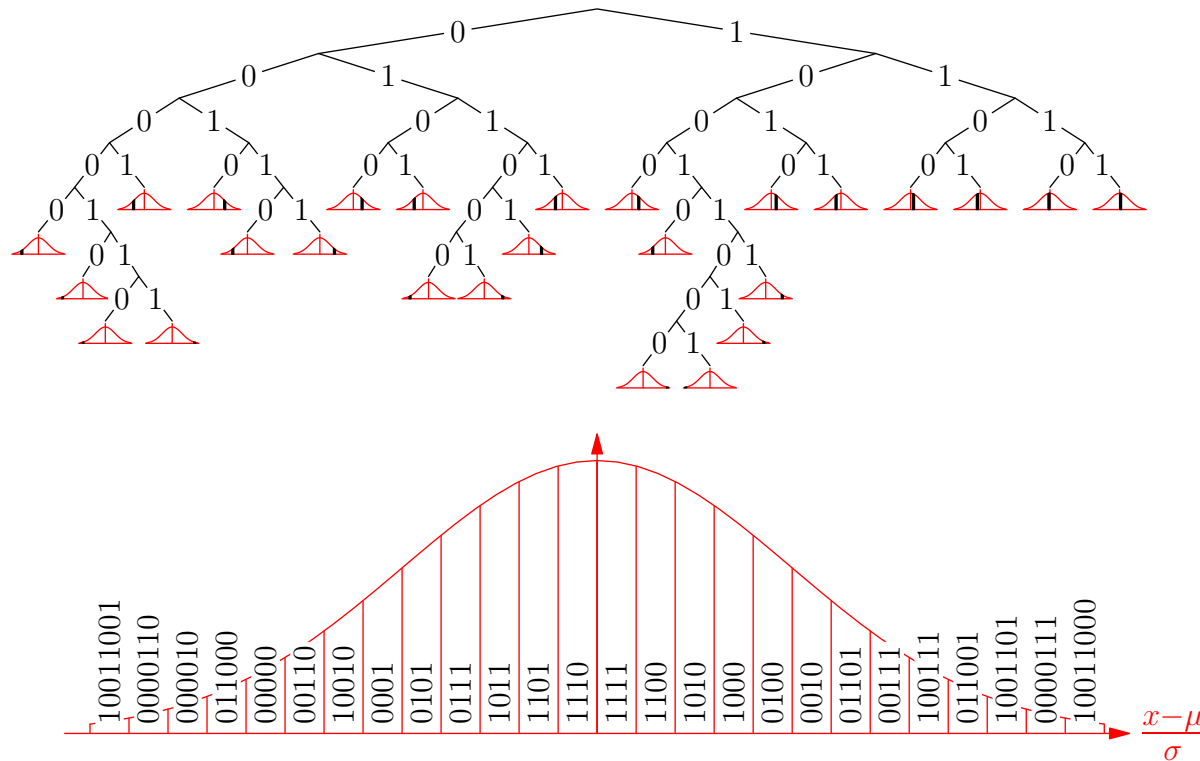


Advanced Machine Learning

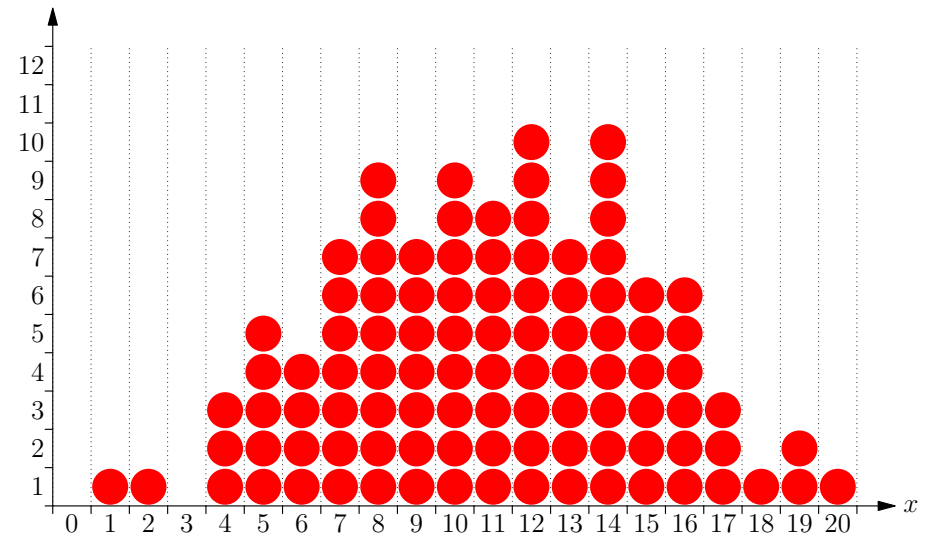
Entropy



Entropy, Coding, Maximum Entropy

Outline

1. **Measuring Uncertainty**
2. Code Length
3. Maximum Entropy



Measuring Uncertainty

- What is more uncertain tossing a coin three times or throwing a dice
- The answer depends on whether you care about the order of the coin tosses
- But, how do we answer such a question?
- Let X be a random variable denoting the possible outcomes
- Interestingly, Shannon entropy give a precise answer

