## How heavy is 1 kg of information?

A very short introduction to information theory

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## About the speaker．．．

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－Affiliated lecturer at the Department of Engineering
－Fellow of Robinson College and Director of Studies at Newnham College
－Currently teaching：
－ $2^{\text {nd }}$ year probability
－ $3^{\text {rd }}$ year information theory
－ $4^{\text {th }}$ year coding theory
－Research in information theory，coding and communications
－Research fellow at the European Bioinformatics Institute

## About the talk...

- Material from $3^{\text {rd }}$ year course on information theory (without the maths)
- Claude Shannon's "Mathematical Theory of Communications" (1948)
- Big Bang of the information age
- Modern basis for data communication, storage, processing
- You use information theory in your mobile phone, when you skype, when you use the internet, when you listen to music, etc.

- Information, like weight or energy, can be measured and quantified


## Cambridge College 20 Questions



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## Cambridge College 20 Questions

- Guess a college in as few as possible "yes/no" questions
- 31 colleges
- How many questions?


## Cambridge College 20 Questions



## Guessing tree



## 20 Questions－analysis

－This tree could be improved to get to 5 questions
－Can you think of how you could ask all question at once？
－What college do you think I would pick？

## Admissions Numbers Engineering 2014 cycle



## Information measures...

- Hartley's information: if a question has $N$ possible answers, the information content in its answer is $\log N$
- Shannon's information: if an answer has probability p, it's as if it were one of $N_{p}=1 / p$ equally likely answers and hence its information content is $\log (1 / p)=-\log p$
- Shannon's "entropy" formula: $H=-\sum_{n} p_{n} \log _{b} p_{n}$
- What base is the log?


## English text

- Entropy of English is $\mathrm{H}=4.17$ bits
- Better than 5, but do we really need 4-5 yes/no questions to guess the next letter in English text?


Wikipedia: "The frequency of letters in text has been studied for use in cryptanalysis, and frequency analysis in particular, dating back to the Iraqi mat..."

## Source Coding

- English text can be compressed well below 2 bits per letter by modern data compression algorithms
- All sources (images, sound, video, files) are compressed before transmission (lossy or lossless)
- Data compression removes all redundancy so that the result is perfectly unpredictable
- Can you compress the 6 numbers between 1 and 59 resulting from a lottery draw?
- "Compressing Sets and Multisets of Sequences"
 Christian Steinruecken


## Interlude



## Reed Solomon Coding


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## SUDOKU

| 5 | 3 |  |  | 7 |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 6 |  |  | 1 | 9 | 5 |  |  |  |
|  | 9 | 8 |  |  |  |  | 6 |  |
| 8 |  |  |  | 6 |  |  |  | 3 |
| 4 |  |  | 8 |  | 3 |  |  | 1 |
| 7 |  |  |  | 2 |  |  |  | 6 |
|  | 6 |  |  |  |  | 2 | 8 |  |
|  |  |  | 4 | 1 | 9 |  |  | 5 |
|  |  |  |  | 8 |  |  | 7 | 9 |

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## SUDOKU

| 5 | 3 | 4 | 6 | 7 | 8 | 9 | 1 | 2 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 6 | 7 | 2 | 1 | 9 | 5 | 3 | 4 | 8 |
| 1 | 9 | 8 | 3 | 4 | 2 | 5 | 6 | 7 |
| 8 | 5 | 9 | 7 | 6 | 1 | 4 | 2 | 3 |
| 4 | 2 | 6 | 8 | 5 | 3 | 7 | 9 | 1 |
| 7 | 1 | 3 | 9 | 2 | 4 | 8 | 5 | 6 |
| 9 | 6 | 1 | 5 | 3 | 7 | 2 | 8 | 4 |
| 2 | 8 | 7 | 4 | 1 | 9 | 6 | 3 | 5 |
| 3 | 4 | 5 | 2 | 8 | 6 | 1 | 7 | 9 |

