

Outline

- Data preprocessing
- Decomposing a dataset: instances and features
- Basic data descriptors
- Feature spaces and proximity (similarity, distance) measures
- Feature transformation for text data

Feature spaces and proximity measures

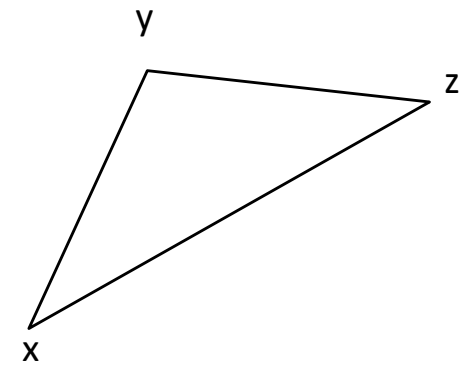
Feature space

- Intuitively: a domain with a distance function
- Formally: feature space $\mathbf{F} = (Dom, dist)$:
 - Dom is a set of attributes / features
 - $dist$: a numerical measure of the degree to which the two compared objects differ
 - $dist : Dom \times Dom \rightarrow \mathbb{R}_0^+$
- For all x, y in Dom , $x \neq y$, $dist$ is required to satisfy the following properties:
 - $dist(x, y) > 0$ (non-negativity)
 - $dist(x, x) = 0$ (reflexivity)

Feature spaces and proximity measures

Metric space

- Formally: Metric space $M = \{Dom, dist\}$:
 - M is a feature space
 - i.e, $dist(x,y) > 0$ (non-negativity) and,
 - $dist(x,x) = 0$ (reflexivity)
 - $dist(x, y) = 0 \Rightarrow x = y$ (strictness)
 - $\forall x, y \in Dom: dist(x, y) = dist(y, x)$ (symmetry)
 - $\forall x, y, z \in Dom : dist(x, z) \leq dist(x, y) + dist(y, z)$ (triangle inequality)
- Measures that satisfy all the above properties are called metrics.



Feature spaces and proximity measures

- Famous example: Euclidean vector space $E=(Dom, dist)$

- $(Dom, dist)$ is a metric space
- $Dom = \mathbb{R}^d$

- $dist(x, y) = \sqrt{\sum_{i=1}^d (x_i - y_i)^2}$

- Notation:

- Euclidean vector space =: “Feature space”
- Vectors (Objects in the Euclidean feature space) =: “Feature vectors”
- The d dimensions of the vector space =: “Features”

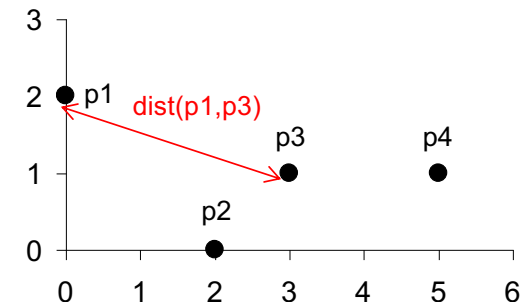
- Standardization is necessary, if scales differ (normalization)!

- e.g., age (e.g., range [0-100] vs salary (e.g., range: 10000-100000))

We will come back to this in a few slides

| point | x | y |
|-------|---|---|
| p1 | 0 | 2 |
| p2 | 2 | 0 |
| p3 | 3 | 1 |
| p4 | 5 | 1 |