$$H_X = - \sum_{x \in \mathcal{X}} \mathbb{P}(X = x) \log_2(\mathbb{P}(X = x))$$

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Let's Calculate

- For an honest dice $D \in \{1,2,3,4,5,6\}$ and $\mathbb{P}(D = i) = 1/6$ so

$$H_D = -\sum_{i=1}^6 \frac{1}{6} \log_2 \left(\frac{1}{6} \right) = -\log_2 \left(\frac{1}{6} \right) = \log_2(6) \approx 2.584 \text{bits}$$

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Unordered Coin Toss

- What if we don't care about the order of the out-come then $\mathbb{P}(HHH) = \mathbb{P}(TTT) = 1/8$, $\mathbb{P}(HHT) = \mathbb{P}(HTT) = 3/8$ so

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- But why Shannon entropy?

Additive Entropy

- If H_X and H_Y is the uncertainty of two independent random variable X and Y , what is the uncertainty of the combined event (X,Y) ?

$$\begin{aligned} H_{(X,Y)} &= - \sum_{X,Y} \mathbb{P}(X,Y) \log_2(\mathbb{P}(X,Y)) \\ &= - \sum_{X,Y} \mathbb{P}(X) \mathbb{P}(Y) \log_2(\mathbb{P}(X) \mathbb{P}(Y)) \\ &= - \sum_{X,Y} \mathbb{P}(X) \mathbb{P}(Y) (\log_2(\mathbb{P}(X)) + \log_2(\mathbb{P}(Y))) \\ &= - \sum_X \mathbb{P}(X) \log_2(\mathbb{P}(X)) - \sum_Y \mathbb{P}(Y) \log_2(Y) = H_X + H_Y \end{aligned}$$

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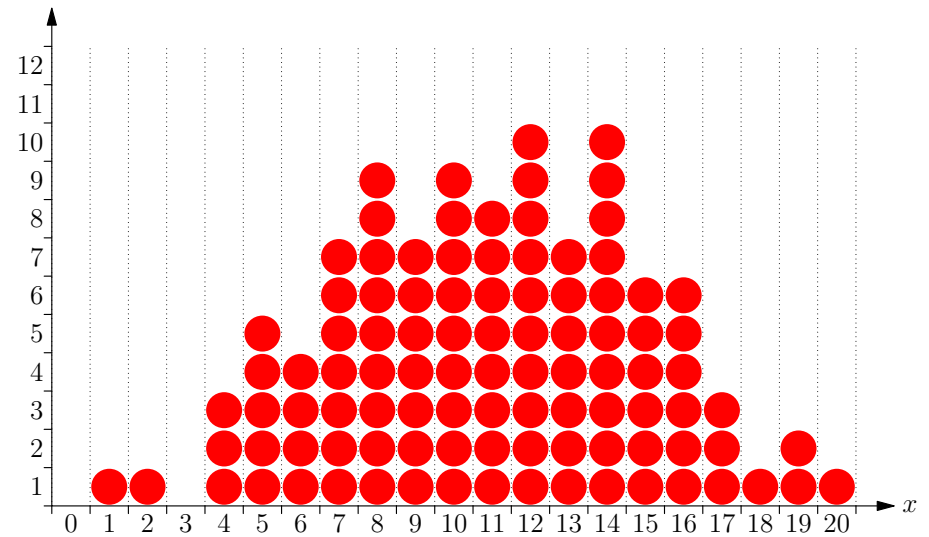
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Why Measure Entropy in Bits

- Suppose we had to communicate a message with 2^n equally likely outputs (e.g. the result of n -coin tosses)
- We can do this with a binary string with n bits (011..0)
- If we want to communicate a message, X , with N equally likely outcomes we can consider communicate n independent messages (X_1, X_2, \dots, X_n) with N^n possible outcomes. We can encode the outcomes with a string of length $\lceil \log_2(N^n) \rceil = \lceil n \log_2(N) \rceil$ bits
- That is, the length of encoding a set of messages each with N equally possible outcomes is $\log_2(N)$ bits per message

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Different Probabilities

- We “showed” that if we had N events, X_i , each with probability, $\mathbb{P}(X_i) = 1/N$, we can code the outcomes with a message of length $-\log_2(\mathbb{P}(X_i))$
- With a shorter message we would not be able to distinguish all possible outcomes from the message
- What happens if some of outcomes occur with a different probability

X_i :	1	2	3	4	5	6
$p(X_i)$:	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{4}$	$\frac{1}{4}$
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Shannon's Entropy

