

COMP2610/COMP6261 - Information Theory

Lecture 6: Entropy

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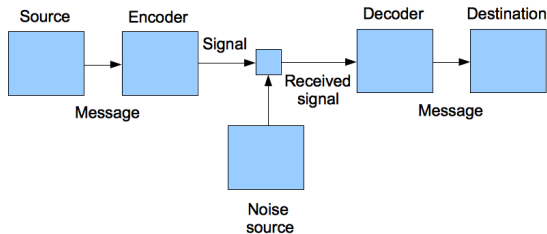
- The Bernoulli and Binomial distributions
- Maximum likelihood estimation
- Bayesian parameter estimation

This time

- Information content and entropy
- Examples and intuition
- Some basic properties of entropy

- 1 Information Content & Entropy
 - Entropy of a Random Variable
 - Some Basic Properties
- 2 Examples: Bernoulli and Categorical Random Variables
 - Maximum Entropy
- 3 Entropy as Code Length
 - Average Code Length
 - Minimum Number of Binary Questions
- 4 Joint Entropy, Conditional Entropy and Chain Rule
- 5 An Axiomatic Characterisation
- 6 Wrapping up

Recap: A General Communication System



How **informative** is a message?

Information Content: Informally

Say that a message comprises a single bit

- Whether or not a coin comes up heads
- Whether or not my favourite horse wins a race

Informally, the amount of **information** in such a message is:

- How **unexpected** or “surprising” it is
 - ▶ If a coin comes up Heads 99.99% of the time, the message “Tails” is much more informative than “Heads”
 - ▶ If I believe my favourite horse will win with 99.99% probability, it is surprising to find out it did not

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 - ▶ If I believe my favourite horse will win with 99.99% probability, it is surprising to find out it did not
- How **predictable** it is
 - ▶ If a coin comes up Heads 99.99% of the time, we can predict the next message as “Heads” and be right most of the time
 - ▶ If I believe my favourite horse will win with 99.99% probability, then I believe predicting so to be right most of the time

Information Content: Formally

Intuitively, we measure information of a message in relation to the **other messages we could have seen**

- For binary messages, we either see 0 or 1
- The message 1 is informative when there is a good chance I might have seen 0

How can we *formalise* and thus *measure* information content?

- Information content of an **outcome** must depend on its probability
- Information content of a **random variable** must depend on its probability distribution

Information Content of an Outcome: Definition

Let X be a discrete r.v. with possible outcomes \mathcal{X}

- e.g. $\mathcal{X} = \{0, 1\}$
- e.g. $\mathcal{X} = \{\text{Yes, No, Maybe}\}$

Let $p(x)$ denote the probability of outcome $x \in \mathcal{X}$

The **information content** of an **outcome** $x \in \mathcal{X}$ is:

$$h(x) = \log_2 \frac{1}{p(x)}$$

Information Content of an Outcome: Properties

The information content of x **grows** as $p(x)$ **shrinks**

- Outcomes that are **rare** are deemed to contain more information

Choice of logarithm basis is arbitrary

- If we use \log_2 we measure information in *bits*

What about other functions of $p(x)$, e.g. $\frac{1}{p(x)^2} - 1$?

Entropy of a Random Variable: Definition

Let X be a discrete r.v. with possible outcomes \mathcal{X} .

The **entropy** of the random variable X is the **average information content** of the outcomes:

$$\begin{aligned} H(X) &= \mathbb{E}_x [h(x)] \\ &= \sum_x p(x) \cdot \log_2 \frac{1}{p(x)} \\ &= - \sum_x p(x) \log_2 p(x) \end{aligned}$$

where we define $0 \log 0 \equiv 0$, as $\lim_{p \rightarrow 0} p \log p = 0$.

Entropy of a Random Variable

Some Basic Properties

- Non-negativity:

$$0 \leq p(x) \leq 1 \rightarrow \log \frac{1}{p(x)} \geq 0$$

$$\sum_x p(x) \log \frac{1}{p(x)} \geq 0$$

$$H(X) \geq 0$$

Entropy of a Random Variable

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$$H(X) \geq 0$$

- Change of base:

$$H_b(X) = - \sum_x p(x) \log_b p(x)$$

$$= \sum_x p(x) \log_a p(x) \log_b a$$

$$H_b(X) = \log_b a H_a(X)$$

- ▶ If we use \log_2 the units are called *bits*
- ▶ If we use natural logarithm the units are called *nats*

Unrolling the Definition

The entropy of X is

$$H(X) = - \sum_x p(x) \log_2 p(x).$$

Pick a random outcome x , and see how large its probability is

- Average information content of each outcome

Does **not** depend on the values of the outcomes

- Only on their probabilities

What Does Entropy “Mean”?

