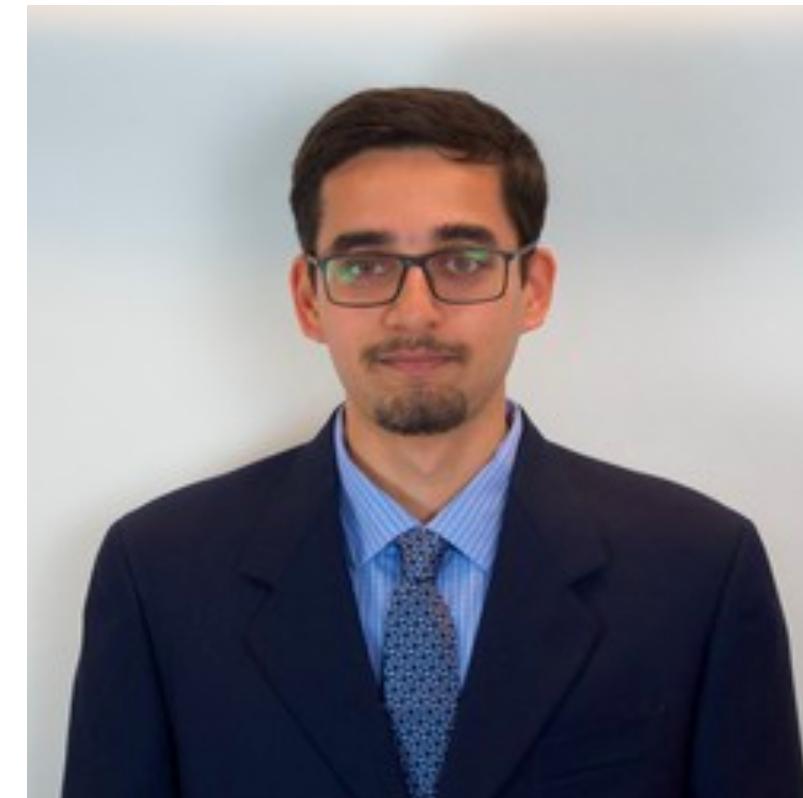


A Simple Approach to Case-Based Reasoning in Knowledge Bases



Rajarshi
Das¹



Ameya
Godbole¹



Shehzaad
Dhuliawala²



Manzil
Zaheer³



Andrew
McCallum¹

Automated Reasoning

Automated Reasoning

- Ability to infer *new facts* from *observed evidence*.

Automated Reasoning

- Ability to infer ***new facts*** from ***observed evidence***.
- Knowledge Bases (KBs) provide an excellent test bed for automated reasoning

Automated Reasoning

Automated Reasoning

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United States

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"America", "US", "USA", and "United States of America" redirect here. For the landmass comprising North, Central, South America, and the Caribbean, see [Americas](#). For [United States \(disambiguation\)](#).

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Paleo-Indians migrated from Siberia to the North American mainland at least 12,000 years ago,^[19] and European colonization began in the 16th century. The United States was established along the East Coast. Numerous disputes between Great Britain and the colonies led to the American Revolutionary War lasting between 1775 and 1783, leading to independence from Great Britain.

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Amherst, Massachusetts

From Wikipedia, the free encyclopedia

Coordinates: 42°36'N 72°51'W

Amherst (/ə'merst/ (listen))^[4] is a town in Hampshire County, Massachusetts, United States, in the Connecticut River valley. As of the 2010 census, the population was 37,819,^[5] making it the highest populated municipality in Hampshire County (although the county seat is Northampton). The town is home to Amherst College, Hampshire College, and the University of Massachusetts Amherst, three of the Five Colleges. The name of the town is pronounced without the *h* ("AM-erst") by natives and long-time residents,^[6] giving rise to the local saying, "only the 'h' is silent", in reference both to the pronunciation and to the town's politically active populace.^[7]

Amherst has three census-designated places; Amherst Center, North Amherst, and South Amherst.

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- 1 History
- 2 Geography and climate
- 3 Demographics
- 3.1 Income

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Coordinates: 42°23'20"N 72°31'40"W

University of Massachusetts Amherst

Professor

Andrew McCallum

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Bio
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Publications
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Research

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Andrew McCallum

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+1 413 545-1789 (fax)

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Amherst, Massachusetts

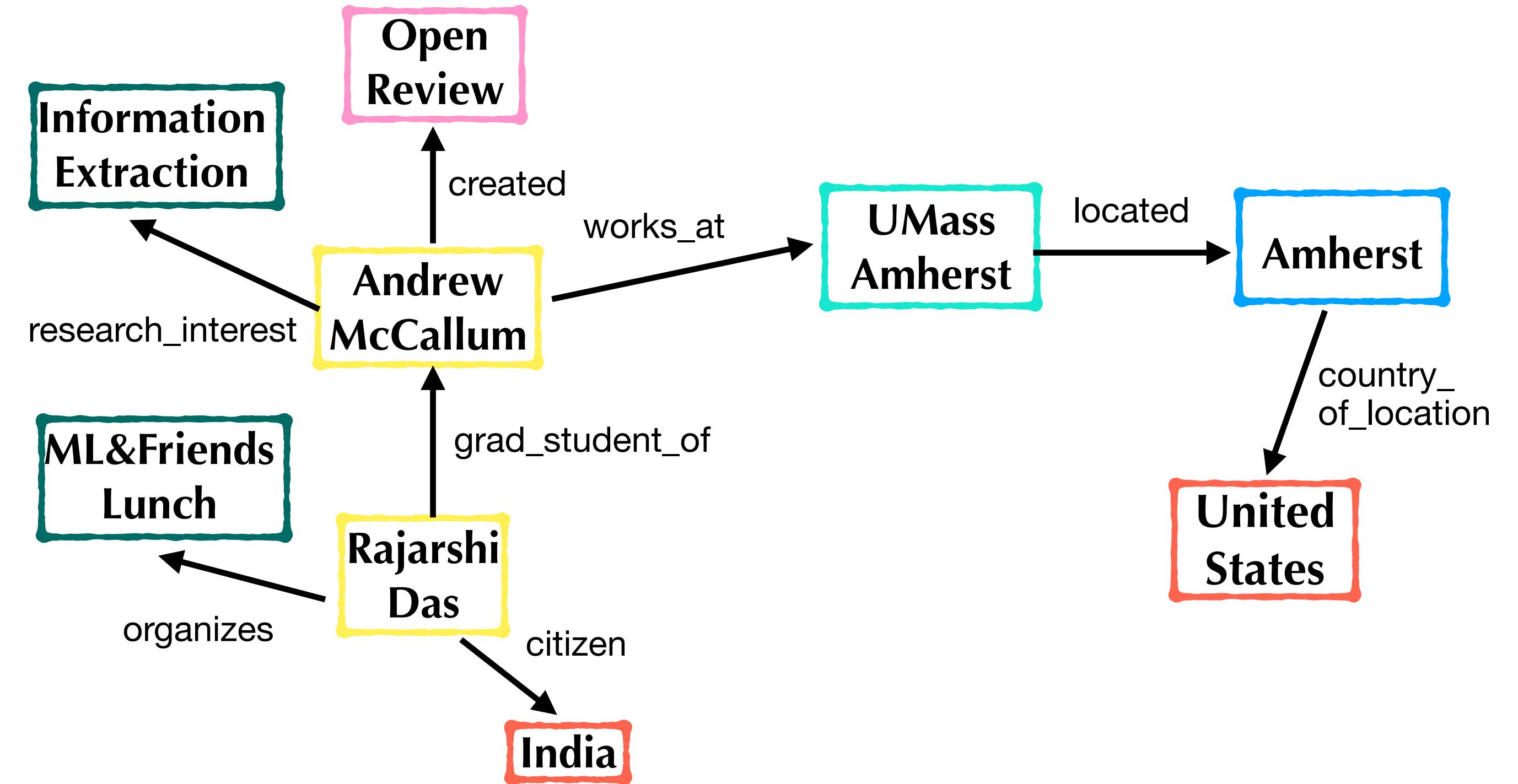
Town

Left-right from top: Town Hall, Congregational Church in North Amherst, University of Massachusetts Amherst, Mount Nonotuck, Downtown Amherst

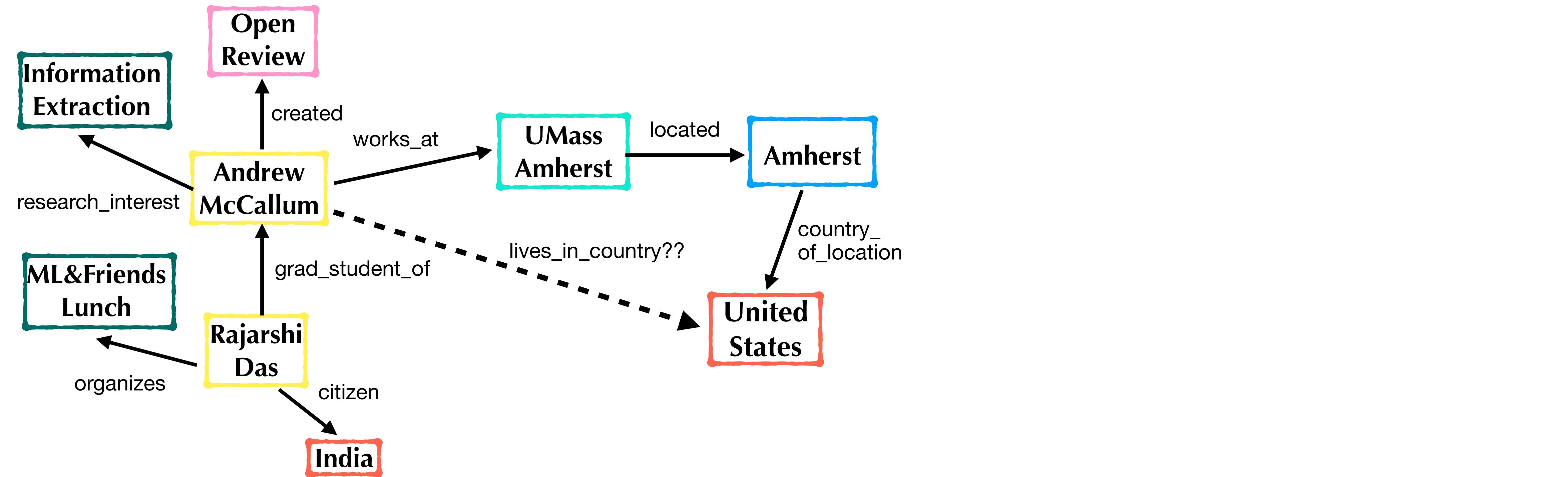
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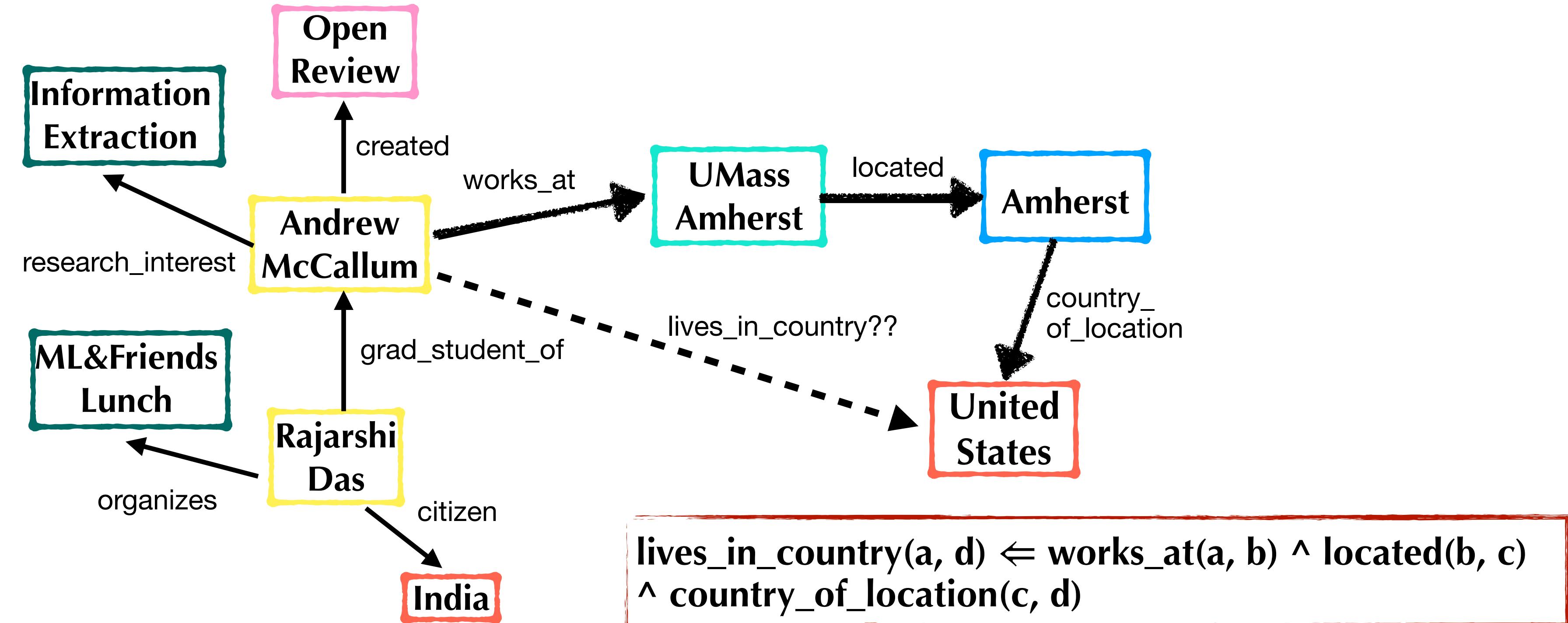
Automated Reasoning



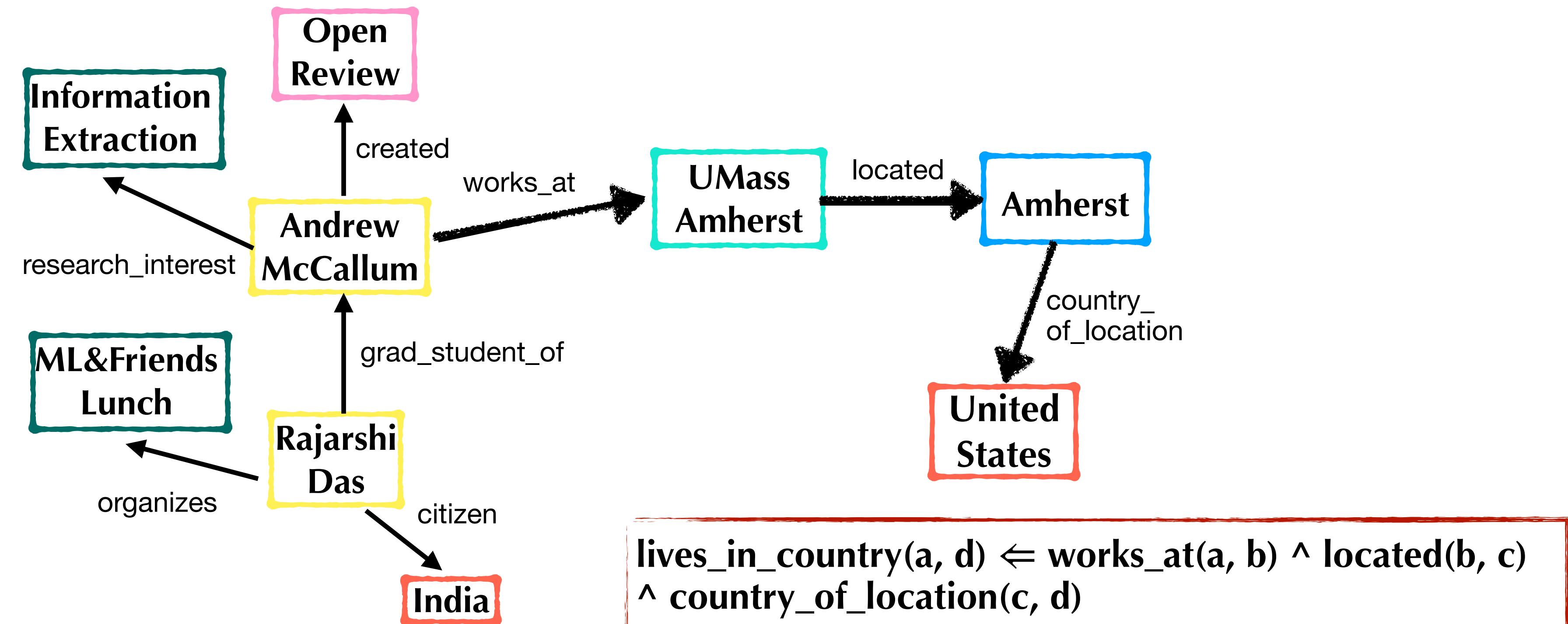
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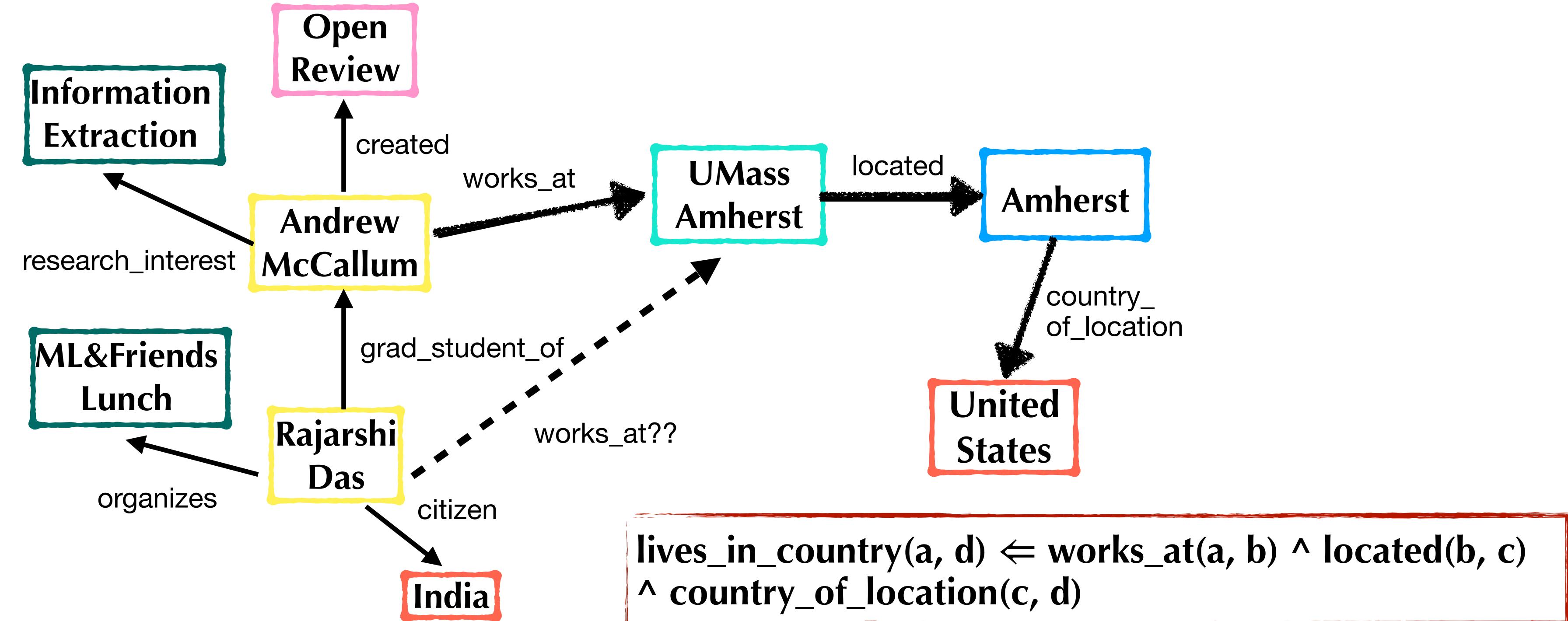
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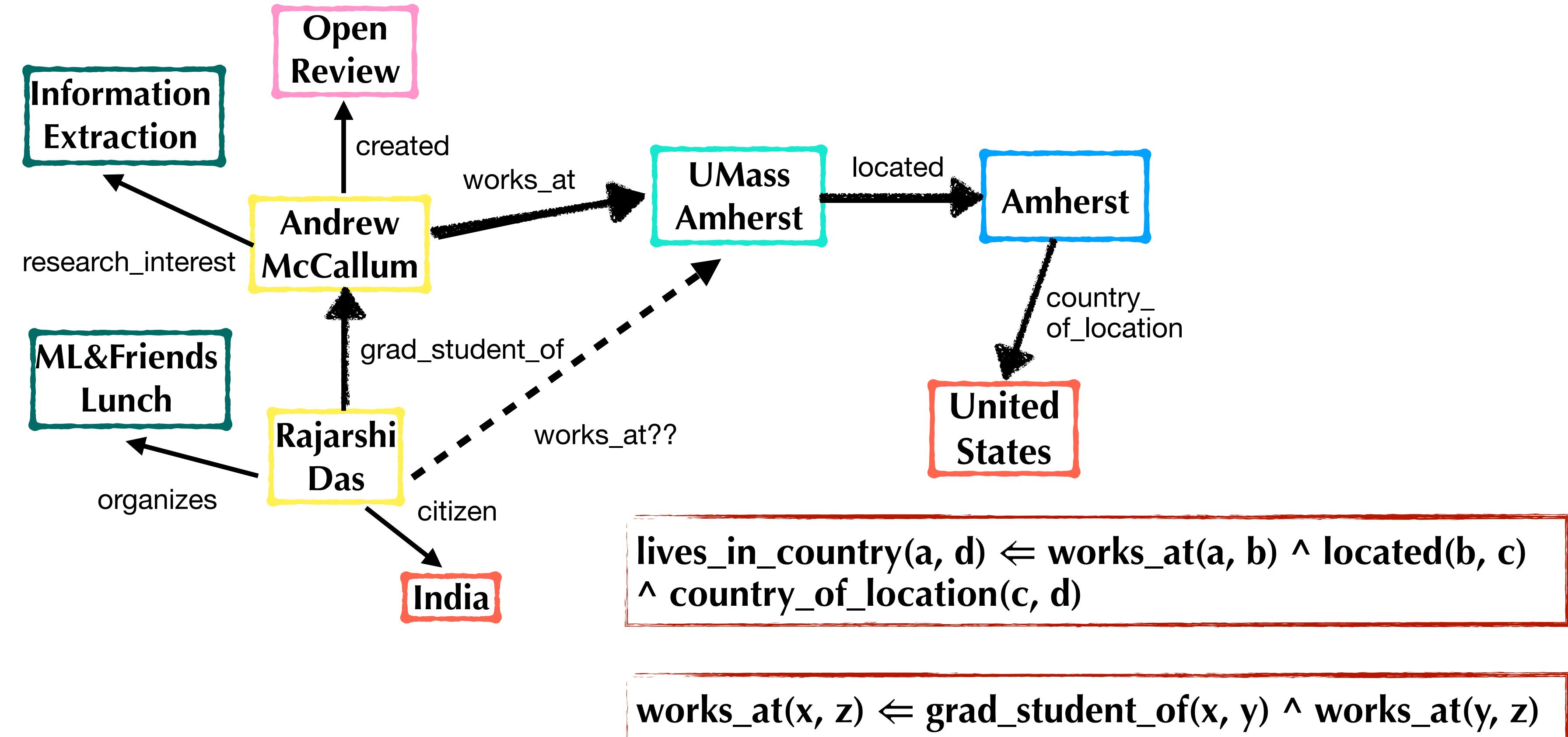
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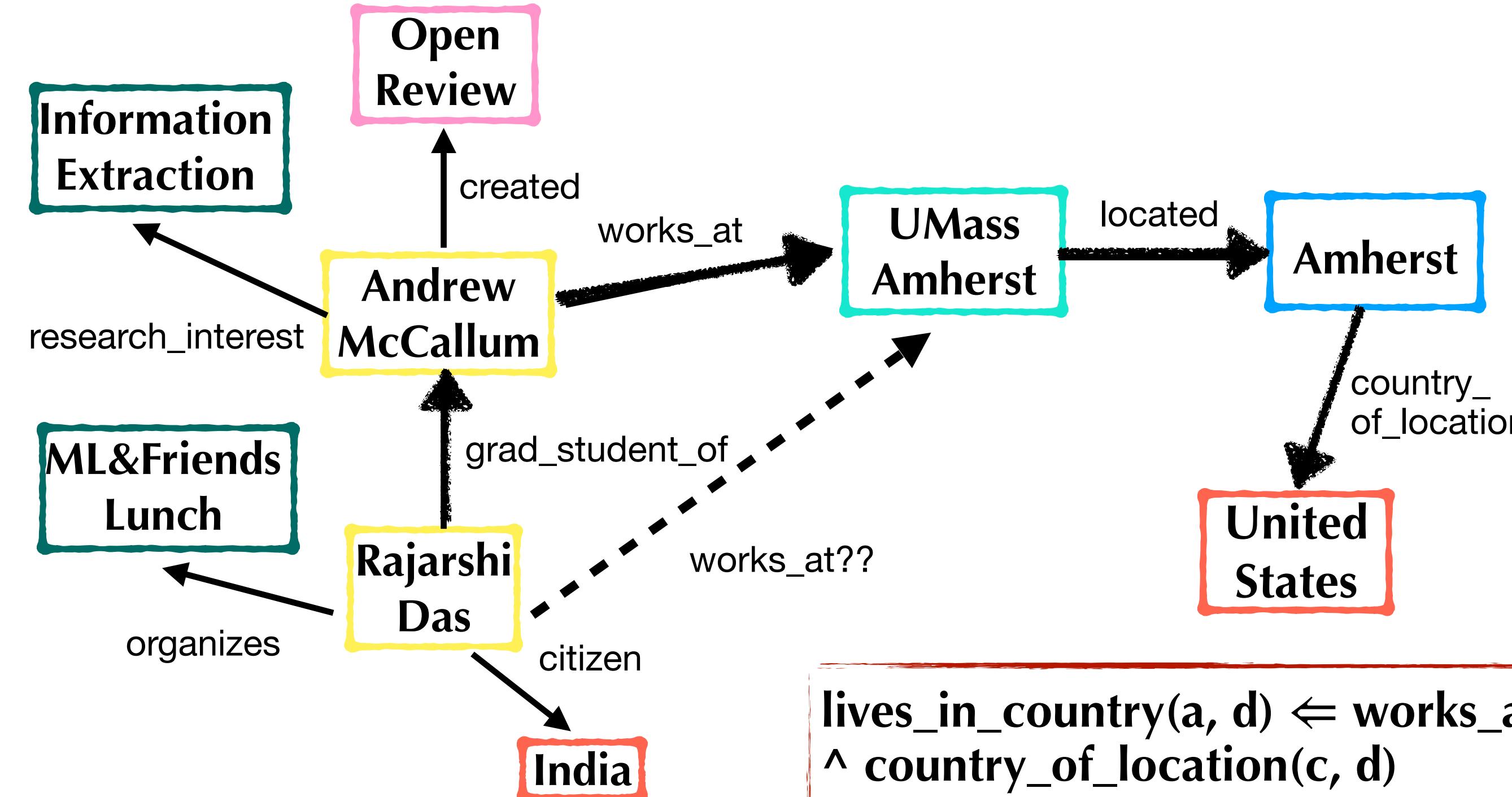
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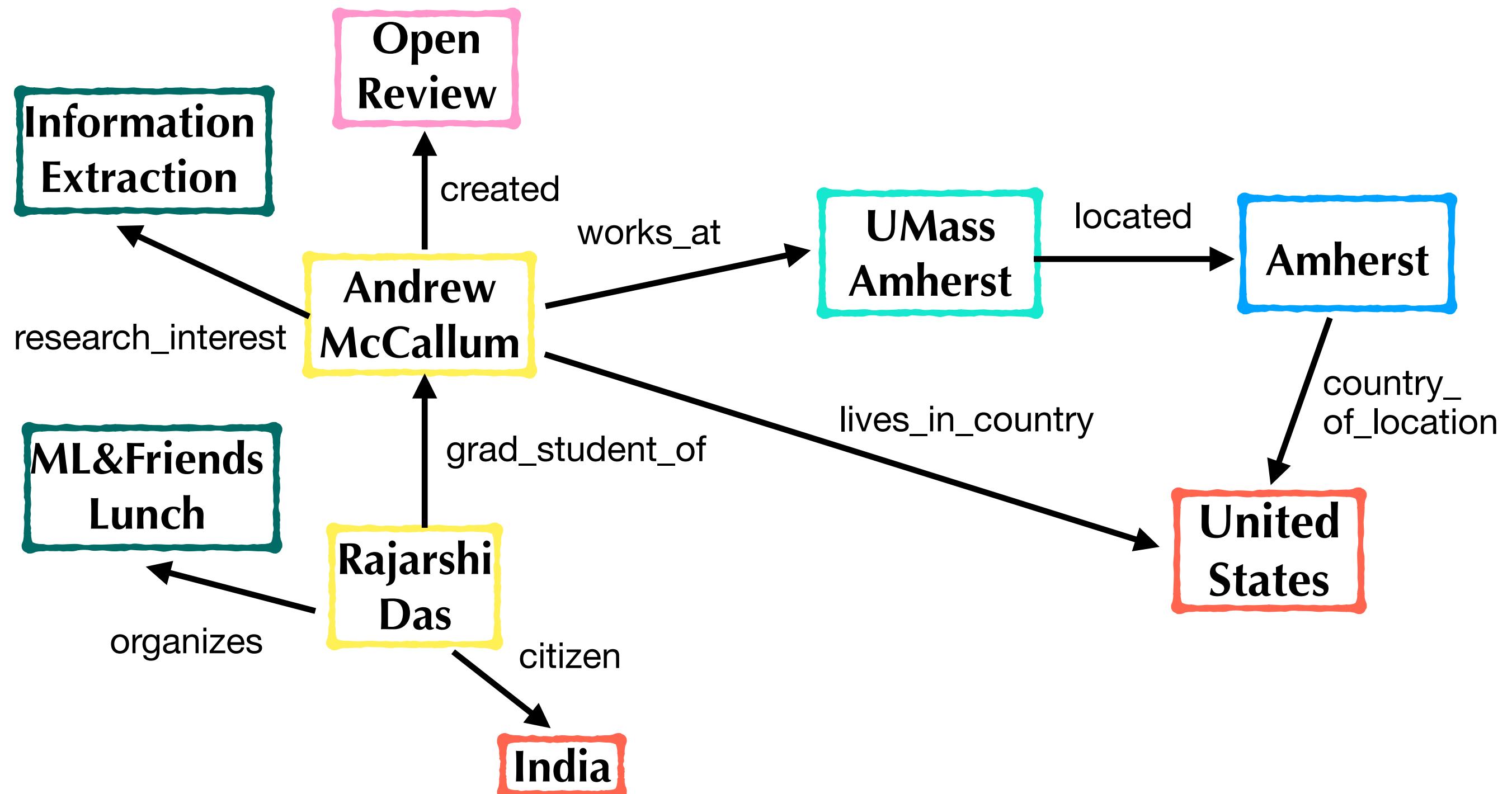
Store rules for logical inference in the *model parameters*.

