

# Rule Induction and Reasoning over Knowledge Graphs

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# Outline

Motivation

Preliminaries

Rule Learning

Exception-awareness

Incompleteness

Rules from Hybrid Sources

Further Topics

## Motivation

Preliminaries

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Further Topics

# Semantic Web Search

living place of the winner of australian open 2018



All News Images Videos Maps More Settings Tools

About 1,220,000,000 results (1.10 seconds)

## 2018 Australian Open - Wikipedia

[https://en.wikipedia.org/wiki/2018\\_Australian\\_Open](https://en.wikipedia.org/wiki/2018_Australian_Open) ▾

Roger Federer was the defending **champion** in the men's singles event and successfully retained his title (his sixth), defeating Marin Čilić in the final, while Caroline Wozniacki **won** the women's title, defeating Simona Halep in the final.

Venue: Melbourne Park

Prize money: A\$55,000,000

Location: Melbourne, Victoria, Australia

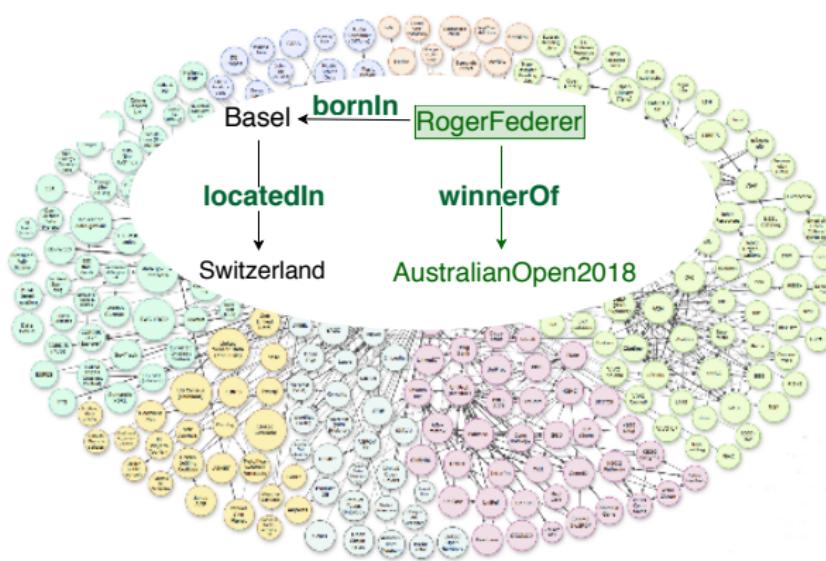
Draw: 128S / 64D /

Missing: living | Must include: living

# Semantic Web Search

Google

winner of Australian Open 2018



## Roger Federer

Tennis player

[rogerfederer.com](#)

Roger Federer is a Swiss professional tennis player who is currently ranked world No. 10 by the Association of Tennis Professionals. Many players and analysts have called him the greatest tennis player of all time. [Wikipedia](#)

**Born:** August 8, 1981 (age 35 years), Basel, Switzerland

**Height:** 1.85 m

**Weight:** 85 kg

**Spouse:** Mirka Federer (m. 2009)

**Children:** Lenny Federer, Myla Rose Federer, Charlene Riva Federer, Leo Federer

# Semantic Web Search

living place of Roger Federer



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About 2.690.000 results (0,55 seconds)

**Roger Federer's glass mansion: Tennis star's £6.5m Swiss waterfront ...**

[www.telegraph.co.uk](http://www.telegraph.co.uk) › Sport › Tennis › Roger Federer ▾

Tennis star **Roger Federer** is to move his family into a £6.5million glass mansion on the shores of Lake Zurich after work was completed on the state-of-the-art ...

**Roger Federer's Luxurious Houses | Basel Shows**

[www.baselshows.com/basel-world/the-houses-of-roger-federer](http://www.baselshows.com/basel-world/the-houses-of-roger-federer) ▾

Roger Federer also owns a lavish apartment in Dubai apart from properties in Switzerland. He has chosen this **location** as a base of training to get use to heat ...

# Semantic Web Search

wife of Roger Federer



All

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About 42,200,000 results (0.50 seconds)

Roger Federer / Wife

## Mirka Federer

m. 2009



Miroslava "Mirka" Federer is a Slovak-born Swiss former professional tennis player. She reached her career-high WTA singles ranking of world No. 76 on 10 September 2001 and a doubles ranking of No. 215 on 24 August 1998. She is the wife of tennis player Roger Federer, having first met him at the 2000 Summer Olympics. [Wikipedia](#)

# Semantic Web Search

living place of Mirka Federer



All

Images

News

Shopping

Videos

More

Settings

Tools

About 1.910.000 results (0,92 seconds)

## Mirka Federer / Residence



Map data ©2017 GeoBasis-DE/BKG (©2009), Google

Bottmingen, Switzerland

# Human Reasoning

*livesIn(Y, Z) ← marriedTo(X, Y),  
livesIn(X, Z)*      *Married people live together*

*marriedTo(mirka, roger)*      *Mirka is married to Roger*

*livesIn(mirka, bottmingen)*      *Mirka lives in Bottmingen*

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*livesIn(Y, Z) ← marriedTo(X, Y),  
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*Mirka lives in Bottmingen*

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*livesIn(roger, bottmingen)*

*Roger lives in Bottmingen*



*livesIn* →



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*livesIn(roger, bottmingen)*      *Roger lives in Bottmingen*

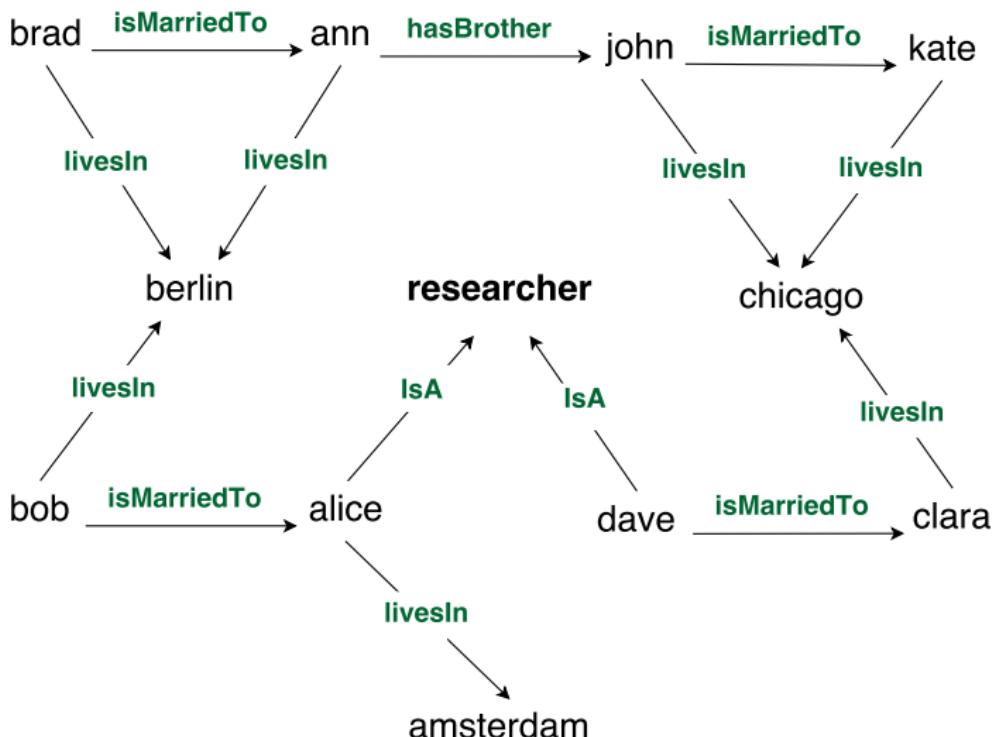


*livesIn* →



But where can a machine get such rules from?