- If the probabilities are not equal to $i \times 2^{-n}$ we can still find a code with a length very close to $-\log_2(\mathbb{P}(X))$ per message by transmitting a large number of messages
- The length of the message measures the amount of **surprise** on receiving the message
- Shannon's entropy is the expected length of the message to communicate a random variable X

$$H_X = \mathbb{E}_X[-\log_2(\mathbb{P}(X))] = - \sum_{x \in \mathcal{X}} \mathbb{P}(X = x) \log_2(\mathbb{P}(X = x))$$

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- The expected length is a measure of the uncertainty (how much information on average we need to convey the outcome)

Real Codes

- Those of you with some computer science background will realise that we can't actually use different length strings in a code without paying some price
- We won't know where a code word ends so we can't decode the message
- An optimal solution is to use Huffman encoding where we associate the leaf of a tree with each code word
- Using the tree we can decode any message constructed using the tree
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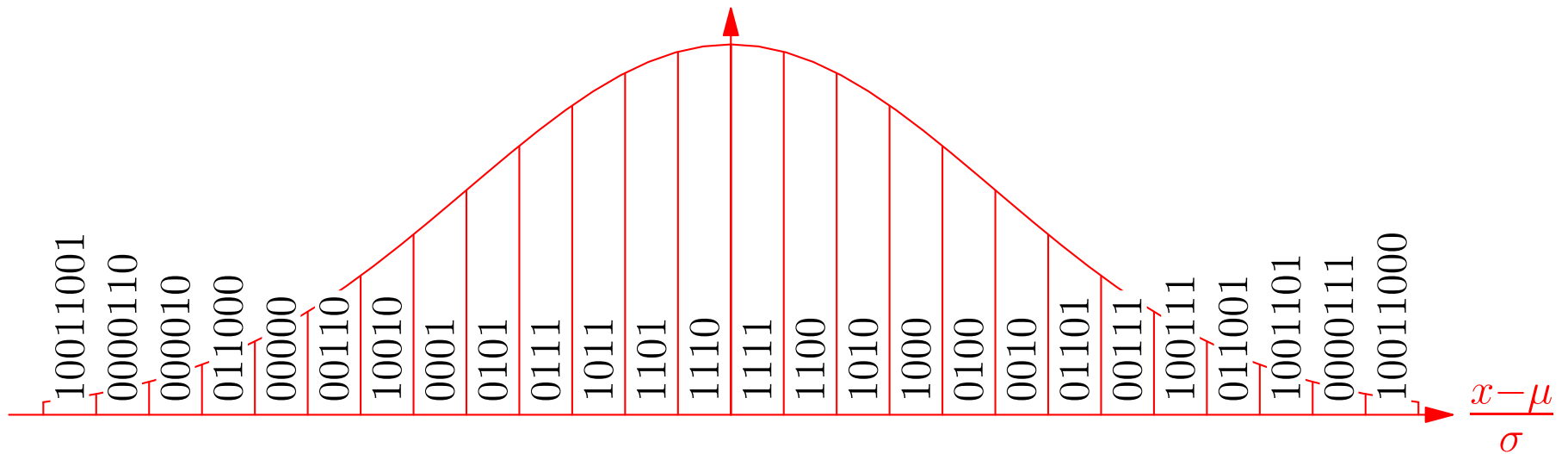
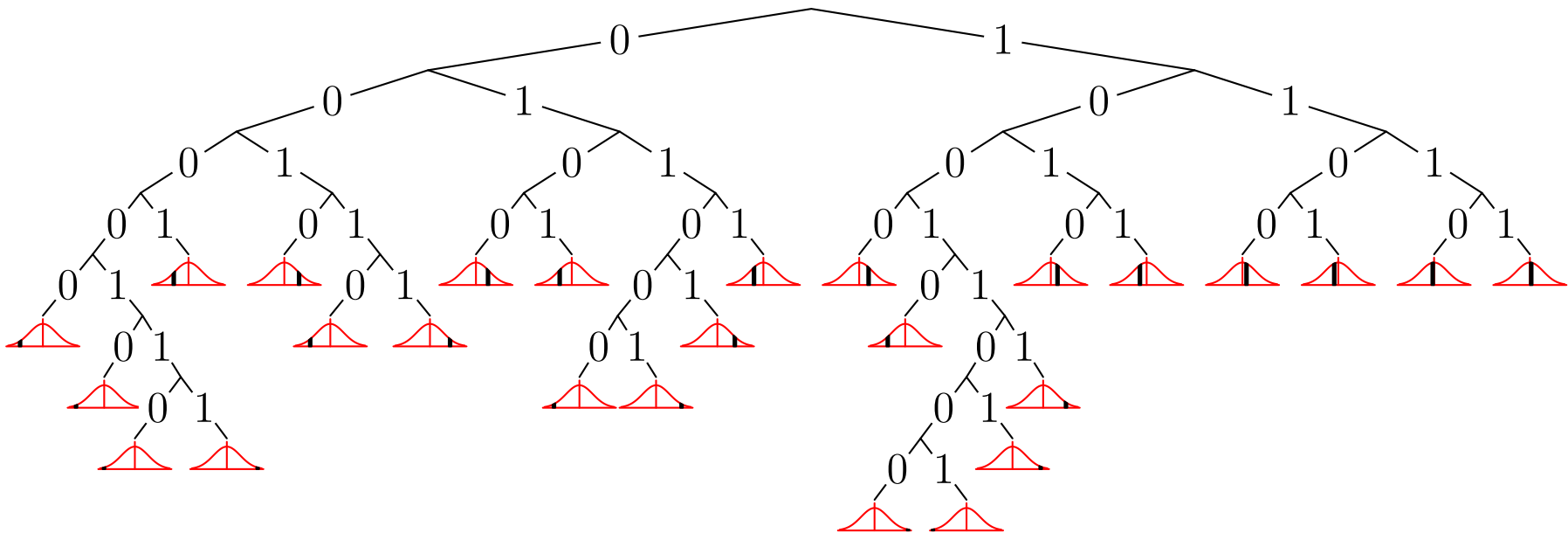
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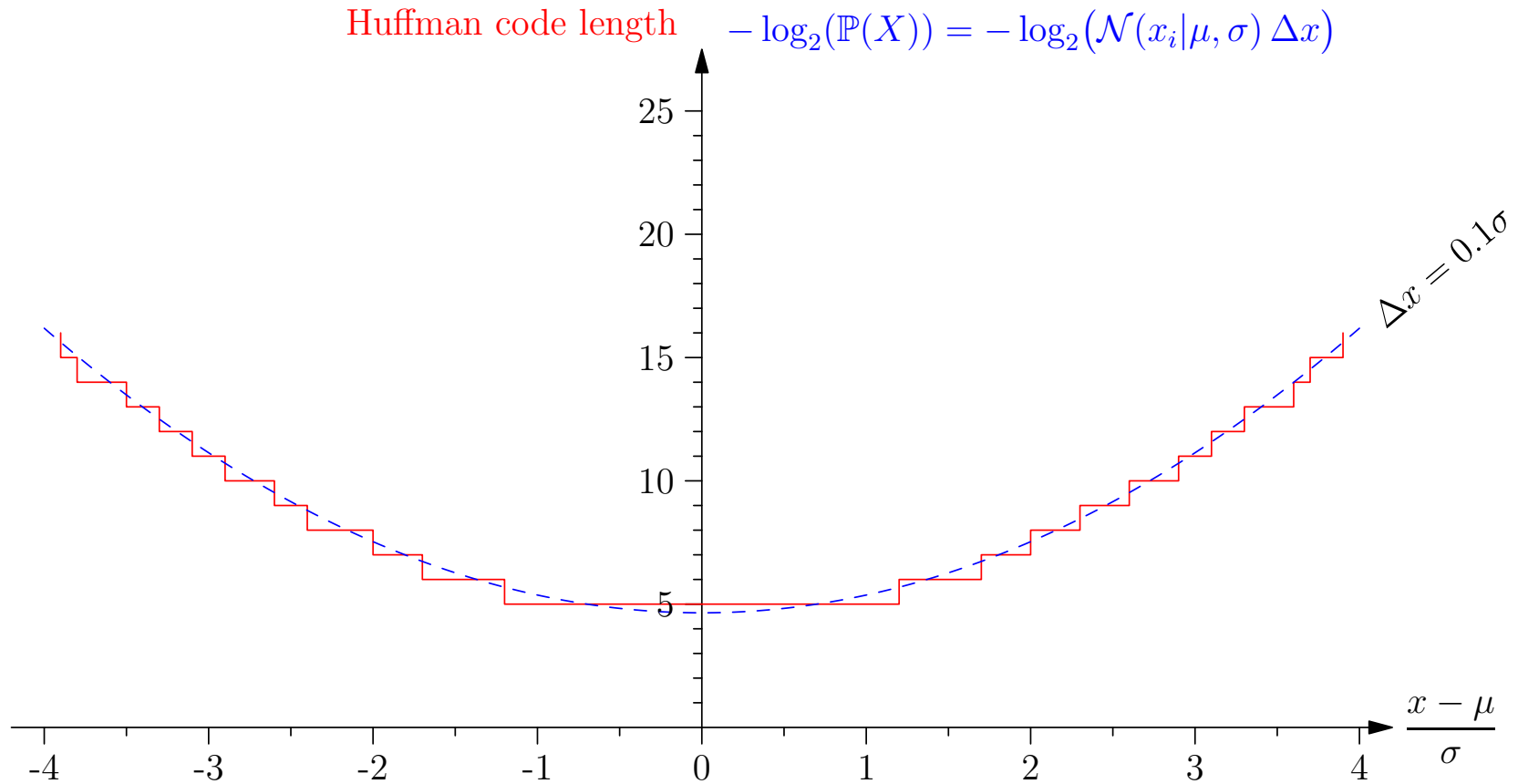
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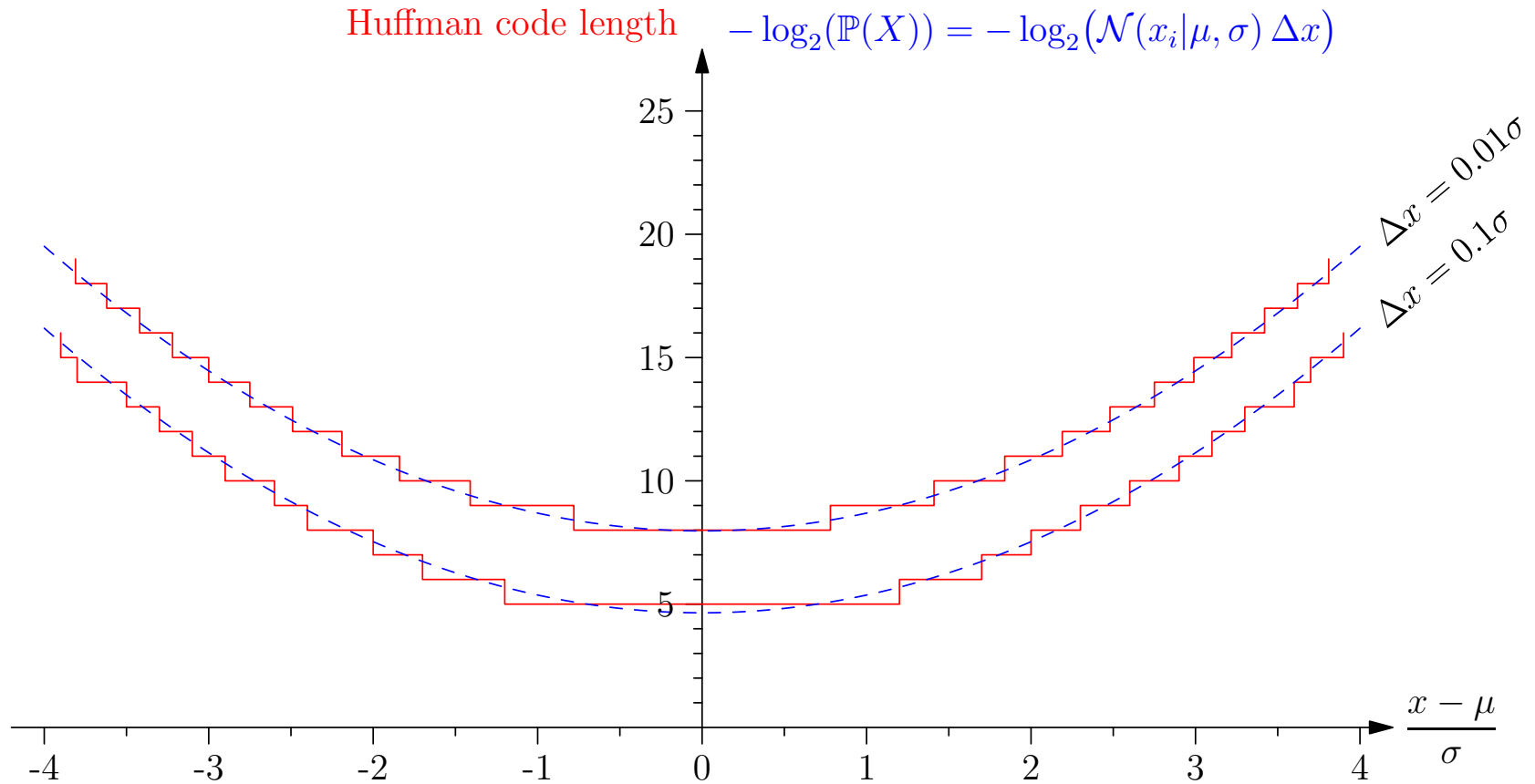
Coding Normals



