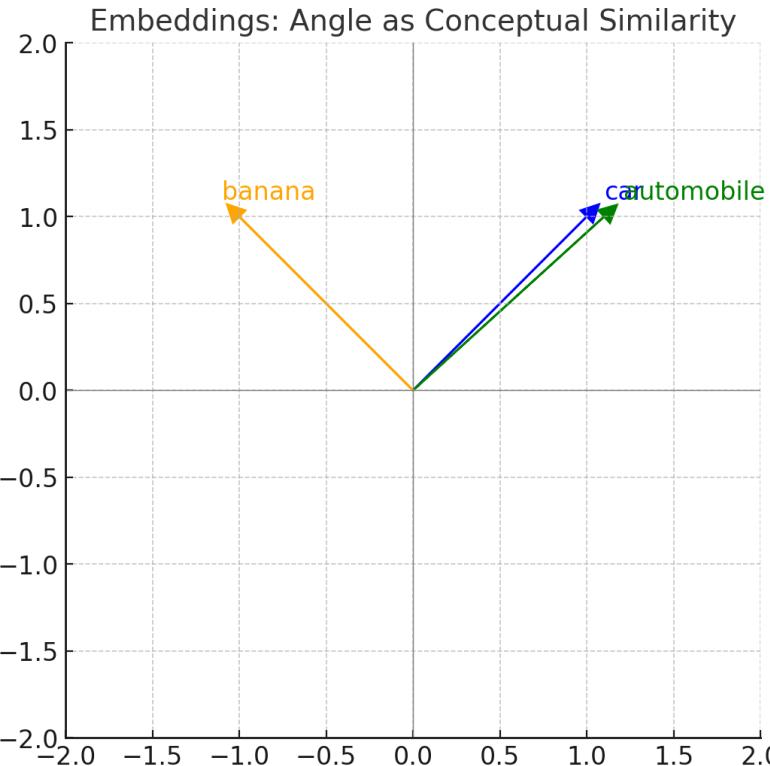
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$$A = [2, 3], \quad B = [4, -1]$$

