

# A Semantic Theory for Neuro-Symbolic AI

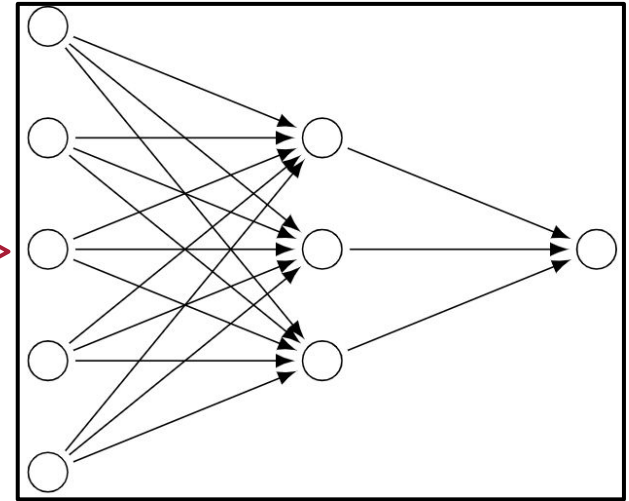
Caleb Schultz Kisby  
w. Saúl Blanco & Larry Moss

# The Crisis in AI

$\neg(\text{airplane} \rightarrow \text{bird})$   
 $\mathbf{T}(\text{airplane} \rightarrow \text{flies})$   
 $\text{penguin} \rightarrow \text{bird}$   
 $\mathbf{T}(\text{bird} \rightarrow \text{flies})$   
 $\neg(\text{penguin} \rightarrow \text{flies})$



**Problem:**  
How can we  
reconcile the  
two?



# (Modal) Logic

$$\frac{A \quad A \rightarrow B}{B}$$

$$p \quad \perp \quad \neg A \quad A \rightarrow B \quad \mathbf{KA} \quad \mathbf{TA}$$

$$\frac{A \quad A \rightarrow B}{A \quad A \rightarrow B}$$

$$(A \rightarrow B) \wedge (B \rightarrow C) \rightarrow (A \rightarrow C)$$

$$\begin{aligned} &(\neg A \rightarrow \perp) \rightarrow A \\ &(A \wedge \neg A) \rightarrow B \end{aligned}$$

$$\begin{aligned} &\mathbf{KA} \rightarrow A \\ &\mathbf{KA} \rightarrow \mathbf{KKA} \\ &\mathbf{K}(A \rightarrow B) \rightarrow (\mathbf{KA} \rightarrow \mathbf{KB}) \end{aligned}$$

$$\begin{aligned} &\mathbf{KA} \rightarrow A \\ &\mathbf{K}(A \rightarrow B) \rightarrow \mathbf{KKB} \end{aligned}$$

$$\begin{aligned} &\mathbf{TA} \rightarrow A \\ &\mathbf{TA} \rightarrow \mathbf{TTA} \end{aligned}$$

$$\begin{aligned} &\mathbf{KA} \rightarrow A \\ &\mathbf{K}(A \rightarrow B) \rightarrow \mathbf{KB} \end{aligned}$$

$$\begin{aligned} &\mathbf{TA} \rightarrow A \\ &\mathbf{TA} \rightarrow \mathbf{TTA} \end{aligned}$$

# (Modal) Logic Models



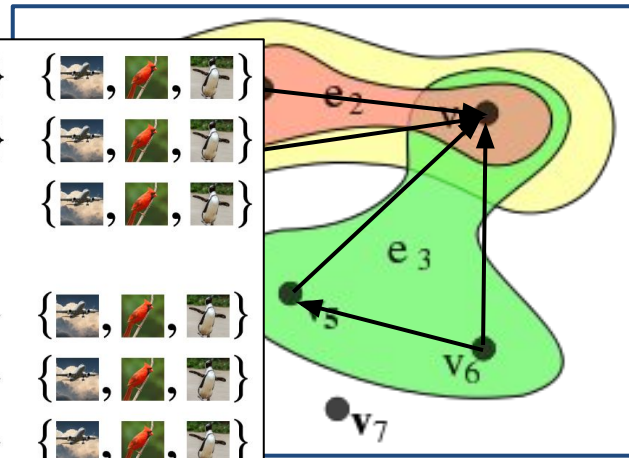
$\mathcal{M}, w \models \mathbf{K}A$  iff  $\{u \mid \mathcal{M}, u \models A\} \in f_K(w)$