# Inducing Rules from KGs


$$\text{livesIn}(Y, Z) \leftarrow \text{isMarriedTo}(X, Y), \text{livesIn}(X, Z)$$

# Inducing Rules from KGs



$livesIn(Y, Z) \leftarrow isMarriedTo(X, Y), livesIn(X, Z), \text{not researcher}(Y)$

# Applications of Rule Learning

- Fact prediction
- Data cleaning
- Domain description
- Finding trends in KGs . . .

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# Horn Rules

**Rule:**  $\underbrace{a}_{\text{head}} \leftarrow \underbrace{b_1, \dots, b_m}_{\text{body}}$ .

**Informal semantics:** If  $b_1, \dots, b_m$  are true, then  $a$  must be true.

**Logic program:** Set of rules

Example: ground rule

```
% If Mirka is married to Roger and lives in B., then Roger lives there too  
livesIn(roger, bottmingen) ← isMarried(mirka, roger), livesIn(mirka, bottmingen)
```

# Horn Rules

**Rule:**  $\underbrace{a}_{\text{head}} \leftarrow \underbrace{b_1, \dots, b_m}_{\text{body}}$

**Informal semantics:** If  $b_1, \dots, b_m$  are true, then  $a$  must be true.

**Logic program:** Set of rules

Example: non-ground rule

```
% Married people live together  
livesIn(Y, Z) ← isMarried(X, Y), livesIn(X, Z)
```

# Nonmonotonic Rules

**Rule:**  $\underbrace{a}_{\text{head}} \leftarrow \underbrace{b_1, \dots, b_m, \text{not } b_{m+1}, \dots, \text{not } b_n}_{\text{body}}$

**Informal semantics:** If  $b_1, \dots, b_m$  are true and none of  $b_{m+1}, \dots, b_n$  is known, then  $a$  must be true.

**Closed World Assumption (CWA):** facts not known to be true are false

Example: nonmonotonic rule

% Two married live together unless one is a researcher

$livesIn(Y, Z) \leftarrow isMarried(X, Y), livesIn(X, Z), \text{not researcher}(Y)$

# Nonmonotonic Rules

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**Closed World Assumption (CWA):** facts not known to be true are false

**not** is different from  $\neg!$

% At a rail road crossing cross the road if no train is known to approach"  
 $\text{walk} \leftarrow \text{at}(L), \text{crossing}(L), \text{not train\_approaches}(L)$

% At a rail road crossing cross the road if no train approaches  
 $\text{walk} \leftarrow \text{at}(L), \text{crossing}(L), \neg \text{train\_approaches}(L)$

# Herbrand Semantics

**Herbrand universe** of a logic program  $P$ ,  $HU(P)$  is the set of all constants appearing in  $P$ .

**Herbrand base** of  $P$ ,  $HB(P)$  is the set of all ground atoms which can be formed from predicates and constants of  $P$ .

**(Herbrand) interpretation** of  $P$ ,  $I$  is a subset of the Herbrand base.

Example: Herbrand universe, base, interpretation

$$P = \left\{ \begin{array}{l} (1) \text{ } isMarriedTo(mirka, roger) \quad (2) \text{ } livesIn(mirka, bottmingen) \\ (3) \text{ } livesIn(Y, Z) \leftarrow isMarriedTo(X, Y), livesIn(X, Z), \text{not researcher}(Y) \end{array} \right.$$

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$$HB(P) = \{ isMarriedTo(mirka, mirka), isMarriedTo(mirka, roger), \dots \\ livesIn(mirka, bottmingen), livesIn(roger, bottmingen), \dots \}$$

$$I_1 = \emptyset, I_2 = \{ isMarriedTo(mirka, roger), livesIn(bottmingen, bottmingen) \}, \dots$$

# Answer Set Semantics

Def.: **Herbrand models, answer sets**

- An interpretation  $I$  is a **(Herbrand) model** of (or satisfies)
  - ground rule  $r : a \leftarrow b_1, \dots, b_m, \text{not } b_{m+1}, \dots, \text{not } b_n$ , if  $\{b_1, \dots, b_m\} \subseteq I$  and  $\{b_{m+1}, \dots, b_n\} \cap I = \emptyset$  imply  $a \in I$  (written  $I \models r$ ).

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  - **a nonground rule  $r$** , symbolically  $I \models r$ , if  $I \models r$  for every  $r \in \text{grnd}(C)$ ;
  - **a program  $P$** , symbolically  $I \models P$ , if  $I \models C$  for every clause  $C$  in  $P$ .
- Minimal model (answer set): none of its subsets is a model.

# Example

Consider program  $P$ :

$$\begin{array}{lll} \textit{livesIn}(m, b). & \textit{isMarriedTo}(m, r). & \textit{bornIn}(m, b). \\ \textit{livesIn}(Y, Z) \leftarrow \textit{livesIn}(X, Y), \textit{isMarriedTo}(Y, Z), \textit{not researcher}(Y). & & \\ & & \textit{livesIn}(X, Y) \leftarrow \textit{bornIn}(X, Y). \end{array}$$

Which of the following interpretations are models of  $P$ ?

- $I_1 = \emptyset$
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Which of the following interpretations are minimal models of  $P$ ?

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# Answer Set Programs

Evaluation of ASP programs is model-based

**Answer set program (ASP)** is a set of nonmonotonic rules

- (1)  $\text{isMarriedTo}(\text{mary}, \text{john})$    (2)  $\text{livesIn}(\text{mary}, \text{ulm})$
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not researcher(john)*

$I = \{isMarriedTo(mary, john), livesIn(mary, ulm), livesIn(john, ulm)\}$

CWA: *researcher(john)* can not be derived, thus it is false

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Particularly suited for reasoning under incompleteness!

Motivation

Preliminaries

**Rule Learning**

Exception-awareness

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Further Topics

# Reasoning with Incomplete Information

## Default Reasoning

Assume normal state of affairs, unless there is evidence to the contrary

*By default married people live together.*

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## Abduction

Choose between several explanations that explain an observation

*John and Mary live together. They must be married.*

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Generalize a number of similar observations into a hypothesis

*Given many examples of spouses living together generalize this knowledge.*

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# History of Inductive Learning

- AI & Machine Learning 1960s-70s:  
Banerji, Plotkin, Vere, Michalski, ...
- AI & Machine Learning 1980s:  
Shapiro, Sammut, Muggleton, ...
- Inductive Logic Programming 1990s:  
Muggleton, Quinlan, De Raedt, ...
- Statistical Relational Learning 2000s:  
Getoor, Koller, Domingos, Sato, ...

