NONLINEAR TIME SERIES ANALYSIS, WITH APPLICATIONS TO MEDICINE

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LECTURE 1 INFORMATION THEORY LECTURE 2: DYNAMICAL SYSTEMS LECTURE 3: SYMBOLIC DYNAMICS LECTURE 4: NONLINEAR METHODS IN MEDICINE I LECTURE 5: NONLINEAR METHODS IN MEDICINE II

LECTURE 1 INFORMATION THEORY

OUTLINE

- Information and Shannon entropy
- **2** Joint entropy and conditional entropy
- Mutual information
- The multivariate case
- 8 Random processes
- Stimation of the entropy rate
- References

Entropy is a measure of the uncertainty of a random variable. **Notation:**

- X a random variable.
- $p(x) = \Pr{X = x}$, the probability function of X,

$$0 \le p(x) \le 1, \quad \sum_{x \in \mathcal{X}} p(x) = 1.$$

- The alphabet \mathcal{X} is the set of all possible outcomes of X.
- The outcomes of X are also called *letters*, *symbols* or *states*.
- If $\#\mathcal{X} < \infty$, X is called a *finite-alphabet*, or *finite-state* rv

Definition. The *entropy* H(X) of a finite-alphabet rv X is

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

Remarks.

- Units: $\log_2 \rightarrow \text{bits}, \ \log_e \rightarrow \text{nats}, \ \log_{10} \rightarrow \text{dits}.$
- If p(x) = 0, then $p(x) \log p(x) = 0 \log 0 = 0$ by convention.
- H(X) depends on X only through p(x): H(X) = H(p).

Example. Let

$$X = \begin{cases} 1 & \text{with probability } p, \\ 0 & \text{with probability } 1 - p. \end{cases}$$

Then

$$H(X) = -p \log p - (1-p) \log(1-p) =: H(p).$$

Example (cont'd)



- H(p) = 0 when p = 0 or p = 1,
- Maximum at p = 1/2: $H(1/2) = \log 2 = 1$ bit.
- In general,

$$H_{\max}(p) = H(\frac{1}{\#\mathcal{X}}, ..., \frac{1}{\#\mathcal{X}}) = -\sum_{x \in \mathcal{X}} \frac{1}{\#\mathcal{X}} \log \frac{1}{\#\mathcal{X}} = \log \#\mathcal{X}.$$

Definition. The *Rényi entropy of order* q, where $q \ge 0$ and $q \ne 1$, is

$$H_q(X) = \frac{1}{1-q} \log \sum_{x \in \mathcal{X}} p(x)^q.$$

• $H_0(X) = \log |\mathcal{X}|$ (Hartley entropy)

- $\lim_{q \to 1} H_q(X) \equiv H_1(X) = Shannon entropy$
- $H_2(X) = -\log \sum p(x)^2 = -\log \Pr\{X = Y\}$ where X, Y are *i.i.d.* (collision entropy)
- $\lim_{q\to\infty} H_q(X) \equiv H_\infty(X) = \min\{-\log p(x)\} = -\log \max\{p(x)\}$ (*min-entropy*)

Property.

$$H_0(X) \ge H_1(X) \ge \dots \ge H_{\infty}(X).$$

BRIEF CHRONOLOGY OF ENTROPY

- In physics (as a measure of *disorder*):
 Boltzmann (1877), Gibbs (1902), von Neumann (1927),...
- In Information theory (as a measure of *uncertainty*):
 Shannon (1948), Kullback-Leibler (1951), Rényi (1961),...
- In metric dynamical systems (as a measure of *randomness*):
 Kolmogorov (1958), Sinai (1959),...
- In continuous dynamical systems (as a measure of *complexity*): Adler-Konheim-McAndrew (1965), Bowen (1971), ...



Boltzmann's tomb at the Zentralfriedhof in Vienna

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Claude E. Shannon (1916-2001)

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According to K. Denbigh¹:

When Shannon had invented his quantity and consulted von Neumann on what to call it, von Neumann replied: "Call it entropy. It is already in use under that name and besides, it will give you a great edge in debates because nobody knows what entropy is anyway".

¹K. Denbigh. In *Maxwell's Demon, Entropy, Information, Computing* (ed. H.S. Leff and A.F. Rex), pp. 109-115. Princeton University Press,1990.