- (Lao, Mitchell, Cohen EMNLP 2011)
- (Neelakantan, Roth, McCallum ACL 2015)
- (Das, Neelakantan, Belanger, McCallum EACL 2017)
- (Rocktäschel and Riedel Neurips 2017)
- (Xiong, Hoang, Wang EMNLP 2017)
- (Das, Dhuliawala, Zaheer, Vilnis, et al. ICLR 2018)
- (Lin, Socher, Xiong EMNLP 2018)
- (Minervini, Bošnjak, Rocktäschel, Riedel, Grefenstette AAAI 2020)

$\text{lives_in_country}(a, d) \Leftarrow \text{works_at}(a, b) \wedge \text{located}(b, c)$
 $\wedge \text{country_of_location}(c, d)$

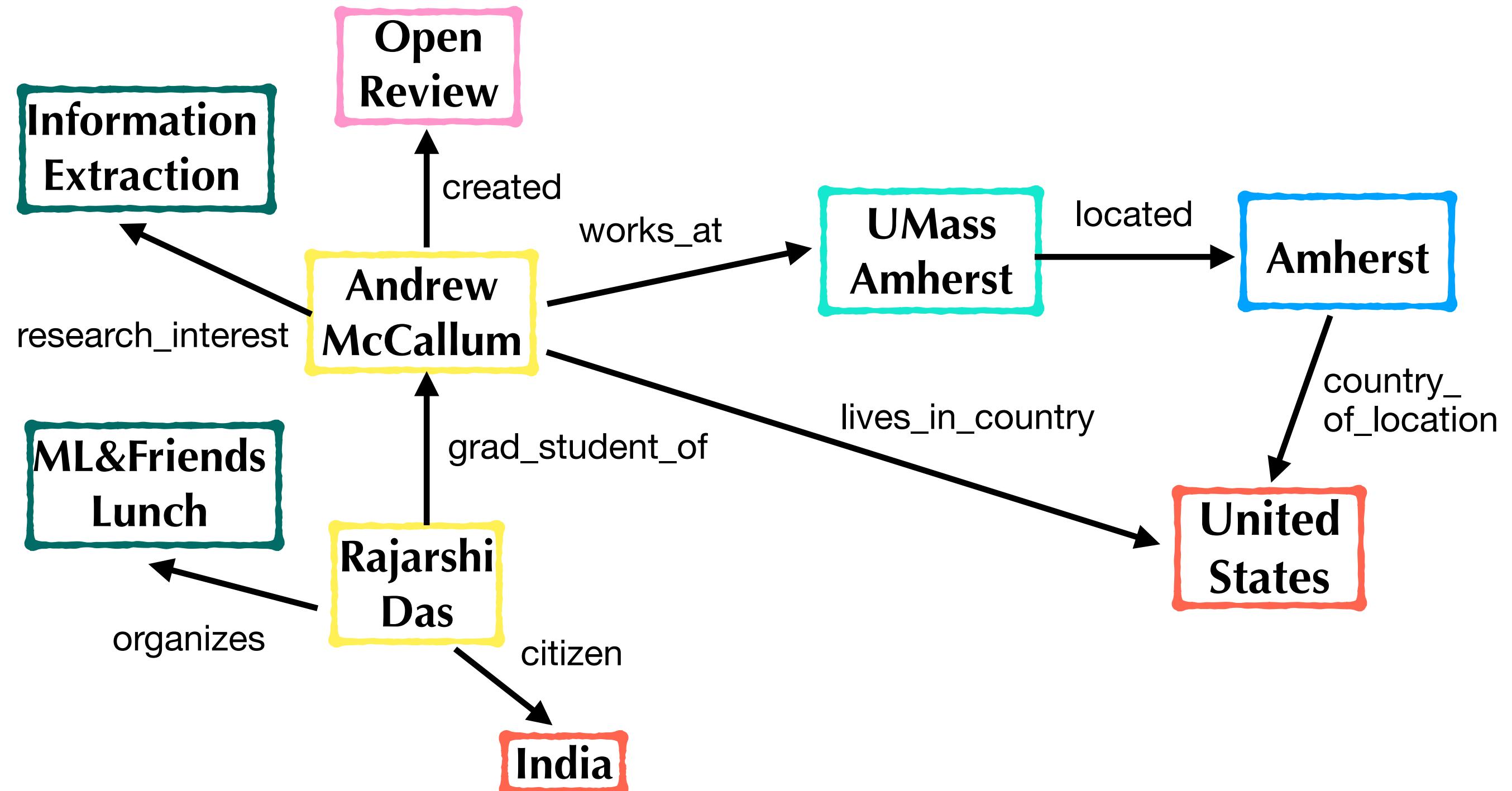
$\text{works_at}(x, z) \Leftarrow \text{grad_student_of}(x, y) \wedge \text{works_at}(y, z)$

Contextual Reasoning



Contextual Reasoning

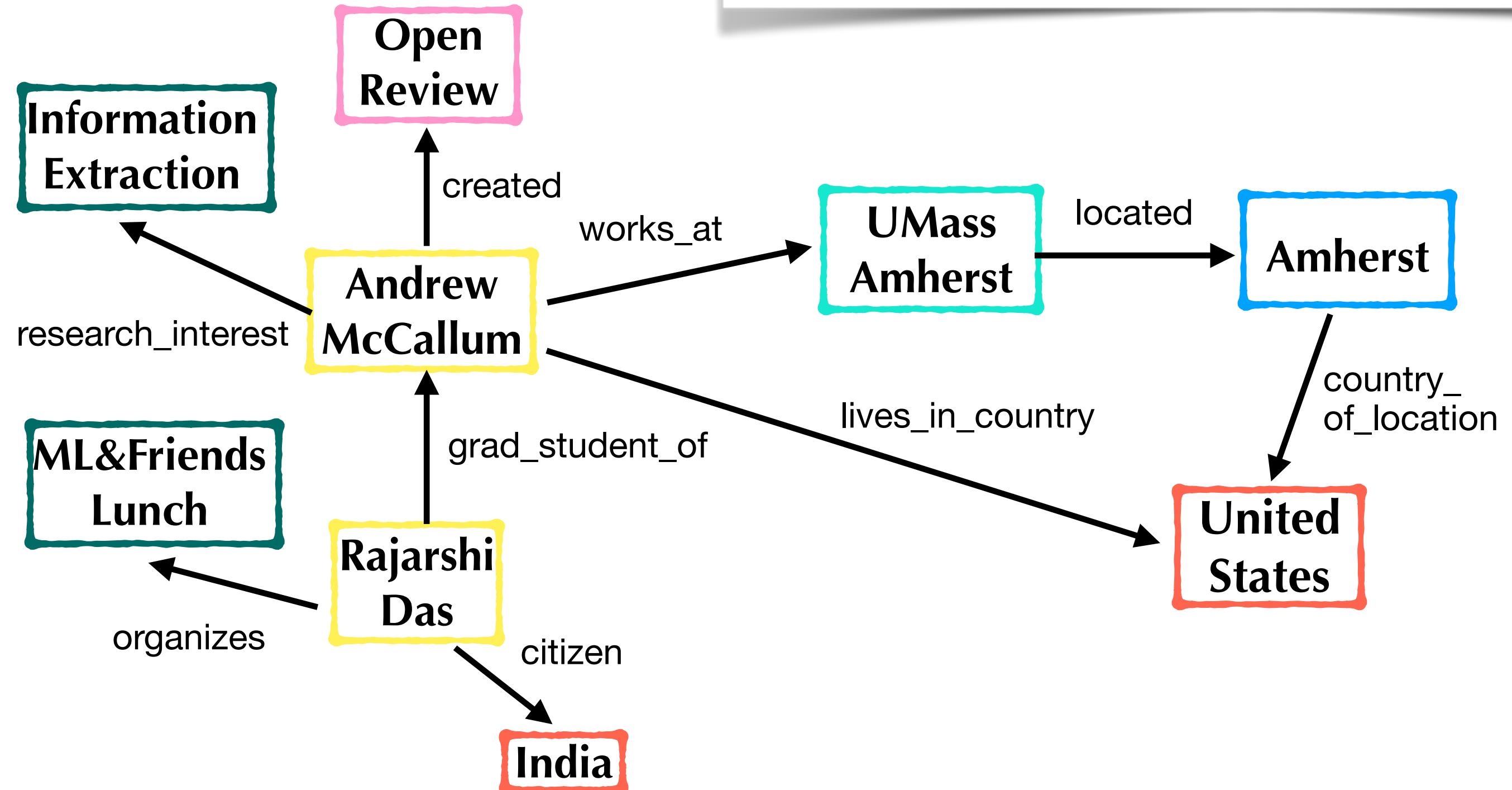
Do I need visa for traveling to AKBC 2021??



Contextual Reasoning

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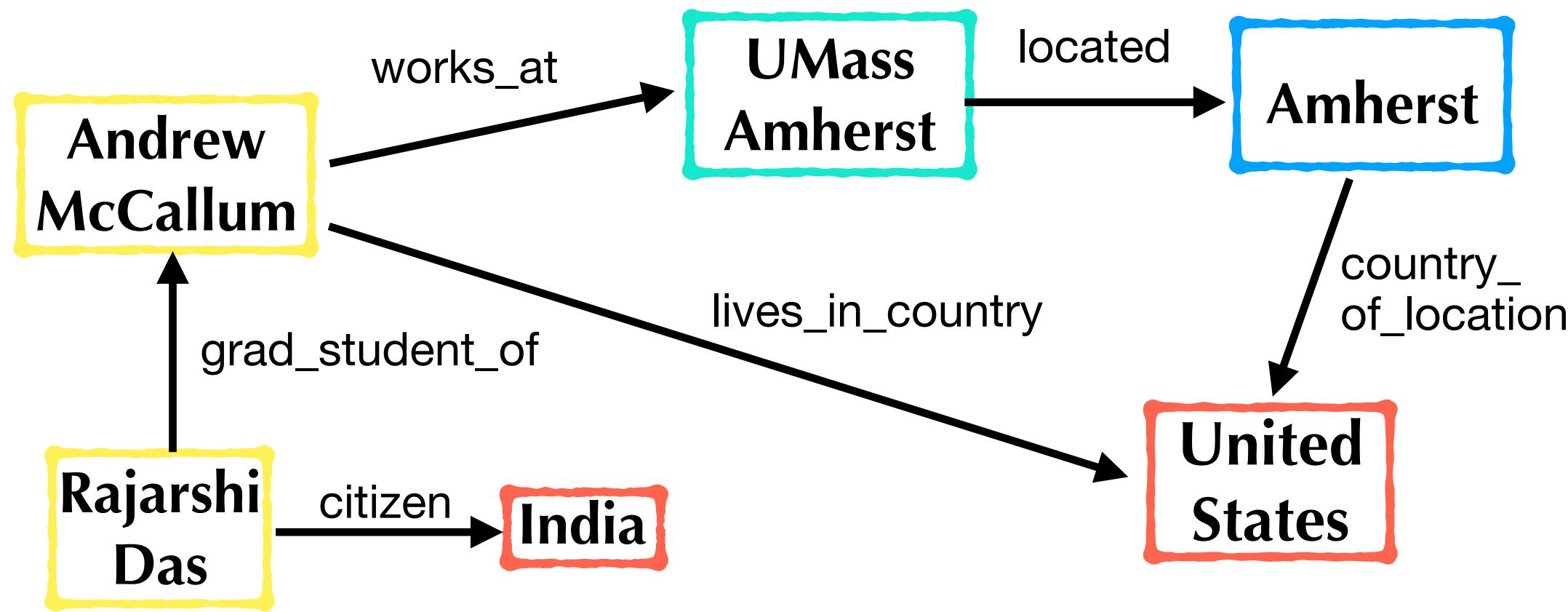
(Raj, needs_visa_for_countries, ?)