# Learning from Examples

Inductive Learning from Examples [Muggleton, 1991]

**Given:**

- $E^+$  : positive examples (ground facts) over a relation  $p$
- $E^-$  : negative examples (ground facts) over  $p$
- $T$  : background theory (a set of facts and possibly rules)
- **Language bias:** syntactic restrictions on the definition of  $p$

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**Find:**

- $Hyp$  : hypothesis defining  $p$  such that
  - $Hyp$  "covers" all positive examples given  $T$ , i.e.,  
 $\forall e \in E^+ : T \cup Hyp \models e$
  - $Hyp$  does not "cover" any negative examples given  $T$ , i.e.,  
 $\forall e \in E^- : T \cup Hyp \not\models e$

# Example

Given:

- $E^+ = \{fatherOf(john, mary), fatherOf(david, steve)\}$
- $E^- = \{fatherOf(kathy, ellen), fatherOf(john, steve)\}$
- $T = \{parentOf(john, mary), male(john),  
parentOf(david, steve), male(david),  
parentOf(kathy, ellen), female(kathy)\}$
- Language bias: Horn rules with 2 body atoms

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- Language bias: Horn rules with 2 body atoms

Possible hypothesis:

- Hyp :  $fatherOf(X, Y) \leftarrow parentOf(X, Y), male(X)$

# Learning from Interpretations

Inductive Learning from Interpretations [Raedt and Dzeroski, 1994]

**Given:**

- $I$ : interpretation, i.e., a set of facts over various relations
- $T$ : background theory, i.e., a set of facts and possibly rules
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- $T$ : background theory, i.e., a set of facts and possibly rules
- Language bias: syntactic restrictions on the target hypothesis

**Find:**

- $Hyp$ : hypothesis, such that  $I$  is a minimal model of  $Hyp \cup T$

# Example

Inductive Learning from Interpretations [Raedt and Dzeroski, 1994]

Given:

- $I = \{isMarriedTo(mirka, roger), livesIn(mirka, b), livesIn(roger, b), bornIn(mirka, b)\}$
- $T = \{isMarriedTo(mirka, roger); bornIn(mirka, b); livesIn(X, Y) \leftarrow bornIn(X, Y)\}$
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Possible Hypothesis:

- Hyp :  $livesIn(Y, Z) \leftarrow isMarriedTo(X, Y), bornIn(X, Z)$

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- Generality ( $\succeq$ ): essential component of symbolic learning systems
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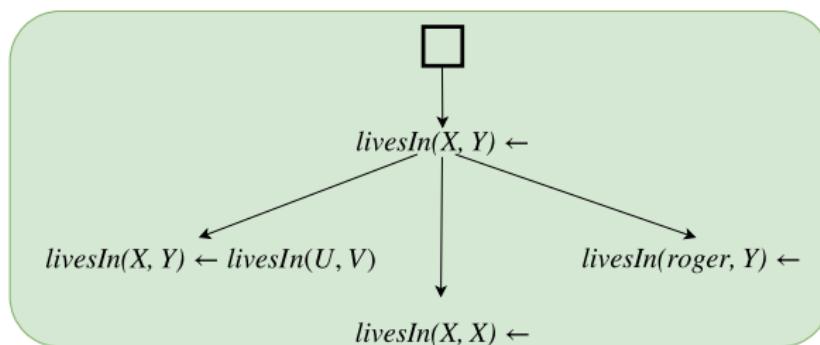
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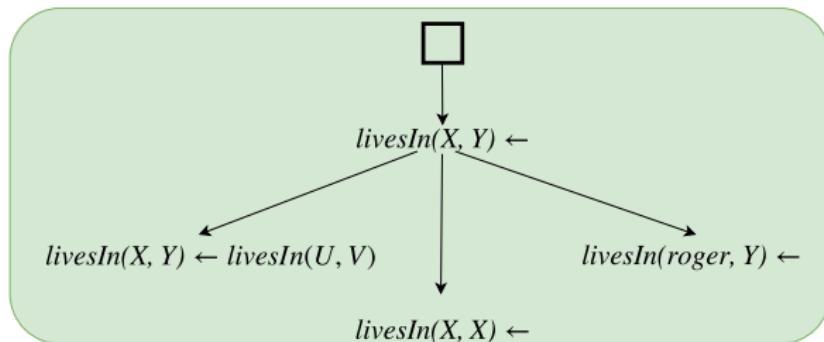
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- **Clause refinement** [Shapiro, 1991]: e.g., MIS, FOIL, etc.
  - Explore clause search space from general to specific or vice versa to find a hypothesis that covers all examples.



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- **Inverse entailment** [Muggleton, 1995]: e.g., Progol, etc.
  - Properties of deduction to make hypothesis search space finite

## Zoo of Other ILP Tasks

ILP tasks can be classified along several dimensions:

- type of the data source, e.g., positive/negative examples, interpretations, answer sets [Law *et al.*, 2015]

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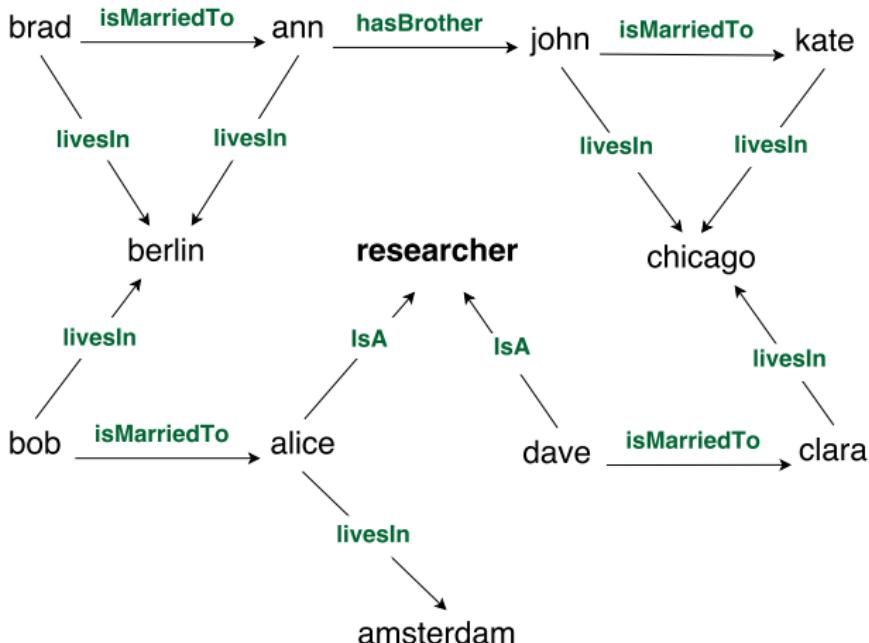
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- data (in)completeness, e.g., OWA vs CWA...
- background knowledge, e.g., DL ontology [d'Amato *et al.*, 2016], hybrid theories [Lisi, 2010]

# Rule Induction from Knowledge Graphs

What is the most suitable ILP task for the KG setting?