$\mathcal{M}, w \models \mathbf{T}A$  iff  $\{u \mid \mathcal{M}, u \models A\} \in f_T(w)$

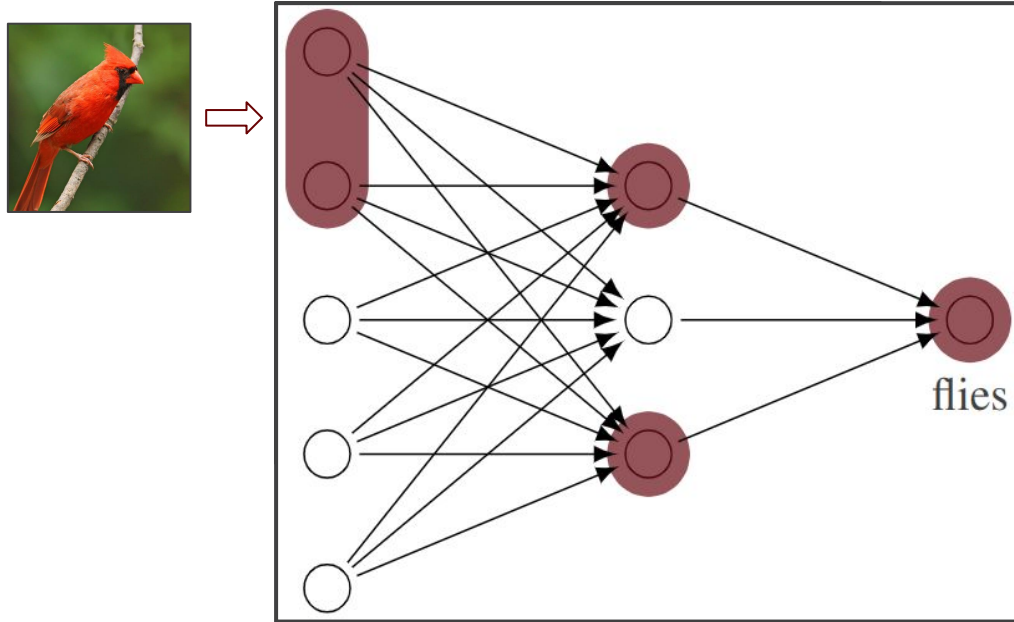
# (Modal) Logic Models

$$\mathcal{M} = \langle W, f_K, f_T, \llbracket p \rrbracket \rangle$$

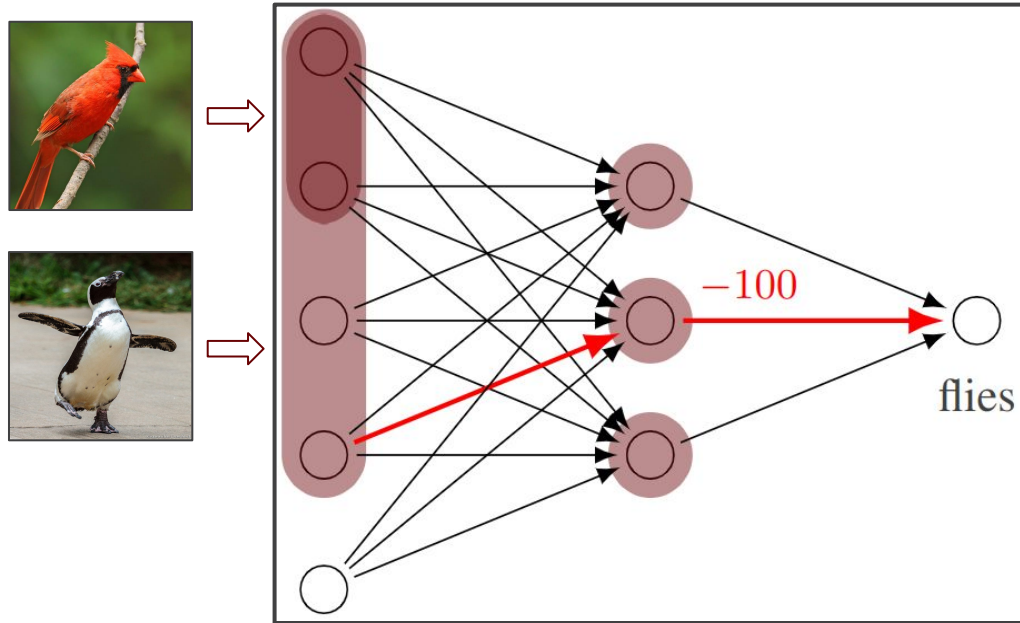
- $f_K$  is reflexive, transitive, acyclic, monotonic
- $f_T$  is reflexive, transitive, **not** monotonic
- $f_K$  is a skeleton



