Note to other teachers and users of these slides. Andrew would be delighted if you found this source material useful in giving your own lectures. Feel free to use these slides verbatim, or to modify them to fit your own needs. PowerPoint originals are available. If you make use of a significant portion of these slides in your own lecture, please include this message, or the following link to the source repository of Andrew's tutorials: http://www.cs.cmu.edu/~awm/tutorials. Comments and corrections gratefully received.

Information Gain

Andrew W. Moore Professor School of Computer Science Carnegie Mellon University

www.cs.cmu.edu/~awm awm@cs.cmu.edu 412-268-7599

Bits

You are watching a set of independent random samples of X You see that X has four possible values

$$P(X=A) = 1/4 | P(X=B) = 1/4 | P(X=C) = 1/4 | P(X=D) = 1/4$$

So you might see: BAACBADCDADDDA...

You transmit data over a binary serial link. You can encode each reading with two bits (e.g. A = 00, B = 01, C = 10, D = 11)

01000010010011101100111111100...

Fewer Bits

Someone tells you that the probabilities are not equal

$$P(X=A) = 1/2 | P(X=B) = 1/4 | P(X=C) = 1/8 | P(X=D) = 1/8$$

It's possible...

...to invent a coding for your transmission that only uses 1.75 bits on average per symbol. How?

Fewer Bits

Someone tells you that the probabilities are not equal P(X=A) = 1/2 | P(X=B) = 1/4 | P(X=C) = 1/8 | P(X=D) = 1/8

It's possible...

...to invent a coding for your transmission that only uses 1.75 bits on average per symbol. How?

Α	0
В	10
С	110
D	111

(This is just one of several ways)

Fewer Bits

Here's a naïve coding, costing 2 bits per symbol

Α	00
В	01
С	10

Can you think of a coding that would need only 1.6 bits per symbol on average?

In theory, it can in fact be done with 1.58496 bits per symbol.

General Case

Suppose X can have one of m values...
$$V_1, V_2, ..., V_m$$

$$P(X=V_1) = p_1 \quad P(X=V_2) = p_2 \quad \quad P(X=V_m) = p_m$$

What's the smallest possible number of bits, on average, per symbol, needed to transmit a stream of symbols drawn from X's distribution? It's

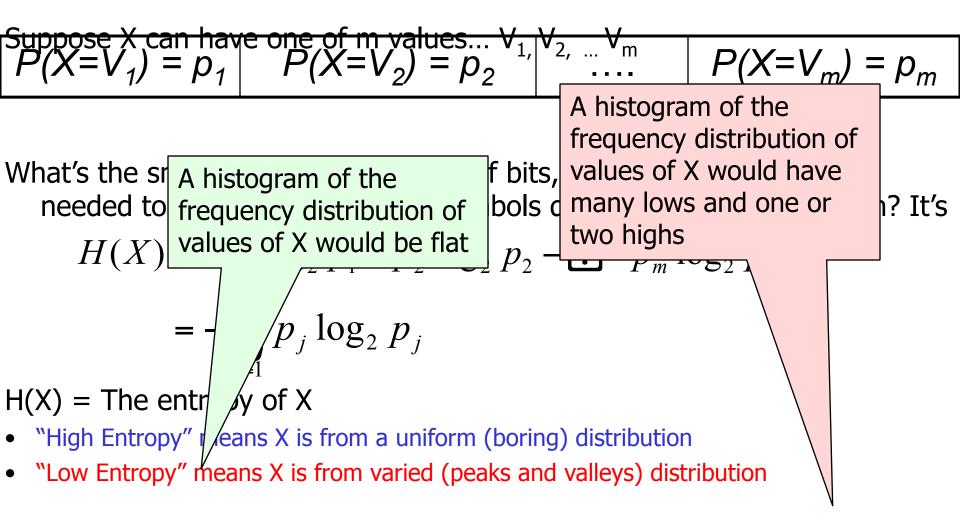
$$H(X) = -p_1 \log_2 p_1 - p_2 \log_2 p_2 - ? - p_m \log_2 p_m$$

