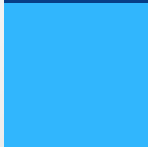


Breadth: Compressing Information





Information

Is the enemy coming?

Yes / No

10 torches



Message = number of torches lit



Enemy is coming



We need more food



Olaf fell down the well again. LOL.

...

10 torches in 2 groups



Polybius square

Torches in group 1

Torches in group 2

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I/J	K
3	L	M	N	O	P
4	Q	R	S	T	U
5	V	W	X	Y	Z

A	0.5	0
B	0.5	1



1 bit of information



Yes or No
questions

Is it B?

Is it B?

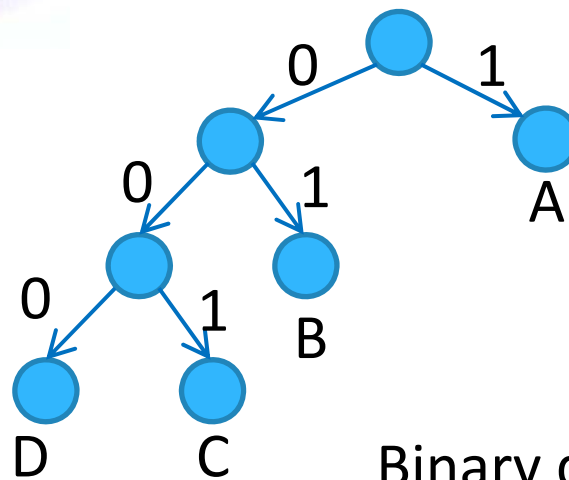
A	0.25	1
B	0.25	0 1
C	0.25	0 0 1
D	0.25	0 0 0

codewords



Yes or No questions

Is it A? 0 / 1
 Is it B? 0 / 1
 Is it C? 0 / 1



Binary decision tree

A	0.25	1			1 bit
B	0.25	0	1		2 bits
C	0.25	0	0	1	3 bits
D	0.25	0	0	0	3 bits

Average: $\sum p \cdot (\#bits) = 2.25 \text{ bits}$



Yes or No
questions

A	0.25	1
B	0.25	0 1
C	0.25	0 0 1
D	0.25	0 0 0

Can we do better?

Average: 2.25 bits



Yes or No questions

ACABDCBDBDACCDAB ...

100110100000101000010001001001000101 ...

A	0.25	1		1	1 bit	
B	0.25	0	1	0 1	2 bits	
C	0.25	0	0	1	0 0	2 bits
D	0.25	0	0	0	0	1 bit

Average: 2.25 bits

Average: 1.5 bits



Yes or No questions

ACABDCBDBDACCDAB ...

100110100000101000010001001001000101 ...

100101000010010100000101...

A	0.25	1	1 bit
B	0.25	0 1	2 bits
C	0.25	0 0	2 bits
D	0.25	0	1 bit

Average: 1.5 bits



You receive 0001. What message was sent?

Yes or No questions

- A. DDDA
- B. BAB
- C. CB
- D. CDAC
- E. DDBA

A 0.25
B 0.25
C 0.25
D 0.25

1 1 bit
0 1 2 bits
0 0 2 bits
0 1 bit

Average: 1.5 bits



You receive 00/0/1. What message was sent?

Yes or No questions

C D A

Morse code

A ● -

B - ● ● ●

C - ● - ●

D - ● ●

E ●

F ● ● - ●

G - - ●

H ● ● ● ●

I ● ●

J ● - - -

K - ● -

L ● - ● ●

M - -

N - ●

O - - -

P ● - - ●

Q - - ● -

R ● - ●

S ● ● ●

T -

U ● ● -

V ● ● ● -

W ● - -

X - ● ● -

Y - ● - -

Z - - ● ●

Morse code

A ● -	J ● - - -	S ● ● ●
B - ● ● ●	K - ● -	T -
C - ● - ●	L ● - ● ●	U ● ● -
D - ● ●	M - -	V ● ● ● -
E ●	N - ●	W ● - -
F ● ● - ●	O - - -	X - ● ● -
G - - ●	P ● - - ●	Y - ● - -
H ● ● ● ●	Q - - ● -	Z - - ● ●
I ● ●	R ● - ●	



At what price and how soon can you furnish?

