# From Relations to Random Variables and Features – Lecture 17.1

Topics:

- Reconciling relations and random variables / features
- From knowledge graphs to random variables
- More general relationships

"The mind is a neural computer, fitted by natural selection with combinatorial algorithms for causal and probabilistic reasoning about plants, animals, objects, and people. It is driven by goal states that served biological fitness in ancestral environments, such as food, sex, safety, parenthood, friendship, status and knowledge."

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What is the real world made of?

- A Features or random variables
- B Words, pixels, phonemes ...
- C Entities and events (e.g., plants, people, diseases, lectures, university course)
- D Huh? There is a real world?

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  - The probability of Shakira
  - The probability that Shakira will record a song with Drake next year.
- The word "variable" has different meanings in probability and logic.
  - In logic a variable denotes an entity.
  - In probability a variable denotes a function over possible worlds (that we may be uncertain of the value of).

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• Predicting existence, whether an entity exists that fits a description

E.g., whether there is a person in a particular room

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E.g., relation *has-streamed* relation between person and a musical artist

If one argument, say X<sub>k</sub>, is a function of the other arguments, there is a random variable for each tuple r(e<sub>1</sub>,..., e<sub>k-1</sub>) where the domain of the random variable is the set of values that X<sub>k</sub> can take.

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The functional case is treated as a relation of k - 1 arguments, with a non-Boolean prediction.