Entropy does match some intuitive properties of our informal notion of “information content”

- Rare outcomes provide more information

But other functions also seem plausible, e.g. $G(X) = \sum_x \frac{1}{p(x)}$

We will see some examples where our definition of entropy arises naturally

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Entropy of a Random Variable

Example 1 — Bernoulli Distribution

Let $X \in \{0, 1\}$ with $X \sim \text{Bern}(X|\theta)$

Then,

$$p(X = 0) = 1 - \theta$$

$$p(X = 1) = \theta$$

So, the entropy of a Bernoulli random variable is

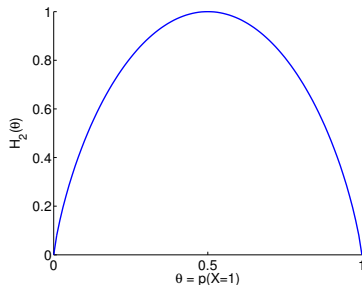
$$\begin{aligned} H(X) &= - \sum_{x \in \{0,1\}} -p(x) \cdot \log p(x) \\ &= -\theta \log \theta - (1 - \theta) \log(1 - \theta) \end{aligned}$$

Entropy of a Random Variable

Example 1 — Bernoulli Distribution

Let $X \in \{0, 1\}$ with $X \sim \text{Bern}(X|\theta)$ and $\theta = p(X = 1)$

$$H(X) = -\theta \log \theta - (1 - \theta) \log(1 - \theta)$$

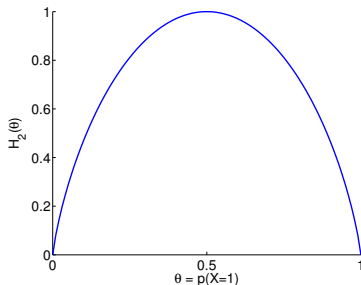


Entropy of a Random Variable

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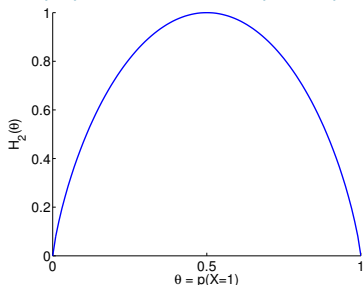
- *Concave* function of the distribution

Entropy of a Random Variable

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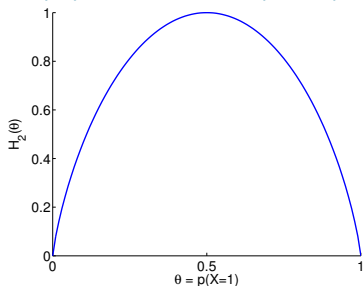
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- Minimum entropy \rightarrow no uncertainty about X , i.e. $\theta = 1$ or $\theta = 0$

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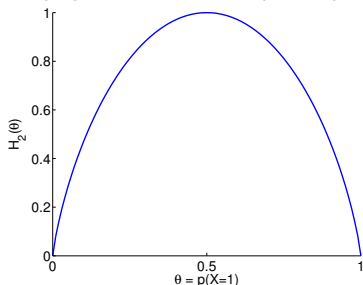
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- Concave function of the distribution
- Minimum entropy \rightarrow no uncertainty about X , i.e. $\theta = 1$ or $\theta = 0$
- Maximum when \rightarrow complete uncertainty about X , i.e. $\theta = 0.5$
- For $\theta = 0.5$ (e.g. a fair coin) $H_2(X) = 1$ bit.

