

# **Algebraic Logic for Deep Learning**

by

YKY

A Thesis Submitted to  
The Hong Kong University of Science and Technology  
in Partial Fulfilment of the Requirements for  
the Degree of Master of Philosophy  
in Applied Mathematics

August 2024, Hong Kong



## **Authorization**

I hereby declare that I am the sole author of the thesis.

I authorize the Hong Kong University of Science and Technology to lend this thesis to other institutions or individuals for the purpose of scholarly research.

I further authorize the Hong Kong University of Science and Technology to reproduce the thesis by photocopying or by other means, in total or in part, at the request of other institutions or individuals for the purpose of scholarly research.

---

YKY

13 August 2024



# Algebraic Logic for Deep Learning

by

YKY

This is to certify that I have examined the above MPhil thesis  
and have found that it is complete and satisfactory in all respects,  
and that any and all revisions required by  
the thesis examination committee have been made.

---

Prof. Who, Thesis Supervisor

---

Prof. Who Else, Thesis Co-supervisor

---

Prof. Ikari Someone, Head of Department

Department of Maths

13 August 2024



## **ACKNOWLEDGEMENTS**

Thank you, all the Evangelion.





# TABLE OF CONTENTS

Title Page		i
Authorization		iii
Signature Page		v
Acknowledgements		vii
Table of Contents		ix
List of Figures		xi
List of Tables		xiii
List of Algorithms		xv
Abstract		xvii
Chapter 1	Introduction	1
	1.1 Background	1
	1.2 Paul Halmos’ algebraic logic	1
	1.3 Yuri Manin and Russians	2
	1.4 Topos and internal language	2
	1.5 Term rewriting and all that	2
	1.6 The set-up	3
	1.7 From abstract algebraic logic to concrete computations	4
	1.8 What does it mean to train the AI?	4
Chapter 2	Example chapter	9
	2.1 Background	9
	2.1.1 Cross references	9
	2.1.2 Citation and bibliography	9
	2.2 Math	10

2.2.1	Symbols	10
2.2.2	Equations	10
2.2.3	Theorem	10
2.3	Figure	11
2.4	Table	11
2.5	Code	12
2.5.1	Inline code	12
2.5.2	Code environment	12
Chapter 3	Conclusions	13
Appendix A	List of Publications	15
Appendix B	FYTGS Requirements	17
B.1	Components	17
B.1.1	Order	17
B.1.2	Authorization page	17
B.1.3	Signature page	18
B.1.4	Acknowledgments	18
B.1.5	Abstract	18
B.1.6	Bibliography	18
B.2	Language, Style and Format	18
B.2.1	Language	18
B.2.2	Pagination	19
B.2.3	Format	19
B.2.4	Footnotes	19
B.2.5	Appendices	20
B.2.6	Figures, Tables and Illustrations	20
B.2.7	Photographs/Images	20
B.2.8	Additional Materials	20

# LIST OF FIGURES

Figure 2.1	An example tikz picture with a short caption.	11
Figure 2.2	An example tikz picture with breakline and a very long caption.	11



# LIST OF TABLES

Table 2.1	A table with a short caption.	11
Table 2.2	Test result on different platforms with breakline and a very long caption.	11



# LIST OF ALGORITHMS

Algorithm 1 Temp

10





# **Algebraic Logic for Deep Learning**

by YKY

Department of Maths

The Hong Kong University of Science and Technology

Abstract

Some text.

