

Navigating the ICT alphabet soup (and semantics)

Signal , Measurement, Information , Data , Coding , Communication , Computation ,
Perception

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(Presentation will be made available on github , under creative commons license)

40 min explanation on Youtube: <https://www.youtube.com/watch?v=2IM7rp2irFg>

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SIGNAL:

A signal is a measurable and controllable change in a changeable aspect of some perceivable entity . Through changing attributes of such an entity , information is encoded

Perceivable:

Some aspect of an entity needs to be perceivable , if it is beyond perception , then its existence or lack thereof is of no use for anyone transmitting or receiving information.

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SIGNAL:

A signal is a measurable and controllable change in a [changeable](#) aspect of some perceivable entity . Through changing attributes of such an entity , information is encoded

[Changeable:](#)

The aspect needs to be changeable . Else it cannot carry information.

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SIGNAL:

A signal is a measurable and controllable change in a changeable aspect of some perceivable entity . Through changing attributes of such an entity , information is encoded

Controllable :

The aspect needs to be controllable. Controllable means that the aspect needs not just to be changeable , but changeable at will and to the degree desired .

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SIGNAL:

A signal is a measurable and controllable change in a changeable aspect of some perceivable entity . Through changing attributes of such an entity , information is encoded

Measurable:

The aspect needs to be measurable. Over here we mean somewhat inverse of controllable. The 'controlled' change of the entity's aspect , should also be measurable . If a measurement method does not exist to measure the controlled change , then information cannot be received.

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SIGNAL:

A signal is a measurable and controllable **change** in a changeable aspect of some perceivable entity . Through changing attributes of such an entity , **information** is **encoded**

The Change itself:

Finally the change itself . This is related to the definition of information and encoding.

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DATA:

Heavily overloaded term , let's keep it simple. I'd rather not use this term.

Data is nothing but a set of changeable, measurable, controllable **state** of aspects of some entity. It may or may not be retained .

In other words , **it is just some phenomenon**. Could be electromagnetism in a hard drive , mechanical arrangement in an abacus , electro-biochemical state in a human cell , etc

It is only a **perceiving , controlling , measuring mind** that gives any **meaning or purpose** to data. More **useful** terms: **information , computation , representation**

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KNOWLEDGE:

Set of everything that a perceiving mind “knows” at any instant of time.

More exploration than this , is [another alphabet soup](#) , better suited for another day , another video.

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SYMBOLS AND REPRESENTATION:

Symbol is something that represents something else.

Representation often, if not always, is done through encoding.

Examples:

9 is the representation of a number (which is just a concept), encoded in decimal number system

1001 is the representation of same number (just a concept) encoded in binary number system

Congressman/woman or MNA is a representation of the people who elected him/her encoded through some political process.

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INFORMATION:

Information is “knowledge” in transit.

The “knowledge” of a perceiving mind is encoded into symbolic representation and the transit occurs through a signal. At the other end , some other perceiving mind gets the signal, decodes the encoded symbolic representation of knowledge , and perceives it. That information , adds to the “knowledge” of that perceiving mind.

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COMPUTATION:

Any [state transition](#) under the [control](#) of a [perceiving mind](#) can be characterized as [computation](#).

The following concepts as discussed earlier are relevant here too:

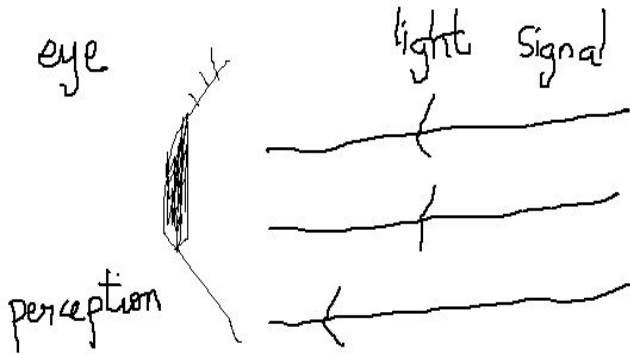
[Measurable](#)

[Changeable](#)

[Controllable](#) (afterall, state has to do [transition](#))

