

Information theory

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1 Self-information or surprisal

Let X be a random variable. Consider an event A . We may ask ourselves how much information $I(A)$ - also known as *self-information* or *surprisal* - we have gained by having this event occurring. It is clear, that such a quantity must depend only on the probability of the event:

$$I(A) = I(P(A)) \quad (1.1)$$

Therefore, we can express self-information through a function $f(p)$, so that if $P(A) = p$, then $I(A) = f(p)$.

If the outcome of an event A is certain, i.e. if $P(A) = 1$ then we have gained no information. So we must have $P(A) = 1 \Rightarrow I(A) = 0$. or in other words $f(1) = 0$. Non-certain events occurring, on the other hand, should give us non-zero information. So for $p < 1$ we should have $f(p) > 0$.

Further, if two events A and B are independent it seems reasonable to require that self-information is additive in the following sense:

$$I(A \cap B) = I(A) + I(B) \quad (1.2)$$

So if two independent events happen at the same time, self-information should simply add up. Because of independence, we also have:

$$P(A \cap B) = P(A) \cdot P(B) \quad (1.3)$$

Applying f to both sides of this equation we get:

$$I(A \cap B) = f(P(A) \cdot P(B)) \quad (1.4)$$

Combine this with equation (1.2) to get:

$$f(P(A) \cdot P(B)) = f(P(A)) + f(P(B)) \quad (1.5)$$

The only functions having this property are logarithms. Hence, the self-information must be of the form:

$$f(p) = -k \cdot \log(p) \quad (1.6)$$

The minus sign comes from requiring $f(p) > 0$ for $p < 1$. This means that k will be positive, but apart from that can be chosen freely. Since all logarithms are proportional to each other, this is equivalent to choice of base b being free:

$$f(p) = -\log_b(p) \quad (1.7)$$

1.1 Continuous distributions?

The section above deals with discrete random variables? However, we run into problems if we try to mindlessly generalize to continuous variables: The "obvious" analogue of the self-information for the outcome $X = x$ would be $-\log_b f(x)$, where $f(x)$ is the probability density function of X . But since this function need not be below 1, the associated surprisal may actually be negative! Clearly, something is fishy. But for now, we will only consider discrete random variables.

2 Entropy

The *entropy* of a discrete random variable X is the expectation value of the self-information:

$$H(X) = E[I(X)] = E[-\log_b(X)] \quad (2.1)$$

Here, $I(X)$ is itself a stochastic variable. Thus, entropy can be interpreted as the expected surprisal. Since X is discrete, we may write:

$$H(X) = - \sum_x p(x) \log_b p(x) \quad (2.2)$$

Figure 1 shows how much an outcome of p contributes to the total entropy. Since the limit for $p \rightarrow 0$ tends to zero, we will extend the definition to outcomes with zero probability; these do not contribute to the entropy.

2.1 Different choices of b

As mentioned above, we're free to choose b , but some choices are common. Each carry its own unit of entropy with it:

