# Information Theory <br> CSCI 384: Computational Linguistics 

CSCI 384

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## Entish

'Hoom, hmm! Come now! Not so hasty! You call yourselves hobbits? But you should not go telling just anybody. You'll be letting out your own right names if you're not careful.'
'We aren't careful about that,' said Merry. 'As a matter of fact I'm a Brandybuck, Meriadoc Brandybuck, though most people call me just Merry.' 'And I'm a Took, Peregrin Took, but I'm generally called Pippin, or even Pip.' 'Hm, but you are hasty folk, I see,' said Treebeard. 'I am honoured by your confidence; but you should not be too free all at once. There are Ents and Ents, you know; or there are Ents and things that look like Ents but ain't, as you might say. I'll call you Merry and Pippin if you please- nice names. For I am not going to tell you my name, not yet at any rate.' A queer half-knowing, half-humorous look came with a green flicker into his eyes. 'For one thing it would take a long while: my name is growing all the time, and I've lived a very long, long time; so my name is like a story. Real names tell you the story of the things they belong to in my language, in the Old Entish as you might say. It is a lovely language, but it takes a very long time to say anything in it, because we do not say anything in it, unless it is worth taking a long time to say, and to listen to.

Tolkien, TLotR III. 4

## English/Spanish instructions



## Encoding

ASCII/Unicode (last four bits):

| A | 0001 | F | 0110 | K | 1011 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| B | 0010 | G | 0111 | L | 1100 |
| C | 0011 | H | 1000 | M | 1101 |
| D | 0100 | I | 1001 | N | 1110 |
| E | 0101 | J | 1010 | O | 1111 |

Sample encoding:

| 0001 | 1110 | 1110 | 1001 | 1011 | 0001 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| A | N | N | I | K | A |

Message size: $4 \times 6=24$ bits.

## Encoding

Variable-length codes (frequent letters are shorter):

| A | 0 | F | 100 | K | 01 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| B | 10 | G | 101 | L | 0000 |
| C | 001 | H | 110 | M | 11 |
| D | 010 | I | 00 | N | 1 |
| E | 011 | J | 111 | O | 0001 |

Sample encoding:

| 0 | 1 | 1 | 00 | 01 | 0 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| A | N | N | I | K | A |

Message size: $1+1+1+2+2+1=8$ bits.

## Encoding

| A | 0 | F | 100 | K | 01 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| B | 10 | G | 101 | L | 0000 |
| C | 001 | H | 110 | M | 11 |
| D | 010 | I | 00 | N | 1 |
| E | 011 | J | 111 | O | 0001 |


| 0 | 1 | 1 | 00 | 01 | 0 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| A | N | N | I | K | A |

Or did you mean

| 011 | 0001 | 0 |
| :---: | :---: | :---: |
| E | O | A |

## Encoding

Prefix code

$$
\begin{array}{|ll||ll||ll|}
\hline \text { A } & 0 & \text { F } & \ldots & \mathrm{K} & 111 \\
\mathrm{~B} & \ldots & \mathrm{G} & \ldots & \mathrm{~L} & \ldots \\
\mathrm{C} & \ldots & \mathrm{H} & \ldots & \mathrm{M} & \ldots \\
\mathrm{D} & \ldots & \mathrm{I} & 110 & \mathrm{~N} & 10 \\
\mathrm{E} & \ldots & \mathrm{~J} & \ldots & \mathrm{O} & \ldots \\
\hline
\end{array}
$$

| 0 | 10 | 10 | 110 | 111 | 0 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| A | N | N | I | K | A |

Message size: $1+2+2+3+3+1=12$ bits.

## Encoding the message



## Encoding the message



## Encoding the message



## Encoding the message



## Encoding the message



## Encoding the message



## The meaning of entropy

The word entropy had of course been used before Shannon. In 1864 Rudolf Clausius introduced the term...to represent a "transformation" that always accompanies a conversion between thermal and mechanical energy. ...
[One of the authors] asked Shannon what he had thought about when he had finally confirmed his famous measure. Shannon replied: "My greatest concern was what to call it. I thought of calling it 'information,' but that word was overly used, so I decided to call it 'uncertainty.' When I discussed it with John von Neumann, he had a better idea. Von Neumann told me, 'You should call it entropy, for two reasons. In first place your uncertainty function has been used in statistical mechanics under that name, so it already has a name. In the second place, and more important, no one knows what entropy is, so in a debate you will always have the advantage.'
Tribus and McIrvine, "Energy and Information", Scientific American \# 224, Sept 1971, pg 178-184

## Perplexity and cross entropy

We suspect that speech recognition people prefer to report on the larger non-logarithmic numbers given by perplexity mainly because it is much easier to impress funding bodies by saying that "we've managed to reduce preplexity from 950 to only 540 " than by saying that "we've reduced cross entropy from 9.9 to 9.1 bits." However, perplexity does also have an intuitive reading: a perplexity of $k$ means that you are as surprised on average as you would have been if you had had to guess between $k$ equiprobable choices at each step.
Manning and Schütze, Foundations of Statistical Natural Language Processing, pg 78.