Quadrants

Prefix code

A	1
B	0 1
C	0 0 1
D	0 0 0

00101

CB



No whole code word
is a prefix of any
other code word.

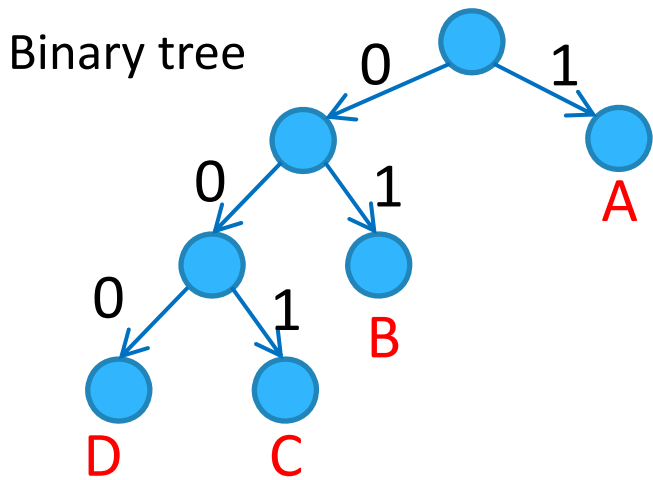
Non-prefix code

A	1
B	0 1
C	0 0
D	0

CADA
DDADA
DBDA
DBB
CAB

Prefix code

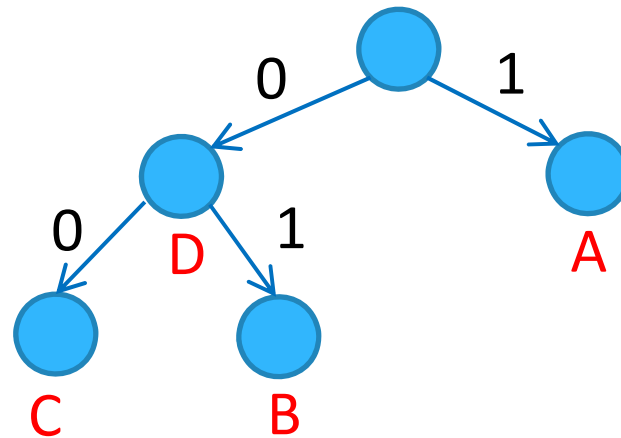
A	1
B	0 1
C	0 0 1
D	0 0 0



E.g. Huffman code

Non-prefix code

A	1
B	0 1
C	0 0
D	0



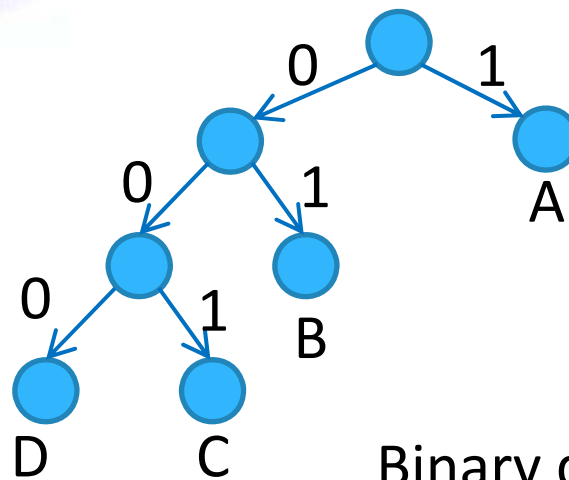
E.g. Morse code

Prefix code

- Heavily used in practical compression algorithms
- For example, part of JPEG, GZIP, etc.