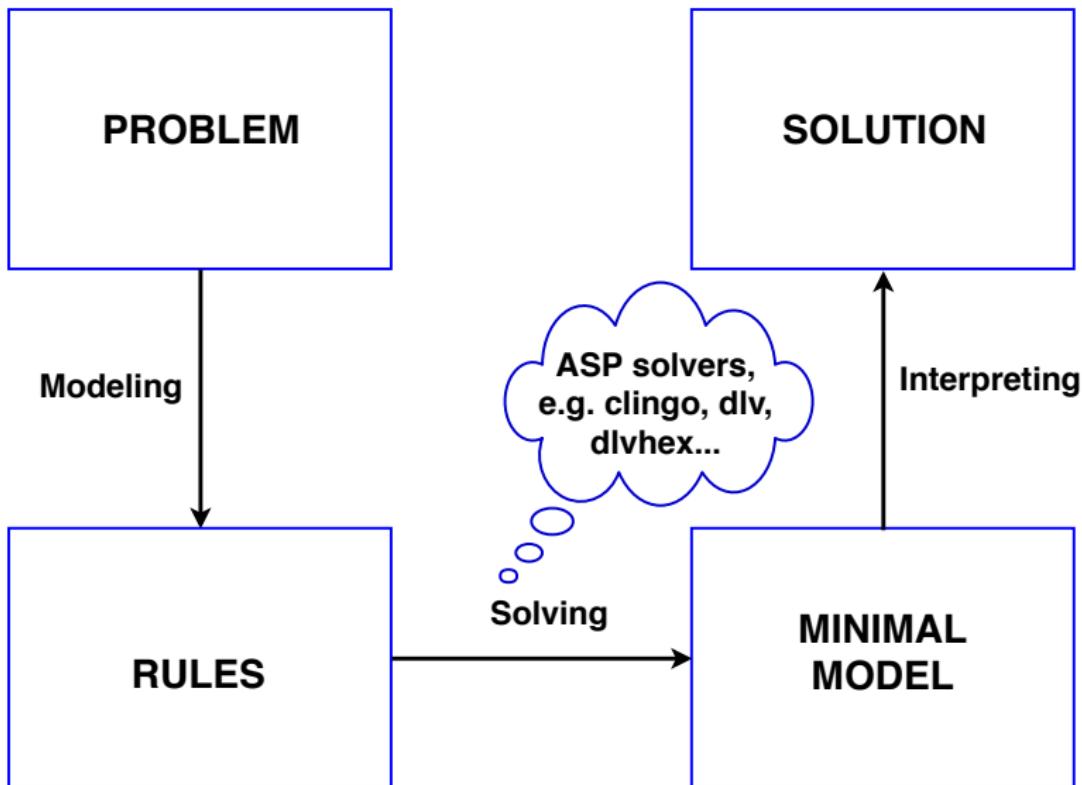
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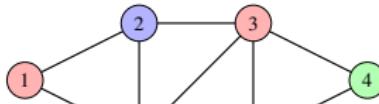
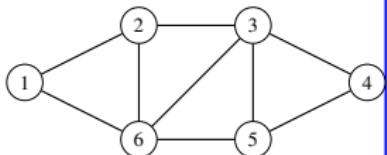
Probably learning from interpretations..

# Declarative Programming



# Example

## Graph 3-colorability



**Modeling**

```
node(1 .. 6); edge(1, 2); ...
col(V, red) ← not col(V, blue), not col(V, green), node(V);
col(V, green) ← not col(V, blue), not col(V, red), node(V);
col(V, blue) ← not col(V, green), not col(V, red), node(V);
⊥ ← col(V, C), col(V, C'), C ≠ C';
⊥ ← col(V, C), col(V', C), edge(V, V')
```

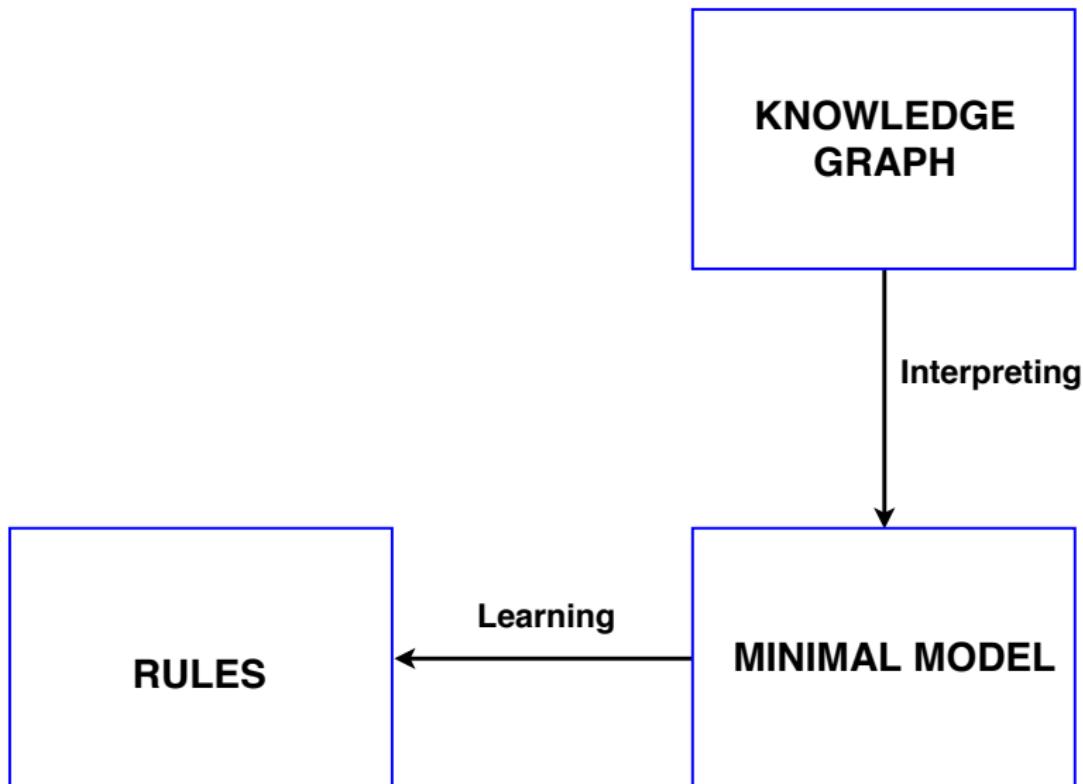
**Interpreting**

**NONMONOTONIC  
RULES**

**Solving**

```
node(1 .. 6); edge(1, 2); ...
col(1, red), col(2, blue),
col(3, red), col(4, green),
col(6, green), col(5, blue)
```

# Ideal Setting



# Classical ILP for KGs

## ILP Goal

"The goal of ILP is to develop a correct (and complete) algorithm which efficiently computes hypotheses." [Sakama, 2005]

## Knowledge Graphs

But the world knowledge is complex, and this might not always be possible in the context of KGs due to several issues...

# Specialities of KGs

**Open World Assumption:** negative facts cannot be easily derived

*Maybe Roger Federer is a researcher and Albert Einstein was a ballet dancer?*

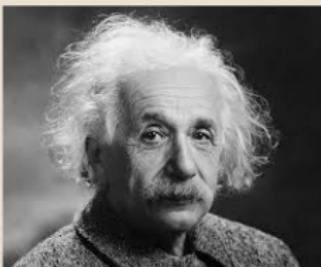
# Specialities of KGs

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We dance for laughter,  
we dance for tears,  
we dance for madness,  
we dance for fears,  
we dance for hopes,  
we dance for screams,  
we are the dancers,  
we create the dreams.