Entropy of a Random Variable

Example 2

Consider a random variable X with **uniform** distribution over 32 outcomes:

The entropy of this rv is given by:

$$H(X) = - \sum_{i=1}^{32} p(i) \log_2 p(i) = - \sum_{i=1}^{32} \frac{1}{32} \log_2 \frac{1}{32} = \log_2 32 = 5 \text{ bits.}$$

Entropy of a Random Variable

Example 3 — Categorical Distribution

Categorical distributions with 30 different states:

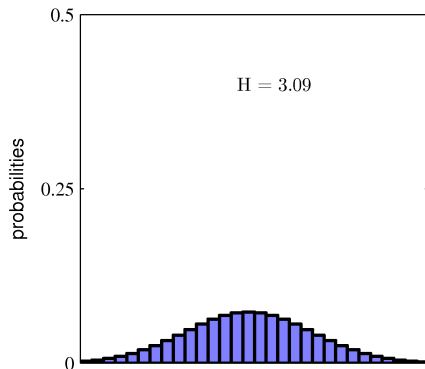
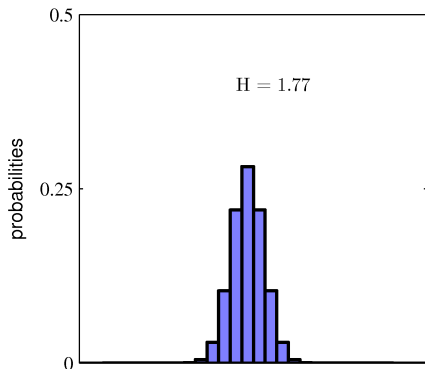


Figure from Bishop, PRML, 2006)

Entropy of a Random Variable

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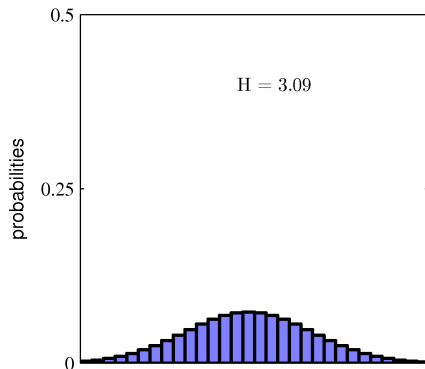
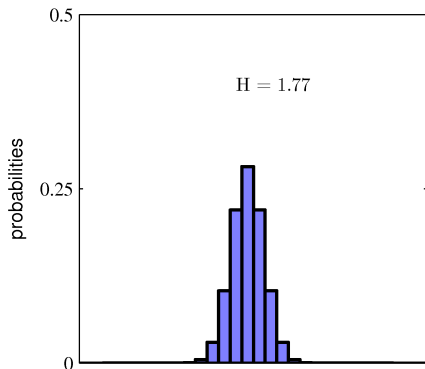


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- The more sharply peaked the lower the entropy

Entropy of a Random Variable

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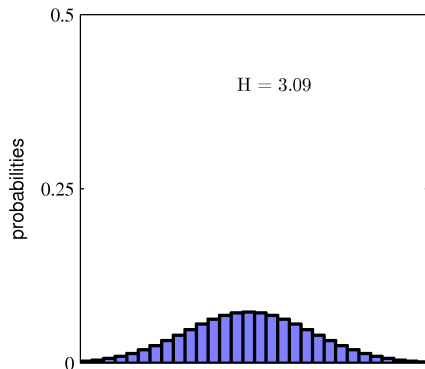
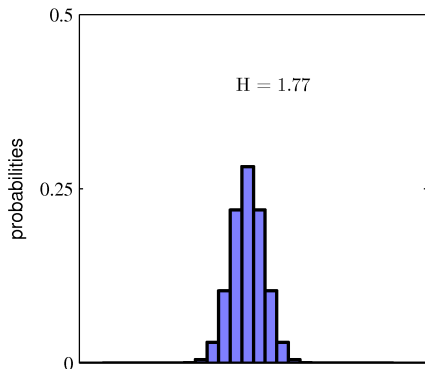


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- The more sharply peaked the lower the entropy
- The more evenly spread the higher the entropy

Entropy of a Random Variable

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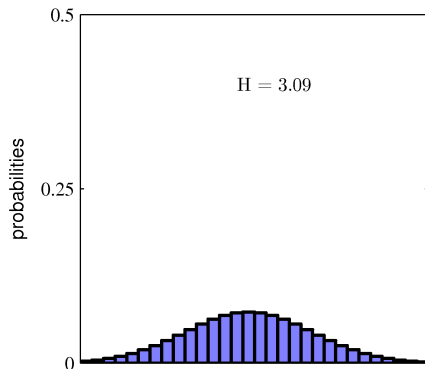
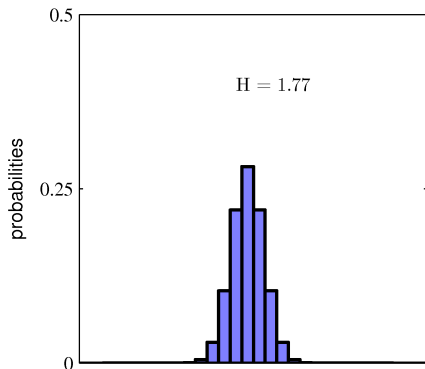


