# **Scalable Learning of Probabilistic Circuits**





### Motivation

Given a selection of sushi...











...and people's preferences...































...how can we model this as a probability distribution...







$$\arg \max p(1^{st} =?, 2^{nd} =?, 3^{rd} =?, 4^{th} = \bigcirc, 5^{th} = \bigcirc)$$







$$p((\mathbf{3}^{\mathsf{rd}} = \bigcirc ) \to \mathbf{1}^{\mathsf{st}} = \bigcirc ) \lor \mathbf{2}^{\mathsf{nd}} = \bigcirc )$$

...and extract meaningful queries from it?

### Motivation

Given a selection of sushi...











...and people's preferences...





























**Marginals** 

**Conditionals** 

**MPE** 

**Logical events** 

...how can we model this as a probability distribution...

 $p(1^{st} = \bigcirc, 3^{rd} = \bigcirc)$ 

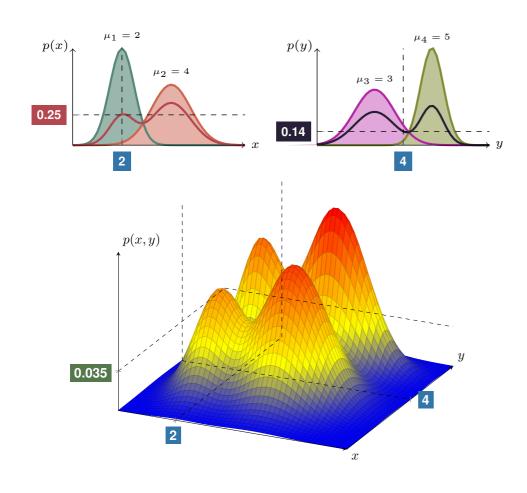
$$p(2^{nd} = P(1^{st} = P(1^{st}$$

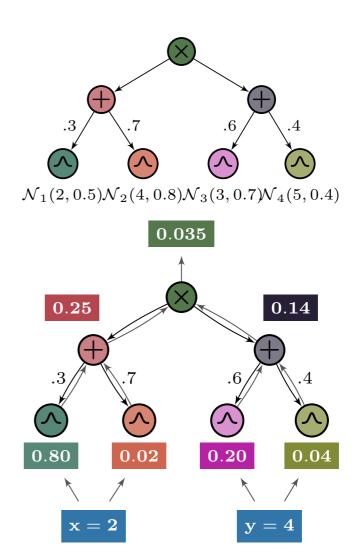
 $\arg \max p(1^{st} =?, 2^{nd} =?, 3^{rd} =?, 4^{th} = 3, 5^{th} = 3$ 

$$p((\mathbf{3}^{\mathsf{rd}} = \bigcirc ) \to \mathbf{1}^{\mathsf{st}} = \bigcirc ) \lor \mathbf{2}^{\mathsf{nd}} = \bigcirc )$$

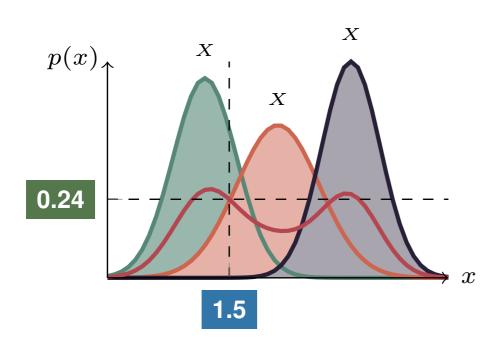
...and extract meaningful queries from it?

### **Probabilistic Circuits**

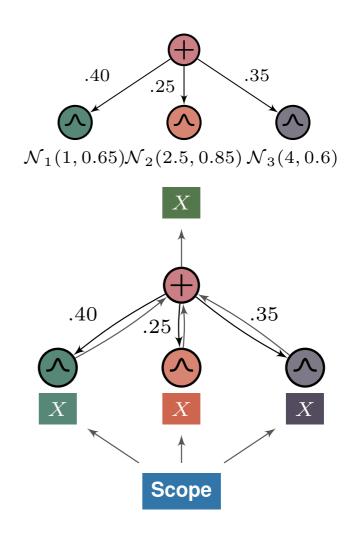




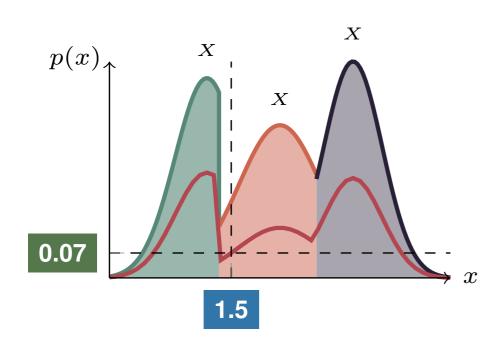
### Probabilistic Circuits – Smoothness



**Definition 1** (Smoothness). *Every sum node child mentions the <u>same</u> variables.* 

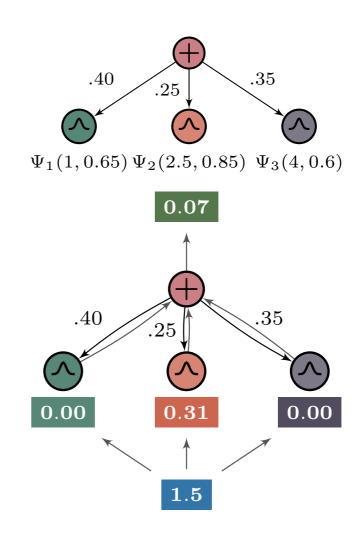


### Probabilistic Circuits – Determinism

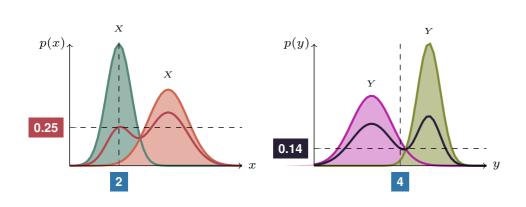


**Definition 2** (Determinism).

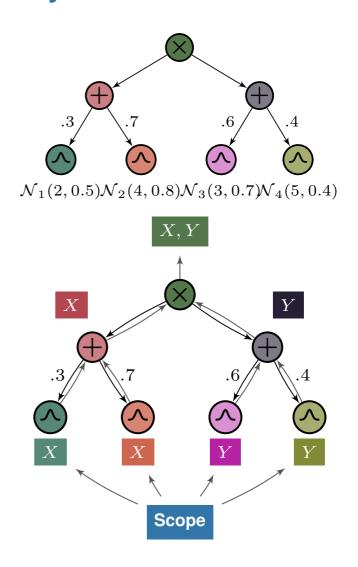
At most one sum node child has a positive value.



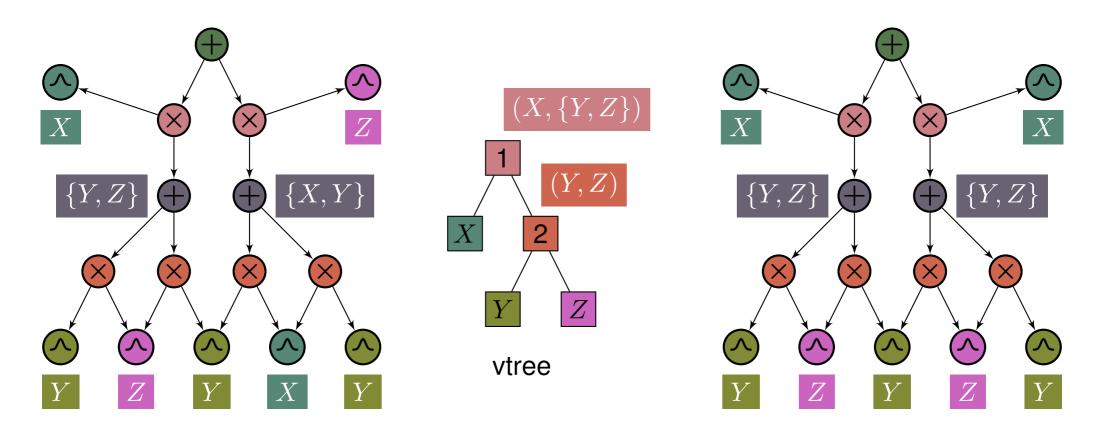
# Probabilistic Circuits – Decomposability



**Definition 3** (Decomposability). *Every product node child mentions <u>different</u> variables.* 



## Probabilistic Circuits – Structured Decomposability



**Definition 4** (Structured decomposability). *Every product node follows a vtree decomposition.* 

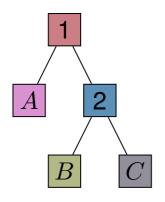
# Probabilistic Circuits – Tractability

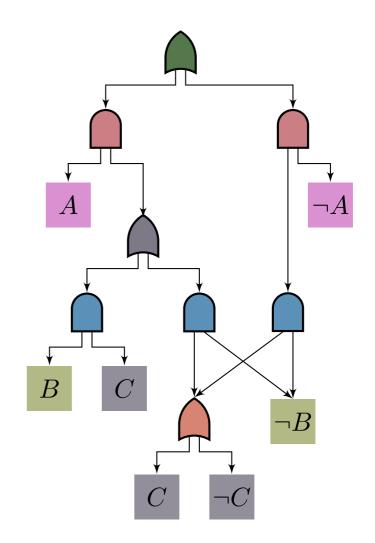
Query	+Sm?	+Dec?	+Det?	+Str Dec?
Evidence	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>
Marginals	X	<b>✓</b>	<b>/</b>	$\checkmark$
Conditionals	X	<b>✓</b>		$\checkmark$
MPE	X	X	$\checkmark$	$\checkmark$
Shannon Entropy*	X	X		$\checkmark$
Rényi Entropy*	X	X	$\checkmark$	$\checkmark$
Cross Entropy*	X	X	X	$\checkmark$
Kullback-Leibler Div*	X	X	X	$\checkmark$
Rényi's Alpha Div*	X	X	X	$\checkmark$
Cauchy-Schwarz Div*	X	X	X	$\checkmark$
Logical Events	X	X	X	$\checkmark$
Mutual Information*	X	X	X	<b>✓</b>