# Artificial Neural Networks



# Artificial Neural Networks



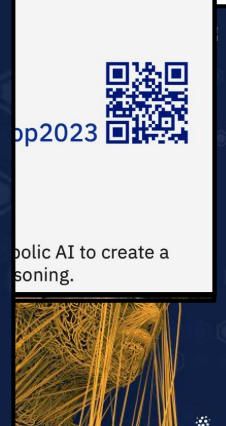
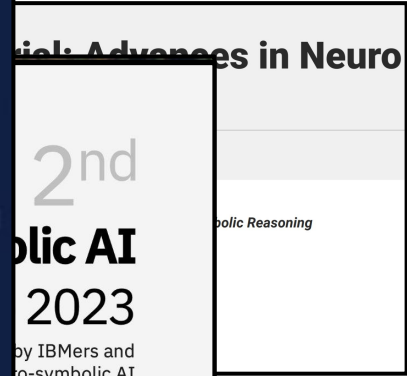
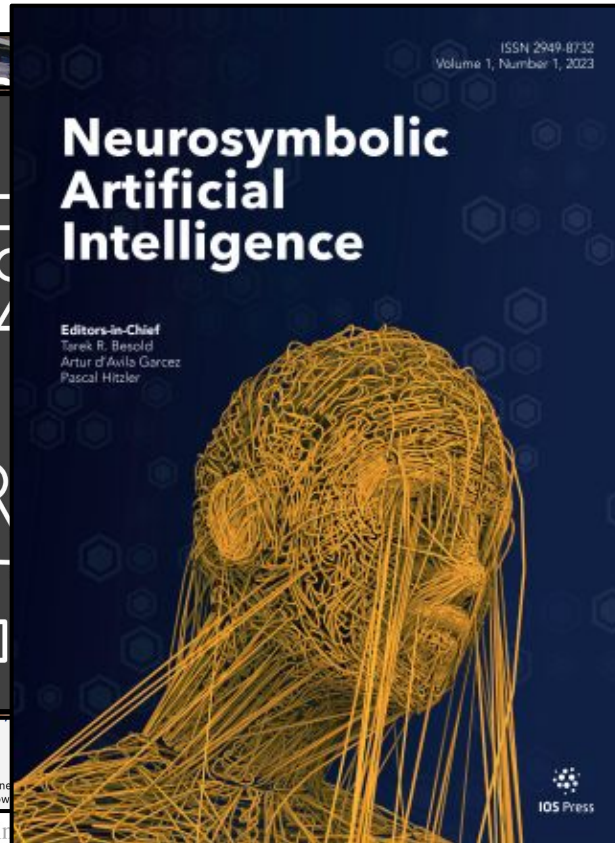
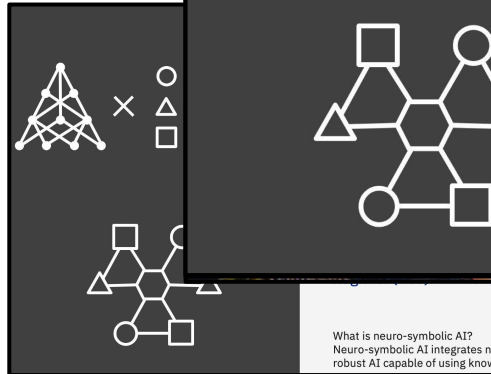
# Artificial Neural Networks

$$\mathcal{N} = \langle N, E, W, A \rangle$$

- $E$  is feed-forward (no cycles)
- $A$  is monotonically increasing
- $A$  is binary



# Neuro-Symbolic AI



# A Semantic Theory

$$p \quad \perp \quad \neg A \quad A \rightarrow B \quad \mathbf{KA} \quad \mathbf{TA}$$

$$\begin{aligned} \llbracket p \rrbracket &= \text{some } S_p \text{ in Set} \\ \llbracket \neg A \rrbracket &= \llbracket A \rrbracket^c \\ \llbracket A \rightarrow B \rrbracket &= \text{“}\llbracket A \rrbracket \supseteq \llbracket B \rrbracket\text{”} \end{aligned}$$

$$\llbracket \mathbf{KA} \rrbracket = \text{op}(\llbracket A \rrbracket)$$

\*Set =  $\mathcal{P}(N)$

\*Officially,  $\llbracket A \rightarrow B \rrbracket = \llbracket A \rrbracket^c \cap \llbracket B \rrbracket$