Figure from Bishop, PRML, 2006)

- The more sharply peaked the lower the entropy
- The more evenly spread the higher the entropy
- Maximum for *uniform* distribution: $H(X) = -\log \frac{1}{30} \approx 3.40$ nats
 - ▶ When will the entropy be minimum?

Entropy of a Random Variable

Maximum Entropy

Consider a discrete variable X taking on values from the set \mathcal{X}

- Let p_i be the probability of each state, with $i = 1, \dots, |\mathcal{X}|$

Entropy of a Random Variable

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- Let p_i be the probability of each state, with $i = 1, \dots, |\mathcal{X}|$
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The entropy is maximized if \mathbf{p} is uniform:

$$H(X) \leq \log|\mathcal{X}|$$

with equality iff $p_i = \frac{1}{|\mathcal{X}|}$ for all i

Note that $\log|\mathcal{X}|$ is the number of bits needed to describe an outcome of X

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Entropy of a Random Variable

Example 4 (from Cover & Thomas, 2006) — 1 of 3

Consider a horse race with 8 horses participating:

{*acer*, *babe*, *cactus*, *daisy*, *epic*, *fancy*, *gem*, *hairy*}

Entropy of a Random Variable

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Note that the entropy of the corresponding random variable, say X is:

$$H(X) = 8 \times \frac{1}{8} \log_2 8 = 3 \text{ bits.}$$

Entropy of a Random Variable

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- Now say that the probabilities of each horse winning are:

$$\left(\frac{1}{2}, \frac{1}{4}, \frac{1}{8}, \frac{1}{16}, \frac{1}{64}, \frac{1}{64}, \frac{1}{64}, \frac{1}{64} \right)$$

Entropy of a Random Variable

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What is the average code-length to transmit the identity of the winning horse?

Entropy of a Random Variable

Example 4 (from Cover & Thomas, 2006) — 2 of 3

We see that some horses have higher probability of winning:

- We can still use a 3-bit representation
 - ▶ However, this would be wasteful as some horses are more likely to win

Entropy of a Random Variable

Example 4 (from Cover & Thomas, 2006) — 2 of 3

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- **Idea:** Use shorter codes for most probable horses and longer codes for the less probable horses.

Entropy of a Random Variable

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 - ▶ However, this would be wasteful as some horses are more likely to win
- **Idea:** Use shorter codes for most probable horses and longer codes for the less probable horses.
- Represent the horses (states) using the following codes:

$$\{0, 10, 110, 1110, 111100, 111101, 111110, 111111\}$$

- ▶ We should be able to disambiguate a concatenation of these strings into the corresponding components.
- ▶ E.g. 11001110 → ??

Entropy of a Random Variable

Example 4 (from Cover & Thomas, 2006) — 3 of 3

What is the average code length that has to be transmitted?

Entropy of a Random Variable

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$$\text{Average code-length} = \frac{1}{2} \times 1 + \frac{1}{4} \times 2 + \frac{1}{8} \times 3 + \frac{1}{16} \times 4 + 4 \times \frac{1}{64} \times 6 = 2 \text{ bits}$$

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What is the entropy of the corresponding random variable?

Entropy of a Random Variable

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What is the entropy of the corresponding random variable?

$$\begin{aligned} H(X) &= - \left(\frac{1}{2} \log_2 \frac{1}{2} + \frac{1}{4} \log_2 \frac{1}{4} + \frac{1}{8} \log_2 \frac{1}{8} + \frac{1}{16} \log_2 \frac{1}{16} + \frac{4}{64} \log_2 \frac{1}{64} \right) \\ &= 2 \text{ bits} \end{aligned}$$

Entropy of a Random Variable:

Example 5 (from Cover & Thomas, 2006)

Let $X \in \{1, 2, 3\}$ and $p(X = 1) = p(X = 2) = p(X = 3) = \frac{1}{3}$

Given the corresponding codeword:

$$\left\{ \overbrace{0}^1, \overbrace{10}^2, \overbrace{11}^3 \right\}$$

Then $H(X) = 1.58$, and average code length = 1.66

Entropy of a Random Variable:

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Let $X \in \{1, 2, 3\}$ and $p(X = 1) = p(X = 2) = p(X = 3) = \frac{1}{3}$

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In general, Entropy is a lower bound on the average number of bits to transmit the state of a random variable.