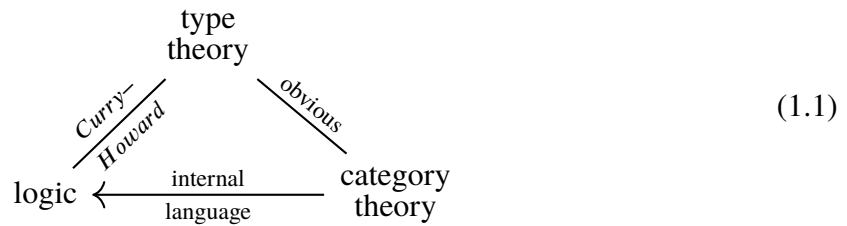


# CHAPTER 1

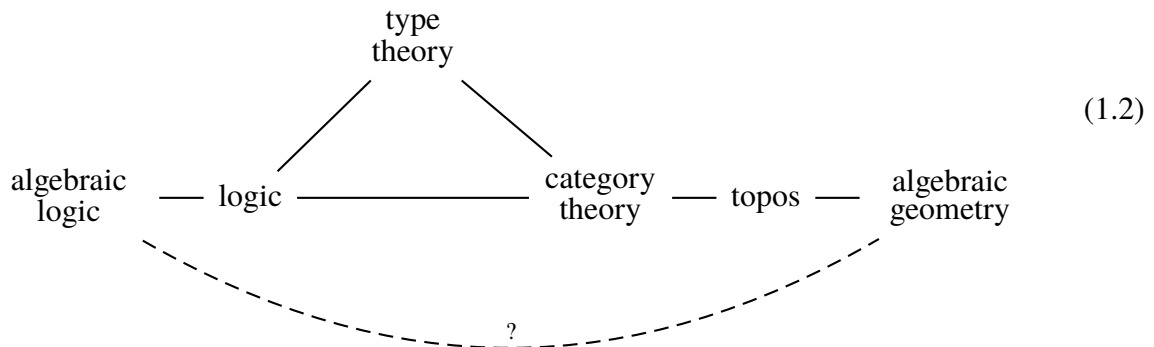
## INTRODUCTION

### 1.1 Background

Lambek:



I am very curious to see if the two algebras below would coincide?



### 1.2 Paul Halmos' algebraic logic

Every Boolean algebra  $\mathbb{A}$  is isomorphic to the set of all continuous functions from  $X$  into  $\mathbb{O}$ , where  $X$  is the dual space of the algebra  $\mathbb{A}$ , and  $\mathbb{O}$  is the Boolean algebra with 2 elements. If there is a homomorphism  $f$  between Boolean algebras  $\mathbb{A} \rightarrow \mathbb{B}$  then there is a dual morphism  $f^*$

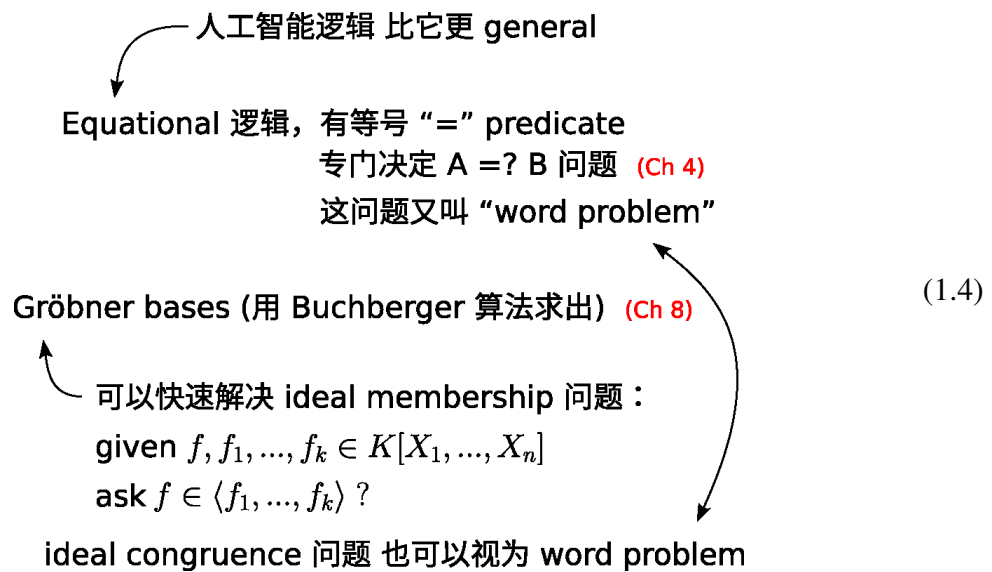
between their dual spaces  $Y \rightarrow X$ :

$$\begin{array}{ccc}
 A & \xrightarrow{f} & B \\
 \Downarrow & & \Downarrow \\
 \overline{X} & \xleftarrow{f^*} & \overline{Y} \\
 \downarrow & & \downarrow \\
 0 & & 0
 \end{array} \quad (1.3)$$