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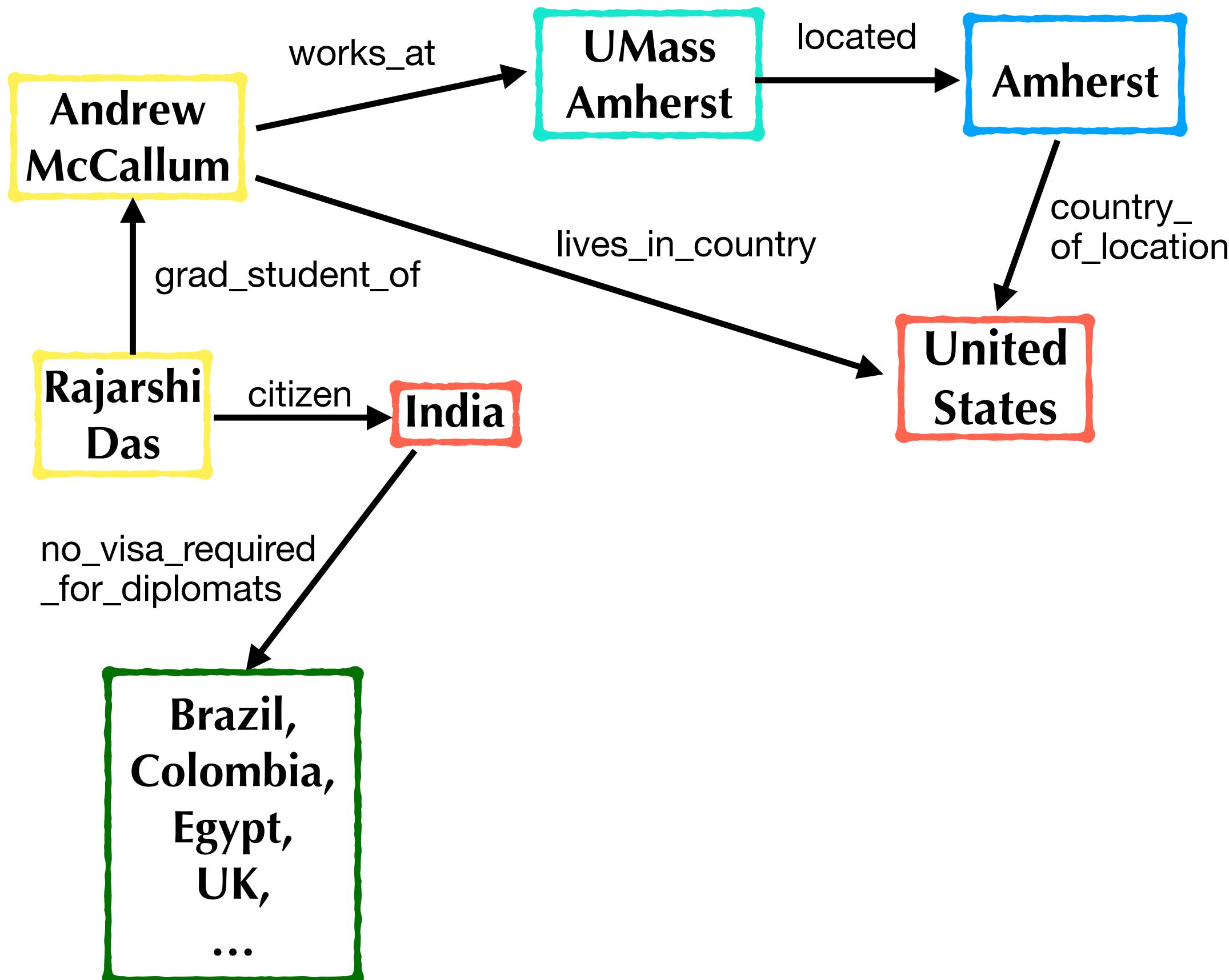
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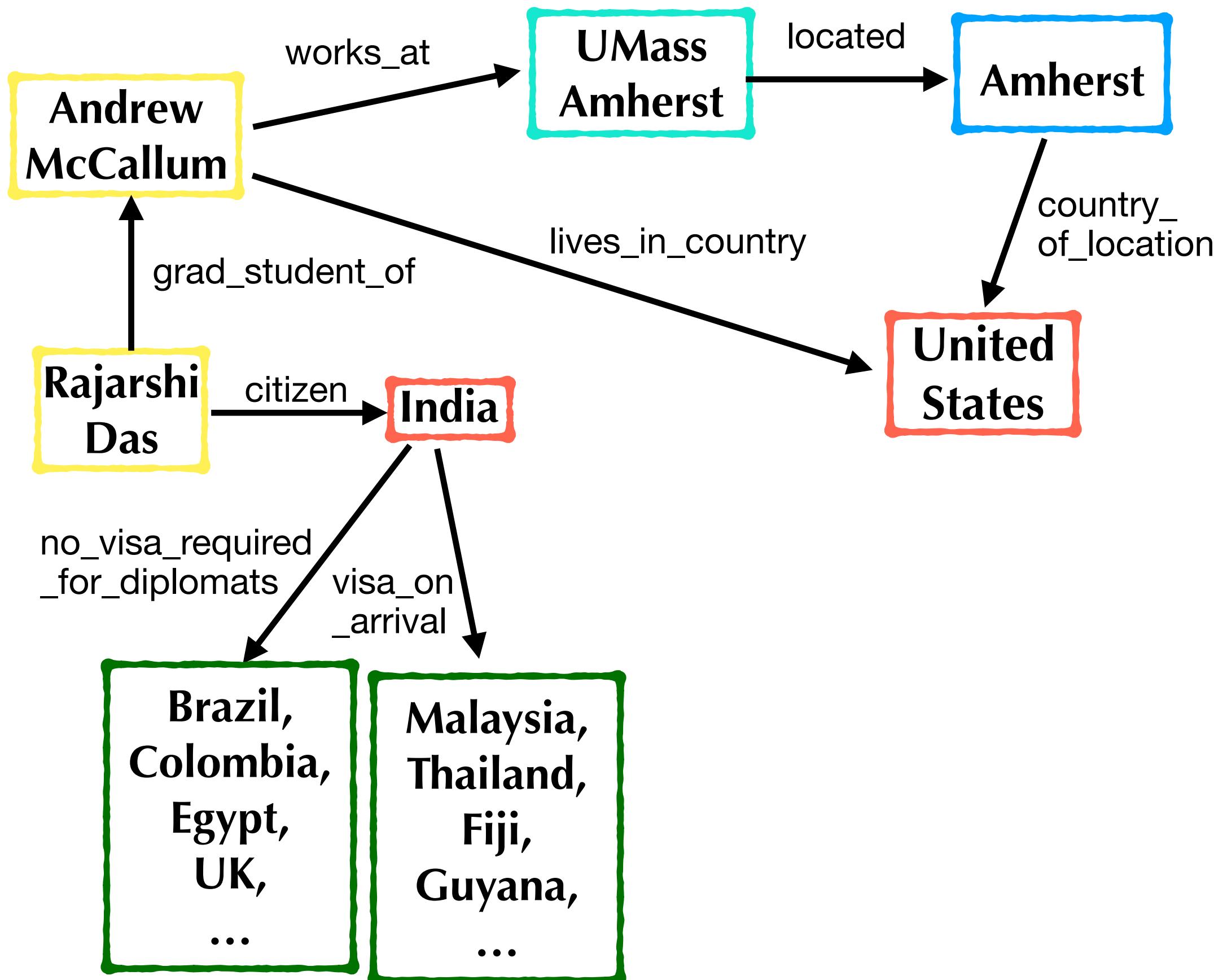
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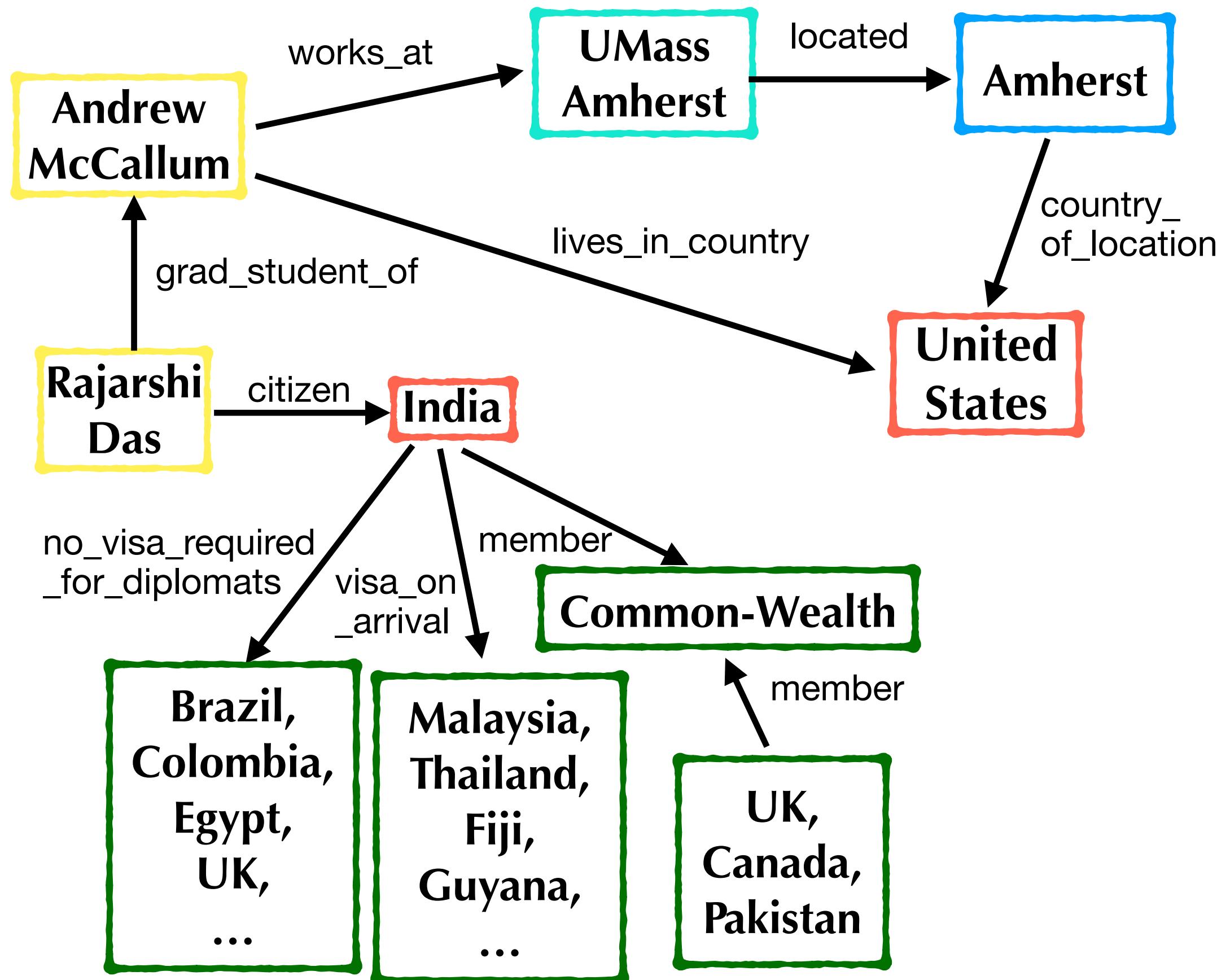
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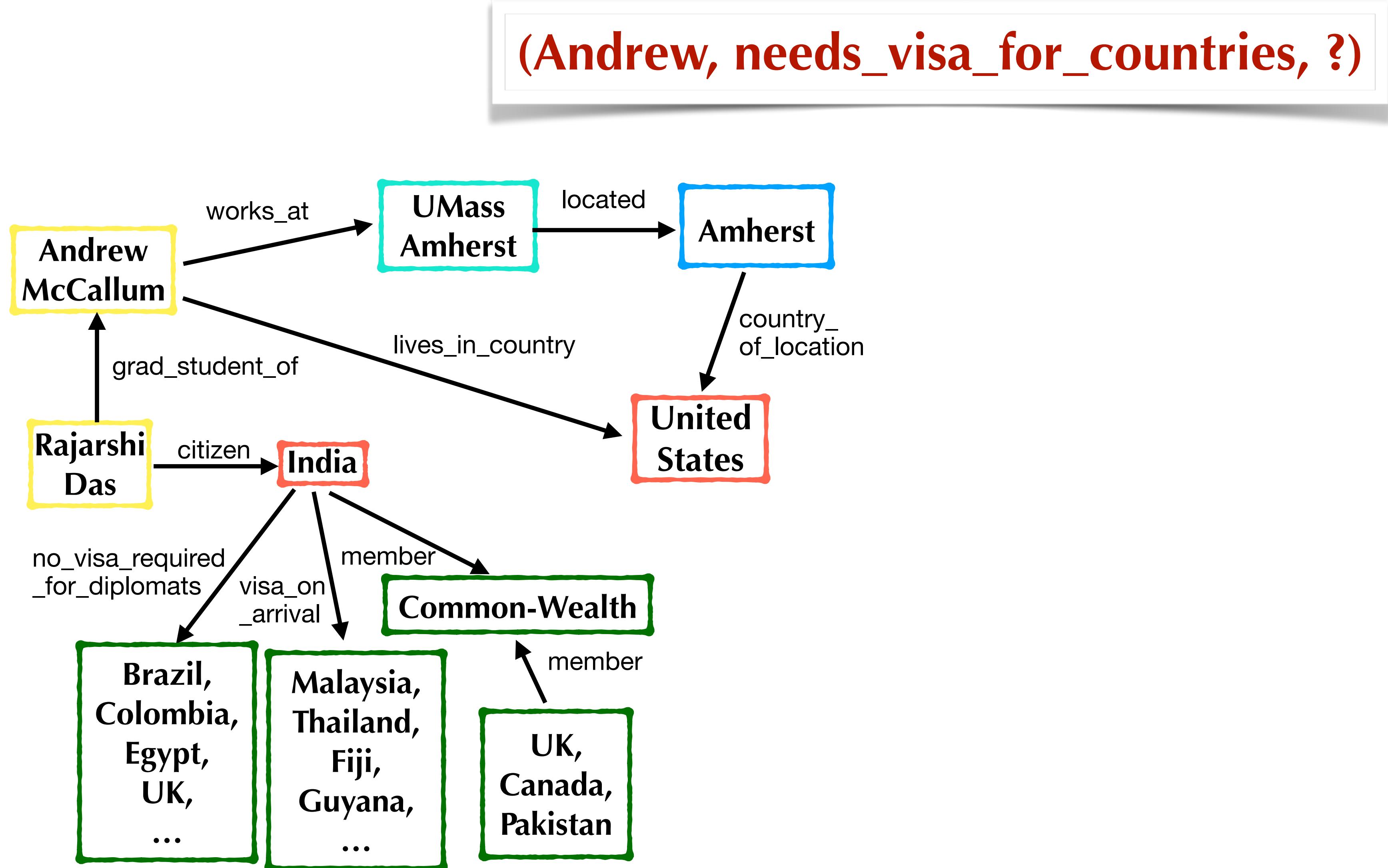
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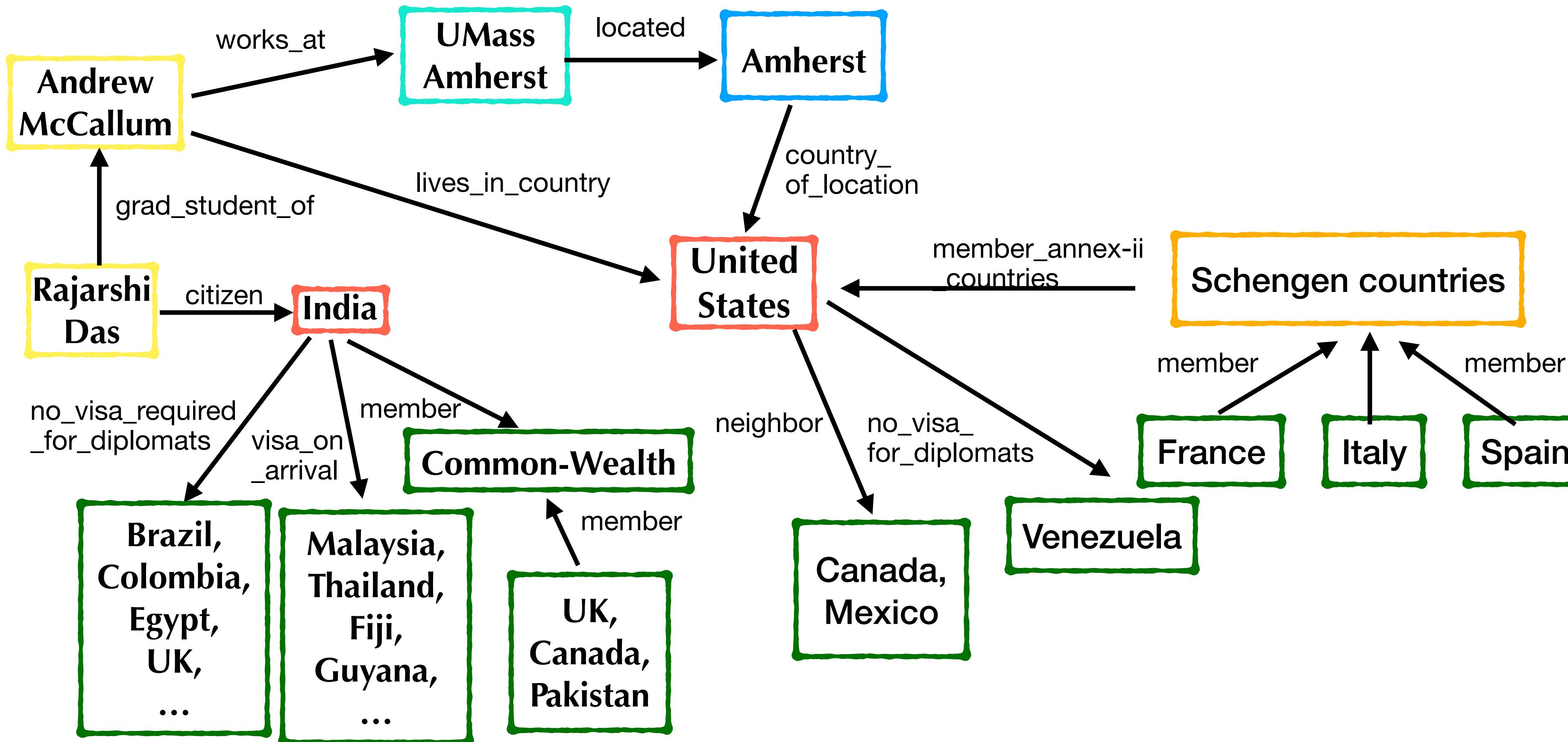


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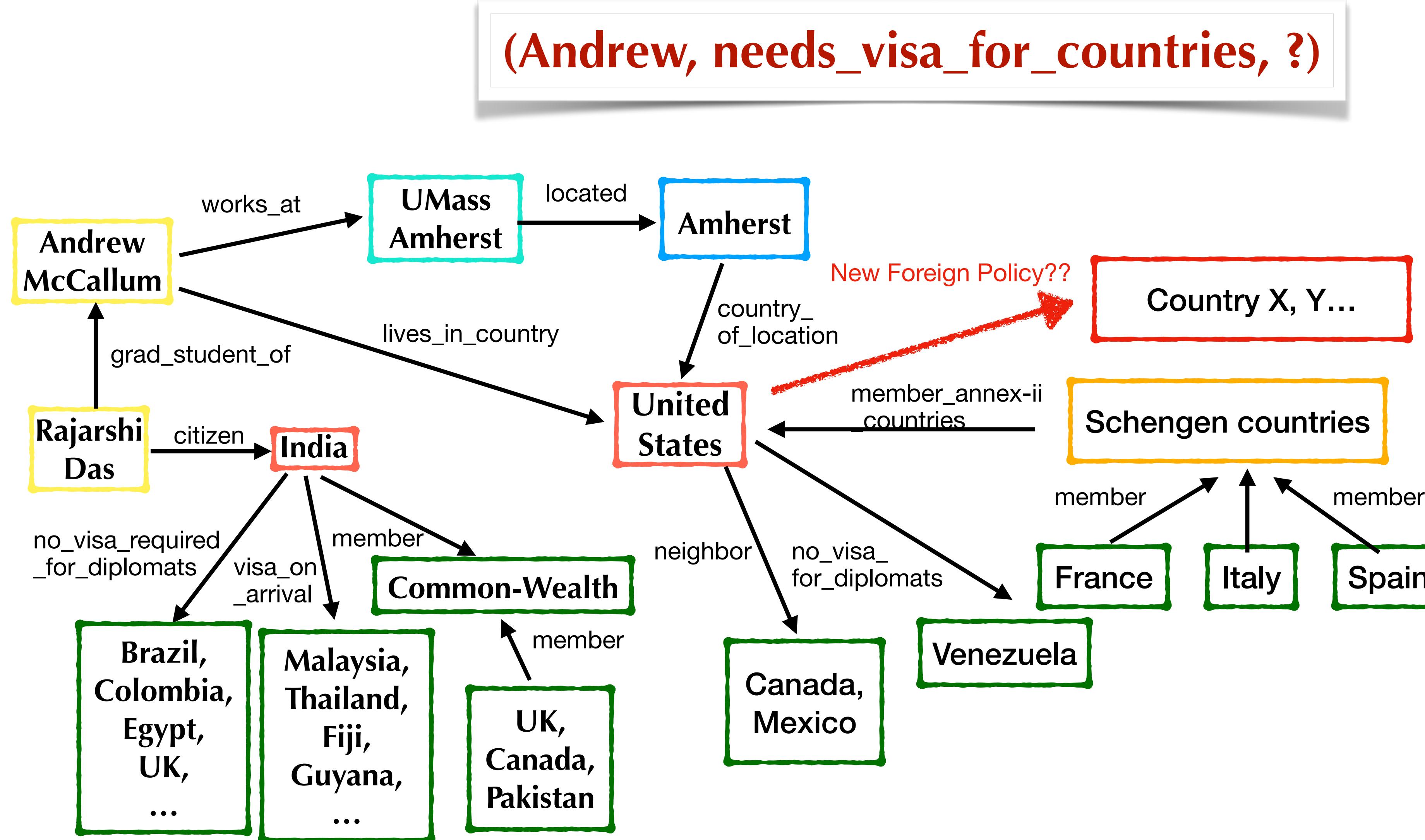


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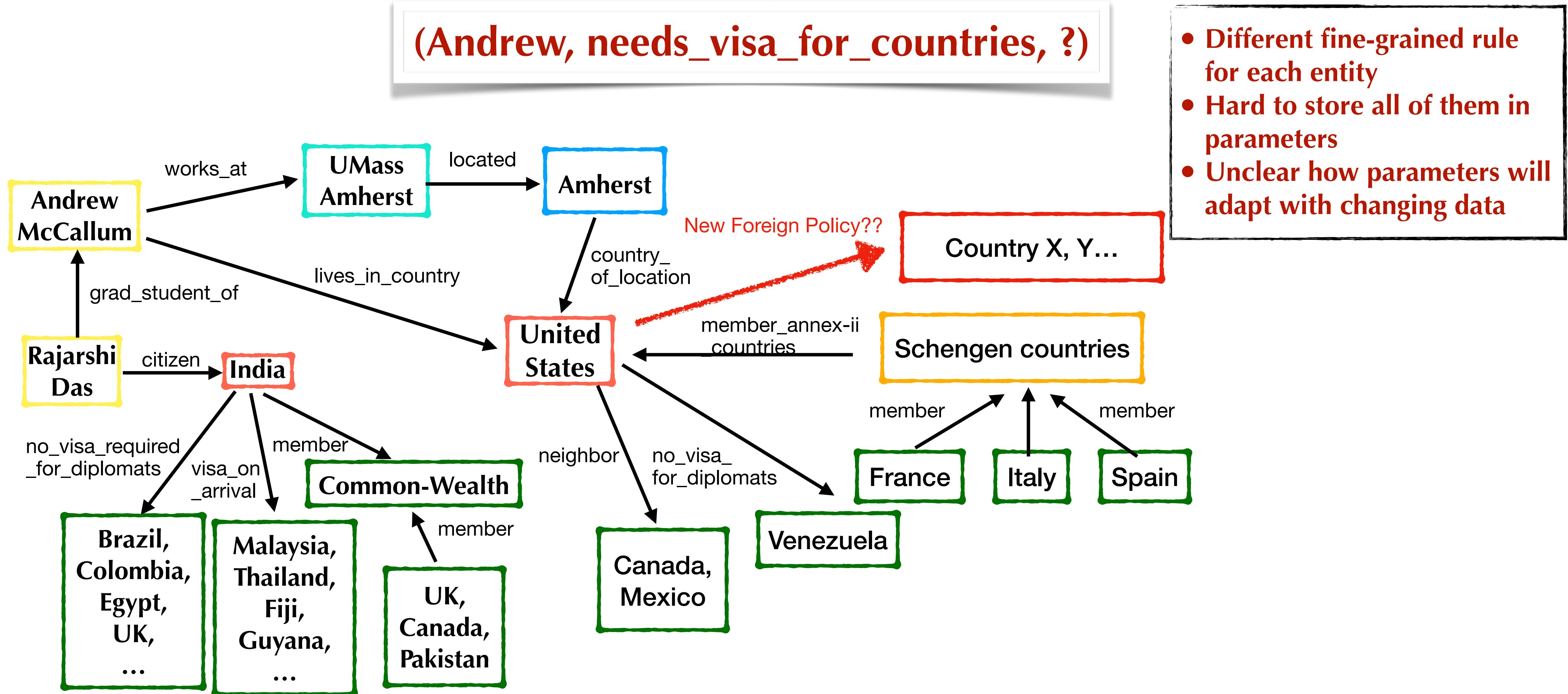
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Contextual Reasoning

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- Hard to store all of them in parameters
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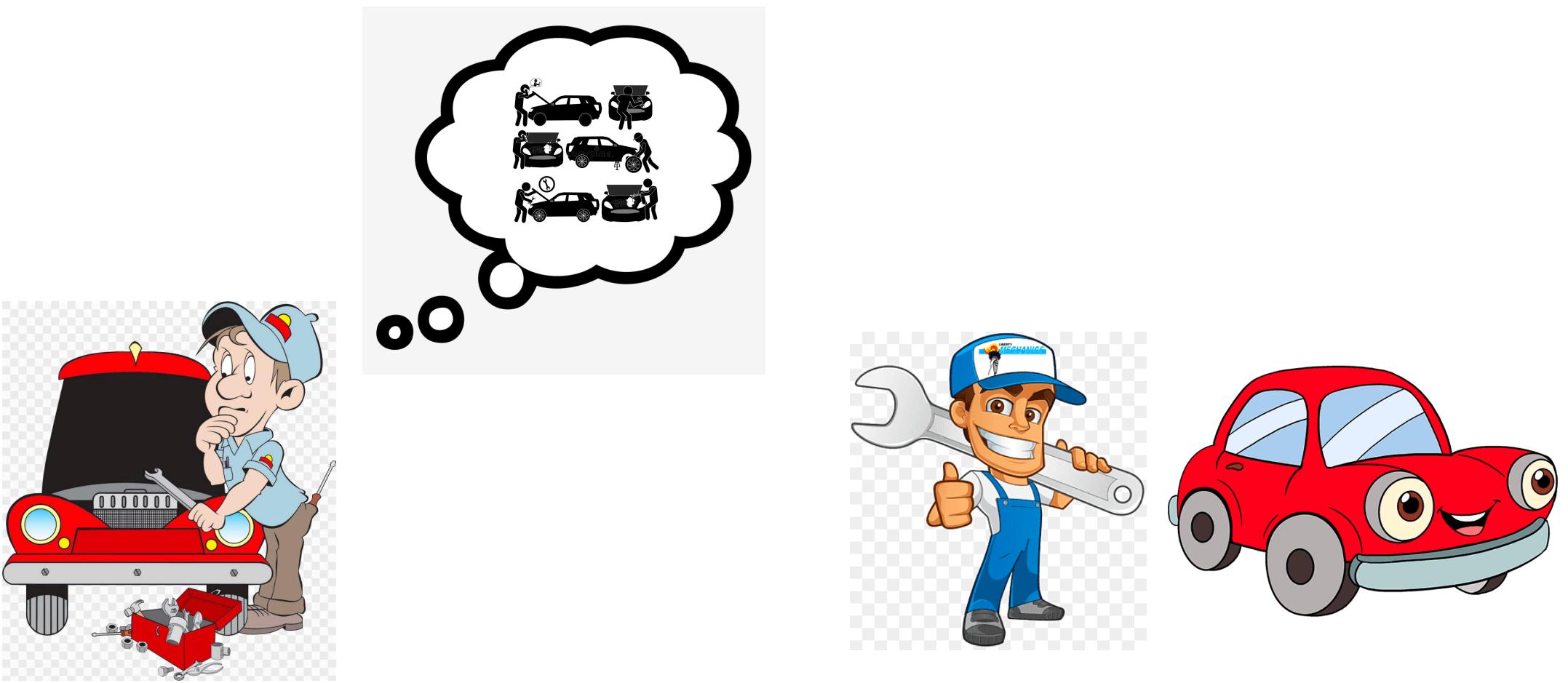
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- In fact, other than entity embeddings we have “*no parameters!*”
- Since rules are derived at inference, can handle updates seamlessly.

Case-Based Reasoning (Schank 1982; Kolodner 1983)

- Process of solving new problems based on solution to similar past problems.