# Types of Closure Operators on Nets

$\text{Reach} : \text{Set} \rightarrow \text{Set}$

$\text{Reach}(S) =$  The set of neurons graph-reachable from  $S$

$$\llbracket \mathbf{K}A \rrbracket = \text{Reach}(\llbracket A \rrbracket)$$

$\text{Reach}^\downarrow : \text{Set} \rightarrow \text{Set}$

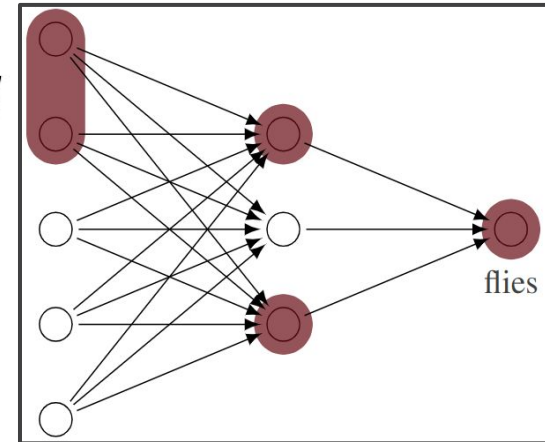
$\text{Reach}^\downarrow(S) =$  The set of neurons that graph-reach some  $n$  in  $S$

$$\llbracket \mathbf{K}^\downarrow A \rrbracket = \text{Reach}^\downarrow(\llbracket A \rrbracket)$$

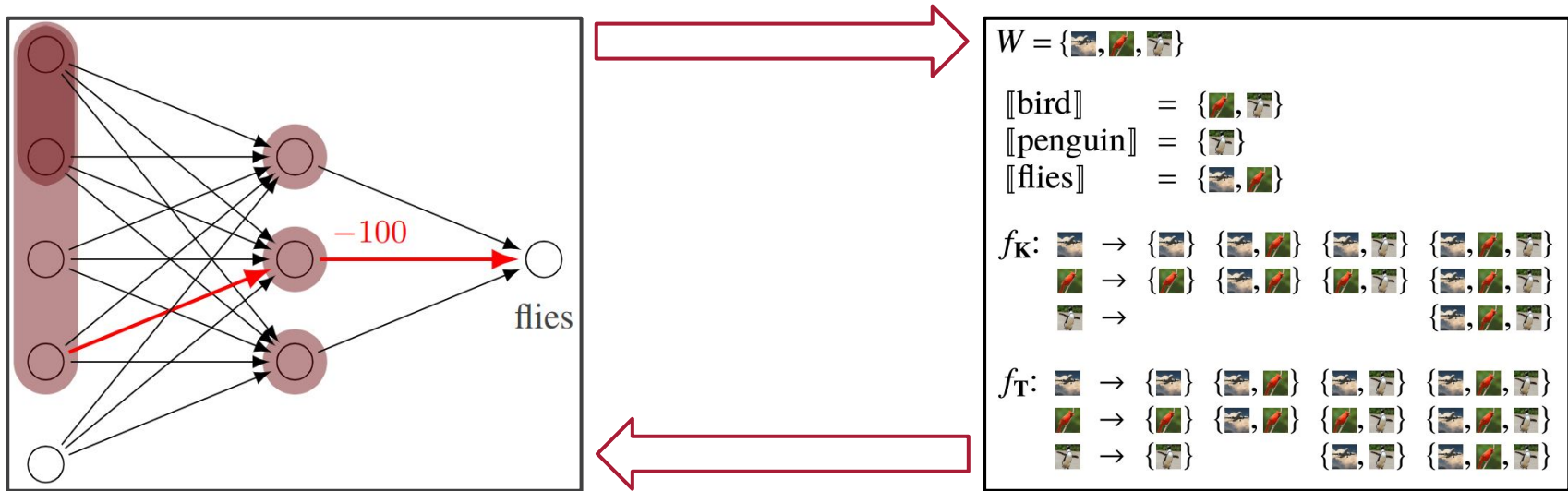
$\text{Prop} : \text{Set} \rightarrow \text{Set}$

