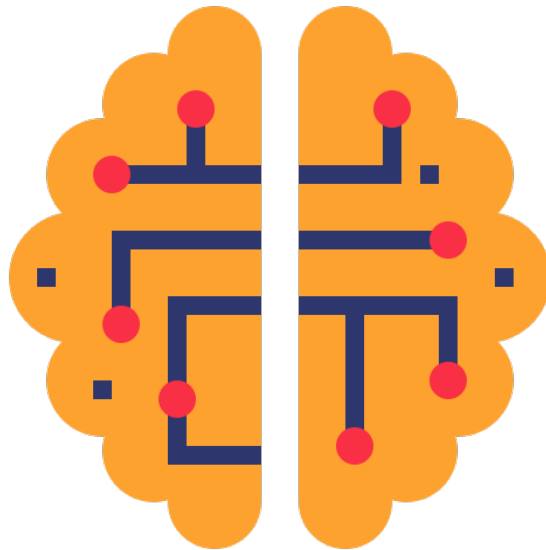


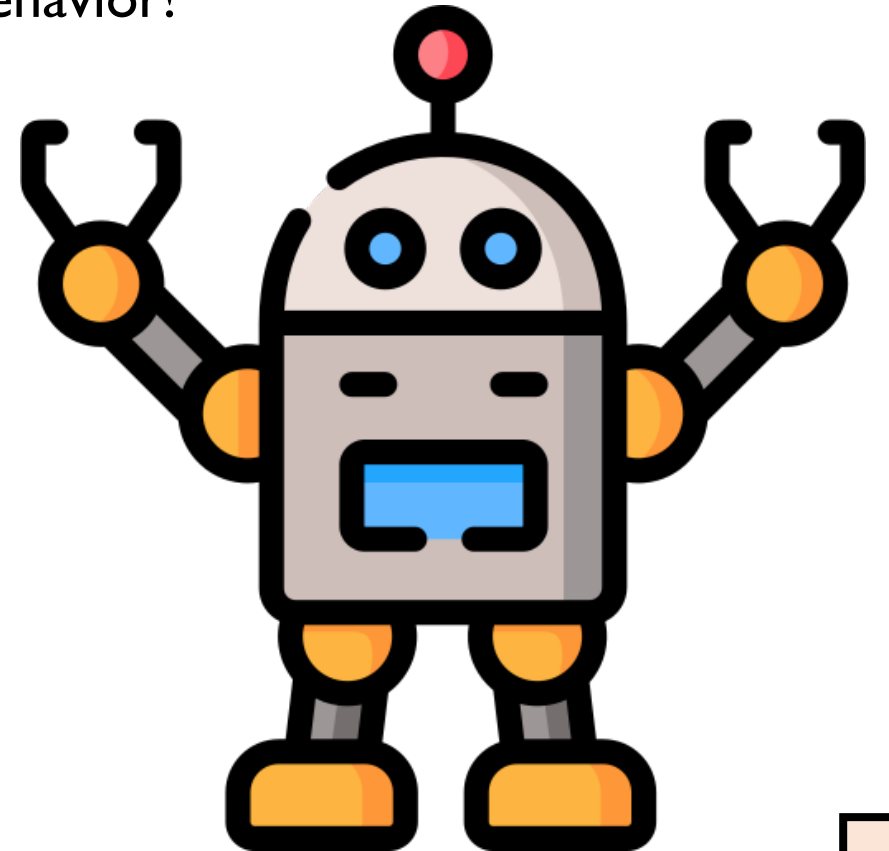
Towards the integration of symbolic and deep learning systems: the Neuro-Symbolic approach.



Pisa,
26/10/2022

What is AI?

- «A branch of computer science dealing with the simulation of intelligent behavior in machines»¹
- The capability of a machine to emulate intelligent human behavior!

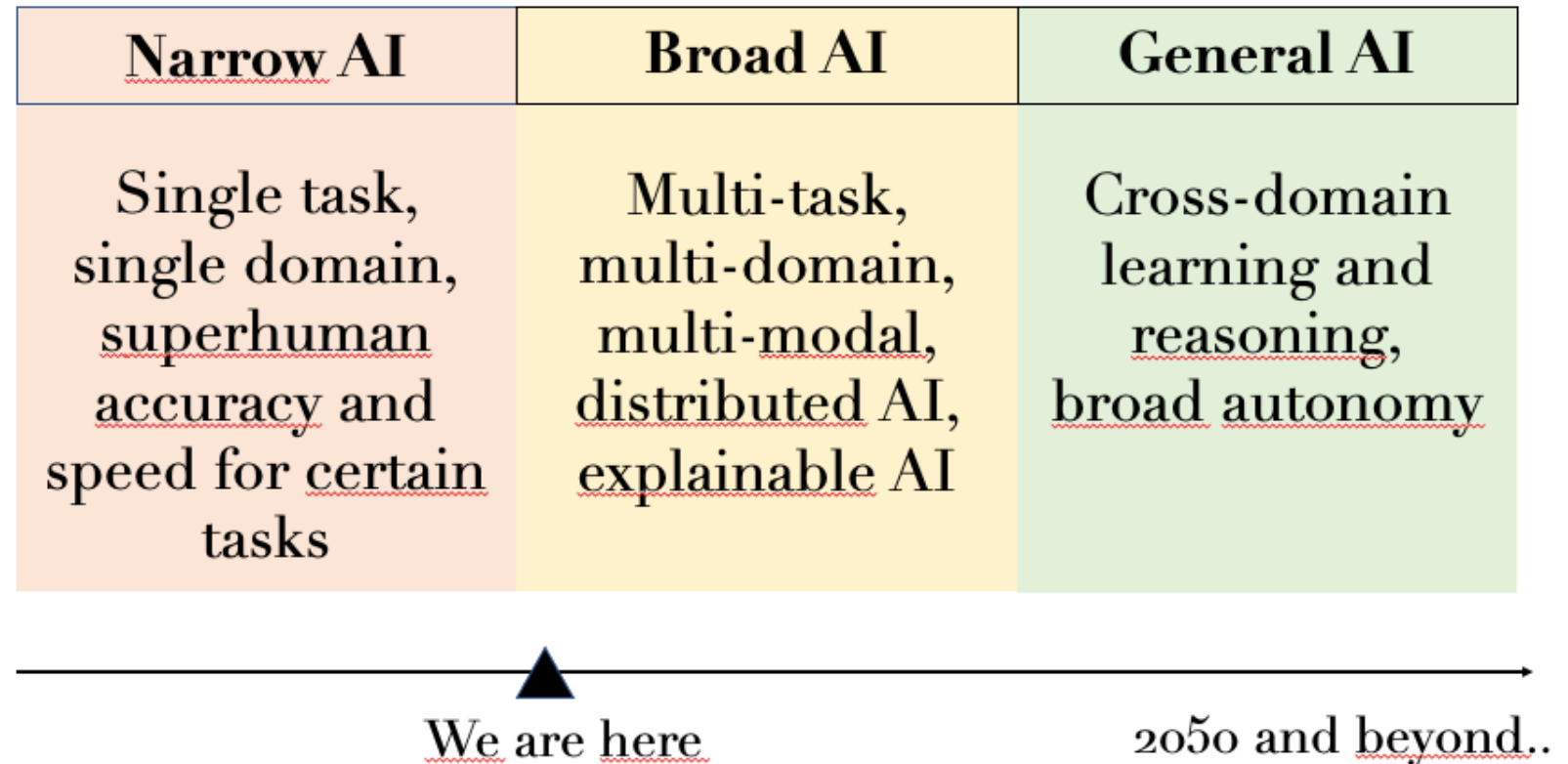


¹ <https://www.merriam-webster.com/dictionary/artificial%20intelligence>

Current status of AI

AI is still lacking:

- Adaptability
- Generalizability
- Robustness
- Explainability
- Abstraction
- Common sense
- Causal reasoning
- ...



