

Interpretation of entropy as information:

Shannon source coding theorem

surprisal: $-k_B \ln p_n(t)$

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

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

experiment: a system ($N=4$ states)
(stochastic)

One run:

repeat it many times $\left\{ \begin{array}{l} \bullet B \text{ prepares it in init. dist. } \vec{p}(0) \\ \bullet B \text{ lets it evolve for time } t \\ \bullet B \text{ takes measurement, records state} \end{array} \right.$

output: series of measurements:

i.e. 2, 4, 1, 3, 2,

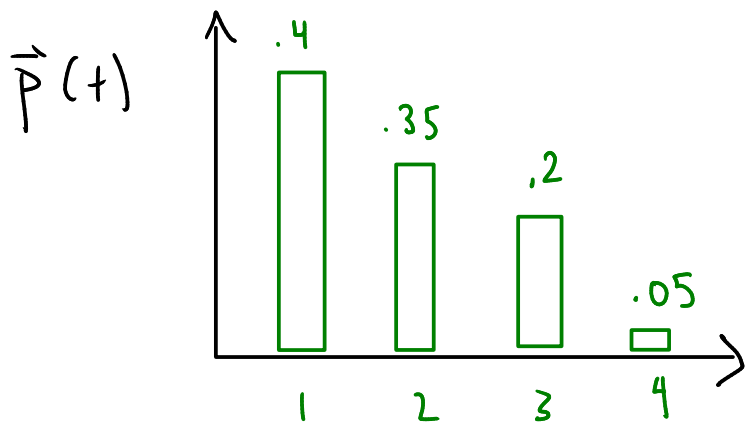
A know: system trans, matrix W

+ B

prob. $\vec{p}(0)$

hence $\vec{p}(t) = W^t \vec{p}(0)$

A doesn't know specific seq. of measurements



case I: Bob is lazy

<u>state</u>	<u>code</u>
1	00
2	01
3	10
4	11

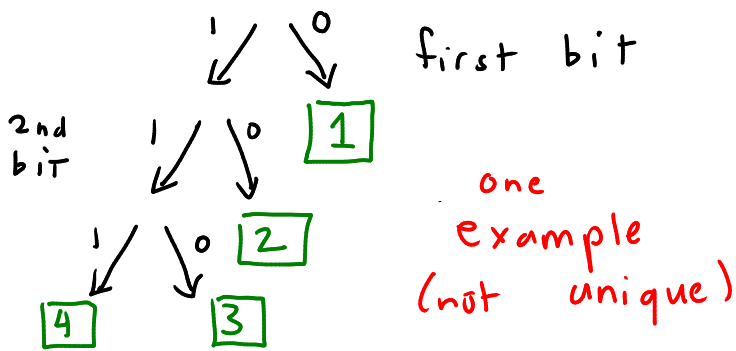
easy to read
(every 2 bits is
a state)

if there were N states
in general

mean message length
per state
 $= \log_2 N$

case II: Bob is clever: a variable length
code called a "prefix-free" code:
no stop markers bit states

coding / decoding \Leftrightarrow binary decision tree



<u>state</u>	<u>code</u>	# bits \log_2
1	0	1
2	10	2
3	110	3
4	111	3

Seq: 2 1 4 3 \Rightarrow 100111110 ...

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

$$B = \sum_n p_n(t) l_n = 0.4 \times 1 + .35 \times 2 + 0.2 \times 3 + .05 \times 3 = 1.85 \text{ bits / state for the above code}$$

Shannon proved: among all possible codes (all possible binary decision trees)

there is a lower bound:

$$B \geq B_{\min} = - \sum_n p_n(t) \log_2 p_n(t) \quad \text{units: bits}$$

"information entropy"

compare to thermo. entropy

$$S(t) = -k_B \sum_n p_n(t) \ln p_n(t)$$

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

examples: $p_n(t) = \delta_{n,1}$ all states are 1 in the message

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

$$P_n(t) = \frac{1}{4} \quad (\text{all states equally likely in message})$$

$$B_{\min} = 2 \text{ bits} \quad (\text{can't do any better than lazy strategy})$$

