$$P(H) = 1$$

Coin flip H

Flip!

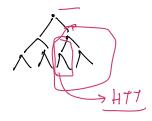
How much information did you get out of it? O "bits"

We will define a bit of information as:

"How many Yes/No questions you need to ask to determine the outcome?"



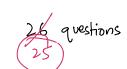
Now, let's do 3 coin flips 3 - bits



Pick a random letter from A-Z

What question should you ask?

A? B? C?
$$\longrightarrow$$
 26 questions



a Ogc dæ f gfhijkt mgropg

No. of questions =
$$log_2(26)$$

= 4.7 bits



Let's consider just ABCD.

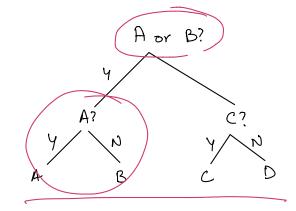
We have a sequence AABBCCDD



What's
$$P(A) = \frac{2}{8} = \frac{1}{4}$$

of questions to find out it's an
$$A = 2 = \log_2(4)$$

Same for B, C and D

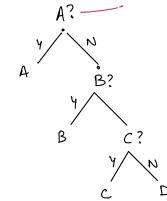


Total "Expected value" for number of questions

notice this is log (4)

Let's change the sequence to

What's $P(A) = \frac{1}{8} = \frac{1}{2}$



Expected number of questions:

$$\frac{1}{2} \frac{1}{2} + \frac{1}{4} \cdot \frac{1}{2} + \frac{1}{8} \cdot \frac{3}{8} + \frac{1}{8} \cdot \frac{3}{8}$$

1.75

Average number of questions is lower!

AA BB CC DD

Higher entropy 2

AAAA BB CD lower entropy) 1.75 order

Unordered

Points to note:

- Have to ask more questions to "gain knowleage" if entropy is higher
 - If a machine is trying to learn something, we want to minimize the entropy So that it "learns" with fewer questions
- When transmitting information, we want to minimize entropy (# of questions asked) That is why Huffman Coding works

Total "Expected value" number of questions

$$= \sum_{\ell} P(L=\ell) \cdot Q$$

of questions for this letter (information)

prob. of this letter

Q for
$$A: 1 = \frac{\inf \text{ormation}}{1 + \inf \text{ormation}}$$

 $= -\log_{2}(0.25)$ 2

Q for
$$C/D$$
: 3 = $-\log_2(0.125)$

B?

C ?

= Entropy =
$$H(X) = \sum_{i} \sum_{i} \left(p_{i} \right) \cdot \log_{i} \left(p_{i} \right)$$

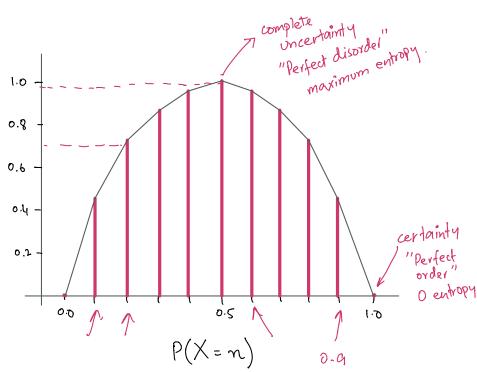
So, entropy is "expected information"

Probability affecting entropy of a coin flip



$$H(x) = - \left[0.1 \log_{2}(0.1) + 0.9 \log_{2}(0.9) \right]$$

$$= 0.46$$



T=1 H=0 = 0