# NaturalLI: Natural Logic Inference for Common Sense Reasoning

Gabor Angeli, Chris Manning

Stanford University

October 26, 2014



# Natural Logic Inference for Common Sense Reasoning

Kittens play with yarn

Kittens play with computers





# Natural Logic Inference for Common Sense Reasoning

Kittens play with yarn

Kittens play with computers







The city refused the demonstrators a permit because they feared violence.



The city refused the demonstrators a permit because they feared violence. a city fears violence demonstrators fear violence



The city refused the demonstrators a permit because they feared violence. a city fears violence demonstrators fear violence

I ate the cake with a cherry vs. I ate the cake with a fork cakes come with cherries cakes are eaten using cherries



The city refused the demonstrators a permit because they feared violence. a city fears violence demonstrators fear violence

I ate the cake with a cherry vs. I ate the cake with a fork cakes come with cherries cakes are eaten using cherries

Put a sarcastic comment in your talk. That's a great idea. Sarcasm in your talk is a great idea



# Common Sense Reasoning for Vision

Dogs drive cars



People drive cars



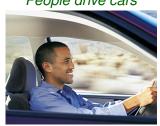


# Common Sense Reasoning for Vision

Dogs drive cars



People drive cars



Baseball is played underwater



Baseball is played on grass





## Prior Work on Common Sense Reasoning

**Old School Al:** Nuanced reasoning; tiny coverage.

- Default reasoning (Reiter 1980; McCarthy 1980).
- Theorem proving (e.g., Datalog).



## Prior Work on Common Sense Reasoning

Old School Al: Nuanced reasoning; tiny coverage.

- Default reasoning (Reiter 1980; McCarthy 1980).
- Theorem proving (e.g., Datalog).

**Textual Entailment:** Rich inference; small data.

- RTE Challenges.
- Episodic Logic (Schubert, 2002).



## Prior Work on Common Sense Reasoning

#### Old School Al: Nuanced reasoning; tiny coverage.

- Default reasoning (Reiter 1980; McCarthy 1980).
- Theorem proving (e.g., Datalog).

#### **Textual Entailment:** Rich inference; small data.

- RTE Challenges.
- Episodic Logic (Schubert, 2002).

#### **Information Extraction:** Shallow inference, large data.

- OpenIE (Yates et al., 2007), NELL (Carlson et al., 2010).
- Extraction of facts from a large corpus; fuzzy lookup.