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EXAMPLE SCENARIO 1: Signal carrying information



OR



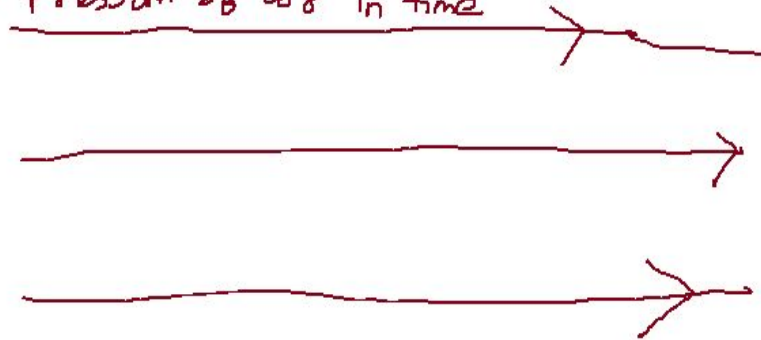
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EXAMPLE SCENARIO 2: Signal carrying information

Speaker says:



Sound signal carries that information
as compression of air in time



ear

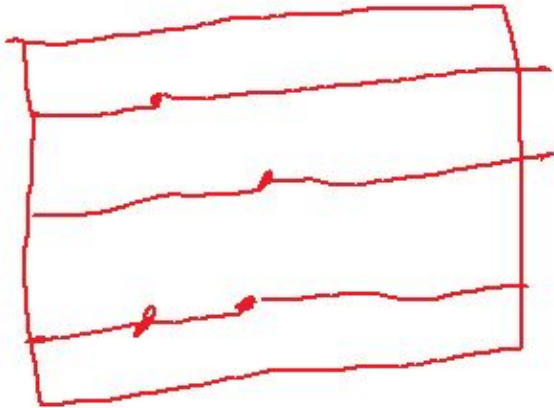


perceived

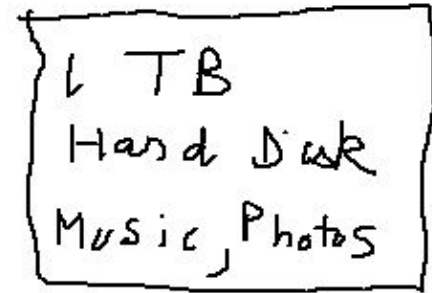


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EXAMPLE SCENARIO 3: Data means nothing

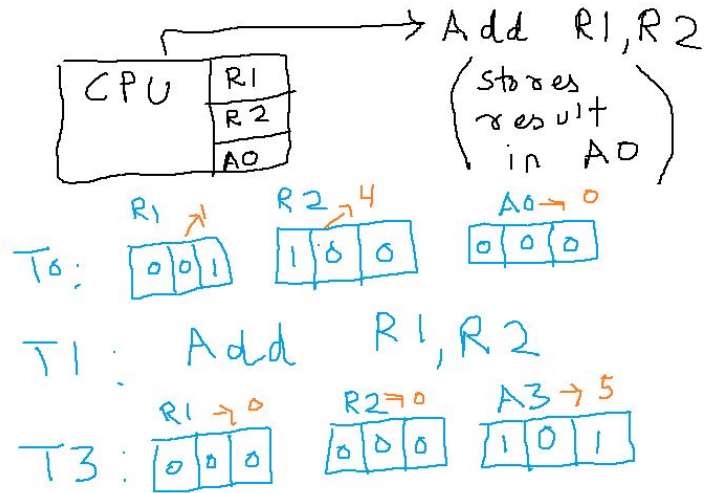


Abacus showing decimal representation of number of millions of years till universe will die.



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EXAMPLE SCENARIO 4: Computation



Registers maintain logic levels in each bit (binary digit) which correspond to carefully designed electronics

ALL STATE TRANSITIONS!

Where is the software? ⇒ Perceiver's Mind

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HOMEWORK :)

Think about following two questions:

- 1) Is it possible to compute **without** generating information?
- 2) Is it possible to generate, transmit or receive information **without** performing a computation?

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Thank you , hope this was somewhat useful to you .

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