# Probabilistic Circuits – Logic Circuits

$\overline{\Delta}$	B	$\overline{C}$	$\phi(\mathbf{x})$
			$\varphi(\mathbf{A})$
0	0	0	1
1	0	0	1
0	1	0	0
1	1	0	0
0	0	1	1
1	0	1	1
0	1	1	0
1	1	1	1

$$\phi(A, B, C) = (A \lor B) \land (\neg B \lor C)$$

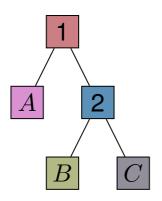


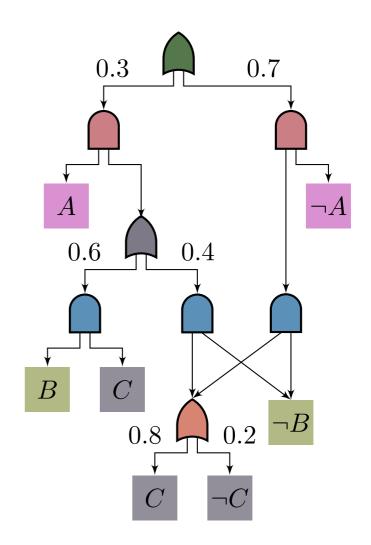


# Probabilistic Circuits – Support

$\overline{A}$	B	C	$\phi(\mathbf{x})$	$p(\mathbf{x})$
0	0	0	1	0.140
1	0	0	1	0.024
0	1	0	0	0.000
1	1	0	0	0.000
0	0	1	1	0.560
1	0	1	1	0.096
0	1	1	0	0.000
1	1	1	1	0.180

$$\phi(A, B, C) = (A \vee B) \wedge (\neg B \vee C)$$





# Learning Probabilistic Circuits

#### **Divide-and-Conquer Approaches (DIV)**

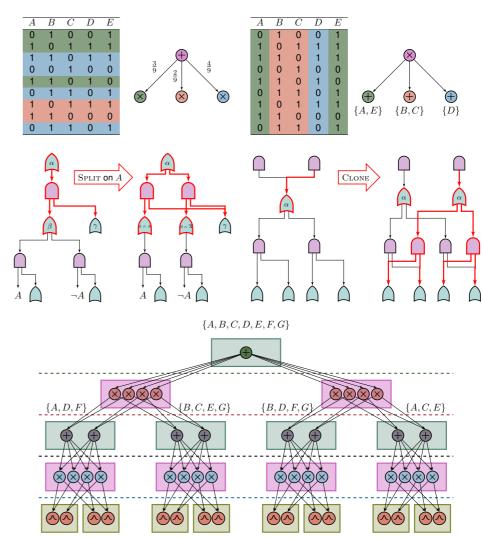
- Usually recursive;
- Splits data by similarity and stat dep;
- Stat dep usually costly;
- Usually tree-shaped.

#### **Incremental Approaches (INCR)**

- · Requires an initial circuit;
- Grows from local transformations:
- Local transformations preserve properties;
- Searching for candidates to transform is costly.

#### Random Approaches (RAND)

- Fast;
- Randomly generates circuits;
- Data blind and data guided approaches exist;
- Usually relies on many hyperparams;
- · Worse performance.



 $\{D\}$ 

 $\{A,F\}$ 

 $\{B, E\}$ 

 $\{C,G\}$ 

 $\{B,D\}$ 

# Learning Probabilistic Circuits

#### **Divide-and-Conquer Approaches (DIV)**

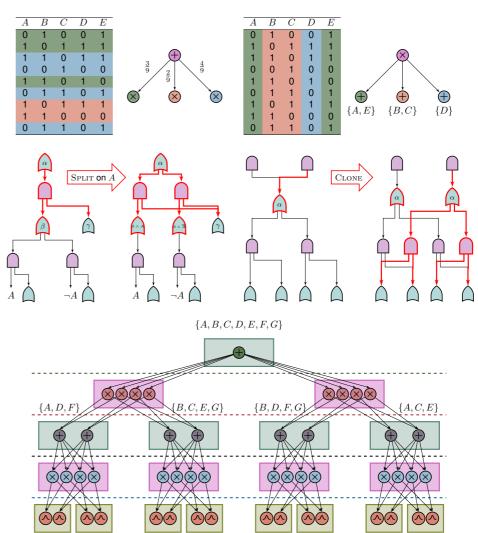
- Usually recursive;
- Splits data by similarity and stat dep;
- Stat dep usually costly;
- Usually tree-shaped.

#### **Incremental Approaches (INCR)**

- · Requires an initial circuit;
- Grows from local transformations;
- Local transformations preserve properties;
- Searching for candidates to transform is costly.

#### Random Approaches (RAND)

- Fast;
- Randomly generates circuits;
- Data blind and data guided approaches exist;
- Usually relies on many hyperparams;
- Worse performance.



 $\{B, E\}$ 

 $\{C,G\}$ 

 $\{B,D\}$ 

 $\{A, F\}$ 

# Learning Probabilistic Circuits

#### **Divide-and-Conquer Approaches (DIV)**

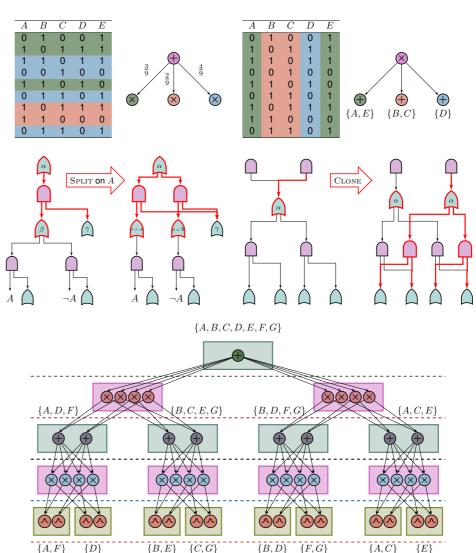
- Usually recursive;
- Splits data by similarity and stat dep;
- Stat dep usually costly;
- · Usually tree-shaped.

#### **Incremental Approaches (INCR)**

- · Requires an initial circuit;
- Grows from local transformations;
- Local transformations preserve properties;
- Searching for candidates to transform is costly.

#### Random Approaches (RAND)

- Fast;
- Randomly generates circuits;
- Data blind and data guided approaches exist;
- Usually relies on many hyperparams;
- Worse performance.



 $\{A,F\}$ 

# Learning Probabilistic Circuits – Where are we right now?

Name	Class	Time Complexity	# hyperparams	Accepts logic?	Sm?	Dec?	Det?	Str Dec?	<b>{0,1}?</b>	№?	ℝ?	Reference
LEARNSPN	DIV	$egin{cases} \mathcal{O}\left(nkmc ight) &  ext{, if sum} \ \mathcal{O}\left(nm^3 ight) &  ext{, if product} \end{cases}$	$\geq 2$	Х	1	✓	X	X	1	✓	✓	Gens and Domingos [2013]
ID-SPN	DIV	$ \begin{cases} \mathcal{O}\left(nkmc\right) & \text{, if sum} \\ \mathcal{O}\left(nm^3\right) & \text{, if product} \\ \mathcal{O}\left(ic(rn+m)\right) & \text{, if input} \end{cases} $	$\geq 2+3$	×	1	1	×	×	1	✓	X	Rooshenas and Lowd [2014]
Prometheus	DIV	$\begin{cases} \mathcal{O}\left(nkmc\right) & \text{, if sum} \\ \mathcal{O}\left(m(\log m)^2\right) & \text{, if product} \end{cases}$	$\geq 1$	×	1	✓	X	×	1	✓	✓	Jaini et al. [2018a]
LEARNPSDD	INCR	$ \begin{cases} \mathcal{O}\left(m^2\right) & \text{, top-down vtree} \\ \mathcal{O}\left(m^4\right) & \text{, bottom-up vtree} \\ \mathcal{O}\left(i \mathcal{C} ^2\right) & \text{, circuit structure} \end{cases} $	1	✓	1	1	1	✓	1	Х	X	Liang et al. [2017]
STRUDEL	INCR	$ \begin{cases} \mathcal{O}\left(m^2n\right) & \text{, CLT + vtree} \\ \mathcal{O}\left(i\left( \mathcal{C} n+m^2\right)\right) & \text{, circuit structure} \end{cases} $	1	✓	1	✓	✓	✓	<b>√</b>	X	X	Dang et al. [2020]
RAT-SPN	RAND	$\mathcal{O}\left(rd(s+l)\right)$	4	×	1	✓	X	×	1	✓	✓	Peharz et al. [2020]
XPC	RAND	$\mathcal{O}\left(i(t+kn)+ikm^2n\right)$	3	X	1	✓	✓	✓	1	X	X	Mauro et al. [2021]
SAMPLEPSDD	RAND	$\begin{cases} \mathcal{O}\left(m\right) & \text{, random vtree} \\ \mathcal{O}\left(kc\log c + \log_2^2 k\right) & \text{, per call} \\ \left(\mathcal{O}\left(m^2\right) & \text{, top-down vtree} \right) \end{cases}$	1	✓	1	1	✓	✓	1	Х	Х	Geh and Mauá [2021]
LEARNRP	RAND	$ \begin{cases} \mathcal{O}\left(m^4\right) & \text{, top-down viree} \\ \mathcal{O}\left(knm\right) & \text{, per call} \end{cases} $	0	X	1	<b>√</b>	X	✓	1	<b>√</b>	<b>√</b>	To appear