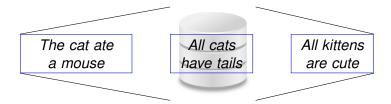


# Start with a large knowledge base

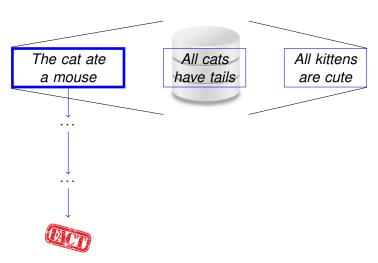




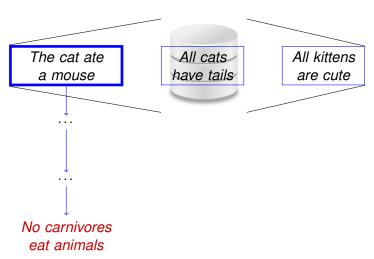
### Start with a large knowledge base





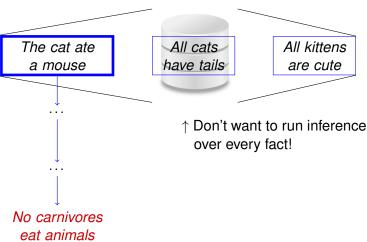




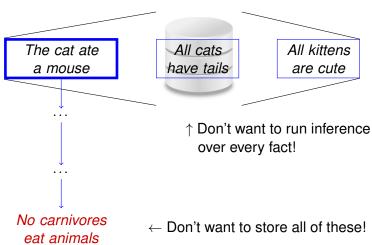






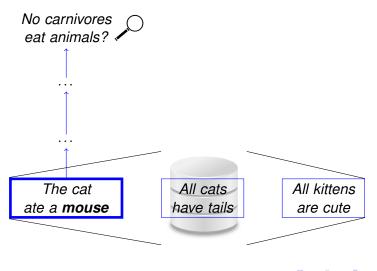






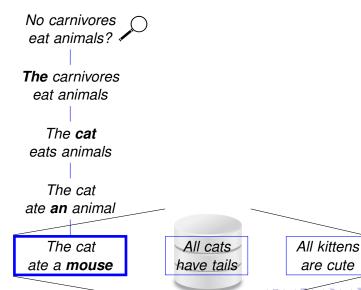


## Infer new facts...on demand from a query...



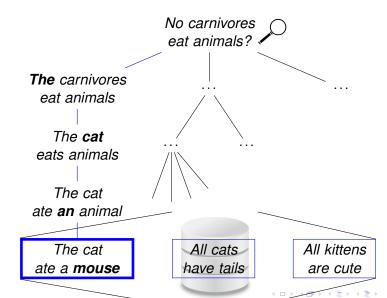


## ... Using text as the meaning representation...





## ...Without aligning to any particular premise.





#### Lookup in 270 million entry KB...

...by lemmas 12% recall

...with NaturalLI 49% recall (91% precision)



#### Lookup in 270 million entry KB...

...by lemmas 12% recall

...with NaturalLI 49% recall (91% precision)

Formal logical entailment: Not just fuzzy lookup.



#### Lookup in 270 million entry KB...

...by lemmas 12% recall

...with NaturalLI 49% recall (91% precision)

Formal logical entailment: Not just fuzzy lookup.

#### Maintain good properties of fuzzy lookup.

Fast.

Minimal pre-processing of guery.

Minimal pre-processing of knowledge base.



#### Lookup in 270 million entry KB...

...by lemmas 12% recall

...with NaturalLI 49% recall (91% precision)

Formal logical entailment: Not just fuzzy lookup.

#### Maintain good properties of fuzzy lookup.

- Fast.
- Minimal pre-processing of query.
- Minimal pre-processing of knowledge base.



Natural Logic



#### s/Natural Logic/Syllogistic Reasoning/g

Some cat ate a mouse (all mice are rodents)
Some cat ate a **rodent** 



#### s/Natural Logic/Syllogistic Reasoning/g

- Some cat ate a mouse (all mice are rodents)
- · Some cat ate a rodent

#### Cognitively easy inferences are easy:

- Most cats eat mice
- Most cats eat rodents





#### s/Natural Logic/Syllogistic Reasoning/g

- Some cat ate a mouse (all mice are rodents)
- · Some cat ate a rodent

#### Cognitively easy inferences are easy:

- Most cats eat mice
  - Most cats eat rodents
- "All students who know a foreign language learned it at university."



#### s/Natural Logic/Syllogistic Reasoning/g

- Some cat ate a mouse (all mice are rodents)
- · Some cat ate a rodent

#### Cognitively easy inferences are easy:

- Most cats eat mice
- Most cats eat rodents
- "All students who know a foreign language learned it at university."
  - :: "They learned it at school."



#### s/Natural Logic/Syllogistic Reasoning/g

- Some cat ate a mouse (all mice are rodents)
- · Some cat ate a rodent

#### Cognitively easy inferences are easy:

- Most cats eat mice
- Most cats eat rodents
- "All students who know a foreign language learned it at university."
  - :: "They learned it at school."

#### Facts are text; inference is lexical mutation



Treat hypernymy as a partial order.





Treat hypernymy as a partial order.



Polarity is the direction a lexical item can move in the ordering.

animal
feline
cat
house cat



8 / 22

Treat hypernymy as a partial order.



*Polarity* is the direction a lexical item can move in the ordering.

animal feline ↑ cat house cat



8 / 22

Treat hypernymy as a partial order.



Polarity is the direction a lexical item can move in the ordering.

living thing

animal







Treat hypernymy as a partial order.



*Polarity* is the direction a lexical item can move in the ordering.

thing living thing animal feline



Treat hypernymy as a partial order.



Polarity is the direction a lexical item can move in the ordering.



#### Natural Logic and Polarity

Treat hypernymy as a partial order.



*Polarity* is the direction a lexical item can move in the ordering.

living thing animal ↓ feline cat



#### Natural Logic and Polarity

Treat hypernymy as a partial order.