### 1.3 Yuri Manin and Russians

### 1.4 Topos and internal language

### 1.5 Term rewriting and all that



- What is the **word problem**?  
is defined for an equational theory  $E$ .  
is the problem of deciding whether  $s = t$
- why is Gröbner basis equivalent to the word problem  
to ask ideal congruence  $f = ?g$  means  $f - g \in ?J$   
which is ideal membership problem  
a polynomial can be regarded as a rewrite rule  
because  $f = 0$ , we can take the “largest monomial” in  $f$  as the LHS, and the rest of  $f$  as RHS.  
In other words: ideal = set of rules

We ask if a polynomial can be rewritten by the set of rules to another form.

This is similar to logic deduction.

- Here an important question is: polynomial reduction seems unable to handle **logic variables**, it seems only capable of **simple symbolic rewriting**.
- logic is equivalent to what form of polynomials?  
taking the cue that Huet's higher-order unification = Buchberger algorithm, ...

## 1.6 The set-up

The set of equations  $F$  defines an algebraic set = **the world**:

$$F(x) = 0. \quad (1.5)$$

The objective of an intelligent agent is to learn  $F$ .

We have the function  $f$  performing **prediction** of the immediate future:

$$\boxed{\text{current state}} \quad x_t \xrightarrow{f} x_{t+1} \quad \boxed{\text{next state}}. \quad (1.6)$$

In an infinitesimal sense, we can see  $f$  as a **differential equation** describing the **world trajectory**:

$$\dot{x} = f(x). \quad (1.7)$$

So  $F$  is the **solution** to this differential equation.

It seems that  $F$  and  $f$  are more or less equivalent ways to describe the world.

Logic can be turned into some form of algebra, and this algebra can be used to express either  $F$  or  $f$ . Perhaps both ways are feasible, or even mixing the two.

What does it mean to use logic to express  $F$  or  $f$ ?

The following table depicts the main correspondences relevant to our research:

<b>LOGIC</b>	<b>facts</b> human(socrates)	<b>rules</b> $\forall x.\text{human}(x) \rightarrow \text{mortal}(x)$
<b>ALGEBRA</b>	<b>element</b> $p \in \mathbb{A}$	<b>element</b> $(p \rightarrow q) \in \mathbb{A}$
<b>WORLD</b>	<b>states</b> $x_t$	<b>state transitions</b> $x_t \xrightarrow{f} x_{t+1}$

(1.8)

The relation between LOGIC and WORLD has been elucidated quite thoroughly in the AI literature. Note that the state  $x_t$  is made up of a set of facts (logic propositions). A single step of logic inference results in a new conclusion  $\delta x$  which is *added* (as a set element) to the current state  $x_t$  to form a new state  $x_{t+1}$ . Here  $t$  refers to “mental time” which does not necessarily coincide with real time.

## 1.7 From abstract algebraic logic to concrete computations

There are two main routes to make abstract algebraic logic concrete:

- Find **matrix representations** of the logical algebra
- Implement the logical algebra as the commutative algebra of (classical) **polynomials**

## 1.8 What does it mean to train the AI?

From the previous section,

$$F(x) = 0 \quad \text{is the solution to} \quad \dot{x} = f(x) \quad (1.9)$$

and the two descriptions (by  $F$  or by  $f$ ) are equivalent.

The sensory data from the AI are a set of “world” points  $\{x_i\}$  and we require either:

$$F(x_t) = 0 \quad \text{or} \quad f(x_t) = \delta x = x_{t+1} - x_t \quad (1.10)$$

and  $F$  or  $f$  can be trained by gradient descent to eliminate errors in the above conditions (equations).