# Learning Probabilistic Circuits – Where are we right now?

Name	Class	Time Complexity	# hyperparams	Accepts logic?	Sm?	Dec?	Det?	Str Dec?	<b>{0,1}?</b>	№?	ℝ?	Reference
LEARNSPN	DIV	$\begin{cases} \mathcal{O}\left(nkmc\right) & \text{, if sum} \\ \mathcal{O}\left(nm^3\right) & \text{, if product} \end{cases}$	$\geq 2$	×	1	✓	X	X	<b>✓</b>	<b>√</b>	<b>✓</b>	Gens and Domingos [2013]
ID-SPN	DIV	$ \begin{cases} \mathcal{O}\left(nkmc\right) & \text{, if sum} \\ \mathcal{O}\left(nm^3\right) & \text{, if product} \\ \mathcal{O}\left(ic(rn+m)\right) & \text{, if input} \end{cases} $	$\geq 2+3$	X	1	✓	×	×	1	✓	X	Rooshenas and Lowd [2014]
Prometheus	DIV	$\begin{cases} \mathcal{O}\left(nkmc\right) & \text{, if sum} \\ \mathcal{O}\left(m(\log m)^2\right) & \text{, if product} \end{cases}$	$\geq 1$	×	1	✓	X	×	/	✓	✓	Jaini et al. [2018a]
LEARNPSDD	INCR	$ \begin{cases} \mathcal{O}\left(m^2\right) & \text{, top-down vtree} \\ \mathcal{O}\left(m^4\right) & \text{, bottom-up vtree} \\ \mathcal{O}\left(i \mathcal{C} ^2\right) & \text{, circuit structure} \end{cases} $	1	✓	1	1	1	✓	1	Х	Х	Liang et al. [2017]
STRUDEL	INCR	$ \begin{cases} \mathcal{O}\left(m^2n\right) & \text{, CLT + vtree} \\ \mathcal{O}\left(i\left( \mathcal{C} n+m^2\right)\right) & \text{, circuit structure} \end{cases} $	1	1	1	✓	✓	✓	✓	X	X	Dang et al. [2020]
RAT-SPN	RAND	$\mathcal{O}\left(rd(s+l)\right)$	4	×	1	<b>√</b>	X	×	1	✓	✓	Peharz et al. [2020]
XPC	RAND	$\mathcal{O}\left(i(t+kn)+ikm^2n\right)$	3	×	1	✓	✓	✓	1	X	X	Mauro et al. [2021]
$\Rightarrow$ SAMPLEPSDD	RAND	$\begin{cases} \mathcal{O}\left(m\right) & \text{, random vtree} \\ \mathcal{O}\left(kc\log c + \log_2^2 k\right) & \text{, per call} \end{cases}$	1	√	1	1	1	✓	1	Х	Х	Geh and Mauá [2021]
LEARNRP	RAND	$\left\{ egin{array}{ll} \mathcal{O}\left(m^2 ight) &  ext{, top-down vtree} \ \mathcal{O}\left(m^4 ight) &  ext{, bottom-up vtree} \ \mathcal{O}\left(knm ight) &  ext{, per call} \end{array}  ight.$	0	Х	1	✓	X	✓	✓	✓	✓	To appear

# A Logical Perspective

### Motivation



















Bob: 🥮











Carol:









#### If we assume

- n sushi types,
- k sized rankings with  $k \leq n$ ,
- $X_{ij}$  binary variables; i is sushi type, j is position in ranking;

then the total number of possible assignments of the  $n \cdot k$  variables is  $2^{nk}$  ...

...but many of these are zero probability assignments!

If we can embed total ranking constraints...

...we go down to <u>k!</u> total assignments!

**Takeaway:** models which exploit domain knowledge are much more efficient!

#### **Example:**

$$n = 3, k = 3$$

$X_{11}$	$X_{12}$	$X_{13}$	$X_{21}$	• • •	$X_{33}$	$p(\mathbf{x}) > 0$
0	0	0	0	0	0	0
1	0	0	0	0	0	0
0	1	0	0	0	0	0
1	1	0	0	0	0	0
0	0	1	0	0	0	0
:	:	:	÷	÷	:	:
0	1	1	1	1	1	0
1	1	1	1	1	1	0

Assignments:  $2^{3\cdot 3} = 512$ 

Positive assignments: 3! = 6

### Motivation

#### **Existing approaches:**

LEARNPSDD (Liang et al. [2017]):

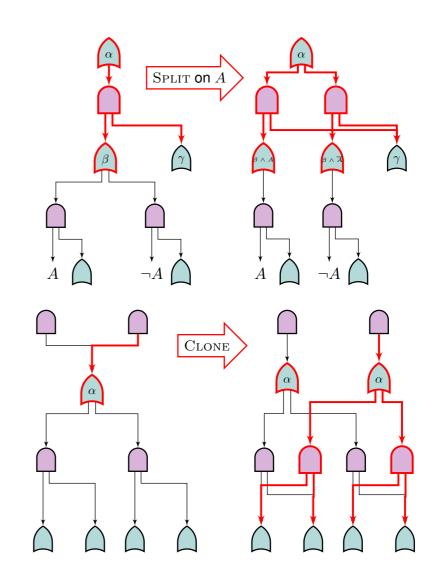
- 🔀 Requires initial logic circuit encoding the support...
- Scales poorly to complex formulae and/or high dimension...
- Costly whole circuit evaluation at every iteration...
- Very good performance!

STRUDEL (Dang et al. [2020]):

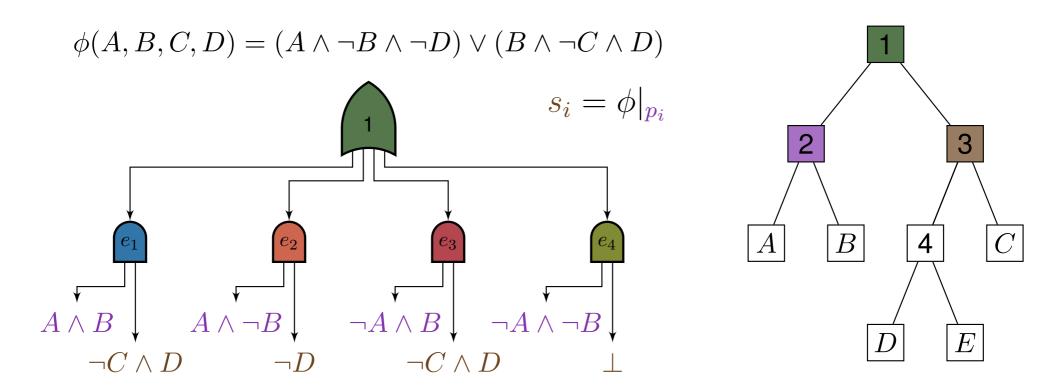
- ☑ Constructs an initial structure (from a CLT)!
- But does not encode constraints...
- Scales to high dimension!
- As long as the circuit doesn't get too big...

SAMPLEPSDD (Geh and Mauá [2021]):

- ✓ Scales to high dimension and complex formulae!
- ✓ Constructs a structure consistent with constraints!
- But does so by relaxing the formula...
- Performance varies on set bounds and vtree structure...

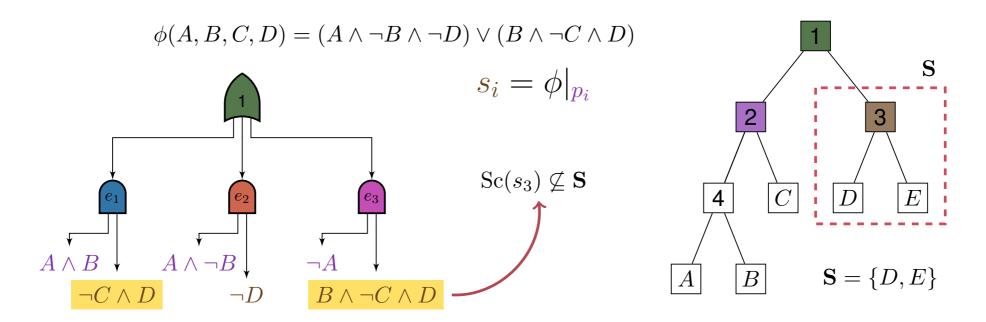


Common assumption:  $p_i$  are conjunctions of literals.