$$A \cdot B = (2 \times 4) + (3 \times -1) = 8 - 3 = 5$$

$$\|A\| = \sqrt{2^2 + 3^2} = \sqrt{4 + 9} = \sqrt{13} \approx 3.606$$

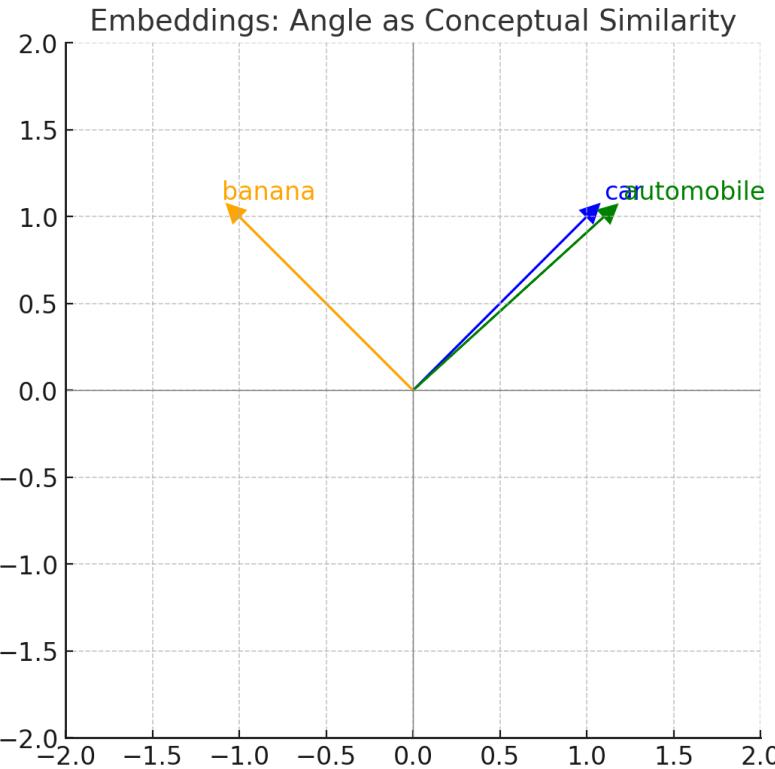
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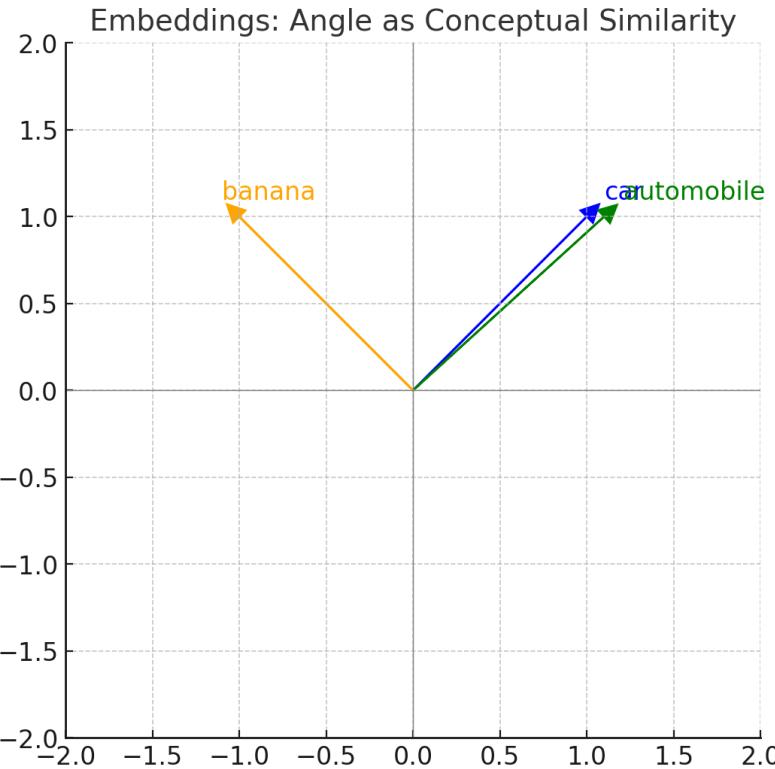
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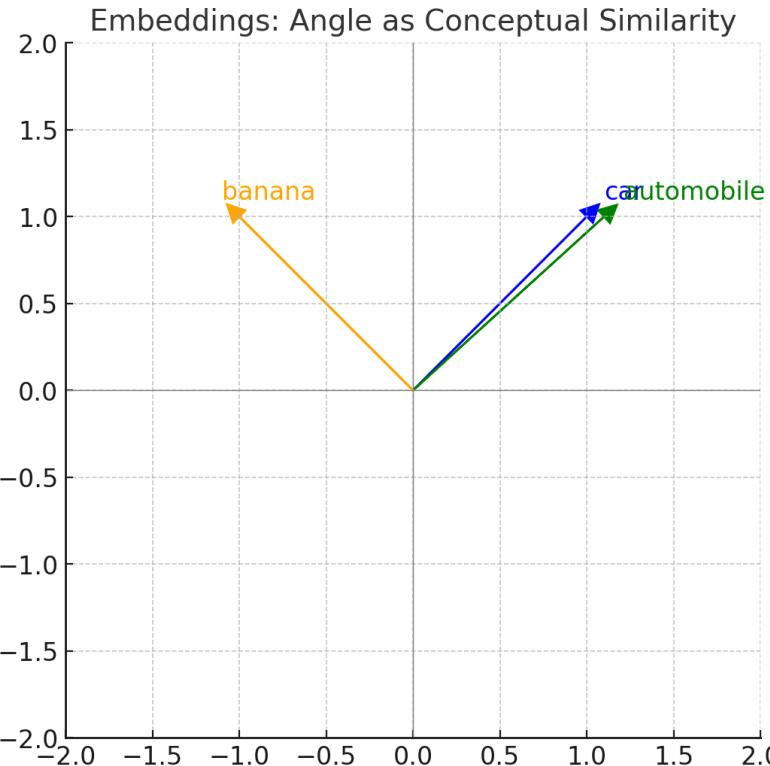
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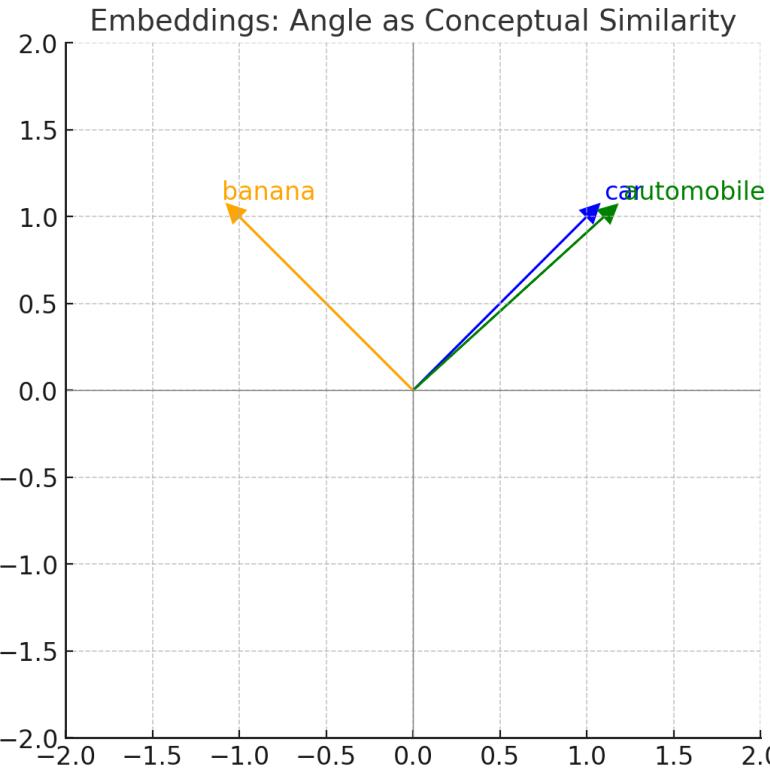
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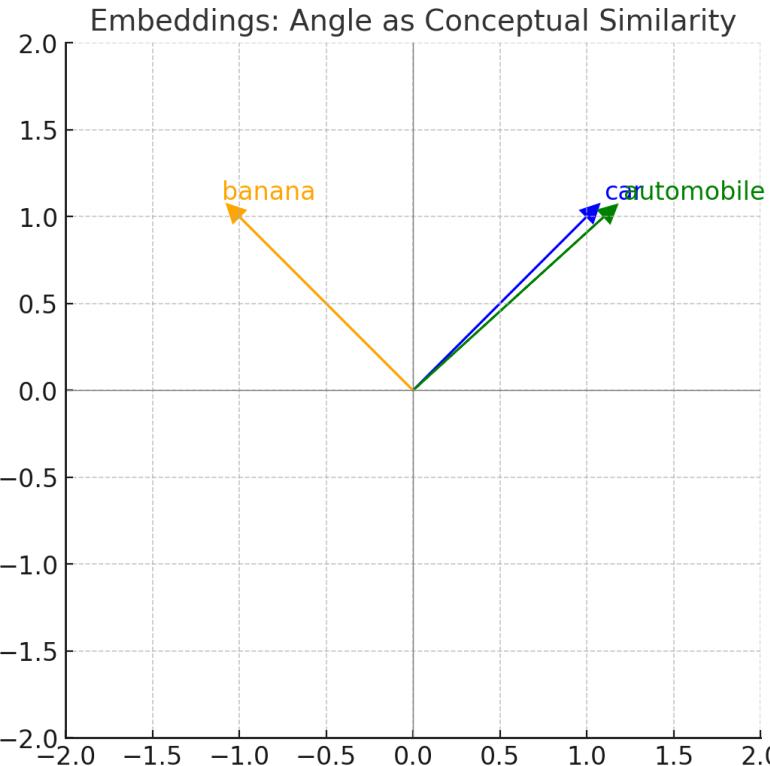
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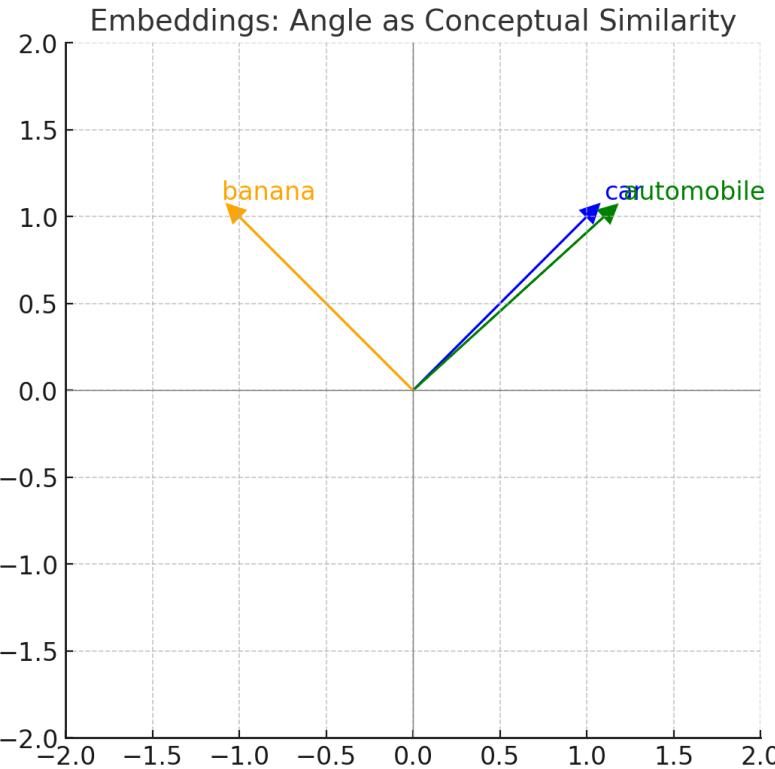
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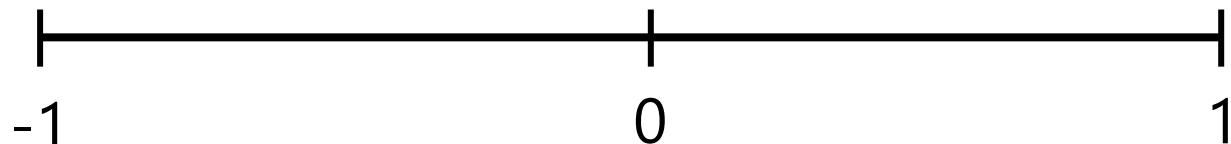
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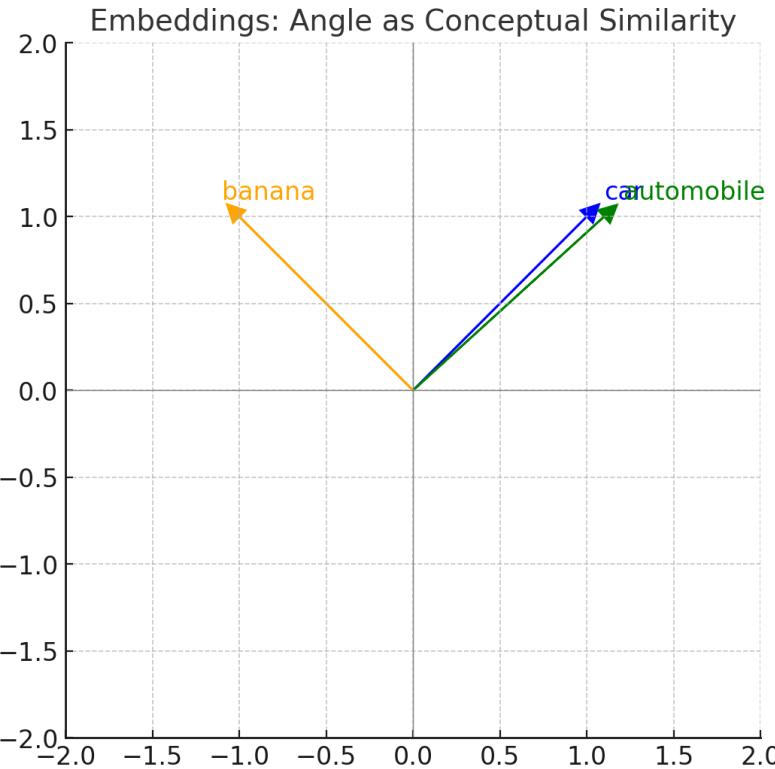
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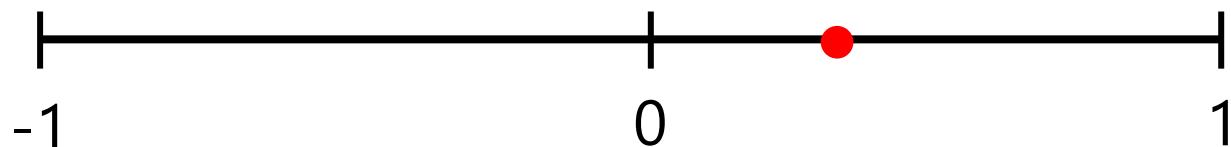
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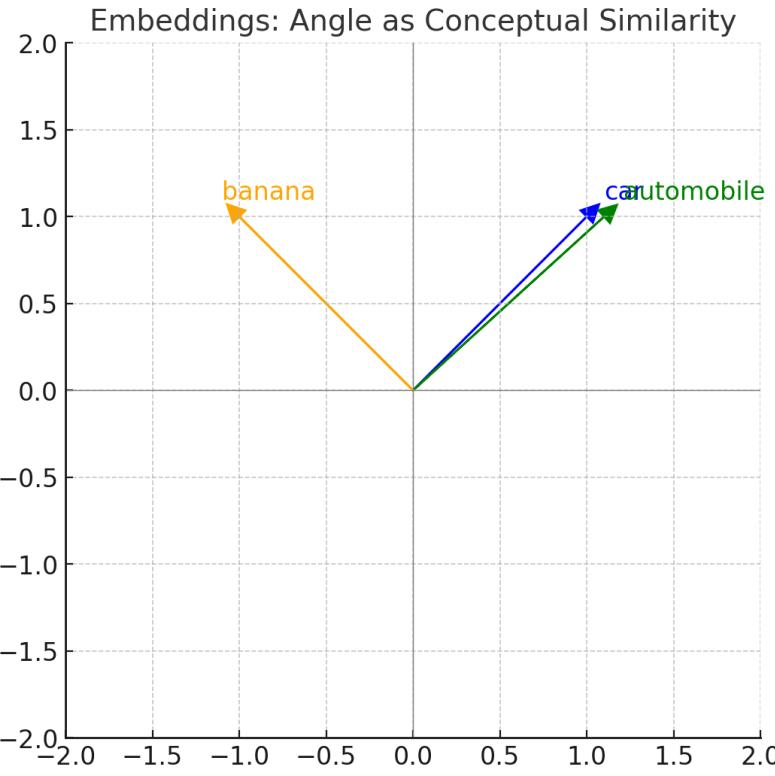
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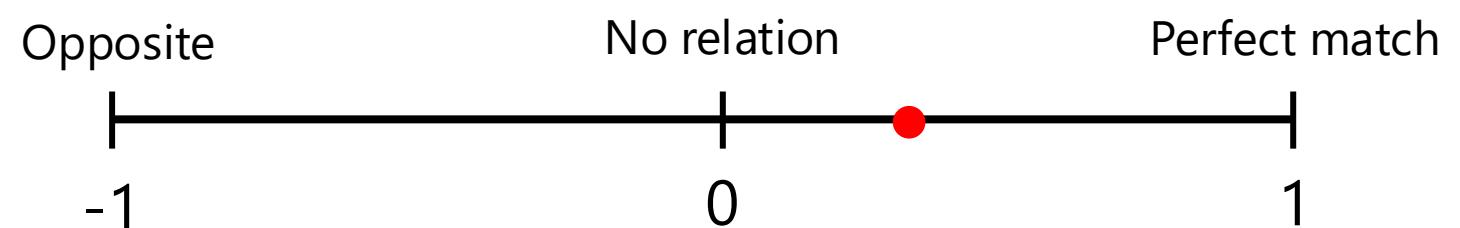
$$\text{cosine similarity} = \cos(\theta) = \frac{A \cdot B}{\|A\| \|B\|}$$



