

# Semantic Thermodynamic Entropy Pruning: Key Insights

## Core Principles

- 1. **Entropy-Guided Selection**: Pruning decisions based on information-theoretic measures rather than magnitude alone
- 2. **Semantic Preservation**: Maintaining meaningful content while reducing computational overhead
- 3. **Thermodynamic Optimization**: Applying energy minimization principles to neural network compression
- 4. **Information Conservation**: Preserving mutual information between network layers

## Mathematical Framework

- **Landauer's Principle**: Minimum energy  $E \approx k_B \cdot T \cdot \ln(2)$  for bit erasure
- **Semantic Entropy**:  $H_s \leq H$  (semantic entropy bounded by syntactic entropy)
- **Information Concentration**:  $IC = \text{rank}(W) \cdot H(\text{activations}) / ||W||_0$
- **Energy Efficiency**:  $\hat{I} = (\text{semantic\_fidelity} \cdot \text{compression\_ratio}) / \text{energy\_consumption}$

## Performance Metrics Summary

| Aspect                | Traditional Pruning | Entropy-Based Pruning | Semantic-Thermodynamic Pruning |
|-----------------------|---------------------|-----------------------|--------------------------------|
| Compression           | 60-80%              | 85-95%                | 80-90%                         |
| Accuracy Loss         | 5-15%               | 2-10%                 | 3-13%                          |
| Energy Savings        | 40-60%              | 70-85%                | 75-88%                         |
| Semantic Preservation | Low                 | Moderate              | Very High                      |

## Key Algorithms

- 1. **NEPENTHE**: Entropy-based depth reduction through layer linearization
- 2. **MIPP**: Mutual Information Preserving Pruning
- 3. **Energy-Aware Pruning**: Direct energy consumption optimization
- 4. **Thermodynamic Filter Selection**: Temperature-based filter importance

## Applications

- Large Language Model optimization
- Edge computing deployment
- Medical AI safety systems
- Real-time semantic processing
- Resource-constrained environments