From «Neurosymbolic AI» by David Cox

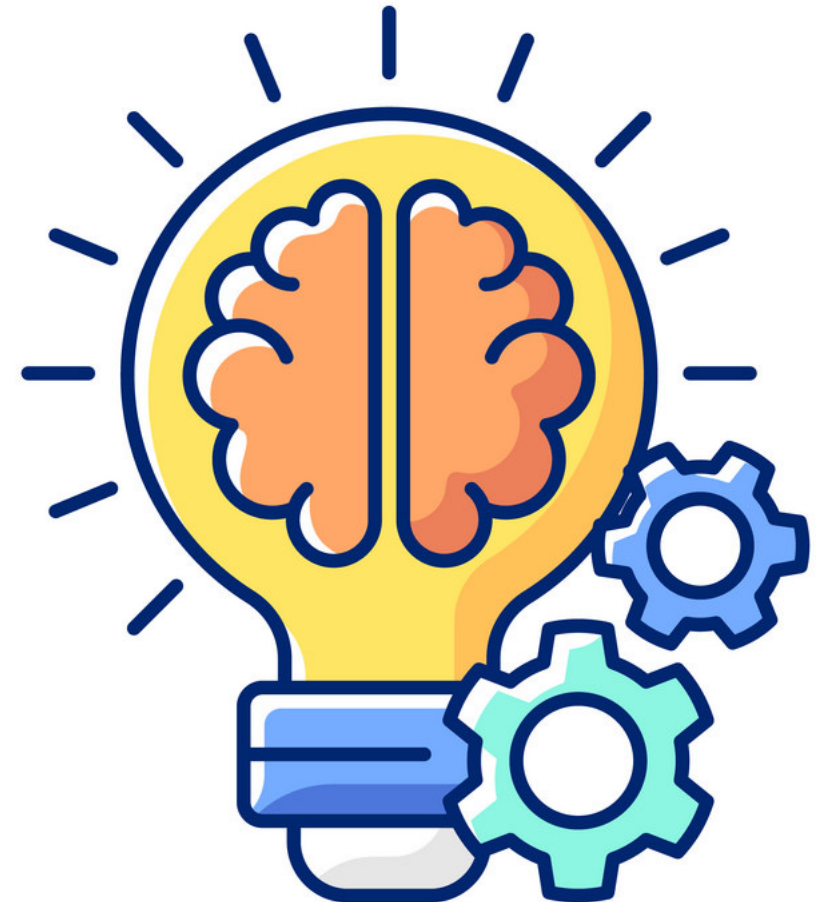
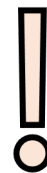
Symbolic AI systems

- **GOFAI** (**G**ood **O**ld **F**ashioned **A**rtificial Intelligence)
- Founded on the principles of logic
- Exploiting background knowledge
- Not occurring naturally, produced by humans
- Using symbols to represent the world
- It is well-suited for representing explicit knowledge

- Expressive
- Can generalize from few examples
- Human-understandable



- Inference is typically expensive
- A lot of human effort
- Difficult to deal with high-dimensional data



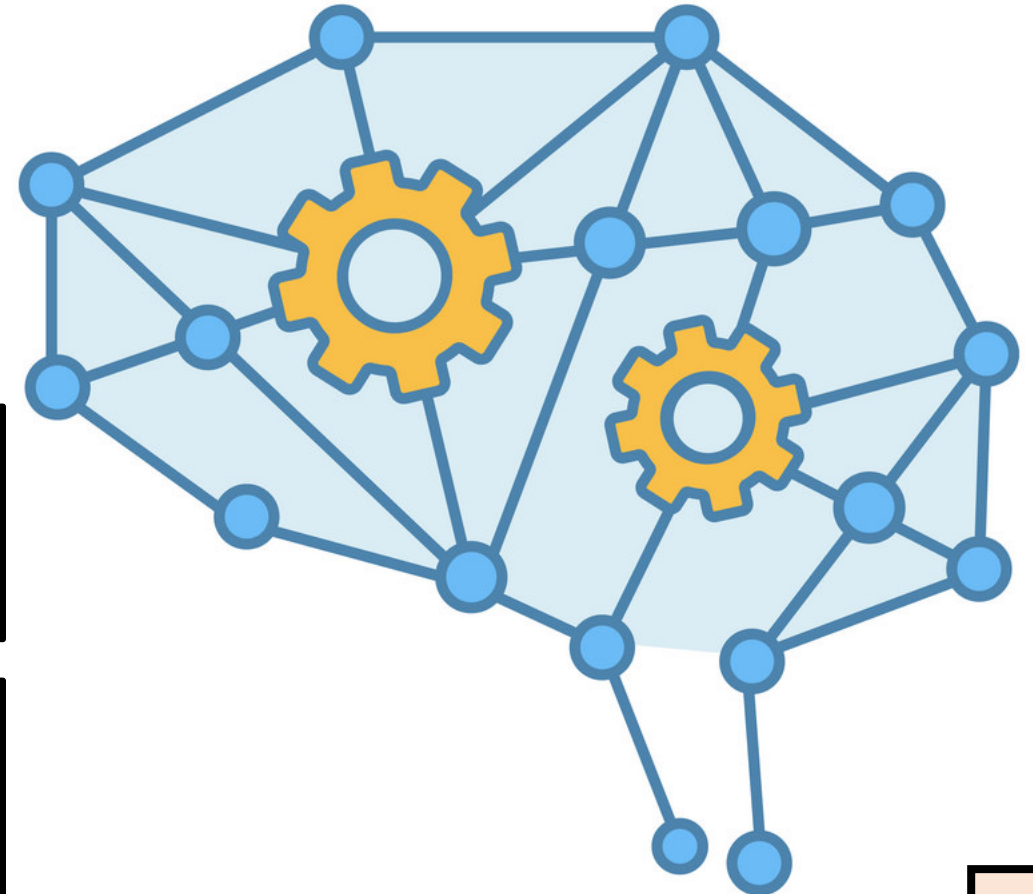
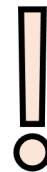
Deep Learning systems

- **Neuro**-Symbolic AI -> focused on neural network
- Long tradition (at least from 1950's), e.g. Hebb, Rosenblatt, Grossberg, McClelland, O'Reilly.
- Biologically inspired
- Nodes, links, activation, weights, learning algorithms

- Excellent function approximators
- Automatically learn pattern/features
- Efficient processing of high-dimensional data



- Data hungry
- Uninterpretable
- Lack of reasoning

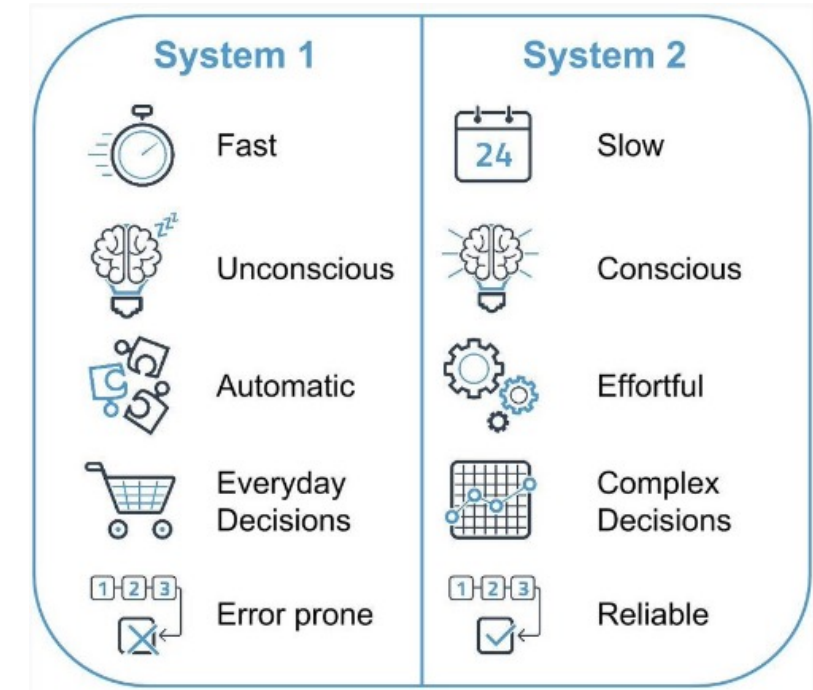


What is (still) difficult for DNN?