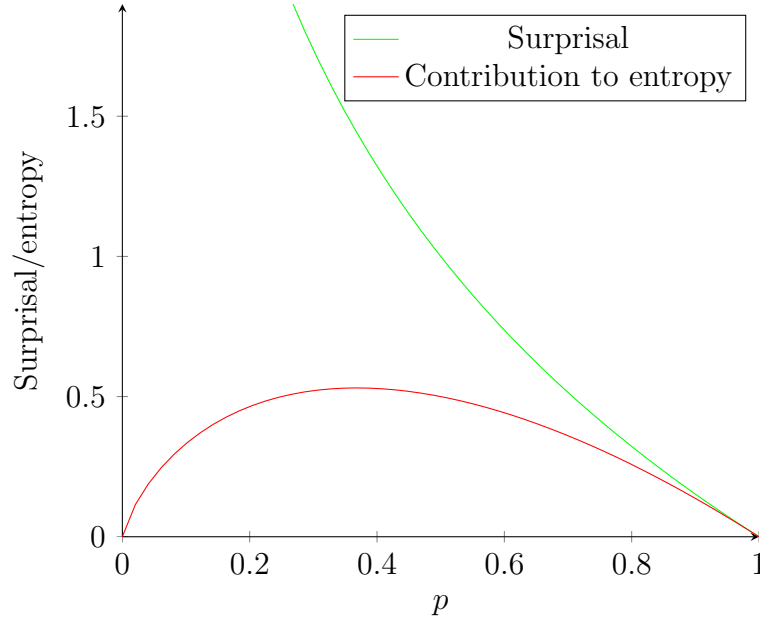


Figure 1: Surprisal and contribution to entropy as a function of p . Here for $b = 2$.

- $b = 2$: The corresponding entropy is known as *Shannon entropy*, and the unit is Shannon or simply bits.
- $b = e$: The corresponding unit is known as a nat.
- $b = 10$: The corresponding unit is known as a Hartley.

Unless explicitly mentioned, we will use Shannon entropy from now on.

2.2 Example: Entropy of a coin toss

Let's consider the simplest possible non-trivial situation: an experiment with two outcomes, A and B . If the probability of A is p , then the probability of B must be $1 - p$. For a fair coin, both probabilities are $\frac{1}{2}$, and the entropy is:

$$H = -\frac{1}{2} \log_2 \frac{1}{2} - \frac{1}{2} \log_2 \frac{1}{2} = \frac{1}{2} + \frac{1}{2} = 1 \quad (2.3)$$

If the coin is not fair, but the probability of tails (A) is p , instead we get:

$$H(p) = -p \log_2 p - (1 - p) \log_2 (1 - p) \quad (2.4)$$

This function is plotted in figure 2.

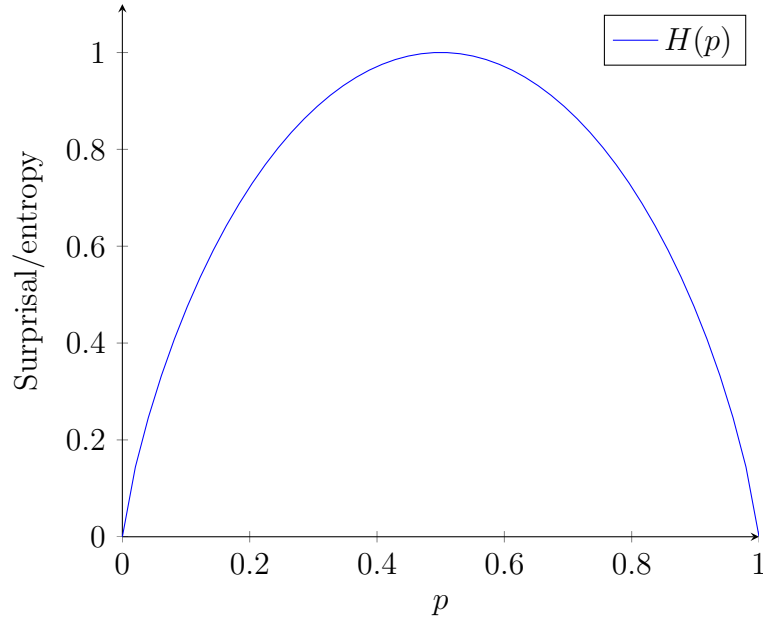


Figure 2: Entropy for an unfair coin toss.

3 Conditional entropy and mutual information

3.1 Entropy of a joint distribution

Given two discrete random variables X and Y , we may define their *joint entropy* simply as the entropy of their joint distribution:

$$H(X, Y) = - \sum_{x,y} P(X = x, Y = y) \log_2 (P(X = x, Y = y)) \quad (3.1)$$

Or using the joint distribution function $p(x, y) = P(X = x, Y = y)$:

$$H(X, Y) = - \sum_{x,y} p(x, y) \log_2 p(x, y) \quad (3.2)$$

3.2 Conditional entropy

Similarly, we may define *conditional entropy*. If we already know the outcome of one random variable, this will limit the number of outcomes that contributes to the entropy. But the probabilities become conditional:

