Ergodic Theory and Measured Group Theory Lecture 19

We will focus on part (3) of the last cemark, but before doing so, let's explore the possibility of a weaker classifiability of TEALTON up to ~ than concrete classifiability.

Det. let E, F be eq. rels on st. Bond spaces X I Y, cerp. We call a function T: X -> Y a reduction from E $d_0 F$ if $\forall x_1, x_2 \in X$, $x_1 \in x_2 <= \int \pi(x_1) F \pi(x_2)$. We say that E is Bonel reducible to F, denoted E <8 F, if 2 c Borul rechestion from E to F.

A yood next (after =) candidate for F is isomorphism between ctbl stractures, e.y. Siephy, groups, rings. We can encode such structures lin a fixed first-order language) into a Polish sphile. For example, for it's graphs, we can assume their victors set is IN, kun the edge set would be a subset of $1N^2$, i.e. an element of $\mathcal{P}(1N^2) \cong 2^{(1N^2)}$. Thus, c.g. attely infinite graph is an element of $2^{(4N^2)}$ (corport Polish) It's a throngen but the ey. rel, of isomorphism of graphes

Entropy

Neverthelen, we will define a Bord function TH> h(T): Auf (M) >[0,0] that is a v-invariant line. its constant on each conjugacy day), and hope lat maybe on some subject of Aut()) it's a reduction, i.e. T~S (=> h(T) = h(S). This function is entropy. static entropy (without a transformation) was defined al developed by Shannon in the 40's and 50's, creating infor-

medion theory. The notion of dynamical entropy was developed by Kolmogorov in 1958, who cleveloped it to prove that the Bernsulli shifts (22, (2, 12) al (32, 13, 3, 3) une not measure - isomorphic.

To define it for a fixed TE Aut (1), we first need a intivation from the 20-guestions game. In this game, we have a set X of objects. Player I chooses x & X, determine a single piece. If that piece has >1 elements, Player 2 is not guaranteed to min. To maximize the chance of vinning the hest partition into 2° pieces would be the one with pieces having coughly the same size. For a randomly choosen x, if you learn but x is in a piece of size S, then the information you gain should be inversely proportional to S, so proportional to 5.

a st. prob. space. For a meas, subset AEX, let (X, M) be

0 if
$$P(A)=0$$
.
We define into $|A|$ as $\log \frac{1}{P(A)}$. The cloice of $\log is$
because of the following example: let (Y, v) be a st. polo
space, $B \equiv Y$, at consider inform $(A \times B)$. The information
is improved to measure the information gained after learning
that a reactional, descen point is in the cell. Since
intos for A at for B chould add up to info $(A \times i)$,
we put the log, so info $(A \times B) = \log \frac{1}{P(A)} + \frac{1}{P(B)} + \log \frac{1}{P(B)}$
= $\ln \log (A) + \ln \log R$.
Let's nor define the information function is for a given able
partition $P = (P_A)_{A \in IN}$ of X into measurable prize P_A ;
is $X \to 10$, so, is $P = \sum_{n \in IN} A_{P_n}$ into $(P_n) = \sum_{n \in P} f(P_n)$ dog $f(P_n)$.

 $P_n = P_n = \sum_{n \in IN} f(P_n)$, into $(P_n) = \sum_{n \in P} f(P_n)$ dog $f(P_n)$.

To motivate the def. of entropy for a $\int_{n \in P} f(P_n)$ dog $f(P_n)$.

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let T: X S X. Player 2 fixes a finite set of mestions in advance, but they're allowed to ack all here greations every day, where mind of T us a parriage of a minit of fine (suj a duy) 40 tola tomorrow I x EX is what Player I have in mind, lit's give exciples when Player 2 has a miching strakezy, in. there is predition & of X s.t. no matter what x th Player I dooses, this & is aniquely determined by its itiwary (..., Tx, Tx, Tx, Tx, Tx, ...). traples. (a) it X = IRt at Ta) = 2 x. I chain that three is 1 question lie partition into 2) sit asking that greation about $-\frac{1}{2^{2}} \times \frac{1}{2} \times \times 2 \times 2^{2} \times 2^{2} \times \cdots$ determines x nuisnely. Louside the binary rep. of reals. I just shifty it to the left of T' to the right. grestion: is his digit 1?