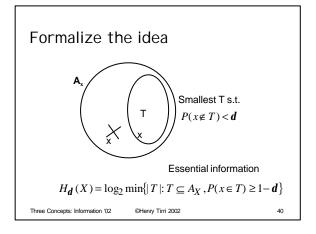


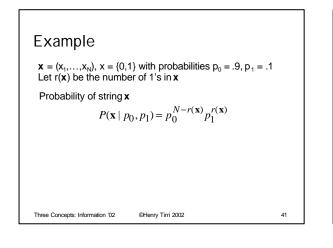
I dea

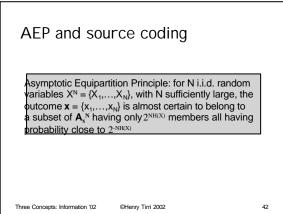
- Some symbols have a smaller probability
- gamble that the rare symbols won't occur
- encode the observations in a smaller code (alphabet) $\rm C_{\rm X}$
- measure $\log_2 |C_X|$
- the larger the risk, the smaller the alphabet

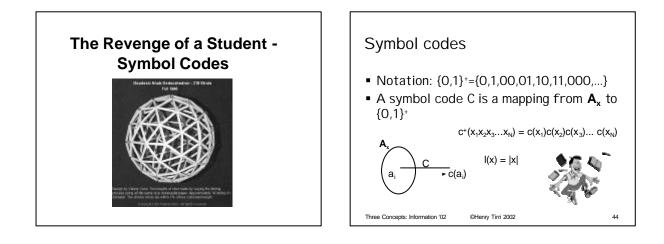
39

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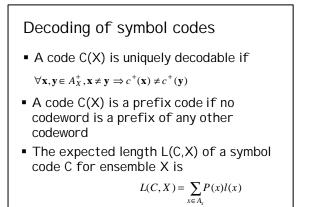






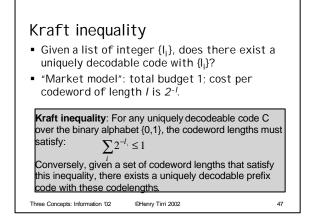


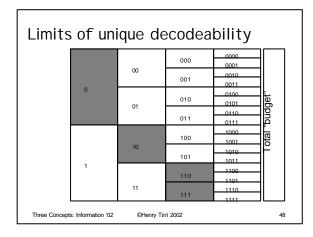
45

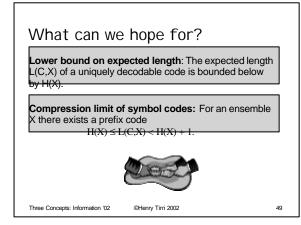


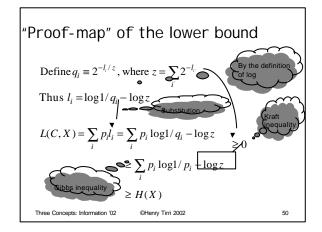
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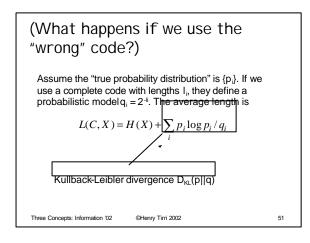
Example $A_x = \{1,2,3,4\}, P_x = \{1/2,1/4,1/8,1/8\}$ C: c(1) = 0, c(2) = 10, c(3) = 110, c(4) = 111The entropy of X is 1.75 bits: L(C,X) is also 1.75 bits Obs! $l_i = \log_2(1/p_i), p_i = 2^{-l_i}$











"Optimal" symbol code: Huffman coding

- Take two least probable symbols in the alphabet as defined by {p_i}.
- Combine these symbols into a single symbol, p_{new} = p₁ + p₂. Repeat (until one symbol)

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