1. Deep learning thus far is **data hungry**
2. Deep learning thus far is **shallow** and has **limited capacity for transfer knowledge**
3. Deep learning thus far has **no** natural way to **deal with hierarchical structure**
4. Deep learning thus far is **not sufficiently transparent**
5. Deep learning thus far has **not** been well **integrated with prior knowledge**
6. Deep learning thus far **cannot distinguish causation from correlation**
7. Deep learning **presumes a largely stable world**, in ways that may be problematic!
8. Deep learning thus far works well as an approximation, but its answers often **cannot be fully trusted**

Combination

- Learning + reasoning -> Data driven AI + Knowledge driven AI
- Deep Learning (System 1): concentrates on intuitive perceptual thinking
- Symbolic Approaches (System 2): focuses on conceptual, rule-based thinking



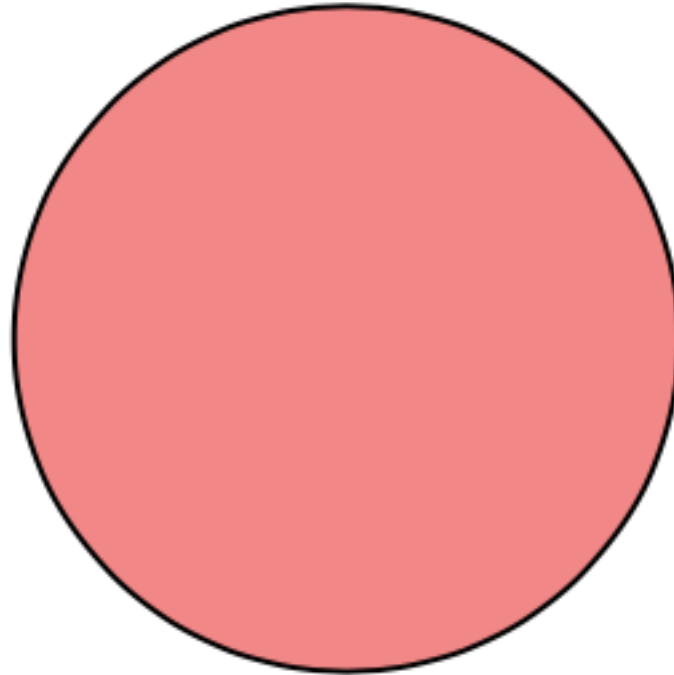
[Image by D. Vanderbyl]



- Neural Network to assist Symbolic systems:
 - Explore combinatorial spaces more efficiently.
- Symbolic systems to assist Neural Networks:
 - Better performance
 - Less data
 - More generizability

Thinking fast

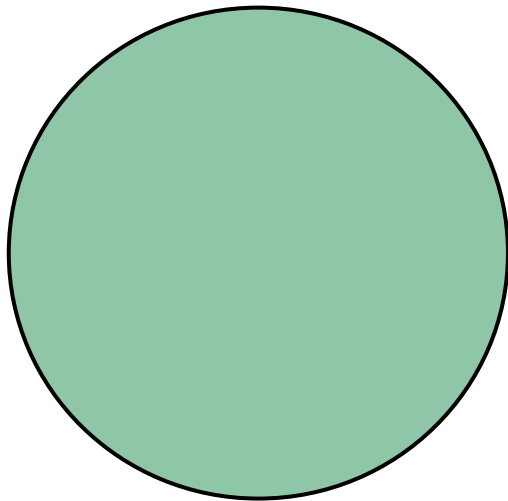
MAIN PARADIGM in AI
Focus on Learning



NEURAL

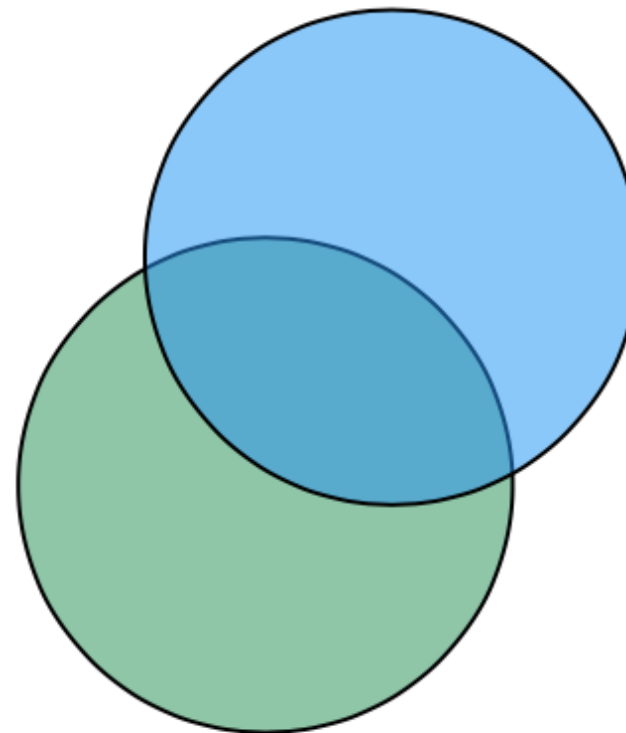
Thinking slow

Symbolic AI



LOGIC

Statistical Relational AI (StarAI)