• The *joint entropy* of two rv X and Y is

$$H(X,Y) = -\sum_{x \in \mathcal{X}} \sum_{y \in \mathcal{Y}} p(x,y) \log p(x,y),$$

where

$$p(x,y) = \Pr\{X = x, Y = y\}.$$

• The entropy of Y conditioned on X, or *conditional entropy* H(Y|X) is

$$H(Y|X) = -\sum_{x \in \mathcal{X}} \sum_{y \in \mathcal{Y}} p(x, y) \log p(y|x),$$

where

$$p(y|x) = \frac{p(x,y)}{p(x)}.$$

Properties

•
$$H(X,Y) = H(Y,X)$$

•
$$H(X, Y) = H(X) + H(Y|X) = H(Y) + H(X|Y)$$
 (Chain rule)

- $H(X,Y) \leq H(X) + H(Y)$
- H(X,Y) = H(X) + H(Y) iff X and Y are independent (i.e., p(x,y) = p(x)p(y))
- $H(X|Y) \leq H(X)$
- H(X|Y) = H(X) iff X and Y are independent

Example. Let (X, Y) have the following probability function p(x, y):



Then

$$\begin{array}{rcl} p\left(y|\;1\right) &=& \left(\frac{1}{4},\frac{1}{8},\frac{1}{8},\frac{1}{2}\right), \ p\left(y|\;2\right) = \left(\frac{1}{4},\frac{1}{2},\frac{1}{4},0\right), \\ p\left(y|\;3\right) &=& \left(\frac{1}{4},\frac{1}{4},\frac{1}{2},0\right), \ p\left(y|\;4\right) = \left(\frac{1}{4},\frac{1}{4},\frac{1}{2},0\right). \end{array}$$

Example (cont'd). It follows (in bits):

$$\begin{array}{rcl} H(X,Y) &=& \sum \sum p(x,y) \log_2 p(x,y) = \frac{27}{8} \\ H(X) &=& \sum p(x) \log_2 p(x) = \frac{7}{4} \\ H(Y) &=& \sum p(y) \log_2 p(y) = 2 \\ H(X|Y) &=& \sum \sum p(x,y) \log_2 p(x|y) = \frac{11}{8} \\ H(Y|X) &=& \sum \sum p(x,y) \log_2 p(y|x) = \frac{13}{8} \end{array}$$

3. Mutual information

Definition. Let X and Y be two rv with a joint probability function p(x, y) and marginal probability functions p(x) and p(y), respectively. The *mutual information* I(X; Y) is

$$I(X;Y) = \sum_{x \in \mathcal{X}} \sum_{y \in \mathcal{Y}} p(x,y) \log \frac{p(x,y)}{p(x)p(y)}.$$

Interpretation: I(X; Y) is the information on X due to the knowledge of Y, as well as the information on Y due to the knowledge of X.

3. Mutual information

Properties.

•
$$I(X;Y) \ge 0$$

- I(X;Y) = 0 iff X and Y are independent
- I(X;Y) = I(Y;X)
- I(X;Y) = H(X) H(X|Y) = H(Y) H(Y|X)

•
$$I(X;Y) = H(X) + H(Y) - H(X,Y)$$

- I(X;X) = H(X)
- $I(X;Y) \ge I(X;\varphi(Y))$ for any map φ (data processing inequality)
- $I(X;Y) = I(X;\varphi(Y))$ if φ is one-to-one

Graphical summary:

	H(X,Y)	
	H(X)]
	11(11)]
	<i>H</i> (<i>Y</i>)	
H(X Y)	I(X;Y)	H(Y X)

4. The multivariate case

To go from the previous univariate and bivariate cases to the *n*-variate case, just consider $X_1, ..., X_n$ a vector-valued rv. For example,

$$I(X_1, ..., X_n; Y_1, ..., Y_m) = H(X_1, ..., X_n) + H(Y_1, ..., Y_m) -H(X_1, ..., X_n, Y_1, ..., Y_m).$$

Theorem (*Chain rule for entropy*). If $X_1, X_2, ..., X_n$ are rv with joint probability function $p(x_1, ..., x_n)$, then

$$H(X_1, X_2, ..., X_n) = H(X_1) + H(X_2 | X_1) + H(X_3 | X_2, X_1) + ... + H(X_n | X_{n-1}, ..., X_1)$$

= $\sum_{i=1}^n H(X_i | X_{i-1}, ..., X_1).$

4. The multivariate case

There is a similar *chain rule for the mutual information*:

$$I(X_1, X_2, ..., X_n; Y) = I(X_1; Y) + I(X_2; Y | X_1) + I(X_3; Y | X_2, X_1) + ... + I(X_n; Y | X_{n-1}, ..., X_1)$$

= $\sum_{i=1}^n I(X_i; Y | X_{i-1}, ..., X_1)$.