$\text{Prop}(N) =$  The set of neurons activated by  $S$

$$\llbracket \mathbf{T}A \rrbracket = \text{Prop}(\llbracket A \rrbracket)$$



# From Neural Networks to Models and Back



# Building Models from Nets

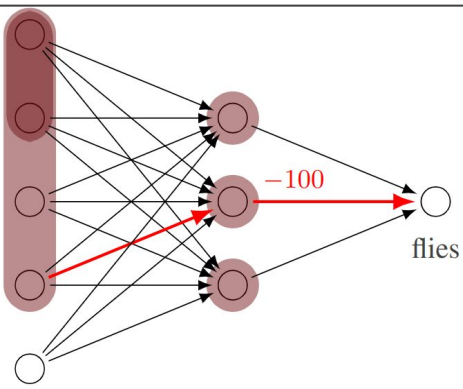
$$\langle N, E, W, A, \llbracket p \rrbracket_{\mathcal{N}} \rangle \longrightarrow \langle W, f_{\mathbf{K}}, f_{\mathbf{T}}, \llbracket p \rrbracket_{\mathcal{M}} \rangle$$

$$W = N$$

$$f_{\mathbf{K}}(w) = \{S \subseteq W \mid w \in \text{Reach}(S)\}$$

$$f_{\mathbf{T}}(w) = \{S \subseteq W \mid w \in \text{Prop}(S)\}$$

$$\llbracket p \rrbracket_{\mathcal{M}} = \llbracket p \rrbracket_{\mathcal{N}}$$



$$W = \{\text{img1}, \text{img2}, \text{img3}\}$$

$$\llbracket \text{bird} \rrbracket = \{\text{img1}, \text{img2}\}$$

$$\llbracket \text{penguin} \rrbracket = \{\text{img3}\}$$

$$\llbracket \text{flies} \rrbracket = \{\text{img1}, \text{img2}\}$$

$$f_{\mathbf{K}}: \begin{array}{l} \text{img1} \rightarrow \{\text{img1}\} \quad \{\text{img1}, \text{img2}\} \quad \{\text{img1}, \text{img3}\} \quad \{\text{img1}, \text{img2}, \text{img3}\} \\ \text{img2} \rightarrow \{\text{img2}\} \quad \{\text{img1}, \text{img2}\} \quad \{\text{img2}, \text{img3}\} \quad \{\text{img1}, \text{img2}, \text{img3}\} \\ \text{img3} \rightarrow \{\text{img3}\} \quad \{\text{img1}, \text{img3}\} \quad \{\text{img2}, \text{img3}\} \quad \{\text{img1}, \text{img2}, \text{img3}\} \end{array}$$

$$f_{\mathbf{T}}: \begin{array}{l} \text{img1} \rightarrow \{\text{img1}\} \quad \{\text{img1}, \text{img2}\} \quad \{\text{img1}, \text{img3}\} \quad \{\text{img1}, \text{img2}, \text{img3}\} \\ \text{img2} \rightarrow \{\text{img2}\} \quad \{\text{img1}, \text{img2}\} \quad \{\text{img2}, \text{img3}\} \quad \{\text{img1}, \text{img2}, \text{img3}\} \\ \text{img3} \rightarrow \{\text{img3}\} \quad \{\text{img1}, \text{img3}\} \quad \{\text{img2}, \text{img3}\} \quad \{\text{img1}, \text{img2}, \text{img3}\} \end{array}$$

# Building Nets from Models

$$\langle W, f_K, f_T, \llbracket p \rrbracket_{\mathcal{M}} \rangle \rightarrow \langle N, E, W, A, \llbracket p \rrbracket_{\mathcal{N}} \rangle$$

$$N = W$$

$$(m_i, n) \in E \text{ iff } n \in \bigcap_{X \in f(m)} X$$

$$W(m_i, n) = \text{arbitrary}$$

$$A^{(n)}(\vec{x}, \vec{w}) = 1 \text{ iff } \{m_i | x_i = 1\} \in g(n)$$

$$\llbracket p \rrbracket_{\mathcal{N}} = \llbracket p \rrbracket_{\mathcal{M}}$$

