

S = set of all English nouns I am thinking of an element of S. You may ask up to 20 YES/NO questions. What is a question strategy for this game?

20 Questions

Game:

### 20 Questions

Suppose S =  $\{a_0, a_1, a_2, ..., a_k\}$ 

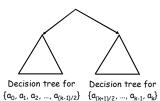
Binary search on S.

First question will be:

"Is the word in  $\{a_0, a_1, a_2, ..., a_{(k-1)/2}\}$ ?"

### 20 Questions Decision Tree Representation

A decision tree with depth at most 20, which has the elements of S on the leaves.



### Decision Tree Representation

Theorem:

The binary-search decision tree for S with k+1 elements {  $a_0$ ,  $a_1$ ,  $a_2$ , ...,  $a_k$ } has depth

# Another way to look at it

Suppose you are thinking of the noun  $\mathbf{a}_{\mathrm{m}}$  in S We ask about each bit of index m

Is the leftmost bit of m 0? Is the next bit of m 0?

...

Theorem: The binary-search decision-tree for  $S = \{ a_0, a_1, a_2, ..., a_k \}$  has depth  $|k| = \lfloor \log k \rfloor + 1$ 

# A lower bound

Theorem: No decision tree for S (with k+1 elements) can have depth  $d < \lfloor \log k \rfloor + 1$ .

### Proof:

A depth d binary tree can have at most  $2^d$  leaves. But d <  $\lfloor log \ k \rfloor + 1 \Rightarrow$  number of leaves  $2^d <$  (k+1) Hence some element of S is not a leaf.

# Tight bounds!

The optimal-depth decision tree for any set S with (k+1) elements has depth

### Recall...

The minimum number of bits used to represent unordered 5 card poker hands =

$$\lceil \log_2 {52 \choose 5} \rceil$$

- = 22 bits
- = The decision tree depth for 5 card poker hands.

### Prefix-free Set

Let T be a subset of {0,1}\*.

### Definition:

T is prefix-free if for any distinct  $x,y \in T$ , if |x| < |y|, then x is not a prefix of y

#### Example:

 $\{000, 001, 1, 01\}$  is prefix-free  $\{0, 01, 10, 10, 101\}$  is not.

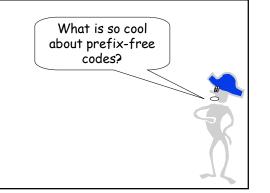
### Prefix-free Code for S

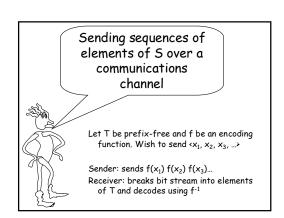
Let 5 be any set.

Definition: A prefix-free code for S is a prefix-free set T and a 1-1 "encoding" function f: S -> T.

The inverse function  $f^{\text{-}1}$  is called the "decoding function".

Example: S = {apple, orange, mango}. T = {0, 110, 1111}. f(apple) = 0, f(orange) = 1111, f(mango) = 110.





# Sending info on a channel

Example: S = {apple, orange, mango}. T = {0, 110, 1111}. f(apple) = 0, f(orange) = 1111, f(mango) = 110.

If we see

00011011111100...

we know it must be

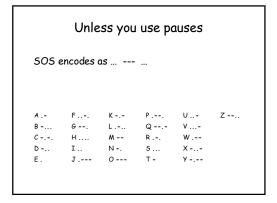
0 0 0 110 1111 110 0 ...

and hence

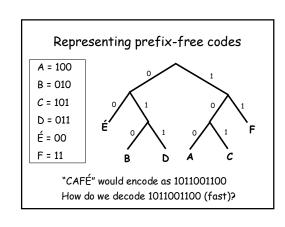
apple apple apple mango orange mango apple ...

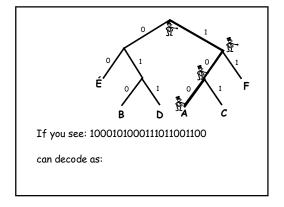
# Morse Code is not Prefix-free! 505 encodes as ...---... A.- F..- K-.- P.-- U..- Z--.. B-... G--. L.-.. Q--.- V... C-.. H... M-- R.- W.- D-.. I.. N-. S... X-.. E. J.-- O-- T- Y---

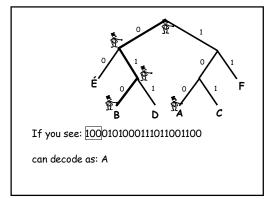
# Morse Code is not Prefix-free! SOS encodes as ...--... Could decode as: ..|.-|--|..|. = IAMIE A.- F..- K-.- P.-- U..- Z--.. B-... G--. L.-.. Q--.- V... C-.- H.... M-- R.-. W.- D-.. I.. N-. S... X-.. E. J.-- O--- T- Y---