-Albert Einstein



# Challenges of Rule Induction from KGs

**Data bias:** KGs are extracted from text, which typically mentions only popular entities and interesting facts about them.

*“Man bites dog phenomenon”<sup>1</sup>*

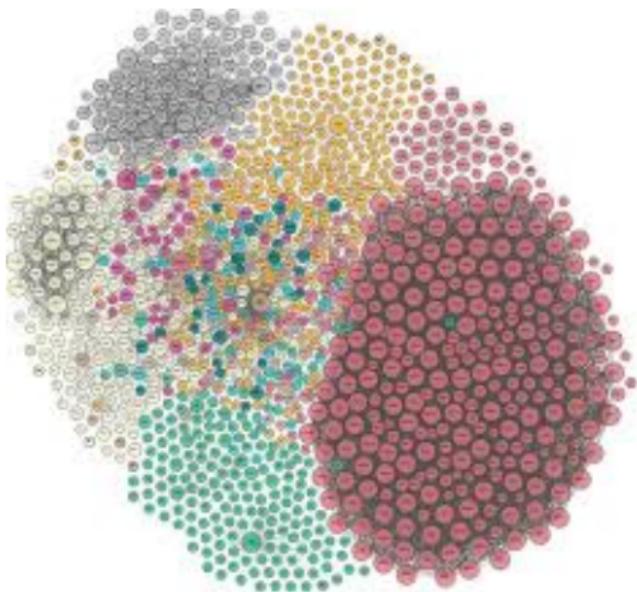


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<sup>1</sup>[https://en.wikipedia.org/wiki/Man\\_bites\\_dog\\_\(journalism\)](https://en.wikipedia.org/wiki/Man_bites_dog_(journalism))

## Challenges of Rule Induction from KGs

**Huge size:** Modern KGs contain billions of facts  
*E.g., Google KG stores 70 billion facts*



# Challenges of Rule Induction from KGs

**World knowledge is complex**, none of its “models” is perfect



# Exploratory Data Analysis

## Question:

How can we still learn rules from KGs, which do not perfectly fit the data, but still reflect interesting correlations that can predict sufficiently many correct facts?

## Answer:

Relational association rule mining! Roots in classical datamining.



# Association Rules

- Classical data mining task: Given a transaction database, find out products (called itemsets) that are frequently bought together and form recommendation rules.

Transaction 1	🍎	🍺	⌚	🌯
Transaction 2	🍎	🍺	⌚	
Transaction 3	🍎	🍺		
Transaction 4	🍎	🍐		
Transaction 5	🍼	🍺	⌚	🌯
Transaction 6	🍼	🍺	⌚	
Transaction 7	🍼	🍺		
Transaction 8	🍼	🍐		

Out of 4 people who bought apples, 3 also bought beer.

# Some Rule Measures

Support, confidence, lift

Support [apple] = 4

Transaction 1	apple	beer	bowl	steak
Transaction 2	apple	beer	bowl	
Transaction 3	apple	beer		
Transaction 4	apple	pear		
Transaction 5	baby bottle	beer	bowl	steak
Transaction 6	baby bottle	beer	bowl	
Transaction 7	baby bottle	beer		
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# Some Rule Measures

Support, confidence, lift

Support [🍎] = 4

$$\text{Confidence } \{ \text{🍎} \rightarrow \text{🍺} \} = \frac{\text{Support } \{ \text{🍎}, \text{🍺} \}}{\text{Support } \{ \text{🍎} \}}$$

Transaction 1	🍎	🍺	一碗	一块肉
Transaction 2	🍎	🍺	一碗	一块肉
Transaction 3	🍎	🍺		
Transaction 4	🍎	🍐		
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Transaction 6	🍼	🍺	一碗	
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Transaction 8	🍼	🍐		

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Support, confidence, lift

$$\text{Support } \{\text{apple}\} = 4$$

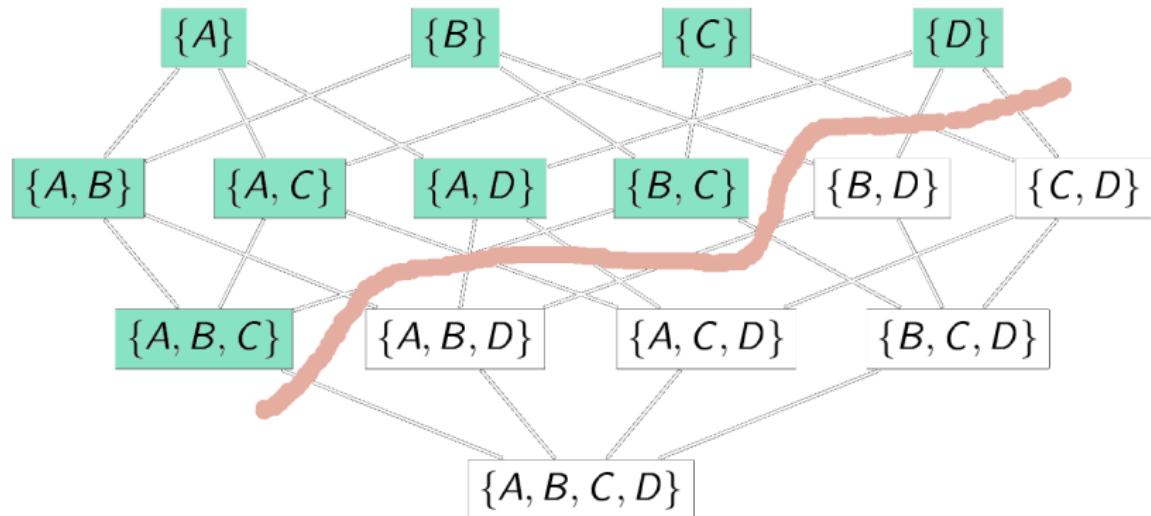
$$\text{Confidence } \{\text{apple} \rightarrow \text{beer}\} = \frac{\text{Support } \{\text{apple}, \text{beer}\}}{\text{Support } \{\text{apple}\}}$$

$$\text{Lift } \{\text{apple} \rightarrow \text{beer}\} = \frac{\text{Support } \{\text{apple}, \text{beer}\}}{\text{Support } \{\text{apple}\} \times \text{Support } \{\text{beer}\}}$$

Transaction 1	
Transaction 2	
Transaction 3	
Transaction 4	
Transaction 5	
Transaction 6	
Transaction 7	
Transaction 8	

# Frequent Itemset Mining

- A=apple, B=beer... Frequent patterns are in green.
- Monotonicity: any superset of an infrequent pattern is infrequent  
At the heart of Apriori algorithm



# How to Apply this to Relational Data?

- **DOWNGRADING DATA:** Can we change the representation from richer representations to simpler ones? (So we can use systems working with simpler representations)
- **UPGRADING SYSTEMS:** Can we develop systems that work with richer representations (starting from systems for simpler representations)?

