

Interpretation of entropy; Shannon source coding theorem

surprisal: $-k_B \ln p_n(t)$: associated w/ state n , but depends on whole ensemble

entropy = avg. surprisal $S(t) = -k_B \sum_n p_n(t) \ln p_n(t)$

Relate to Shannon's source coding theorem [1948]:

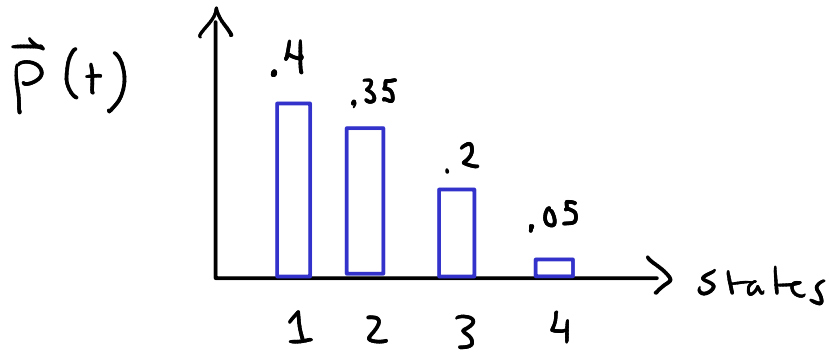
imagine scenario: Alice (A) is a prof.
Bob (B) is a grad. student

experiment: • a system ($N=4$ states)
repeat it many times {
• B prepares it in initial distrib. $\vec{p}(0)$
• B lets it evolve for a time t
• B takes measurement, records state

output: series of measurements
i.e. 2, 4, 1, 3, 2, ...

A knows: system trans. matrix W
prob $\vec{p}(0)$
hence $\vec{p}(t) = W^t \vec{p}(0)$
† she tells B what $\vec{p}(t)$

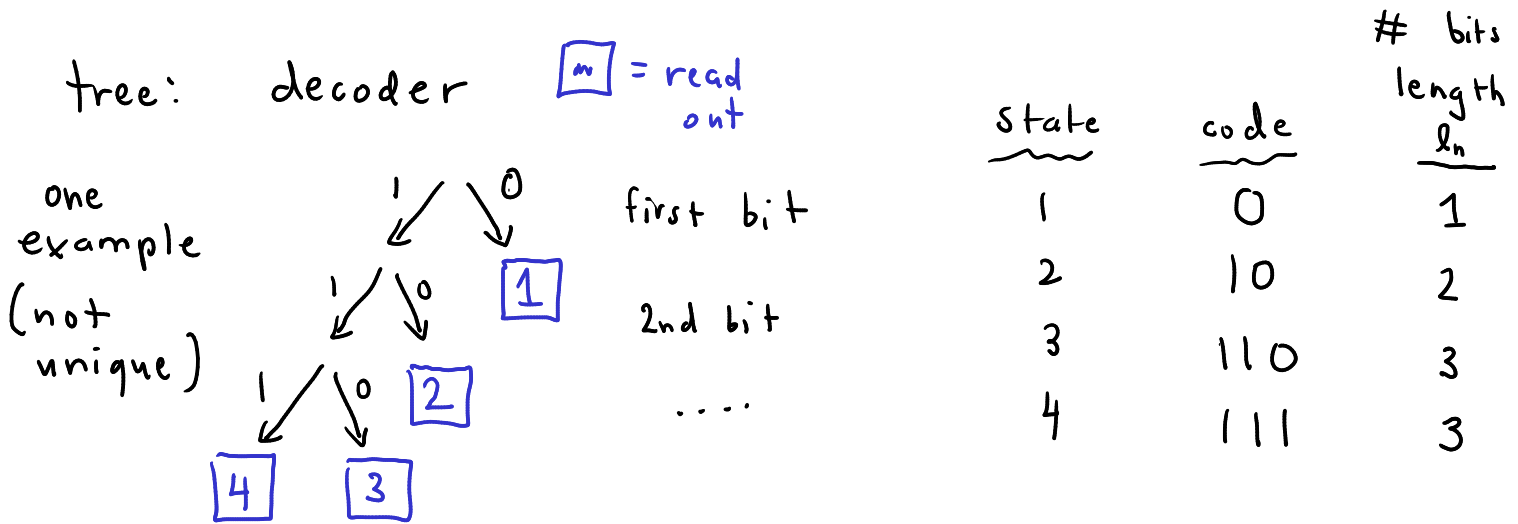
A doesn't know B's measurement (specific sequence) + she asks for it to be sent



case I: Bob is lazy (or dumb?)

<u>state</u>	<u>code</u>	easy to read
1	00	mean message length = 2 bits per state (N=4) = $\log_2 N$ in general
2	01	
3	10	
4	11	

case II: Bob is clever: a variable length code based on a binary decision tree ("prefix-free": no stop markers b/t states)



$$10011110 \dots \Rightarrow 2 \ 1 \ 4 \ 3 \ \dots$$

avg. # of bits per state (cost of sending code)

$$B = \sum_n P_n(t) \ell_n = 0.4 \times 1 + 0.35 \times 2 + 0.2 \times 3 + 0.05 \times 3 = 1.85 \text{ bits/state}$$

Shannon proved: among such codes (all such binary decision trees) there is a lower bound (optimum)

$$B \geq B_{\min} = - \sum_n P_n(t) \log_2 P_n(t) \quad \begin{array}{l} \text{units:} \\ \text{"bits"} \\ \text{"information entropy"} \sim \text{"information"} \end{array}$$

compare: Gibb's entropy formula $-k_B \sum_n P_n(t) \ln P_n(t) = S(t)$

$$B_{\min} = \frac{S(t)}{k_B \ln 2} \quad \text{convert from } \frac{\text{J}}{\text{K}} \text{ to bit}$$

examples: $P_n(t) = \delta_{n,1}$ (message: 1 1 1 1 1 ...)

$$B_{\min} = 0 \quad (\text{no info needs to be sent})$$

$$P_n(t) = \frac{1}{4}$$

$$B_{\min} = 2 \text{ bits} \quad (\text{need 2 bits/state + can't do any better})$$

in general: $0 \leq B_{\min} \leq \log_2 N$