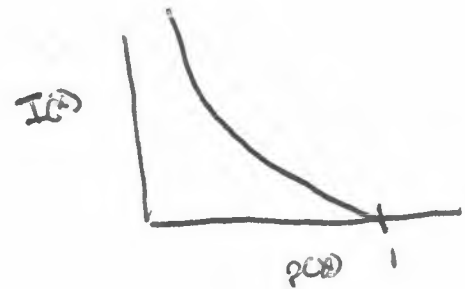


Information theory

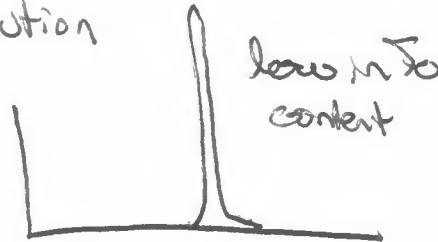
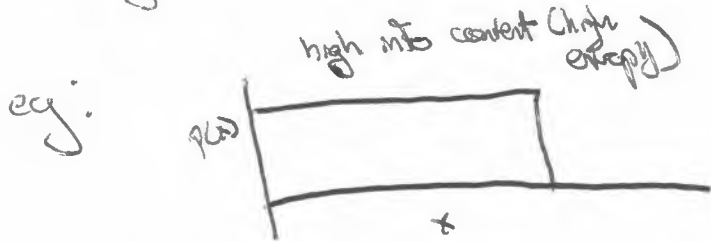
- info should be high when an unlikely event has occurred
- info should be zero when a guaranteed event ($P(X)=1$) has occurred
- the information from 2 independent events should be additive:

$$I(X=x) = -\log[P(X=x)] \quad (\text{captures these intuitions})$$



entropy

- average amount of info in a distribution



= avg. info contained w/in a dist: $H[X] = E_{x \sim P}[I[X]] = -E_{x \sim P}[P(X)]$

K-L divergence

$$D_{KL}(P \parallel Q) = E_{x \sim P} \left[\frac{\log P(X)}{\log Q(X)} \right] \approx \text{a measure of difference between } P \text{ and } Q$$

(but, $D_{KL}(P \parallel Q) \neq D_{KL}(Q \parallel P)$)

- One can show that the MLE minimizes the KL divergence between the empirical distribution and the model distribution. This is another, nice, way of interpreting an MLE.