**$\cos(0^\circ) = 1 \rightarrow$  perfect match**

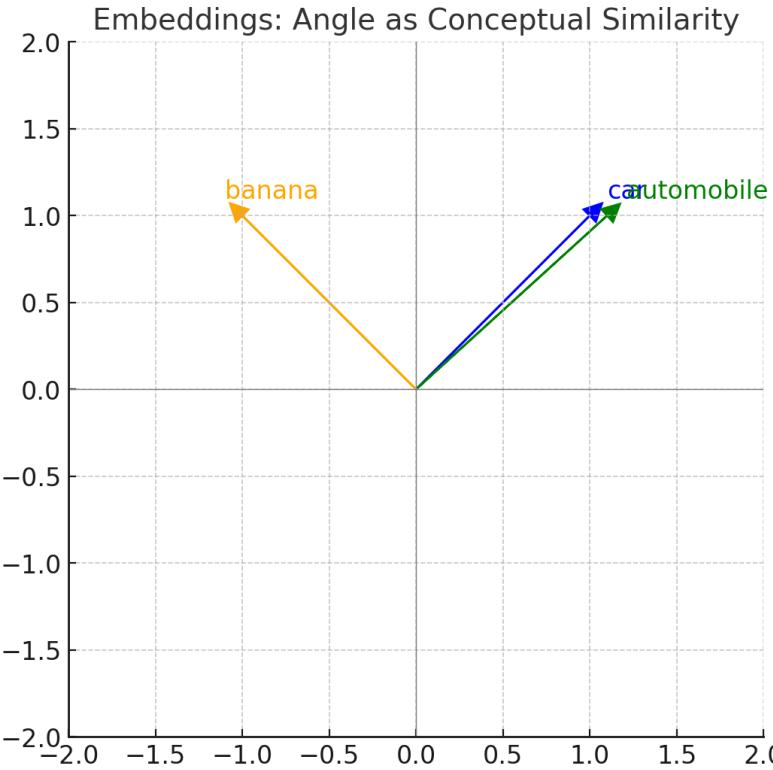
**$\cos(90^\circ) = 0 \rightarrow$  no relation**

**$\cos(180^\circ) = -1 \rightarrow$  opposite**



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**$\cos(180^\circ) = -1 \rightarrow$  opposite**

"car" → vector A

"automobile" → vector B

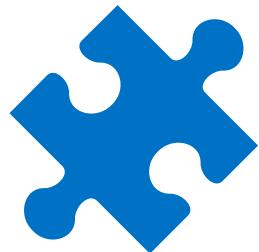
Their angle is tiny → high similarity

"car" vs. "banana" → angle ~90° → not related.