$$W = \{\text{bird}, \text{penguin}, \text{flies}\}$$

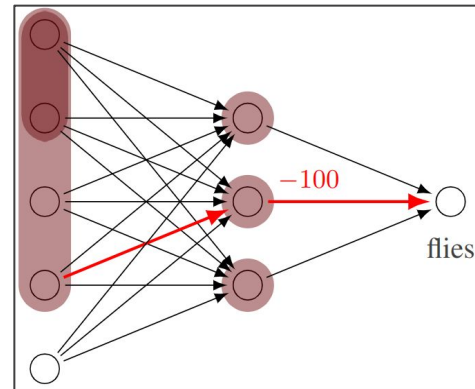
$$\llbracket \text{bird} \rrbracket = \{\text{bird}, \text{penguin}\}$$

$$\llbracket \text{penguin} \rrbracket = \{\text{penguin}\}$$

$$\llbracket \text{flies} \rrbracket = \{\text{bird}, \text{penguin}\}$$

$$f_K: \begin{array}{l} \text{bird} \rightarrow \{\text{bird}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \\ \text{penguin} \rightarrow \{\text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \\ \text{flies} \rightarrow \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \end{array}$$

$$f_T: \begin{array}{l} \text{bird} \rightarrow \{\text{bird}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \\ \text{penguin} \rightarrow \{\text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \\ \text{flies} \rightarrow \{\text{bird}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \quad \{\text{bird}, \text{penguin}\} \end{array}$$



# Neural Network Axioms

$$\mathbf{K}(A \rightarrow B) \rightarrow (\mathbf{K}A \rightarrow \mathbf{K}B)$$

$$\mathbf{K}A \rightarrow A$$

$$\mathbf{K}A \rightarrow \mathbf{K}\mathbf{K}A$$

$$\mathbf{K}(\mathbf{K}(A \rightarrow \mathbf{K}A) \rightarrow A) \rightarrow A$$

$$\mathbf{K}^\downarrow(A \rightarrow B) \rightarrow (\mathbf{K}^\downarrow A \rightarrow \mathbf{K}^\downarrow B)$$

$$A \rightarrow \mathbf{K}(\mathbf{K}^\downarrow)A$$

$$A \rightarrow \mathbf{K}^\downarrow(\mathbf{K})A$$

$$\mathbf{T}A \rightarrow A$$

$$\mathbf{T}A \rightarrow \mathbf{T}\mathbf{T}A$$

$$(\mathbf{T}A \rightarrow \mathbf{K}^\downarrow B) \leftrightarrow (\mathbf{T}(\mathbf{T}A \vee \mathbf{K}^\downarrow B) \rightarrow \mathbf{K}^\downarrow B)$$

# What About...

- Real-valued neuron activation?
  - Lifting binary logic to fuzzy logic  
**(TODO, but shouldn't be hard)**
- Learning?
  - *Modal Logic natively supports update!*  
**(See next slide!)**

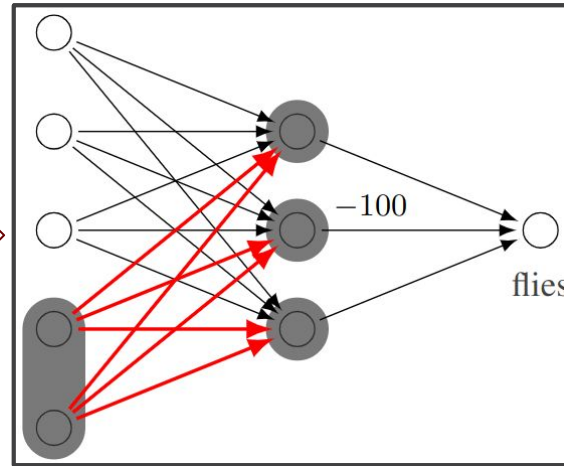


# (Naïve) Hebbian Learning

***Neurons that fire together wire together***



orca



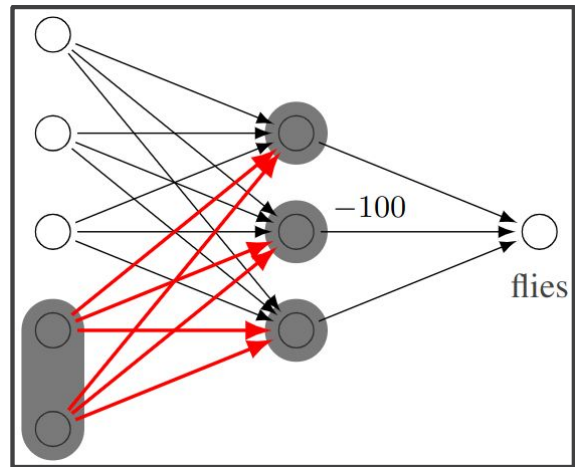
$$\Delta W_{ij} = \eta x_i x_j$$

# Hebbian Learning as a Closure Operator

$\text{Inc}^* : \text{Net} \times \text{Set} \rightarrow \text{Set}$

$\text{Inc}^*(\mathcal{N}, S) =$  The net obtained by **maximally** strengthening all weights within  $\text{Prop}(S)$