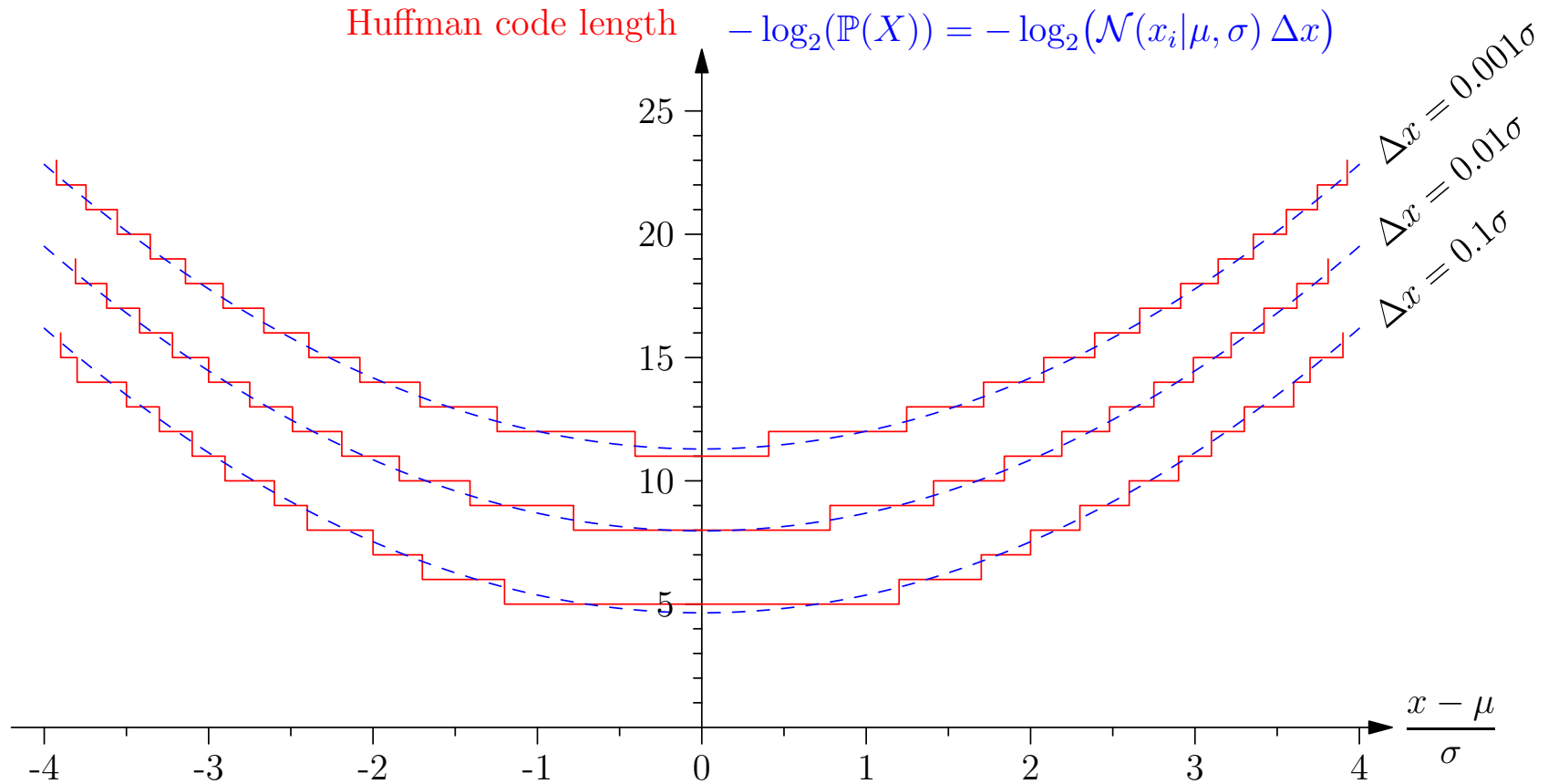
Coding Normals to Accuracy Δx



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bits and nats

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- This is often easier when want to do calculus on entropy

bits and nats

- We have measured entropy in **bits** using

$$H_X = - \sum_{x \in \mathcal{X}} \mathbb{P}(X = x) \log_2(\mathbb{P}(X = x))$$

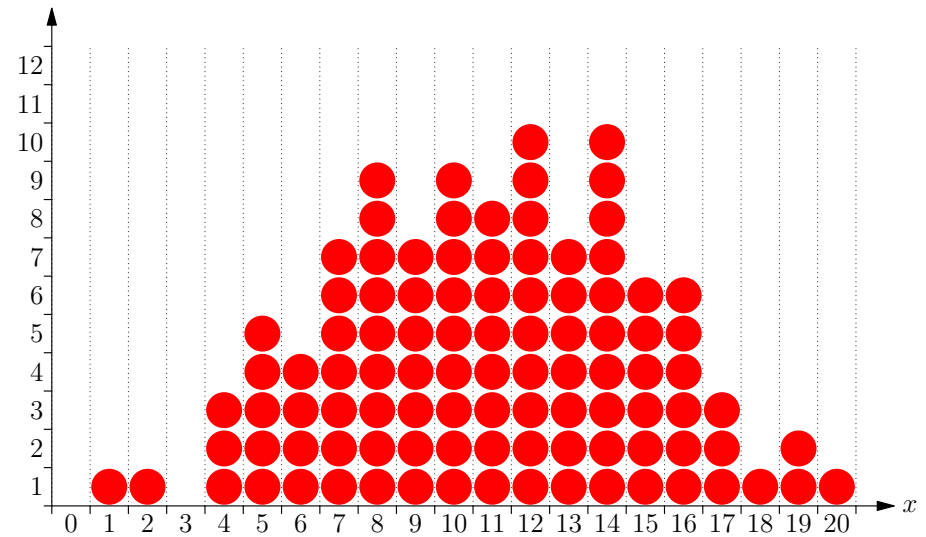
- Sometimes it is easier to use natural logarithms