# Semantic Search Tools in the .NET Ecosystem



# Frameworks & Libraries



Microsoft.Extensions.AI

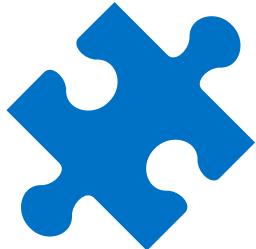


Semantic Kernel



ML.NET

# Frameworks & Libraries



Microsoft.Extensions.AI



ML.NET



# Frameworks & Libraries



Microsoft.Extensions.AI



ML.NET



# Embedding Models



OpenAI API



Ollama



Hugging Face

# Embedding Models



OpenAI API



★ Ollama

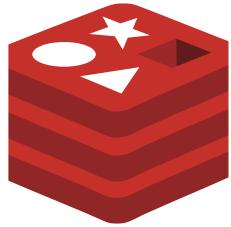


Hugging Face

# Vector Databases



Cosmos DB



Redis



Qdrant



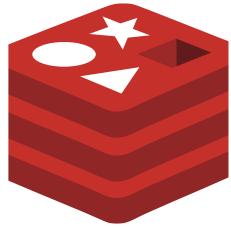
Pinecone,  
Weaviate, Milvus

NOTE: SQL Server 2025 includes a vector data type

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Cosmos DB



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# Cloud Services



Azure AI Search

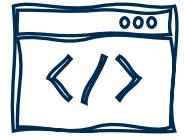


ElasticSearch

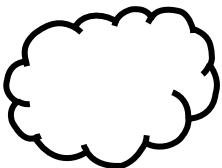
# Implementing Semantic Search in .NET



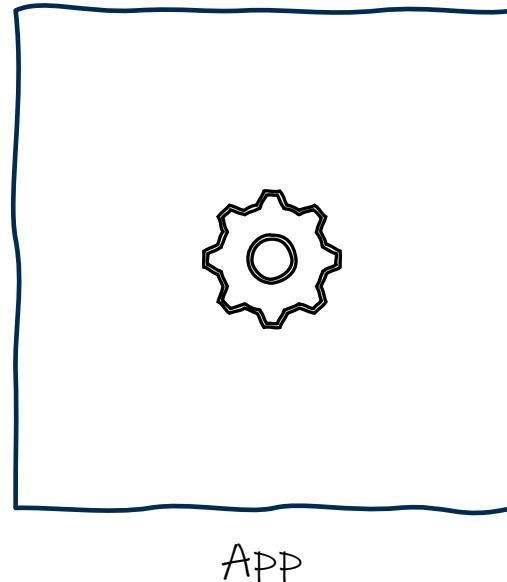