- the  $x_t$ ’s are represented as **logic facts**
- $F$  or  $f$  is represented as **logic rules**

and we need to **evaluate**  $F(x_t)$  or  $f(x_t)$ .

Let's do some examples:

Logic formula	Algebraic form
human(socrates)	$h(s) = 1$
human(socrates) $\wedge$ human(plato)	$h(s) \cdot h(p) = 1$
human(socrates) $\rightarrow$ mortal(socrates)	$1 + h(s) + h(s) \cdot m(s) = 1$
$\forall x. \text{human}(x)$	$h(x)$ is a propositional function $\forall_x h(x)$ is a constant function mapping to 1 or 0
$\forall x. \text{human}(x) \rightarrow \text{mortal}(x)$	$\forall_x (1 + h(x) + h(x) \cdot m(x))$ is a constant function mapping to 1 or 0
$\forall x, y, z. \text{father}(x, y) \wedge \text{father}(y, z) \rightarrow$ grandfather(x, z)	$\forall_x \forall_y \forall_z (1 + f(x, y) \cdot f(y, z) + f(x, y) \cdot f(y, z) \cdot g(x, z))$ $\mapsto 0$ or $1$
<b>general Horn formula:</b> $\forall_{x...} P \wedge Q \wedge R... \rightarrow Z$	$\forall_{x...} (1 + P \cdot Q \cdot R... + P \cdot Q \cdot R... \cdot Z)$ $\mapsto 0$ or $1$

(1.11)

Now imagine there are millions of such rules. Number of predicates obviously increases.

Does each equation require new variables, or can variables be re-used? Seems yes, can be re-used.

The **loss function** would be the sum of squared errors over all equations:

$$\mathcal{L} = \sum_{\text{eqns}} \epsilon^2 = \sum_i (\phi_i(x...) - 1)^2. \quad (1.12)$$

Learning means to perform the **gradient descent** via  $\nabla_{\Phi} \mathcal{L} = \frac{\partial \mathcal{L}}{\partial \Phi}$  where  $\Phi$  is the set of parameters for the equations.

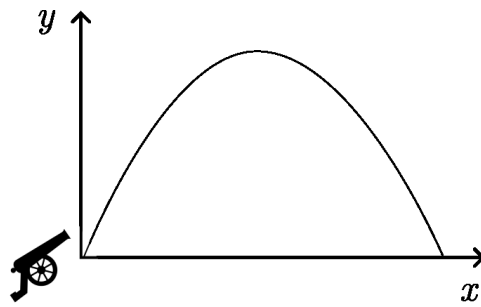
Potential problems:

- How to represent the set of equations efficiently? Matrix of coefficients seems wasteful.
- We have lost the “**deepness**” of deep learning, but there is recent research showing that **shallow learning** may work well too.
- Need to iterate logical inference multiple times using the same set of equations.

How are new conclusions added to the state? What is the state? State = set of facts = set of **grounded** equations.

Inference: how to get from current state to next state? Big problem!! New ground facts have to be read off from satisfaction of all equations. Rather intractable...

Go back to a physics example, the parabolic trajectory of a canon ball:



(1.13)

The parabola is given by the quadratic equation from high school:

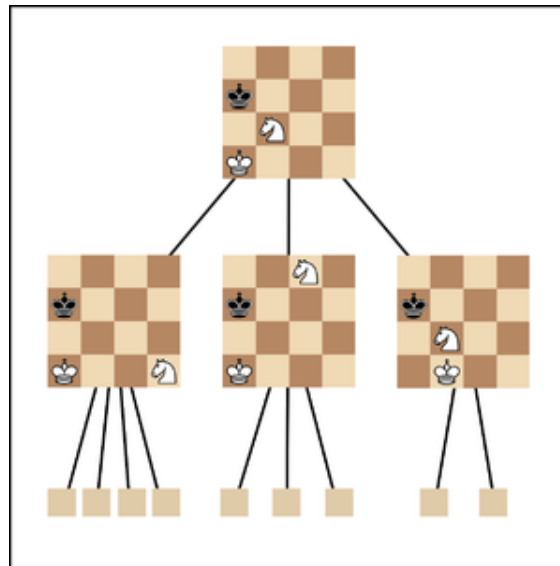
$$F(x) = 0 \quad F(x) = ax^2 + bx + c \quad (1.14)$$

but the trajectory can also be described by the physics equation parameterized by time  $t$ :

$$\dot{\mathbf{x}} = f(\mathbf{x}) = (v_x, v_y) = (v_x^0, -gt + v_y^0). \quad (1.15)$$