**Problem:** size of circuit is exponential in the size of  $p_i$ 's scope.

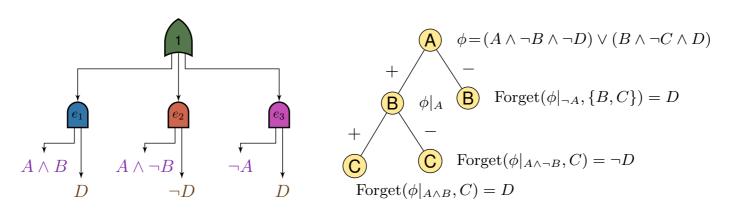
**Solution:** randomly sample a bounded number (k) of  $p_i$ 



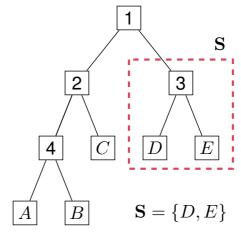
**But:** this violates structured decomposability:

 $\neg C \land D$  contains C, and  $C \notin \mathbf{S}$  $\neg B \land \neg C \land D$  contains B and C, and  $B, C \notin \mathbf{S}$ 

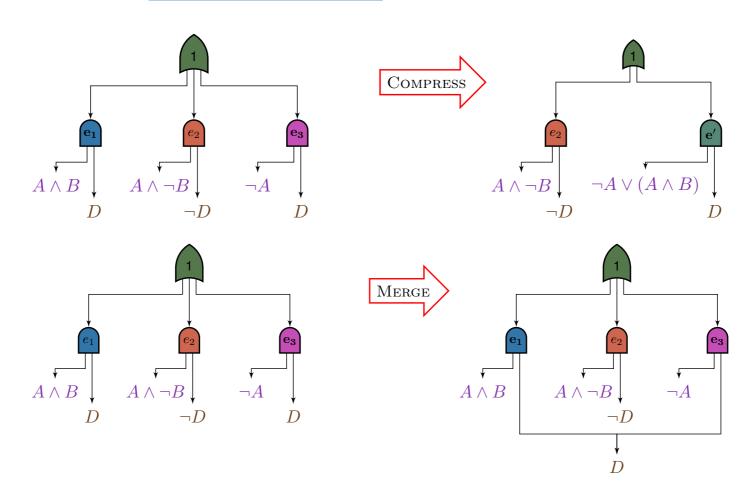
### **New solution:** relax logical constraints $\phi$



Now all  $s_i$  respect S



Apply **local transformations** for variety and size reduction



# Experiments

**Evaluation:** we sample 30 PSDDs and use 5 ensemble strategies:

- Likelihood weighting (LLW),
- Uniform weights,
- Expectation-Maximization (EM),
- Stacking,
- ▼ Bayesian Model Combination (BMC);

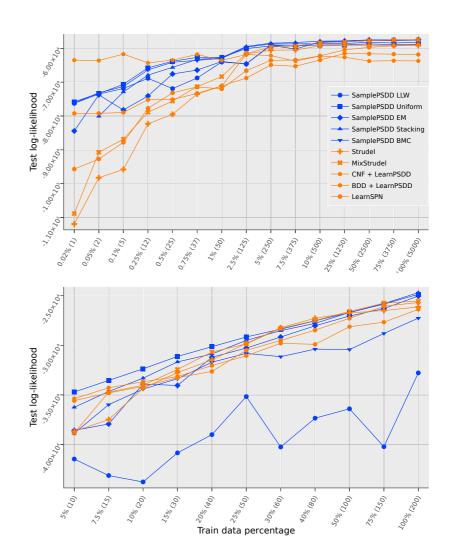
comparing against STRUDEL, LEARNPSDD and LEARNSPN.

**Datasets:** we evaluate with 5 data + knowledge as logic constraints:

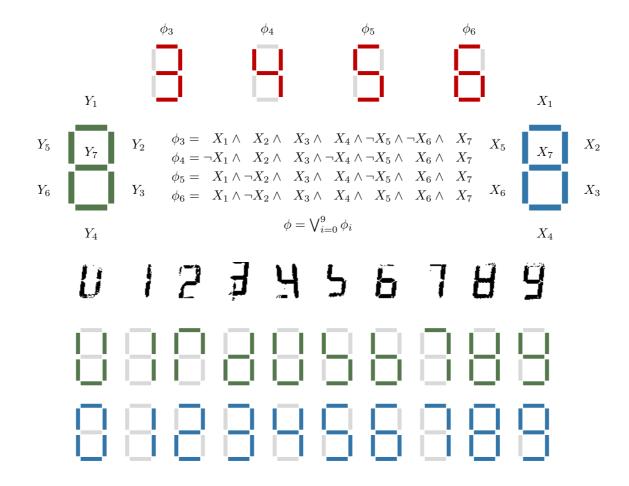
	Dataset	#vars	#train	$\phi$ 's size
$\Rightarrow$	LED	14	5000	23
$\Rightarrow$	LED + IMAGES	157	700	39899
	Sushi Ranking	100	3500	17413
	Sushi Top 5	10	3500	37
	Dota 2 Games	227	92650	1308

Our approach fares **better** with **fewer** data , yet remains **competitive** under **lots of data** .

Mattei et al. [2020], Kamishima [2003], Shen et al. [2017], Choi et al. [2015], Gens and Domingos [2013], Dang et al. [2020]



# Experiments – LED



# Experiments

**Evaluation:** we sample 30 PSDDs and use 5 ensemble strategies:

- Likelihood weighting (LLW),
- Uniform weights,
- Expectation-Maximization (EM),
- Stacking,
- ▼ Bayesian Model Combination (BMC);

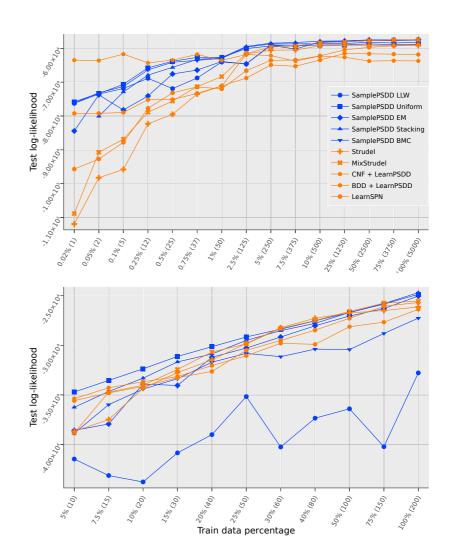
comparing against STRUDEL, LEARNPSDD and LEARNSPN.

**Datasets:** we evaluate with 5 data + knowledge as logic constraints:

	Dataset	#vars	#train	$\phi$ 's size
$\Rightarrow$	LED	14	5000	23
$\Rightarrow$	LED + IMAGES	157	700	39899
	Sushi Ranking	100	3500	17413
	Sushi Top 5	10	3500	37
	Dota 2 Games	227	92650	1308

Our approach fares **better** with **fewer** data , yet remains **competitive** under **lots of data** .

Mattei et al. [2020], Kamishima [2003], Shen et al. [2017], Choi et al. [2015], Gens and Domingos [2013], Dang et al. [2020]



# Experiments

**Evaluation:** we sample 30 PSDDs and use 5 ensemble strategies:

- Likelihood weighting (LLW),
- Uniform weights,
- Expectation-Maximization (EM),
- Stacking,
- ▼ Bayesian Model Combination (BMC);

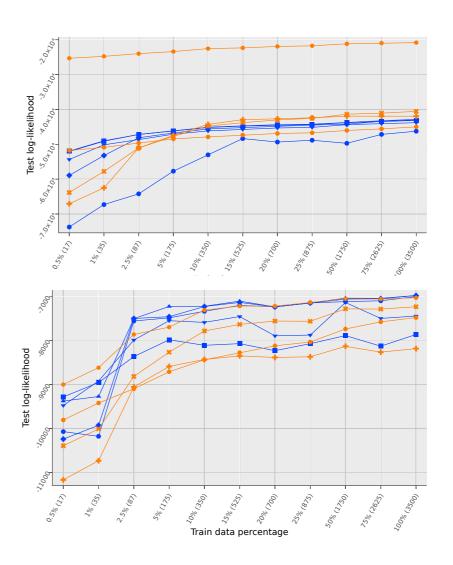
comparing against STRUDEL, LEARNPSDD and LEARNSPN.

**Datasets:** we evaluate with 5 data + knowledge as logic constraints:

	Dataset	#vars	#train	$\phi$ 's size
	LED	14	5000	23
	LED + IMAGES	157	700	39899
$\Rightarrow$	Sushi Ranking	100	3500	17413
$\Rightarrow$	Sushi Top 5	10	3500	37
	Dota 2 Games	227	92650	1308

Our approach fares **better** with **fewer** data, yet remains **competitive** under **lots of data**.

Mattei et al. [2020], Kamishima [2003], Shen et al. [2017], Choi et al. [2015], Gens and Domingos [2013], Dang et al. [2020]



# Experiments – Sushi Ranking

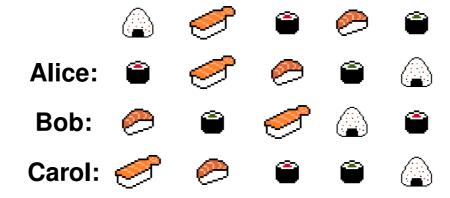


n sushi types and k rank positions

$$\alpha = \begin{pmatrix} X_{i1} \wedge \neg X_{i2} \wedge \cdots \wedge \neg X_{ik} \end{pmatrix} \qquad \beta = \begin{pmatrix} X_{1j} \wedge \neg X_{2j} \wedge \cdots \wedge \neg X_{nj} \end{pmatrix} \\ \vee (\neg X_{i1} \wedge X_{i2} \wedge \cdots \wedge \neg X_{ik}) \qquad \vee (\neg X_{1j} \wedge X_{2j} \wedge \cdots \wedge \neg X_{nj}) \\ \vdots \qquad \vdots \qquad \vdots \\ \vee (\neg X_{i1} \wedge \neg X_{i2} \wedge \cdots \wedge X_{ik}) \qquad \vdots \\ \text{Rank position} \qquad \qquad \text{Type uniqueness}$$

 $\phi = \alpha \wedge \beta$ 

# Experiments – Sushi Top 5



n sushi types and k rank positions

Top 
$$k$$
 out of  $n$  sushi  $\equiv n$ -choose- $k$  model  $\equiv \text{cardinality } \text{Exactly}(k, n)$ 

$$\phi = \text{Exactly}(k, n) = \left(\sum_{X} X = k\right)$$

# Experiments

**Evaluation:** we sample 30 PSDDs and use 5 ensemble strategies:

- Likelihood weighting (LLW),
- Uniform weights,
- Expectation-Maximization (EM),
- Stacking,
- ▼ Bayesian Model Combination (BMC);

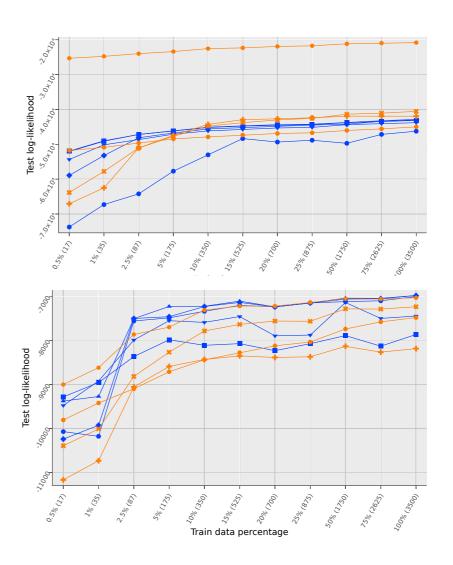
comparing against STRUDEL, LEARNPSDD and LEARNSPN.

