CS425: Algorithms for Web Scale Data
Lecture 4: Similarity Modeling Applications

## Distance Metrics

## Distance Measure

$\square$ A distance measure $\mathrm{d}(\mathrm{x}, \mathrm{y})$ must have the following properties:

1. $\mathrm{d}(\mathrm{x}, \mathrm{y}) \geq 0$
2. $d(x, y)=0$ iff $x=y$
3. $d(x, y)=d(y, x)$
4. $d(x, y) \leq d(x, z)+d(z, y)$

## Euclidean Distance

$\square$ Consider two items x and y with n numeric attributes
$\square$ Euclidean distance in n-dimensions:

$$
d\left(\left[x_{1}, x_{2}, \ldots, x_{n}\right],\left[y_{1}, y_{2}, \ldots, y_{n}\right]\right)=\sqrt{\sum_{i=1}^{n}\left(x_{i}-y_{i}\right)^{2}}
$$

$\square$ Useful when you want to penalize larger differences more than smaller ones

## $\mathrm{L}_{\mathrm{r}}$ - Norm

$\square$ Definition of $\mathrm{L}_{\mathrm{r}}$-norm:

$$
d\left(\left[x_{1}, x_{2}, \ldots, x_{n}\right],\left(y_{1}, y_{2}, \ldots, y_{n}\right)\right]=\left(\sum_{i=1}^{n}\left|x_{i}-y_{i}\right|^{r}\right)^{1 / r}
$$

$\square$ Special cases:

- $\mathrm{L}_{1}$-norm: Manhattan distance

■ Useful when you want to penalize differences in a linear way (e.g. a difference of 10 for one attribute is equivalent to difference of 1 for 10 attributes)

- $\mathbf{L}_{2}$-norm: Euclidean distance
- $\mathbf{L}_{\infty}$-norm: Maximum distance among all attributes

■ Useful when you want to penalize the largest difference in an attribute

## Jaccard Distance

$\square$ Given two sets x and y :

$$
d(x, y)=1-\frac{|x \cap y|}{|x \cup y|}
$$

$\square$ Useful for set representations

- i.e. An element either exists or does not exist
$\square$ What if the attributes are weighted?
- e.g. Term frequency in a document


## Cosine Distance

$\square$ Consider x and y represented as vectors in an n -dimensional space

$\square$ The cosine distance is defined as the $\theta$ value

- Or, cosine similarity is defined as $\cos (\theta)$
$\square$ Only direction of vectors considered, not the magnitudes
$\square$ Useful when we are dealing with vector spaces


## Cosine Distance: Example

$$
\begin{aligned}
& \stackrel{\sim}{x}=[0.1,0.2,-0.1] \begin{aligned}
\cos (\theta) & =\frac{x . y}{||x|| \cdot| | y| |}=\frac{0.0,1.0,1.0]}{\sqrt{0.01+0.04+0.01} \cdot \sqrt{4+1+1}} \\
& =\frac{0.3}{\sqrt{0.36}}=0.5 \rightarrow \theta=60^{\circ}
\end{aligned}
\end{aligned}
$$

Note: The distance is independent of vector magnitudes

## Edit Distance

$\square$ What happens if you search for "Blkent" in Google?
口 "Showing results for Bilkent."
$\square$ Edit distance between $x$ and $y$ : Smallest number of insertions, deletions, or mutations needed to go from $x$ to $y$.
$\square$ What is the edit distance between "BILKENT" and "BLANKET"?

$\operatorname{dist}(\mathrm{BILKENT}, \mathrm{BLANKET})=4$

- Efficient dynamic-programming algorithms exist to compute edit distance (CS473)


## Distance Metrics Summary

$\square$ Important to choose the right distance metric for your application
$\square$ Set representation?
$\square$ Vector space?

- Strings?
$\square$ Distance metric chosen also affects complexity of algorithms
$\square$ Sometimes more efficient to optimize $\mathrm{L}_{1}$ norm than $\mathrm{L}_{2}$ norm.
$\square$ Computing edit distance for long sequences may be expensive
$\square$ Many other distance metrics exist.

Applications of LSH

## Entity Resolution

## Entity Resolution

$\square$ Many records exist for the same person with slight variations

- Name: "Robert W. Carson" vs. "Bob Carson Jr."
- Date of birth: "Jan 15,1957 " vs. " 1957 " vs none
- Address: Old vs. new, incomplete, typo, etc.
- Phone number: Cell vs. home vs. work, with or without country code, area code
$\square$ Objective: Match the same people in different databases


## Locality Sensitive Hashing (LSH)

$\square$ Simple implementation of LSH:

- Hash each field separately
- If two people hash to the same bucket for any field, add them as a candidate pair



## Candidate Pair Evaluation

$\square$ Define a scoring metric and evaluate candidate pairs
$\square$ Example:

- Assign a score of 100 for each field. Perfect match gets 100 , no match gets 0 .
- Which distance metric for names?
- Edit distance, but with quadratic penalty
- How to evaluate phone numbers?

■ Only exact matches allowed, but need to take care of missing area codes.