# Semantic Search Process



Trailhead  
RSS Feed



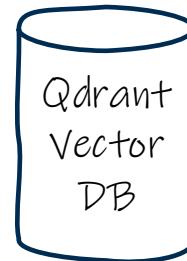
Internet



APP

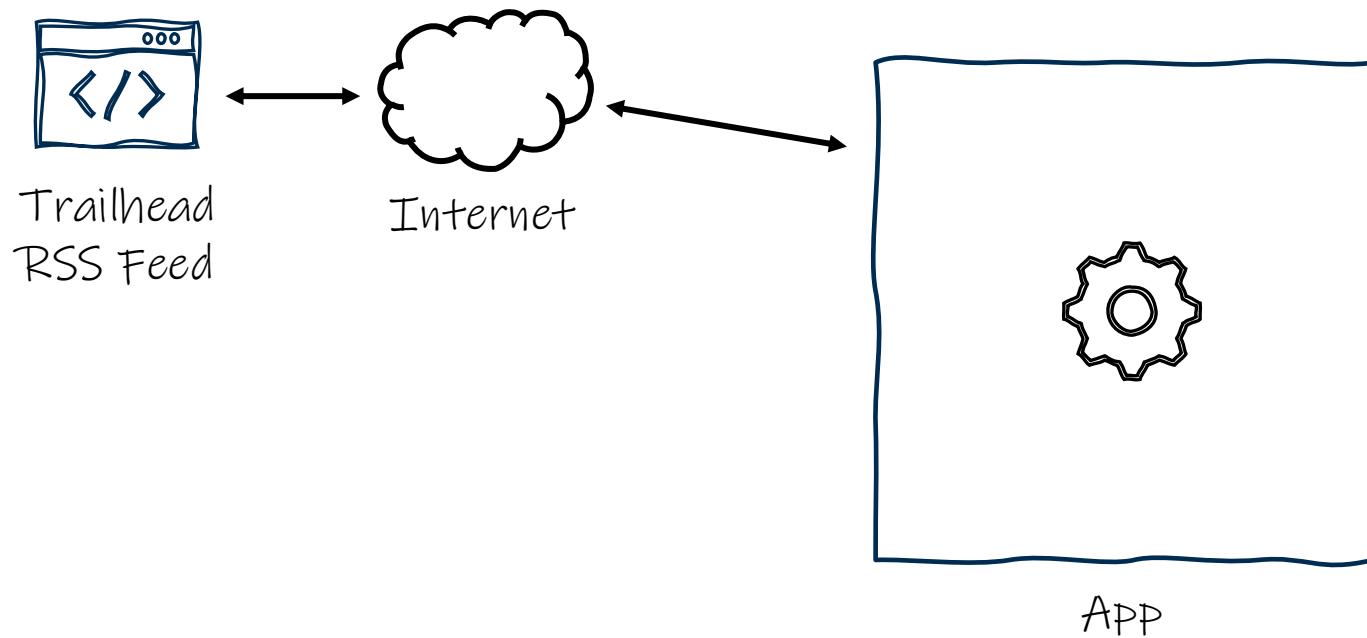


Ollama  
Embedding  
Model

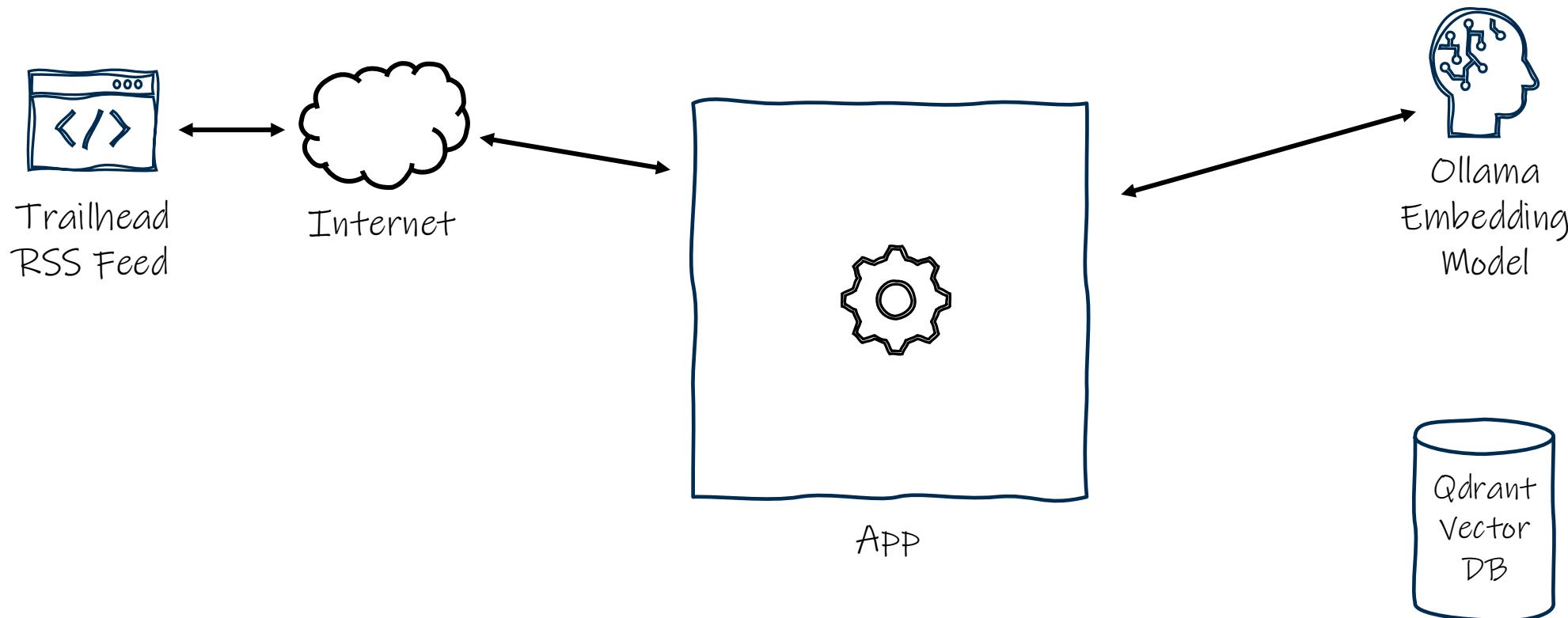


Qdrant  
Vector  
DB

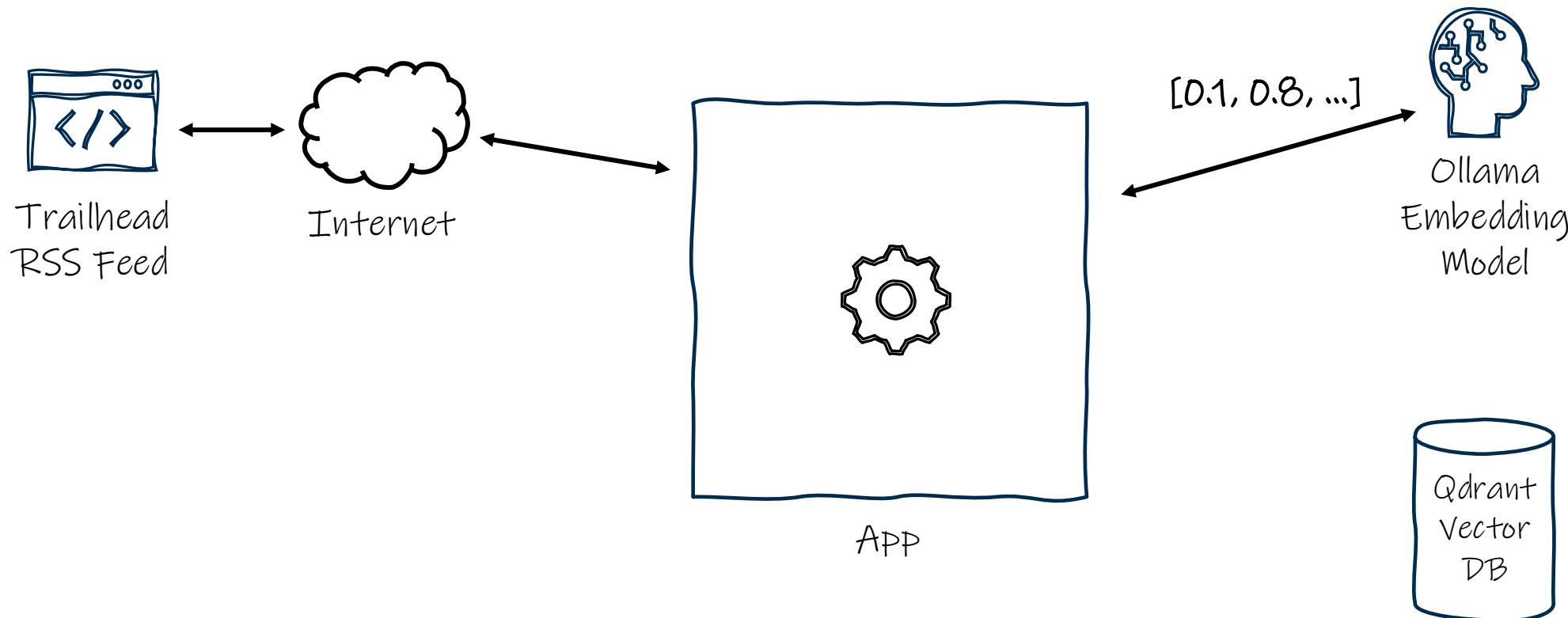
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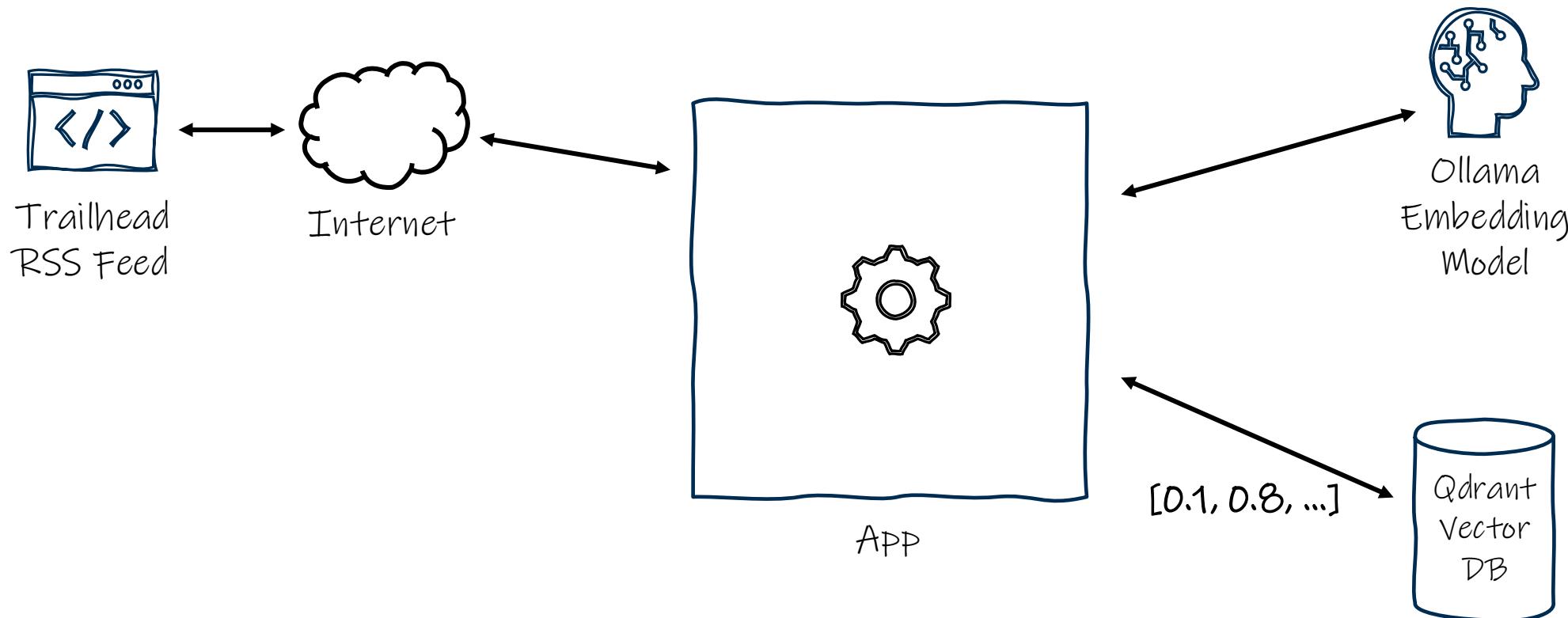
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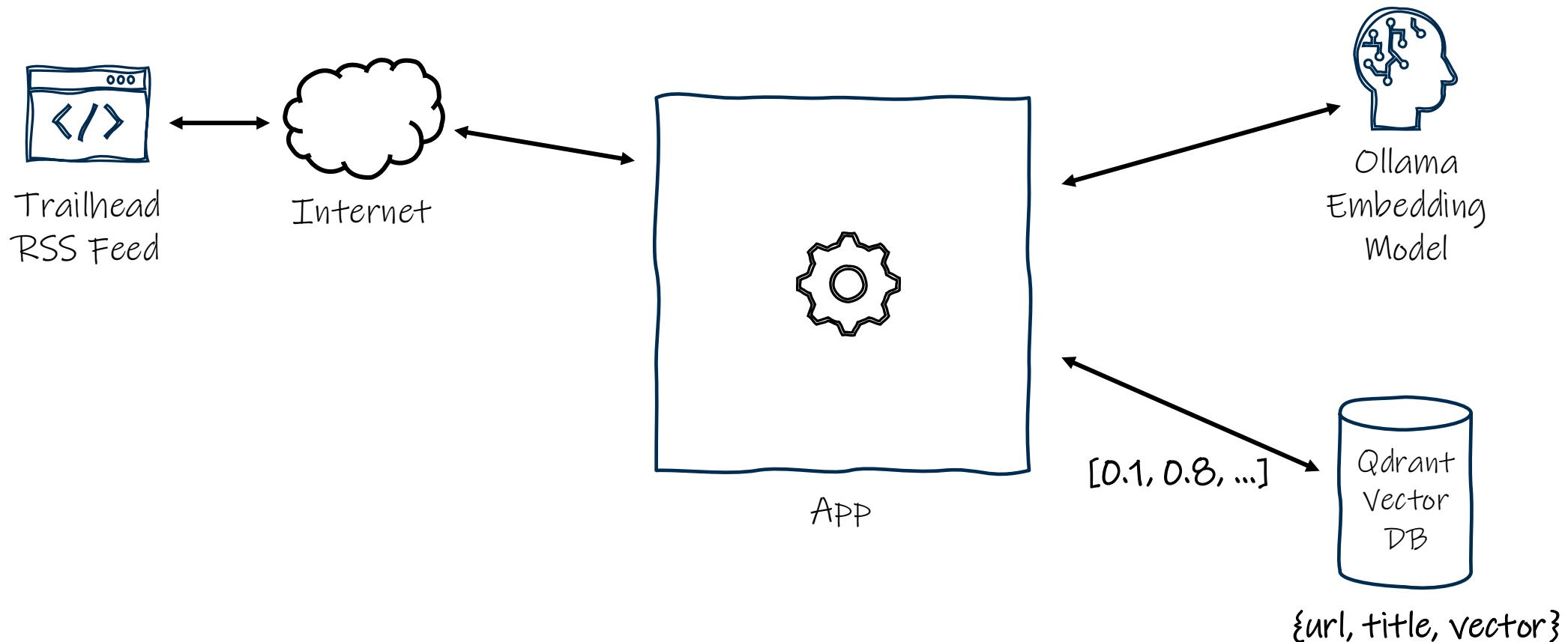
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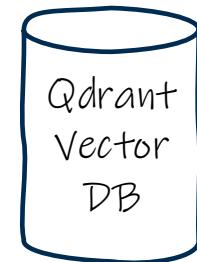
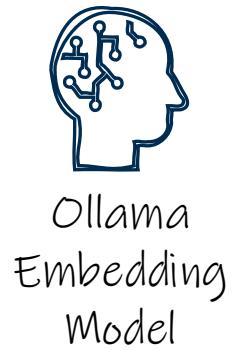
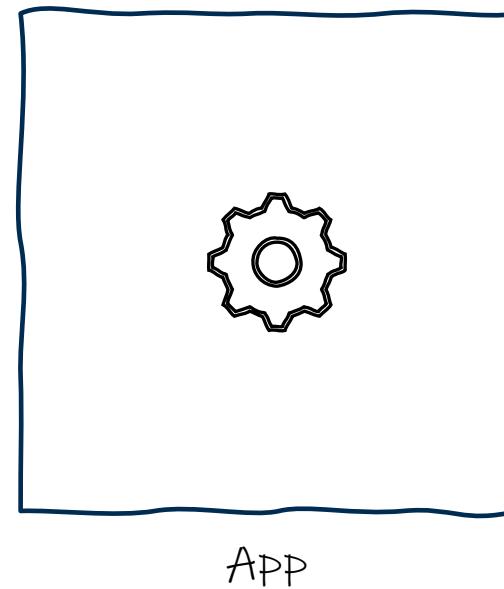
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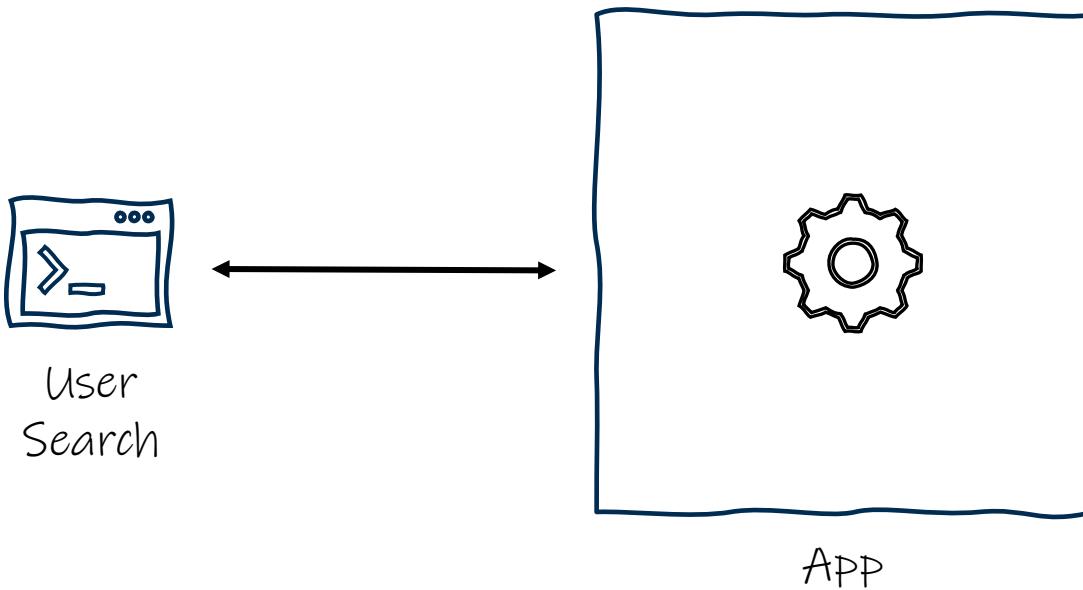
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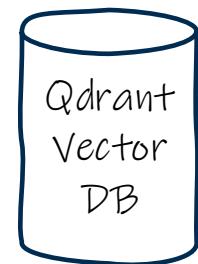
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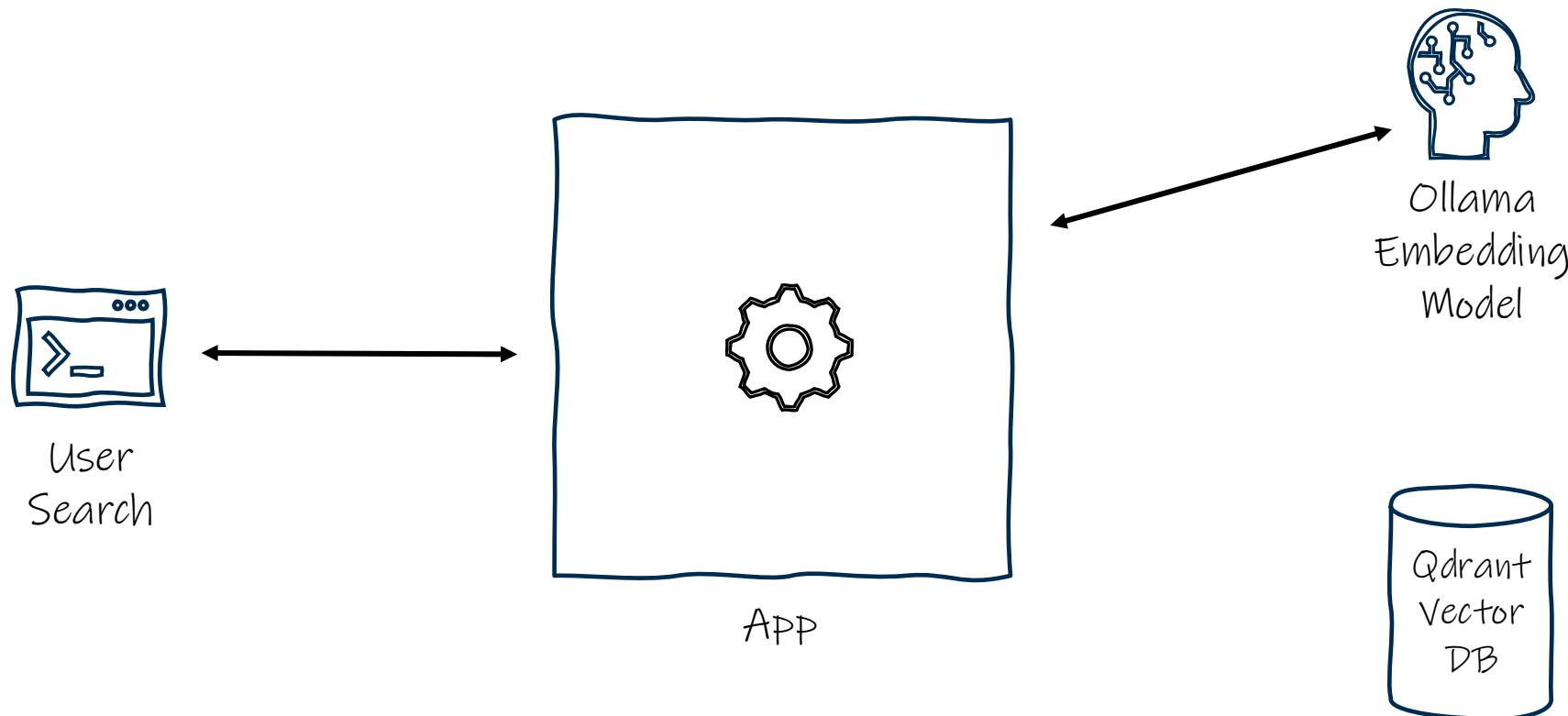