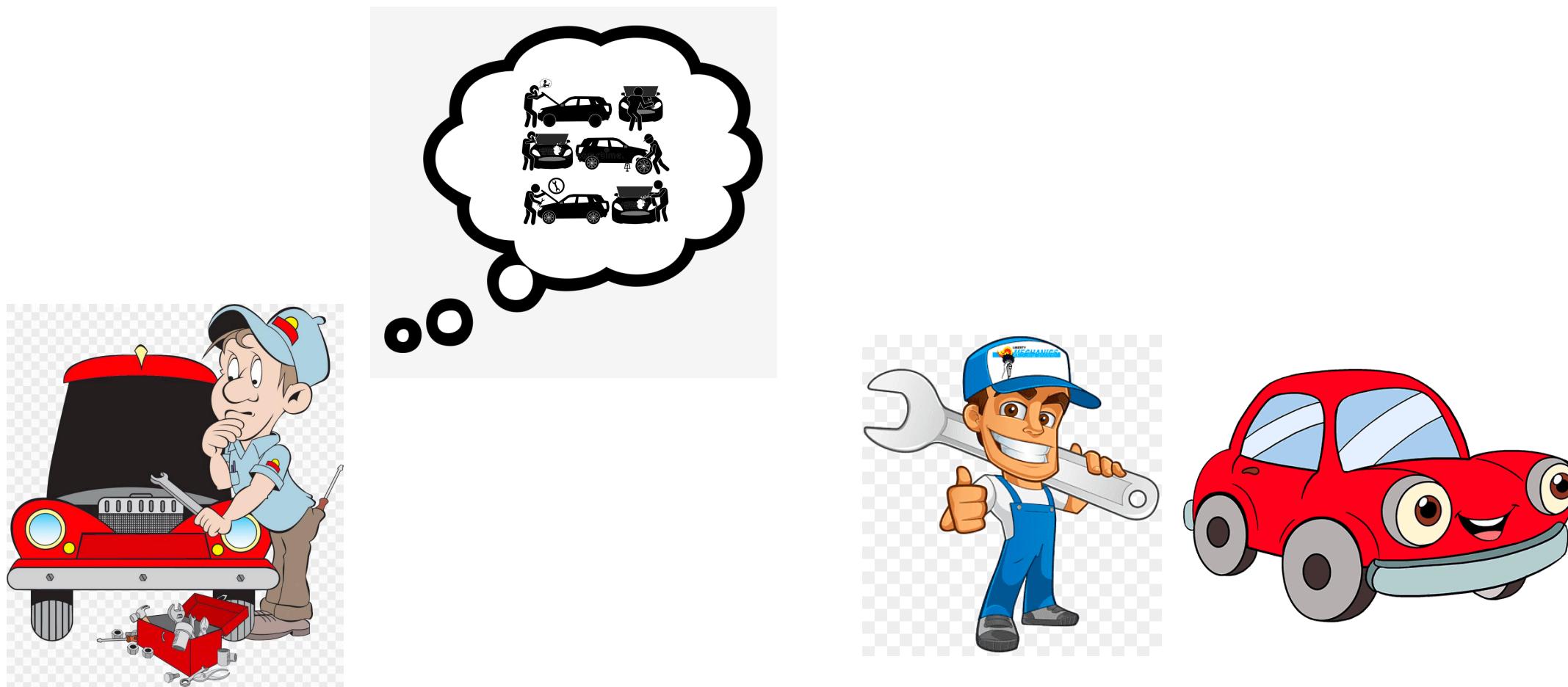
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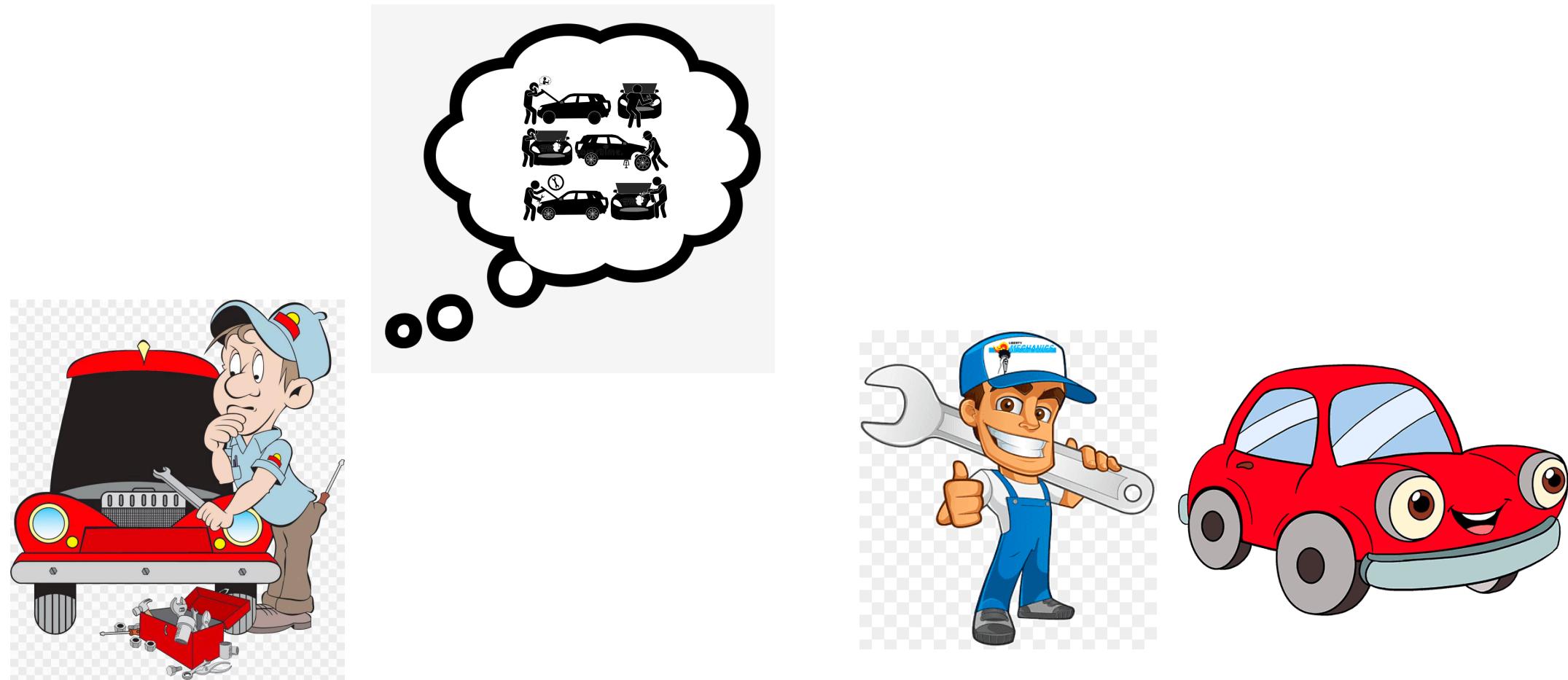
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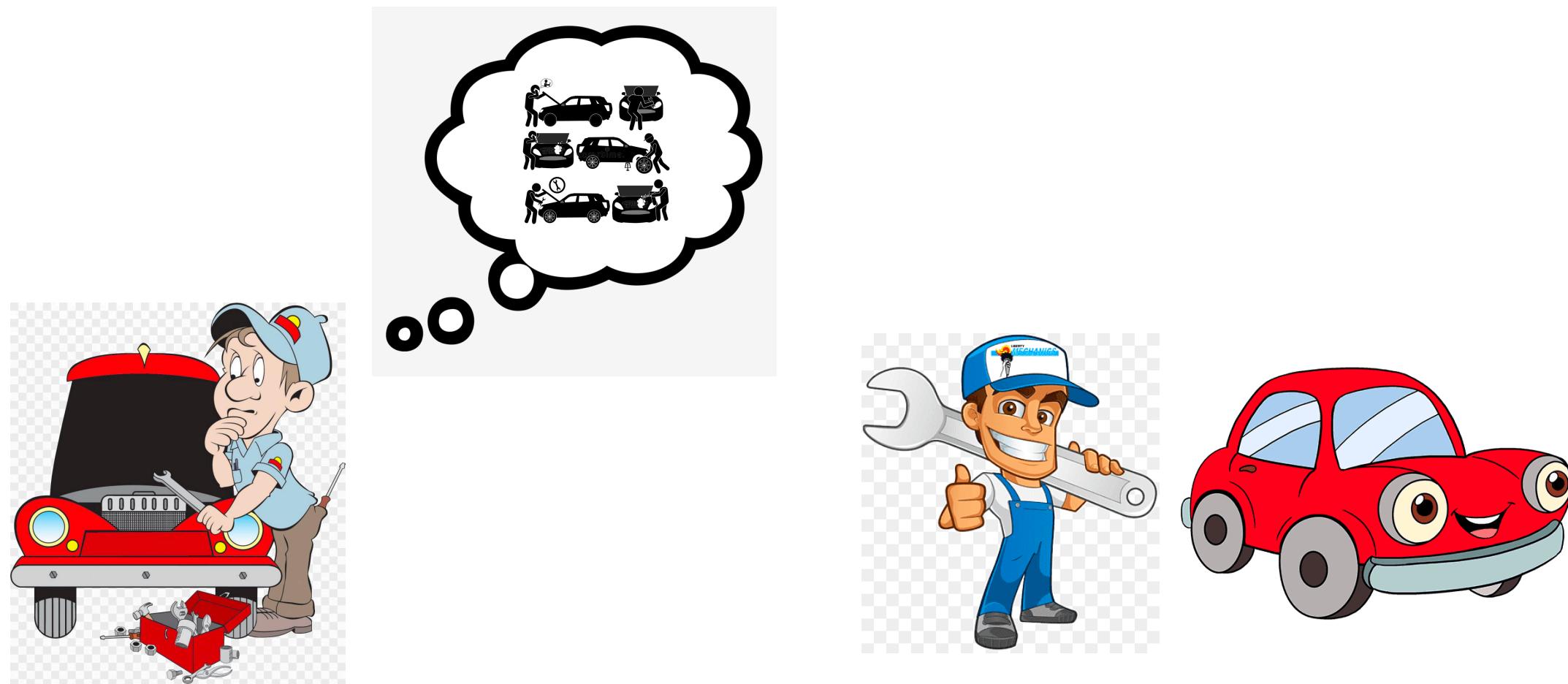


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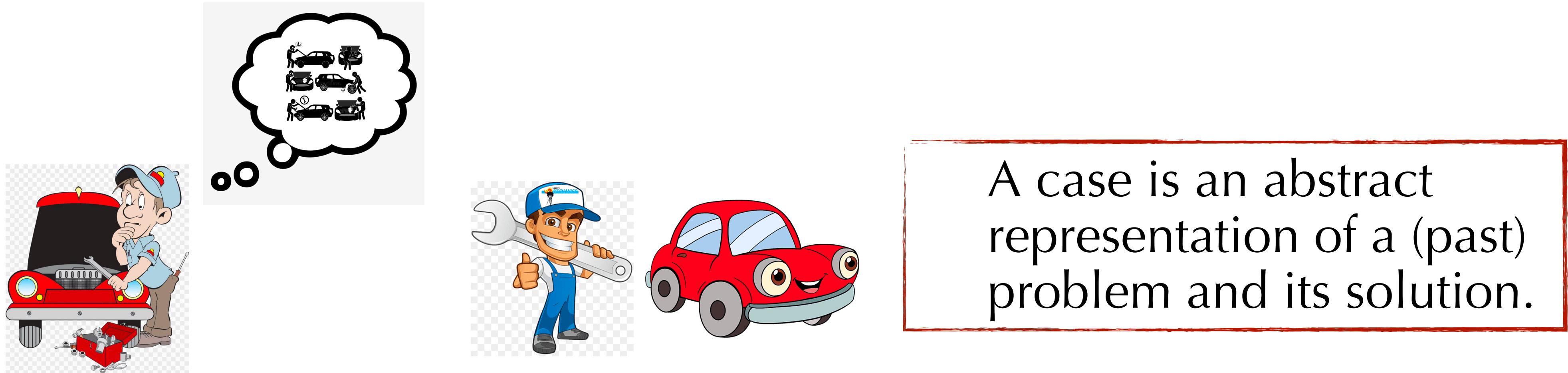
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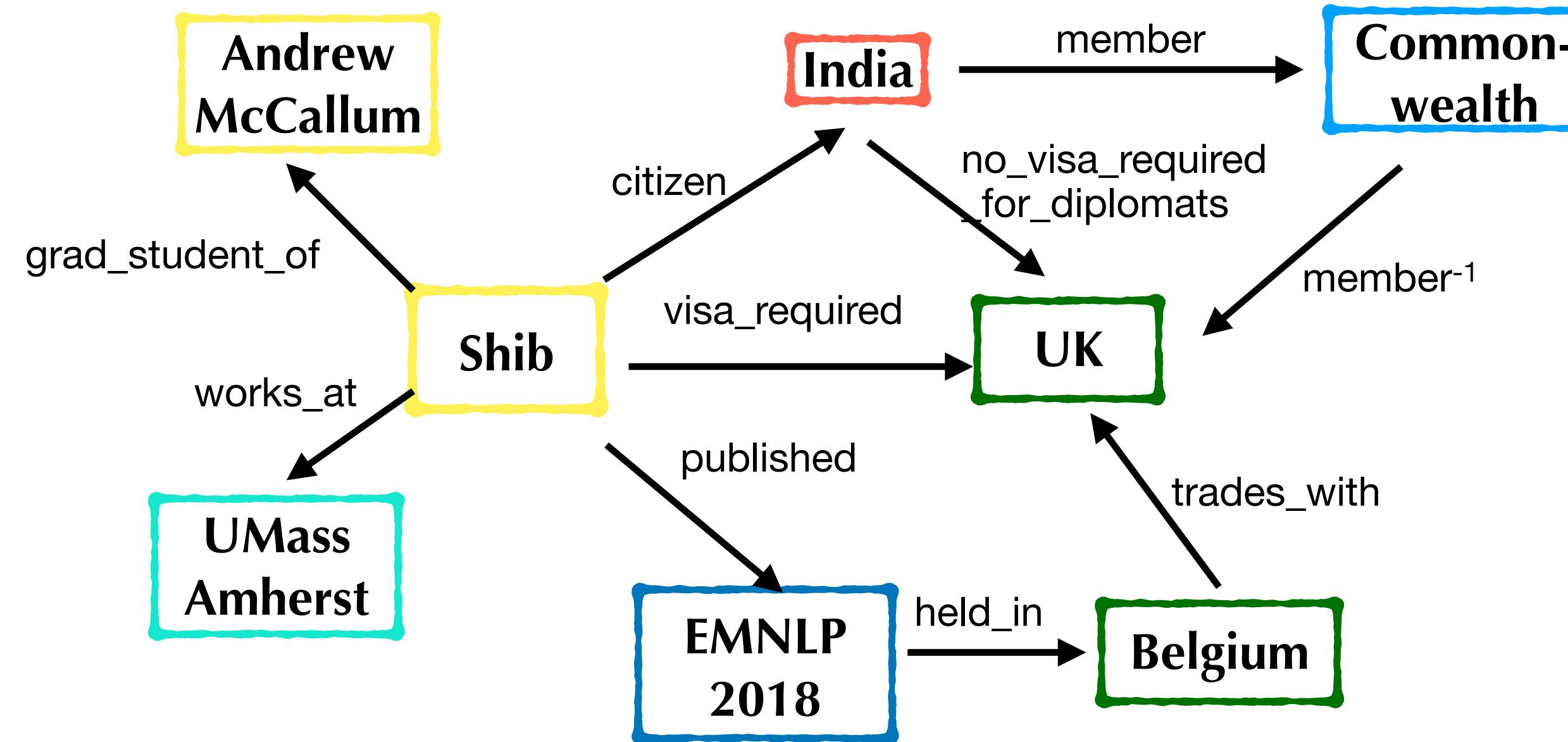


4 step process:

- i) Retrieve: Given a new problem, retrieve the relevant cases from memory.
- ii) Reuse: the solutions to the previous case, if possible.
- iii) Revise: the solutions, if necessary
- iv) Retain: If the solution is successful, retain it in the memory.

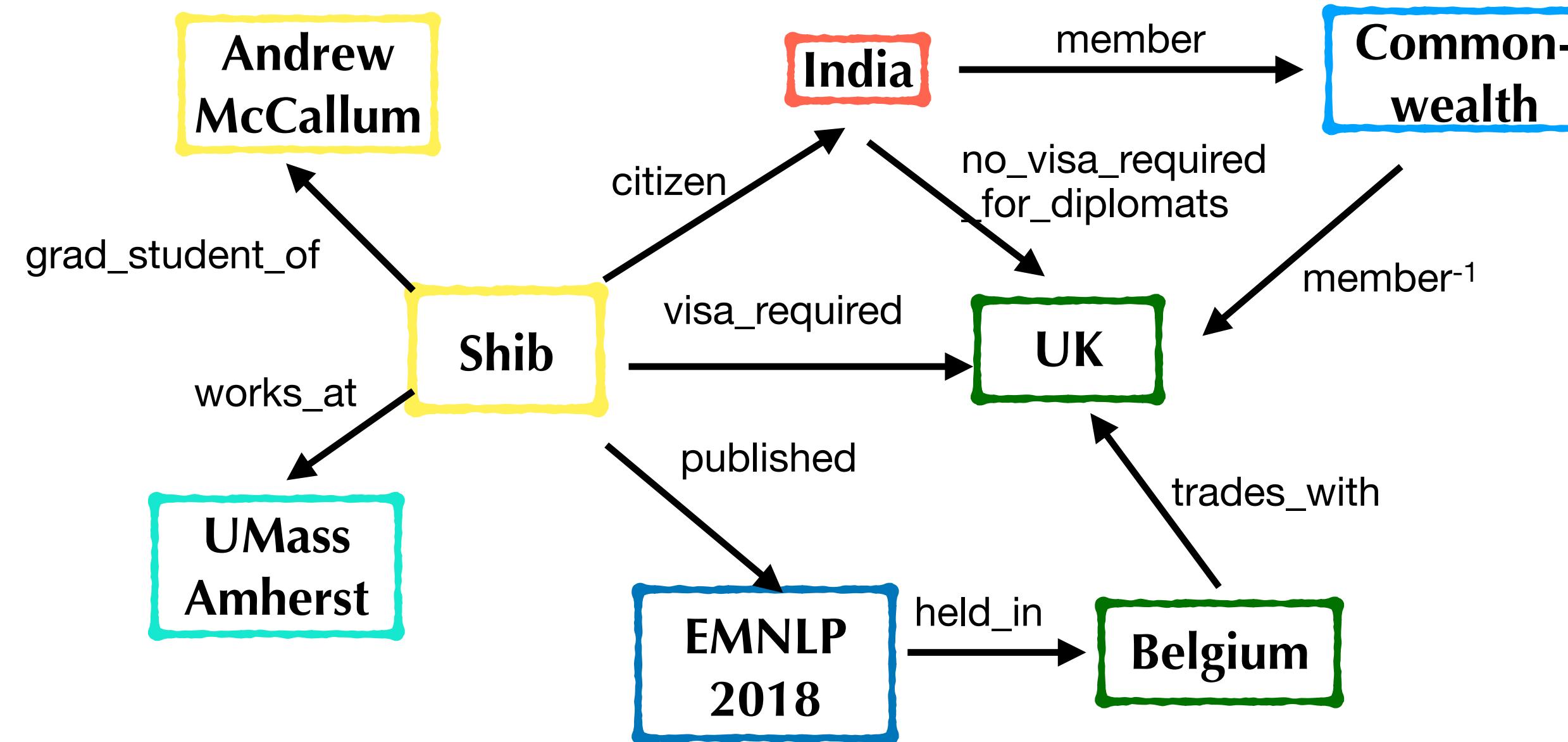
Case-Based Reasoning in Knowledge Bases

How do we represent a case?



