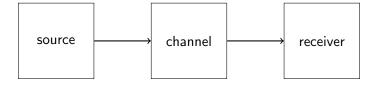
1b: Information Theory lecture 1

COMSM0075 Information Processing and Brain

comsm0075.github.io

September 2020

Information Theory
The theory of information is a theory of communication.



we start by understanding randomness



Image from wikipedia.

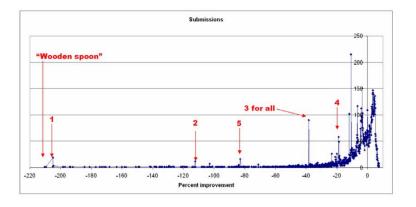
film recommendations are bad



film recommendations

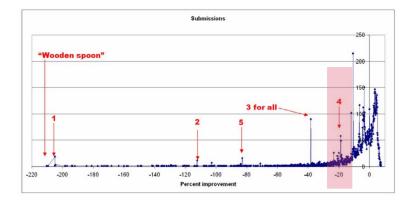


Netflix Prize



Bennett, James, and Stan Lanning. "The netflix prize." Proceedings of KDD cup and workshop. Vol. 2007. 2007.

Netflix Prize



Bennett, James, and Stan Lanning. "The netflix prize." Proceedings of KDD cup and workshop. Vol. 2007. 2007.

Netflix Prize



average star ratings

1 star	0.016
2 star	0.310
3 star	0.627
4 star	0.057

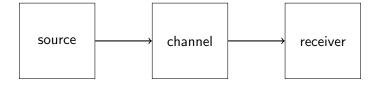
the average star ratings mean something

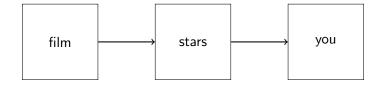


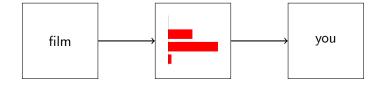


mostly though they tell you it's an 'ok' film

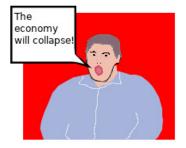
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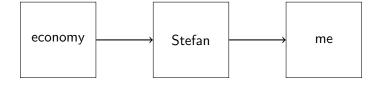






the fable of Stefan





The theory of information starts with an attempt to allow us to quantify the informativeness of information, but not its salience or validity.

Shannon's entropy

For a finite discrete distribution with random variable X, possible outcomes $\{x_1, x_2, \dots x_n\} \in \mathcal{X}$ and a probability mass function p_X giving probabilities $p_X(x_i)$, the entropy is

$$H(X) = -\sum_{x_i \in \mathcal{X}} p_X(x_i) \log_2 p_X(x_i)$$

1 star	0.016
2 star	0.310
3 star	0.627
4 star	0.057

$$H(X) = -0.016 \log_2 0.016 - 0.31 \log_2 0.31$$
$$-0.627 \log_2 0.627 - 0.057 \log_2 0.057 \approx 1.28$$

Imagine instead all rankings are equally likely

1 star	0.25
2 star	0.25
3 star	0.25
4 star	0.25

$$H(X) = -4 \times 0.25 \log_2 0.25 = 2$$

Imagine instead everything gets one stars, the Stefan-like case

$$H(X) = -\log_2 1 = 0$$

- ▶ deterministic H(X) = 0
- ▶ actual $H(X) \approx 1.28$
- ▶ completely random H(X) = 2