Yes or No
questions



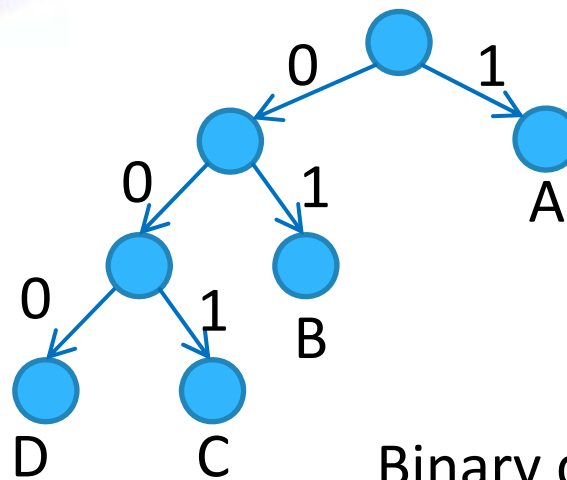
Binary decision tree

A	0.25	1		1 bit	
B	0.25	0	1	2 bits	
C	0.25	0	0	1	3 bits
D	0.25	0	0	0	3 bits

Average: 2.35 bits



Yes or No questions



Binary decision tree

Is your person wearing a hat?

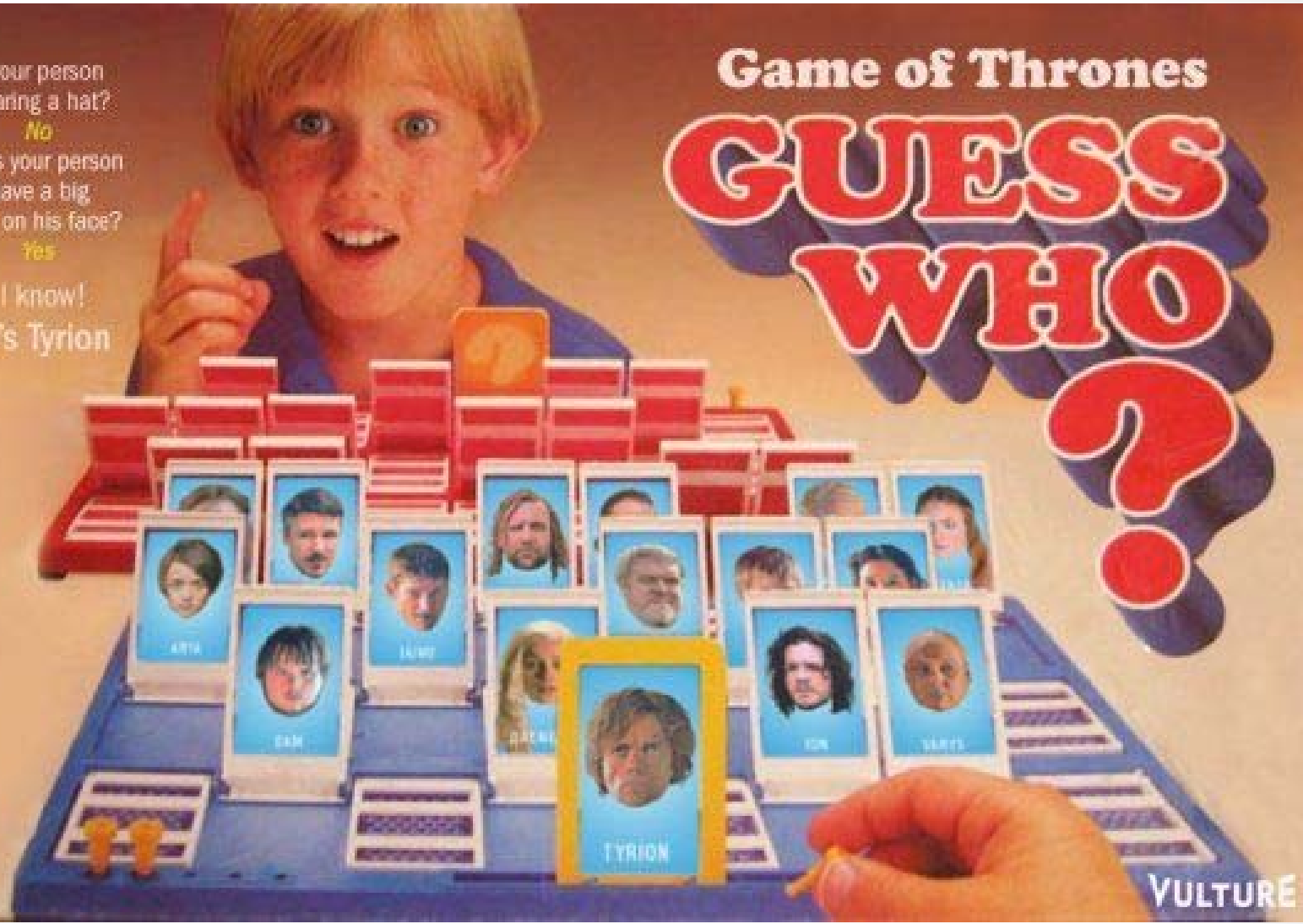
No

Does your person have a big scar on his face?

Yes

I know!
It's Tyrion

Game of Thrones GUESS WHO?



VULTURE

- A 0.25
- B 0.25
- C 0.25
- D 0.25

Can you come up with a better strategy?

How many bits on average will it use?



Yes or No questions

- A. 1 bit
- B. 1.5 bits
- C. 1.75 bits
- D. 2 bits
