

# UAI Formula Sheet

## Fuzzy Sets

Fuzzy Set	A set whose membership function range on interval $[0, 1]$
Membership Function	Defines a set by defining the degree of membership of an element of the universe of discourse.
Frame of Cognition	A set of fuzzy sets fully covering the universe of discourse (the range of variables) <ul style="list-style-type: none"> <li>- Coverage</li> <li>- Unimodality</li> </ul>
Fuzzy Partition	A frame of cognition for which the sum of the membership values of each value of the base variable is equal to 1.
$\alpha$ -Cut	Is the crisp set of the values of $x$ such that $\mu(X) \geq \alpha$ $\alpha\text{-cut}_\mu(X) = \{\mu(x) \geq \alpha\}$
Support	The crisp set of values $x \in X$ such that $\mu(x) > 0$
Height of a Fuzzy Set	The height of a fuzzy set $f$ is the highest membership degree of an element $x$ of the fuzzy set. $h_f(X) = \max_{x \in X} \mu_f(x)$
Normal Fuzzy Set	A fuzzy set is normal $\iff h_f(X) = 1$
Convex Fuzzy Set	A fuzzy set is convex $\iff \forall x_1, x_2 \in X, \forall \lambda \in [0, 1]$ $\mu_f(\lambda x_1 + (1 - \lambda)x_2) \geq \min(\mu_f(x_1), \mu_f(x_2))$

## Fuzzy Logic

Fuzzy Logic	Infinite-valued logic, with truth values in $[0..1]$ $A$ is $L$ Where: <ul style="list-style-type: none"> <li>- <math>A</math> is a linguistic variable</li> <li>- <math>L</math> is a label of a fuzzy set</li> </ul>
Linguistic Variable	$A$ is $(X, T(X), U, G, M)$ Where: <ul style="list-style-type: none"> <li>- <math>X</math> is the universe of discourse</li> <li>- <math>T(X)</math> is the set of linguistic terms</li> <li>- <math>U</math> is the set of values of the linguistic variable</li> <li>- <math>G</math> is the semantic rule</li> <li>- <math>M</math> is the mapping of the semantic rule</li> </ul>
Fuzzy Modifiers	A fuzzy modifier is a linguistic variable that is used to modify the meaning of a linguistic variable. <ul style="list-style-type: none"> <li>- Strong Modifier - <math>m(a) \leq a \forall a \in [0..1]</math> - Prediction stronger, decrease the truth value</li> <li>- Weak Modifier - <math>m(a) \geq a \forall a \in [0..1]</math> - Prediction weaker, increase the truth value</li> </ul>
Modifiers Properties	<ul style="list-style-type: none"> <li>- <math>m(0) = 0</math> and <math>m(1) = 1</math></li> <li>- <math>m</math> is a continuous function</li> <li>- if <math>m</math> is strong, <math>m^{-1}</math> is weak and vice versa</li> <li>- a composition of modifiers is a modifier. If both are of the same type, the result is of the same type</li> </ul>

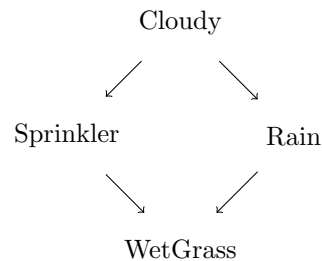
## Handy Theorems

Chain Rule:	$P(X_1, X_2) = P(X_1 X_2)P(X_2)$
Marginalization:	$P(X_1) = \sum_{x \in X_2} P(X_1, X_2 = x)$
Bayes Rule:	$P(X_1 X_2) = \frac{P(X_2 X_1)P(X_1)}{P(X_2)}$
1.	$P(X_1 X_2) = \frac{P(X_2 X_1) \cdot P(X_1)}{\sum_{x \in X_1} P(X_2 X_1=x) \cdot P(X_1=x)}$
2.	$P(X_1 X_2, X_3) = \frac{P(X_2 X_1, X_3) \cdot P(X_1 X_3)}{P(X_2 X_3)}$
3.	$P(X_1 = x X_2) = \frac{P(X_2 X_1=x) \cdot P(X_1=x)}{P(X_2)}$

## Bayesian Networks

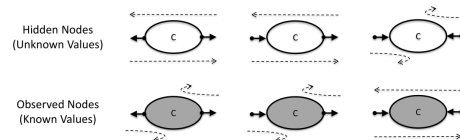
Bayesian Network:

a DAG where Nodes represent random variables and edges represent direct influence.



Conditional Independence:

$P(X_1|X_2, X_3) = P(X_1|X_3)$   
then  $X_1$  and  $X_2$  are conditionally independent given  $X_3$



Two (sets of) nodes  $A$  and  $B$  are conditionally independent (d-separated) given  $C$  if and only if all the path from  $A$  to  $B$  are shielded by  $C$ .

Joint Distribution Factorization:  $P(X_1, \dots, X_n) = \prod_{i=1}^n P(X_i | \text{pa}(X_i))$

Explaining Away:

describes two variable which become dependent because you observe a third one.

## Markov Chains

(first Order) Markov Chain:

$$P(X_{t+1}|X_t, X_{t-1}, \dots, X_1) = P(X_{t+1}|X_t)$$

Stationary Event:

$$P(X_{t+1} = j | X_t = i) = p_{ij} \quad \forall t$$

Transition Matrix:

$$P = \begin{bmatrix} p_{11} & \dots & p_{1n} \\ \dots & \dots & \dots \\ p_{n1} & \dots & p_{nn} \end{bmatrix} \quad \sum_{j=1}^n p_{ij} = 1$$

Probability at step  $n$ :

$$P_{ij}(n) = P^n(i, j)$$

Reachability:

A state  $j$  is reachable from  $i$  if there exists a path from  $i$  to  $j$

Communicability:

States  $i$  and  $j$  communicate if each is reachable from the other

Absorbing State:

A state  $i$  is absorbing if  $p_{ii} = 1$

Transient State:

A state  $i$  is transient if  $\exists j$  reachable from  $i$  but not vice versa.