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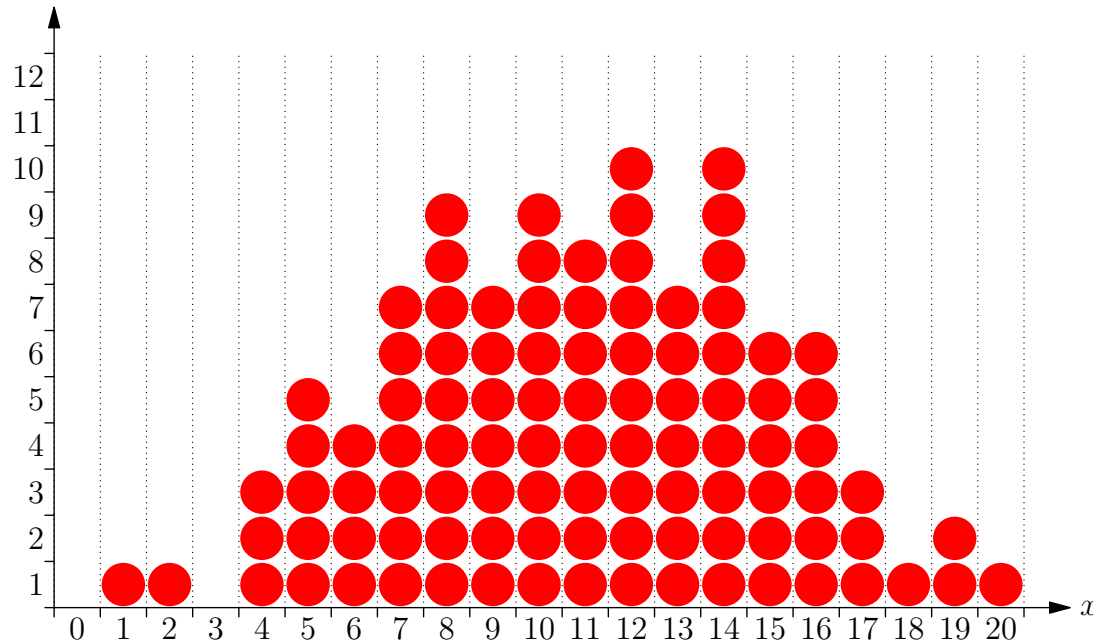
Outline

1. Measuring Uncertainty
2. Code Length
3. **Maximum Entropy**



Number of States

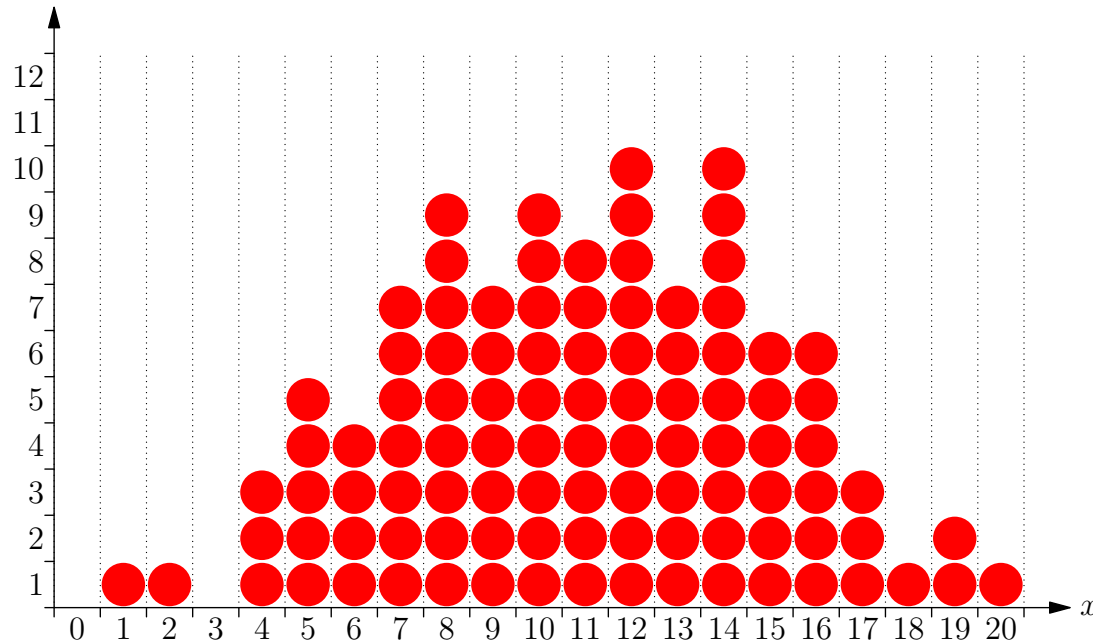
- Suppose I have N balls I put in K boxes with coordinates x_i such that the mean is μ and variance is σ^2