- E. 2.25 bits

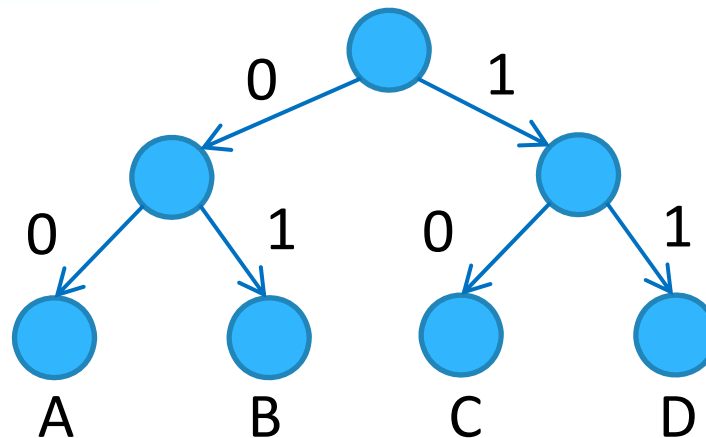
A	0.25	0	0	2 bit
B	0.25	0	1	2 bits
C	0.25	1	0	2 bits
D	0.25	1	1	2 bits

Average: 2 bits



Yes or No questions

Binary decision tree



- A 0.5
- B 0.25
- C 0.125
- D 0.125

Can you come up with a good strategy?

How many bits on average will it use?

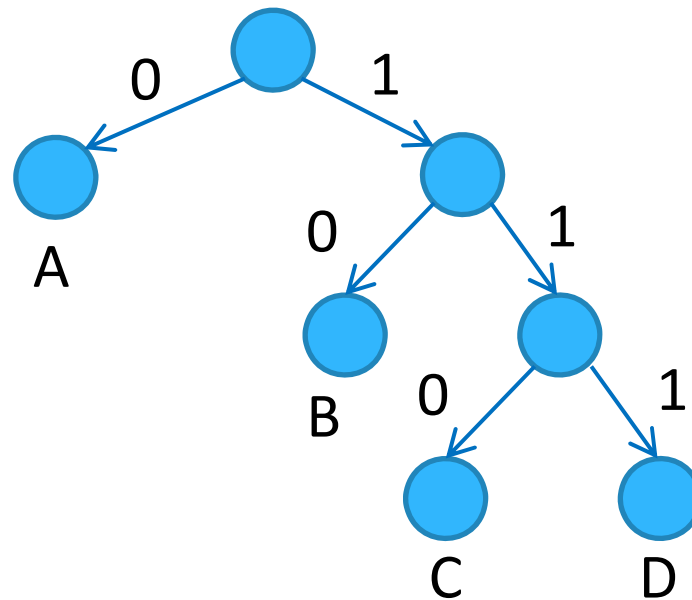


Yes or No questions

- A. 1 bit
- B. 1.5 bits
- C. 1.75 bits
- D. 2 bits
- E. 2.25 bits

A	0.5	0			1 bit
B	0.25	1	0		2 bits
C	0.125	1	1	0	3 bits
D	0.125	1	1	1	3 bits

Average: 1.75 bits



- A 0.4
- B 0.1
- C 0.2
- D 0.3

Can you come up with a good strategy?