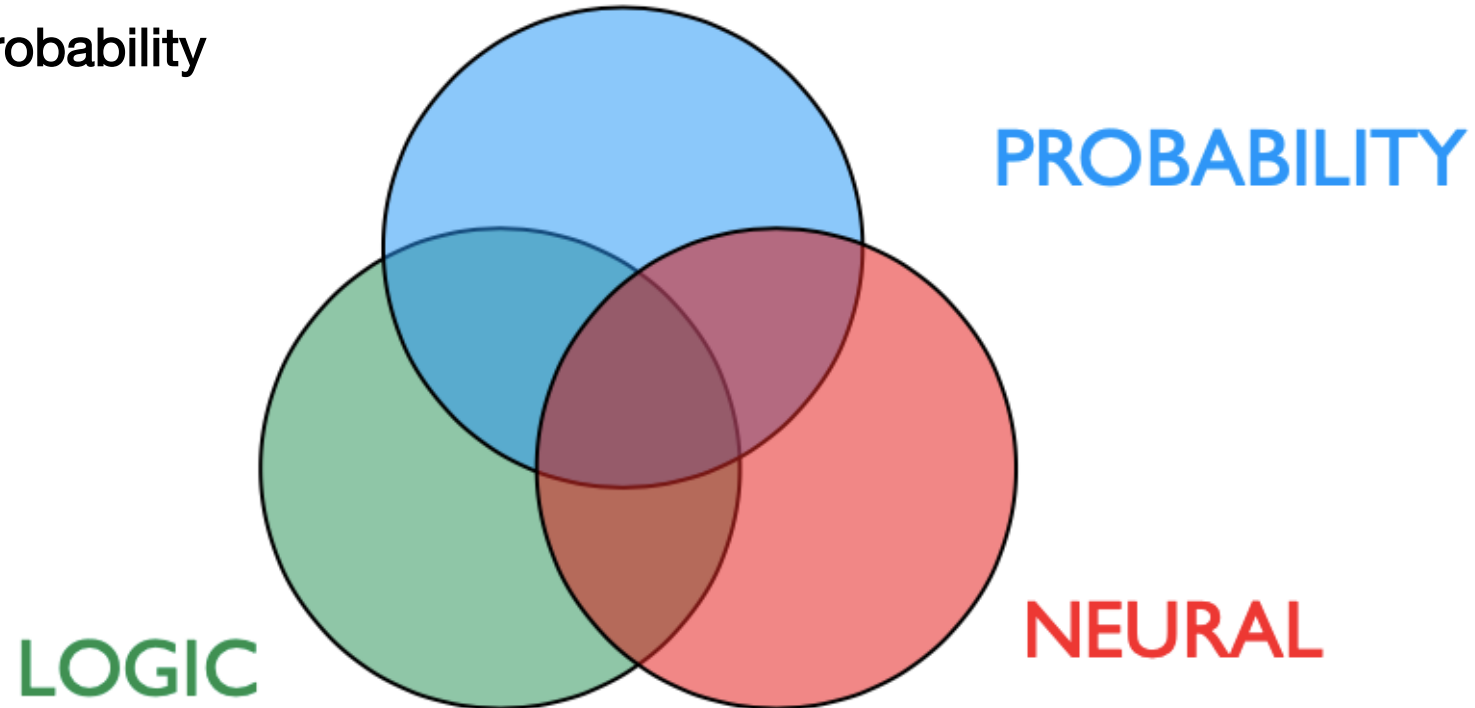


PROBABILITY

LOGIC

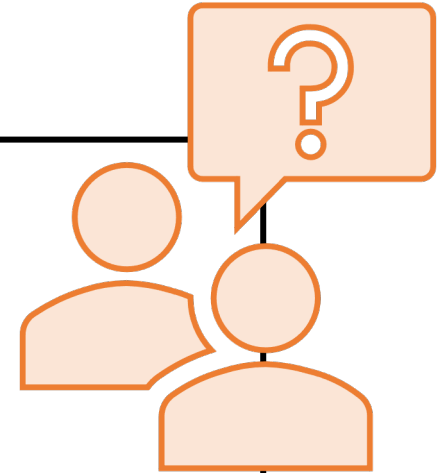
Neuro-Symbolic AI

- Logic + Neural
- Logic + Neural + Probability



Neuro-Symbolic AI dimensions

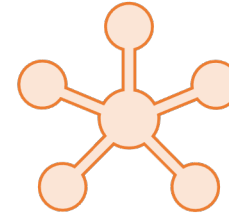
- 1. Knowledge representation**
- 2. Knowledge reasoning**
- 3. Knowledge combination/integration**



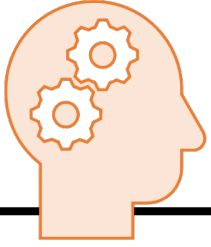
Knowledge Representation



Logical formulae

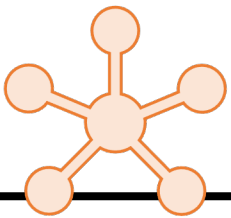


Knowledge Graphs



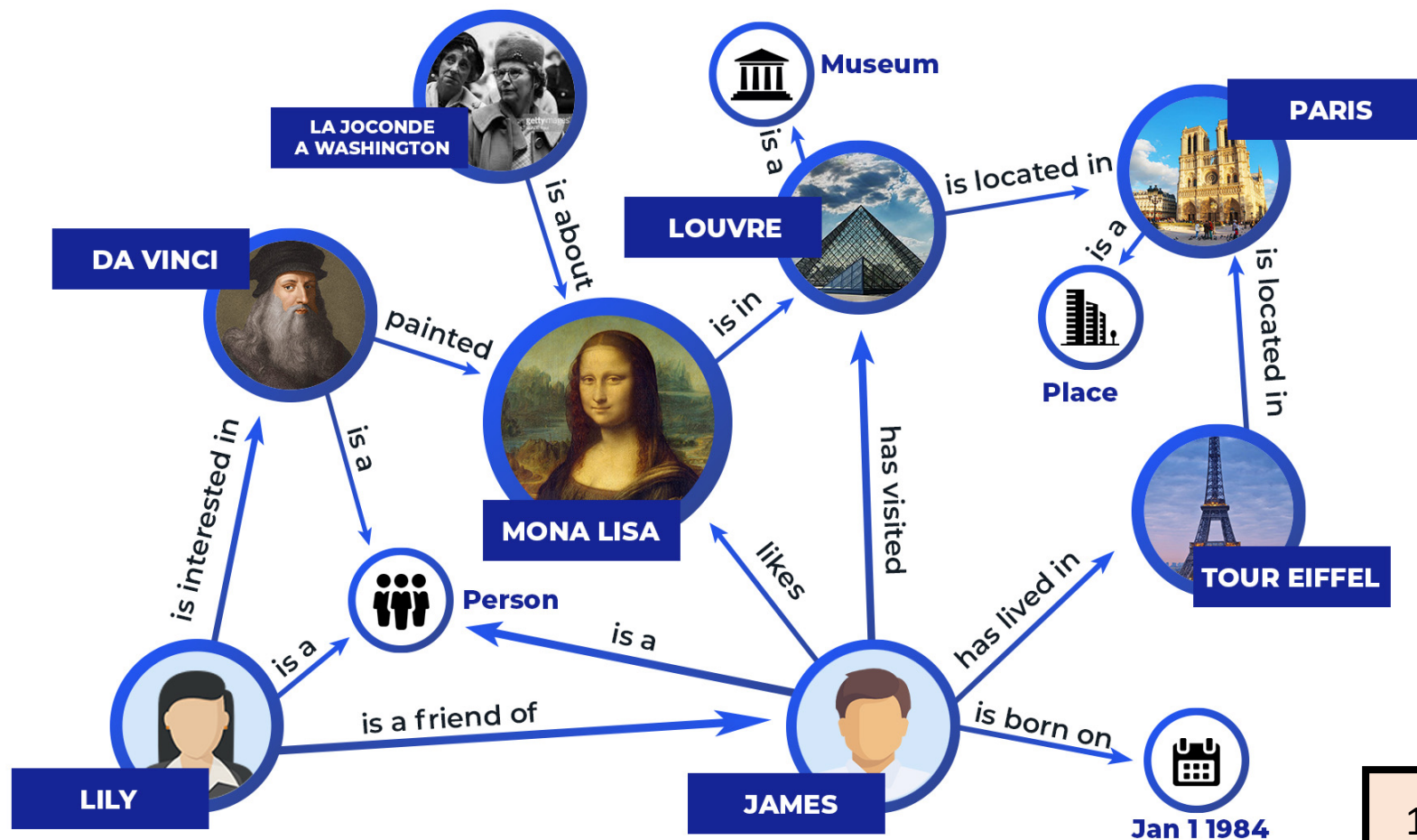
Logical Formulae

- Different types of logic exist
- Different types of logic enable different functionalities
- Logic uses logical connectives: \wedge (conjunction), \vee (disjunction), \neg (negation)
- **Propositional Logic**
 - It is based on propositions: declarative sentences that are True or False
 - It works on 0 and 1 thus it is also known as '**Boolean Logic**'.
- **First Order Logic**
 - It is based on predicates (a.k.a '**Predicate Logic**'): sentences whose value depends on parameters.
 - It uses quantifiers : universal, and existential, e.g $\forall x: Person(x) \exists y : (Mother(y))$.