$$\llbracket [A]^* B \rrbracket_{\mathcal{N}} = \llbracket B \rrbracket_{\text{Inc}(\mathcal{N}, \llbracket A \rrbracket)}$$



$$\Delta W_{ij} = \eta x_i x_j$$

# The Hebbian Learning Axioms

$$\begin{aligned}[A]^*p &\leftrightarrow p \\ [A]^*\neg B &\leftrightarrow \neg[A]^*B \\ [A]^*(B \rightarrow C) &\leftrightarrow [A]^*B \rightarrow [A]^*C \\ [A]^*\mathbf{K}B &\leftrightarrow \mathbf{K}[A]^*B\end{aligned}$$

$$\begin{aligned}[A]^*\mathbf{T}B &\leftrightarrow [(\mathbf{T}A \vee \mathbf{T}B \leftrightarrow \perp) \rightarrow \mathbf{T}[A]^*B] \\ &\vee [\neg(\mathbf{T}A \vee \mathbf{T}B \leftrightarrow \perp) \rightarrow \mathbf{T}[A]^*B \wedge (\mathbf{T}A \vee \mathbf{K}B)]\end{aligned}$$

# github.com/ais-climber/a-la-mode

← → ↻ github.com/ais-climber/a-la-mode

3 watching  
0 forks

Releases  
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Python 85.8%   Tcl 14.2%

☰ README.md

## à la Mode: A Neural Network Model Builder

A Python (Tensorflow) suite for neural network **checking** ("does the net satisfy P?") and neural network **building** ("construct a net that satisfies P.") We do this by leveraging a neuro-symbolic translation between logical symbols and sets of neurons in the network.

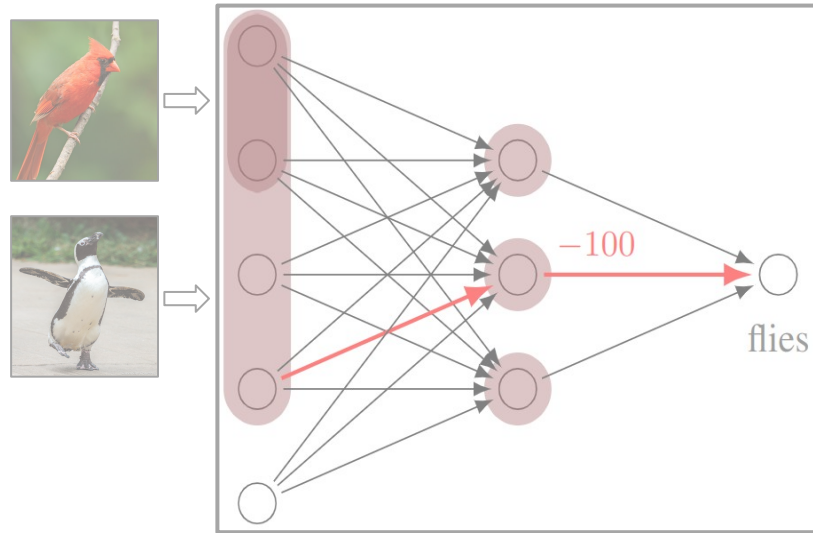
à la Mode is the more hasty and confident sister of [Argyle](#). Both share the same core features, but à la Mode releases faster and is easier to use (for those Python+Tensorflow inclined). However, unlike Argyle, à la Mode is not formally verified (although it's models are proved correct by hand).

**NOTE:** This program is currently **very much in development**, and many of the planned features involve significant research efforts (this is my PhD). So what the program can do right now is somewhat limited.

# Future Work:

1. Recurrent neural networks
2. First-order and higher-order logics
3. Other learning operators (e.g. stable Hebbian, backpropagation)

# Questions?



[github.com/ais-climber/a-la-mode](https://github.com/ais-climber/a-la-mode)