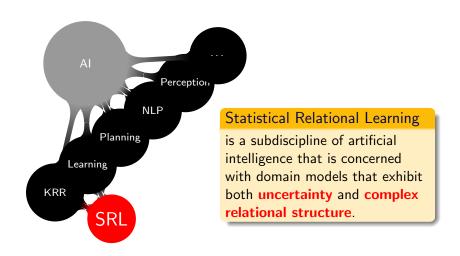
# Learning and Reasoning in Logic Tensor Networks: Theory and Application to Semantic Image Interpretation

<u>Luciano Serafini</u><sup>1</sup>, Ivan Donadello<sup>1,2</sup>, Artur d'Avila Garces<sup>3</sup>

<sup>1</sup>Fondazione Bruno Kessler, Italy <sup>2</sup>University of Trento, Italy <sup>3</sup>City University London, UK

April 5, 2017

### The SRL Mindmap

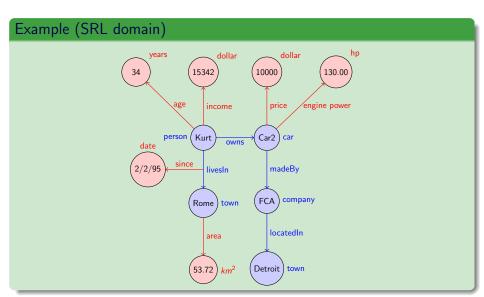


### Hybrid domains

We are interested in Statistical Relational Learning over  $\frac{hybrid\ domains}{hybrid\ domains}$ , i.e., domains that are characterized by the presence of

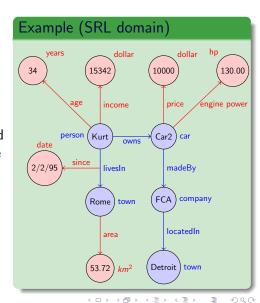
- structured data (categorical/semantic);
- continuous data (continuous features);

### Hybrid domains



#### Tasks in Statistical Relational Learning

- Object Classification:
   Predicting the type of an object based on its relations and attributes:
- Reletion detenction:
   Predicting if two objects are connected by a relation, based on types and attributes of the participating objects;
- Regression: predicting the (distribution of) values of the attributies of an object, (a pair of related objects) based on the types and relations of the object(s) involved.

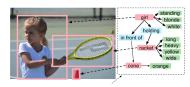


#### Real-world uncertain, structured and hybrid domains

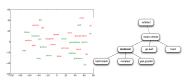
**Robotics:** a robot's location is a continuous values while the types of the objects it encounters can be described by discrete set of classes



Semantic Image Interpretation: The visual features of a bounding box of a picture are continuous values, while the types of objects contained in a bounding box and the relations between them are taken from a discrete set



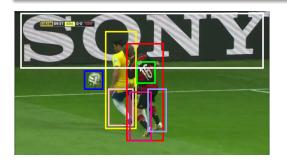
Natural Language Processing: The distributional semantics provide a vectorial (numerical) representation of the meaning of words, while WordNet associates to each word a set of synsets and a set of relations with other words which are finite and discrete



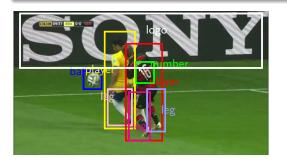


#### semantic Image Interpretation (SII)

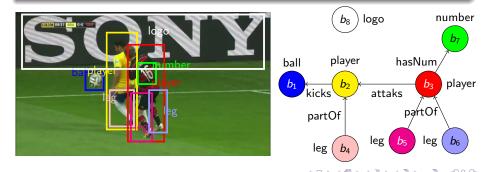
• detect the main objects shown in the picture;



- detect the main objects shown in the picture;
- assign to each object an object type;



- detect the main objects shown in the picture;
- assign to each object an object type;
- determine the relations between the objects as shown in the picture
- represent the outcome of the detection in a semantic structure.