This parametric form is not unique. For example, another way is for the point  $\mathbf{x}$  to move with uniform speed along the trajectory.

Note that the trajectory above is qualitatively the same as a “thought trajectory” in cognitive space. One intuitive way to visualize cognitive trajectories is via the example of a chess game tree:



(1.16)

$f(x)$  is the functional form we want, as it contains information about the “interestingness” of deduced conclusions.

Are our equations in Table 1.11 describing  $F$  or  $f$ ?



An intuitive idea: state = facts = grounded equations, rules = quantified equations. So the equations are modeling  $f$ . This exposed a problem of classical AI that I have not paid too much attention to: the selection of interesting conclusions. It's hard to **enumerate conclusions**, let alone to rate their interestingness.

How to enumerate conclusions? The loss function (1.12) can be trained on any data with correlations. But what we have is data in the form of time series. Need extra measures to ensure that equations only model  $x_t \rightarrow x_{t+\Delta t}$ . Now how to enumerate conclusions? From current state, iterate over all equations to generate new states. This is getting very close to the classical logic-based AI inference algorithm.

The **interestingness function** gives a probability distribution over conclusions given the current “context” (which we identify as the current state  $x_t$ ):  $\text{Intg}(\delta x) = \mathbb{P}(\delta x | x_t)$ . This function has to be learned. It has an equivariant structure due to the state as a set of propositions with permutation invariance.

One more efficiency problem: iterating through all equations is inefficient, which brings back the necessity of the classical **rete algorithm**: instead of matching rules against the state, we should match the current state against rules. In other words, instead of  $\delta x := \bigcup_i \text{rule}_i(x)$ , perform  $\delta x := \text{compiled-rules}(\Delta x)$ , where  $\Delta x$  is the change of the current state from the previous state, and  $\delta x$  is the change from the current state to the next state.

But we may also avoid the rete algorithm by stacking logical equations into **layers**, thus getting an efficiency advantage similar to deep learning. A “single” step of logic inference would mean going through multiple layers of logic rules (equations).



# CHAPTER 2

## EXAMPLE CHAPTER

### 2.1 Background

#### 2.1.1 Cross references

You can use `\cref{}` to automatically setup the cross reference name; instead, you can always use `\ref{}` to customize the appearance of the cross reference.

Chapter 1 tells you to read the latest PDF documentation.

Chapter 3 is a conclusion.

#### 2.1.2 Citation and bibliography

Use `biber` as `BIBTEX` backend.

Cite a book[**LaTeX.Companion**], some papers[**KeshavACMSIGCOMMComput.Commun.Rev.2007**, **WhitesidesAdv.Mater.2004**], and a conference[**Babu2020IEEE33rdInt.Conf.MicroElectroMech.Syst.MEM**].

##### Citation database

Bibliography entries (database) are stored in `mythesis.bib`. You can use Zotero (or similar software) to generate `another.bib` file. You can add multiple database files by adding their filenames one-by-one in the following commands in `mythesis.tex`:

---

```
1 \addbibresource{mythesis.bib}
2 \addbibresource{another.bib}
```

---

##### Citation style

As described in the sample page from ECE department, the style is set to `ieee` by default. You can modify the style in the `hkustthesis.cls` file as you wish.