Ollama  
Embedding  
Model

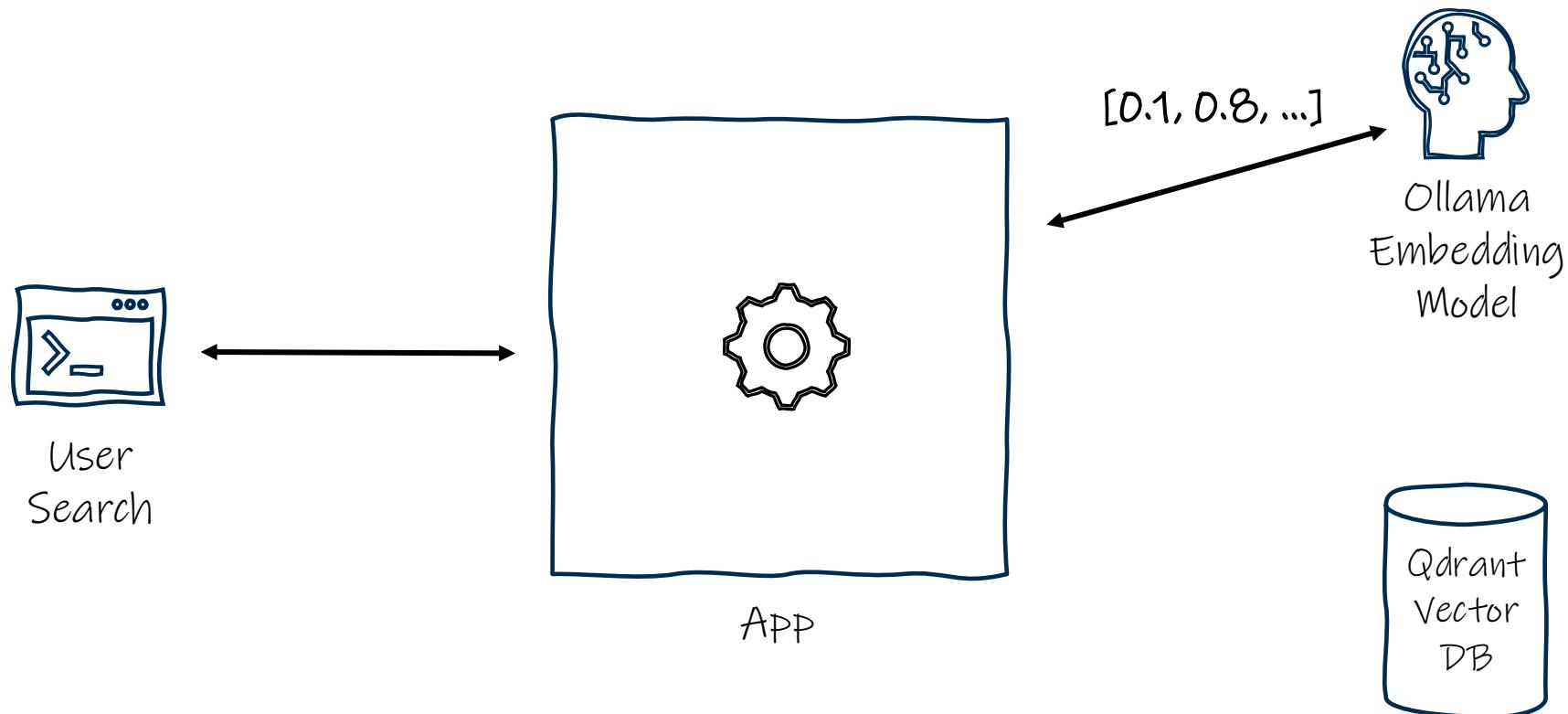


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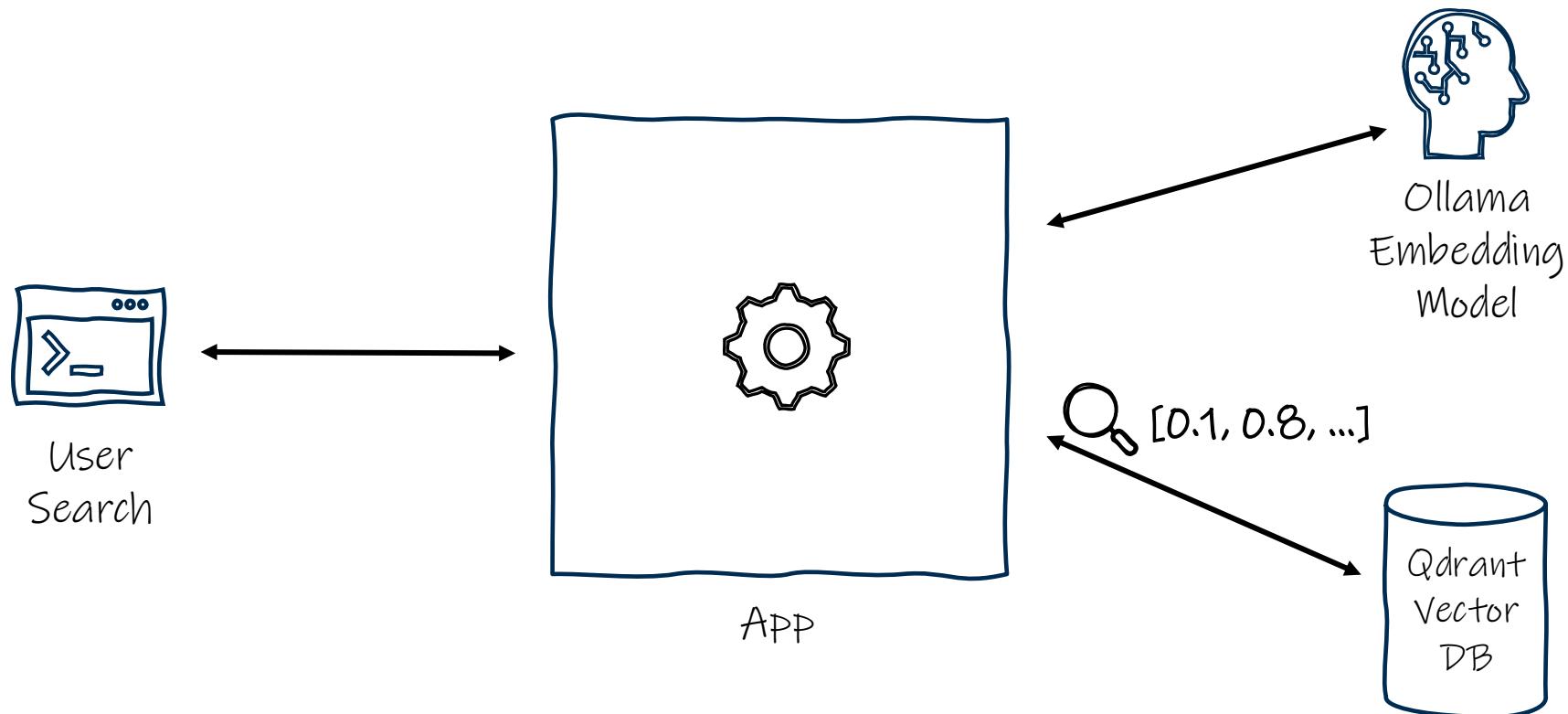
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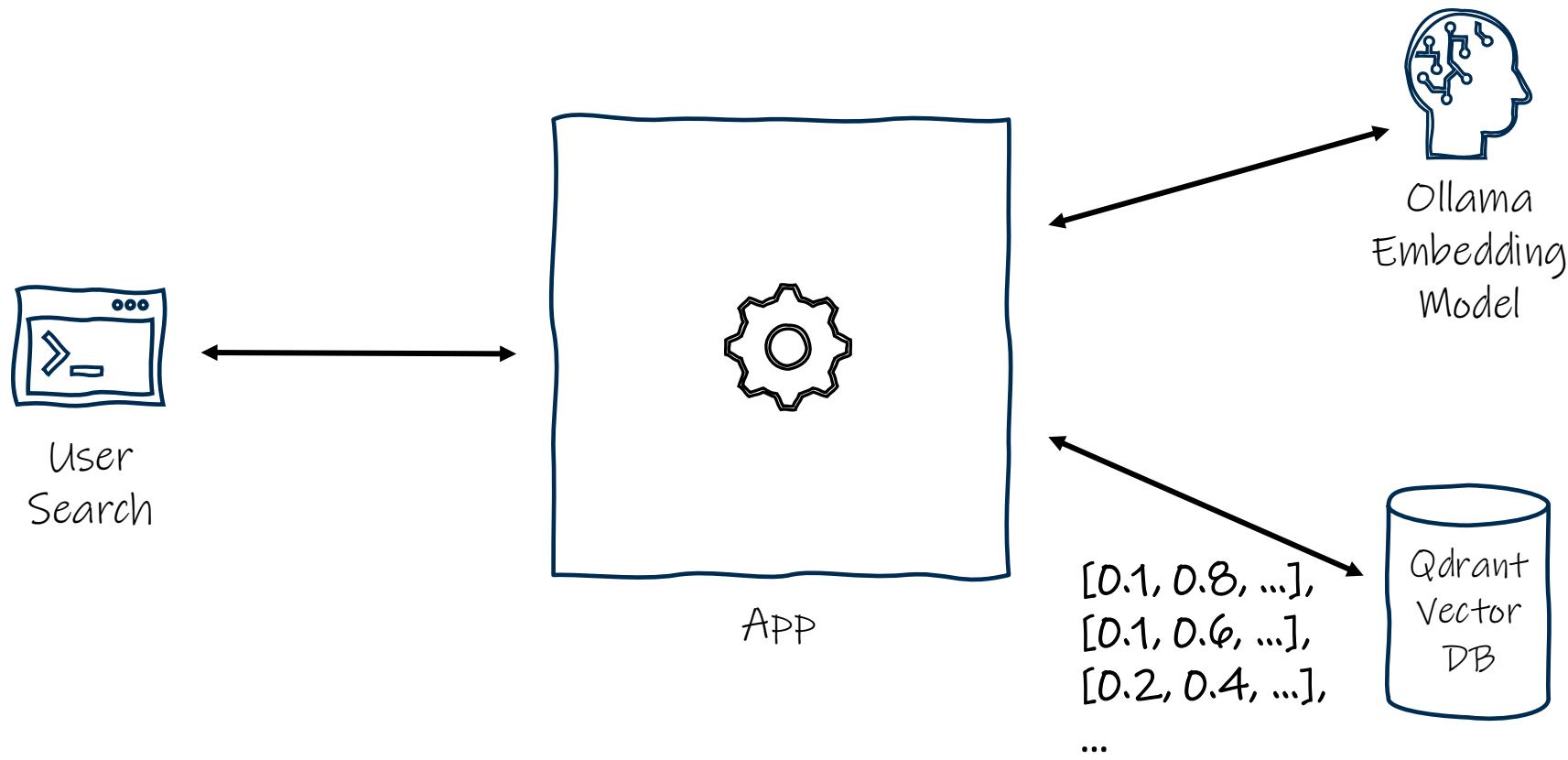