Knowledge Graphs

- A set of facts represented as triplets : (head entity, relation, tail entity)
- Knowledge Graph as KB
- KGC
- KGQA



Knowledge Reasoning

- Manipulation of symbols in such a way as to construct representations of new propositions.



Induction

- Bottom-up process: from the specific to the general
- Effective for world building
 - Typical in ML



Deduction

- Top-down process: from the general to the specific
- Effective to reach certain conclusions
- Typical in Symbolic AI



Abduction

- It reveals most plausible premises given certain conclusions
- Effective in medical and investigation domains
- Best guess reasoning

Knowledge Reasoning

**Major premise:**

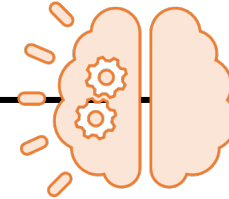
Mary uses left-handed scissors.

Minor premise:

Mary is left-handed.

Conclusion:

Each left-handed person uses left-handed scissors.

**Major premise:**

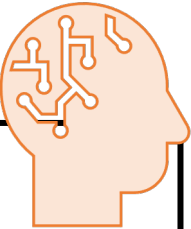
All plants perform photosynthesis.

Minor premise:

A cactus is a plant.

Conclusion:

A cactus performs photosynthesis.

**Major premise:**

Shoes are wet.

Minor premise:

Shoes are wet if it rained.

Conclusion:

It rained.

Neuro-Symbolic approaches

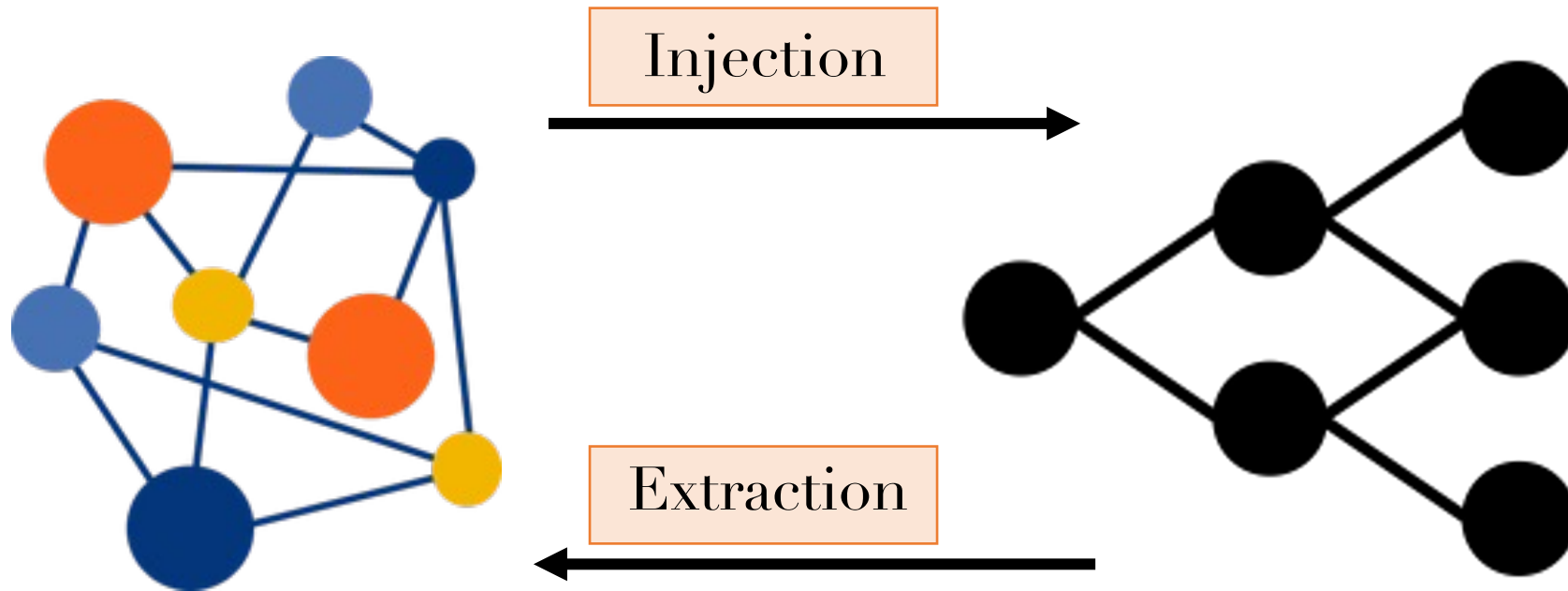
Combination

- Symbolic and sub-symbolic techniques still work as distinct blocks which are jointly exploited

Integration

- Symbolic and sub-symbolic techniques are blended together in a single model

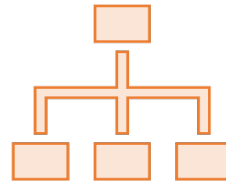
Knowledge Injection and Extraction



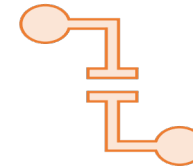
Knowledge Injection



**Guided
Learning**



**Predictor
structuring**



**Knowledge
embedding**

Why?

1. Provide additional knowledge to the system, e.g reduce amount of training data
2. Possibly reduce the complexity of the system
3. Provide the system with reasoning capabilities



Guided learning

- i.e loss constraining
- Altering the learning process of the system
- Penalising inconsistent behaviours
- Incentivising consistent behaviours
- Logic is usually translated into **fuzzy logic** →

Semantic Loss

$$\mathcal{L}_s(\phi, \mathbf{p}) \propto -\log \sum_{\mathbf{y} \models \phi} \prod_{\mathbf{y} \models Y_i} p_i \prod_{\mathbf{y} \models \neg Y_i} (1 - p_i)$$