## 2.2 Math

### 2.2.1 Symbols

- Calligraphic letters:  $\mathcal{A}$
- Mathbb letters:  $\mathbb{A}$
- Mathfrak letters:  $\mathfrak{A}$
- Math Sans serif letters:  $\mathsf{A}$
- Math bold letters:  $\mathbf{A}$
- Math bold upright Greek letters: (Not displaying! Use the following one.)
- Math bold upright Greek letters:  $\boldsymbol{\alpha}$
- Math bold italic Greek letters<sup>1</sup>:  $\boldsymbol{\alpha}$
- Math bold italic Greek letters in upper case:  $\boldsymbol{A}$

### 2.2.2 Equations

$$E^2 = m^2 + p^2 \tag{2.1}$$

Equation (2.1) or Equation (2.1) gives the mass-energy relationship.

### 2.2.3 Theorem

**Definition 1** LCL is orange juice.

*Proof.* They are both orange. □

---

#### Algorithm 1 Temp

---

1: Temp

---

Available theorem environments are listed below:

algorithm, assumption, axiom, conclusion, condition, corollary, definition, example, lemma, proof, property, proposition, remark, theorem.

---

<sup>1</sup>Avoid using `bm` package as it conflicts with `unicode-math` and it is outdated for Xe<sub>La</sub>TeX. You can alias some math commands by `\newcommand` or `\renewcommand` anyway.

## 2.3 Figure

An example image is shown in Figure (2.2) or Figure (2.2).



Figure 2.1: An example tikz picture with a short caption.

[illegible]

## 2.4 Table

An example table is shown in Table (2.2) or Table (2.2).

Table 2.1: A table with a short caption.

OS	TeX environment	Test
Overleaf	T <sub>E</sub> X Live 2021~4	Pass
Windows 10	T <sub>E</sub> X Live 2020	<span style="color: red;">l<sub>t</sub>xhook problem</span>
Ubuntu 20.04	T <sub>E</sub> X Live 2021	Pass

[illegible]

OS	TeX environment	Test
Overleaf	T <sub>E</sub> X Live 2021~4	Pass
Arch Linux (2024.10)	T <sub>E</sub> X Live	Pass
Windows 10/11	T <sub>E</sub> X Live 2021	Pass
macOS 10.15	T <sub>E</sub> X Live 2021	Pass
Windows 10	T <sub>E</sub> X Live 2020	l <sub>t</sub> xhook problem
Ubuntu 20.04	T <sub>E</sub> X Live 2021	Pass
Termux	T <sub>E</sub> X Live 2021	Pass
Windows 11	MiK <sub>T</sub> E <sub>X</sub> 4.9	Pass
Windows 10	MiK <sub>T</sub> E <sub>X</sub> 4.4	Pass

## 2.5 Code

### 2.5.1 Inline code

Use `\lstinline|<code>|` to print code snippets. The `|` marks delimit the code and can be replaced by any character not in the code; *e.g.*, `\lstinline$<code>$` gives the same result.

### 2.5.2 Code environment

The code to draw the Figure (2.2) is listed below:

Listing 2.1: L<sup>A</sup>T<sub>E</sub>X code for inserting a figure

---

```
1 \begin{figure}[htb]
2   \begin{tikzpicture}
3     \draw (0,0) -- (1, 0) -- (1, 1) -- cycle;
4   \end{tikzpicture}
5   \caption{An example picture with long caption: \blindtext
6     \\\blindtext}
7   \label{fig:tikz example} % this is a comment
8 \end{figure}
```

---

## **CHAPTER 3**

### **CONCLUSIONS**

Some conclusion text.





**APPENDIX A**

**LIST OF PUBLICATIONS**



# **APPENDIX B**

## **FYTGS REQUIREMENTS**

The requirements are from the RPG Handbook.

### **B.1 Components**

#### **B.1.1 Order**

A thesis should contain the following parts in the order shown:

1. Title page, containing in this order:
  - a. Thesis title
  - b. Full name of the candidate
  - c. Degree for which the thesis is submitted
  - d. Name of the University, *i.e.* The Hong Kong University of Science and Technology
  - e. Month and year of submission
2. Authorization page
3. Signature page
4. Acknowledgments
5. Table of contents
6. Lists of figures and tables
7. Abstract ( $\leq 300$  words.)
8. Thesis body
9. Bibliography
10. Appendices and other addenda, if any.