### Language - to specify knowledge about models

Two sorted first order language: (abstract sort and numeric sort)

- Abstract constant symbols  $(b_1, b_2, \dots, b_8)$ ;
- Abstract relation symbols (player(x), ball(x), partOf(x,y),hasNum(x,y);
- Numeric function symbols (xBL(x),yBL(x),width(x),height(h) area(x),color(x),contRatio(x,y);

#### COLOR CODE:

- denotes objects and relations of the domain structure;
- denotes attributes and relations between attributes of the numeric part of the domain.

#### Example (Domain descritpion:)

#### knowledge about object detection:

```
xBL(b_1) = 23, yBL(b_1) = 73,

width(b_1) = 20, height(b_1) = 21

xBL(b_2) = 45, yBL(b_1) = 70,

width(b_1) = 40, height(b_1) = 104 ...

contRatio(b_2, b_4) = 1.0,

contRatio(b_2, b_5) = 0.4, ...
```

#### Example (Domain descritpion:)

```
knowledge about object detection: xBL(b_1) = 23, yBL(b_1) = 73, width(b_1) = 20, height(b_1) = 21 xBL(b_2) = 45, yBL(b_1) = 70, width(b_1) = 40, height(b_1) = 104 ... contRatio(b_2, b_4) = 1.0, contRatio(b_2, b_5) = 0.4, ... partial knowledge about object types and relations ball(b_1), player(b_2), player(b_3), leg(b_4), leg(b_5), partOf(b_3, b_2), kicks(b_2, b_1), hasNum(b_3, b_7), ...
```

#### Example (Domain descritpion:)

```
knowledge about object detection:
xBL(b_1) = 23, yBL(b_1) = 73,
width(b_1) = 20, height(b_1) = 21
xBL(b_2) = 45, yBL(b_1) = 70,
width(b_1) = 40, height(b_1) = 104...
contRatio(b_2, b_4) = 1.0,
contRatio(b_2, b_5) = 0.4, \dots
partial knowledge about object types and
relations
ball(b_1), player(b_2), player(b_3),
leg(b_4), leg(b_5), partOf(b_3, b_2),
kicks(b_2, b_1), hasNum(b_3, b_7), \dots
ontological axioms
\forall xy.partOf(x,y) \land leg(x) \rightarrow player(y),
\forall xy, kick(x, y) \rightarrow player(x) \land ball(y),
\forall xypartOf(x, y) \rightarrow contRatio(x, y) > .9
\forall x player(x) \rightarrow \neg ball(x),
```

#### Example (Domain descritpion:)

```
knowledge about object detection: xBL(b_1) = 23, \ yBL(b_1) = 73, width(b_1) = 20, \ height(b_1) = 21 xBL(b_2) = 45, \ yBL(b_1) = 70, width(b_1) = 40, \ height(b_1) = 104 \dots contRatio(b_2, b_4) = 1.0, contRatio(b_2, b_5) = 0.4, \dots partial knowledge about object types and relations
```

 $ball(b_1)$ ,  $player(b_2)$ ,  $player(b_3)$ ,  $leg(b_4)$ ,  $leg(b_5)$ ,  $partOf(b_3, b_2)$ ,  $kicks(b_2, b_1)$ ,  $hasNum(b_3, b_7)$ ,...

ontological axioms  $\forall xy.partOf(x,y) \land leg(x) \rightarrow player(y), \forall xy, kick(x,y) \rightarrow player(x) \land ball(y), \forall xypartOf(x,y) \rightarrow contRatio(x,y) > .9 \forall xplayer(x) \rightarrow \neg ball(x),$ 

#### Example (Queries)

Query about missing knowledge about object tipes and relations

 $xBL(b_{10}) = 83$ ,

 $vBL(b_{10} = 42,$ 

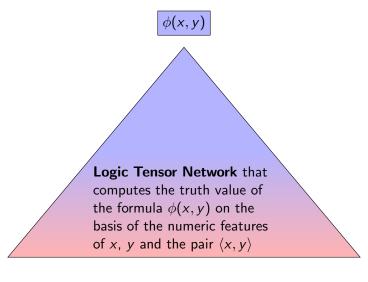
player(
$$b_{10}$$
)  $\begin{vmatrix} xBL(b_{10}) = 83, \\ yBL(b_{10} = 42, \\ width(b_{10} = 30) \\ ... \end{vmatrix}$ 