## Downgrading the Data

- **Propositionalization** [Krogel *et al.*, 2003]: transform a KG into a transaction database

	<i>bornInUS</i>	<i>livesInUS</i>	<i>isMarriedToSinger</i>	<i>researcher</i>	<i>sportsman</i>
<i>p1</i>	✓	✓			✓
<i>p2</i>	✓	✓		✓	
<i>p3</i>	✓	✓			
<i>p4</i>	✓	✓			
<i>p5</i>	✓		✓		
<i>p6</i>	✓		✓		✓
<i>p7</i>	✓			✓	
<i>p8</i>	✓	✓			

# Upgrading the Systems

- Start from existing system for simpler representation
- Extend it for use with richer representation (while trying to keep the original system as a special case)

## Relational Association Rule Mining

- **WARMER** [Goethals and den Bussche, 2002]
- Upgrade frequent itemsets to frequent conjunctive queries

CQ: return all people with their spouses and living places

$$q_1(X, Y, Z) : \neg \text{isMarriedTo}(X, Y) \wedge \text{livesIn}(X, Z)$$

Output: 6 tuples, i.e.,  $\text{supp}(q_1) = 6$

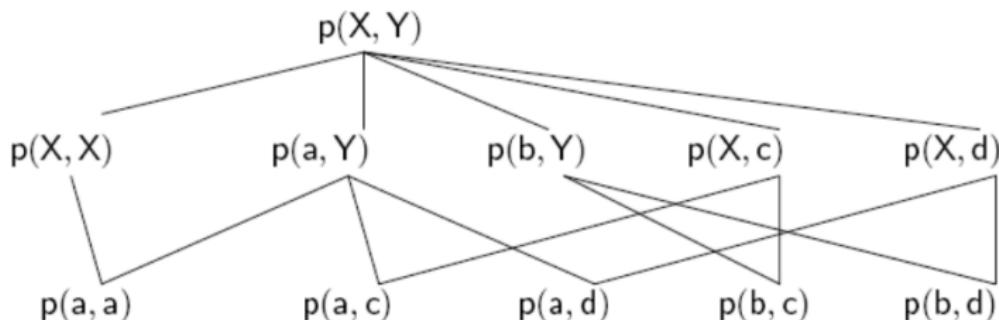
CQ: return all people with their spouses and living places

$$q_2(X, Y, Z) : \neg \text{isMarriedTo}(X, Y) \wedge \text{livesIn}(X, Z) \wedge \text{livesIn}(Y, Z)$$

Output: 3 tuples, i.e.,  $\text{supp}(q_2) = 3$

# Relational Association Rule Mining

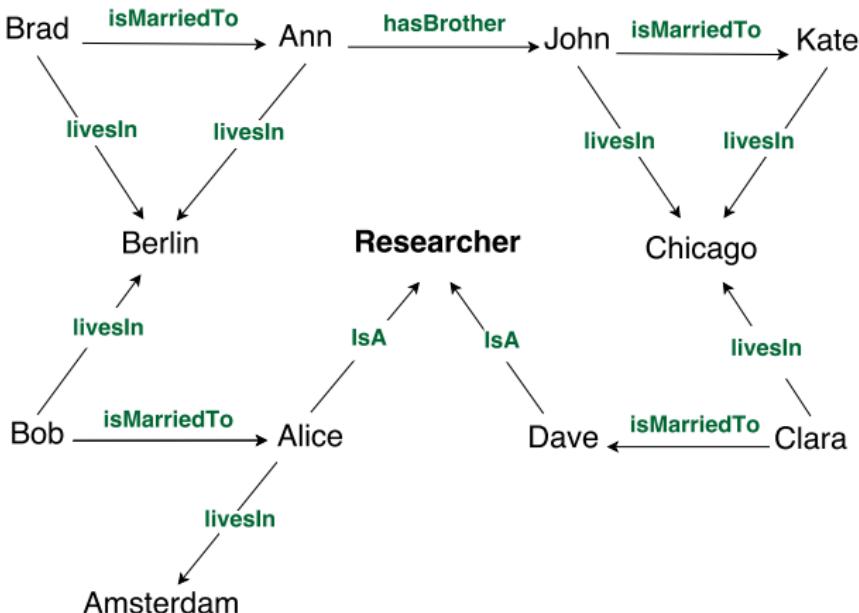
- **WARMER** [Goethals and den Bussche, 2002]
- Upgrade frequent itemsets to frequent conjunctive queries
  - traverse the lattice
  - get frequent CQs based on user-specified value
  - split into body and head
  - rank based on a rule measure, e.g., confidence



# Horn Rule Mining from KGs

WARMER: confidence

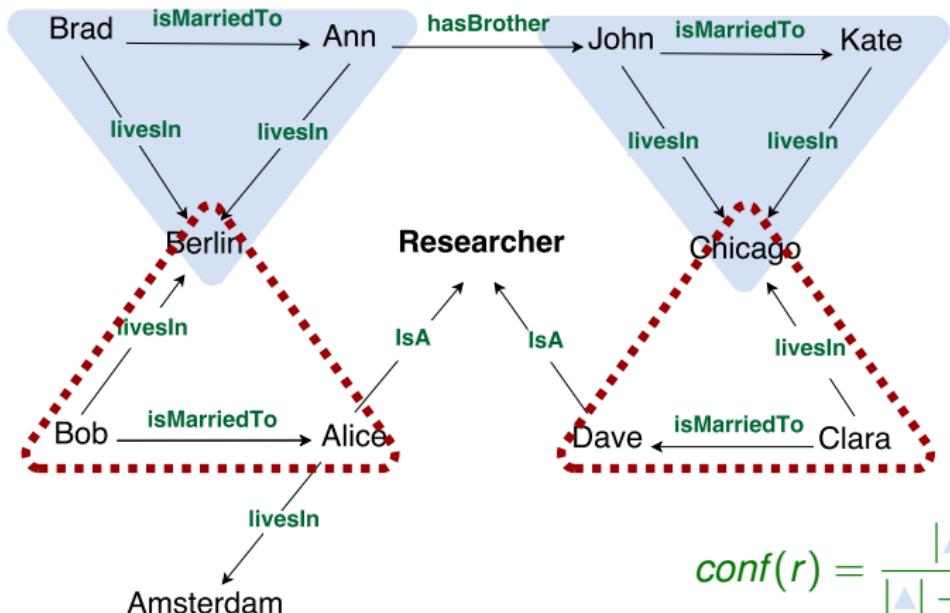
CWA: Whatever is not known is false.



# Horn Rule Mining from KGs

WARMER: confidence

CWA: Whatever is not known is false.