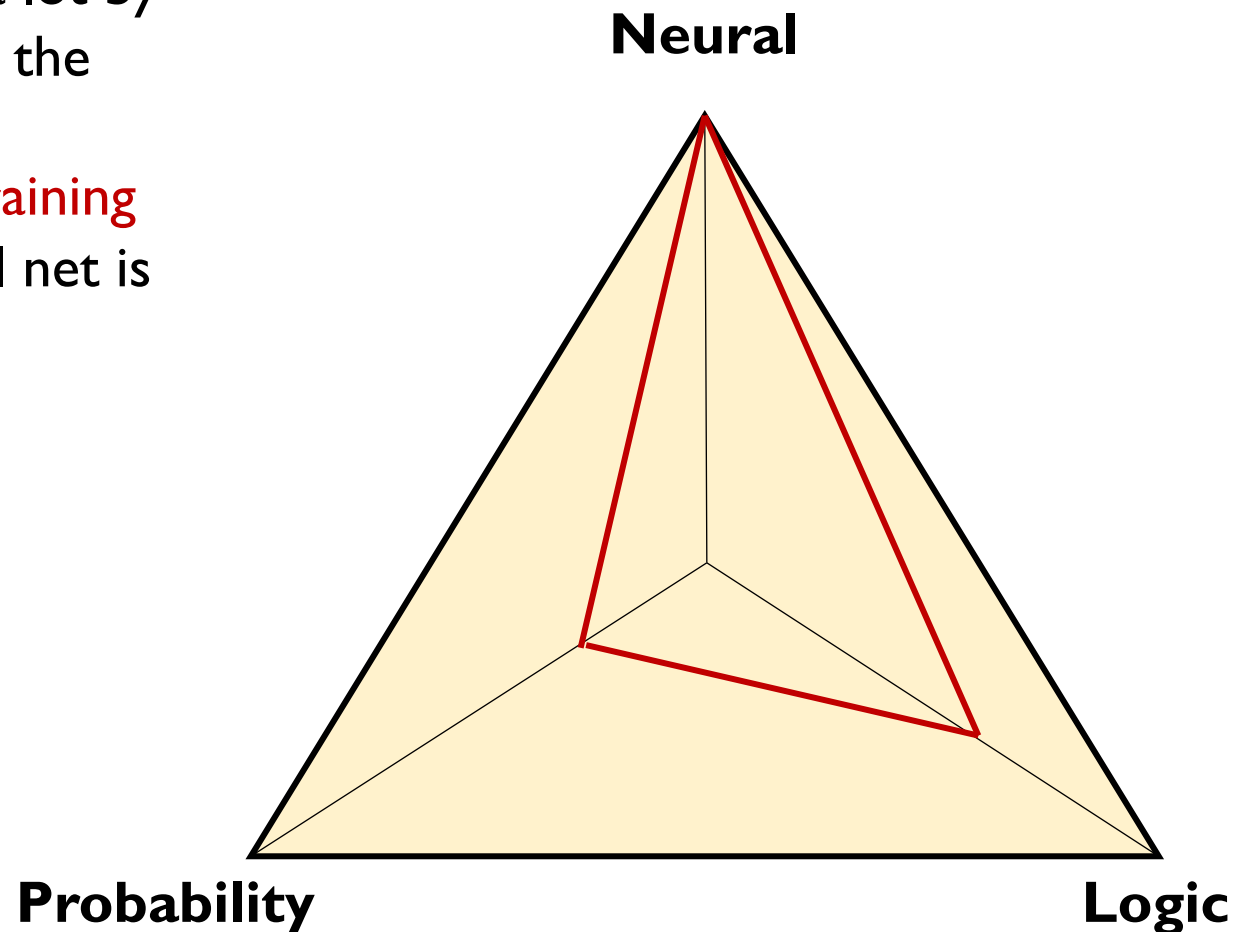
$$\mathcal{L}_{reg} = \text{training_loss} + \lambda \text{ semantic_loss}$$

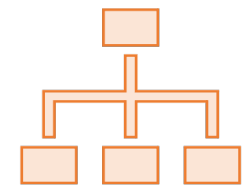
- Boolean variables relaxed into real variables in $[0, 1]$.
- Conjunction relaxed using t-norm
- Disjunction relaxed using t-conorm
- Existential quantifier relaxed as maximum (over dataset)
- Universal quantifier relaxed as minimum (over dataset, usually replaced by average)



- They **sacrifice** the logic and probability a lot by **pushing everything** inside the weights of the neural network.
- Logic and probability are used **only at training time**. At inference time, only the neural net is used.

SBR (Diligenti et al, AI 2017)
LTN (Donatello et al, IJCAI 2017)
SL (Xu et al, ICML 2018)



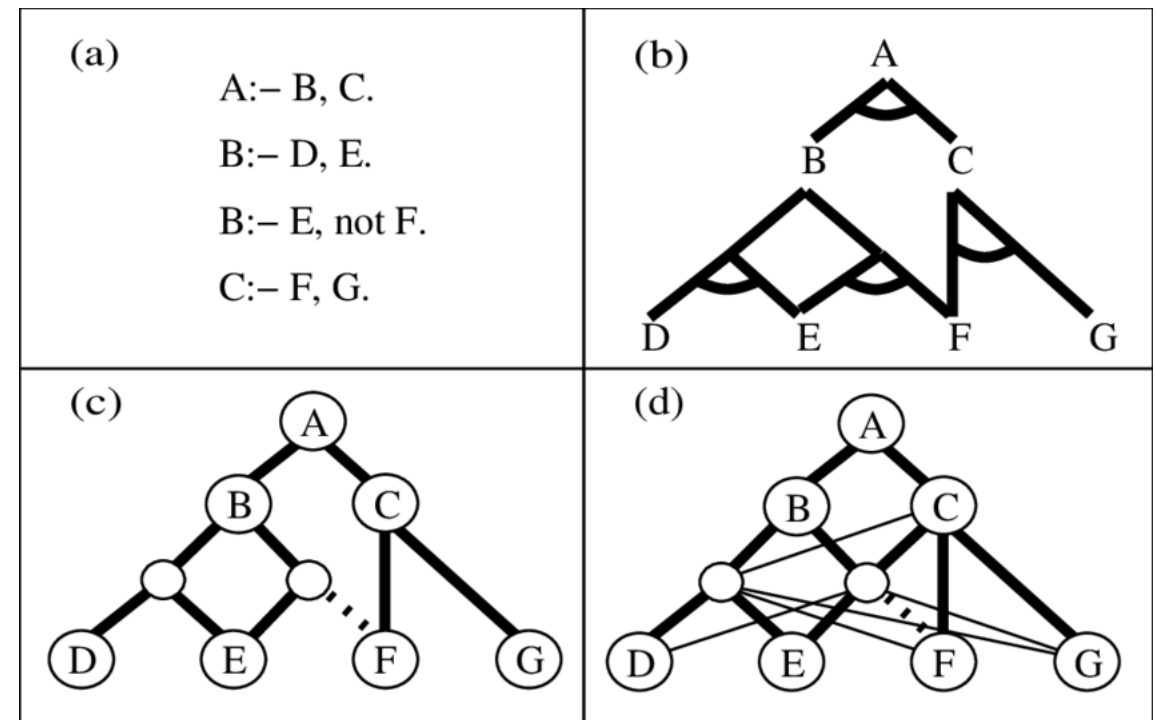


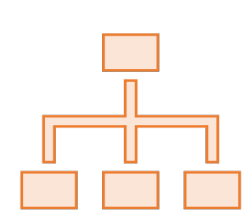
Predictor structuring

- i.e structural constraining
- Altering the system structure to reflect the symbolic knowledge
- Setting connections, hidden layers, weights, or bias values.