 $width(b_{10} = 30$ ...

$$\begin{array}{ll} \textit{partOf}(b_{10},b_{11}) & \textit{xBL}(b_{11}) = 83, \\ \textit{yBL}(b_{11} = 42, \\ \textit{width}(b_{11} = 30) \end{array}$$

contRatio $(b_{10}, b_{11}) = 0.6$ contRatio $(b_{11}, b_{10}) = 0.9$ 

#### Logic Tensor Network basic idea







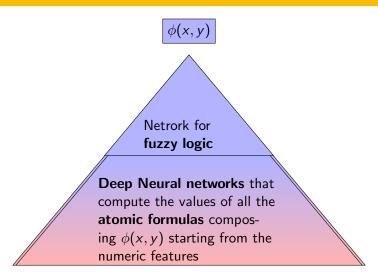








### Logic Tensor Network basic idea















### LTN for predicates

*n* unary numeric function  $f_1(x), \ldots, f_n(x)$  and *m* binary numeric function  $g_1(x, y), \ldots, g_m(x, y)$ 

#### LTN for unary predicate/type P(x)

$$LTN_{P}(\mathbf{v}) = \sigma \left( u_{P}^{\mathsf{T}} \tanh \left( \mathbf{v}^{\mathsf{T}} W_{P}^{[1:k]} \mathbf{v} + V_{P} \mathbf{v} + b_{P} \right) \right)$$

 $w_P \in \mathbb{R}^{k \times n \times n}$ ,  $V_P \in \mathbb{R}^{k \times n}$ ,  $b_P \in \mathbb{R}^k$ , and  $u_P \in \mathbb{R}^k$  are **parameters**.

#### LTN for binary relation R(x, y)

$$LTN_{P}(\mathbf{v}) = \sigma \left( u_{P}^{\mathsf{T}} \tanh \left( \mathbf{v}^{\mathsf{T}} W_{P}^{[1:k]} \mathbf{v} + V_{P} \mathbf{v} + b_{P} \right) \right)$$

 $w_P \in \mathbb{R}^{k \times h \times h}$ ,  $V_P \in \mathbb{R}^{k \times h}$ ,  $b_P \in \mathbb{R}^k$ , and  $u_P \in \mathbb{R}^k$  are **parameters**, and h = 2(n + m) = the total number of numeric features that can be obtained applying  $f_i$  and  $g_i$  to x and y.

### Fuzzy semantics for propositional connectives

- In fuzzy semantics atoms are assigned with some truth value in real interval [0,1]
- connectives have functional semantics. e.g., a binary connective  $\circ$  must be interpreted in a function  $f_{\circ}: [0,1]^2 \to [0,1]$ .
- Truth values are ordeblue, i.e., if x > y, then x is a stronger truth than y
- Generalization of classical propositional logic:
  - 0 corresponds to FALSE and 1 corresponds to TRUE

### Fuzzy semantics for connectives and quantifiers

### 

Alternatively, use Gödel or Product T-norm, and geometric or aritmetic mean as aggregator.

aggregation  $\forall x.a(x) = \lim_{n \to \infty} \left(\frac{1}{n} \sum_{i=1}^{n} (a(i)^{-1})^{-1}\right)$ 

### Constructive semantics for Existential quantifier

- LTN interprets existential quantifiers constructively via Skolemization.
- Every formula  $\forall x_1, \dots, x_n \exists y \phi(x_1, \dots, x_n, y)$  is rewritten as  $\forall x_1, \dots, x_m \phi(x_1, \dots, x_n, f(x_1, \dots, x_m))$ ,
- by introducing a new *m*-ary function symbol *f*,