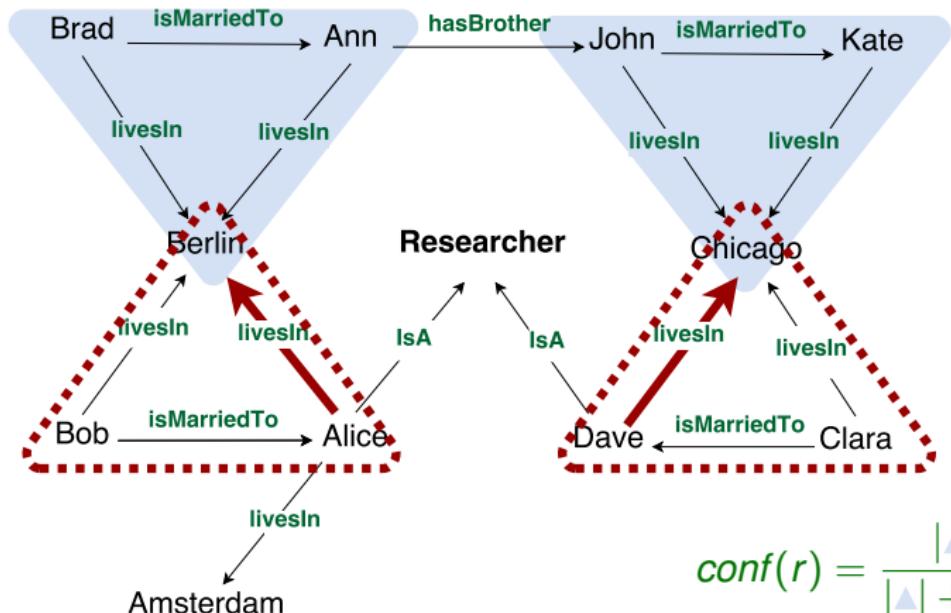


$$r : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z)$$

# Horn Rule Mining from KGs

WARMER: confidence

CWA: Whatever is not known is false.

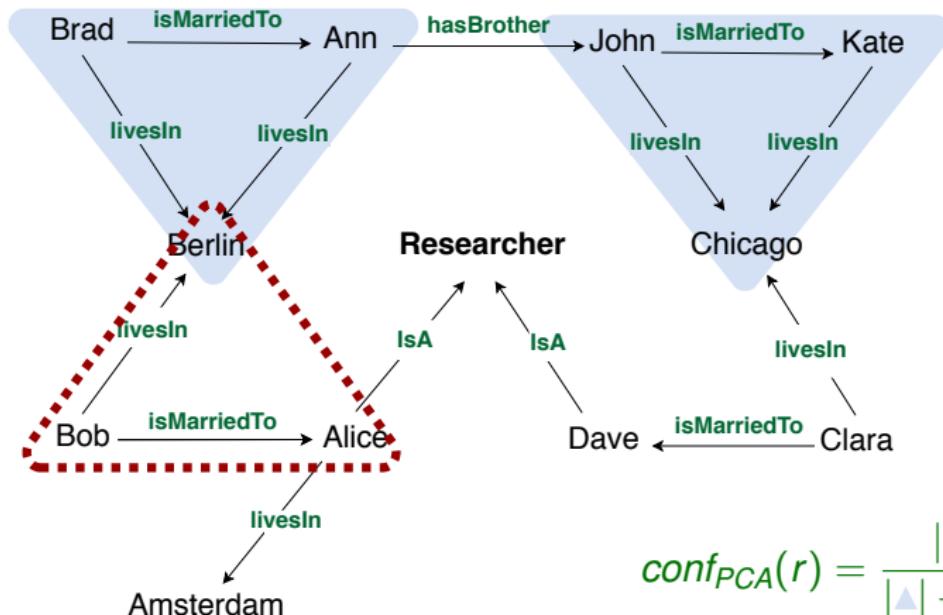


$$r : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z)$$

# Horn Rule Mining from KGs

AMIE [Galarraga *et al.*, 2015]: PCA confidence

PCA: If at least 1 living place of Alice is known, then all are known.



$$r : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z)$$

# AMIE

## Language bias: safe and closed rules

safe: every head variable must appear in the body

closed: every variable must appear in at least two atoms

# AMIE

## Language bias: safe and closed rules

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## Algorithm steps:

- maintain a rule queue, starting from an empty rule
- for each rule:
  1. process the rule
    - compute statistics:  $supp, conf_{PCA}$
    - filter rules based on statistics and output rule
  2. extend the queue by applying refinement operators

# AMIE

## Language bias: safe and closed rules

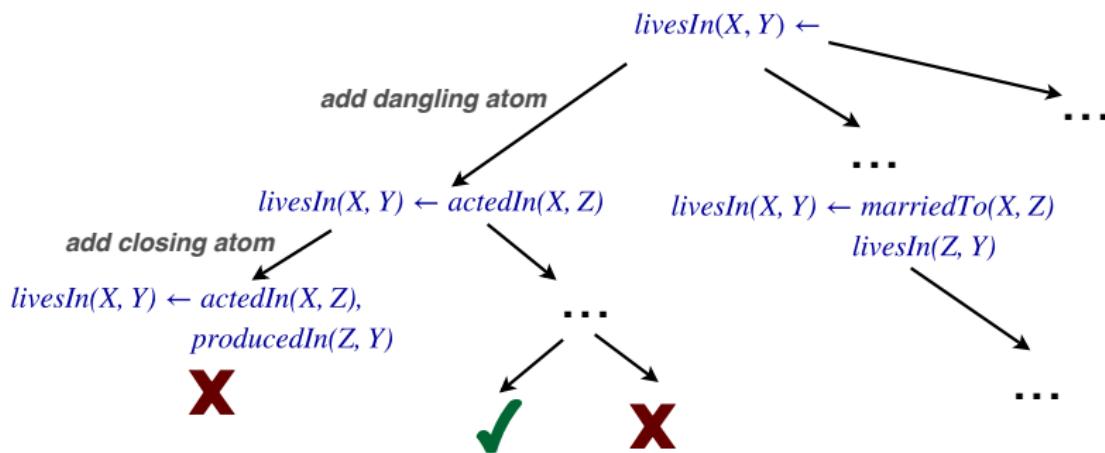
safe: every head variable must appear in the body

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## Algorithm steps:

- maintain a rule queue, starting from an empty rule
- for each rule:
  1. process the rule
    - compute statistics:  $supp, conf_{PCA}$
    - filter rules based on statistics and output rule
  2. extend the queue by applying refinement operators
    - add dangling atom
    - add closing atom
    - add instantiated atom (with constant)

# Refinement Operators



## Other Related Works

- **RDF2Rules** [Wang and Li, 2015]
  - Optimized for cycles (even more restricted language bias)
- **Ontology path finding** [Chen *et al.*, 2016]
  - Parallelizations of the rule evaluation stage
- **Comparison of rule measures for KGs** [Duc Tran *et al.*, 2018]
- **Neural-based rule mining methods** [Yang *et al.*, 2017]
  - reduce the rule learning problem to algebraic operations on neural-embedding-based representations of a given KG

