

Introduction to Information Sciences

Information Theory Shannon's Source Code Theorem

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Summary of Today's Lecture

- Reminders on last lecture
- Codes and uniquely decodable codes
- Shannon source code theorem

Information and Entropy

- For a random variable X taking values in a finite set \mathcal{X} with probability p , we call the entropy of X ,

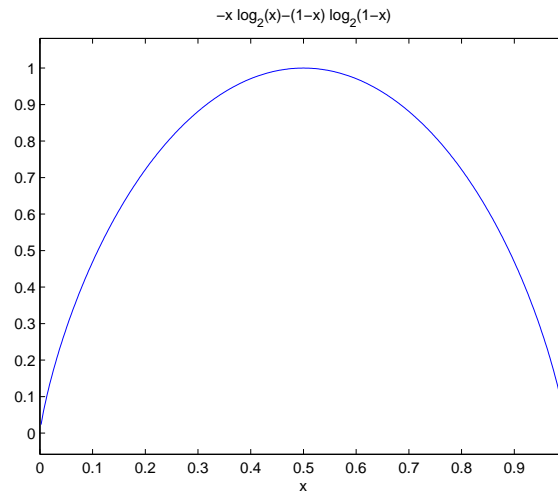
$$H(X) = - \sum_{x \in \mathcal{X}} p(x) \log_2 p(x)$$

N i.i.d. **random** variables *each* with entropy $H(X)$
can be compressed into more than $NH(X)$ bits with negligible risk
of information loss, as N tends to infinity

Conversely, if they are **compressed into fewer** than $NH(X)$ bits
it is virtually certain that information **will be lost**.

Entropy for binary random variables

- Two outcomes for a random variable X , 0 or 1.
- Two probabilities, $p_0 = p(X = 0)$ and $p_1 = p(X = 1)$.
- Moreover, $p_0 = 1 - p_1$, hence $H(X) = -p_1 \log p_1 - (1 - p_1) \log(1 - p_1)$.
- This is the curve represented below. $H(X) = 1$



- When $p_1 = \frac{1}{2}$, the entropy is at its **maximum**...
...which is why we cannot do better, on average, than **actually** send 1,000,000 bits if we want to **communicate** 1,000,000 bits...

Information and Entropy

Whatever the method used to design the **signal**,
if the word is made up of N **observations**
of **i.i.d random variables** distributed like X ,
the **signal cannot be shorter on average than** $NH(X)$.

Information and Entropy

- Shannon's source code theorem gives a **lower bound**.
- The **reference length** becomes $NH(X)$,
- The main question of **coding and compression theory**:

how to define **compression mechanisms (codes)**
to **transform** messages into **shorter** signals
so as to get **as close as possible to Shannon's bound**
without necessarily knowing p ?

Codes

Code: Definition

Code: rule to **convert** a piece of **information**
(*e.g.*, a letter, word, phrase, gesture)
into **another form**, not necessarily of the same type.

- For these lectures: Σ_1, Σ_2 , two finite alphabets.
- A code: a partial function from Σ_1^* to Σ_2^*

$$C : U \subset \Sigma_1^* \rightarrow V \subset \Sigma_2^*$$

Types of Code

- **Error Correcting Code:** code strings in Σ_1^* as strings in Σ_2^* .
 - Of which Block Codes: $\Sigma_1^k \rightarrow \Sigma_2^n$
- **Variable Length Code:** **only source symbols** of Σ_1 are mapped to Σ_2^* .
- **Extension** of a variable length code: code words in Σ_1^* by concatenating codewords in Σ_2^* .

Types of Code

- Variable Length Code: source symbols of Σ_1 mapped to Σ_2^* .
 - **Non-singular codes**: coding mechanism $C : \Sigma_1 \rightarrow \Sigma_2^*$ is **injective**.
 - **Uniquely decodable codes**: extension of C to Σ_1^* is **non-singular**.
 - **Prefix Codes**: $C(x) = m$ and $C(x') = m' \rightarrow m$ **cannot** be a prefix of m' .