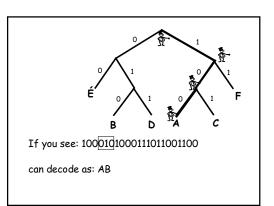


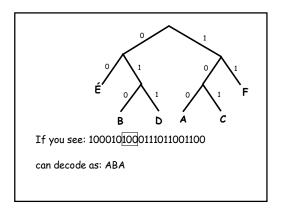


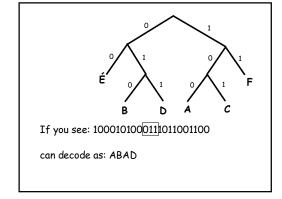


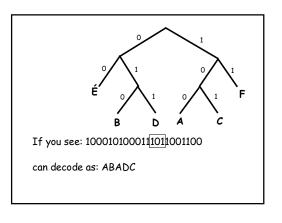


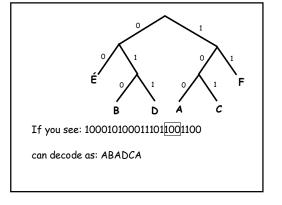


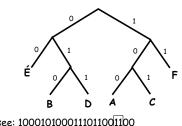






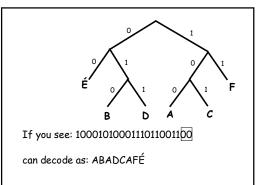


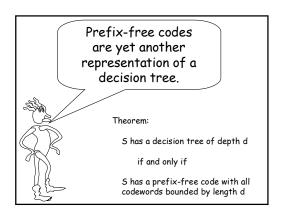


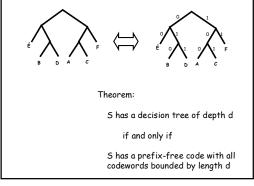


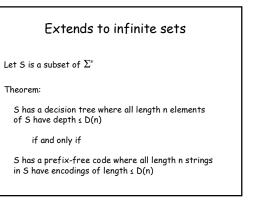
If you see: 1000101000111011001100

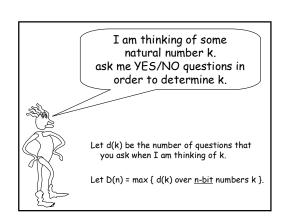
can decode as: ABADCAF

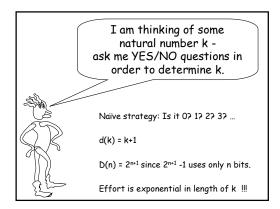


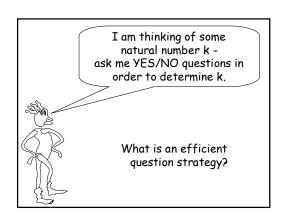


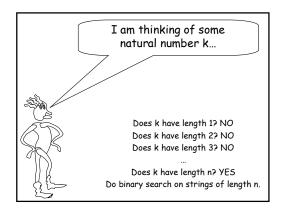


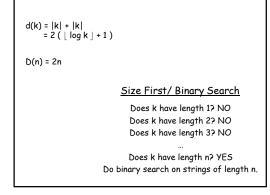


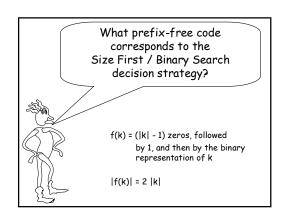


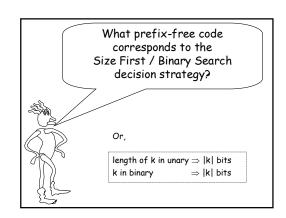












# Another way to look at f

k = 27 = 11011, and hence |k| = 5

f(k) = 00001 11011

# Another way to look at f

k = 27 = 11011, and hence |k| = 5

11011

f(k) = 00001 11011g(k) = 0101000111

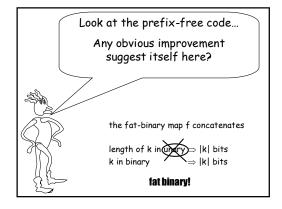
0101000111

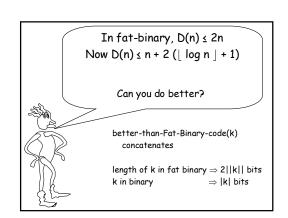
Another way to look at the function g:

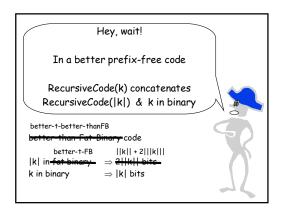
g(final 0) → 10 g(final 1) → 11 g(all other 0's) → 00 g(all other 1's) → 01

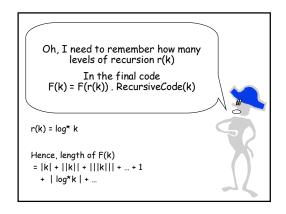
"Fat Binary"  $\Leftrightarrow$  Size First/Binary Search strategy

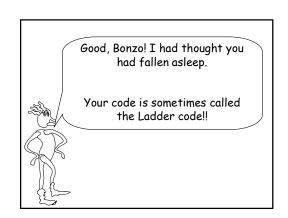
Is it possible to beat 2n questions to find a number of length n?