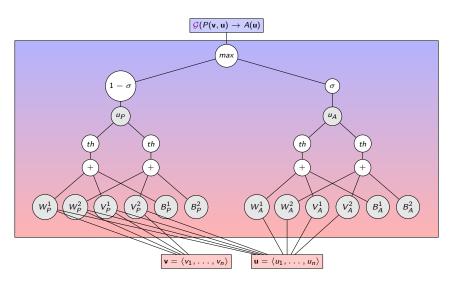
#### Example

$$\forall x.(cat(x) \rightarrow \exists y.partof(y,x) \land tail(y))$$

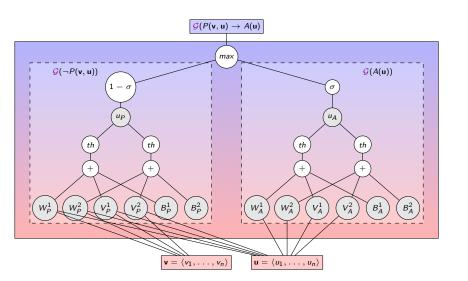
is transformed in

$$\forall x (cat(x) \rightarrow partOf(tailOf(x), x) \land tail(tailOf(x)))$$

### Grounding = relation between logical symbols and data



### Grounding = relation between logical symbols and data



### Parameter learning = best satisfiability

Given a FOL theory K the <u>best satisfiability problem</u> as the problem of finding the set of parameters  $\Theta$  of the LTN, then the problems become  $\mathcal{G}^* = LTN(K, \Theta^*)$ 

$$\Theta^* = \operatorname*{argmax}_{\Theta} \left( \min_{\mathtt{K} \models \phi} \mathit{LTN}(\mathtt{K}, \Theta)(\phi) \right)$$

### Learning from model description and answering queries

K

```
xBL(b_1) = 23, yBL(b_1) = 73,
width(b_1) = 20, height(b_1) = 21
xBL(b_2) = 45, yBL(b_1) = 70,
width(b_1) = 40, height(b_1) = 104...
contRatio(b_2, b_4) = 1.0, contRatio(b_2, b_5) = 0.4, ...
ball(b_1), player(b_2), player(b_3),
leg(b_4), leg(b_5), partOf(b_3, b_2),
kicks(b_2, b_1), hasNum(b_3, b_7), \dots
\forall xy.partOf(x,y) \land leg(x) \rightarrow player(y),
\forall xy, kick(x, y) \rightarrow player(x) \land ball(y),
\forall xypartOf(x, y) \rightarrow contRatio(x, y) > .9
\forall x player(x) \rightarrow \neg ball(x).
```

### Learning from model description and answering queries

$$\Theta^* = \operatorname{argmax}_{\Theta} \left( \min_{K \models \phi} LTN(K, \Theta)(\phi) \right)$$



```
xBL(b_1) = 23, yBL(b_1) = 73,
width(b_1) = 20, height(b_1) = 21
xBL(b_2) = 45, yBL(b_1) = 70,
width(b_1) = 40, height(b_1) = 104...
contRatio(b_2, b_4) = 1.0, contRatio(b_2, b_5) = 0.4, ...
ball(b_1), player(b_2), player(b_3),
leg(b_4), leg(b_5), partOf(b_3, b_2),
kicks(b_2, b_1), hasNum(b_3, b_7), \dots
\forall xy.partOf(x,y) \land leg(x) \rightarrow player(y),
\forall xy, kick(x, y) \rightarrow player(x) \land ball(y),
\forall xypartOf(x, y) \rightarrow contRatio(x, y) > .9
\forall x player(x) \rightarrow \neg ball(x).
```

### Learning from model description and answering queries

$$\Theta^* = \operatorname{argmax}_{\Theta} \left( \min_{\mathbb{K} \models \phi} LTN(K, \Theta)(\phi) \right)$$



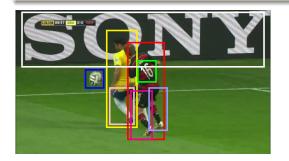


```
LTN_{K,\Theta^*} \left( player(b_{10}) \middle| \begin{array}{c} xBL(b_{10}) = 83, \\ yBL(b_{10} = 42, \\ width(b_{10}) = 30 \end{array} \right)
xBL(b_1) = 23, yBL(b_1) = 73,
width(b_1) = 20, height(b_1) = 21
xBL(b_2) = 45, yBL(b_1) = 70,
width(b_1) = 40, height(b_1) = 104...
contRatio(b_2, b_4) = 1.0, contRatio(b_2, b_5) = 0.4, ...
ball(b_1), player(b_2), player(b_3),
leg(b_4), leg(b_5), partOf(b_3, b_2),
kicks(b_2, b_1), hasNum(b_3, b_7), \dots
\forall xy.partOf(x,y) \land leg(x) \rightarrow player(y),
\forall xy, kick(x, y) \rightarrow player(x) \land ball(y).
\forall xypartOf(x, y) \rightarrow contRatio(x, y) > .9
\forall x player(x) \rightarrow \neg ball(x).
```

