## Information

Reading: Complexity: A Guided Tour, Chapter 3

## Recap: Core disciplines of the science of complexity

Dynamics: The study of continually changing structure and behavior of systems

Information: The study of representation, symbols, and communication

Computation: The study of how systems process information and act on the results

**Evolution:** The study of how systems adapt to constantly changing environments

#### **Information**

#### Motivating questions:

- What are "order" and "disorder"?
- What are the laws governing these quantities?
- How do we define "information"?
- What is the "ontological status" of information
- How is information signaled between two entities?
- How is information processed to produce "meaning"?

## **Energy, Work, and Entropy**

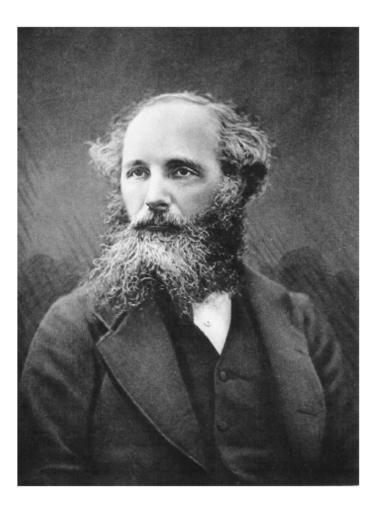
What is energy?

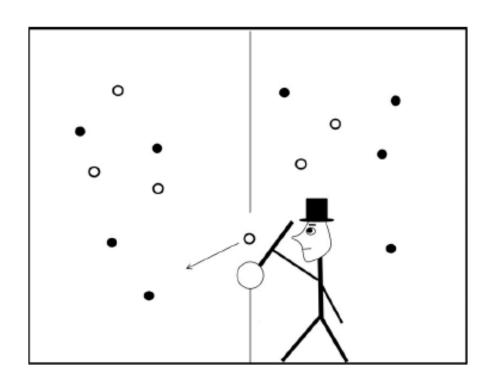
What is entropy?

What are the laws of thermodynamics?

• What is "the arrow of time"?

#### **Maxwell's Demon**





See Netlogo simulation

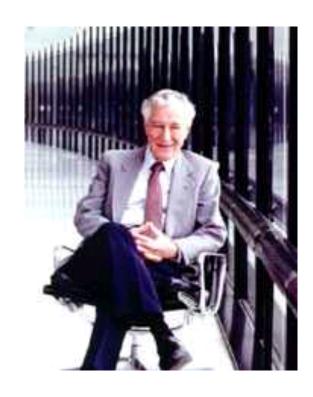
James Clerk Maxwell, 1831-1879

### Szilard's solution

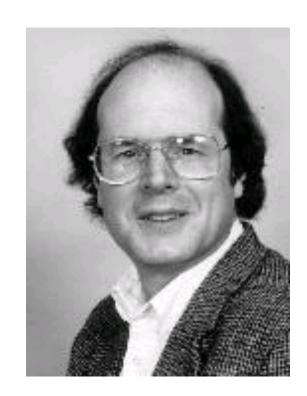


Leo Szilard, 1898-1964

#### Bennett and Landauer's solution



Rolf Landauer, 1927–1999



Charles Bennett, b. 1943

## **Entropy/Information in Statistical Mechanics**

- What is "statistical mechanics"?
- Describe the concepts of "macrostate" and "microstate"



Ludwig Boltzmann, 1844-1906

# Entropy/Information in Statistical Mechanics

- What is "statistical mechanics"?
- Describe the concepts of "macrostate" and "microstate".
- Combinatorics of a slot machine
  Possible fruits: apple, orange, cherry, pear, lemon
  - Microstates
  - Macrostates



Macrostate: "Three identical fruits"

– How many microstates?

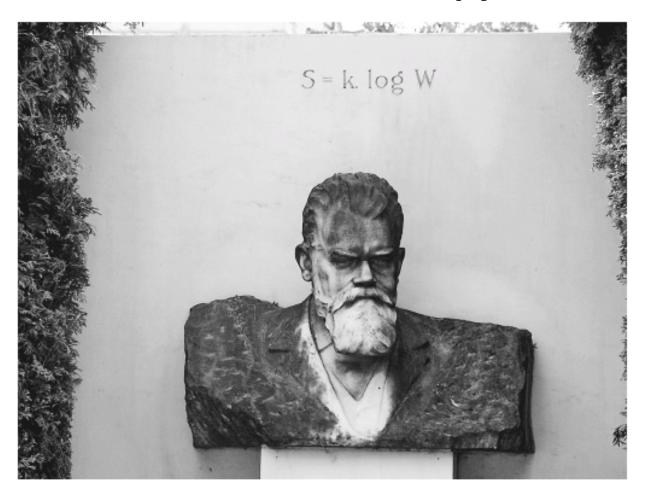
Macrostate: "Exactly one lemon"

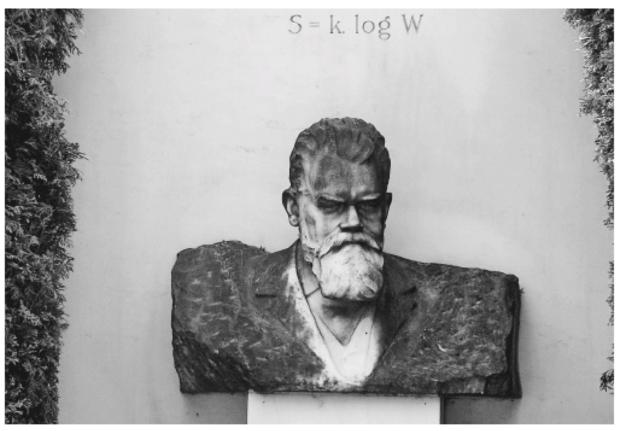
– How many microstates?