*Polarity* is the direction a lexical item can move in the ordering.

animal feline ↓ cat house cat



Quantifiers determines the *polarity* ( $\uparrow$  or  $\downarrow$ ) of words.



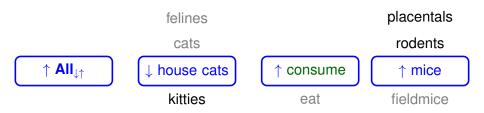


Quantifiers determines the *polarity* ( $\uparrow$  or  $\downarrow$ ) of words.



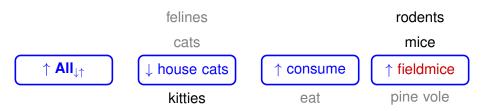


Quantifiers determines the *polarity* ( $\uparrow$  or  $\downarrow$ ) of words.





Quantifiers determines the *polarity* ( $\uparrow$  or  $\downarrow$ ) of words.

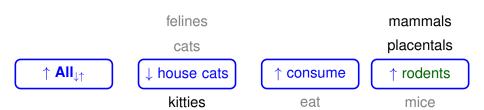


Quantifiers determines the *polarity* ( $\uparrow$  or  $\downarrow$ ) of words.





Quantifiers determines the *polarity* ( $\uparrow$  or  $\downarrow$ ) of words.

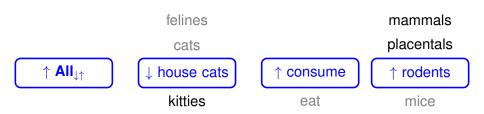




Quantifiers determines the *polarity* ( $\uparrow$  or  $\downarrow$ ) of words.

Mutations must respect polarity.

Inference is reversible.





- Computationally fast during inference.
  - "Semantic" parse of query is just syntactic parse.
  - Inference is lexical mutations / insertions / deletions.



- Computationally fast during inference.
  - "Semantic" parse of query is just syntactic parse.
  - Inference is lexical mutations / insertions / deletions.
- Computationally fast during pre-processing.
  - Plain text!



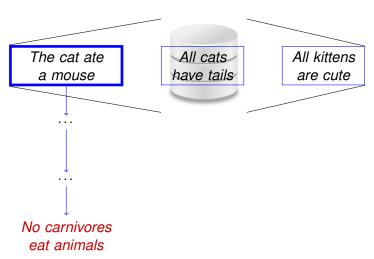
10 / 22

- Computationally fast during inference.
  - "Semantic" parse of query is just syntactic parse.
  - Inference is lexical mutations / insertions / deletions.
- Computationally fast during pre-processing.
  - Plain text!
- Still captures common inferences.
  - We make these types of inferences regularly and instantly.



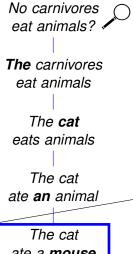
- Computationally fast during inference.
  - "Semantic" parse of query is just syntactic parse.
  - Inference is lexical mutations / insertions / deletions.
- Computationally fast during pre-processing.
  - Plain text!
- Still captures common inferences.
  - We make these types of inferences regularly and instantly.
  - We expect readers to make these inferences instantly.







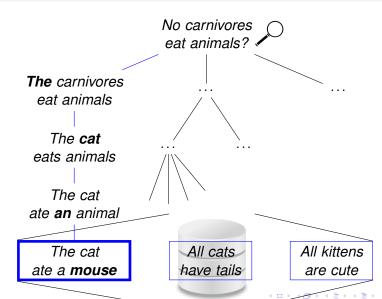




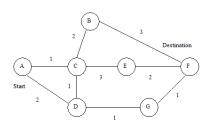
ate a mouse

All cats have tails All kittens are cute





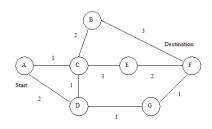




**Nodes** 

( fact, truth maintained  $\in \{\text{true}, \text{false}\}\)$ 

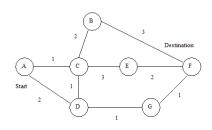




**Nodes** ( fact, truth maintained  $\in \{\text{true}, \text{false}\}\)$ 

Start Node ( query fact, true ) any known fact **End Nodes** 





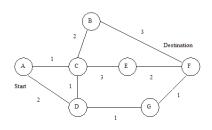
**Nodes** ( fact, truth maintained  $\in \{\text{true}, \text{false}\}\)$ 