Point coordinates

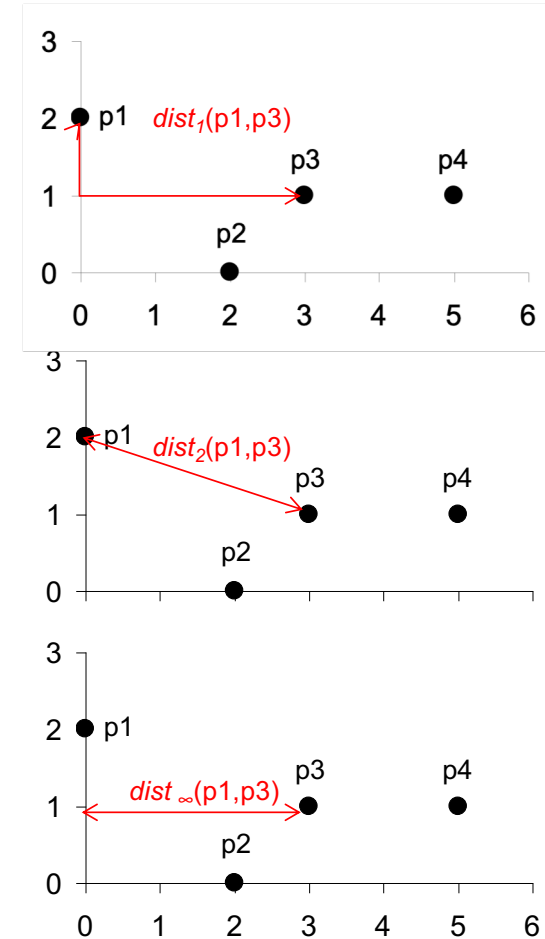


| | p1 | p2 | p3 | p4 |
|----|-------|-------|-------|-------|
| p1 | 0 | 2.828 | 3.162 | 5.099 |
| p2 | 2.828 | 0 | 1.414 | 3.162 |
| p3 | 3.162 | 1.414 | 0 | 2 |
| p4 | 5.099 | 3.162 | 2 | 0 |

Distance matrix

Feature spaces and proximity measures

- Manhattan distance or City-block distance (L_1 norm)
 - $dist_1 = |p_1 - q_1| + |p_2 - q_2| + \dots + |p_d - q_d|$
 - The sum of the absolute differences of the p, q coordinates
- Euclidean distance (L_2 norm)
 - $dist_2 = ((p_1 - q_1)^2 + (p_2 - q_2)^2 + \dots + (p_d - q_d)^2)^{1/2}$
 - The length of the line segment connecting p and q
- Supremum distance (L_{max} norm or L_∞ norm)
 - $dist_\infty = \max\{|p_1 - q_1|, |p_2 - q_2|, \dots, |p_d - q_d|\}$
 - The max difference between any attributes of the objects.
- Minkowski Distance (Generalization of L_p -distance)
 - $dist_p = (|p_1 - q_1|^p + |p_2 - q_2|^p + \dots + |p_d - q_d|^p)^{1/p}$ for $p = 1.. \infty$

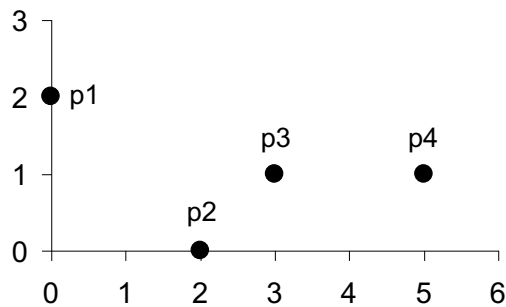


Feature spaces and proximity measures

■ Example

| point | x | y |
|-------|---|---|
| p1 | 0 | 2 |
| p2 | 2 | 0 |
| p3 | 3 | 1 |
| p4 | 5 | 1 |

Point coordinates



| L1 | p1 | p2 | p3 | p4 |
|----|----|----|----|----|
| p1 | 0 | 4 | 4 | 6 |
| p2 | 4 | 0 | 2 | 4 |
| p3 | 4 | 2 | 0 | 2 |
| p4 | 6 | 4 | 2 | 0 |

