

Information in Communication Systems: Quantifying Information

Notes

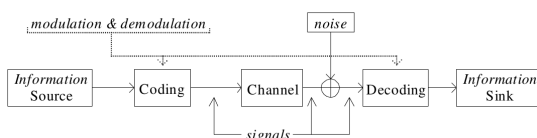
Chapter Contents

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Information

Communicating Information

Notes



Information is communicated consisting of:

- **Symbols**
 - from **Symbol Set** or **Vocabulary**
- **Signals**
 - **Symbols** are coded into **Signals**

Communicating Information

But how efficiently does the system perform?

- How many bits of genuine *information* (not just binary digits) are transferred per second?
- Using what resources? e.g.
 - Channel Bandwidth
 - Power

Need to know two things:

- How many symbols are being sent per second?
- How much information does each symbol carry?

Notes

Information¹

Now for some information theory...

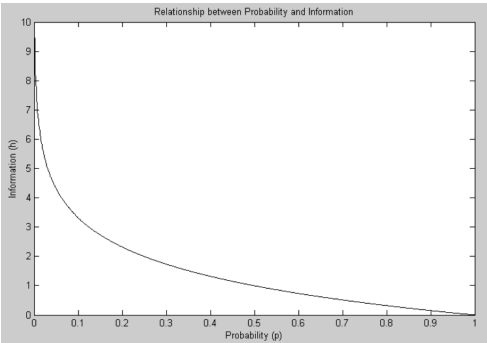
Some axioms:

1. Information is always greater than or equal to zero
2. The more unlikely a message is, the more information it carries
3. An inevitable message (i.e. $p = 1$) carries no information
4. If two messages are *independent* then their combined information content is the sum of their individual information contents.

¹Claude Shannon developed information theory with his seminal paper from 1948: "A mathematical theory of communication", Bell Sys. Tech. J. vol. 27, pp. 379-423 and pp. 623-656, July and October.

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Information



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Information

Many functions can fulfill first 3 axioms for $h(p)$.
However all 4 axioms only satisfied by

$$h = -\log(p) = \log\left(\frac{1}{p}\right)$$

4th axiom: **If two messages are independent then their combined information content is the sum of their individual information contents.**

A logarithm is very useful for this 4th axiom because:

$$\begin{aligned} h(A, B) &= -\log(p(A, B)) = -\log(p(A)p(B)) \\ &= -\log(p(A)) - \log(p(B)) = h(A) + h(B). \end{aligned}$$

Notes

Information

What base should the logarithm take?

- Base 2 is convenient for digital systems because:

- sample space

$$U = \{\text{true}, \text{false}\}$$

and assuming equal probabilities so that

$$p(\text{true}) = 0.5 \quad \text{and} \quad p(\text{false}) = 0.5$$

- results in

$$h(\text{true}) = -\log_2(0.5) = 1. \quad \text{and} \quad h(\text{false}) = -\log_2(0.5) = 1.$$

So, a binary system with equal probabilities results in information of 1 bit.

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Self-Information

Self information content of an outcome is measured in **bits**:

$$h(k \in U) = \log_2 \frac{1}{p_k} \quad \text{bits.}$$

We can calculate logarithm to base 2 with

$$\log_a(b) = \frac{\log_c(b)}{\log_c(a)}.$$

Many calculators and or computer math programs also offer either logarithms for any base or logarithm base 2.

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Average Information

Also known as Entropy:

H = \sum_{k \in U} p_k h_k = - \sum_{k \in U} p_k \log_2(p_k).

Example

Calculate the Entropy for the following system:

U = {A, B, C, D}

with probabilities

Symbol	A	B	C	D
p_k	0.5	0.25	0.125	0.125

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Entropy

Solution

Number of bits for each symbol h_k = log_2(1/p_k)

Symbol	A	B	C	D
p_k	0.5	0.25	0.125	0.125
h_k	1.	2.	3.	3.

Product with probability p_k h_k

Symbol	A	B	C	D
p_k	0.5	0.25	0.125	0.125
p_k h_k	0.5	0.5	0.375	0.375

Entropy then:

H = p_A h_A + p_B h_B + p_C h_C + p_D h_D = 0.5+0.5+0.375+0.375 = 1.75 bits.

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Max Entropy

For U = {0, 1} (2 symbols) with a 0/1 message set with

p(0) = x and p(1) = 1 - x

Entropy given by

H = -x log_2(x) - (1 - x) log_2(1 - x)

Need to find maximum of x which maximizes H, i.e.

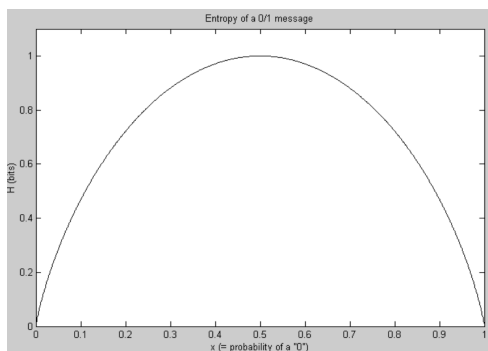
\max_x (H).

Solution given by

\frac{dH}{dx} = 0.

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2-Symbol Max Entropy



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2-Symbol Max Entropy

Maximum entropy occurs when $x = 0.5$, i.e.

$$p_k = 0.5 = \arg \max_x H.$$

- *Maximum* amount of information transmitted by single binary digit:

one bit of information

- This only occurs when “0” and “1” **equally likely**, i.e.

$$p_0 = 0.5 \text{ and } p_1 = 0.5.$$

- This is true for the transmission of symbol sets of any size. i.e.

Maximum entropy occurs when **all symbols equally likely**:

$$p_k = \frac{1}{N} \text{ and } H = \log_2(N) \text{ bits.}$$

Notes

Next Time

Next time we will look at redundancy, source coding and the limiting effects of noise.

Notes