How many bits on average will it use?



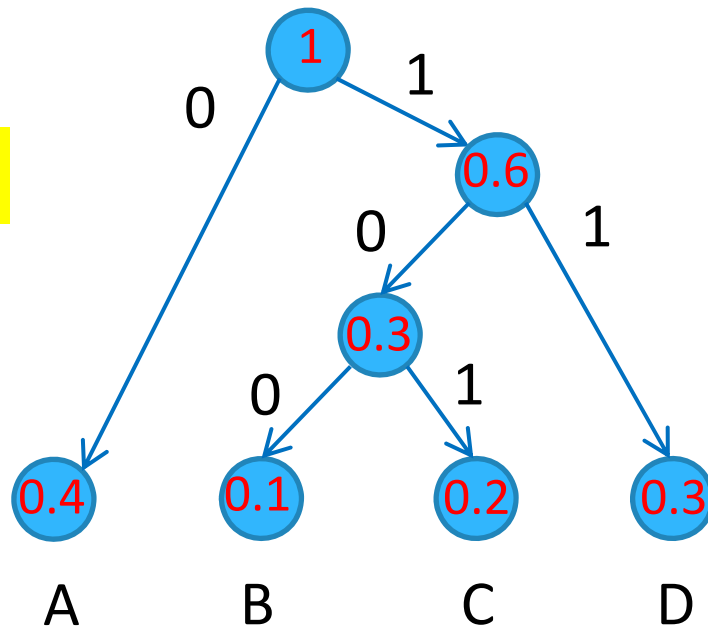
Yes or No questions

- A. ~ 1.7 bit
- B. ~ 1.8 bits
- C. ~ 1.9 bits
- D. ~ 2 bits
- E. ~ 2.1 bits

A	0.4	0			1 bit
B	0.1	1	0	0	3 bits
C	0.2	1	0	1	3 bits
D	0.3	1	1		2 bits

Average: 1.9 bits

Huffman coding



A	0.4	0		
B	0.1	1	0	0
C	0.2	1	0	1
D	0.3	1	1	



Yes or No
questions

AABDACADCDAAADCAB ...

001011010101110111000111010100 ...

A	0.05
B	0.05
C	0.15
D	0.2
E	0.2
F	0.35



What is the Huffman code?



Yes or No
questions

A	0.4	0		0	1 bit
B	0.1	1	0	0	2 bits
C	0.2	1	0	1	2 bits
D	0.3	1	1	1	1 bit

Average: 1.9 bits

Average: 1.3 bits



Yes or No questions

AABDACADCDAAADCAB ...

001011010101110111000111010100 ...

0001101001101000110001 ...

A 0.4
B 0.1
C 0.2
D 0.3

0 1 bit
0 1 2 bits
1 0 2 bits
1 1 bits

Average: 1.3 bits



You receive 0101. What message was sent?

Yes or No questions

- A. ADAD
- B. BB
- C. AAC
- D. ACA
- E. BC

A 0.4
B 0.1
C 0.2
D 0.3

0 1 bit
0 1 2 bits
1 0 2 bits
1 1 bits

Average: 1.3 bits



You receive 0/10/1. What message was sent?