Start Node ( query fact, true ) **End Nodes** any known fact

**Edges** Mutations of the current fact







**Nodes** ( fact, truth maintained  $\in \{\text{true}, \text{false}\}\)$ 

Start Node ( query fact, true ) **End Nodes** any known fact

**Edges** Mutations of the current fact **Edge Costs** How "wrong" an inference step is (learned)



#### Search mutates *opposite* to polarity





Truth true maintained:





Truth false maintained:





Truth false maintained:





Truth false maintained:





Truth false maintained:





Truth false maintained:





Truth false maintained:





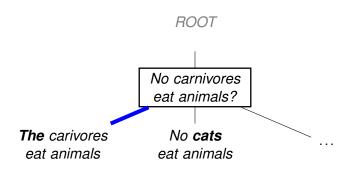
#### Shorthand for a node:



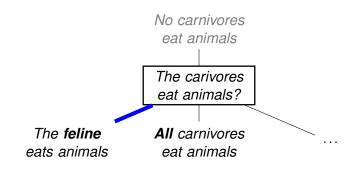


No carnivores eat animals?



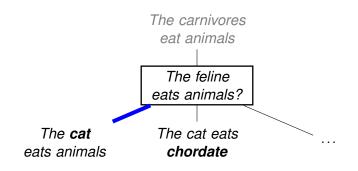




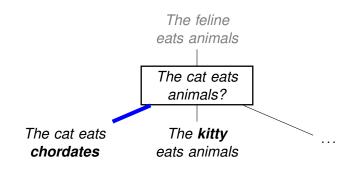




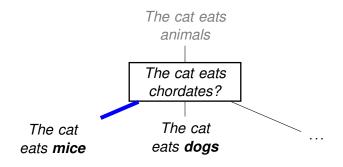






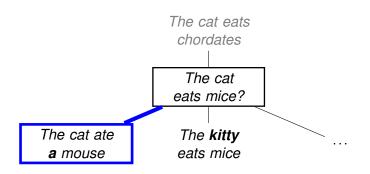






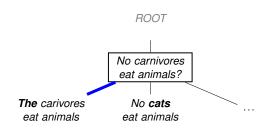








# An Example Search (with edges)

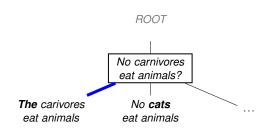


**Template** Instance Edge

**Operator Negate** 



## An Example Search (with edges)

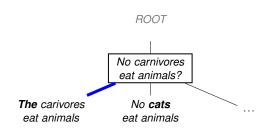


**Template** Instance Edge Operator Negate No  $\rightarrow$  The





# An Example Search (with edges)



**Template** Instance Edge No carnivores eat animals  $\rightarrow$ Operator Negate  $No \rightarrow The$ The carnivores eat animals



## **Edge Templates**

#### **Template** Instance Hypernym animal $\rightarrow$ cat Hyponym $cat \rightarrow animal$ $good \rightarrow bad$ Antonym Synonym $cat \rightarrow true cat$

Add Word  $cat \rightarrow \cdot$ Delete Word  $\cdot \rightarrow cat$ 

Operator Weaken some  $\rightarrow$  all Operator Strengthen all  $\rightarrow$  some Operator Negate all  $\rightarrow$  no Operator Synonym all  $\rightarrow$  every

Nearest Neighbor

 $cat \rightarrow dog$ 



## Want to make likely (but not certain) inferences.

Same motivation as Markov Logic, Probabilistic Soft Logic, etc.



## Want to make likely (but not certain) inferences.

- Same motivation as Markov Logic, Probabilistic Soft Logic, etc.
- Each *edge template* has a cost  $\theta > 0$ .



## Want to make likely (but not certain) inferences.

- Same motivation as Markov Logic, Probabilistic Soft Logic, etc.
- Each edge template has a cost  $\theta > 0$ .

**Detail:** Variation among *edge instances* of a template.

- WordNet: cat → feline vs. cup → container.
- Nearest neighbors distance.