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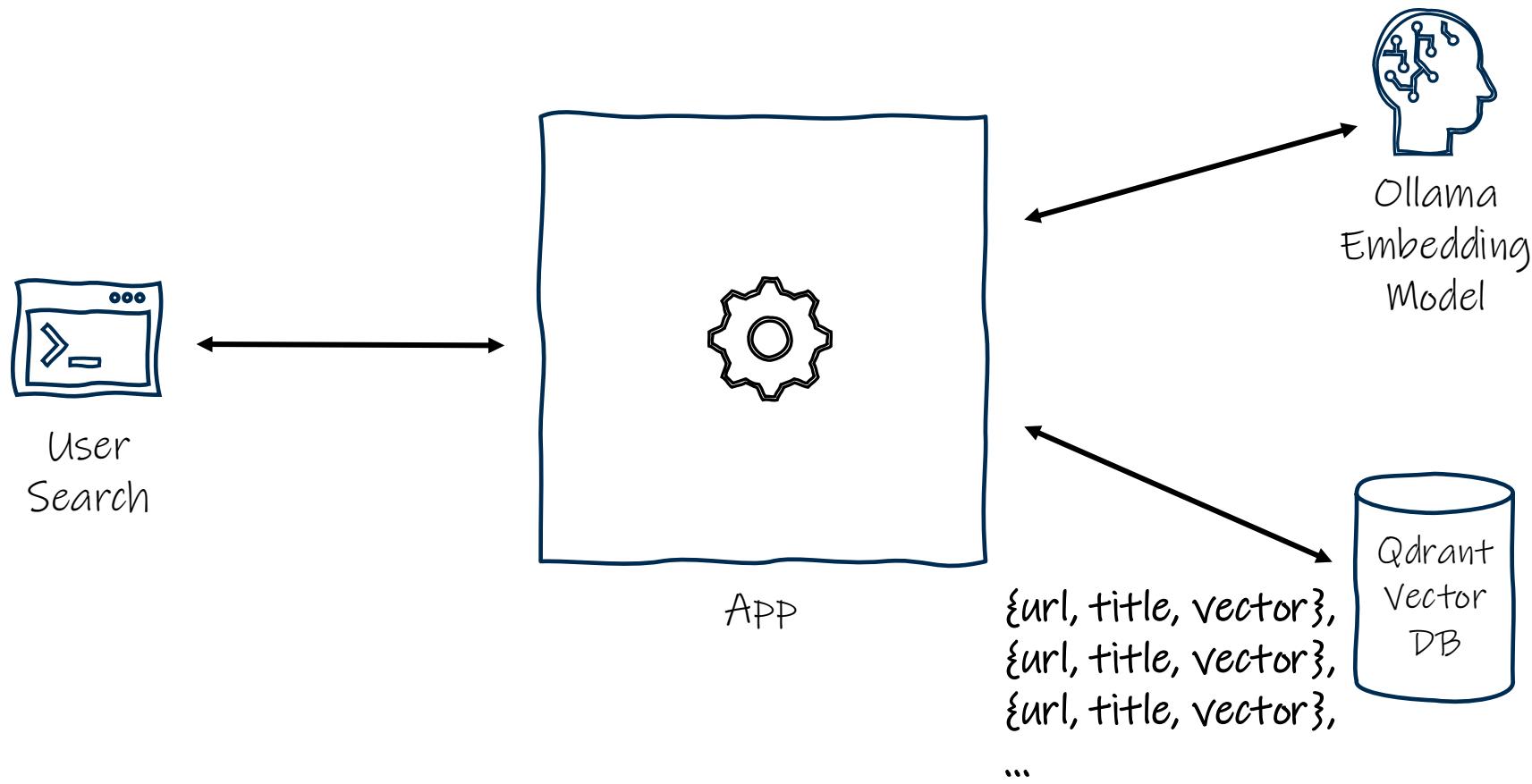
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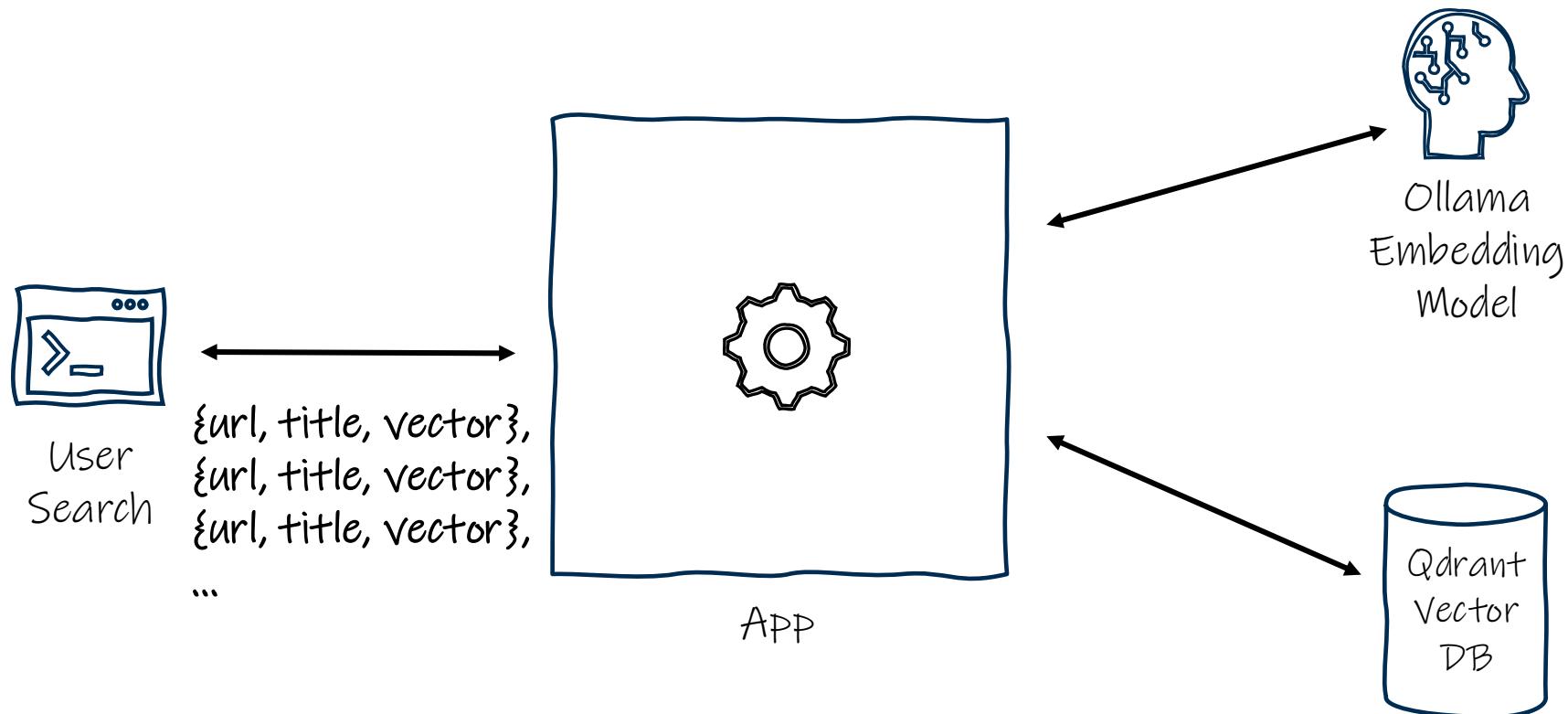
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# Semantic Search Process