Yes or No questions

A C D

Morse code

A ● -

B - ● ● ●

C - ● - ●

D - ● ●

E ●

F ● ● - ●

G - - ●

H ● ● ● ●

I ● ●

J ● - - -

K - ● -

L ● - ● ●

M - -

N - ●

O - - -

P ● - - ●

Q - - ● -

R ● - ●

S ● ● ●

T -

U ● ● -

V ● ● ● -

W ● - -

X - ● ● -

Y - ● - -

Z - - ● ●

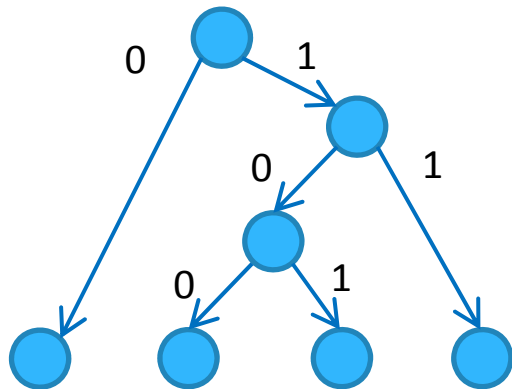
Prefix code

E.g. Huffman code

Non-prefix code

E.g. Morse code

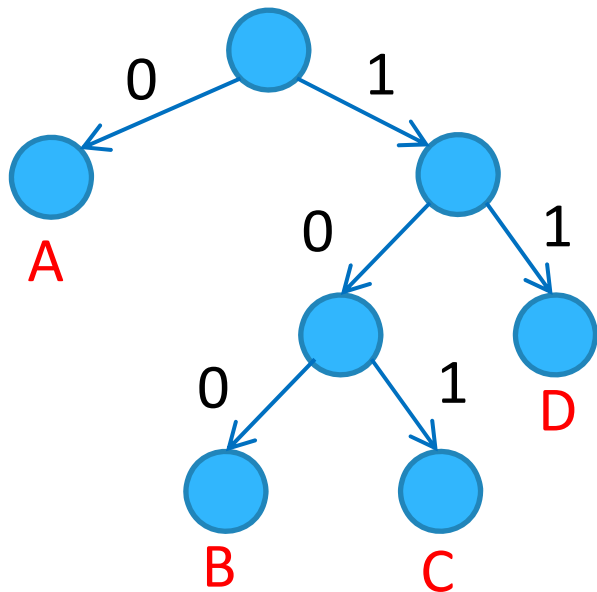
Binary tree



001011010101110111000111010100 ...

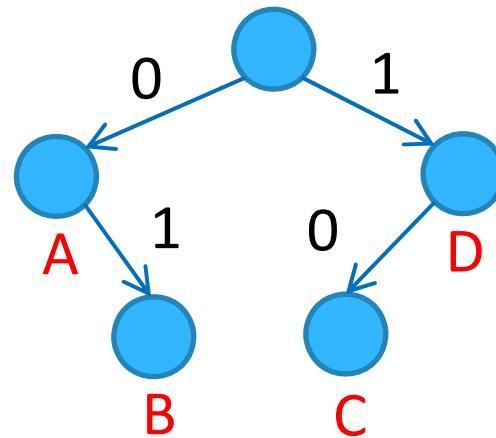
Prefix code

A	0
B	1 0 0
C	1 0 1
D	1 1



Non-prefix code

A	0
B	0 1
C	1 0
D	1



A	1/4	0
B	3/4	1

What is the Huffman code?



1 bit / symbol



Yes or No
questions

Can we do better?

A 1/4
B 3/4

AA	1/16	0 0 0	3 bits
AB	3/16	0 0 1	3 bits
BA	3/16	0 1	2 bits
BB	9/16	1	1 bits

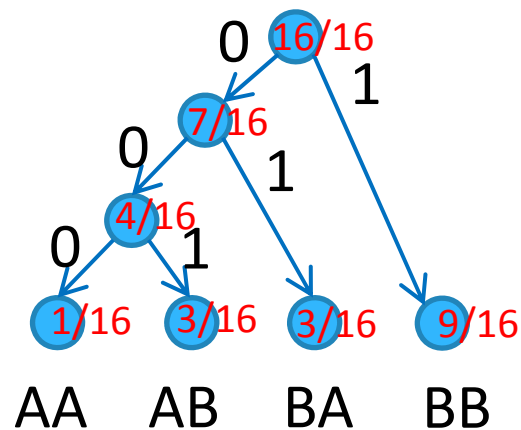
Average: 1.6875 bits



0.8438 bits / symbol



We are only considering independent events!