- Pick a score threshold empirically and accept the ones above that
- Depends on the application and importance of false positives vs. negatives
- Typically need cross validation

Fingerprint Matching

## Fingerprint Matching

$\square$ Many-to-many matching: Find out all pairs with the same fingerprints

- Example: You want to find out if the same person appeared in multiple crime scenes
$\square$ One-to-many matching: Find out whose fingerprint is on the gun
- Too expensive to compare even one fingerprint with the whole database
- Need to use LSH even for one-to-many problem
$\square$ Preprocessing:
$\square$ Different sizes, different orientations, different lighting, etc.
- Need some normalization in preprocessing (not our focus here)

Fingerprint Features
$\square$ Minutia: Major features of a fingerprint


Bifurcation


Short ridge


Image Source: Wikimedia Commons

## Fingerprint Grid Representation

$\square$ Overlay a grid and identify points with minutia

|  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | $X$ |  |  |  |  | $X$ |  |
|  |  |  | $X$ |  |  |  |  |
|  |  |  | $X$ |  | $X$ |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  | $X$ |
|  | $X$ | $X$ |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

## Special Hash Function



- Choose 3 grid points
- If a fingerprint has minutia in all 3 points, add it to the bucket
- Otherwise, ignore the fingerprint.


## Locality Sensitive Hashing

Define 1024 hash functions$\square$ i.e. Each hash function is defined as 3 grid points
$\square$ Add fingerprints to the buckets hash functions
$\square$ If multiple fingerprints are in the same bucket, add them as a candidate pair.

## Example

$\square$ Assume:

- Probability of finding a minutia at a random grid point $=20 \%$
- If two fingerprints belong to the same finger:
- Probability of finding a minutia at the same grid point $=80 \%$
$\square$ For two different fingerprints:
- Probability that they have minutia at point $(\mathrm{x}, \mathrm{y})$ ?
$0.2 * 0.2=0.04$
- Probability that they hash to the same bucket for a given hash function?

$$
0.04^{3}=0.000064
$$

$\square$ For two fingerprints from the same finger:

- Probability that they have minutia at point $(\mathrm{x}, \mathrm{y})$ ?

$$
0.2 * 0.8=0.16
$$

- Probability that they hash to the same bucket for a given hash function?

$$
0.16^{3}=0.004096
$$

## Example (cont'd)

$\square$ For two different fingerprints and 1024 hash functions:

- Probability that they hash to the same bucket at least once?

$$
1-\left(1-0.04^{3}\right)^{1024}=0.063
$$

$\square$ For two fingerprints from the same finger and 1024 hash functions:

- Probability that they hash to the same bucket at least once?

$$
1-\left(1-0.16^{3}\right)^{1024}=0.985
$$

$\square$ False positive rate?
6.3\%
$\square$ False negative rate?
$1.5 \%$

## Example (cont'd)

$\square$ How to reduce the false positive rate?
$\square$ Try: Increase the number grid points from 3 to 6
$\square$ For two different fingerprints and 1024 hash functions:

- Probability that they hash to the same bucket at least once?

$$
1-\left(1-0.04^{6}\right)^{1024}=0.0000042
$$

$\square$ For two fingerprints from the same finger and 1024 hash functions:

- Probability that they hash to the same bucket at least once?

$$
1-\left(1-0.16^{6}\right)^{1024}=0.017
$$

$\square$ False negative rate increased to $98.3 \%$ !

## Example (cont'd)

$\square$ Second try: Add another AND function to the original setting

1. Define 2048 hash functions

Each hash function is based on 3 grid points as before
2. Define two groups each with 1024 hash functions
3. For each group, apply LSH as before

Find fingerprints that share a bucket for at least one hash function
4. If two fingerprints share at least one bucket in both groups, add them as a candidate pair

## Example (cont'd)

$\square$ Reminder:

- Probability that two fingerprints hash to the same bucket at least once for 1024 hash functions:
- If two different fingerprints: $1-\left(1-0.04^{3}\right)^{1024}=0.063$
- If from the same finger: $1-\left(1-0.16^{3}\right)^{1024}=0.985$
$\square$ With the AND function at the end:
- Probability that two fingerprints are chosen as candidate pair:
- If two different fingerprints:

$$
0.063 \times 0.063=0.004
$$

- If from the same finger:

$$
0.985 \times 0.985=0.97
$$

$\square$ Reduced false positives to $0.4 \%$, but increased false negatives to $3 \%$
$\square$ What if we add another OR function at the end?

## Similar News Articles

## Similar News Articles

$\square$ Typically, news articles come from an agency and distributed to multiple newspapers
$\square$ A newspaper can modify the article a little, shorten it, add its own name, add advertisement, etc.
$\square$ How to identify the same news articles?

- Shingling + Min-Hashing + LSH
$\square$ Potential problem: What if $\sim 40 \%$ of the page is advertisement? How to distinguish the real article?
- Special shingling


## Shingling for News Articles

$\square$ Observation: Articles use stop words (the, a, and, for, ...) much for frequently than ads.
$\square$ Shingle definition: Two words followed by a stop word.Example:

- Advertisement: "Buy XYZ"
- No shingles
- Article: "A spokesperson for the XYZ Corporation revealed today that studies have shown it is good for people to buy XYZ products."
■ Shingles: "A spokesperson for", "for the XYZ", "the XYZ Corporation", "that studies have", "have shown it", "it is good", "is good for", "for people to", "to buy XYZ".
$\square$ The content from the real article represented much more in the shingles.


## Identifying Similar News Articles

$\square$ High level methodology:

1. Special shingling for news articles
2. Min-hashing (as before)
3. Locality sensitive hashing (as before)