**Datasets:** we evaluate with 5 data + knowledge as logic constraints:

	Dataset	#vars	#train	$\phi$ 's size
	LED	14	5000	23
	LED + IMAGES	157	700	39899
$\Rightarrow$	Sushi Ranking	100	3500	17413
$\Rightarrow$	Sushi Top 5	10	3500	37
	Dota 2 Games	227	92650	1308

Our approach fares **better** with **fewer** data, yet remains **competitive** under **lots of data**.

Mattei et al. [2020], Kamishima [2003], Shen et al. [2017], Choi et al. [2015], Gens and Domingos [2013], Dang et al. [2020]



# Experiments

**Evaluation:** we sample 30 PSDDs and use 5 ensemble strategies:

- Likelihood weighting (LLW),
- Uniform weights,
- Expectation-Maximization (EM),
- Stacking,
- ▼ Bayesian Model Combination (BMC);

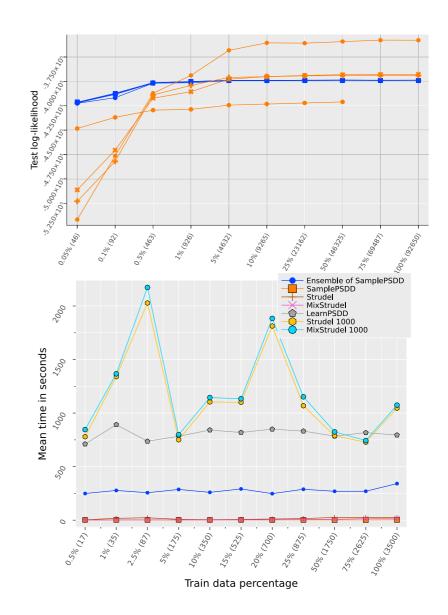
comparing against STRUDEL, LEARNPSDD and LEARNSPN.

**Datasets:** we evaluate with 5 data + knowledge as logic constraints:

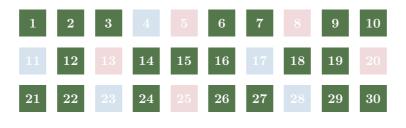
Dataset	#vars	#train	$\phi$ 's size
LED	14	5000	23
LED + IMAGES	157	700	39899
Sushi Ranking	100	3500	17413
Sushi Top 5	10	3500	37
Dota 2 Games	227	92650	1308

Our approach fares **better** with **fewer** data , yet remains **competitive** under **lots of data** 

Mattei et al. [2020], Kamishima [2003], Shen et al. [2017], Choi et al. [2015], Gens and Domingos [2013], Dang et al. [2020]



# Experiments – Dota 2 Games





$$\underline{\alpha = \text{Exactly}(k, n)}$$
Intractable as CNF

n characters, k for each team

$$\underbrace{\gamma = X_i \neq Y_j, \, \forall X_i, Y_j}_{\text{Intractable as BDD}}$$

$$\underbrace{X = X_i \neq Y_j, \forall X_i, Y_j}_{\text{ntractable as BDD}}$$

 $\beta = \text{Exactly}(k, n)$ 

$$\phi = \alpha \wedge \beta \wedge \gamma$$

# Experiments

**Evaluation:** we sample 30 PSDDs and use 5 ensemble strategies:

- Likelihood weighting (LLW),
- Uniform weights,
- Expectation-Maximization (EM),
- Stacking,
- ▼ Bayesian Model Combination (BMC);

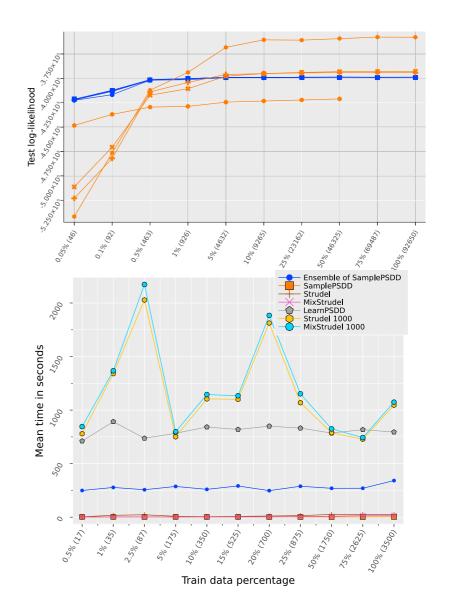
comparing against STRUDEL, LEARNPSDD and LEARNSPN.

**Datasets:** we evaluate with 5 data + knowledge as logic constraints:

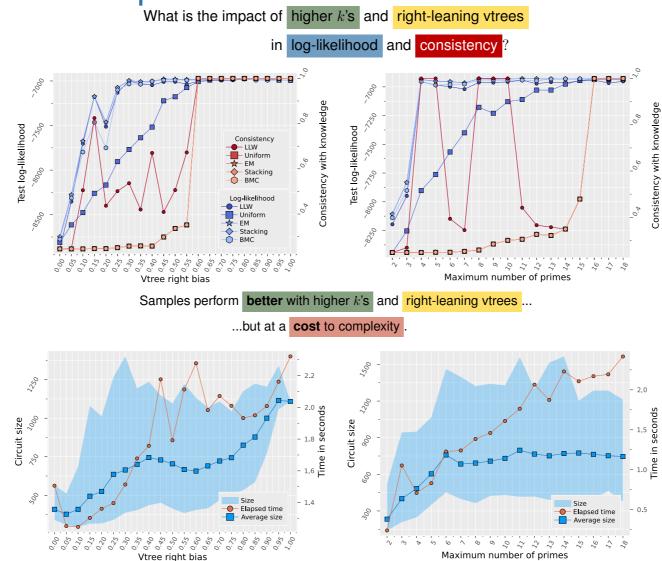
Dataset	#vars	#train	$\phi$ 's size
LED	14	5000	23
LED + IMAGES	157	700	39899
Sushi Ranking	100	3500	17413
Sushi Top 5	10	3500	37
DOTA 2 GAMES	227	92650	1308

Our approach fares better with fewer data, yet remains competitive under lots of data

Mattei et al. [2020], Kamishima [2003], Shen et al. [2017], Choi et al. [2015], Gens and Domingos [2013], Dang et al. [2020]



### SAMPLEPSDD – Experiments



# Learning Probabilistic Circuits – Where are we right now?

Name	Class	Time Complexity	# hyperparams	Accepts logic?	Sm?	Dec?	Det?	Str Dec?	<b>{0,1}?</b>	№?	ℝ?	Reference
LEARNSPN	DIV	$\left\{ egin{aligned} \mathcal{O}\left(nkmc ight) &  ext{, if sum} \ \mathcal{O}\left(nm^3 ight) &  ext{, if product} \end{aligned}  ight.$	$\geq 2$	×	1	✓	X	X	1	✓	✓	Gens and Domingos [2013]
ID-SPN	DIV	$ \begin{cases} \mathcal{O}\left(nkmc\right) & \text{, if sum} \\ \mathcal{O}\left(nm^3\right) & \text{, if product} \\ \mathcal{O}\left(ic(rn+m)\right) & \text{, if input} \end{cases} $	$\geq 2+3$	×	1	1	X	×	<b>✓</b>	✓	X	Rooshenas and Lowd [2014]
Prometheus	DIV	$\begin{cases} \mathcal{O}\left(nkmc\right) & \text{, if sum} \\ \mathcal{O}\left(m(\log m)^2\right) & \text{, if product} \end{cases}$	$\geq 1$	×	1	✓	X	×	1	✓	✓	Jaini et al. [2018a]
LEARNPSDD	INCR	$ \begin{cases} \mathcal{O}\left(m^2\right) & \text{, top-down vtree} \\ \mathcal{O}\left(m^4\right) & \text{, bottom-up vtree} \\ \mathcal{O}\left(i \mathcal{C} ^2\right) & \text{, circuit structure} \end{cases} $	1	1	1	✓	✓	✓	1	X	X	Liang et al. [2017]
STRUDEL	INCR	$ \begin{cases} \mathcal{O}\left(m^2n\right) & \text{, CLT + vtree} \\ \mathcal{O}\left(i\left( \mathcal{C} n+m^2\right)\right) & \text{, circuit structure} \end{cases} $	1	✓	1	✓	✓	✓	<b>√</b>	X	X	Dang et al. [2020]
RAT-SPN	RAND	$\mathcal{O}\left(rd(s+l)\right)$	4	×	1	✓	X	X	1	✓	✓	Peharz et al. [2020]
XPC	RAND	$\mathcal{O}\left(i(t+kn)+ikm^2n\right)$	3	X	1	✓	✓	✓	1	X	X	Mauro et al. [2021]
SAMPLEPSDD	RAND	$\begin{cases} \mathcal{O}\left(m\right) & \text{, random vtree} \\ \mathcal{O}\left(kc\log c + \log_2^2 k\right) & \text{, per call} \end{cases}$	1	✓	1	1	1	✓	1	Х	Х	Geh and Mauá [2021]
⇒ LEARNRP	RAND	$\left\{ egin{array}{ll} \mathcal{O}\left(m^2 ight) & \text{, top-down vtree} \\ \mathcal{O}\left(m^4 ight) & \text{, bottom-up vtree} \\ \mathcal{O}\left(knm ight) & \text{, per call} \end{array}  ight.$	0	Х	1	✓	X	✓	✓	<b>√</b>	<b>√</b>	To appear