$$= -\sum_{j=1}^{m} p_j \log_2 p_j$$

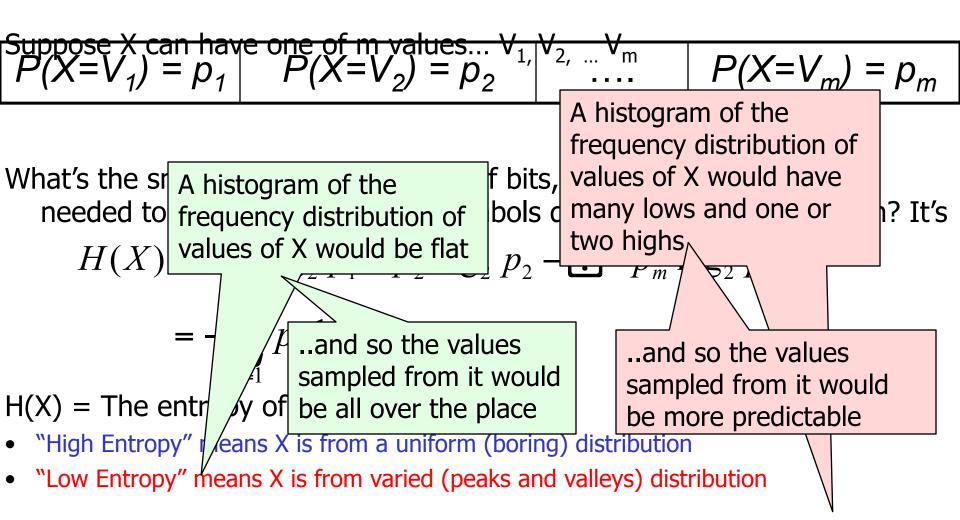
H(X) = The entropy of X

- "High Entropy" means X is from a uniform (boring) distribution
- "Low Entropy" means X is from varied (peaks and valleys) distribution

General Case



General Case



Entropy in a nut-shell

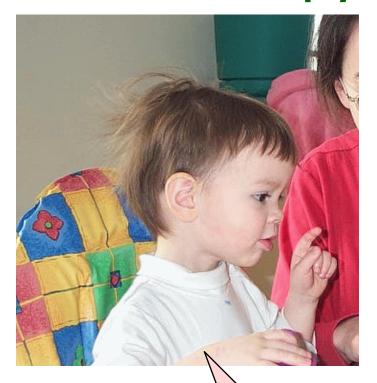




Low Entropy

High Entropy

Entropy in a nut-shell





Low Entropy

High Entropy

..the values (locations of soup) sampled entirely from within the soup bowl

..the values (locations of soup) unpredictable... almost uniformly sampled throughout our dining room

Specific Conditional Entropy H(Y|X=v)

Suppose I'm trying to predict output Y and I have input X

X = College Major

Y = Likes "Gladiator"

X	Y	
Math	Yes	
History	No	
CS	Yes	
Math	No	
Math	No	
CS	Yes	
History	No	
Math	Yes	

Let's assume this reflects the true probabilities

E.G. From this data we estimate

- P(LikeG = Yes) = 0.5
- P(Major = Math & LikeG = No) = 0.25
- P(Major = Math) = 0.5
- P(LikeG = Yes | Major = History) = 0

Note:

- H(X) = 1.5
- $\bullet H(Y) = 1$

Specific Conditional Entropy H(Y|X=v)

X = College Major

Y = Likes "Gladiator"

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes

Definition of Specific Conditional Entropy:

H(Y |X=v) = The entropy of Y among only those records in which X has value v

Specific Conditional Entropy H(Y|X=v)

X = College Major

Y = Likes "Gladiator"

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes

Definition of Specific Conditional Entropy:

H(Y |X=v) = The entropy of Y among only those records in which X has value v

- H(Y|X=Math) = 1
- H(Y|X=History) = 0
- H(Y|X=CS) = 0

Conditional Entropy H(Y|X)