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## SUDOKU

| 5 | 3 | 4 | 5 | 7 | 8 | 9 | 1 | 2 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 6 | 7 | 2 | 1 | 9 | 5 | 3 | 4 | 8 |
| 1 | 9 | 8 | 3 | 4 | 1 | 5 | 6 | 7 |
| 9 | 5 | 9 | 7 | 6 | 1 | 4 | 2 | 3 |
| 4 | 2 | 7 | 8 | 5 | 3 | 7 | 9 | 1 |
| 7 | 1 | 3 | 9 | 2 | 4 | 8 | 5 | 6 |
| 9 | 6 | 1 | 5 | 3 | 8 | 2 | 8 | 4 |
| 2 | 8 | 7 | 4 | 1 | 9 | 6 | 2 | 5 |
| 3 | 4 | 5 | 2 | 8 | 6 | 1 | 7 | 9 |

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## 1-error correction

| 0 | 1 | 1 | 0 |  |
| :--- | :--- | :--- | :--- | :--- |
| 0 | 1 | 0 | 1 |  |
| 1 | 0 | 1 | 1 |  |
| 0 | 1 | 0 | 1 |  |
|  |  |  |  |  |

## 1-error correction

| 0 | 1 | 1 | 0 | 0 |
| :--- | :--- | :--- | :--- | :--- |
| 0 | 1 | 0 | 1 | 0 |
| 1 | 0 | 1 | 1 | 1 |
| 0 | 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 | 1 |

## 1-error correction

Can we still correct erasures?

| 0 |  | 1 |  | 0 |
| :--- | :--- | :--- | :--- | :--- |
|  | 1 |  | 1 |  |
| 1 | 0 |  | 1 | 1 |
|  | 1 | 0 |  | 0 |
| 1 | 1 | 0 |  | 1 |

## 1-error correction

| 0 | 1 | 1 | 0 | 0 |
| :--- | :--- | :--- | :--- | :--- |
| 0 | 1 | 0 | 1 | 0 |
| 1 | 1 | 1 | 1 | 1 |
| 0 | 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 | 1 |

## Dimensions and rate

- Load a K=fxf grid of data
- Add $2 f+1$ redundancy bits
- Total length: $N=f^{2}+2 f+1=(f+1)^{2}$
- Information rate: $R=K / N=f^{2} /(f+1)^{2}$

| 1 | 1 | 0 |
| :--- | :--- | :--- |
| 0 | 1 | 1 |
| 1 | 0 | 1 |

- For example, for $f=2$ we encode $K=4$ information digits, add 5 redundancy digits for an information rate of 4/9 and correct 1 error
- Can we do better?


## $(7,4)$ Hamming Code



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## $(7,4)$ Hamming Code


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## $(7,4)$ Hamming Code



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## $(7,4)$ Hamming Code Dimensions

- Decoding rule: flip the bit in the intersection of the circles that have the wrong parity
- We encode $K=4$ information digits and add 3 redundancy digits to transmit $\mathrm{N}=7$ digits
- We can always correct 1 error, at an information rate 4/7 (much better than 4/9)


## The best card trick ever...



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## Analysis

- The "guesser" needs to guess one of 52-4=48 possible cards
- The "guesser" needs to receive $\log _{2} 48=5.58$ bits of information
- The "helper" has a choice among 5 cards to return to the member of the public, followed by a choice of $4 \times 3 \times 2$ orderings of the remaining 4 cards, totaling $5!=120$ possibilities
- The "channel" between the helper and the guesser has a capacity to transmit $\log _{2} 120=6.91$ bits of information
- There is ample capacity to comfortably transmit the information the guesser needs
- All you need is a clever code that the "helper" and the "guesser" can work out easily in their heads


## An unusual storage channel...

## The Atew Hork ©imes: Double Helix Serves Double Duty



Nick Goldman, a molecular biologist at the European Bioinformatics Institute in Hinxton, England, used a technique with error-correction software to store and retrieve data in synthetic DNA molecules.

## Channel Coding

－Every communication or storage channel has a capacity that can measured and computed
－Clever coding can achieve any desired error probability for rates below capacity
－Above channel capacity，there is a minimum error probability that cannot be beaten

## What we＇ve learned．．．

Shannon＇s legacy：
－Information is measureable，like weight and energy


谵• How much is 1 kg of information？
On DNA， 2 Petabyte per gram （1 Petabyte is 1000 Terabytes）
－ $1 \mathrm{~kg} \approx$ the internet （1200 petabytes）