# A Data Perspective

## Motivation

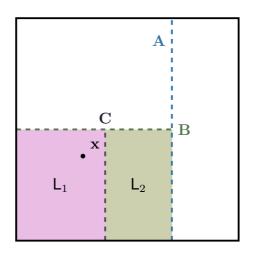
### **Density Estimation Trees...**

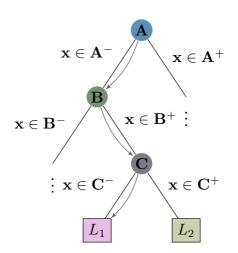
- ✓ ...are fast;
- ✓ ...are interpretable;
- ✓ ...are (somewhat) explainable;
- ✓ ...have extensive literature coverage;
- ...are not so expressive;
- ...only accept marginalization queries;
- ...are not so accurate;

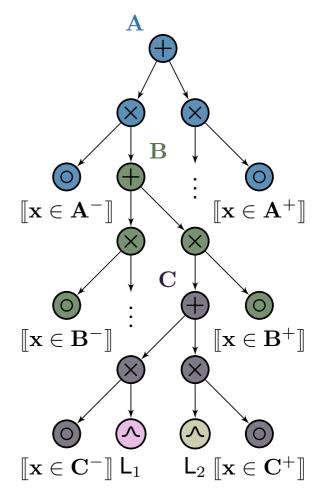
### ...but are subsumed by circuits!

Learn DETs ⊂ Learn PCs?

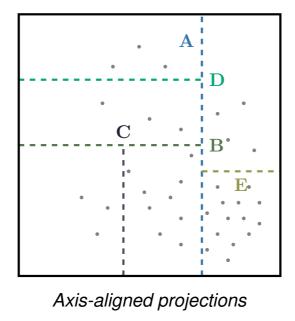
Can we take advantage of known learning procedures in DETs and transplant them to more general circuits?

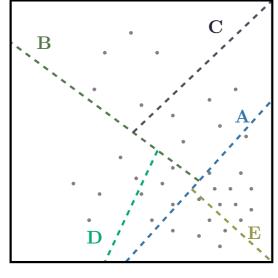






## Random Projections

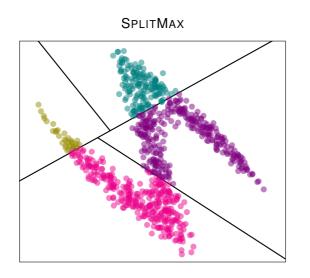


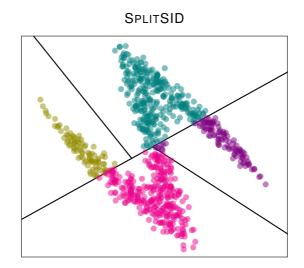


Random projections

If the data has *intrinsic dimension* d, then with constant probability the part of the data at level d or higher of the tree has average diameter less than half of the data.

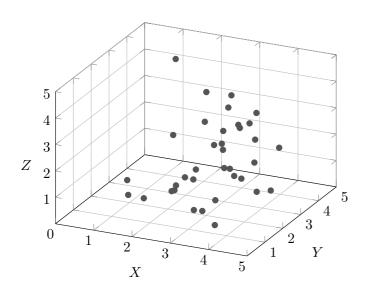
# Random Projections

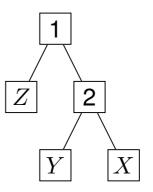




If the data has *intrinsic dimension* d, then with constant probability the part of the data at level d or higher of the tree has average diameter less than half of the data.

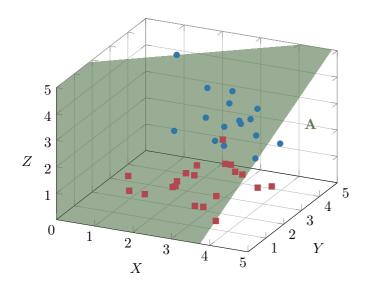
## LearnRP



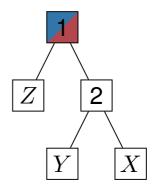


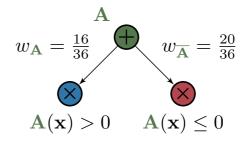


## LearnRP



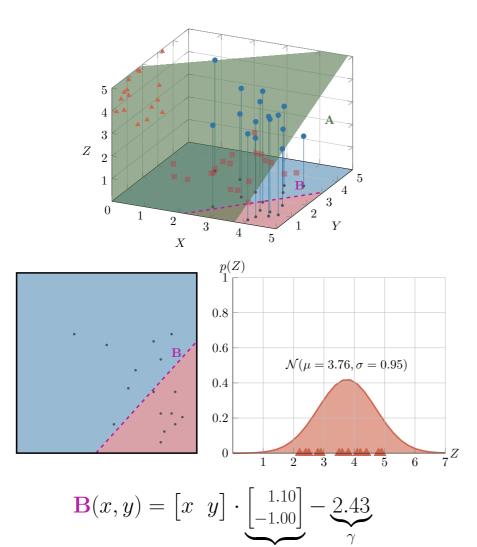
$$\mathbf{A}(x, y, z) = \begin{bmatrix} x & y & z \end{bmatrix} \cdot \underbrace{\begin{bmatrix} -0.31 \\ -0.40 \\ 0.85 \end{bmatrix}}_{q} + \underbrace{1}_{\theta}$$

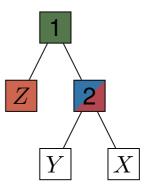


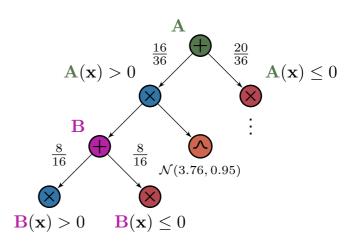


 $w_{\mathbf{A}}$ : probability of  $\mathbf{A}(\mathbf{x}) > 0$ 

## LearnRP







## Parameter Optimization

### **Expectation-Maximization (EM)**

• Full EM (dataset D)

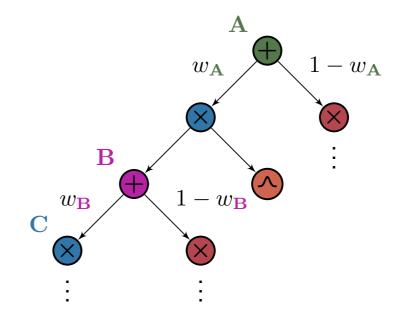
$$w_{\mathbf{B}} \propto w_{\mathbf{B}} \cdot \sum_{\mathbf{x} \in \mathbf{D}} \frac{1}{p_{\mathbf{A}}(\mathbf{x})} \cdot \frac{\partial p_{\mathbf{A}}(\mathbf{x})}{\partial p_{\mathbf{B}}(\mathbf{x})} \cdot p_{\mathbf{C}}(\mathbf{x})$$

• Minibatch EM (batch  $\mathbf{M} \subset \mathbf{D}$ )

$$w_{\mathbf{B}} \propto w_{\mathbf{B}} \cdot \sum_{\mathbf{x} \in \mathbf{M}} \frac{1}{p_{\mathbf{A}}(\mathbf{x})} \cdot \frac{\partial p_{\mathbf{A}}(\mathbf{x})}{\partial p_{\mathbf{B}}(\mathbf{x})} \cdot p_{\mathbf{C}}(\mathbf{x})$$

**LEARNRP-100:** LEARNRP + 100 itrs of minibatch

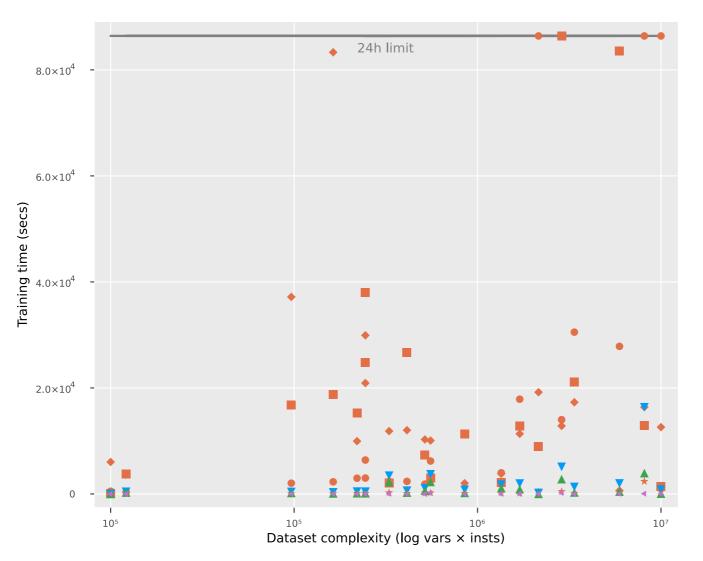
**LEARNRP-F:** LEARNRP-100 + 30 itrs of full