## Want to make likely (but not certain) inferences.

- Same motivation as Markov Logic, Probabilistic Soft Logic, etc.
- Each edge template has a cost  $\theta > 0$ .

**Detail:** Variation among *edge instances* of a template.

- WordNet: cat → feline vs. cup → container.
- Nearest neighbors distance.
- Each edge instance has a distance f.



## Want to make likely (but not certain) inferences.

- Same motivation as Markov Logic, Probabilistic Soft Logic, etc.
- Each edge template has a cost  $\theta > 0$ .

**Detail:** Variation among *edge instances* of a template.

- WordNet: cat → feline vs. cup → container.
- Nearest neighbors distance.
- Each edge instance has a distance f.

Cost of an edge is  $\theta_i \cdot f_i$ .



## Want to make likely (but not certain) inferences.

- Same motivation as Markov Logic, Probabilistic Soft Logic, etc.
- Each edge template has a cost  $\theta > 0$ .

**Detail:** Variation among *edge instances* of a template.

- WordNet: cat → feline vs. cup → container.
- Nearest neighbors distance.
- Each edge instance has a distance f.

Cost of an edge is  $\theta_i \cdot f_i$ . Cost of a path is  $\theta \cdot \mathbf{f}$ .



## Want to make likely (but not certain) inferences.

- Same motivation as Markov Logic, Probabilistic Soft Logic, etc.
- Each edge template has a cost  $\theta > 0$ .

**Detail:** Variation among *edge instances* of a template.

- WordNet: cat → feline vs. cup → container.
- Nearest neighbors distance.
- Each edge instance has a distance f.

Cost of an edge is  $\theta_i \cdot f_i$ . Cost of a path is  $\theta \cdot \mathbf{f}$ . Can learn parameters  $\theta$ .





**Taken for granted:**  $A \Rightarrow B$  and  $B \Rightarrow C$  then  $A \Rightarrow C$ .



October 26, 2014

**Taken for granted:**  $A \Rightarrow B$  and  $B \Rightarrow C$  then  $A \Rightarrow C$ .

- nocturnal  $\xrightarrow{\downarrow}$  diurnal, all  $\xrightarrow{\wedge}$  not all
  - $\therefore$  all bats are nocturnal  $\stackrel{?}{\rightarrow}$  not all bats are diurnal



**Taken for granted:**  $A \Rightarrow B$  and  $B \Rightarrow C$  then  $A \Rightarrow C$ .

- nocturnal  $\xrightarrow{\downarrow}$  diurnal, all  $\xrightarrow{\wedge}$  not all
  - $\therefore$  all bats are nocturnal  $\stackrel{?}{\rightarrow}$  not all bats are diurnal

$\bowtie$	$\equiv$	Ш	□	人	<b>-</b>	)	#
	=			人	<b>_</b>	)	#
			#	1	1	#	# #
		#	□ # □ ⇒	$\cup$	#	)	#
人	人	$\cup$	1	=	$\Box$		#
1	1	#	1	□	#	□ □ #	#
	$\smile$	$\cup$	#		#		#   #   #   #   #   #
#	#	#	#	#	#	#	#





**Taken for granted:**  $A \Rightarrow B$  and  $B \Rightarrow C$  then  $A \Rightarrow C$ .

- nocturnal  $\xrightarrow{\downarrow}$  diurnal, all  $\xrightarrow{\wedge}$  not all
  - $\therefore$  all bats are nocturnal  $\stackrel{?}{\rightarrow}$  not all bats are diurnal

$\bowtie$	=			人	1	)	#
=	=			人	1	)	#
		□ □ #	#	1	1	#	#
		#		$\cup$	#	)	#   #
人	人	$\overline{}$	1	≡	$\Box$		#
1	1	#	1	<b>■ □ □ #</b>	#	<b>□ □</b> #	#
	$\smile$	$\overline{}$	#	⊒	$\Box$		#
#	#	#	#	#	#	#	#





**Taken for granted:**  $A \Rightarrow B$  and  $B \Rightarrow C$  then  $A \Rightarrow C$ .

- nocturnal  $\xrightarrow{\downarrow}$  diurnal, all  $\xrightarrow{\wedge}$  not all
  - $\therefore$  all bats are nocturnal  $\stackrel{?}{\rightarrow}$  not all bats are diurnal

