

measuring information

info-20002: foundations of informatics

information theory

- Shannon's seminal paper
- Provide a framework to deal with the efficiency of information transmission in noisy channels
- Measure information quantity objectively
- Datt as facts
- Devoid of the subjective aspects of information, no semantics and pragmatics.
- Information represents **the degree of freedom in choosing one particular symbol from all possible ones.**
- Bit as the fundamental unit of information.

[1] Shannon, C. (1948). [A Mathematical Theory of Communication](#), Bell System Technical Journal (27)

Klir, G. J., Wierman, M. J. (1999). ["Uncertainty-Based Information. Elements of Generalized Information Theory"](#)

Binary Code

- Two-symbol language: two alphabets "0" and "1", binary digits
- Information quantity depends on the number of alternative message choices encoded in the binary system
- Bit is equivalent to the choice between two equally likely choices
- Most economical information encoding (von Baeyer, 2004)
- Consider encoding a number between 0 and 127 inclusive using a set of numbered flags.
Number 126 can be represented using various encodings as follows:

Method	Required flags	Encoded number
One number each flag	128	126
Hexadecimal code	$23 = 7 + (1 \times 16)$	7E
Decimal code	$21 = 1 + (2 \times 10)$	126
Octal code	$17 = 1 + (2 \times 8)$	176
Binary code	$14 = 2 \times 7$	11111110

Measure of Information

Hartley function (Hartley uncertainty measure)

- Selecting up a particular symbol on a finite set X of uniformly discrete symbols.
- The amount of information needed to remove the uncertainty.
- The amount of uncertainty associated with a set of n alternatives.
- Quantifies how many n -choice questions need to be asked to uncover the selected symbol

$$H_0(X) = \log_b |X|$$

$b = 2$, the unit of measurement is called **shannon** (Sh).

$b = e$, the unit of measurement is called **nat** (for natural logarithmic).

$b = 10$, the unit of measurement is called **hartley** (Hart).

[1] Hartley, R. V. L. (1928). ["Transmission of information,"](#) Bell System Technical Journal 7(3): 535-563

Think a card, and select the row in which that card appears.

☐ Row 1

☐ Row 2

Next

☐ Row 3

Entropy of Information

- Shannon's Entropy probabilistic-based measurement
- Hartley works for uniformly distributed symbol, Shannon's for non-uniform distribution
- Measure of the amount of uncertainty in selecting a particular symbol from symbol space

Let:

- a message space of n symbols in a possible space X . Probablistically speaking, X is a discrete random variable with n outcomes $\{x_1, \dots, x_n\}$.
- $p(x_i)$ is the probability of selecting x_i
- measure of information content (self-information or surprisal) of symbol x_i is $-\log p(x_i)$
- Entropy of selecting a symbol from X is:

$$H(X) = - \sum_{i=1}^n p(x_i) \log p(x_i)$$

[1] Hartley, R. V. L. (1928). ["Transmission of information,"](#) Bell System Technical Journal 7(3): 535-563

Entropy of a Binary Message

Consider a message, Head or Tail, constructed from the result of tossing a coin

- Case 1: Only Heads

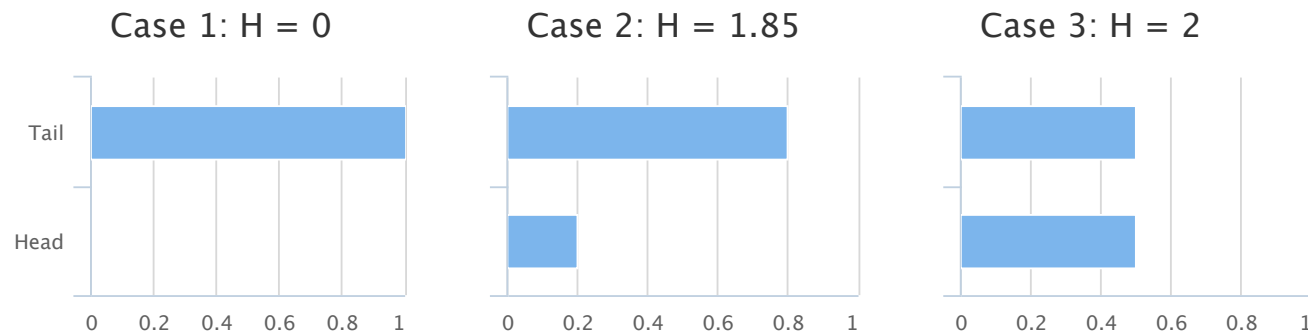
$$H = -(1 \log_2 1 + 0 \log_2 0) = 0 \text{ bit}$$

- Case 2: Biased coin

$$H = -(0.8 \log_2 0.8 + 0.2 \log_2 0.2) = 1.85 \text{ bit}$$

- Case 3: Fair Coin

$$H = -(2 \times 0.5 \log_2 0.5) = 1 \text{ bit}$$



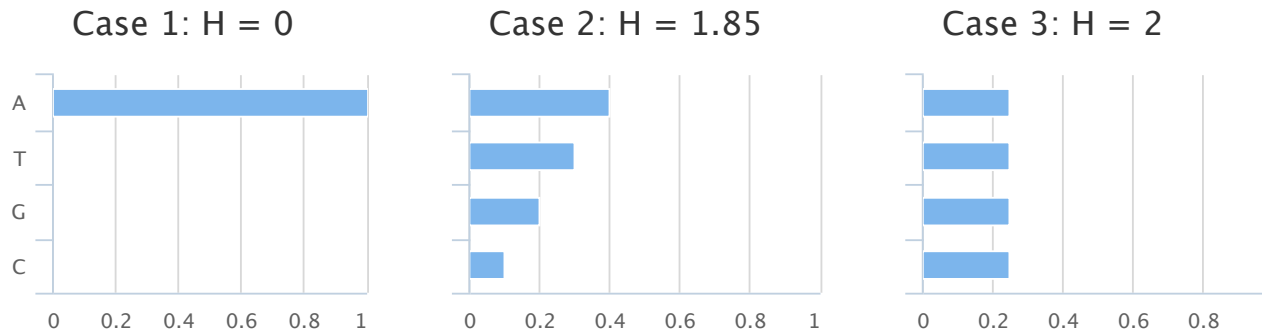
Properties of Entropy

- H is maximum when all $p(x_i)$ are equal.
- H is minimum when any of $p(x_i)$ is 1.

Example with 4 symbols

Consider a message space of A, T, G, C characters with various probability distributions.

- Case 1: $H = -(1 \log_2 1 + 3 \times 0 \log_2 0) = 0$
- Case 2:
 $H = -(0.4 \log_2 0.4 + 0.3 \log_2 0.3 + 0.2 \log_2 0.2 + 0.1 \log_2 0.1) = 1.85$
- Case 3: $H = -(4 \times \frac{1}{4} \log_2 \frac{1}{4}) = 2$



H indicates the theoretical bounds for the average bits needed to represent/compress the symbols.

- Consider a message constructed from tossing a biased coin: 80% H (Head) and 20% T (Tail)
- Encode H as 0 and T as 10
- Average message length = $(0.8 \times 1 + 0.2 \times 2)$ bit = 0.8