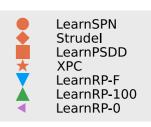


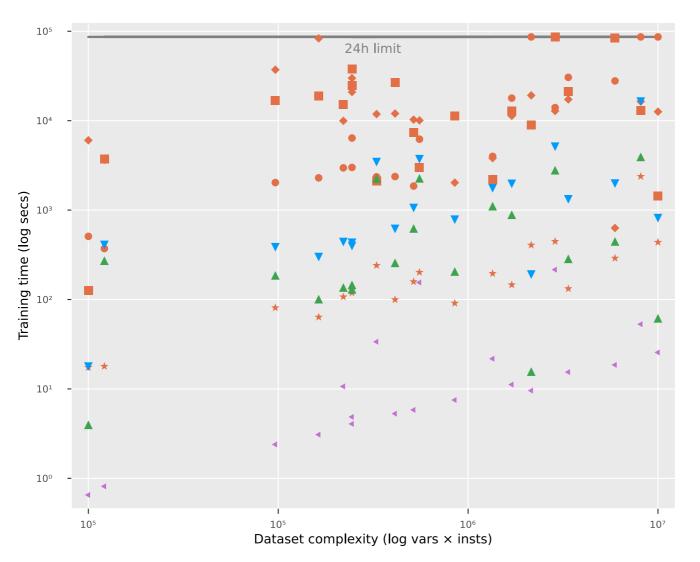
## LEARNRP - Datasets

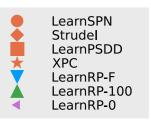
Dataset	Vars	Train	Test	Domain	Dataset	Vars	Train	Test	Domain
ACCIDENTS	111	12758	2551	$\{0,1\}$	NLTCS	16	16181	3236	$\overline{\{0,1\}}$
AD	1556	2461	491	$\{0, 1\}$	PLANTS	69	17412	3482	$\{0, 1\}$
AUDIO	100	15000	3000	$\{0,1\}$	PUMSB-STAR	163	12262	2452	$\{0, 1\}$
BBC	1058	1670	330	$\{0, 1\}$	EACHMOVIE	500	4524	591	$\{0, 1\}$
NETFLIX	100	15000	3000	$\{0, 1\}$	RETAIL	135	22041	4408	$\{0, 1\}$
BOOK	500	8700	1739	$\{0,1\}$	ABALONE	8	3760	417	$\mathbb{R}$
20-NEWSGRP	910	11293	3764	$\{0, 1\}$	CA	22	7373	819	$\mathbb{R}$
REUTERS-52	889	6532	1540	$\{0,1\}$	QUAKE	4	1961	217	$\mathbb{R}$
WEBKB	839	2803	838	$\{0,1\}$	SENSORLESS	48	52659	5850	$\mathbb{R}$
DNA	180	1600	1186	$\{0,1\}$	BANKNOTE	4	1235	137	$\mathbb{R}$
JESTER	100	9000	4116	$\{0, 1\}$	FLOWSIZE	3	1358674	150963	$\mathbb{R}$
KDD	65	180092	34955	$\{0,1\}$	KINEMATICS	8	7373	819	$\mathbb{R}$
KOSAREK	190	33375	6675	$\{0,1\}$	IRIS	4	90	10	$\mathbb{R}$
MSNBC	17	291326	58265	$\{0,1\}$	OLDFAITH	2	245	27	$\mathbb{R}$
MSWEB	294	29441	5000	$\{0,1\}$	CHEMDIABET	3	131	14	$\mathbb{R}$

Dataset	LEARNSPN	STRUDEL	LEARNPSDD	XPC	PROMETHEUS	LEARNRP-F	LEARNRP-100
ACCIDENTS	-30.03	-28.73	-30.16	-31.02	-27.91	-28.66	-28.81
AD	-19.73	<u>-16.38</u>	-31.78	-15.50	-23.96	-19.26	-19.99
AUDIO	-40.50	-41.50	<u>-39.94</u>	-40.91	-39.80	-40.27	-40.30
BBC	-250.68	-254.41	-253.19	-248.34	<u>-248.50</u>	-254.15	-251.57
NETFLIX	-57.02	-58.69	-55.71	-57.58	<u>-56.47</u>	-57.02	-57.03
воок	-35.88	-34.99	-34.97	-34.75	-34.40	-33.56	-33.41
20-NEWSGRP	-155.92	-154.47	-155.97	-153.75	-154.17	<u>-152.63</u>	-152.34
REUTERS-52	-85.06	-86.22	-89.61	<u>-84.70</u>	-84.59	-85.69	-85.76
WEBKB	-158.20	-155.33	-161.09	-153.67	-155.21	<u>-153.52</u>	-151.80
DNA	-82.52	-86.22	-88.01	-86.61	-84.45	<u>-83.57</u>	-83.62
JESTER	-75.98	-55.03	-51.29	-53.43	<u>-52.80</u>	-52.92	-52.86
KDD	-2.18	-2.13	-2.11	-2.15	<u>-2.12</u>	-2.14	-2.14
KOSAREK	-10.98	-10.68	-10.52	-10.77	<u>-10.59</u>	-10.62	-10.66
MSNBC	<u>-6.11</u>	-6.04	-6.04	-6.18	-6.04	-6.33	-6.35
MSWEB	-10.25	-9.71	-9.89	-9.93	<u>-9.86</u>	-9.90	-9.93
NLTCS	-6.11	-6.06	-5.99	-6.05	<u>-6.01</u>	-6.22	-6.27
PLANTS	<u>-12.97</u>	-12.98	-13.02	-14.19	-12.81	-13.77	-13.81
PUMSB-STAR	-24.78	<u>-24.12</u>	-26.12	-26.06	-22.75	-26.12	-26.33
EACHMOVIE	-52.48	-53.67	-58.01	-54.82	-51.49	<u>-51.41</u>	-50.95
RETAIL	-11.04	<u>-10.81</u>	-10.72	-10.94	-10.87	-10.84	-10.86
Avg. Rank	4.83± 1.89	$4.30 \pm 1.92$	$ 4.03\pm2.57 $	$4.62 \pm 1.88$	$\textbf{2.50} \!\pm \textbf{1.43}$	3.62± 1.47	4.10± 1.98
Pos. (mean)	7th	5th	3rd	6th	1st	<u>2nd</u>	4th

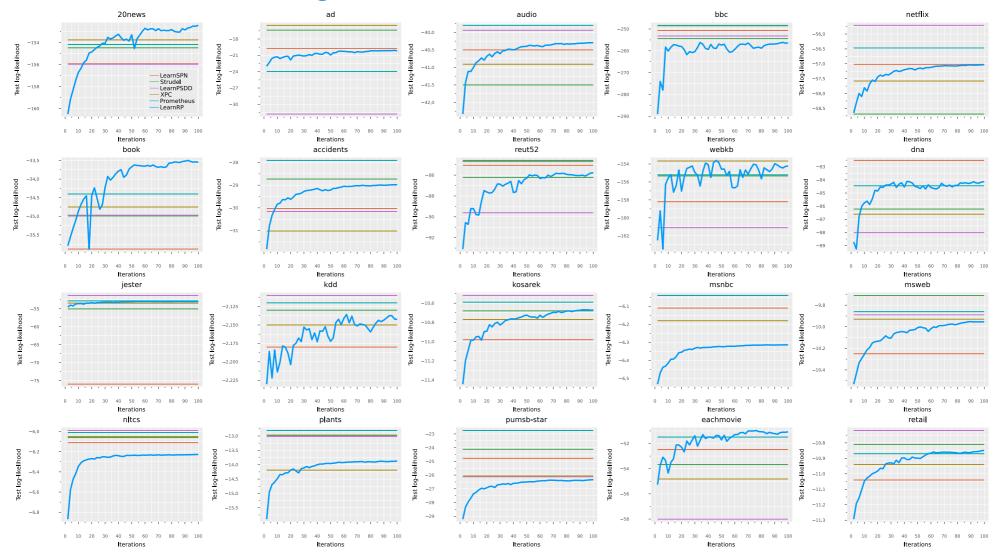




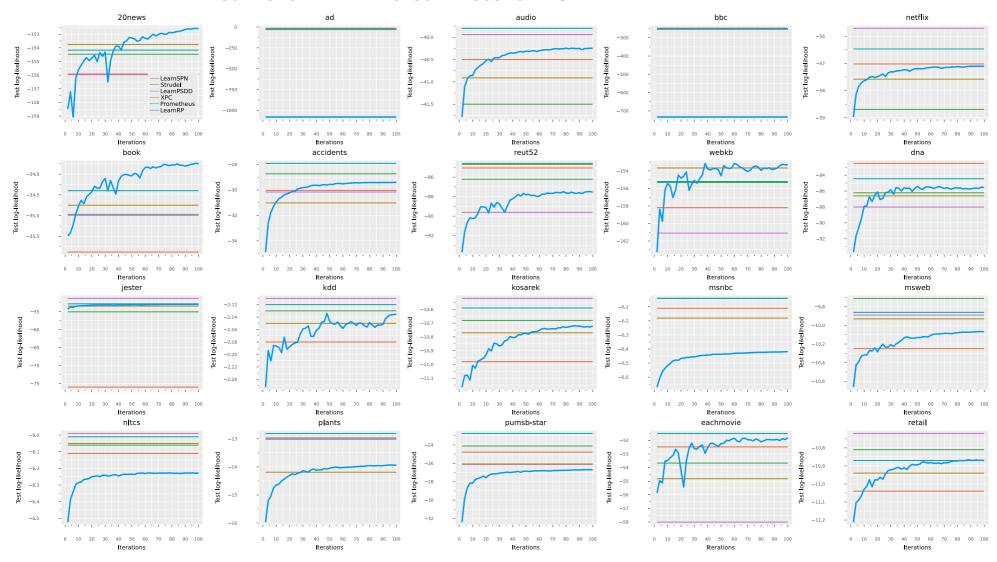




## LEARNRP – Learning Curves



## LEARNRP - Random Initializations



Dataset	Vars	SRBMs	oSLRAU	GBMMs	iGMMs	GMMs	<b>PROMETHEUS</b>	iSPTs	LEARNRP	Size
ABALONE	8	-2.28	-0.94	-1.17	_	-0.59	<u>-0.85</u>		-6.13	317
CA	22	-4.95	<u>21.19</u>	3.42		-1.08	27.82		-5.84	2765
QUAKE	4	-2.38	<u>-1.21</u>	-3.76		-0.58	-1.50		-3.76	79
SENSORLESS	48	-26.91	60.72	8.56		-1.39	62.03		-38.46	12589
BANKNOTE	4	-2.76	<u>-1.39</u>	-4.64		-1.05	-1.96		-6.06	79
FLOWSIZE	3	-0.79	<u>15.32</u>	5.72		-36.50	18.03		2.20	49
KINEMATICS	8	-5.55	-11.13	-11.20		<u>-6.11</u>	-11.12		-11.02	319
IRIS	4				-3.94	0.20	<u>-1.06</u>	-3.74	-3.47	79
OLDFAITH	2				-1.73	-2.09	-1.48	<u>-1.70</u>	-4.33	19
CHEMDIABET	3	_	_	<del>-</del>	-3.02	-0.58	<u>-2.59</u>	-2.88	-18.68	48