					16.		
$\bowtie$	=	Ш	⊒	人	<u></u>	)	#
≡	=			人		)	#
		 #	#			#	#
⊒		#	<del>#</del>   ⊒	Y /	#	)	#   #
人	人	$\overline{}$			$\supseteq$		#
1	1	#			#   #   #	□ □ #	#
	$\smile$	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \			⊒	#	#
#	#	#	#	#	#	#	#





## **Natural Logic Analog of Transitivity:**

State **Fact**  Mutation

all bats are nocturnal,



## **Natural Logic Analog of Transitivity:**

State **Fact** Mutation

(nocturnal  $\xrightarrow{\downarrow}$  diurnal) all bats are nocturnal.



## **Natural Logic Analog of Transitivity:**

#### **Fact** State

- ⇒ all bats are nocturnal.
- $\Rightarrow \neg$  all bats are diurnal.

#### Mutation

 $(nocturnal \xrightarrow{\downarrow} diurnal)$ 





## Natural Logic Analog of Transitivity:

#### State Fact

- ⇒ all bats are nocturnal.
- $\Rightarrow \neg$  all bats are diurnal.

#### Mutation

(nocturnal  $\xrightarrow{\downarrow}$  diurnal)  $(all \stackrel{\wedge}{\rightarrow} not all)$ 



## Natural Logic Analog of Transitivity:

#### **Fact** State

- ⇒ all bats are nocturnal,
- $\Rightarrow \neg$  all bats are diurnal.
  - ⇒ not all bats are diurnal

#### Mutation

(nocturnal  $\xrightarrow{\downarrow}$  diurnal)  $(all \stackrel{\wedge}{\rightarrow} not all)$ 



## **Natural Logic Analog of Transitivity:**

State	Fact	Mutation
$\Rightarrow$	all bats are nocturnal,	(nocturnal $\stackrel{ }{ ightarrow}$ diurnal)
$\Rightarrow \neg$	all bats are diurnal,	(all $\stackrel{\curlywedge}{ o}$ not all)
$\Rightarrow$	not all bats are diurnal	

Complex *join table* can be reduced to tracking a simple binary distinction.



#### FraCaS Textual Entailment Suite:

- Used in MacCartney and Manning (2007; 2008).
- RTE-style problems: is the hypothesis entailed from the premise?



#### FraCaS Textual Entailment Suite:

- Used in MacCartney and Manning (2007; 2008).
- RTE-style problems: is the hypothesis entailed from the premise?

P: At least three commissioners spend a lot of time at home.

H: At least three commissioners spend time at home.



#### FraCaS Textual Entailment Suite:

- Used in MacCartney and Manning (2007; 2008).
- RTE-style problems: is the hypothesis entailed from the premise?
  - P: At least three commissioners spend a lot of time at home.
  - H: At least three commissioners spend time at home.
  - P: At most ten commissioners spend a lot of time at home.
  - H: At most ten commissioners spend time at home.



#### FraCaS Textual Entailment Suite:

- Used in MacCartney and Manning (2007; 2008).
- RTE-style problems: is the hypothesis entailed from the premise?
  - P: At least three commissioners spend a lot of time at home.
  - H: At least three commissioners spend time at home.
  - P: At most ten commissioners spend a lot of time at home.
  - H: At most ten commissioners spend time at home.
- 9 focused sections; 3 in scope for this work.

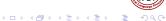


#### FraCaS Textual Entailment Suite:

- Used in MacCartney and Manning (2007; 2008).
- RTE-style problems: is the hypothesis entailed from the premise?
  - P: At least three commissioners spend a lot of time at home.
  - H: At least three commissioners spend time at home.
  - P: At most ten commissioners spend a lot of time at home.
  - H: At most ten commissioners spend time at home.
- 9 focused sections; 3 in scope for this work.

#### Not a blind test set!

 "Can we make deep inferences without knowing the premise a priori?"



## **Systems**

M07: MacCartney and Manning (2007) M08: MacCartney and Manning (2008)

Classify entailment after aligning premise and hypothesis.