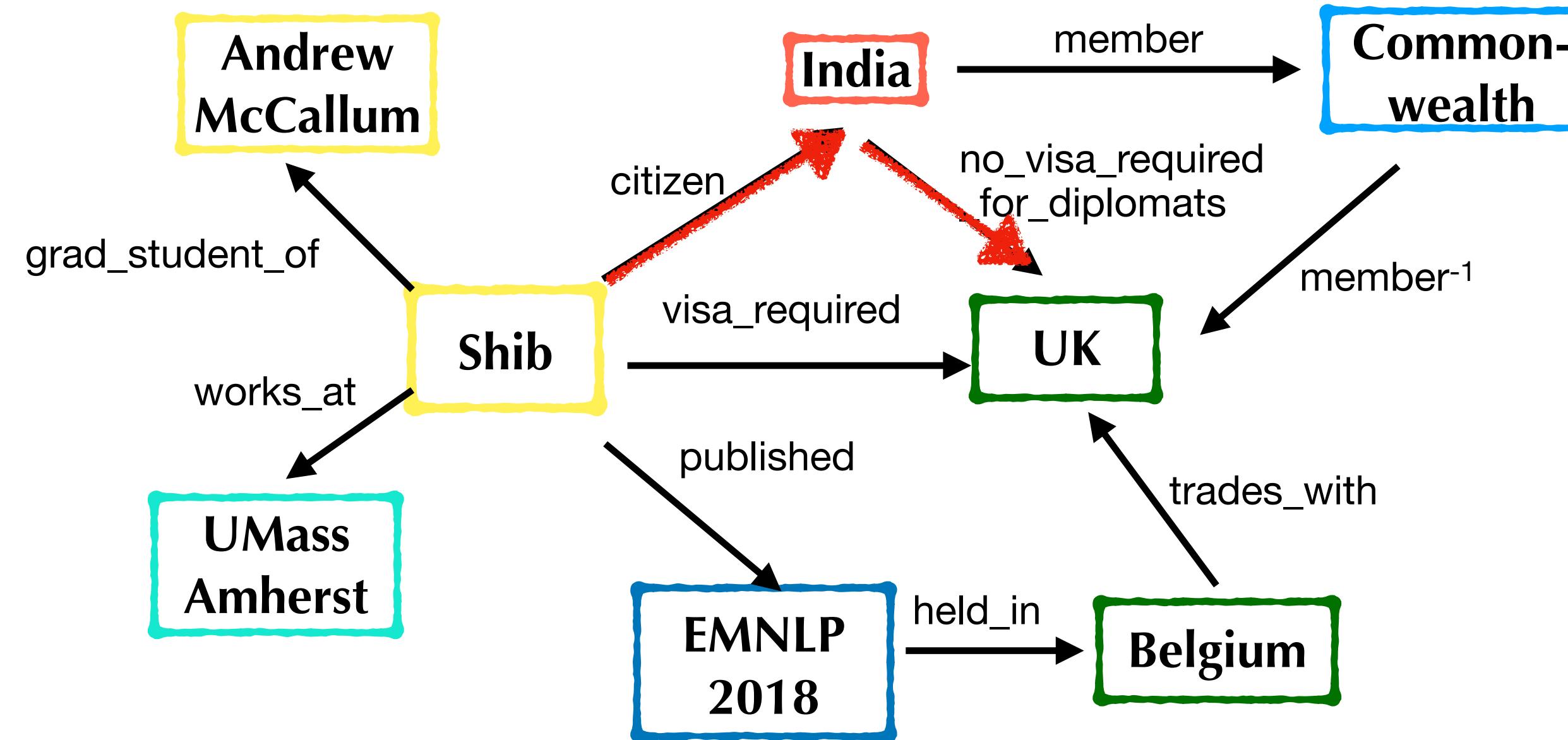
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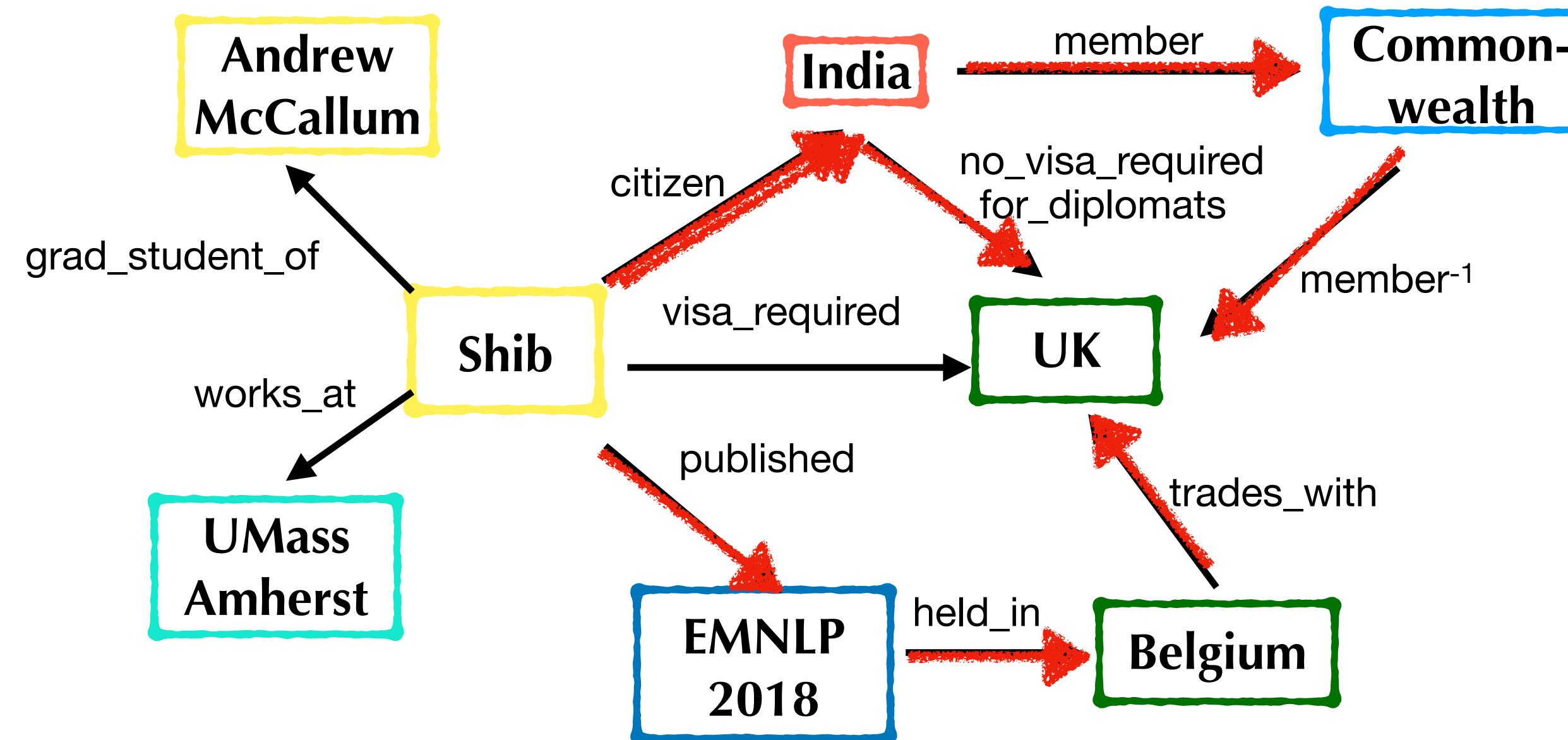
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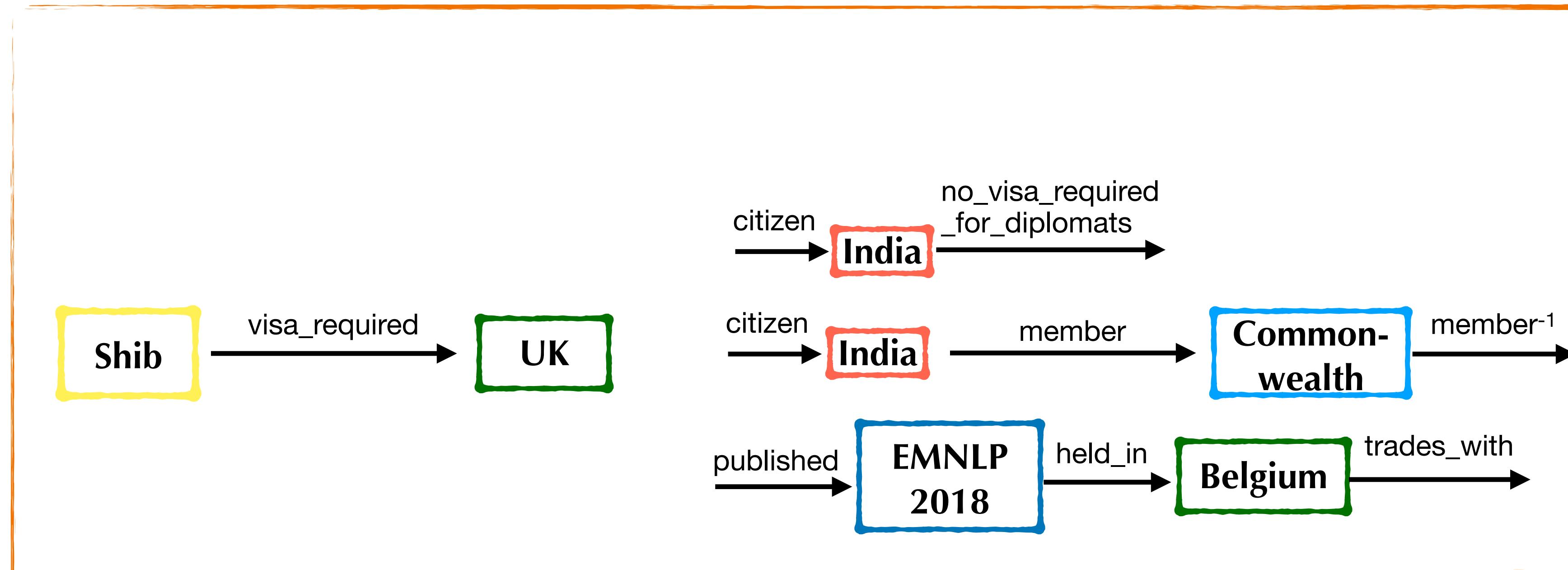
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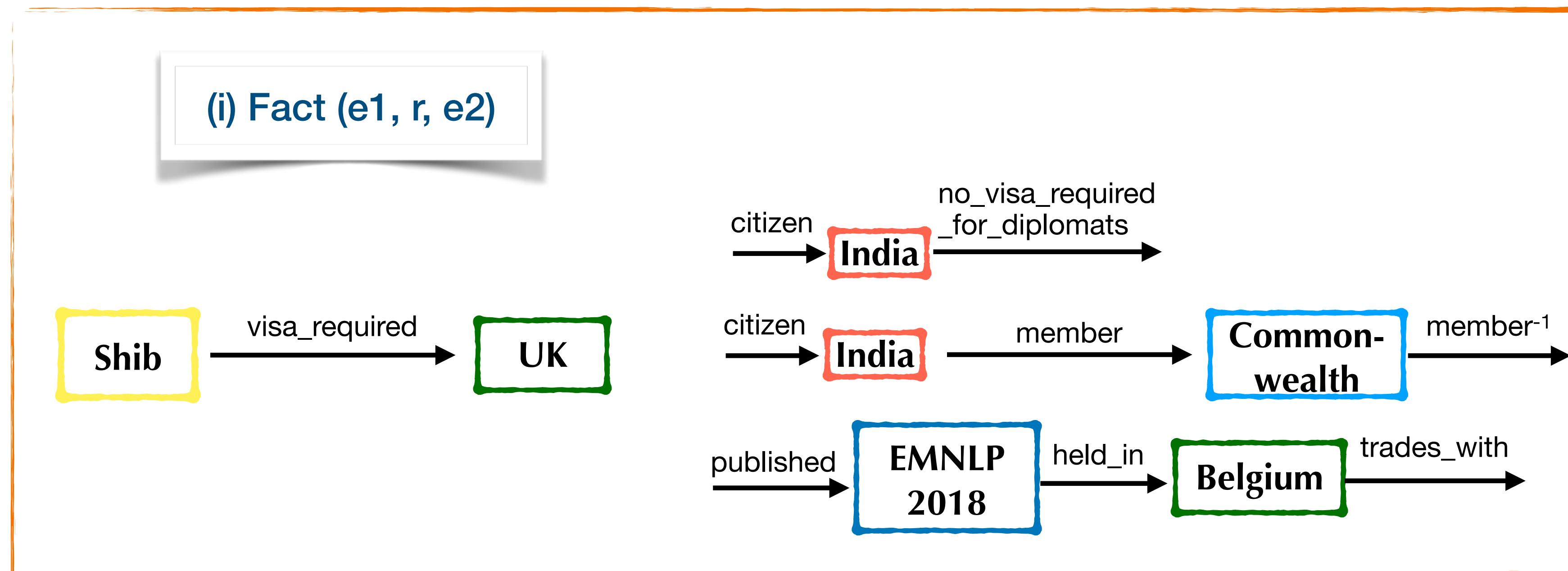
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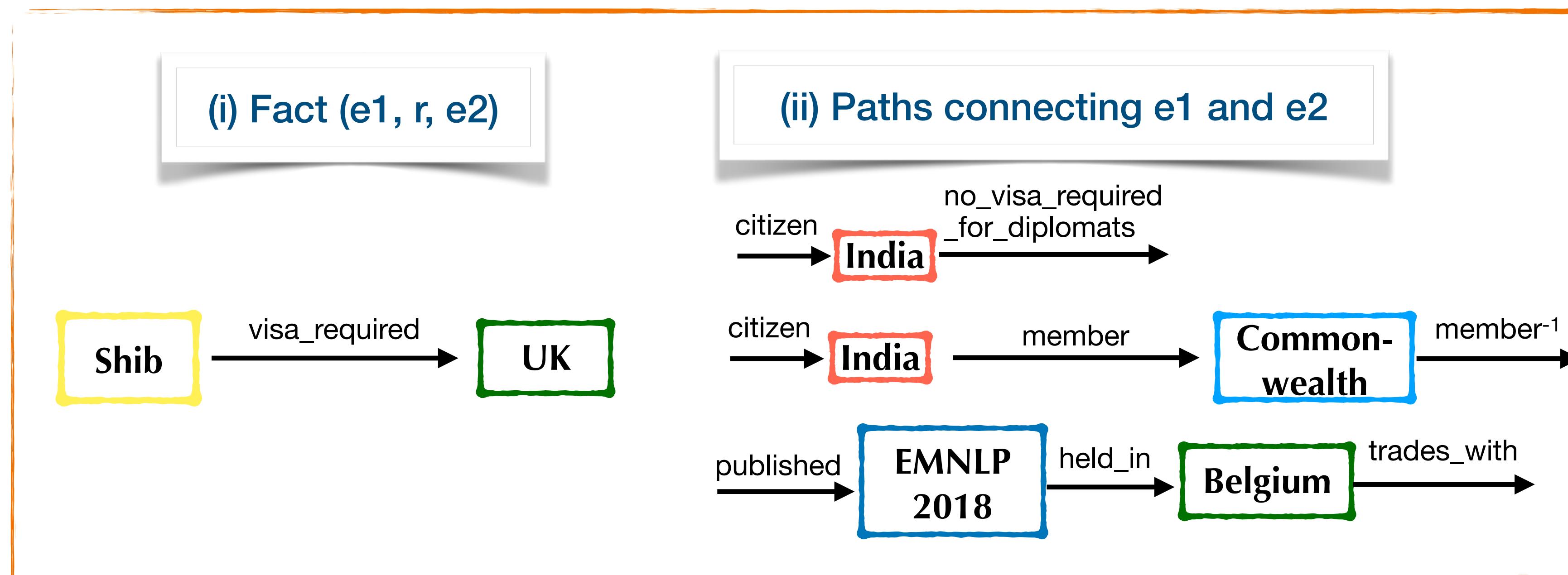
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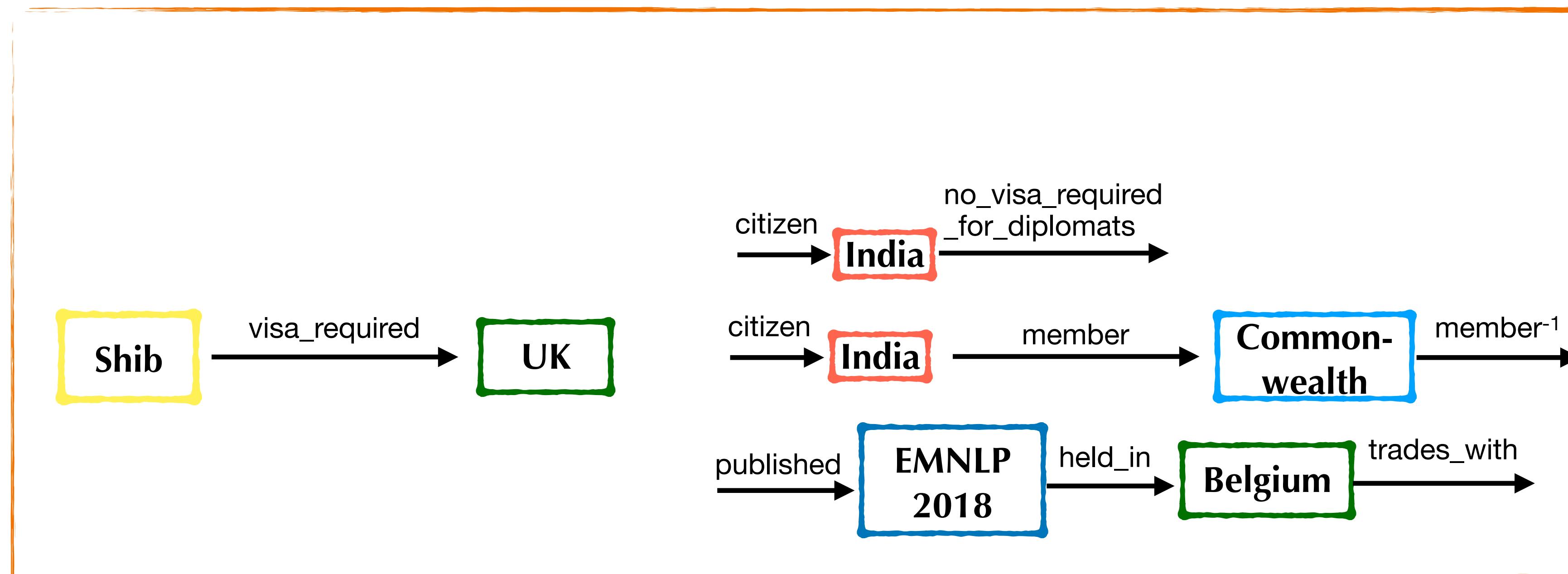


Case-Based Reasoning in Knowledge Bases

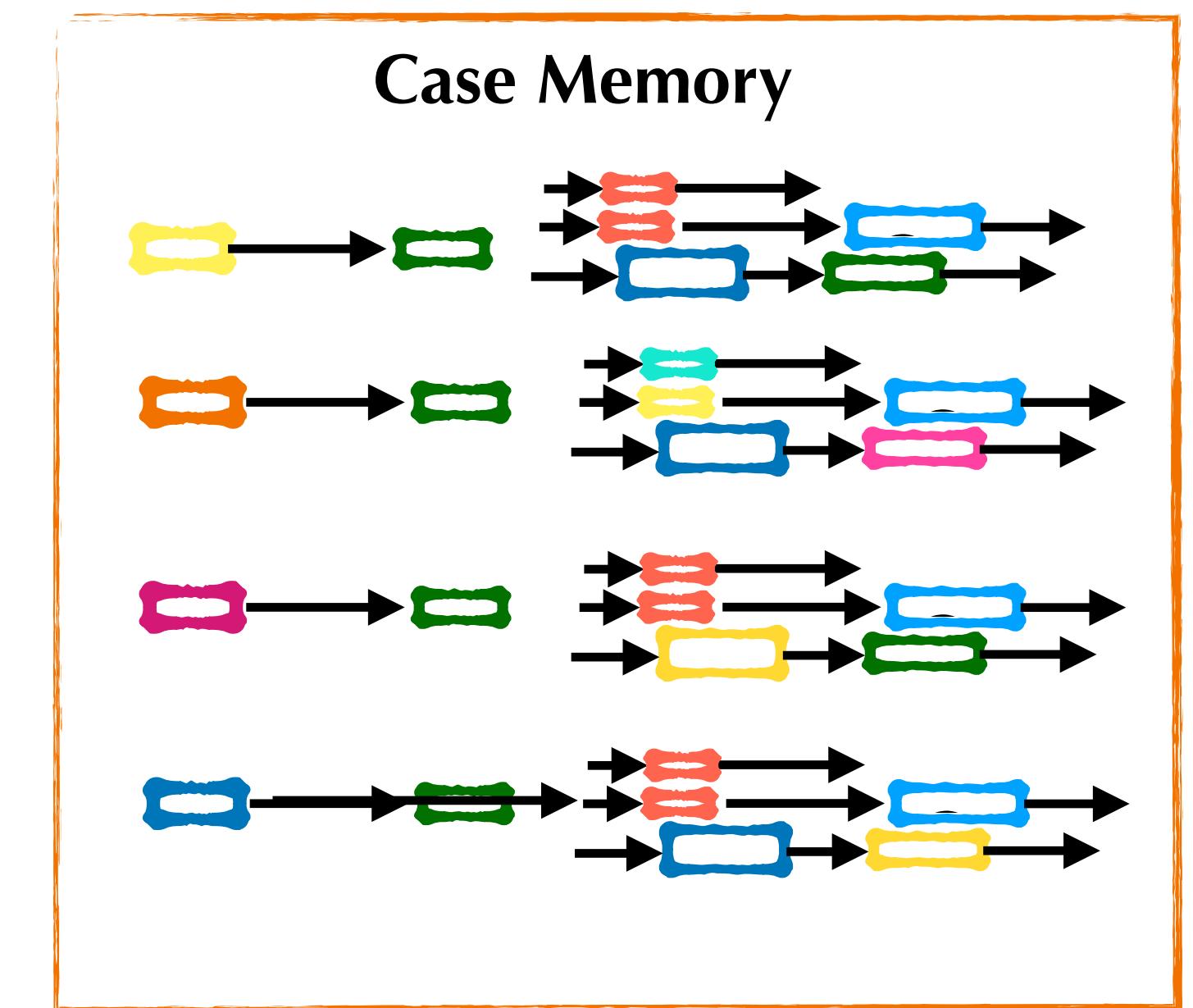
A case in a KB is represented by:



Case-Based Reasoning in Knowledge Bases

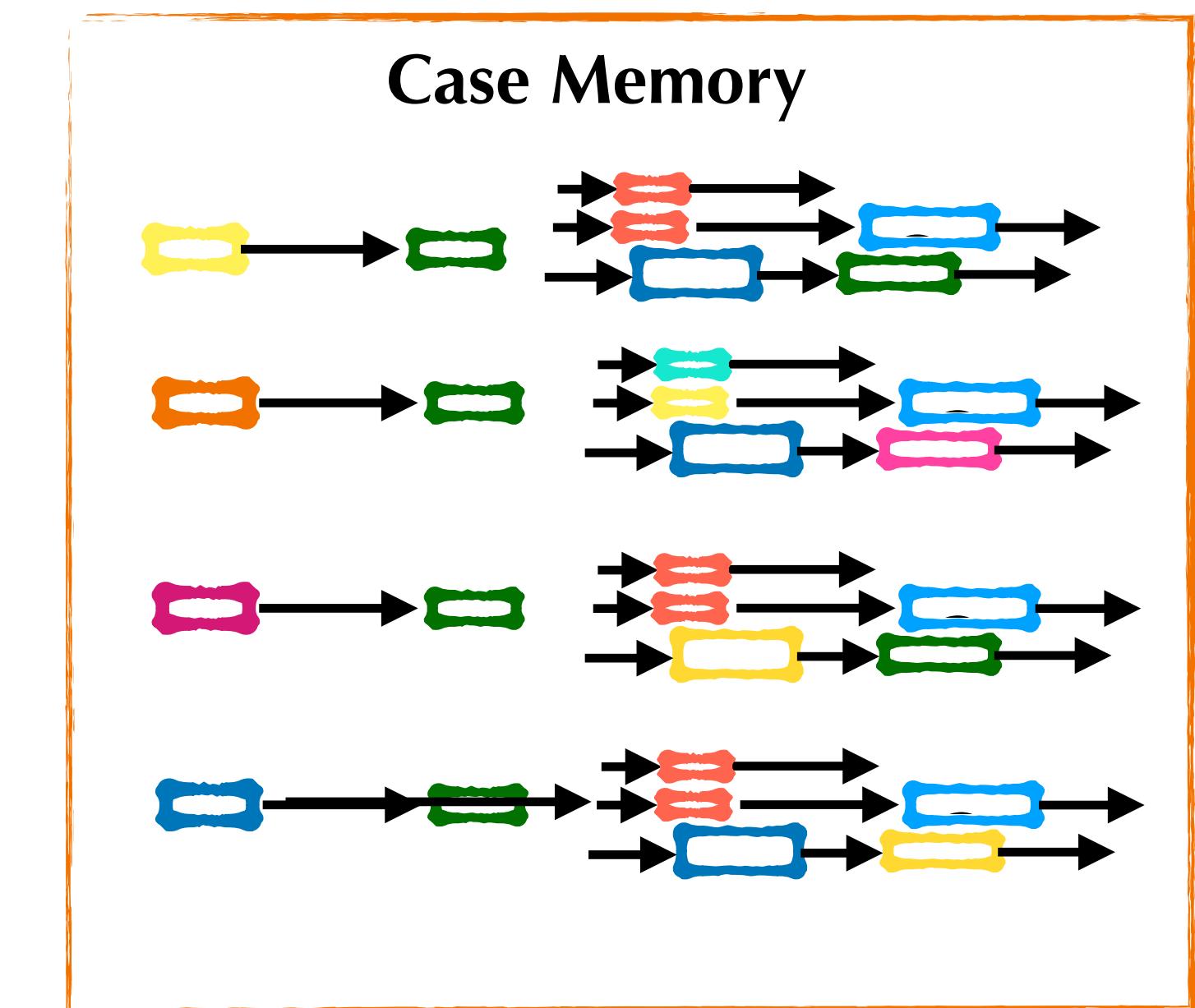


Case-Based Reasoning in Knowledge Bases



Case-Based Reasoning in Knowledge Bases

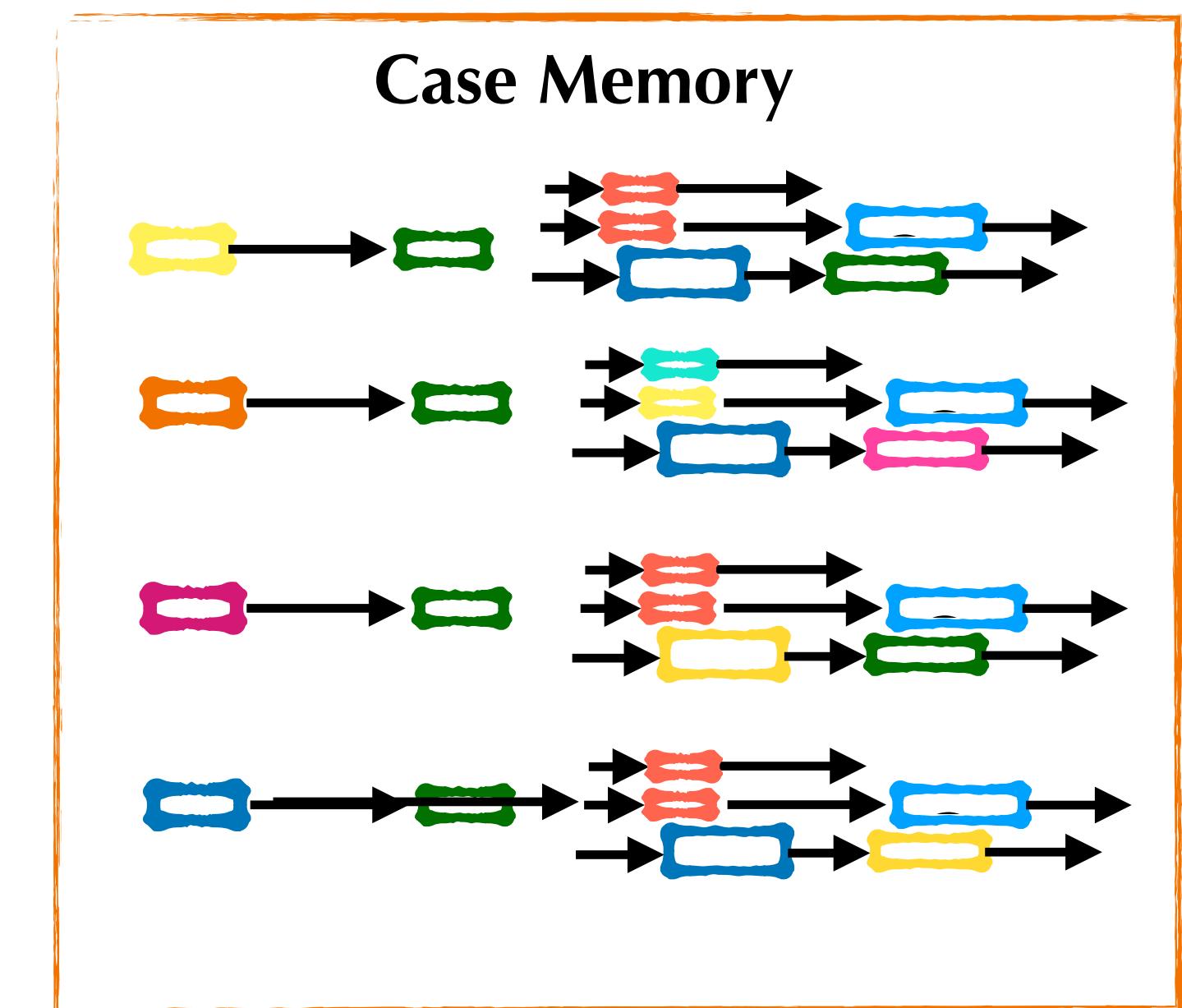
(Raj, needs_visa_for, ?)



Case-Based Reasoning in Knowledge Bases

(Raj, needs_visa_for, ?)