$$H(X|Y = y) = - \sum_x p(x|y) \log_2 p(x|y) \quad (3.3)$$

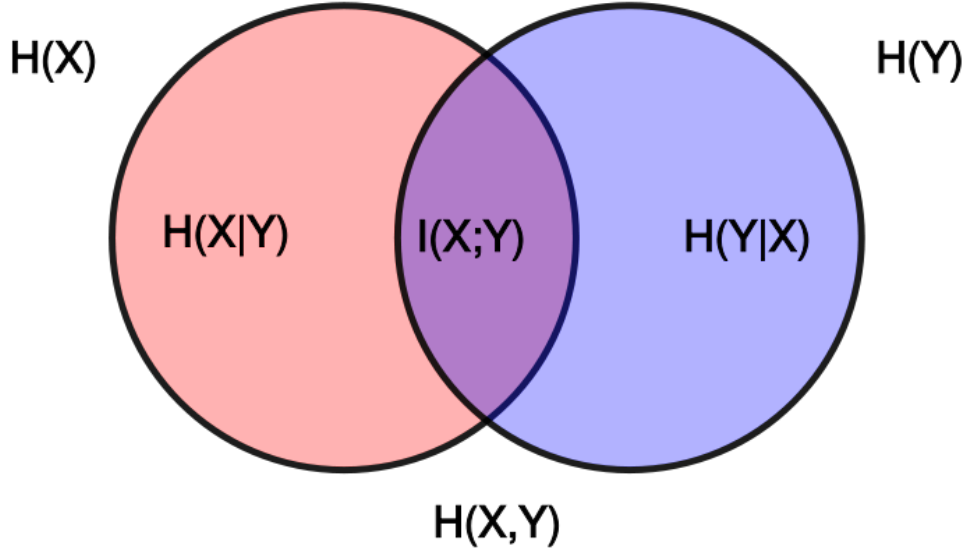


Figure 3: Visualization of the different entropies and mutual information. Image source: Wikipedia.

Since $p(x|y) = \frac{p(x,y)}{p(y)}$ this means:

$$H(X|Y = y) = - \sum_x \frac{p(x,y)}{p(y)} \log_2 \frac{p(x,y)}{p(y)} \quad (3.4)$$

The total conditional entropy is found by weighing all of these:

$$H(X|Y) = \sum_y p(y) \cdot H(X|Y = y) \quad (3.5)$$

Here $p(y) = \sum_x p(x,y)$ is the marginal probability for Y . (Similarly $p(x) = \sum_y p(x,y)$). Inserting equation 3.4 into equation 3.5 we get:

$$H(X|Y) = - \sum_y p(y) \sum_x \frac{p(x,y)}{p(y)} \log_2 \frac{p(x,y)}{p(y)} = - \sum_{xy} p(x,y) \log_2 \frac{p(x,y)}{p(y)} \quad (3.6)$$

Looking at figure 3, we would expect that $H(X,Y) - H(Y) = H(X|Y)$.

Let's check that this is indeed the case:

$$H(X, Y) - H(Y) = - \sum_{x,y} p(x, y) \log_2 p(x, y) - \left(- \sum_y p(y) \log_2 p(y) \right) \quad (3.7)$$

Use the definition of $p(y)$:

$$\sum_y p(y) \log_2 p(y) = \sum_{xy} p(x, y) \log_2 p(y) \quad (3.8)$$

Hence:

$$H(X, Y) - H(Y) = - \sum_{x,y} p(x, y) (\log_2 p(x, y) - \log_2 p(y)) \quad (3.9)$$

This is the same as:

$$- \sum_{x,y} p(x, y) \log_2 \frac{p(x, y)}{p(y)} = H(X|Y) \quad (3.10)$$

3.3 Mutual information

If we look at figure 3 once again, we also notice $I(X; Y)$, the *mutual information* between two discrete random variables X and Y . It should be equal to:

$$I(X; Y) = H(X) - H(X|Y) \quad (3.11)$$

Inserting we get:

$$- \sum_x p(x) \log_2 p(x) - \left(- \sum_{x,y} p(x, y) \log_2 \frac{p(x, y)}{p(y)} \right) \quad (3.12)$$