$$\mathbb{P}(\mathbf{n}) \propto \frac{N!}{n_1!n_2!\cdots n_K!} \left[\sum_i \frac{n_i}{N} x_i = \mu \right] \left[\sum_i \frac{n_i}{N} (x_i - \mu)^2 = \sigma^2 \right]$$

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Stirling's Approximation

- We can approximate the factorial $n!$ using **Stirling's approximation**

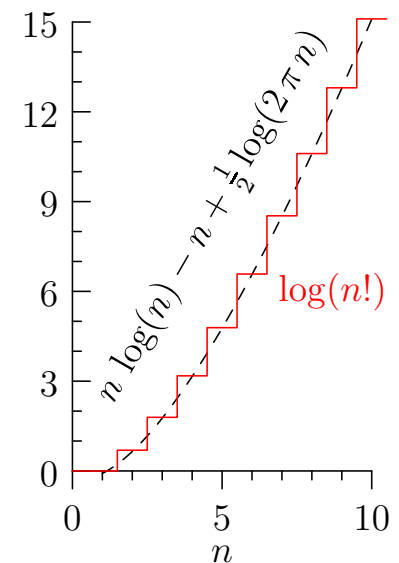
$$n! \approx \sqrt{2\pi n} n^n e^{-n}$$

$$\log(n!) = n \log(n) - n + \frac{1}{2} \log(2\pi n)$$

- Using this in our formula for $\mathbb{P}(\mathbf{n})$ we have

$$\mathbb{P}(\mathbf{n}) \approx C e^{-N \sum_i \frac{n_i}{N} \log\left(\frac{n_i}{N}\right)} \prod_{l=1}^3 \left[\sum_i \frac{n_i}{N} f_l(x_i) = v_l \right]$$

where $(f_1(x_i), v_l) = \{(1, 1), (x_i, \mu), ((x_i - \mu)^2, \sigma^2)\}$



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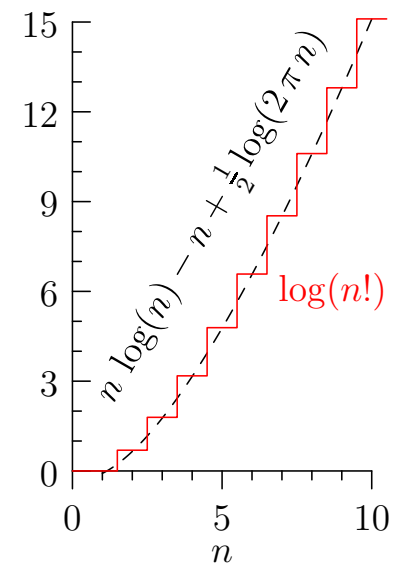
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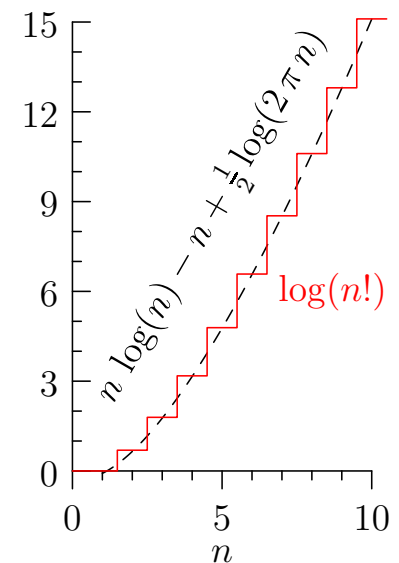
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Number of States and Entropy

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- This is known as the **maximum entropy method**
- We can rationalise this as this is by far the most likely set of configurations consistent with the observations
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- Consider a continuous random variable, X , with a known mean and second moment

$$\mathbb{E}[X] = \mu, \quad \mathbb{E}[X^2] = \mu_2 = \mu^2 + \sigma^2$$

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- We have three constraints

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- Maximum entropy is often used to infer distributions
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- The place that they work superbly well is in statistical physics
- The whole of statistical physics is about inferring distributions making observations of volume, pressure, etc.
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Conclusion

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- It forms the basis of information theory which we will look at in the next lecture
- $-\log(\mathbb{P}(X = x))$ can be seen as the minimum length of a message to communicate x
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- Entropy can be used as a prior, which we often maximise subject to constraints to obtain an unbiased estimate

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