Prefix Codes \subset **Uniquely decodable codes**
Uniquely decodable codes \subset **Non-singular codes**
Non-singular codes \subset **Variable Length**

Variable Length Codes - Quizz

For each code below,

$$M_0 = \{ ab \mapsto 1, bb \mapsto 0, ba \mapsto 111, aa \mapsto 001 \}$$

$$M_1 = \{ a \mapsto 0, b \mapsto 0, c \mapsto 1 \}$$

$$M_2 = \{ a \mapsto 0, b \mapsto 10, c \mapsto 110, d \mapsto 111 \}$$

$$M_3 = \{ a \mapsto 1, b \mapsto 011, c \mapsto 01110, d \mapsto 1110, e \mapsto 10011 \}$$

$$M_4 = \{ a \mapsto 0, b \mapsto 01, c \mapsto 011 \}$$

specify if the code is

1. Variable Length
2. Non-singular
3. Uniquely decodable
4. Prefix

Source Code Theorem

Shannon's Source Code Theorem

- Suppose that X is a r.v. taking values in Σ_1 .
- Let f be a **uniquely decodable** code from Σ_1 to Σ_2^* where $|\Sigma_2| = a$.
- Let S denote the random variable given by the wordlength $f(X)$.

If f is optimal (with minimal expected wordlength) for X , then

$$\frac{H(X)}{\log_2 a} \leq \mathbb{E}S < \frac{H(X)}{\log_2 a} + 1$$

(Shannon 1948)

ref: Wikipedia article

Proof of Shannon's Source Code Theorem

- Let s_i be the wordlength of each possible wordcode

$$y_i \in \Sigma_2^*$$

coding for the i^{th} symbol of Σ_1 , i.e. $y_i = f(x_i)$.

- Define

$$q_i = a^{-s_i} / C,$$

where C is chosen so that $\sum q_i = 1$.

Two tools to prove it : Gibbs (KL)

Gibb's Inequality

- Kullback-Leibler divergence between $p = (p_1, \dots, p_n)$ and $q = (q_1, \dots, q_n)$

$$D_{\text{KL}}(P\|Q) = \sum_{i=1}^n p_i \log_2 \frac{p_i}{q_i} \geq 0.$$

- equivalently,

$$-\sum_{i=1}^n p_i \log_2 p_i \leq -\sum_{i=1}^n p_i \log_2 q_i$$

Two tools to prove it: Kraft

Kraft's Inequality

- Let each source symbol from the alphabet

$$S = \{ s_1, s_2, \dots, s_n \}$$

be encoded into a **uniquely decodable code** over an alphabet of size r with codeword lengths

$$l_1, l_2, \dots, l_n.$$

- Then $\sum_{i=1}^n \left(\frac{1}{r}\right)^{l_i} \leq 1$.
- Conversely,

$$\forall l_1, l_2, \dots, l_n \in \mathbf{N}$$

satisfying the inequality, \exists a uniquely decodable code over an alphabet of size r with those codeword lengths.

Proof of Shannon's Source Code Theorem

- Using the chain of inequalities,

$$\begin{aligned} H(X) &= - \sum_{i=1}^n p_i \log_2 p_i \leq - \sum_{i=1}^n p_i \log_2 q_i \\ &= - \sum_{i=1}^n p_i \log_2 a^{-s_i} + \sum_{i=1}^n p_i \log_2 C \\ &= - \sum_{i=1}^n p_i \log_2 a^{-s_i} + \log_2 C \leq - \sum_{i=1}^n -s_i p_i \log_2 a \leq \mathbb{E}S \log_2 a \end{aligned}$$

- the second line follows from *Gibbs' inequality*.
- the fifth line follows from *Kraft's inequality*.

Proof of Shannon's Source Code Theorem

- For the second inequality we set

$$s_i = \lceil -\log_a p_i \rceil$$

so that

$$-\log_a p_i \leq s_i < -\log_a p_i + 1$$

and so

$$a^{-s_i} \leq p_i$$

and

$$\sum a^{-s_i} \leq \sum p_i = 1.$$

Proof of Shannon's Source Code Theorem

- By Kraft's inequality there exists a prefix-free code having those wordlengths.
- Thus the minimal S satisfies

$$\begin{aligned}\mathbb{E}S &= \sum p_i s_i \\ &< \sum p_i (-\log_a p_i + 1) \\ &= \sum -p_i \frac{\log_2 p_i}{\log_2 a} + 1 \\ &= \frac{H(X)}{\log_2 a} + 1.\end{aligned}$$

Assignment

- Write a report on either:
 - Lempel-Ziv compression
 - Arithmetic coding
 - Context-tree weighting (harder but more interesting)
 - Any lossless compression algorithm of your choice
 - JPEG compression