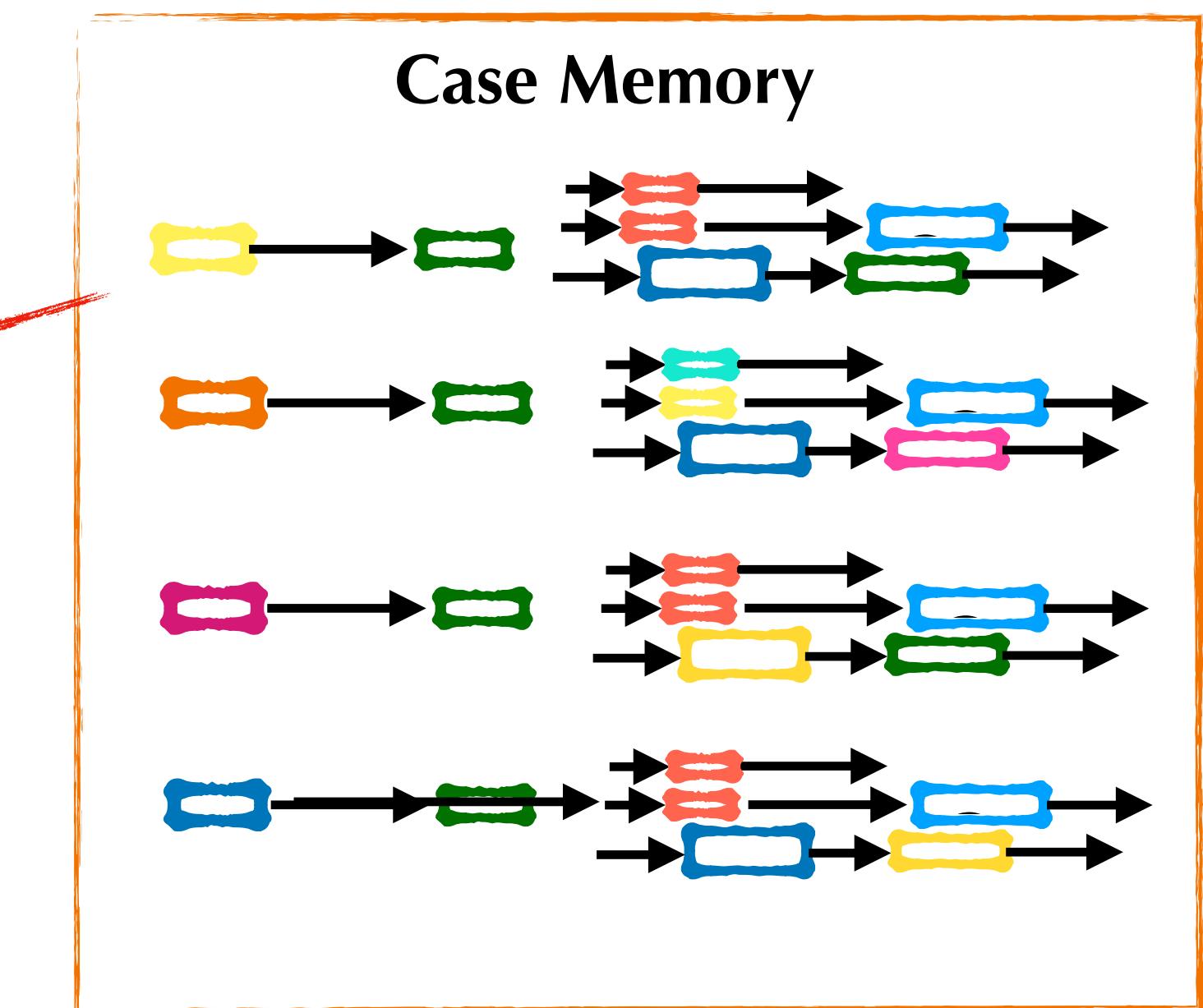
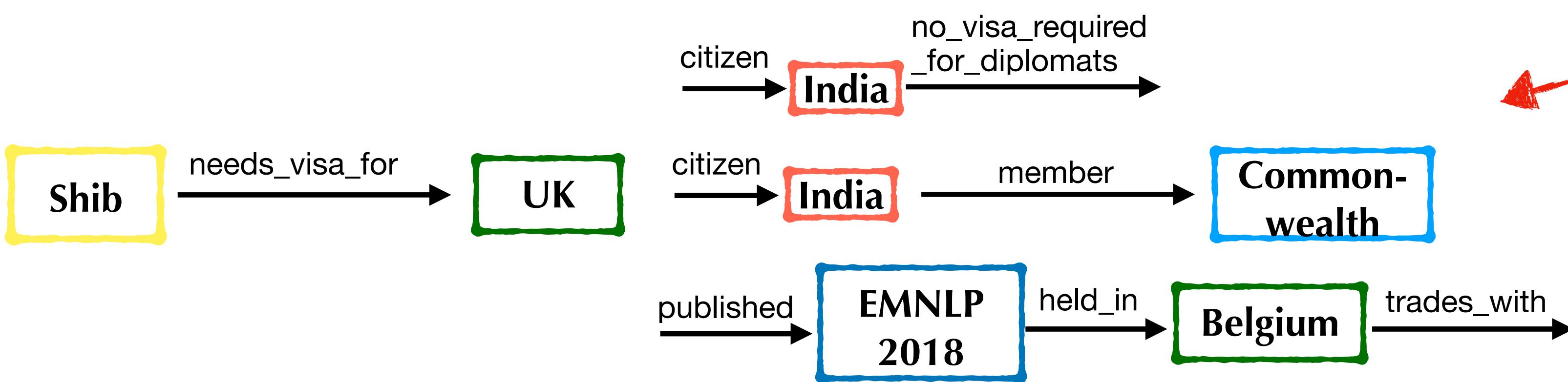
1. Retrieve 'K' relevant cases from memory:



Case-Based Reasoning in Knowledge Bases

(Raj, needs_visa_for, ?)

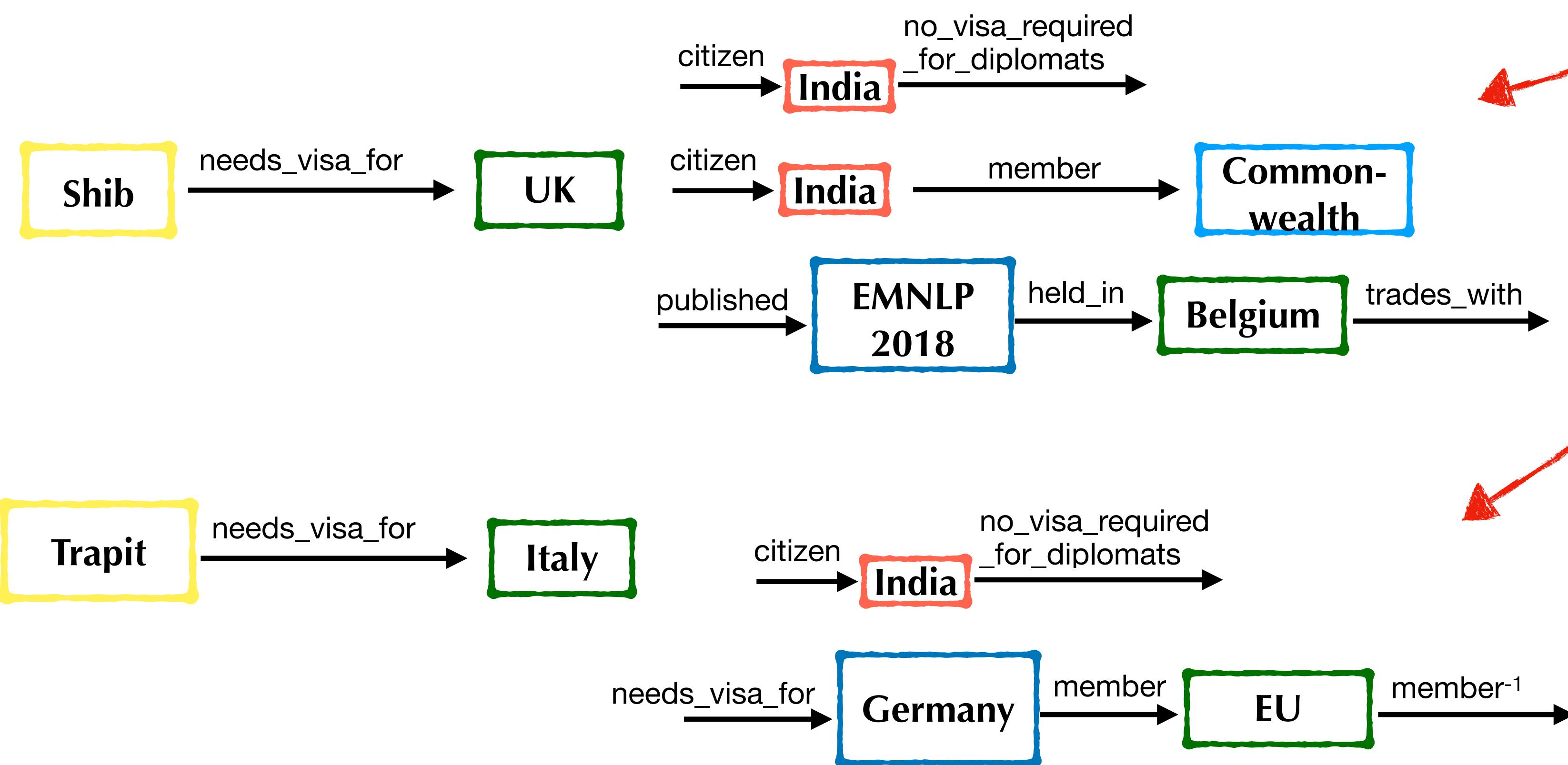
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Case-Based Reasoning in Knowledge Bases

(Raj, needs_visa_for, ?)

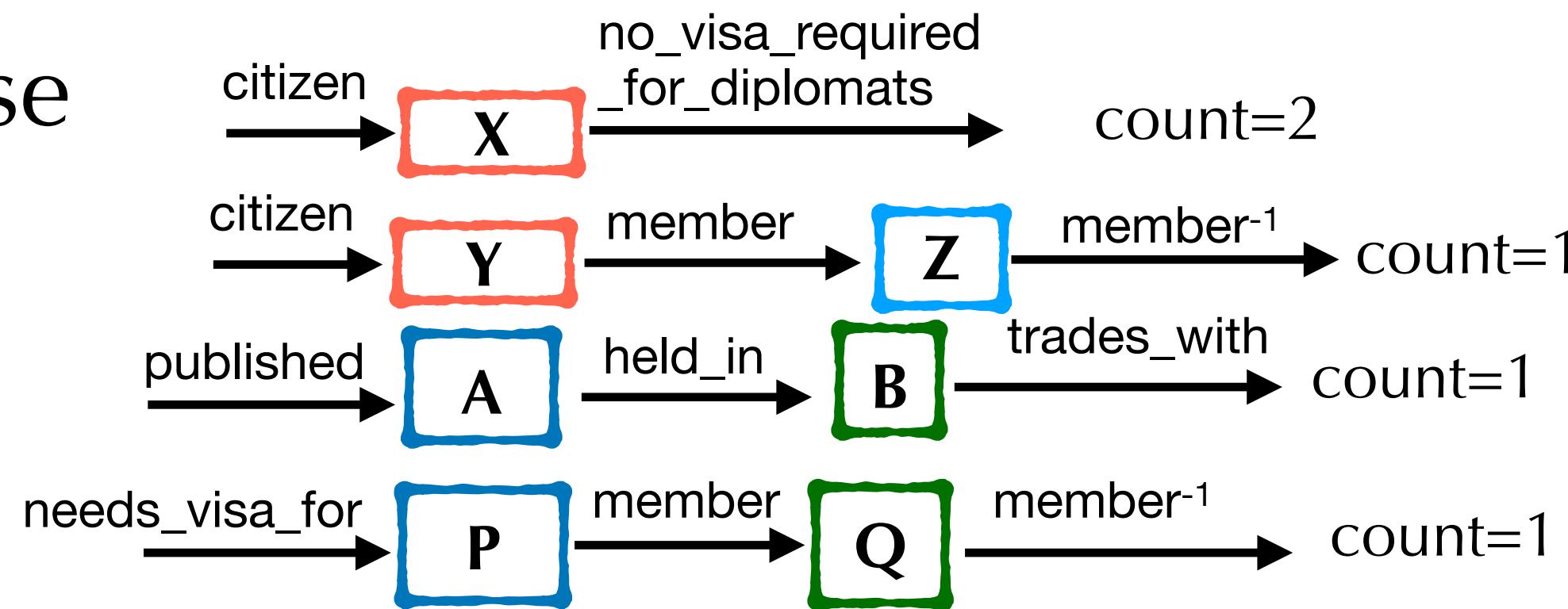
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Case-Based Reasoning in Knowledge Bases

(Raj, needs_visa_for, ?)

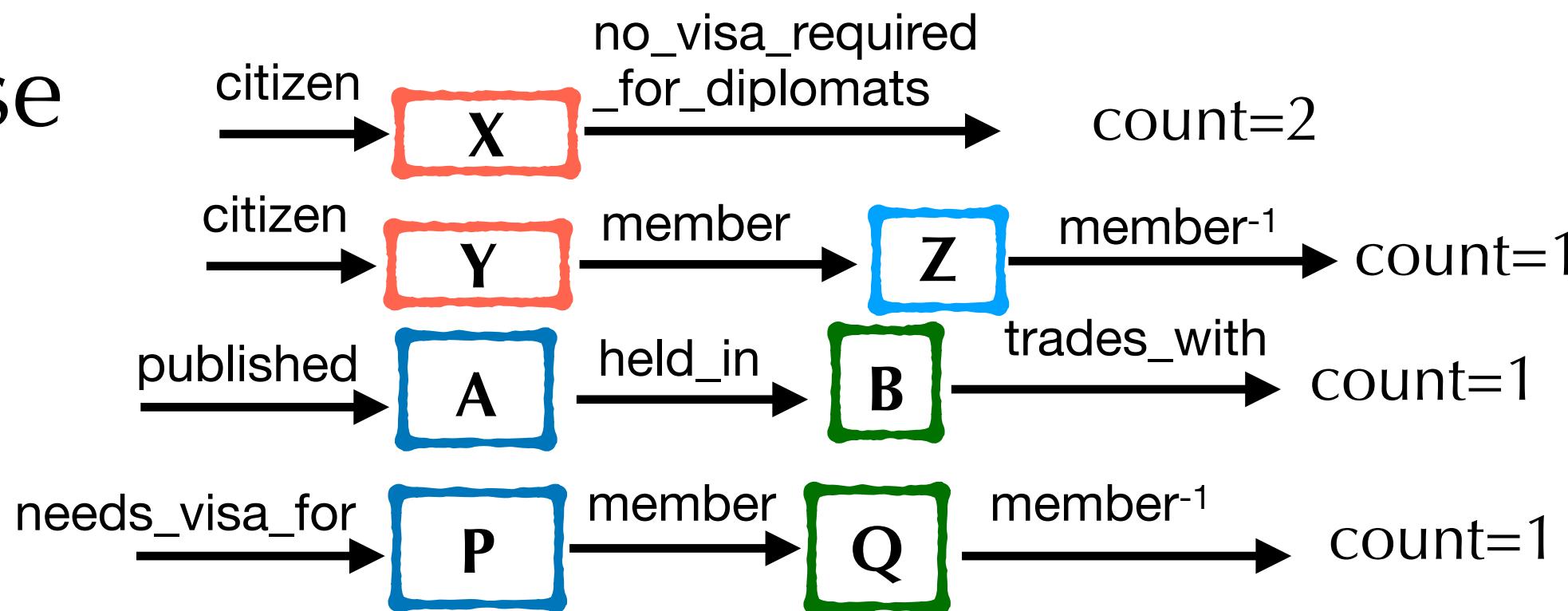
Revise



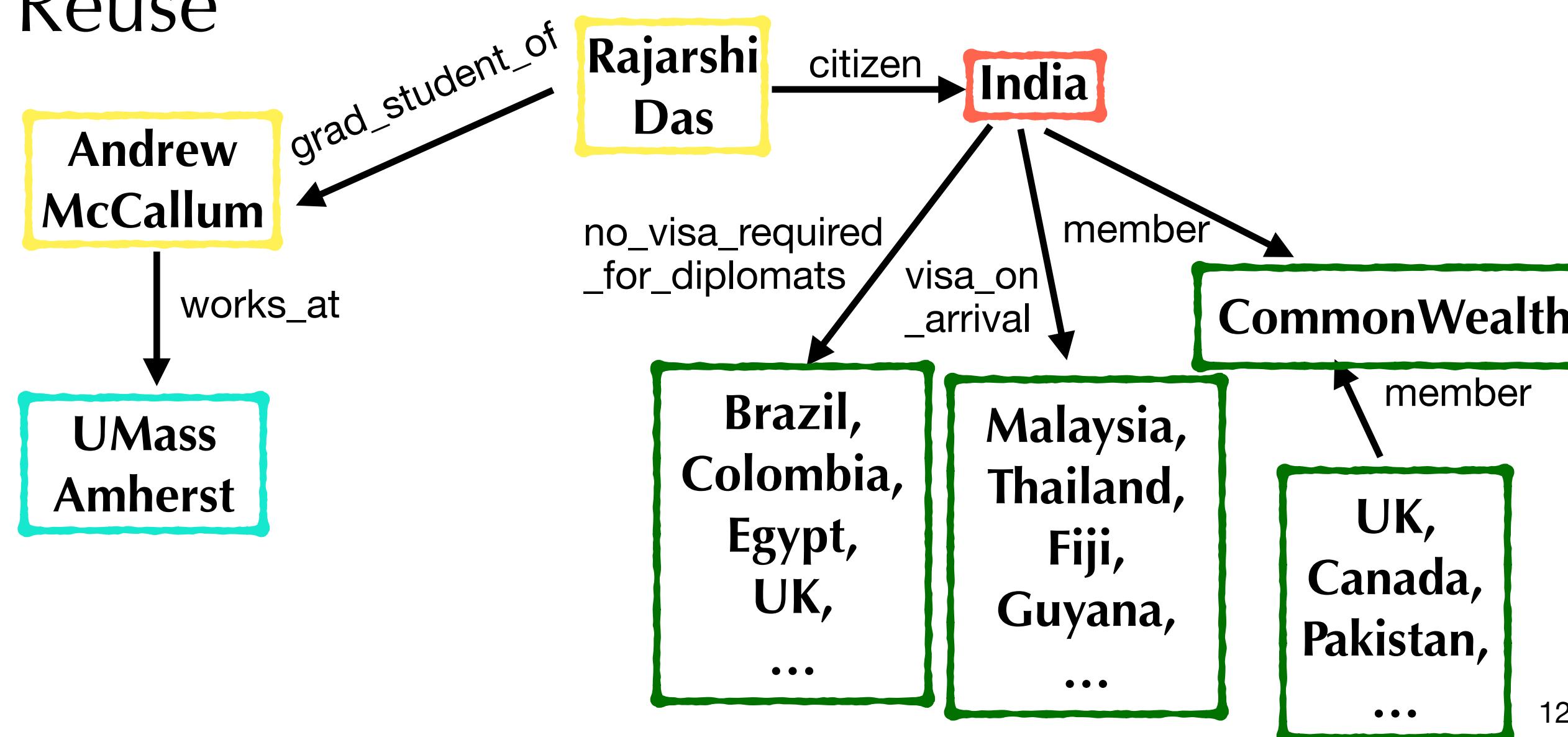
Case-Based Reasoning in Knowledge Bases

(Raj, needs_visa_for, ?)

Revise



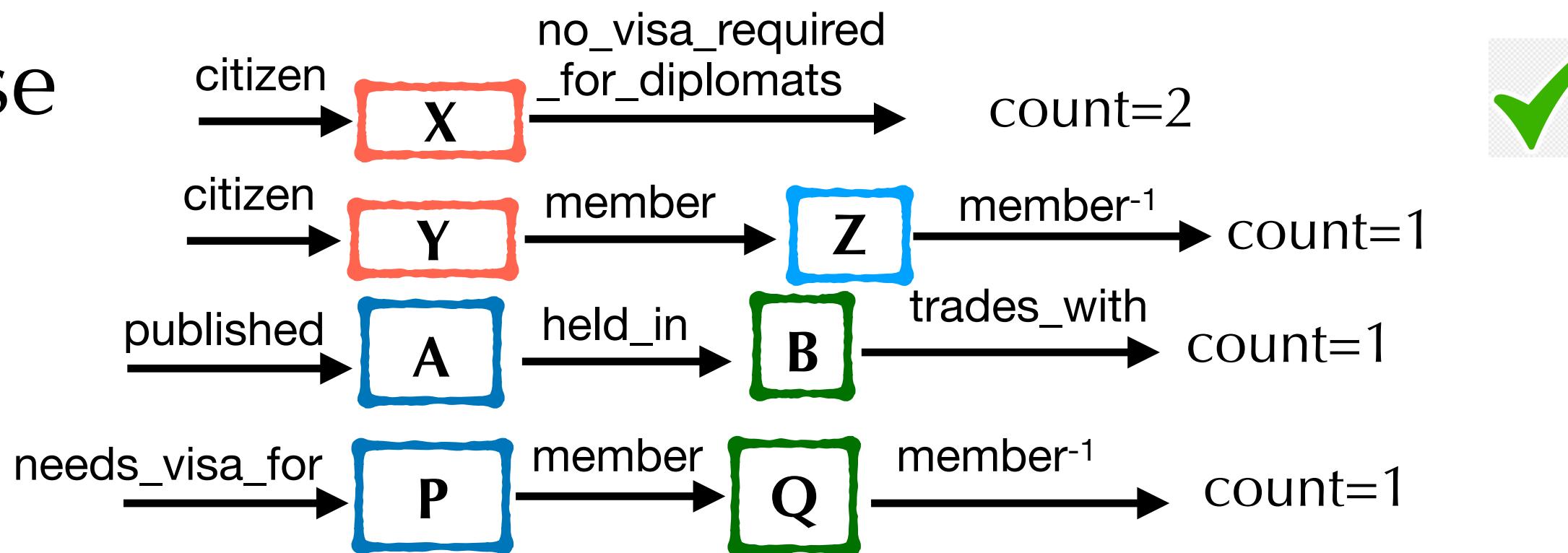
Reuse



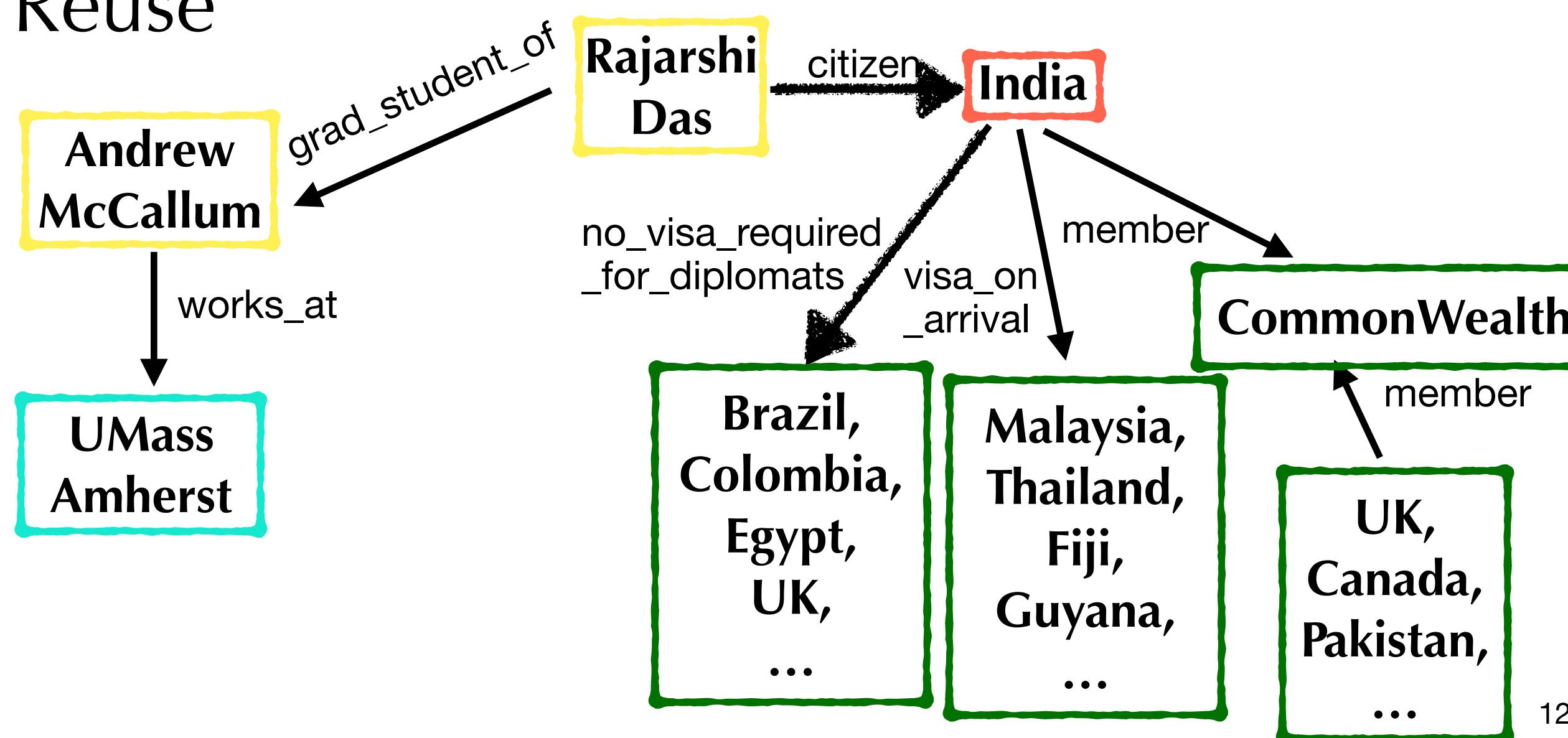
Case-Based Reasoning in Knowledge Bases

(Raj, needs_visa_for, ?)