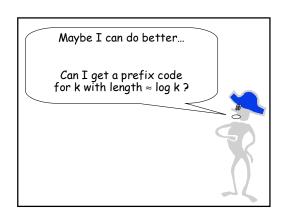


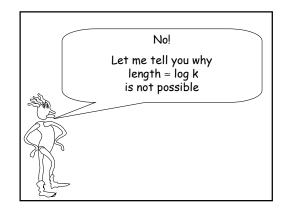


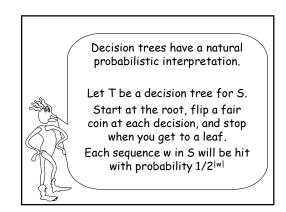


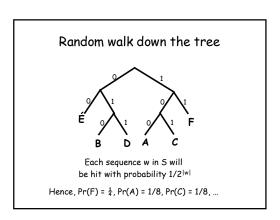


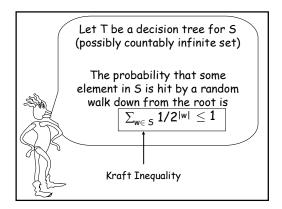


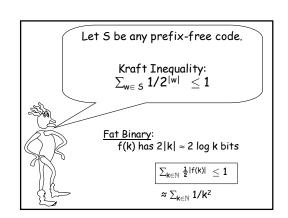


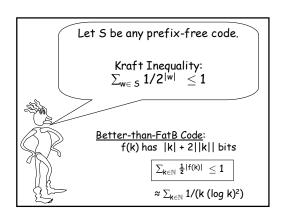


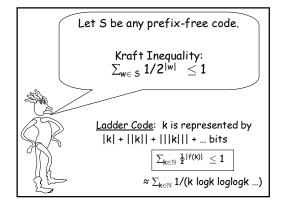


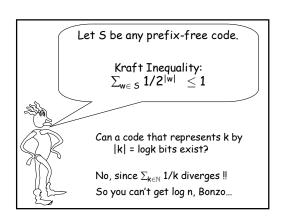


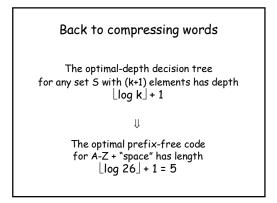












# English Letter Frequencies

But in English, different letters occur with different *frequencies*.

A 8.1%	F 2.3%	K .79%	P 1.6%	U 2.8%	Z .04
B 1.4%	G 2.1%	L 3.7%	Q .11%	V .86%	
C 2.3%	H 6.6%	M 2.6%	R 6.2%	W 2.4%	
D 4.7%	I 6.8%	N 7.1%	5 6.3%	X .11%	
F 12%	.T 11%	0.77%	T 90%	V 2 0%	

ETAONIHSRDLUMWCFGYPBVKQXJZ

# short encodings!

Why should we try to minimize the maximum length of a codeword?

If encoding A-Z, we will be happy if the "average codeword" is short.

### Morse Code

A.- F..- K-.- P.-- U..- Z--..
B-... G--. L.-. Q--.- V...C-.- H... M-- R.-. W.-D-.. I.. N-. S... X-..-

ETAONIHSRDLUMWCFGYPBVKQXJZ

Given frequencies for A-Z, what is the optimal prefix-free encoding of the alphabet?

I.e., one that minimizes the average code length

### Huffman Codes: Optimal Prefix-free Codes Relative to a Given Distribution

Here is a Huffman code based on the English letter frequencies given earlier:

A 1011	F 101001	K 10101000	P 111000	U 00100
B 111001	G 101000	L 11101	Q 1010100100	V 1010101
C 01010	H 1100	M 00101	R 0011	W 01011
D 0100	I 1111	N 1000	5 1101	X 101010010
E 000	J 1010100110	O 1001	T 011	У 101011
				Z 1010100111

But Huffman coding uses only letter frequencies.

For any fixed language, we can use correlations! E.g., Q is almost always followed by U...

### Random words

Randomly generated letters from A-Z, space not using the frequencies at all:

XFOML RXKHRJFFJUJ ALPWXFWJXYJ FFJEYVJCQSGHYD QPAAMKBZAACIBZLKJQD

### Random words

Using only single character frequencies:

OCRO HLO RGWR NMIELWIS EU LL NBNESEBYA TH EEI ALHENHTTPA OOBTTVA NAH BRL

### Random words

Each letter depends on the previous letter:

ON IE ANTSOUTINYS ARE T INCTORE ST BE S DEAMY ACHIN D ILONASIVE TUCOOWE AT TEASONARE FUSO TIZIN ANDY TOBE SEACE CTISBE

### Random words

Each letter depends on 2 previous letters:

IN NO IST LAT WHEY CRATICT FROURE BIRS GROCID PONDENOME OF DEMONSTURES OF THE REPTAGIN IS REGOACTIONA OF CRE

# Random words

Each letter depends on 3 previous letters:

THE GENERATED JOB PROVIDUAL BETTER TRAND THE DISPLAYED CODE, ABOVERY UPONDULTS WELL THE CODERST IN THESTICAL IT DO HOCK BOTHEMERG.

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# References

The Mathematical Theory of Communication, by C. Shannon and W. Weaver

Elements of Information Theory, by T. Cover and J. Thomas