Entropy of a Random Variable:

What Questions Should We Ask? (From Cover & Thomas, 2006)

Assume that only the following horses participated in the last race: {*acer*, *babe*, *cactus*, *daisy*}.

The corresponding probabilities of winning are give by:

$$p(X = a) = \frac{1}{2} \quad p(X = b) = \frac{1}{4} \quad p(X = c) = \frac{1}{8} \quad p(X = d) = \frac{1}{8}.$$

You want to determine who won the race with the minimum number of yes/no questions:

- (a) What questions should you ask?
- (b) What is the minimum expected number of binary questions for this?

Entropy of a Random Variable:

What Questions Should We Ask? (From Cover & Thomas, 2006) — Cont'd

As a is more likely to have won the race I first ask about him: has $X = a$ won the race?

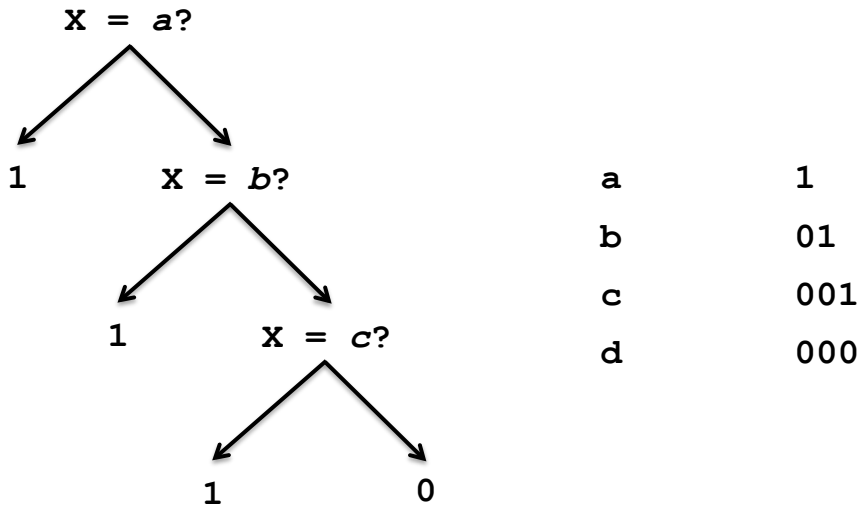
If the answer is no, I then ask about the second most probable winner: has $X = b$ won the race?

Then $X = c?$, and $X = d?$

Note that the series of questions corresponding to an outcome can be seen as a code!

Entropy of a Random Variable:

What Questions Should We Ask? (From Cover & Thomas, 2006) — Cont'd



Entropy of a Random Variable:

What Questions Should We Ask? (From Cover & Thomas, 2006) — Cont'd

The entropy of this random variable determines a lower bound for the minimum number of binary questions:

$$H_2(X) = - \left(\frac{1}{2} \log_2 \frac{1}{2} + \frac{1}{4} \log_2 \frac{1}{4} + \frac{1}{8} \log_2 \frac{1}{8} + \frac{1}{8} \log_2 \frac{1}{8} \right) = 1.75 \text{ bits.}$$

This is in fact the minimum expected number of binary questions. In general, this number lies between $H(X)$ and $H(X) + 1$

Intuitively, each question reduces our amount of uncertainty in the outcome by attempting to eliminate (or validate) the hard to predict outcomes

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Joint Entropy

The **joint entropy** $H(X, Y)$ of a pair of discrete random variables with joint distribution $p(X, Y)$ is given by:

$$\begin{aligned} H(X, Y) &= \mathbb{E}_{X, Y} \left[\log \frac{1}{p(X, Y)} \right] \\ &= \sum_{x \in \mathcal{X}} \sum_{y \in \mathcal{Y}} p(x, y) \log \frac{1}{p(x, y)} \end{aligned}$$

Joint Entropy:

