

# Quantifying Information

(Claude Shannon, 1948)

Given discrete random variable  $X$

- $N$  possible values:  $x_1, x_2, \dots, x_N$
- Associated probabilities:  $p_1, p_2, \dots, p_N$

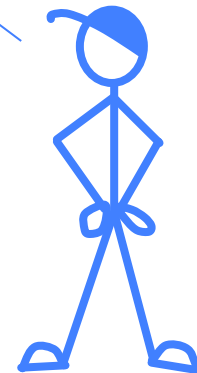
Information received when learning that choice was  $x_i$ :

$$I(x_i) = \log_2 \left( \frac{1}{p_i} \right)$$

*$1/p_i$  is proportional to the uncertainty of choice  $x_i$ .*



*Information is measured in bits (binary digits) = number of 0/1's required to encode choice(s)*



# Information Conveyed by Data

Even when data doesn't resolve all the uncertainty

$$I(\text{data}) = \log_2 \left( \frac{1}{p_{\text{data}}} \right) \quad \text{e.g., } I(\text{heart}) = \log_2 \left( \frac{1}{13/52} \right) = 2 \text{ bits}$$

Common case: Suppose you're faced with  $N$  equally probable choices, and you receive data that narrows it down to  $M$  choices. The probability that data would be sent is  $M \cdot (1/N)$  so the amount of information you have received is

$$I(\text{data}) = \log_2 \left( \frac{1}{M \cdot (1/N)} \right) = \log_2 \left( \frac{N}{M} \right) \text{ bits}$$

# Example: Information Content

Examples:

- information in one coin flip:

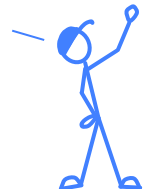
$$N = 2 \quad M = 1 \quad \text{Info content} = \log_2(2/1) = 1 \text{ bit}$$

- card drawn from fresh deck is a heart:

$$N = 52 \quad M = 13 \quad \text{Info content} = \log_2(52/13) = 2 \text{ bits}$$

- roll of 2 dice:

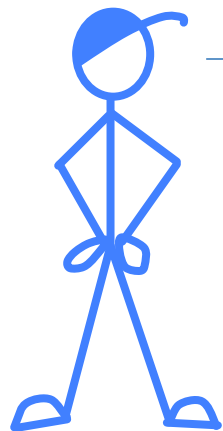
$$N = 36 \quad M = 1 \quad \text{Info content} = \log_2(36/1) = 5.17$$

*.17 bits ???* 

# Probability & Information Content



data	$p_{\text{data}}$	$\log_2(1/p_{\text{data}})$
a heart	<b>13/52</b>	<b>2 bits</b>
not the Ace of spades	<b>51/52</b>	<b>0.028 bits</b>
a face card (J, Q, K)	<b>12/52</b>	<b>2.115 bits</b>
the “suicide king”	<b>1/52</b>	<b>5.7 bits</b>



— *Shannon's definition for information content lines up nicely with my intuition: I get more information when the data resolves more uncertainty about the randomly selected card.*