# LIVE DEMO

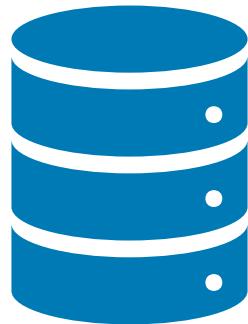


# Practical Considerations

# Cost & Latency Trade-Offs

Option	Cost	Latency	Accuracy
<b>Local Models</b>	free (typically)	medium	medium
<b>Cloud Models</b>	higher	low	high
<b>Hybrid</b>	balanced	balanced	balanced

# Scalability & Storage



Store in a Vector DB



Index Vectors

# Scalability & Storage



1 vector = 1 KB

# Scalability & Storage



1 vector = 1 KB



1M vectors = GBs

# Quality & Model Choice

Type	Pros	Cons	Use Cases
<b>Small embeddings (384–768 dims)</b>	Fast Cheap Lower storage	Less nuance Lower accuracy	Quick search, lightweight apps, prototyping
<b>Large embeddings (1024–3000 dims)</b>	Higher accuracy Captures subtle meaning	More compute Higher storage/cost	Production search, nuanced queries, RAG
<b>Domain-specific models</b>	Tuned for specific language (legal, medical, finance, etc.) Often best results	May miss general queries Limited availability	Specialized industries, enterprise apps

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Large embeddings (1024–3000 dims)	<ul style="list-style-type: none"><li><input checked="" type="checkbox"/> Higher accuracy</li><li><input checked="" type="checkbox"/> Captures subtle meaning</li></ul>	<ul style="list-style-type: none"><li><input type="checkbox"/> More compute</li><li><input type="checkbox"/> Higher storage/cost</li></ul>	Production search, nuanced queries, RAG
Domain-specific models	<ul style="list-style-type: none"><li><input checked="" type="checkbox"/> Tuned for specific language (legal, medical, finance, etc.)</li><li><input checked="" type="checkbox"/> Often best results</li></ul>	<ul style="list-style-type: none"><li><input type="checkbox"/> May miss general queries</li><li><input type="checkbox"/> Limited availability</li></ul>	Specialized industries, enterprise apps

# Quality & Model Choice

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Small embeddings (384–768 dims)	<ul style="list-style-type: none"><li><span>✓</span> Fast</li><li><span>✓</span> Cheap</li><li><span>✓</span> Lower storage</li></ul>	<ul style="list-style-type: none"><li><span>⚠</span> Less nuance</li><li><span>⚠</span> Lower accuracy</li></ul>	Quick search, lightweight apps, prototyping
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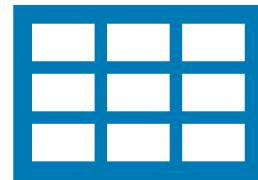
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# When NOT to Use Semantic Search



Tiny Datasets



Structured Lookups

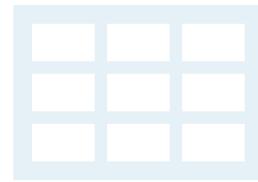


Strict Regulatory  
environments

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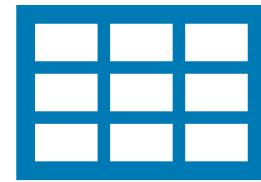


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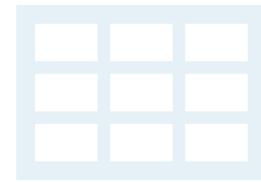


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# Summing Up

1. Semantic search **searches meaning**, not just words or parts of words
2. Powered by **vectors** and **embeddings**
3. Many **tools exist** such MEAI, Ollama, Azure OpenAI API, Qdrant, etc.
4. Balance tradeoffs of **local** vs **hosted** models.



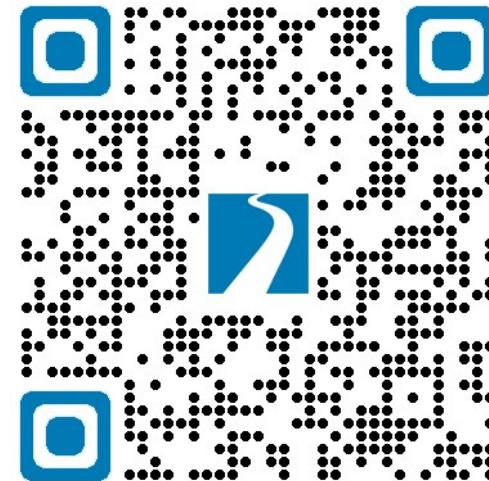
# Thanks! Questions?



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LET'S  
TALK



[bit.ly/th-offer](http://bit.ly/th-offer)

[github.com/trailheadtechnology/dotnet-semantic-search](https://github.com/trailheadtechnology/dotnet-semantic-search)