# In conclusion

### Contributions

#### Literature review

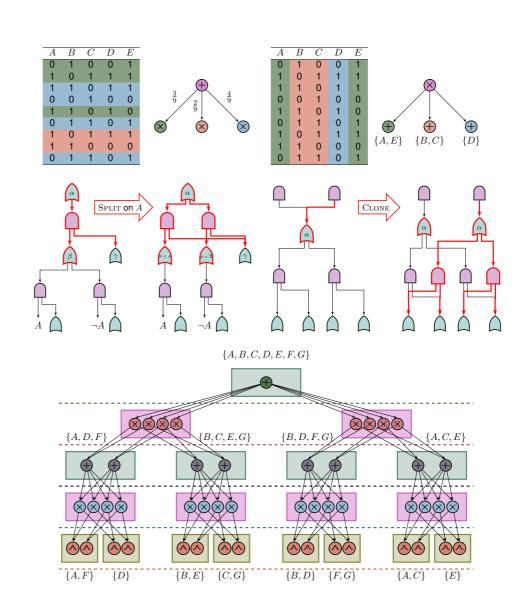
- Systematic review of literature;
- Taxonomy of popular algorithms;
- Complexity analysis;
- Pros and cons.

### SAMPLEPSDD

- · Consistent with a relaxation of a formula;
- Relaxation as a function of vtree and sampling;
- Compromise between tractability and consistency;
- Ensembles mitigate relaxation.

### **LEARNRP**

- Simple strategy;
- Inspiration from known DET literature;
- Orders of magnitude faster;
- Competitive performance.



## Contributions

### Literature review

- Systematic review of literature;
- Taxonomy of popular algorithms;
- Complexity analysis;
- · Pros and cons.

SAN	<b>I</b> PL	EΡ	SD	D
-----	-------------	----	----	---

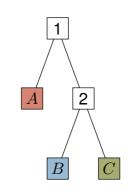
- · Consistent with a relaxation of a formula;
- Relaxation as a function of vtree and sampling;
- Compromise between tractability and consistency;
- Ensembles mitigate relaxation.

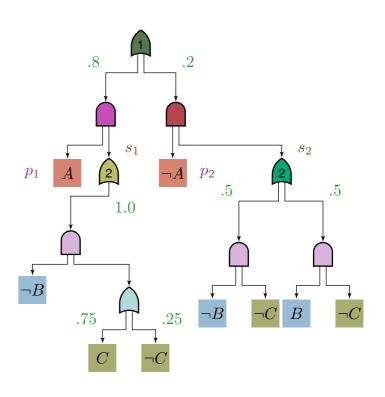
### **LEARNRP**

- Simple strategy;
- Inspiration from known DET literature;
- Orders of magnitude faster;
- Competitive performance.

A	B	C	$p(\mathbf{x})$
0	0	0	0.1
0	1	0	0.1
1	0	0	0.2
1	0	1	0.6

$$\phi(A, B, C) = (A \to \neg B) \land (C \to A)$$





### Contributions

### Literature review

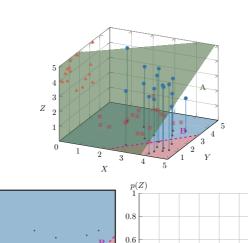
- Systematic review of literature;
- Taxonomy of popular algorithms;
- Complexity analysis;
- · Pros and cons.

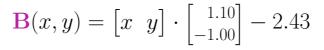
### **SAMPLEPSDD**

- · Consistent with a relaxation of a formula;
- Relaxation as a function of vtree and sampling;
- Compromise between tractability and consistency;
- Ensembles mitigate relaxation.

### **LEARNRP**

- · Simple strategy;
- Inspiration from known DET literature;
- Orders of magnitude faster;
- Competitive performance.

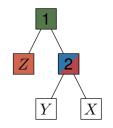


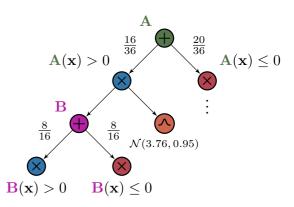


0.4

0.2

 $\mathcal{N}(\mu = 3.76, \sigma = 0.95)$ 





# Supplemental Material

# LEARNRP – Binary Benchmark

Dataset	LEARNSPN	STRUDEL	LEARNPSDD	XPC	PROMETHEUS	LEARNRP-F	LEARNRP-100	LEARNRP-30	LEARNRP-20	LEARNRP-10
ACCIDENTS	-30.03	-28.73	-30.16	-31.02	-27.91	-28.65	-28.87	-29.38	-29.58	-29.99
AD	-19.73	<u>-16.38</u>	-31.78	-15.50	-23.96	-19.20	-20.32	-21.42	-21.44	-21.94
AUDIO	-40.50	-41.50	<u>-39.94</u>	-40.91	-39.80	-40.18	-40.23	-40.46	-40.63	-40.94
BBC	-250.68	-254.41	-253.19	-248.34	<u>-248.50</u>	-254.97	-255.55	-262.35	-257.67	-262.39
NETFLIX	-57.02	-58.69	-55.71	-57.58	<u>-56.47</u>	-57.07	-57.05	-57.29	-57.48	-57.66
BOOK	-35.88	-34.99	-34.97	-34.75	-34.40	<u>-33.57</u>	-33.52	-34.34	-34.24	-34.73
20-NEWSGRP	-155.92	-154.47	-155.97	-153.75	-154.17	<u>-152.78</u>	-152.76	-154.32	-155.03	-156.26
REUTERS-52	-85.06	-86.22	-89.61	-84.70	-84.59	-85.73	-85.47	-87.41	-87.05	-89.26
WEBKB	-158.20	-155.33	-161.09	<u>-153.67</u>	-155.21	-154.43	-152.60	-154.83	-154.33	-158.01
DNA	-82.52	-86.22	-88.01	-86.61	-84.45	<u>-83.03</u>	-83.85	-84.77	-84.98	-85.40
JESTER	-75.98	-55.03	-51.29	-53.43	-52.80	-52.92	-52.89	-53.23	-53.22	-53.54
KDD	-2.18	-2.13	-2.11	-2.15	<u>-2.12</u>	-2.13	-2.14	-2.17	-2.16	-2.20
KOSAREK	-10.98	-10.68	-10.52	-10.77	<u>-10.59</u>	-10.65	-10.67	-10.79	-10.86	-11.00
MSNBC	<u>-6.11</u>	-6.04	-6.04	-6.18	-6.04	-6.31	-6.36	-6.40	-6.41	-6.44
MSWEB	-10.25	-9.71	-9.89	-9.93	-9.86	<u>-9.85</u>	-9.97	-10.06	-10.21	-10.27
NLTCS	-6.11	-6.06	-5.99	-6.05	<u>-6.01</u>	-6.35	-6.23	-6.25	-6.27	-6.32
PLANTS	<u>-12.97</u>	-12.98	-13.02	-14.19	-12.81	-13.68	-14.00	-14.26	-14.40	-14.70
PUMSB-STAR	-24.78	-24.12	-26.12	-26.06	-22.75	-25.88	-26.19	-26.36	-26.54	-27.17
EACHMOVIE	-52.48	-53.67	-58.01	-54.82	-51.49	<u>-51.37</u>	-51.06	-51.55	-52.86	-52.21
RETAIL	-11.04	<u>-10.81</u>	-10.72	-10.94	-10.87	-10.85	-10.86	-10.93	-10.97	-11.04
Ave Dan's	$6.08 \pm 3.03$	$5.28 \pm 2.97$	$5.20 \pm 3.86$	$5.55\pm2.76$	$\textbf{2.90} \pm \textbf{2.07}$	$3.83 \pm 1.98$	$ 4.15 \pm 2.03 $	$6.35 \pm 1.50$	$6.95 \pm 1.70$	$8.72 \pm 1.50$
Avg. Rank	$4.80\pm1.91$	$4.22\pm1.81$	$ 4.05\pm2.56 $	$4.60\pm1.93$	$\textbf{2.55} \pm \textbf{1.43}$	$3.62 \pm 1.56$	$\textbf{4.15} \pm \textbf{2.03}$			
Do. (111.0.0.11)	7th	5th	4th	6th	1st	<u>2nd</u>	3rd	8th	9th	10th
Pos. (mean)	7th	5th	3rd	6th	1st	<u>2nd</u>	4th			