Revise



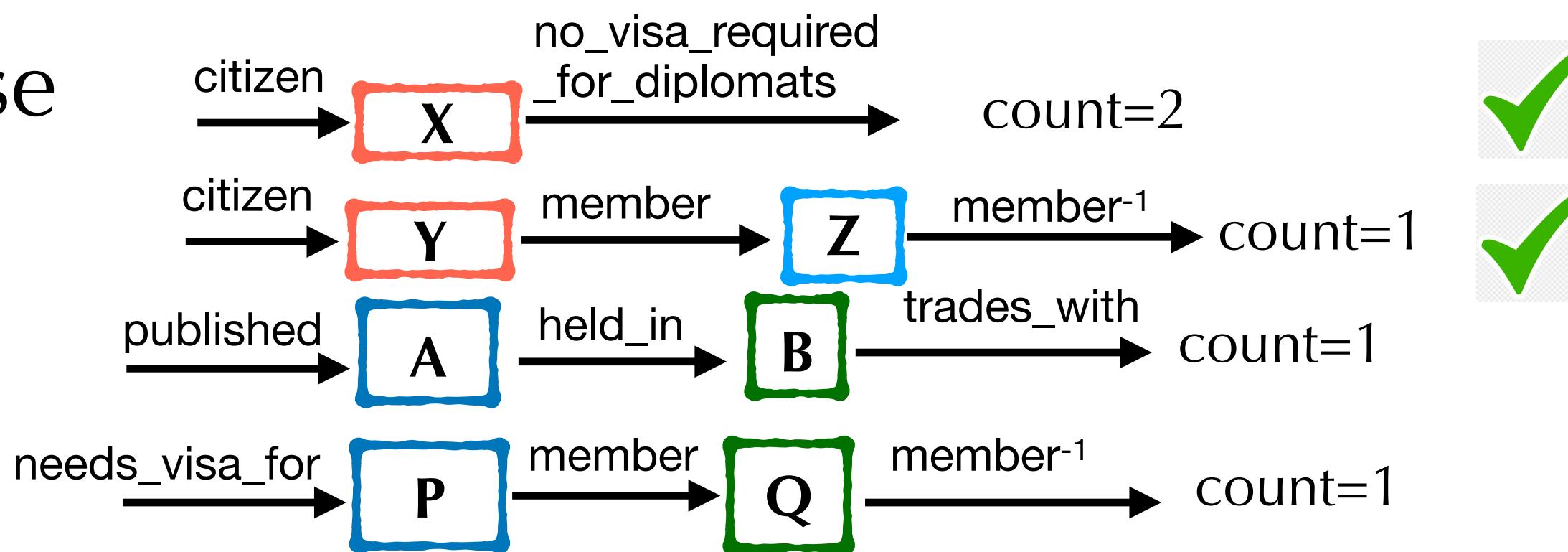
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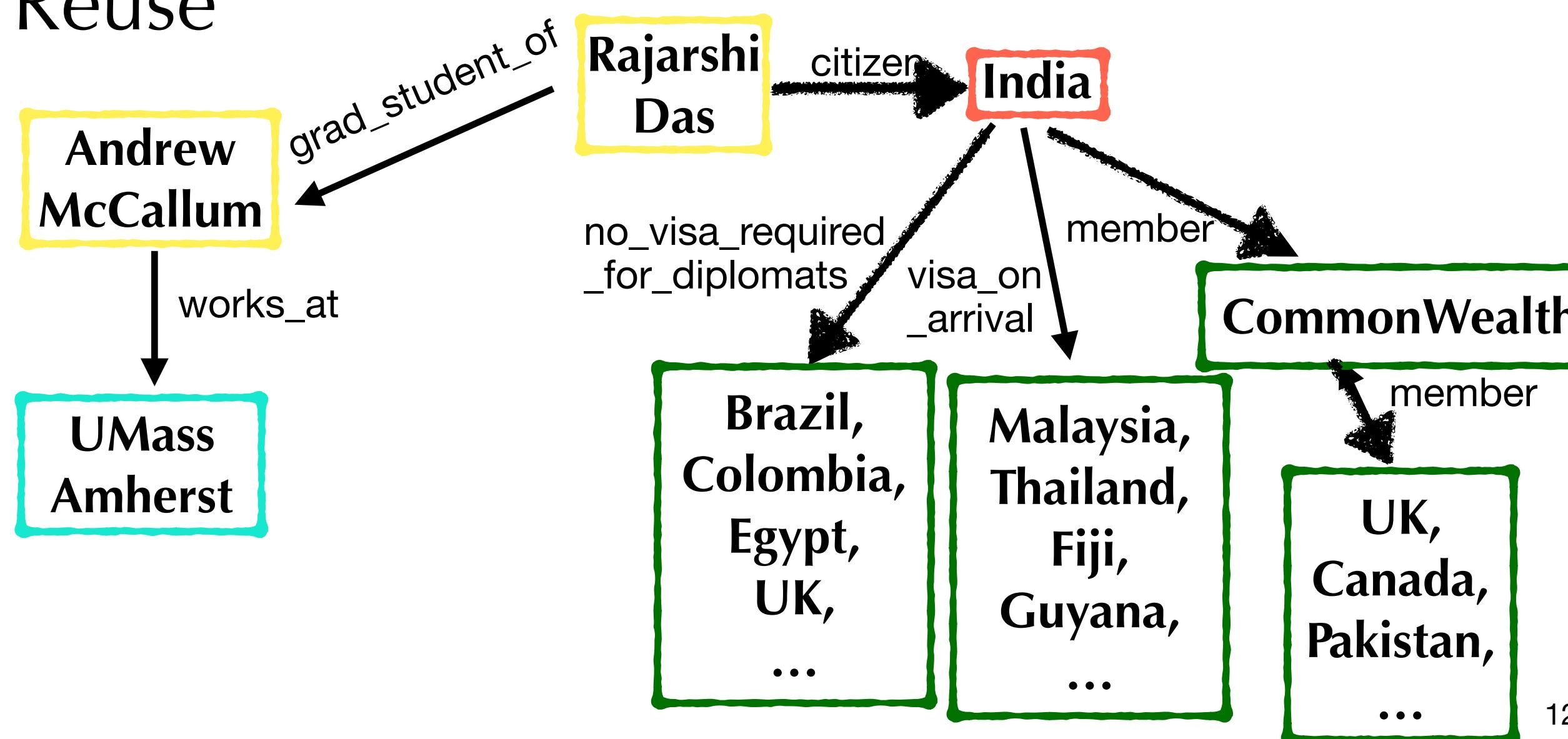
Case-Based Reasoning in Knowledge Bases

(Raj, needs_visa_for, ?)

Revise



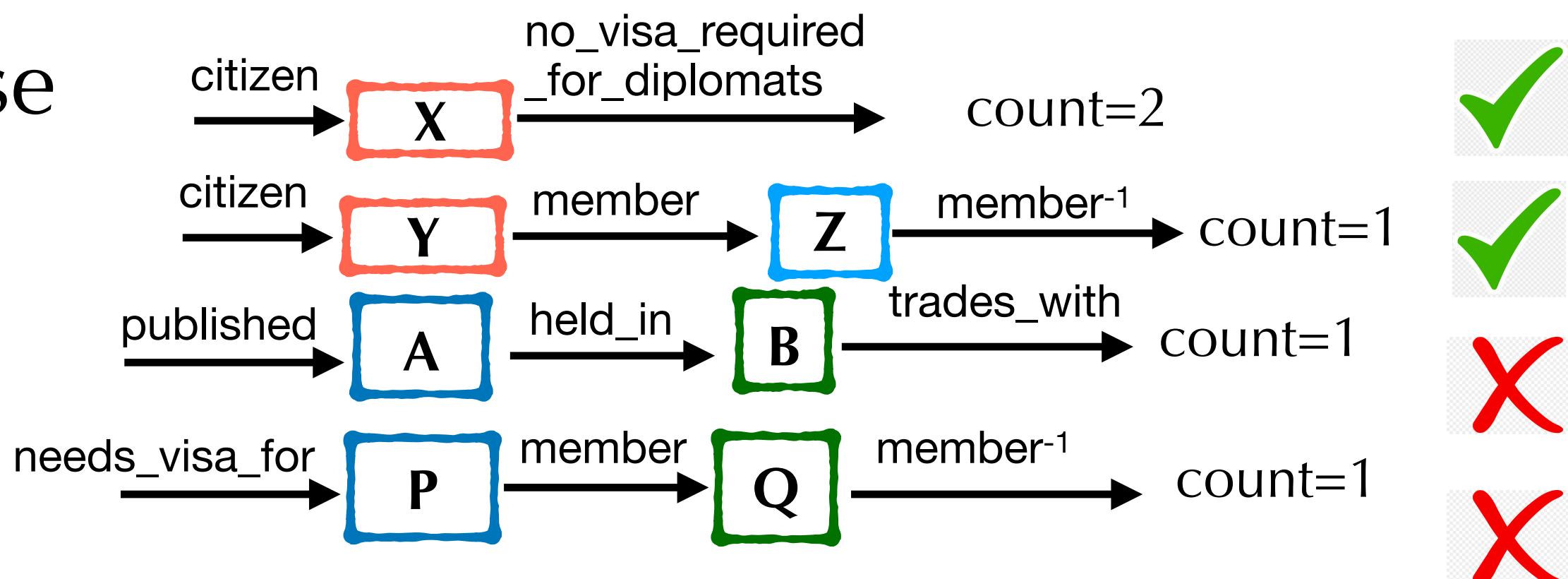
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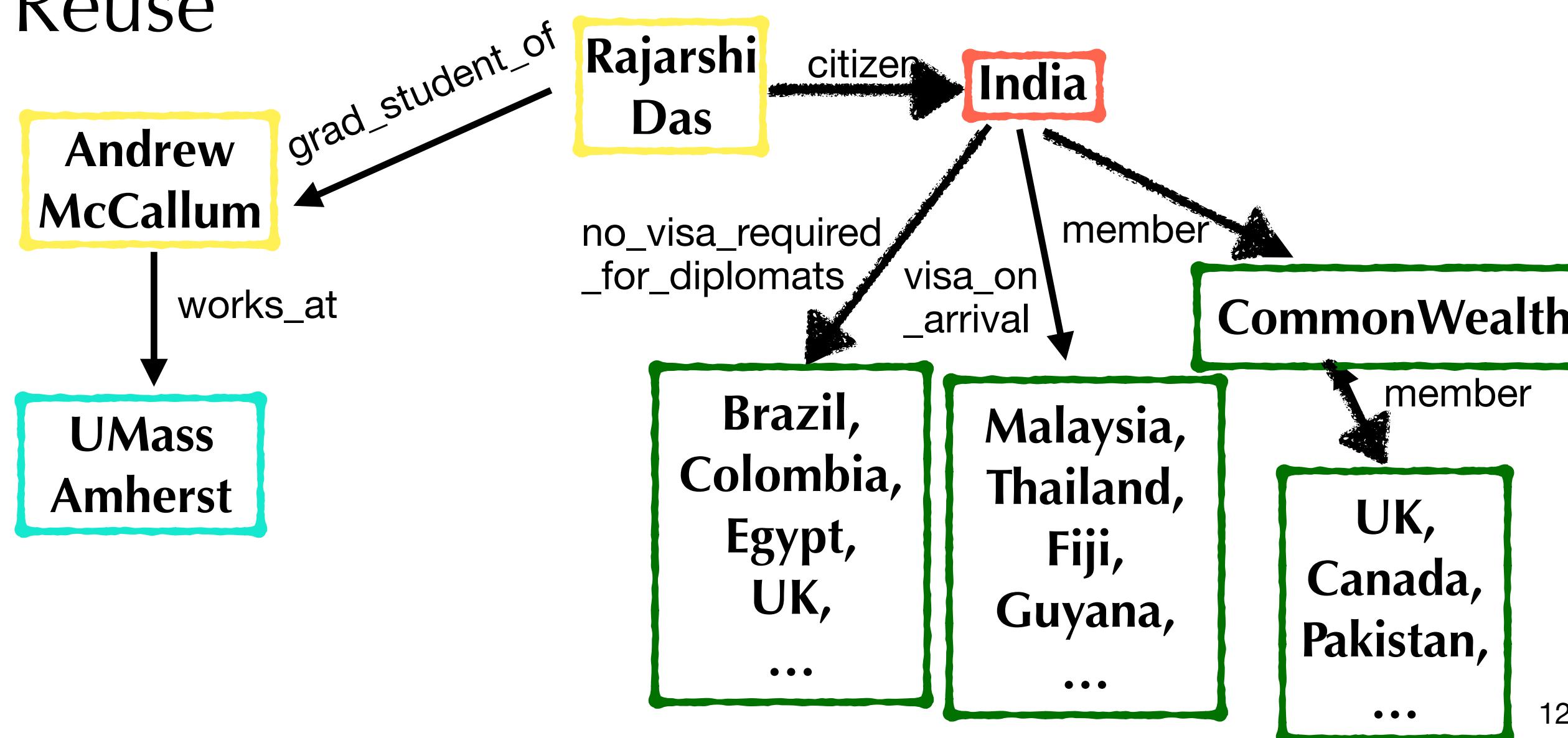
Case-Based Reasoning in Knowledge Bases

(Raj, needs_visa_for, ?)

Revise



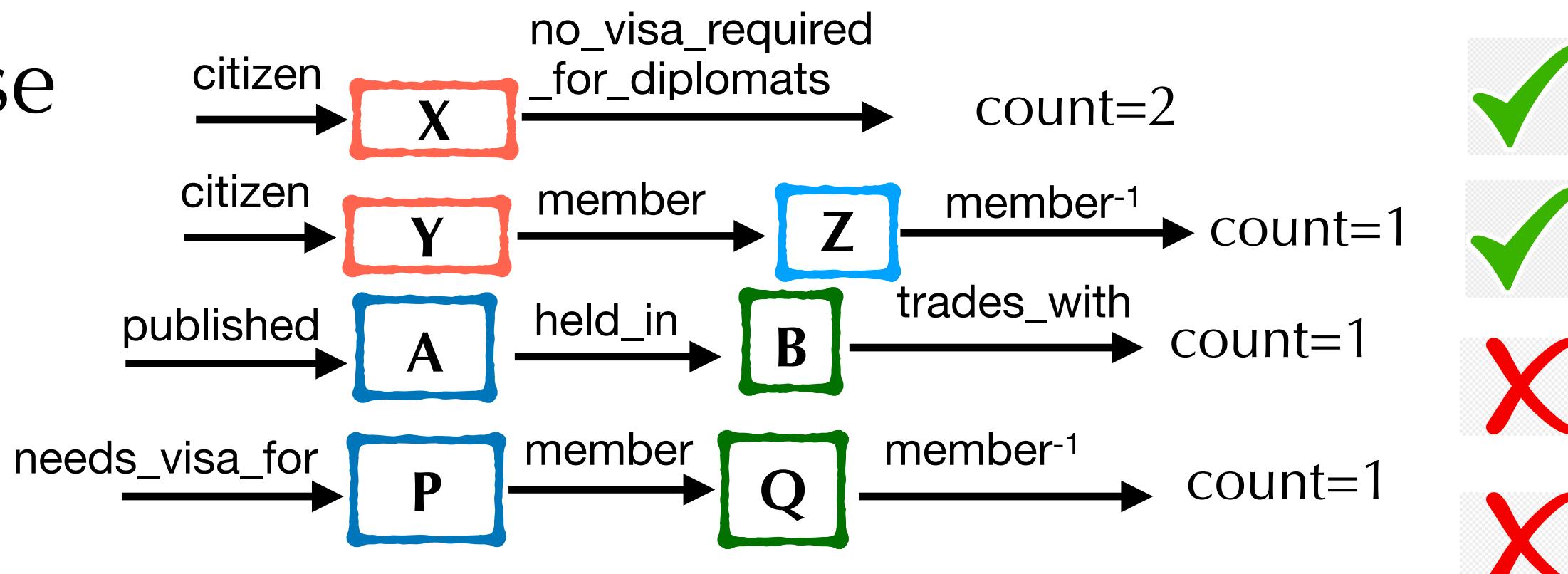
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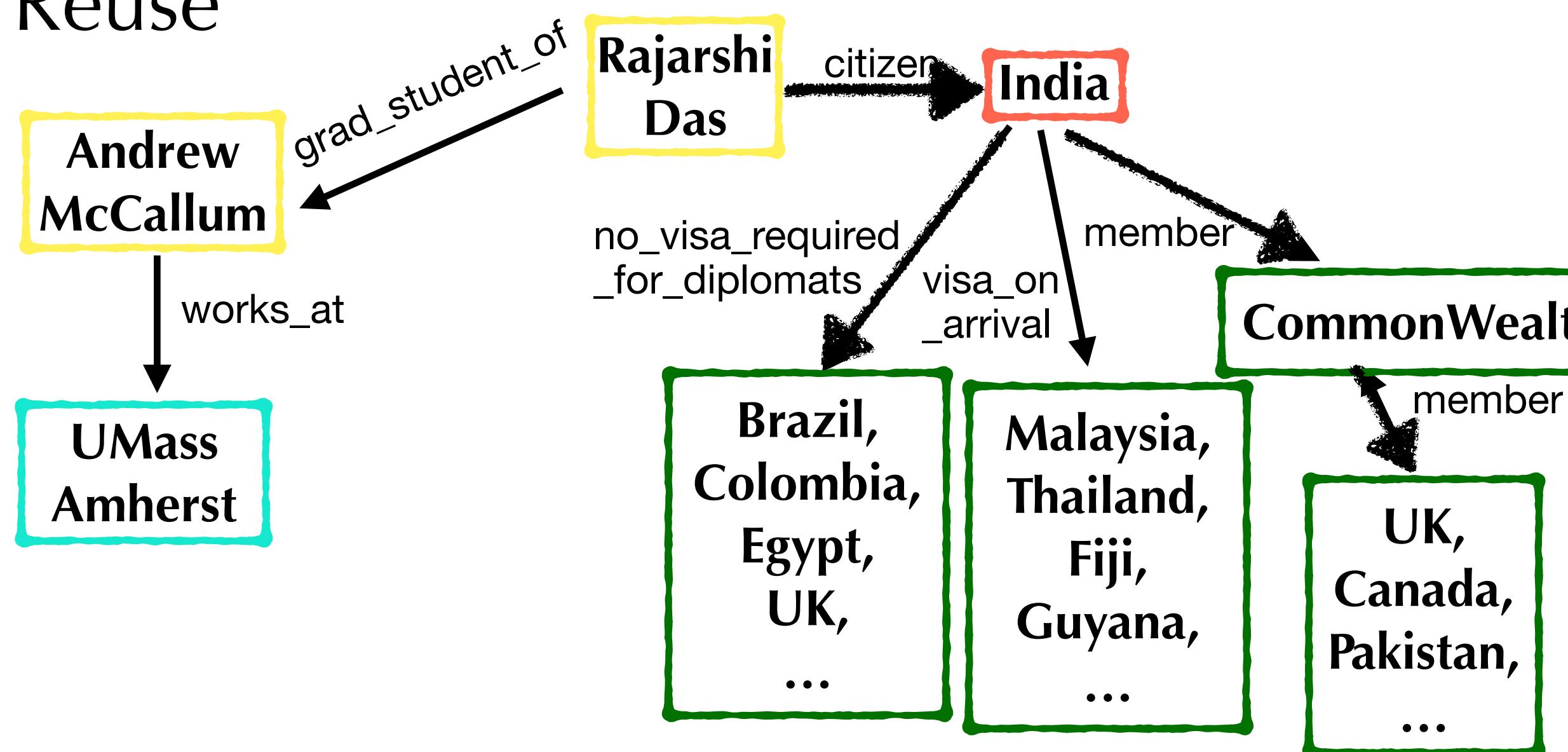
Case-Based Reasoning in Knowledge Bases

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Revise



Reuse



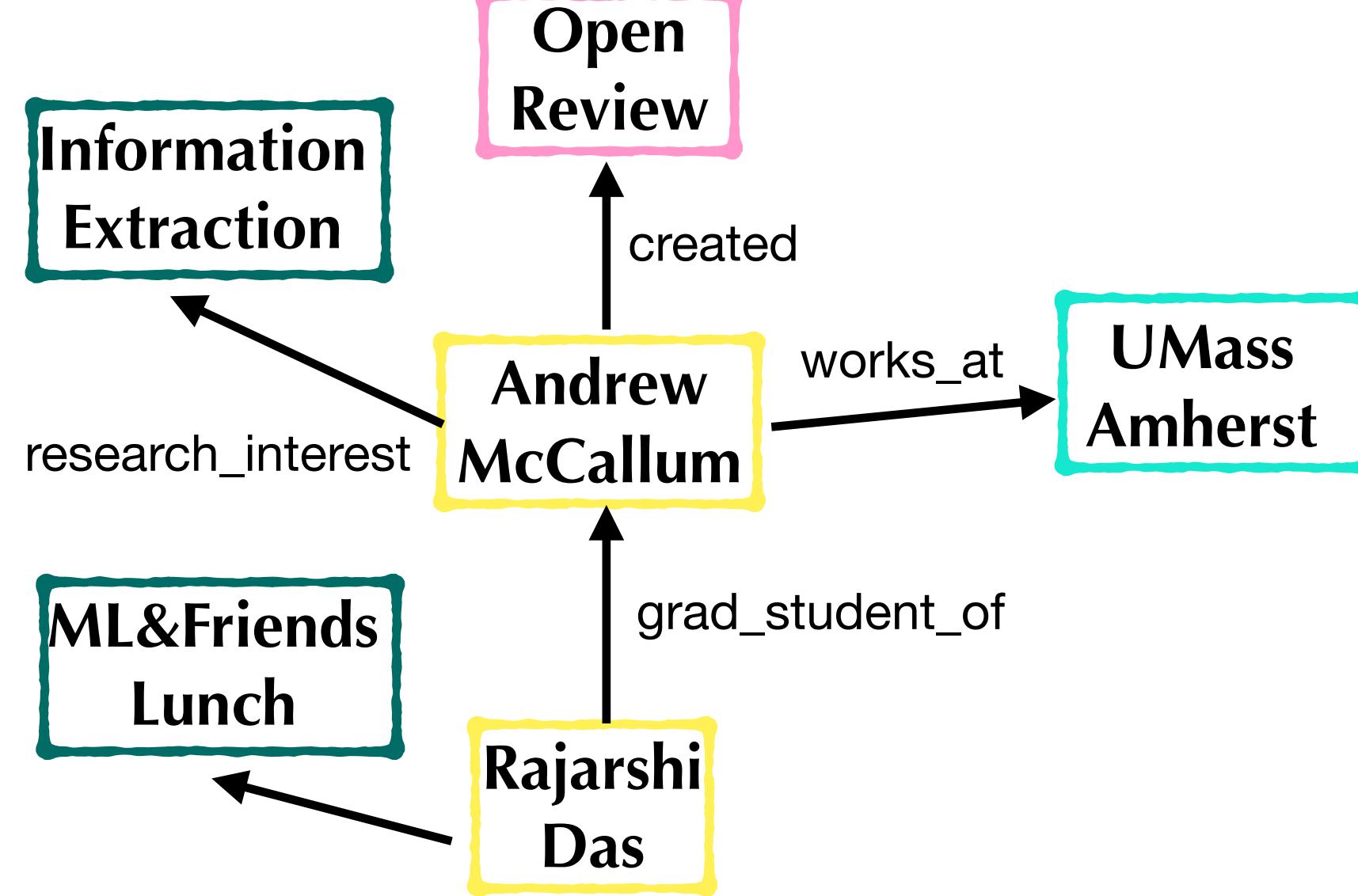
Returned Answers

Brazil,
Colombia,
Egypt,
UK,
...

UK,
Canada,
Pakistan,
...

Representing Entities

- Entities are represented as (sparse) vectors of neighboring relations.

