

Introduction to Information Theory

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B39AX – Fall 2023 Heriot-Watt University



Plan

- Motivations and introduction
- Source model (DMS)
- Information content
- Entropy
- Information rate
- Based on the book:
 "Information Theory, Inference, and Learning Algorithms". David J.C. MacKay



General concerns

- Reducing error rate
- Keeping "short" codes
- "Naive" approaches seem to work
 - How good is our approach?
 - Can it be improved and how?
- Mathematical tools needed...



Information content (DMS)

- X takes values from the alphabet $\mathcal{A} = \{a_1, a_2, ..., a_N\}$ with probabilities $p_n = p(X = a_n)$
- Definition: Information content of a_n

$$I(a_n) = \log_2\left(\frac{1}{p_n}\right) = -\log_2(p_n)$$

• "Measure of surprise" associated with a_n



Information content (DMS)

- Properties
 - If $p_n = 1$, then $I(a_n) = 0$ (no surprise)
 - $-I(a_n) \ge 0$
 - If $p_i < p_n$, then $I(a_i) > I(a_n)$
 - If a_i and a_n are independent,

$$I(a_i, a_n) = I(a_i) + I(a_n)$$

 Rq: no surprise → no additional information → "is not worth coding/transmitting"



Entropy: a measure of information

- A measure of uncertainty associated with a random variable
- Mean value of information content of X
- Average amount of "surprise" of X
- Mean value of information content per source symbol (communications)



• X takes values from the alphabet $\mathcal{A} = \{a_1, a_2, \dots, a_N\}$ with probabilities $p_n = \mathbb{P}(X = a_n)$

$$H(X) = \mathbb{E}[I(a_n)] = \sum_{n=1}^{N} p_n I(a_n) = -\sum_{n=1}^{N} p_n \log_2 p_n$$

Measured in b/symbol



$$H(X) = -\sum_{n=1}^{N} p_n \log_2 p_n$$

Property

$$0 \le H(X) \le \log_2 N$$

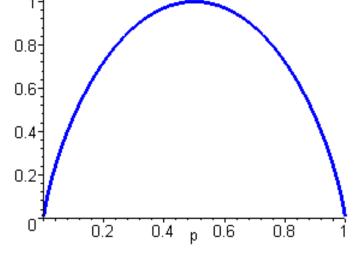
Upper bound achieved with uniform distribution



• Let X be a binary source that generates independent symbols 0 and 1 with equal probability ($\mathbb{P}(X=0)=0.5$).

$$H(X) = -\log_2 \frac{1}{2} = \frac{1b}{\text{symbol}}$$

- In a more general case
- p(X = 0) = p
- $H(X) = -p \log_2(p) (1-p) \log_2(1-p)$





• Consider a source *X* that produces five symbols with probabilities 1/2, 1/4, 1/8, 1/16, and 1/16. Determine the source entropy.

$$H(X) = -\frac{1}{2}\log_2\left(\frac{1}{2}\right) - \frac{1}{4}\log_2\left(\frac{1}{4}\right) - \frac{1}{8}\log_2\left(\frac{1}{8}\right) - \frac{2}{16}\log_2\left(\frac{1}{16}\right)$$

= 1.875 b symbol



English text: entropy of letters

 Calculate the average information content in the English language, assuming that each of the 26 characters in the alphabet occurs with equal probability.

$$H(X) = -\log_2 \frac{1}{26} = 4.7$$
 b/character

The actual entropy (accounting for frequencies)

$$H(X) = 2.62$$
 b/character

Average information content: "surprise" contains new information. Entropy is the average value of "surprise". Accounting for letter frequencies makes the source more predictable



Information rate

- H(X): entropy (b/symbol)
- r: time rate at which the source X emits symbols (symbols/s)
- Definition: Information rate

$$R = rH(X)$$
 b/s



Information rate: example 1

A high-resolution black-and-white TV picture consists of about 10⁶ picture elements and 32 different brightness levels. Pictures are repeated at the rate of 64 per second. All picture elements are assumed to be independent, and all levels have equal likelihood of occurrence.

Compute the average rate of information conveyed by this TV picture source.

Number of images possible: $N_i = 32^{10^6}$

•
$$H(X) = -\sum_{n=1}^{N_i} \frac{1}{N_i} \log_2 \frac{1}{N_i} = 5 \times 10^6$$
 b/image

- r = 64 images/s
- R = rH(X) = 320 Mb/s



Information rate: example 1

A high-resolution black-and-white TV picture consists of about 10⁶ picture elements and 32 different brightness levels. Pictures are repeated at the rate of 64 per second. All picture elements are assumed to be independent, and all levels have equal likelihood of occurrence.

Compute the average rate of information conveyed by this TV picture source.

Alternative solution: $X = [X_1, ..., X_{10^6}]$ concatenation of independent pixels

•
$$H(X) = H(X_1, ..., X_{10^6}) = H(X_1) + \dots + H(X_{10^6})$$

•
$$H(X_1) = -\sum_{n=1}^{32} \frac{1}{32} \log_2 \frac{1}{32} = 5$$
 b/pixel

•
$$r = 64 \times 10^6$$
 pixels/s

•
$$R = rH(X_1) = 320 \text{ Mb/s}$$



Information rate: example 2

Consider a telegraph source having two symbols, dot and dash. The dot duration is 0.2 s. The dash duration is 3 times the dot duration. The probability of the dot's occurring is twice that of the dash, and the time between symbols is 0.2 s.

Compute the information rate of the telegraph source.

Entropy:
$$\mathbb{p}(dot) = 2 \, \mathbb{p}(dash) = 2/3$$

$$H(X) = -\mathbb{p}(dot) \log_2 \mathbb{p}(dot) - \mathbb{p}(dash) \log_2 \mathbb{p}(dash) = 0.92 \text{b/symbol}$$
 Symbol rate:
$$T_S = \mathbb{p}(dot) t_{\text{dot}} + \mathbb{p}(dash) t_{dash} + t_{delay} = 0.5333 \text{s/symbol}$$

$$t_{dot} = 0.2 \text{s}, t_{\text{dash}} = 0.6 \text{s}, t_{\text{delay}} = 0.2 \text{s}$$

$$R = rH(X) = \frac{H(X)}{T_S} = 1.725 \, \text{b/s}$$



Summary

- Information theory required to understand and build efficient transmission systems
- Source/channel coding
- Discrete memoryless source (DMS)
- Information content
- Entropy
- Information rate

Next chapter: source coding