#### **B.1.2 Authorization page**

On this page, students authorize the University to lend or reproduce the thesis.

1. The copyright of the thesis as a literary work vests in its author (the student).

2. The authorization gives HKUST Library a non-exclusive right to make it available for scholarly research.

### **B.1.3 Signature page**

This page provides signatures of the thesis supervisor(s) and Department Head confirming that the thesis is satisfactory.

### **B.1.4 Acknowledgments**

The student is required to declare, in this section, the extent to which assistance has been given by his/her faculty and staff, fellow students, external bodies or others in the collection of materials and data, the design and construction of apparatus, the performance of experiments, the analysis of data, and the preparation of the thesis (including editorial help). In addition, it is appropriate to recognize the supervision and advice given by the thesis supervisor(s) and members of TSC.

### **B.1.5 Abstract**

Every copy of the thesis must have an English abstract, being a concise summary of the thesis, in 300 words or less.

### **B.1.6 Bibliography**

The list of sources and references used should be presented in a standard format appropriate to the discipline; formatting should be consistent throughout.

**Sample pages** of both MPhil and PhD theses are provided here (MPhil / PhD), with specific instructions for formatting page content (centering, spacing, etc.).

## **B.2 Language, Style and Format**

### **B.2.1 Language**

Theses should be written in English.

Students in the School of Humanities and Social Science who are pursuing research work in the areas of Chinese Studies, and who can demonstrate a need to use Chinese to write their theses should seek prior approval from the School via their thesis supervisor and the divisional head.

If approval is granted, students are also required to produce a translation of the title page, authorization page, signature page, table of contents and the abstract in English.

### **B.2.2    Pagination**

1. All pages, starting with the Title page should be numbered.
2. All page numbers should be centered, at the bottom of each page.
3. Page numbers of materials preceding the body of the text should be in small Roman numerals.
4. Page numbers of the text, beginning with the first page of the first chapter and continuing through the bibliography, including any pages with tables, maps, figures, photographs, etc., and any subsequent appendices, should be in Arabic numerals.
5. Start a new page after each chapter or section but not after a sub-section.

*Note: That means the Title page will be page i; the first page of the first chapter will be page 1.*

### **B.2.3    Format**

1. A conventional font, size 12-point, 10 to 12 characters per inch must be used.
2. One-and-a-half line spacing should be used throughout the thesis, except for abstracts, indented quotations or footnotes where single line spacing may be used.
3. All margins—top, bottom, sides—should be consistently 25mm (or no more than 30mm) in width. The same margin should be used throughout a thesis. Exceptionally, margins of a different size may be used when the nature of the thesis requires it.

### **B.2.4    Footnotes**

1. Footnotes may be placed at the bottom of the page, at the end of each chapter or after the end of the thesis body.
2. Like references, footnotes should be presented in a standard format appropriate to the discipline.
3. Both the position and format of footnotes should be consistent throughout the thesis.

### **B.2.5 Appendices**

The format of each appended item should be consistent with the nature of that item, whether text, diagram, figure, etc., and should follow the guidelines for that item as listed here.

### **B.2.6 Figures, Tables and Illustrations**

Figures, tables, graphs, etc., should be positioned according to the scientific publication conventions of the discipline, e.g., interspersed in text or collected at the end of chapters. Charts, graphs, maps, and tables that are larger than a standard page should be provided as appendices.

### **B.2.7 Photographs/Images**

1. High contrast photos should be used because they reproduce well. Photographs with a glossy finish and those with dark backgrounds should be avoided.
2. Images should be dense enough to provide 300 ppi for printing and 72 dpi for viewing.

### **B.2.8 Additional Materials**

Raw files, datasets, media files, and high resolution photographs/images of any format can be included.

*Note: Students should get approval from their department head before deviating from any of the above requirements concerning paper size, font, margins, etc.*