X = College Major

Y = Likes "Gladiator"

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes

Definition of Conditional Entropy:

H(Y | X) = The average specific conditional entropy of Y

- = if you choose a record at random what will be the conditional entropy of Y, conditioned on that row's value of X
- = Expected number of bits to transmit Y if both sides will know the value of X

=
$$\Sigma_j$$
 Prob(X= v_j) H(Y | X = v_j)

Conditional Entropy

Y = Likes "Gladiator"

Definition of Conditional Entropy:

$$H(Y|X)$$
 = The average conditional entropy of Y
= $\Sigma_i Prob(X=v_i) H(Y \mid X=v_i)$

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes

v _j	Prob(X=v _j)	$H(Y \mid X = v_j)$
Math	0.5	1
History	0.25	0
CS	0.25	0

$$H(Y|X) = 0.5 * 1 + 0.25 * 0 + 0.25 * 0 = 0.5$$

Information Gain

X = College Major

Y = Likes "Gladiator"

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes

Definition of Information Gain:

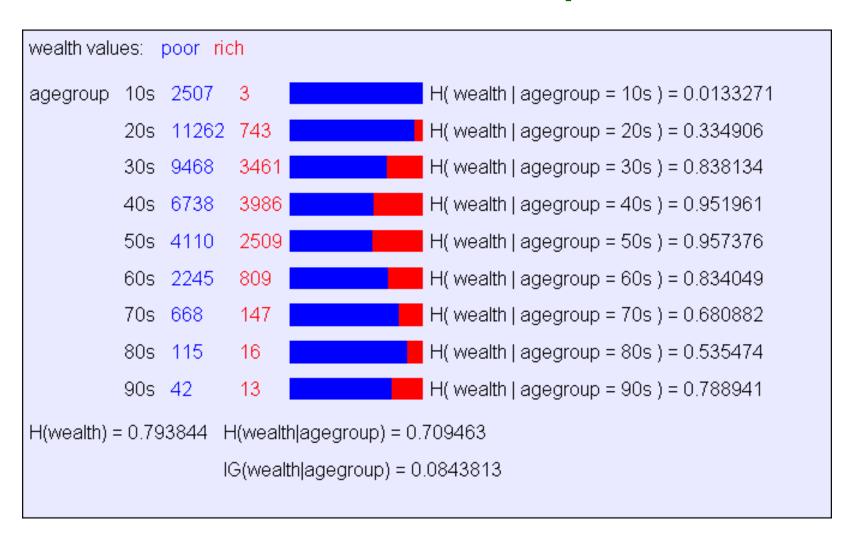
IG(Y|X) = I must transmit Y. How many bits on average would it save me if both ends of the line knew X?

$$IG(Y \mid X) = H(Y) - H(Y \mid X)$$

- $\bullet \ \ \mathsf{H}(\mathsf{Y})=\mathbf{1}$
- H(Y|X) = 0.5
- Thus IG(Y|X) = 1 0.5 = 0.5

Information Gain Example

Another example



Relative Information Gain

X = College Major

Y = Likes "Gladiator"

Definition	of	Relative	Information
Gain:			

RIG(Y|X) = I must transmit Y, what fraction of the bits on average would it save me if both ends of the line knew X?

$$RIG(Y|X) = H(Y) - H(Y|X) / H(Y)$$

- H(Y|X) = 0.5
- $\bullet \quad \mathsf{H}(\mathsf{Y}) = \mathbf{1}$
- Thus IG(Y|X) = (1-0.5)/1 = 0.5

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes

What is Information Gain used for?

Suppose you are trying to predict whether someone is going live past 80 years. From historical data you might find...

- •IG(LongLife | HairColor) = 0.01
- •IG(LongLife | Smoker) = 0.2
- •IG(LongLife | Gender) = 0.25
- •IG(LongLife | LastDigitOfSSN) = 0.00001

IG tells you how interesting a 2-d contingency table is going to be.