L1 distance matrix

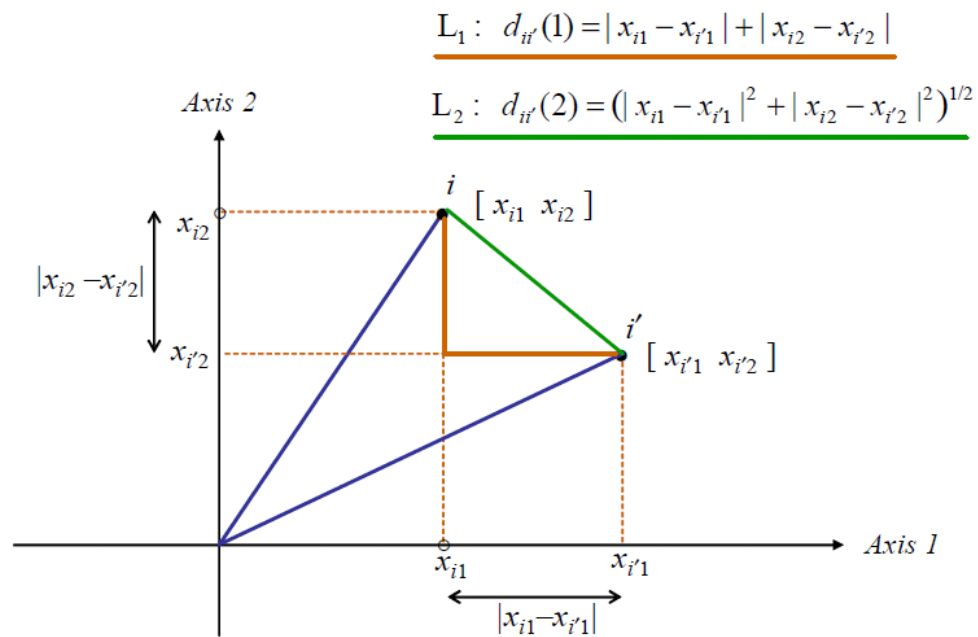
| L2 | p1 | p2 | p3 | p4 |
|----|-------|-------|-------|-------|
| p1 | 0 | 2.828 | 3.162 | 5.099 |
| p2 | 2.828 | 0 | 1.414 | 3.162 |
| p3 | 3.162 | 1.414 | 0 | 2 |
| p4 | 5.099 | 3.162 | 2 | 0 |

L2 distance matrix

| L_∞ | p1 | p2 | p3 | p4 |
|------------|----|----|----|----|
| p1 | 0 | 2 | 3 | 5 |
| p2 | 2 | 0 | 1 | 3 |
| p3 | 3 | 1 | 0 | 2 |
| p4 | 5 | 3 | 2 | 0 |

L_∞ distance matrix

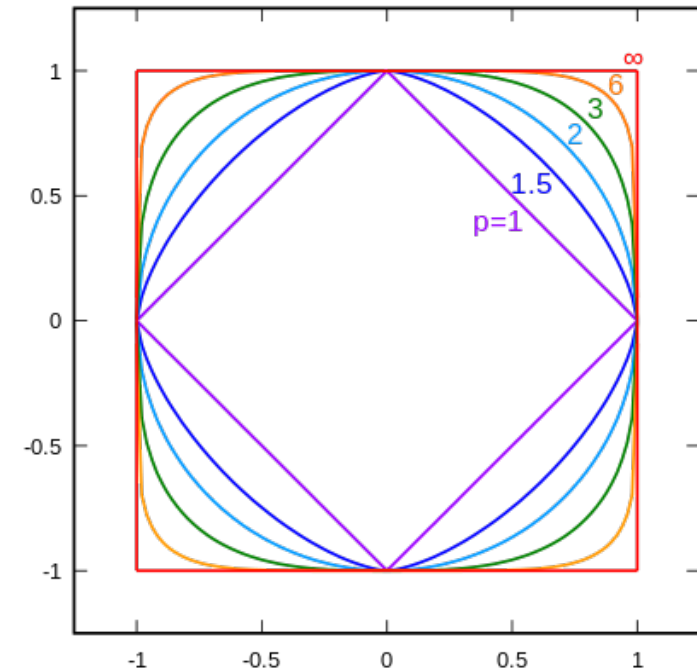
Feature spaces and proximity measures



Source: <http://www.econ.upf.edu/~michael/stanford/maeb5.pdf>

Feature spaces and proximity measures

- Let x, y in $[-1, 1]$
- For L1 norm
 - $|(x, y)|_1 = 1 \Rightarrow x + y = 1$
 - If $x = 1, y = 0$
 - If $x = 0.8, y = 0.2$
 - ...
- For L2 norm
 - $(x^2 + y^2)^{1/2} = 1$
 - It is circle
- ...