Recurrent State:

A state  $i$  is recurrent if it is not transient.

Ergodic Markov Chain

A Markov Chain is ergodic if it is:

- Recurrent
- Aperiodic
- All states communicate

Steady State Distribution:

$$\pi = \lim_{n \rightarrow \infty} P^n$$

Expected Transient Time:

$$m_{ij} = 1 + \sum_{k \neq j} p_{ik} m_{kj}$$

Absorbing Markov Chain

$$P = \begin{bmatrix} Q & R \\ 0 & 1 \end{bmatrix}$$

$Q$  transient states,  
 $R$  absorbing states.

Expected time trans  $s$   $i$  from trans  $j$   $ij^{th}$  element of  $(I - Q)^{-1}$

Expected time abs  $j$  from trans  $i$   $ij^{th}$  row of  $(I - Q)^{-1}R$

## Hidden Markov Models

Hidden Markov Models: A HMM is  $(S, E, P, A, B)$ :

- $S$  is the set of hidden states
- $E$  is the set of observations
- $P$  is the distribution of the initial state
- $A$  is the transition probability matrix
- $B$  emission probability matrix

## HMM: Viterbi Algorithm

From observations, compute the most likely sequence of hidden states:

$$\arg \max P(X_{1:t}|e_{1:t}) = \arg \max \frac{P(X_{1:t}, e_{1:t})}{P(e_{1:t})} = \arg \max P(X_{1:t}, e_{1:t}) \quad (1)$$

Lets apply bayesian factorization:

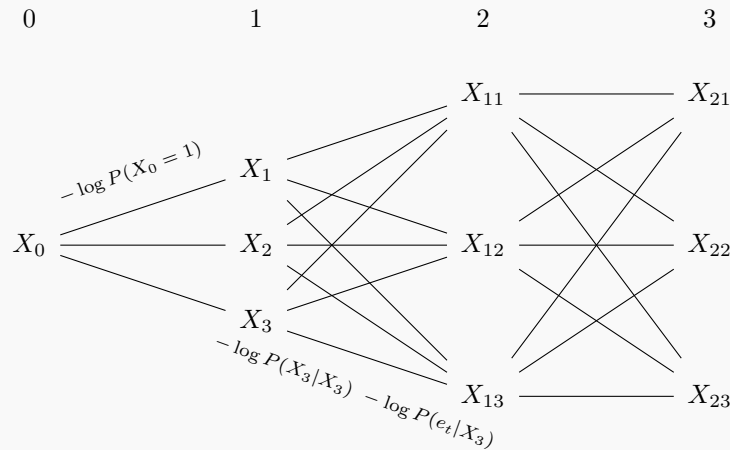
$$P(X_{1:t}, e_{1:t}) = P(X_0) \prod_{i=1}^t P(X_i|X_{i-1})P(e_i|X_i) \quad (2)$$

The solution is the one that minimize:

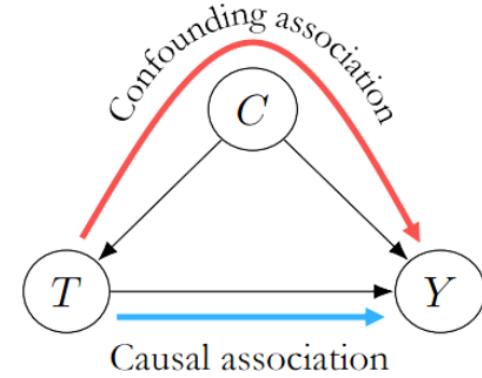
$$-\log P(X_{1:t}, e_{1:t}) = -\log P(X_0) + \sum_{i=1}^t (-\log P(X_i|X_{i-1}) - \log P(e_i|X_i)) \quad (3)$$

### Graph Construction

Construct a graph with  $1 + t \cdot n$  nodes, where  $n$  is the number of hidden states with one initial node and  $n$  nodes at time  $i$  where  $j^{th}$  node is  $X_i = s_j$ . Find the shortest path from the initial node to the final node considering the weights of the edges.



## Causal Inference



Individual treatment Effect (ITE)	$ITE_i = Y_i(1) - Y_i(0)$ $\begin{cases} ITE_i = 1 & \text{if there is causal association} \\ ITE_i = 0 & \text{otherwise} \end{cases}$
Average treatment effect (ATE)	$\mathbb{E}[Y_i(1) - Y_i(0)] = \mathbb{E}[Y_i(1)] - \mathbb{E}[Y_i(0)]$ $\neq \mathbb{E}[Y T=1] - \mathbb{E}[Y T=0]$ $i$ is the same individual!
Randomized Control Trial (RCT)	randomizes subject into treatment groups to remove confounding association. In this case, $ATE = \mathbb{E}[Y T=1] - \mathbb{E}[Y T=0]$
Observational Study	observes subjects in their natural environment without randomization.
Adjust for confounding	Shield all the paths from $T$ to $Y$ In this case, even if no RCT: $\begin{aligned} \mathbb{E}[Y(t) W=w] &= \\ &= \mathbb{E}[Y do(T=t), W=w] \\ &= \mathbb{E}[Y T=t, W=w] \end{aligned}$
Backdoor adjustment example	$\begin{aligned} \mathbb{E}[Y do(T=t)] &= \\ &= \mathbb{E}_C \mathbb{E}[Y t, C] = \sum_{c \in C} \mathbb{E}[Y t, c] P(c) \end{aligned}$