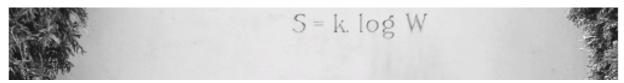
Macrostate: "At least 2 cherries"

— How many microstates?

## Boltzmann's entropy, S

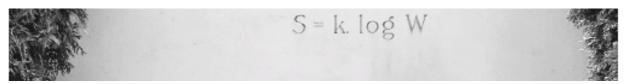






Aside: What is a "natural logarithm"?

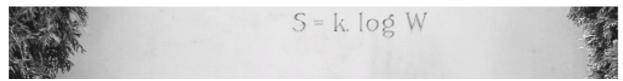




Aside: What is a "natural logarithm"?

Examples from slot machine.



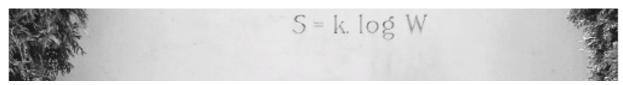


Aside: What is a "natural logarithm"?

Examples from slot machine.



**Bolzmann entropy:** the more microstates that give rise to a macrostate, the r probable that macrostate is. Thus high entropy = more probable macrostate.



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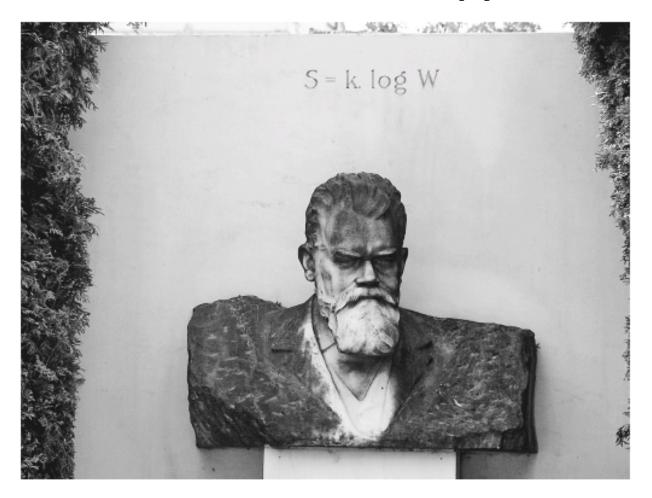


**Bolzmann entropy:** the more microstates that give rise to a macrostate, the r probable that macrostate is. Thus high entropy = more probable macrostate.

**Second Law of Thermodynamics** (à la Boltzmann):

Nature tends towards more probable macrostates

## **Boltzmann's entropy, S**



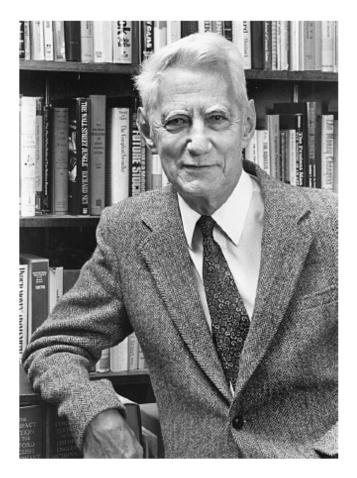
What does this have to do with the "arrow of time"?

## **Quick review of logarithms**

- log<sub>10</sub>
- In
- log<sub>2</sub>
- $\log_a b = \log_{10} b / \log_{10} a$

$$= \log_n b / \log_n a$$
 for any  $n$ 

## **Shannon Information / Entropy**



What were his motivations for defining/studying information?

What is a "message source"?

Claude Shannon, 1916-2001

## **Boltzmann Entropy**

#### **Shannon Information**

$$S(state) = k \ln W$$

$$H(message source) = -\sum_{i=1}^{N} p_i \log_2 p_i$$

Measured in units defined by *k* (often "Joules per Kelvin")

Measured in "bits"

Message source has *N* "miscrostates" (or "messages", e.g., words).

 $p_i$  is the probability of message i.

10

Messages: {Da}

Information Content

$$H(Nicky) = -\sum_{i} p_{i} \log_{2} p_{i}$$

Messages: {300 words}



Information Content

$$H(Jake) = -\sum_{i} p_{i} \log_{2} p_{i}$$

## **Netlogo Information-Content Lab**

## Go over Week 2 homework

## **Projects Schedule**

- By Tuesday, October 18: Project "abstract" due
- By Thursday October 20: Feedback from me
- Week of October 24: Present project abstract to class
- Month of November: Time in class for help on projects
- December 9: Final paper due

## **Brainstorming on projects**