# 18.600: Lecture 33 

## Entropy

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## Outline

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Noiseless coding theory

Conditional entropy

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## What is entropy?

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- Familiar on some level to everyone who has studied chemistry or statistical physics.
- Kind of means amount of randomness or disorder.
- But can we give a mathematical definition? In particular, how do we define the entropy of a random variable?


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- In information theory it's quite common to use log to mean $\log _{2}$ instead of $\log _{e}$. We follow that convention in this lecture. In particular, this means that

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- Since there are $2^{k}$ values in $S$, it takes $k$ "bits" to describe an element $x \in S$.
- Intuitively, could say that when we learn that $X=x$, we have learned $k=-\log P\{X=x\}$ "bits of information".


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- Goal is to define a notion of how much we "expect to learn" from a random variable or "how many bits of information a random variable contains" that makes sense for general experiments (which may not have anything to do with coins).
- If a random variable $X$ takes values $x_{1}, x_{2}, \ldots, x_{n}$ with positive probabilities $p_{1}, p_{2}, \ldots, p_{n}$ then we define the entropy of $X$ by

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- This can be interpreted as the expectation of $\left(-\log p_{i}\right)$. The value $\left(-\log p_{i}\right)$ is the "amount of surprise" when we see $x_{i}$.


## Twenty questions with Harry

- Harry always thinks of one of the following animals:

| $x$ | $P\{X=x\}$ | $-\log P\{X=x\}$ |
| :---: | :---: | :---: |
| Dog | $1 / 4$ | 2 |
| Cat | $1 / 4$ | 2 |
| Cow | $1 / 8$ | 3 |
| Pig | $1 / 16$ | 4 |
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| Mouse | $1 / 16$ | 4 |
| Owl | $1 / 16$ | 4 |
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- Can learn animal with $H(X)$ questions on average.
- General: expect $H(X)$ questions if probabilities powers of 2. Otherwise $H(X)+1$ suffice. (Try rounding down to 2 powers.)


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- If $X$ takes one value with probability 1 , what is $H(X)$ ?
- If $X$ takes $k$ values with equal probability, what is $H(X)$ ?
- What is $H(X)$ if $X$ is a geometric random variable with parameter $p=1 / 2$ ?


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- $H(X, Y)$ is just the entropy of the pair $(X, Y)$ (viewed as a random variable itself).
- Claim: if $X$ and $Y$ are independent, then

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H(X, Y)=H(X)+H(Y)
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Why is that?

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## Coding values by bit sequences

- David Huffman (as MIT student) published in "A Method for the Construction of Minimum-Redundancy Code" in 1952.
- If $X$ takes four values $A, B, C, D$ we can code them by:

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- No sequence in code is an extension of another.
- What does 100111110010 spell?
- A coding scheme is equivalent to a twenty questions strategy.


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- In this case, let $X$ take values $x_{1}, \ldots, x_{N}$ with probabilities $p\left(x_{1}\right), \ldots, p\left(x_{N}\right)$. Then if a valid coding of $X$ assigns $n_{i}$ bits to $x_{i}$, we have

$$
\sum_{i=1}^{N} n_{i} p\left(x_{i}\right) \geq H(X)=-\sum_{i=1}^{N} p\left(x_{i}\right) \log p\left(x_{i}\right)
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- Yes. Consider space of $N^{n}$ possibilities. Use "rounding to 2 power" trick, Expect to need at most $H(x) n+1$ bits.


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- We can define a conditional entropy of $X$ given $Y=y_{j}$ by

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- We similarly define $H_{Y}(X)=\sum_{j} H_{Y=y_{j}}(X) p_{Y}\left(y_{j}\right)$. This is the expected amount of conditional entropy that there will be in $Y$ after we have observed $X$.


## Properties of conditional entropy

- Definitions: $H_{Y=y_{j}}(X)=-\sum_{i} p\left(x_{i} \mid y_{j}\right) \log p\left(x_{i} \mid y_{j}\right)$ and $H_{Y}(X)=\sum_{j} H_{Y=y_{j}}(X) p_{Y}\left(y_{j}\right)$.


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- To prove this property, recall that $p\left(x_{i}, y_{j}\right)=p_{Y}\left(y_{j}\right) p\left(x_{i} \mid y_{j}\right)$.
- Thus, $H(X, Y)=-\sum_{i} \sum_{j} p\left(x_{i}, y_{j}\right) \log p\left(x_{i}, y_{j}\right)=$ $-\sum_{i} \sum_{j} p_{Y}\left(y_{j}\right) p\left(x_{i} \mid y_{j}\right)\left[\log p_{Y}\left(y_{j}\right)+\log p\left(x_{i} \mid y_{j}\right)\right]=$
$-\sum_{j} p_{Y}\left(y_{j}\right) \log p_{Y}\left(y_{j}\right) \sum_{i} p\left(x_{i} \mid y_{j}\right)-$
$\sum_{j} p_{Y}\left(y_{j}\right) \sum_{i} p\left(x_{i} \mid y_{j}\right) \log p\left(x_{i} \mid y_{j}\right)=H(Y)+H_{Y}(X)$.


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- In words, the expected amount of information we learn when discovering $X$ after having discovered $Y$ can't be more than the expected amount of information we would learn when discovering $X$ before knowing anything about $Y$.
- Proof: note that $\mathcal{E}\left(p_{1}, p_{2}, \ldots, p_{n}\right):=-\sum p_{i} \log p_{i}$ is concave.


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- Important property two: $H_{Y}(X) \leq H(X)$ with equality if and only if $X$ and $Y$ are independent.
- In words, the expected amount of information we learn when discovering $X$ after having discovered $Y$ can't be more than the expected amount of information we would learn when discovering $X$ before knowing anything about $Y$.
- Proof: note that $\mathcal{E}\left(p_{1}, p_{2}, \ldots, p_{n}\right):=-\sum p_{i} \log p_{i}$ is concave.
- The vector $v=\left\{p_{X}\left(x_{1}\right), p_{X}\left(x_{2}\right), \ldots, p_{X}\left(x_{n}\right)\right\}$ is a weighted average of vectors $v_{j}:=\left\{p_{X}\left(x_{1} \mid y_{j}\right), p_{X}\left(x_{2} \mid y_{j}\right), \ldots, p_{X}\left(x_{n} \mid y_{j}\right)\right\}$ as $j$ ranges over possible values. By (vector version of) Jensen's inequality,

$$
H(X)=\mathcal{E}(v)=\mathcal{E}\left(\sum p_{Y}\left(y_{j}\right) v_{j}\right) \geq \sum p_{Y}\left(y_{j}\right) \mathcal{E}\left(v_{j}\right)=H_{Y}(X)
$$