KBANN

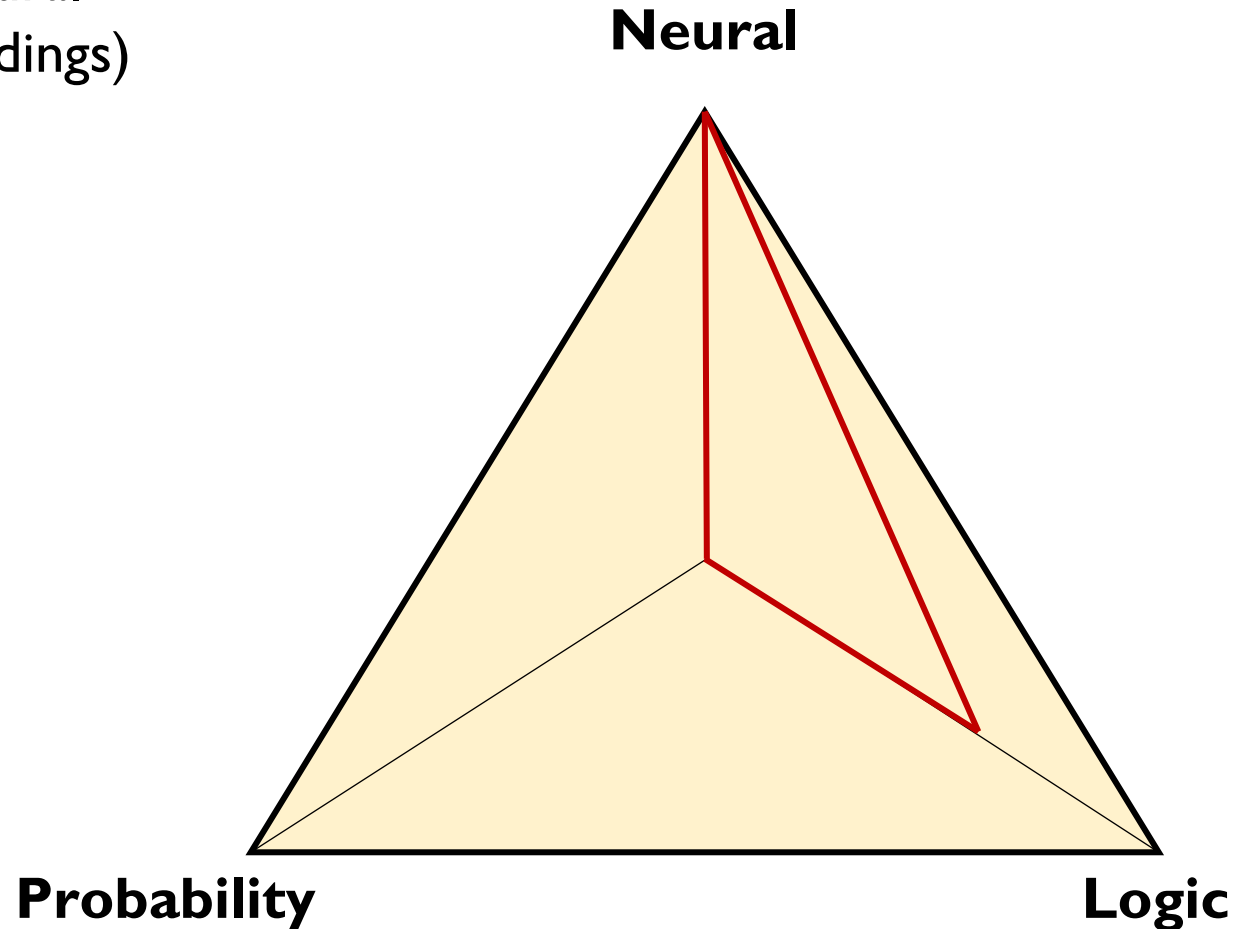
- Given a set of training examples and a domain theory **(a)**
- The knowledge base is translated into a NN **(b)**
- Mandatory antecedent w , prohibitory $-w$ **(c)**
- Add units and links not specified by translation **(d)**
- Perturb the network with a random noise (near 0)

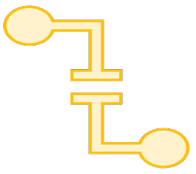




- They **sacrifice** a bit of logic to obtain neural capabilities (weighted reasoning, embeddings)

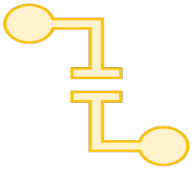
KBANN (Towell 1994)
LRNN (Sourek, 2017)
NTPs (Rocktäschel, 2017)
DiffLog (Si et al., 2018)





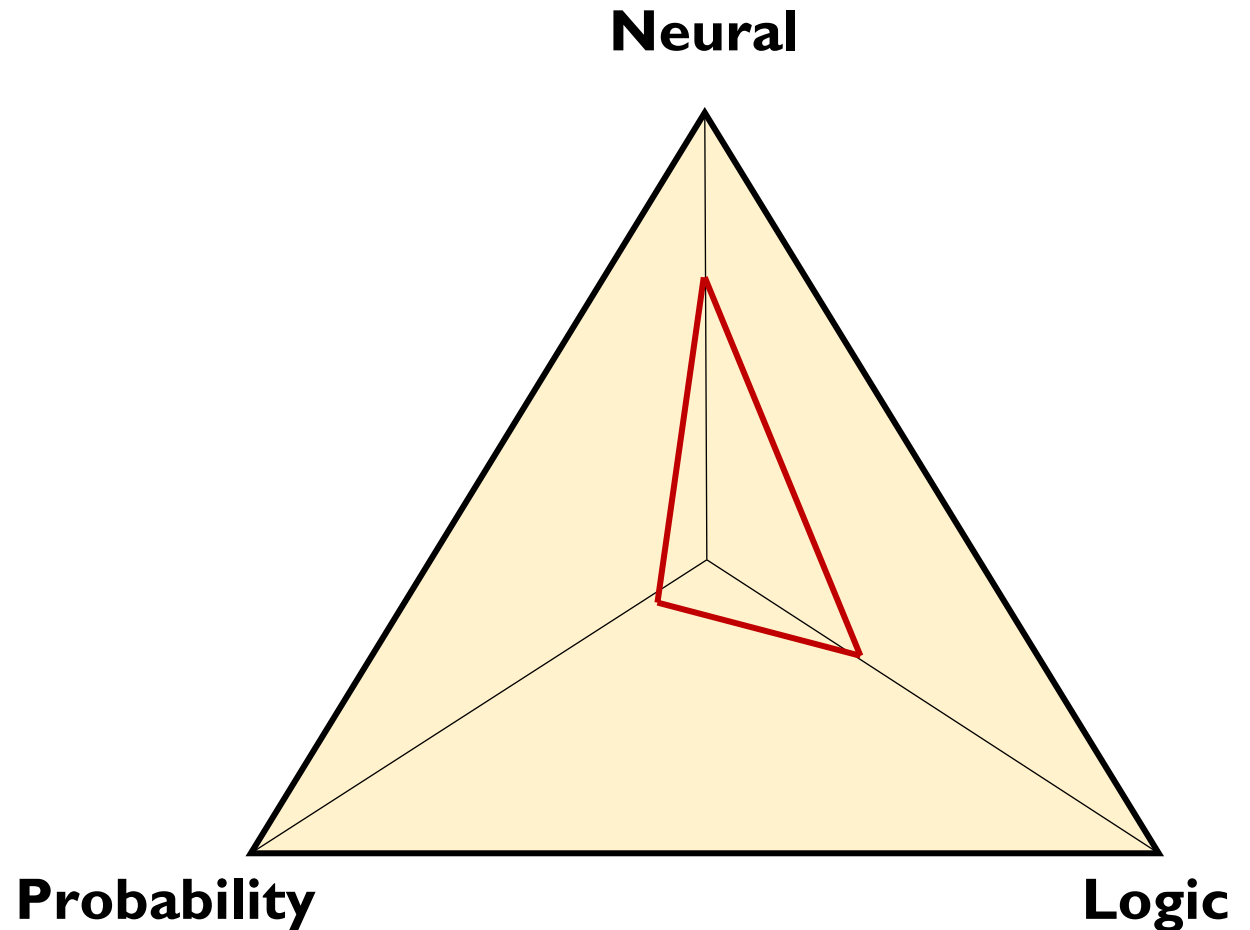
Knowledge embedding

- i.e. projections of entities and relations into a continuous low-dimensional space
- Mainly based on score function: measures how distant two nodes relative to its relation type.
- **Translation-based :**
 - **Geometric** transformation between the head and tail of the triple.
 - Score function is based on **distance measure**.
- **Bilinear-based:**
 - Use a **linear equation** to embed the connection between the entities through a relation.
 - The embedded representation of the relations is a bidimensional matrix.



- Most scalable solution!