Unit Circle for different L_p-distances

Source: <https://de.wikipedia.org/wiki/P-Norm>

Normalization

- Attributes with large ranges outweigh ones with small ranges
 - e.g. income [10K-100K]; age [10-100]
- To balance the “contribution” of an attribute A in the resulting distance, the attributes are scaled to fall within a small, specified range.
- min-max normalization: to $[new_min_A, new_max_A]$

$$v' = \frac{v - min_A}{max_A - min_A} (new_max_A - new_min_A) + new_min_A$$

- e.g. normalize age=30 in [0-1], when min=10,max=100. $new_age = ((30-10)/(100-10)) * (1-0) + 0 = 2/9$
- z-score normalization also called zero-mean normalization
 - After zero-mean normalizing each feature will have a mean value of 0

$$v' = \frac{v - mean_A}{stand_dev_A}$$

e.g. normalize 70,000 iff $\mu=50,000, \sigma=15,000$.
 $new_value = (70,000-50,000)/15,000=1.33$

Proximity between binary attributes 1/2

- A binary attribute has only two states: 0 (absence), 1 (presence)
- A contingency table for binary data

| | | Instance j | | sum |
|------------|---|------------|-------|-------|
| | | 1 | 0 | |
| Instance i | 1 | q | r | $q+r$ |
| | 0 | s | t | $s+t$ |
| sum | | $q+s$ | $r+t$ | p |

q = the number of attributes where i was 1 and j was 1
 t = the number of attributes where i was 0 and j was 0

s = the number of attributes where i was 0 and j was 1
 r = the number of attributes where i was 1 and j was 0

- Simple matching coefficient
(for symmetric binary variables)

$$d(i, j) = \frac{r + s}{q + r + s + t}$$

- for asymmetric binary variables:

$$d(i, j) = \frac{r + s}{q + r + s}$$

- Jaccard coefficient

(for *asymmetric* binary variables)

$$\text{sim}_{\text{Jaccard}}(i, j) = \frac{q}{q + r + s}$$

Proximity between binary attributes 2/2

- Example:

| Name | Fever | Cough | Test-1 | Test-2 | Test-3 | Test-4 |
|------|-------|-------|--------|--------|--------|--------|
| Jack | 1 | 0 | 1 | 0 | 0 | 0 |
| Mary | 1 | 0 | 1 | 0 | 1 | 0 |
| Jim | 1 | 1 | 0 | 0 | 0 | 0 |

$$d(\text{jack}, \text{mary}) = \frac{0+1}{2+0+1} = 0.33$$

$$d(\text{jack}, \text{jim}) = \frac{1+1}{1+1+1} = 0.67$$

$$d(\text{jim}, \text{mary}) = \frac{1+2}{1+1+2} = 0.75$$

(from previous slide)

q = the number of attributes where i was 1 and j was 1
t = the number of attributes where i was 0 and j was 0

s = the number of attributes where i was 0 and j was 1
r = the number of attributes where i was 1 and j was 0

$$d(i, j) = \frac{r + s}{q + r + s}$$

Proximity between categorical attributes

- A nominal attribute has >2 states (generalization of a binary attribute)
 - e.g. color={red, blue, green}

- Method 1: Simple matching

- m: # of matches, p: total # of variables

$$d(i, j) = \frac{p - m}{p}$$

| Name | Hair color | Occupation |
|------|------------|------------|
| Jack | Brown | Student |
| Mary | Blond | Student |
| Jim | Brown | Architect |

- Method 2: Map it to binary variables

- create a new binary attribute for each of the M nominal states of the attribute

| Name | Brown hair | Blond hair | IsStudent | IsArchitect |
|------|------------|------------|-----------|-------------|
| Jack | 1 | 0 | 1 | 0 |
| Mary | 0 | 1 | 1 | 0 |
| Jim | 1 | 0 | 0 | 1 |

Selecting the right proximity measure

- The proximity function should fit the **type of data**
 - For dense continuous data, metric distance functions like Euclidean are often used.
 - For sparse categorical data, typically measures that ignore 0-0 matches are employed
 - We care about characteristics that objects share, not about those that both lack
- **Domain expertise** is important, maybe there is already a state-of-the-art proximity function in a specific domain and we don't need to answer that question again.
- In general, choosing the right proximity measure can be a very time consuming task
- Other important aspects: How to combine proximities for heterogenous attributes (binary and numeric and nominal etc.)
 - e.g., using attribute weights ... but research on this issue is still ongoing.

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