Independent Random Variables

If X and Y are statistically independent we have that:

$$H(X, Y) = \sum_{x \in \mathcal{X}} \sum_{y \in \mathcal{Y}} p(x, y) \log \frac{1}{p(x, y)}$$

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Joint Entropy:

Independent Random Variables

If X and Y are statistically independent we have that:

$$\begin{aligned}H(X, Y) &= \sum_{x \in \mathcal{X}} \sum_{y \in \mathcal{Y}} p(x, y) \log \frac{1}{p(x, y)} \\&= - \sum_{x \in \mathcal{X}} \sum_{y \in \mathcal{Y}} p(x)p(y) [\log p(x) + \log p(y)] \\&= - \sum_{x \in \mathcal{X}} p(x) \log p(x) \underbrace{\sum_{y \in \mathcal{Y}} p(y)}_1 - \sum_{y \in \mathcal{Y}} p(y) \log p(y) \underbrace{\sum_{x \in \mathcal{X}} p(x)}_1 \\&= \sum_{x \in \mathcal{X}} p(x) \log \frac{1}{p(x)} + \sum_{y \in \mathcal{Y}} p(y) \log \frac{1}{p(y)} \\&= H(X) + H(Y)\end{aligned}$$

Entropy is additive for independent random variables

Conditional Entropy

The conditional entropy of Y given $X = x$ is the entropy of the probability distribution $p(Y|X = x)$:

$$H(Y|X = x) = \sum_{y \in \mathcal{Y}} p(y|X = x) \log \frac{1}{p(y|X = x)}$$

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The conditional entropy of Y given X , is the average over X of the conditional entropy of Y given $X = x$:

$$\begin{aligned} H(Y|X) &= \sum_{x \in \mathcal{X}} p(x) H(Y|X = x) \\ &= \sum_{x \in \mathcal{X}} p(x) \sum_{y \in \mathcal{Y}} p(y|x) \log \frac{1}{p(y|x)} \end{aligned}$$

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Average uncertainty that remains about Y when X is known.

Conditional Entropy — Cont'd

We can re-write the conditional entropy as follows:

$$H(Y|X) = \sum_{x \in \mathcal{X}} p(x) \sum_{y \in \mathcal{Y}} p(y|x) \log \frac{1}{p(y|x)}$$

Conditional Entropy — Cont'd

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Conditional Entropy — Cont'd

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Conditional Entropy — Cont'd

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Note the expectation is not wrt the conditional distribution but wrt the joint distribution $p(X, Y)$

Chain Rule

The joint entropy can be written as:

$$H(X, Y) = - \sum_{x \in \mathcal{X}} \sum_{y \in \mathcal{Y}} p(x, y) \log p(x, y)$$

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$$H(X, Y) = H(X) + H(Y|X) = H(Y) + H(X|Y)$$

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$$H(X, Y) = H(X) + H(Y|X) = H(Y) + H(X|Y)$$

The joint uncertainty of X and Y is the uncertainty of X plus the uncertainty of Y given X

- 1 Information Content & Entropy
 - Entropy of a Random Variable
 - Some Basic Properties
- 2 Examples: Bernoulli and Categorical Random Variables
 - Maximum Entropy
- 3 Entropy as Code Length
 - Average Code Length
 - Minimum Number of Binary Questions
- 4 Joint Entropy, Conditional Entropy and Chain Rule
- 5 An Axiomatic Characterisation
- 6 Wrapping up

An Axiomatic Characterisation

Suppose we want a measure H of “information” in a random variable X such that

- 1 H depends on the distribution of X , and not the outcomes themselves
- 2 The H for the combination of two variables X, Y is at most the sum of the corresponding H values
- 3 The H for the combination of two independent variables X, Y is the sum of the corresponding H values
- 4 Adding outcomes with probability zero does not affect H
- 5 The H for an unbiased Bernoulli is 1
- 6 The H for a Bernoulli with parameter p tends to 0 as $p \rightarrow 0$

Then, the only possible choice for H is

$$H(X) = - \sum_x p(x) \log_2 p(x)$$

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Summary

- Entropy as a measure of information content
- Computation of entropy of discrete random variables
- Entropy and average code length
- Entropy and minimum expected number of binary questions
- Joint and conditional entropies, chain rule
- **Reading:** Mackay § 1.2 – § 1.5, § 8.1; Cover & Thomas § 2.1; Bishop § 1.6

Next time

- More properties of entropy
- Relative entropy
- Mutual information