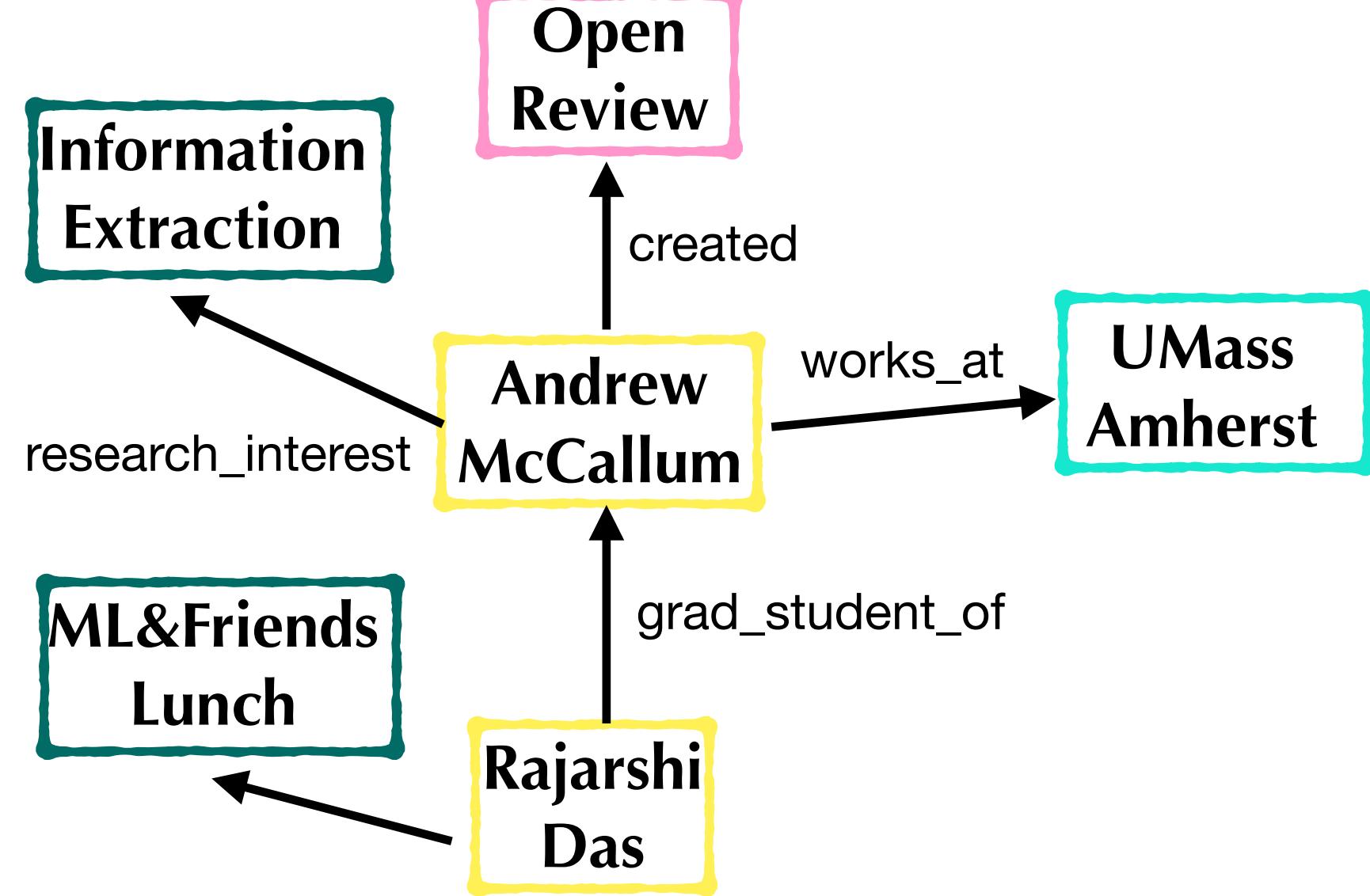


works_at	1
research_interest	1
plays_for	0
grad_student_of ⁻¹	1
created	1
located_in	0
..	..
..	..
..	..

Andrew
McCallum

Representing Entities

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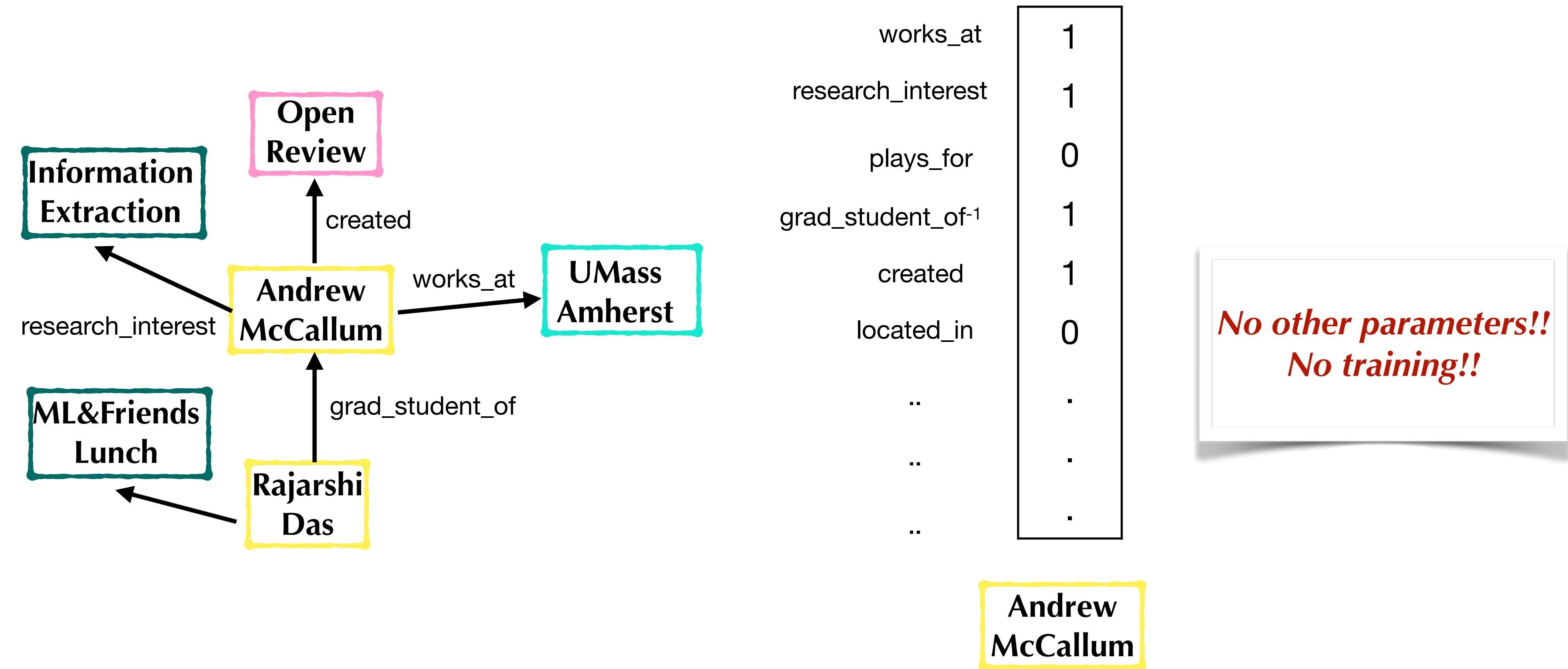
works_at	1
research_interest	1
plays_for	0
grad_student_of ⁻¹	1
created	1
located_in	0
..	..
..	..
..	..

No other parameters!!
No training!!

Andrew
McCallum

Representing Entities

- Entities are represented as (sparse) vectors of neighboring relations.



- Cosine similarity between entities
- We consider only those entities for which we observe the query relation.

Experiments

- Task: Knowledge Base Completion ($e_1, r, ?$) or $(?, r^{-1}, e_2)$

- Data:

	$ \mathcal{V} $	$ \mathcal{R} $	$ \mathcal{E} $
NELL-995	75,492	200	154,213
FB122	9,738	122	112,476
WN18RR	40,943	11	93,003

- Baselines:

- Parametric Rule Learning methods

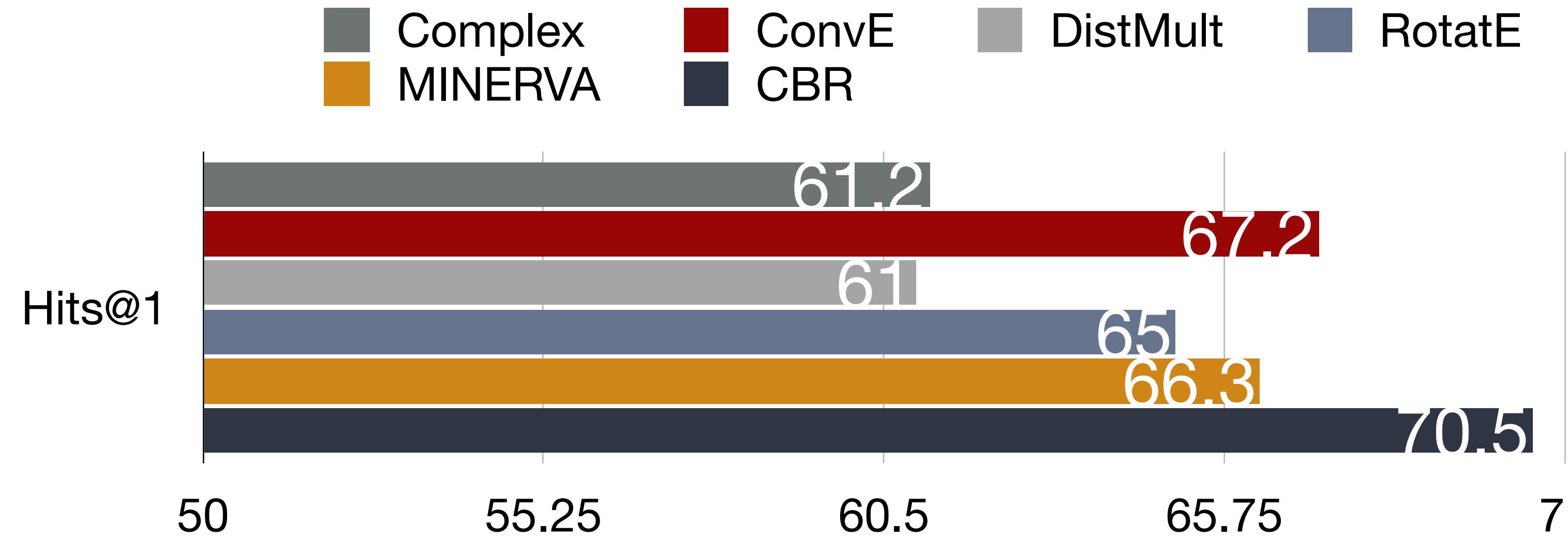
- MINERVA (Das, Dhuliawala, Zaheer, Vilnis, Krishnamurthy, Smola, McCallum ICLR 2018)
- GNTPs (Minervini, Bošnjak, Rocktäschel, Riedel, Grefenstette AAAI 2020)

- Embedding based methods:

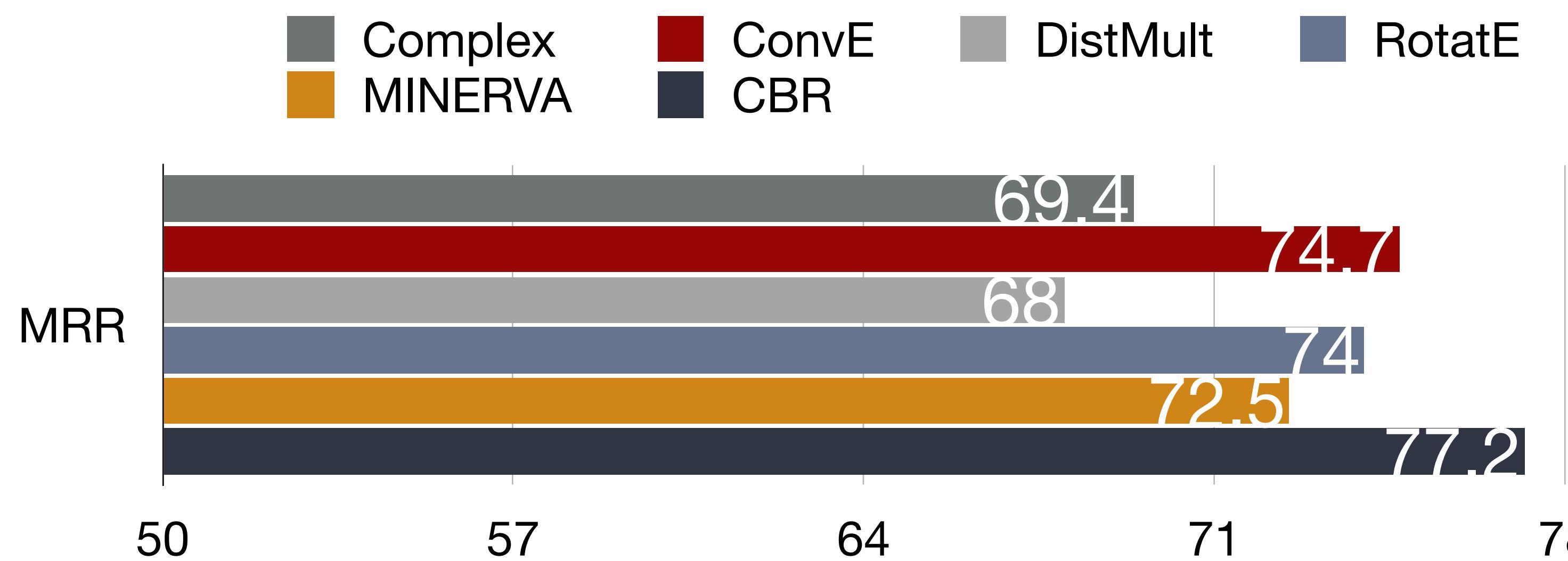
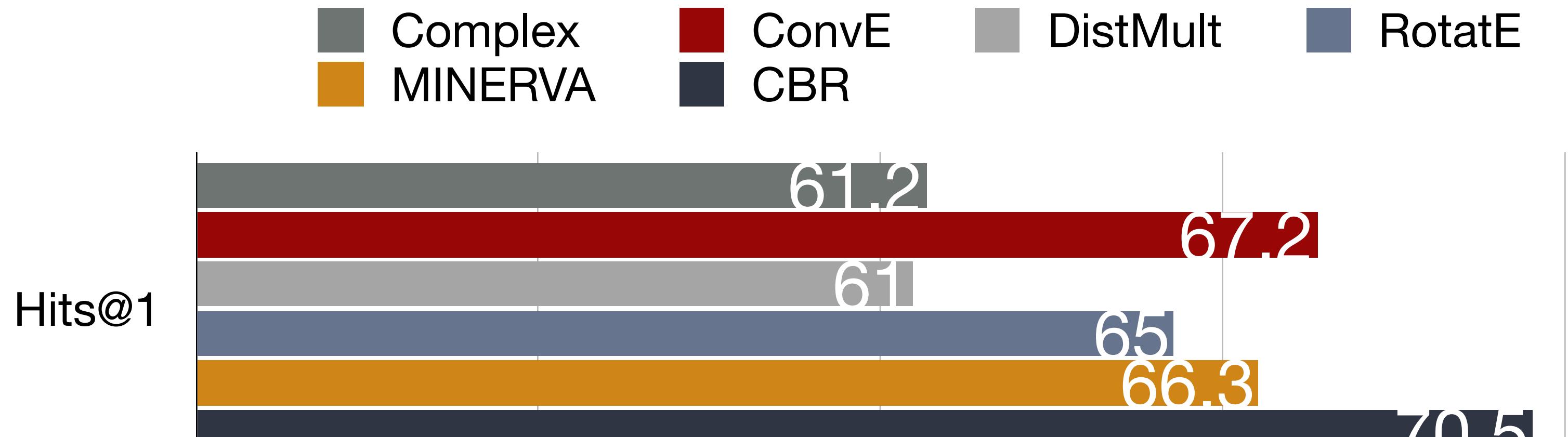
- RotatE (Sun, Deng, Nie, Tang ICLR 2019)
- ConvE (Dettmers, Minervini, Stenetorp, Riedel AAAI 2018)
- Complex (Trouillon, Welbl, Riedel, Gaussier, Bouchard ICML 2017)
- DistMul (Yang, Yih, He, Gao, Deng ICLR 2015)
- TransE (Bordes, Usunier, Garcia-Duran, Weston, Yakhnenko Neurips 2013)

NELL-995

NELL-995



NELL-995



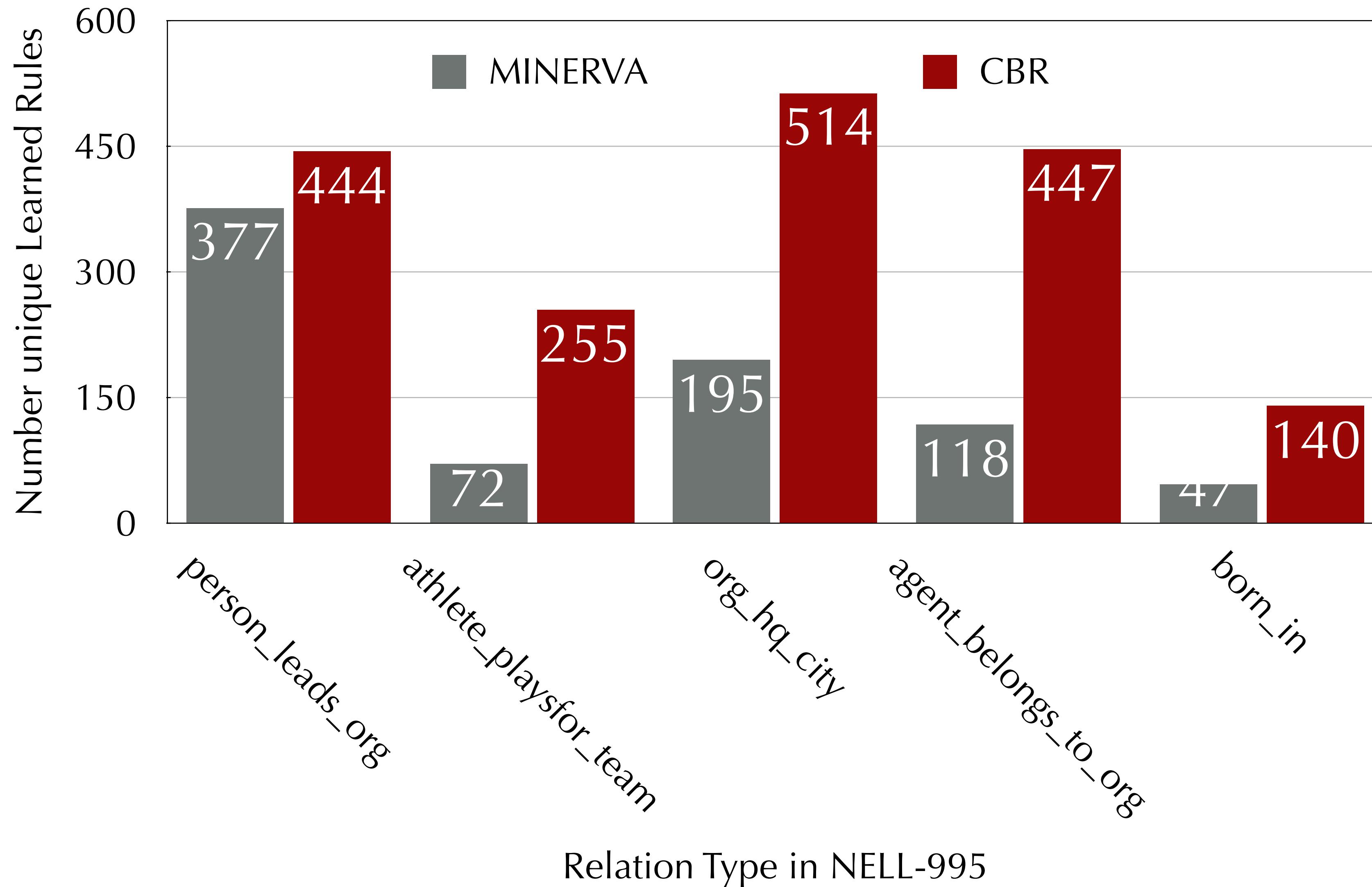
WN18RR

	TransE	DistMult	ComplEx	ConvE	RotatE	GNTPs	CBR
Hits@1	-	0.39	0.41	0.40	0.43	0.41	0.38
Hits@3	-	0.44	0.46	0.44	0.49	0.44	0.46
Hits@10	0.50	0.49	0.51	0.52	0.57	0.48	0.51
MRR	0.23	0.43	0.44	0.43	0.48	0.43	0.43

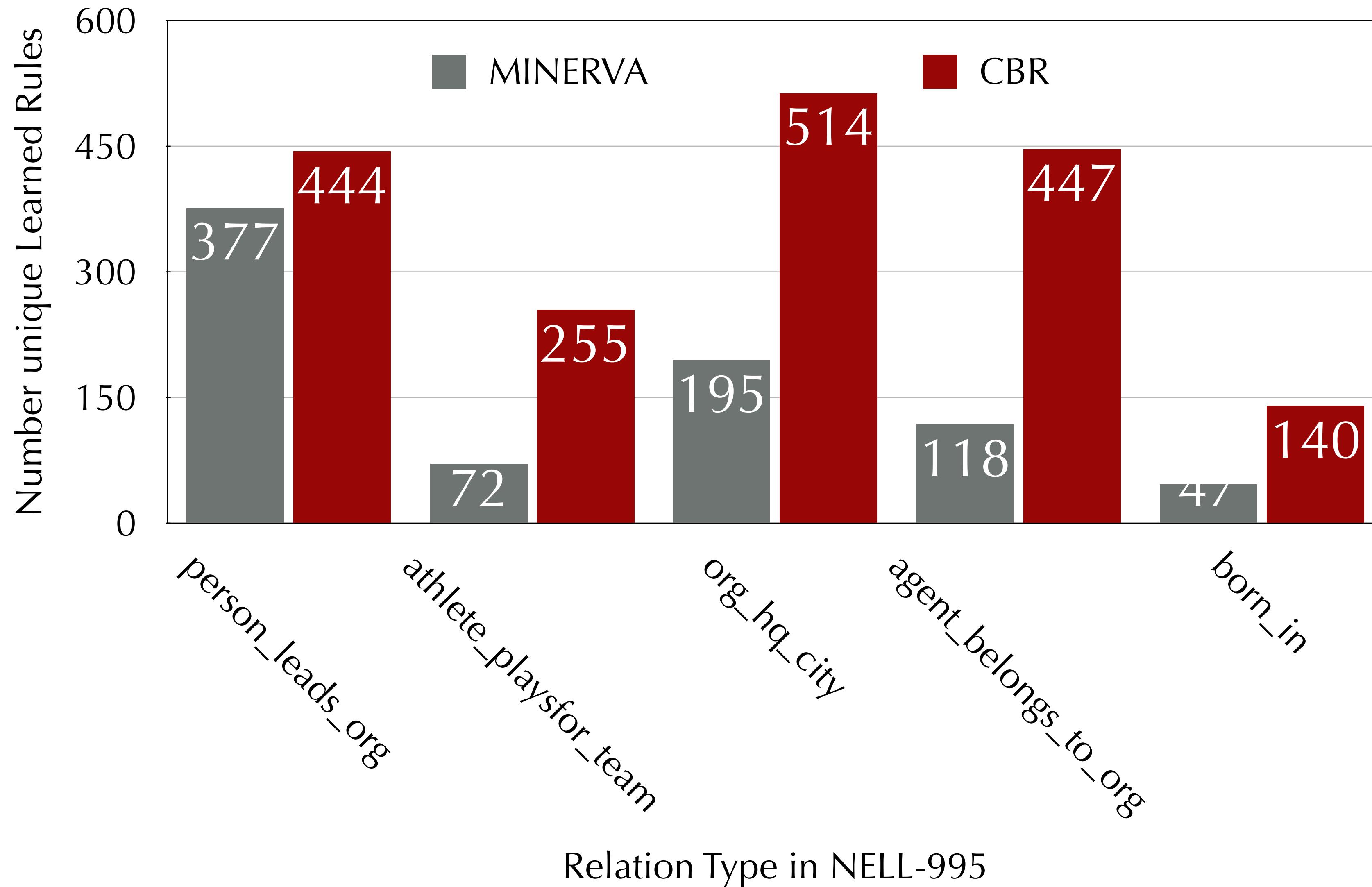
FB122

	Model	Hits@3	Hits@5	Hits@10	MRR
With Rules	KALE-Pre	35.8	41.9	49.8	29.1
	KALE-Joint	38.4	44.7	52.2	32.5
	ASR-DistMult	36.3	40.3	44.9	33.0
	ASR-ComplEx	37.3	41.0	45.9	33.8
Without Rules	TransE	36.0	41.5	48.1	29.6
	DistMult	36.0	40.3	45.3	31.3
	ComplEx	37.0	41.3	46.2	32.9
	GNTPs	33.7	36.9	41.2	31.3
	CBR	40.0	44.5	48.8	35.9

Learned Rules



Learned Rules



More number of
fine-grained rules

Future Work

- We introduce a general framework of CBR for KB reasoning.
- Future steps:
 - Richer entity representation and similarity metric
 - Better matching of paths using path embeddings
 - Better Ranking of paths
 - Considering subgraphs instead of paths as solution to cases.

Conclusion

- We introduce a new approach
 - that derives reasoning rules dynamically for each entity instead of storing them in model parameters
 - Requires no training
 - Outperform existing rule-induction methods and are comparable to existing embedding based approaches.
 - Lot of exciting future directions.

Conclusion

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Thank you!