Random processes model the repetition of a random experiment in time. **Definition.** A (discrete-time) random process X is a one-sided sequence

$$\{X_n\}_{n\in\mathbb{N}} := X_1, X_2, ..., X_n, ... \text{ (or } \{X_n\}_{n\in\mathbb{N}_0} := X_0, X_1, ..., X_n, ...)$$

or a two-sided sequence

$$\{X_n\}_{n\in\mathbb{Z}}:=...,X_{-n},...,X_{-1},X_0,X_1,...,X_n,...$$

of rv with the same alphabet \mathcal{X} (but not necessarily with the same probability functions).

Remark. In *Information Theory*, random processes are supposed to be one-sided.

 ${\bf X}$ is characterized by the joint probability functions

$$\Pr\{X_{n_1} = x_1, ..., X_{n_k} = x_k\}$$

for all $k \geq 1$ and $n_1, ..., n_k$.

Definition. A random process is said to be stationary if

$$\Pr\{X_{n_1} = x_1, ..., X_{n_k} = x_k\} = \Pr\{X_{n_1+h} = x_1, ..., X_{n_k+h} = x_k\}$$

for every $k, h \ge 0$, and every $x_1, ..., x_k \in \mathcal{X}$.

Interpretation: The statistical properties do not depend on 'time'.

Finite-alphabet stationary random processes model information sources.

$$\boxed{\mathbf{X}} ====> x_1 x_2 \dots x_n \dots$$

- $(x_n)_{n\geq 1} = x_1, x_2, ...$ is a *message* output by the source.
- Each block $x_k^{k+L-1} = x_k, x_{k+1}, ..., x_{k+L-1}$ is a *word*.

Example. $\mathbf{X} = X_1, X_2, \dots$ is said to be a *Markov process* if for $n = 1, 2, \dots$

$$p(x_{n+1}|x_n, x_{n-1}, ..., x_1) = p(x_{n+1}|x_n)$$

for all $x_1, ..., x_n, x_{n+1} \in \mathcal{X}$. It follows

$$p(x_1, x_2, ..., x_n) = p(x_1)p(x_2|x_1)p(x_3|x_2)\cdots p(x_n|x_{n-1}).$$

If $X_1, X_2, ...$ are independent rv, then

$$p(x_{n+1}|x_n, x_{n-1}, ..., x_1) = p(x_{n+1})$$

for any $n \ge 1$. Such processes are also called *memoryless*. **Example.**

$$p(x_6 = P | x_5 = O, x_4 = R, x_3 = T, x_2 = N, x_1 = E) \ge \frac{5}{7}$$

(entrochal, entrochite, entropic, entropically, entropion, entropium, entropy).

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Definition. The *entropy* (rate) of a random process $\mathbf{X} = \{X_n\}_{n \ge 1}$ is

$$h(\mathbf{X}) = \lim_{n \to \infty} \frac{1}{n} H(X_1, ..., X_n)$$

= $-\lim_{n \to \infty} \frac{1}{n} \sum_{x_1, ..., x_n \in \mathcal{X}} p(x_1, ..., x_n) \log p(x_1, ..., x_n),$

provided the limit exists.

Remarks.

- The units of $h(\mathbf{X})$ are bits/symbol, nats/symbol, dits/symbol, etc.
- The expression

$$h(X_1,...,X_n) = \frac{1}{n}H(X_1,...,X_n)$$

is called the entropy of order n.

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If X is stationary, then $h(\mathbf{X})$ always exists and $h(\mathbf{X}) \leq \log |\mathcal{X}|$.

Theorem. If $\mathbf{X} = \{X_n\}_{n \ge 1}$ is a *stationary* random process, then

$$\lim_{n\to\infty}H(X_n|X_{n-1},...,X_1)\searrow h(\mathbf{X}).$$

Consequences.

- $h(X_1, ..., X_n)$ and $H(X_n | X_{n-1}, ..., X_1)$ overestimate $h(\mathbf{X})$.
- Independent processes are the *least predictable*, hence the most random ones.

Example.

If X is *i.i.d.*, then

$$h(\mathbf{X}) = \lim_{n \to \infty} \frac{H(X_1, ..., X_n)}{n} = \lim_{n \to \infty} \frac{nH(X_1)}{n} = H(X_1).$$

If X is an *m*-state stationary Markov process with *probability* transition matrix

$$P=(P_{ij})_{1\leq i,j\leq m}$$
, where $P_{ij}:=\Pr\left\{X_{n+1}=j|\;X_n=i
ight\}$

and stationary probability distribution

$$\mathbf{p}=(p_1,...,p_m)$$
, where $\mathbf{p}P=\mathbf{p}$,

then

$$h(\mathbf{X}) = -\sum_{i=1}^{m} \sum_{j=1}^{m} p_i P_{ij} \log P_{ij}.$$

Other information-theoretical quantities can be also extended from random variables to random processes.