Now use $p(x) = \sum_y p(x, y)$ to rewrite the first term:

$$\sum_x p(x) \log_2 p(x) = \sum_{xy} p(x, y) \log_2 p(x) \quad (3.13)$$

Combine terms to get:

$$I(X; Y) = \sum_{x,y} p(x, y) \log_2 \frac{p(x, y)}{p(x)p(y)} \quad (3.14)$$

This is clearly symmetrical: $I(X; Y) = I(Y; X)$. Also, if X and Y are independent, then $p(x, y) = p(x)p(y)$ which makes the fraction 1 and logarithm zero, so the mutual information vanishes in this case.

3.4 Example: The Monty Hall problem

In the famous Monty Hall problem, you're presented with three doors, behind which is a prize. After making an initial choice of doors, Monty opens one empty door that you have not chosen, and offers you to change your choice.

As is known, when choosing the first door, all choices are equally likely to get you the prize. If we call this experiment X , the entropy is:

$$H(X) = \frac{1}{3} \log_2 3 + \frac{1}{3} \log_2 3 + \frac{1}{3} \log_2 3 = \log_2 3 \approx 1.58 \quad (3.15)$$

After the door has been opened, however, there's two options with probabilities of $1/3$ and $2/3$ respectively (it's advantageous to change your mind). If we call the event/experiment associated with opening the door Y , we might write this as:

$$H(X|Y) = \frac{1}{3} \log_2 3 + \frac{2}{3} \log_2 \frac{3}{2} = \quad (3.16)$$

$$\frac{1}{3} \log_2 3 + \frac{2}{3} (\log_2 3 - \log_2 2) = \log_2 3 - \frac{2}{3} \approx 0.92 \quad (3.17)$$

In other words, the mutual information is:

$$I(X;Y) = H(X) - H(X|Y) = \log_2 3 - \left(\log_2 3 - \frac{2}{3} \right) = \frac{2}{3} \quad (3.18)$$

So the information gain by Monty opening the door is $2/3$ bits.

One might ask how much this is compared to the original uncertainty. This quantity is known as the *percentual information gain* or PIG for short:

$$\text{PIG} = \frac{I(X;Y)}{H(X)} = \frac{2/3}{\log_2 3} \approx 42.1\% \quad (3.19)$$

So Monty gives away about 42% of the information away by opening the door. Somewhere, Douglas Adams is smiling ...

Now, let's consider the situation from Monty's point of view. He has to choose a door. If he had to choose it without the player having chosen one yet, he would have two options with an equal probability - he cannot open the door with the prize behind it. So the entropy is the same as for a fair coin toss:

$$H(Y) = H = \frac{1}{2} \log_2 2 + \frac{1}{2} \log_2 2 = 1 \quad (3.20)$$

However, once the player has chosen a door, there's two situations to consider:

- If the player has indeed chosen the door with the prize behind it, the situation is the same as above:

$$H(Y|X = \text{prize}) = 1 \quad (3.21)$$

- If the player has chosen an empty door, there is only one choice for Monty, namely the other empty door. So the entropy vanished in this case:

$$H(Y|X = \text{no prize}) = 0 \quad (3.22)$$

We now use equation 3.5 to get the total conditional entropy:

$$H(Y|X) = \frac{1}{3} \cdot 1 + \frac{2}{3} \cdot 0 = \frac{1}{3} \quad (3.23)$$

Let's check that we get the same amount of mutual information here:

$$I(X; Y) = H(Y) - H(Y|X) = 1 - \frac{1}{3} = \frac{2}{3} \quad (3.24)$$

Indeed we do!

Finally, we may ask what Monty's percentual information gain by the player choosing a door is:

$$\text{PIG} = \frac{I(X; Y)}{H(Y)} = \frac{2/3}{1} = \frac{2}{3} \approx 66.7\% \quad (3.25)$$