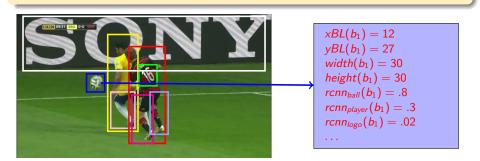


#### semantic Image Interpretation (SII)

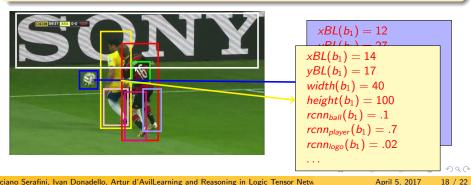
• object detection: Fast RCNN (state of the art object detector)



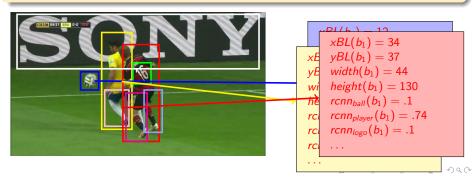
- object detection: Fast RCNN (state of the art object detector)
- Fast-RCNN returns candidate bounding boxes, associated with weights for each object class;



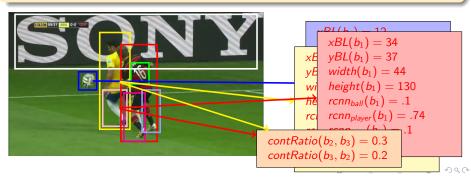
- object detection: Fast RCNN (state of the art object detector)
- Fast-RCNN returns candidate bounding boxes, associated with weights for each object class;



- object detection: Fast RCNN (state of the art object detector)
- Fast-RCNN returns candidate bounding boxes, associated with weights for each object class;



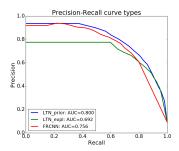
- object detection: Fast RCNN (state of the art object detector)
- Fast-RCNN returns candidate bounding boxes, associated with weights for each object class;
- For each pair of bounding boxe we compute additional binary feature that measure the mutual overlap between the two bounding boxes.

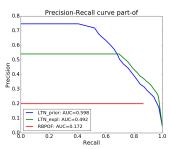


#### LTN evaluation on PascalPart dataset

- PascalPart contains 10103 pictures annotated with a set of bounding boxes labelled with object types (60 classes among animals, vehicles, and indor objects)
- We train an LTN with the approx 2/3 pictures and test on 1/3. by including the following **background knowledge** 
  - ▶ positive/negative examples for object classes (from training set) weel(bb1), car(bb2), ¬horse(bb2), ¬person(bb4)
  - ▶ positive/negative examples for relations (we focus on parthood relation). partOf(bb1, bb2), ¬partOf(bb2, bb3),...,
  - ▶ general axioms about parthood relation:  $\forall x.car(x) \land partof(y,y) \rightarrow wheeel(y) \lor mirror(y) \lor door(y) \lor \dots$ ,)

#### LTN for SII results





- LTN<sub>prior</sub> is an LTN trained with positive and negative examples + general axioms about partOo relation
- LTN<sub>expl</sub> is an LTN trained only with positive and negative examples of types and partOf
- FRCNN is the baseline proposal classification for types given by Fast-RCNN
- RBPOF is the baseline for partOf based on the naive criteria

 $area\ containment \ge threshold$ 

#### **Conclusions**

- we introduce Logic Tensor Networks, a general framework for SRL that integrates fuzzy logical reasoning and machine learning based on neural networks;
- We apply LTN to the challanging problem of semantic image interpretation;
- We experimentally show that the usage of logic based background knowledge improves the performance of automatic classification based only on numeric features.

# Thanks for your attention