Definition. The *mutual information* between two stationary random processes $\mathbf{X} = \{X_i\}$ and $\mathbf{Y} = \{Y_j\}$ is given by

$$i(X;Y) = \lim_{n \to \infty} \frac{1}{n} I(X_1, ..., X_n; Y_1, ..., Y_n).$$

The estimation of $h(\mathbf{X})$ in practice faces two basic obstacles:

- Real life data sets are finite, while the $h(\mathbf{X})$ involves an infinite limit.
- The convergence of $h(X_1, ..., X_n) \rightarrow h(\mathbf{X})$ is slow.

We consider two methods:

- Maximum likelihood, naive or plug-in estimation (MLE)
- 2 Lempel-Ziv complexity (LZC).

Task: Estimate $h(\mathbf{X})$ from a word $x_1^N = x_1, ..., x_N$ output by **X**. Naive solution:

$$h(\mathbf{X}) = \lim_{n \to \infty} h(X_1, ..., X_n) \simeq \hat{h}(X_1, ..., X_n)$$
 with $n \gg 1$,

where $\hat{h}(X_1, ..., X_n)$ is the so-called maximum likelihood estimator

$$\hat{h}(X_1,...,X_n) = -\frac{1}{n}\sum \hat{p}(x_1,...,x_n)\log \hat{p}(x_1,...,x_n),$$

where $\hat{p}(x_1, ..., x_n)$ is the *n*th order empirical distribution, i.e.,

$$\hat{p}(x_1,...,x_n) = \frac{1}{N-n-1} \sum_{i=1}^{N-n-1} \mathbf{1}(X_i = x_1,...,X_{i+n-1} = x_n)$$

where $\mathbf{1}(\cdot)$ is the *indicator function*.

Problem: As the window size n grows, we run into trouble.

- The number of windows (i.e. samples) decreases as N n + 1.
- **2** The number of length-*n* blocks $x_1, ..., x_n$ grows as $(\#\mathcal{X})^n$.

This situation is called *undersampling*.

Example. Illustration of undersampling with a 2-state Markov process.



Figure: Entropy estimation of a 2-state Markov chain with transition probabilities $p_{01} = p_{10} = 0.1$ ($h(\mathbf{X}) = 0.469$ bits/symbol).

Remedies.

- Algebraic: algebraic correction terms².
- *Graphical*: extrapolation of the scaling region³.

²P. Grassberger, Phys. Lett. A 128 113 (1985) 369. L. Paninski, Neural Comp. 15 (2003) 1191.

³Strong et al., Phys. Rev. Lett. 80 (1998) 197.

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Example. Extrapolating the scaling region over the undersampling region



Figure: Extrapolating the linear part of $h(X_1, ..., X_L)$ vs 1/L, over the undersampling region.

Lempel-Ziv complexity is based on *pattern matching*.

Applications:

- Data compression (WinZip, etc.)
- Estimation of the entropy

Versions: LZ76, LZ78,...

Given a finite message $x_1^N = x_1, x_2, ..., x_N$, LZ76 decomposes it in *minimal blocks*.

Example. Decomposition of $x_1^{19} = 01011010001101110010$.

etc. At the end:

 $x_1^{19} \to 0|\; 1|\; 011|\; 0100|\; 011011|\; 1001|\; 0$

Thus, x_1^{19} has been decomposed into 7 minimal blocks.

Definition. Given a word $x_1^N = x_1, x_2, ..., x_N$ with $#\mathcal{X} = k$,

- the *complexity* of x_1^N , $C(x_1^N)$, is the number of its minimal blocks,
- the normalized complexity of x_1^N is

$$c(x_1^N) = \frac{C(x_1^N)}{N / \log_k N} = \frac{C(x_1^N)}{N} \log_k N.$$

In the preceding example: $C(x_1^{19}) = 7$, hence

$$c(x_1^{19}) = \frac{7}{19}\log_2 19 = 1.565$$
 bits/symbol

- A finite-alphabet process is *ergodic* if it is memoryless on sufficiently long time scales.
- An ergodic process is the most general dependent process for which the *Strong Law of Large Numbers* holds.

Theorem. If X is an *ergodic* process, then

 $\lim_{N\to\infty} c(x_1^N) = h(\mathbf{X}) \text{ with probability 1.}$

Numerical simulation⁴.



⁴J.M. Amigó et al, Neural Comp. 16 (2004) 717.

References

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- D. MacKay, Information Theory, Inference and Learning Algorithms, Cambridge University Press, 2003.
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