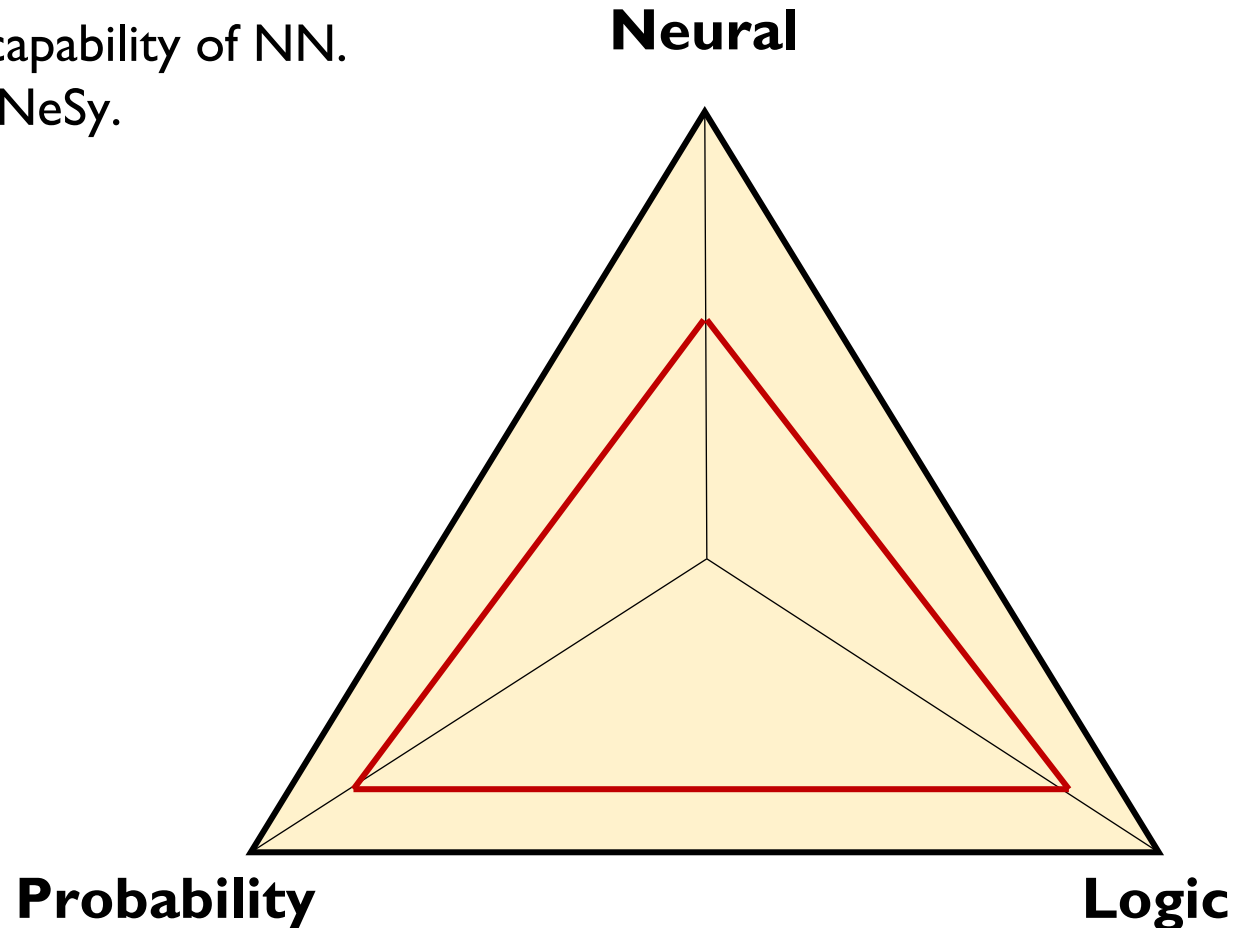
TransE (Bordes 2013)
DistMult (Yang, 2014)
Complex (Trouillon, 2016)
NTN (Socher, 2013)



Other ways to do NeSy

- Extend StarAI with perception capabilities.
- They are not capable of using the entire capability of NN.
- One of the **most promising direction** for NeSy.

DeepProbLog (Manhaeve, 2018)



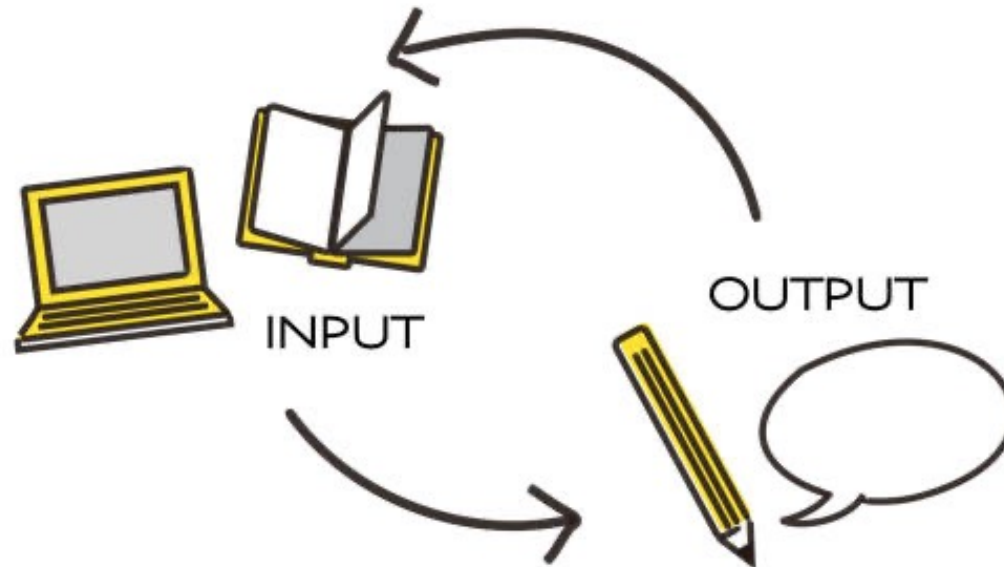
Knowledge extraction

Input

- Binary: $X \equiv \{0, 1\}^n$
- Discrete: $X \in \{x_1, \dots, x_n\}^n$
- Continuous: $X \subseteq \mathbb{R}^n$

Output

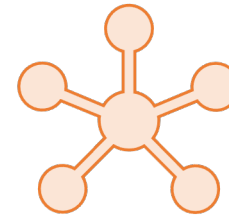
- Rules
- Decision tree
- Knowledge Graph



Knowledge extraction



Decompositional



Pedagogical

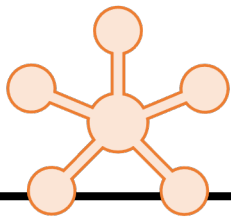
Why?

1. From black-box to white-box: post-hoc explanations
2. To inspect possible attacks or malfunctions
3. To put neural information into a reasoner



Decompositional KE

- **Model-specific:** needs to inspect (even partially) the internal parameters of the black-box predictor.
- Provide a possible explanation for the features that have the greatest impact on the model's prediction.



Pedagogical KE

- **Model-agnostic**: not need to take into account any internal parameter
- Can extract symbolic knowledge by only relying on the predictor's outputs.
- Provide a broader explanation!

Summary

- **Why?**
 - Collaboration btw symbolic and neural network systems
 - More transparency, interpretability, sustainability
- **How?**
 - Three main paradigms in NeSy: Logic, Probability, Neural
 - A lot of attempts of integrations
 - Many techniques and frameworks
- **Challenges**
 - Effective combination: robust learning and reasoning
 - What is the best way to use symbolic knowledge during the learning phase?
 - How does the neural network perceive symbolic knowledge?
 - Scalability
 - A more established theory of Neuro-Symbolic models