

# Information Distance from a Question to an Answer



# Question & Answer

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## □ Practical concerns:

- Partial match only, often do not satisfy triangle inequality.
- When  $x$  is very popular, and  $y$  is not,  $x$  contains a lot of irrelevant information w.r.t.  $y$ , then  $C(x|y) \ll C(y|x)$ , and  $d(x,y)$  prefers  $y$ .
- Neighborhood density -- there are answers that are much more popular than others.
- Nothing to compress: a question and an answer.

# Partial match

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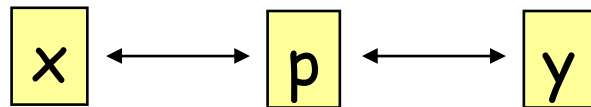
Triangle inequality does not hold:

$$d(\text{man, horse}) \geq d(\text{man, centaur}) + d(\text{centaur, horse})$$

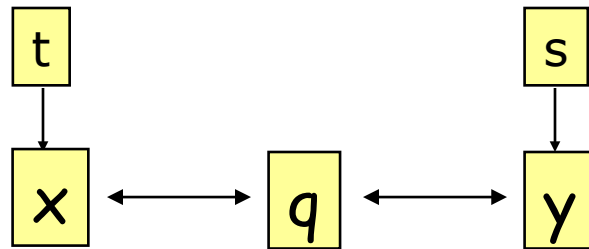
# Separate Irrelevant Information

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- In max theory, we wanted smallest  $p$ , converting  $x, y$ :



- Now let's remove redundant information from  $p$ :



- We now wish to minimize  $q+s+t$ .

# The Min Theory

(Li, Int'l J. TCS, 2007, Zhang et al, KDD'2007)

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- $E_{\min}(x,y)$  = smallest program  $p$  needed to convert between  $x$  and  $y$ , but keeping irrelevant information out from  $p$ .

Fundamental Theorem II:

$$E_{\min}(x,y) = \min \{ C(x|y), C(y|x) \}$$

- All other development similar to  $E(x,y)$ . Define:

$$d_{\min}(x,y) = \frac{\min \{ C(x|y), C(y|x) \}}{\min \{ C(x), C(y) \}}$$

# Other properties

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Theorem 1.  $d_{\min}(x,y) \leq d_{\max}(x,y)$

Theorem 2.  $d_{\min}(x,y)$

- is universal,
- does not satisfy triangle inequality
- is symmetric
- has required density properties: good guys have more neighbors.

# How to approximate $d_{\max}(x,y)$ , $d_{\min}(x,y)$

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- Each term  $C(x|y)$  may be approximated by one of the following:
  1. Compression.
  2. Shannon-Fano code (Cilibrasi, Vitanyi): an object with probability  $p$  may be encoded by  $-\log p + 1$  bits.
  3. Mixed usage of (1) and (2) - in question and answer application. This is especially useful for Q&A systems.

# Shannon-Fano Code

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- Consider  $n$  symbols  $1, 2, \dots, N$ , with decreasing probabilities:  $p_1 \geq p_2 \geq \dots \geq p_n$ . Let  $P_r = \sum_{i=1..r} p_i$ . The binary code  $E(r)$  for  $r$  is obtained by truncating the binary expansion of  $P_r$  at length  $|E(r)|$  such that

$$-\log p_r \leq |E(r)| < -\log p_r + 1$$

- Highly probably symbols are mapped to shorter codes, and

$$2^{-|E(r)|} \leq p_r < 2^{-|E(r)|+1}$$

- Near optimal: Let  $H = -\sum_r p_r \log p_r$  --- the average number of bits needed to encode  $1 \dots N$ . Then we have
  - $\sum_r p_r \log p_r \leq H < \sum_r (-\log p_r + 1) p_r = 1 - \sum_r p_r \log p_r$



# Query-Answer System

X. Zhang, Y. Hao, X. Zhu, M. Li,

KDD'2007

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- Adding conditions to normalized information distance, we built a Query-Answer system.
- The information distance naturally measures
  - Good pattern matches - via compression
  - Frequently occurring items - via Shannon-Fano code
  - Mixed usage of the above two.
- Comparing to State-of-Art systems
  - On 109 benchmark questions, ARANEA (Lin and Katz) answers 54% correct, QUANTA 75%.