## **Systems**

M07: MacCartney and Manning (2007)

M08: MacCartney and Manning (2008)

Classify entailment after aligning premise and hypothesis.

**N**: NaturalLI (this work)

Search blindly from hypothesis for the premise.



## **Systems**

M07: MacCartney and Manning (2007)

M08: MacCartney and Manning (2008)

Classify entailment after aligning premise and hypothesis.

**N**: NaturalLI (this work)

Search blindly from hypothesis for the premise.

§	Category	Accuracy		
		M07	80M	Ν
1	Quantifiers	84	97	95
5	Adjectives	60	80	73
6	Comparatives	69	81	87



## **Systems**

M07: MacCartney and Manning (2007)

M08: MacCartney and Manning (2008)

Classify entailment after aligning premise and hypothesis.

**N**: NaturalLI (this work)

Search blindly from hypothesis for the premise.

§	Category	Accuracy		
		M07	80M	Ν
1	Quantifiers	84	97	95
5	Adjectives	60	80	73
6	Comparatives	69	81	87
Applicable (1,5,6)		76	90	89





## ConceptNet:

A semi-curated collection of common-sense facts.



## ConceptNet:

 A semi-curated collection of common-sense facts. not all birds can fly noses are used to smell nobody wants to die music is used for pleasure



### ConceptNet:

- A semi-curated collection of common-sense facts. not all birds can fly noses are used to smell nobody wants to die music is used for pleasure
- Negatives: ReVerb extractions marked false by Turkers.



### ConceptNet:

- A semi-curated collection of common-sense facts. not all birds can fly noses are used to smell nobody wants to die music is used for pleasure
- Negatives: ReVerb extractions marked false by Turkers.
- Small (1378 train / 1080 test), but fairly broad coverage.



### ConceptNet:

- A semi-curated collection of common-sense facts. not all birds can fly noses are used to smell nobody wants to die music is used for pleasure
- Negatives: ReVerb extractions marked false by Turkers.
- Small (1378 train / 1080 test), but fairly broad coverage.

## Our Knowledge Base:

270 million lemmatized Ollie extractions.



## **Systems**

**Direct Lookup**: Lookup by lemmas.

NaturalLI: Our system.



## **Systems**

**Direct Lookup**: Lookup by lemmas.

NaturalLI: Our system.

**NaturalLI Only:** Use only inference (prohibit exact matches).



## **Systems**

**Direct Lookup**: Lookup by lemmas.

NaturalLI: Our system.

**NaturalLI Only:** Use only inference (prohibit exact matches).

System	Р	R
Direct Lookup	100.0	12.1



## **Systems**

**Direct Lookup**: Lookup by lemmas.

NaturalLI: Our system.

**NaturalLI Only:** Use only inference (prohibit exact matches).

System	Р	R
Direct Lookup	100.0	12.1
NaturalLI Only	88.8	40.1
NaturalLI	90.6	49.1



## **Systems**

**Direct Lookup**: Lookup by lemmas.

NaturalLI: Our system.

**NaturalLI Only:** Use only inference (prohibit exact matches).

System	Р	R
Direct Lookup	100.0	12.1
NaturalLI Only	88.8	40.1
NaturalLI	90.6	49.1

• 4x improvement in recall.



## Conclusions

### **Takeaways**

- Deep inferences from a large knowledge base.
- Leverage arbitrarily large plain-text knowledge bases.
- "Soft" logic with probability of truth.



## Conclusions

## **Takeaways**

- Deep inferences from a large knowledge base.
- Leverage arbitrarily large plain-text knowledge bases.
- "Soft" logic with probability of truth.

## Strictly better than querying a knowledge base.

- 12% recall  $\rightarrow$  49% recall @ 91% precision.
- Checks logical entailment (not just fuzzy guery).





## Conclusions

## **Takeaways**

- Deep inferences from a large knowledge base.
- Leverage arbitrarily large plain-text knowledge bases.
- "Soft" logic with probability of truth.

## Strictly better than querying a knowledge base.

- 12% recall  $\rightarrow$  49% recall @ 91% precision.
- Checks logical entailment (not just fuzzy guery).

## Complexity doesn't grow with knowledge base size.





# Thanks!



http://plato42.stanford.edu/naturalli