Yes or No questions

A	1/4	AAA	1/64	000000	6 bits
B	3/4	AAB	3/64	000001	6 bits
		ABA	3/64	00001	5 bits
		ABB	9/64	010	3 bits
		BAA	3/64	0001	4 bits
		BAB	9/64	011	3 bits
		BBA	9/64	001	3 bits
		BBB	27/64	1	1 bit

Average: 2.4844 bits

0.8281 bits / symbol

Grouping of 1 symbol

1 bit/symbol

Grouping of 2 symbols

0.8438 bits/symbol

Grouping of 3 symbols

0.8281 bits/symbol

...

Grouping of ∞ symbols

?? bits/symbol

≥ 0.8113 bits/symbol

A 1/4
B 3/4

$$I = \frac{1}{4} \cdot \log_2 \frac{4}{1} + \frac{3}{4} \cdot \log_2 \frac{4}{3}$$
$$= 0.8113 \text{ bits/symbol}$$

Entropy

$$I = \sum p \cdot \log_2 \frac{1}{p}$$
$$= - \sum p \cdot \log_2 p$$

Claude Shannon



Claude Shannon
1916 - 2001



A	0.5
B	0.5

$$I = 1$$

A	0.25
B	0.75

$$I = 0.8113$$

A	0
B	1

$$I = 0$$



$$I = - \sum p \cdot \log_2 p$$



Bits

Information relates to *uncertainty*.

Note: context matters as well

Unique code for each possible message

The great power of this principle of selection is not hypothetical. It is certain that several of our eminent breeders have, even within a single lifetime, modified to a large extent their breeds of cattle and sheep. In order fully to realise what they have done it is almost necessary to read several of the many treatises devoted to this subject, and to inspect the animals. Breeders habitually speak of an animal's organisation as something plastic, which they can model almost as they please. If I had space I could quote numerous passages to this effect from highly competent authorities. Youatt, who was probably better acquainted with the works of agriculturalists than almost any other individual, and who was himself a very good judge of animals, speaks of the principle of selection as "that which enables the agriculturist, not only to modify the character of his flock, but to change it altogether. It is the magician's wand, by means of which he may summon into life whatever form and mould he pleases." Lord Somerville, speaking of what breeders have done for sheep, says: "It would seem as if they had chalked out upon a wall a form perfect in itself, and then had given it existence." In Saxony the importance of the principle of selection in regard to merino sheep is so fully recognised, that men follow it as a trade: the sheep are placed on a table and are studied, like a picture by a connoisseur; this is done three times at intervals of months, and the sheep are each time marked and classed, so that the very best may ultimately be selected for breeding.

What English breeders have actually effected is proved by the enormous prices given for animals with a good pedigree; and these have been exported to almost every quarter of the world. The improvement is by no means generally due to crossing different breeds; all the best breeders are strongly opposed to this practice, except sometimes among closely allied sub-breeds. And when a cross has been made, the closest selection is far more indispensable even than in ordinary cases. If selection consisted merely in separating some very distinct variety and breeding from it, the principle would be so obvious as hardly to be worth notice; but its importance consists in the great effect produced by the accumulation in one direction, during successive generations, of differences absolutely inappreciable by an uneducated eye—differences which I for one have vainly attempted to appreciate. Not one man in a thousand has accuracy of eye and judgment sufficient to become an eminent breeder. If gifted with these qualities, and he studies his subject for years, and devotes his lifetime to it with indomitable perseverance, he will succeed, and may make great improvements; if he wants any of these qualities, he will assuredly fail. Few would readily believe in the natural capacity and years of practice requisite to become even a skilful pigeon-fancier.

The same principles are followed by horticulturists; but the variations are here often more abrupt. No one supposes that our choicest productions have been produced by a single variation from the aboriginal stock. We have proofs that this is not so in several

Note: context matters as well

“Tomorrow, it will be over 50 degrees in La Jolla”

