# Complexity

#### Intro

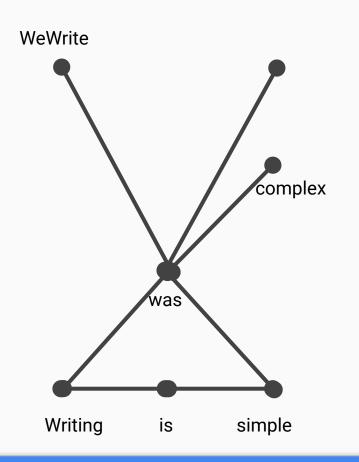
- 1. How did we construct a version graph?
- 2. What is complexity?
- 3. How did we measure complexity?

4 - WeWrite was complicated

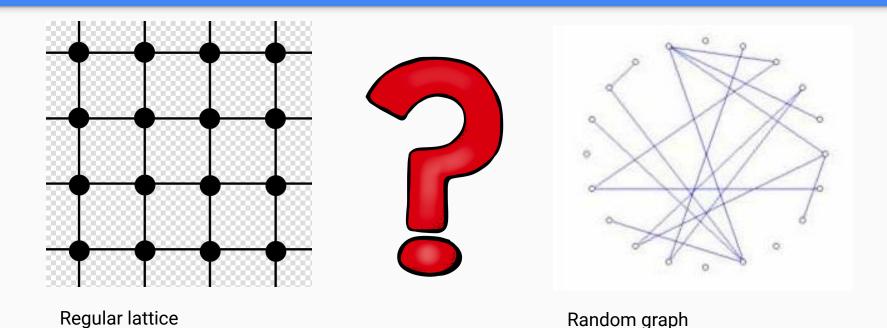
3 - Writing was complex

2 - Writing was simple

1 - Writing is simple



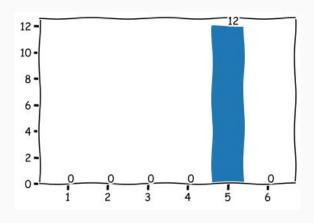
# What is complexity? A network theory perspective



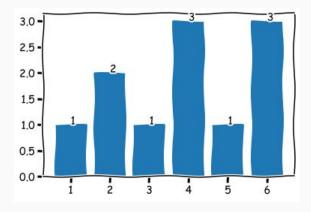
#### Properties we want it to have

- 1. Is 0 if we only ever edit 1 sentence
- 2. Is large if we edit things randomly
- 3. Is not something we pulled out of a hat!

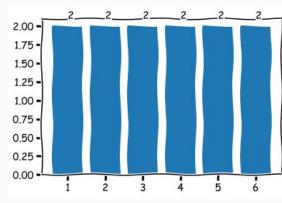
## Entropy



Entropy = 0

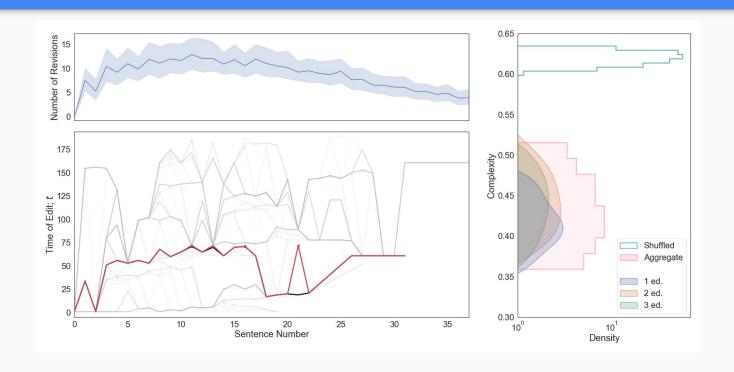


Entropy = 1.672



Entropy = 1.79

#### Our measure



### Rename your project

SEW4\_<surname>