Motivation

Preliminaries

Rule Learning

**Exception-awareness**

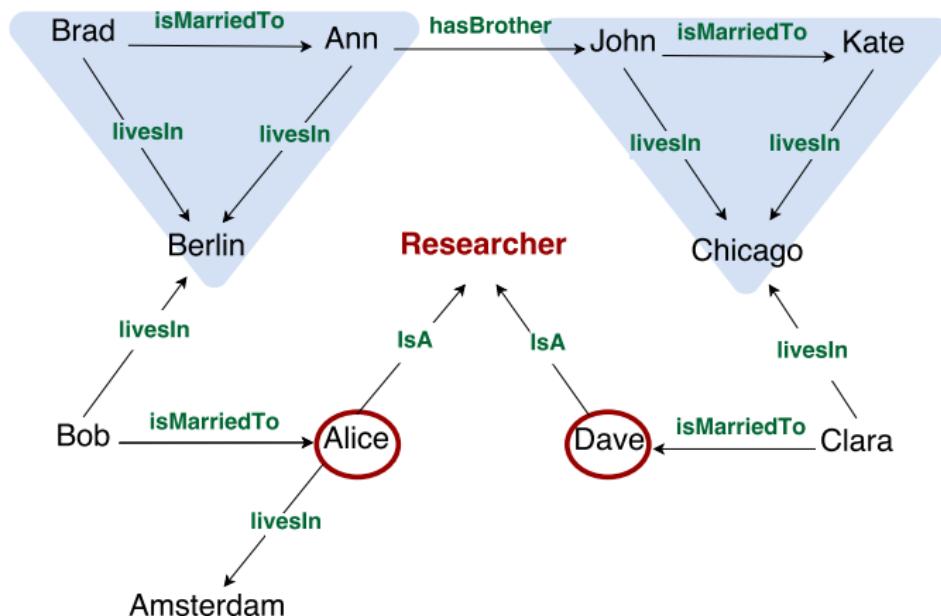
Incompleteness

Rules from Hybrid Sources

Further Topics

# Nonmonotonic Rule Mining

Nonmonotonic rule mining from KGs: OWA is a challenge!



$r : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z), \text{not researcher}(X)$

# Horn Theory Revision

## Quality-based Horn Theory Revision

**Given:**

- Available KG

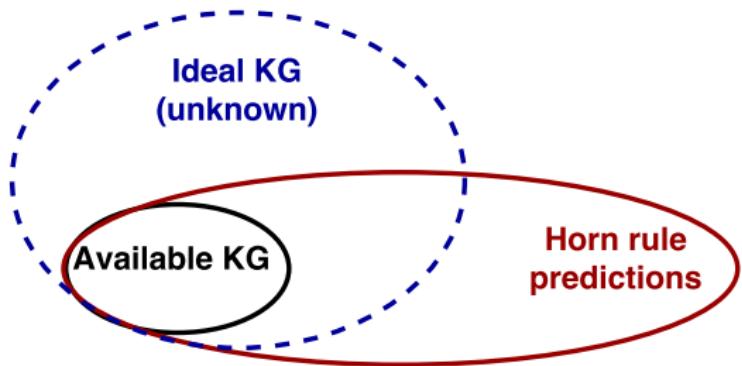


# Horn Theory Revision

## Quality-based Horn Theory Revision

**Given:**

- Available KG
- Horn rule set

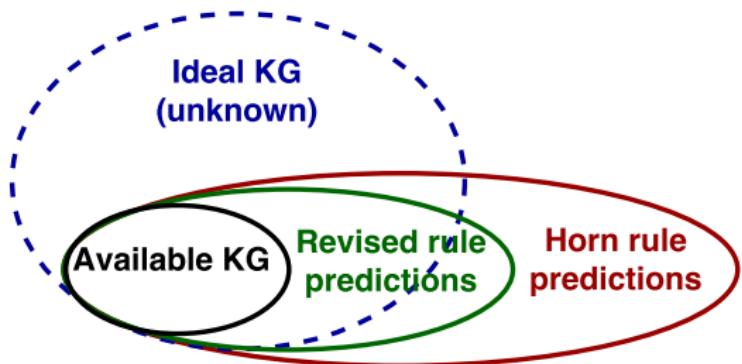


# Horn Theory Revision

## Quality-based Horn Theory Revision

Given:

- Available KG
- Horn rule set



Find:

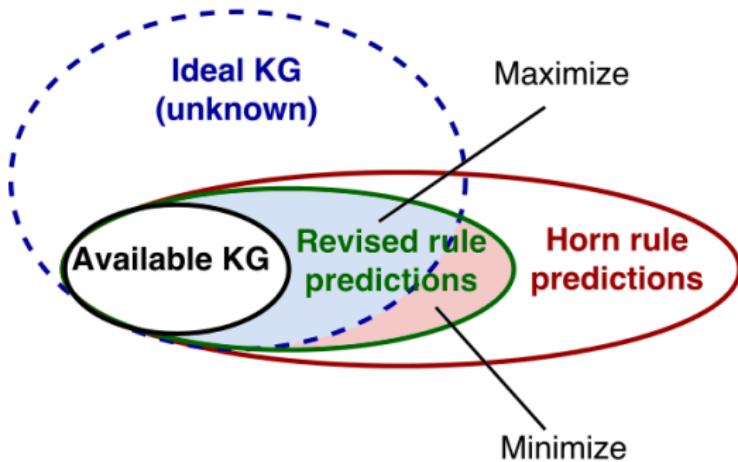
- Nonmonotonic revision of Horn rule set

# Horn Theory Revision

## Quality-based Horn Theory Revision

**Given:**

- Available KG
- Horn rule set



**Find:**

- Nonmonotonic revision of Horn rule set with better predictive quality

# Avoid Data Overfitting

How to distinguish exceptions from noise?

$r1 : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z), \text{not researcher}(X)$

# Avoid Data Overfitting

How to distinguish exceptions from noise?

$r1 : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z), \text{not researcher}(X)$   
 $\text{not\_livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z), \text{researcher}(X)$

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$r2 : \text{livesIn}(X, Z) \leftarrow \text{bornIn}(X, Z), \text{not moved}(X)$   
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# Avoid Data Overfitting

How to distinguish exceptions from noise?

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 $\text{not\_livesIn}(X, Z) \leftarrow \text{bornIn}(X, Z), \text{moved}(X)$

$\{\text{livesIn}(c, d), \text{not\_livesIn}(c, d)\}$  are conflicting predictions

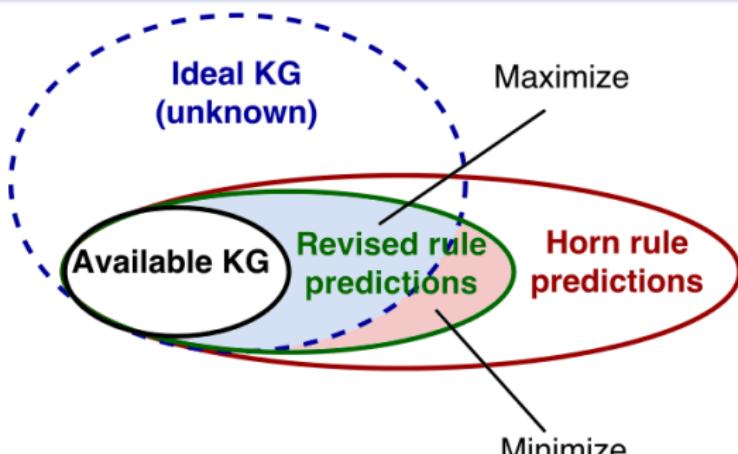
**Intuition:** Rules with good exceptions should make few conflicting predictions

# Horn Theory Revision

## Quality-based Horn Theory Revision

**Given:**

- Available KG
- Horn rule set



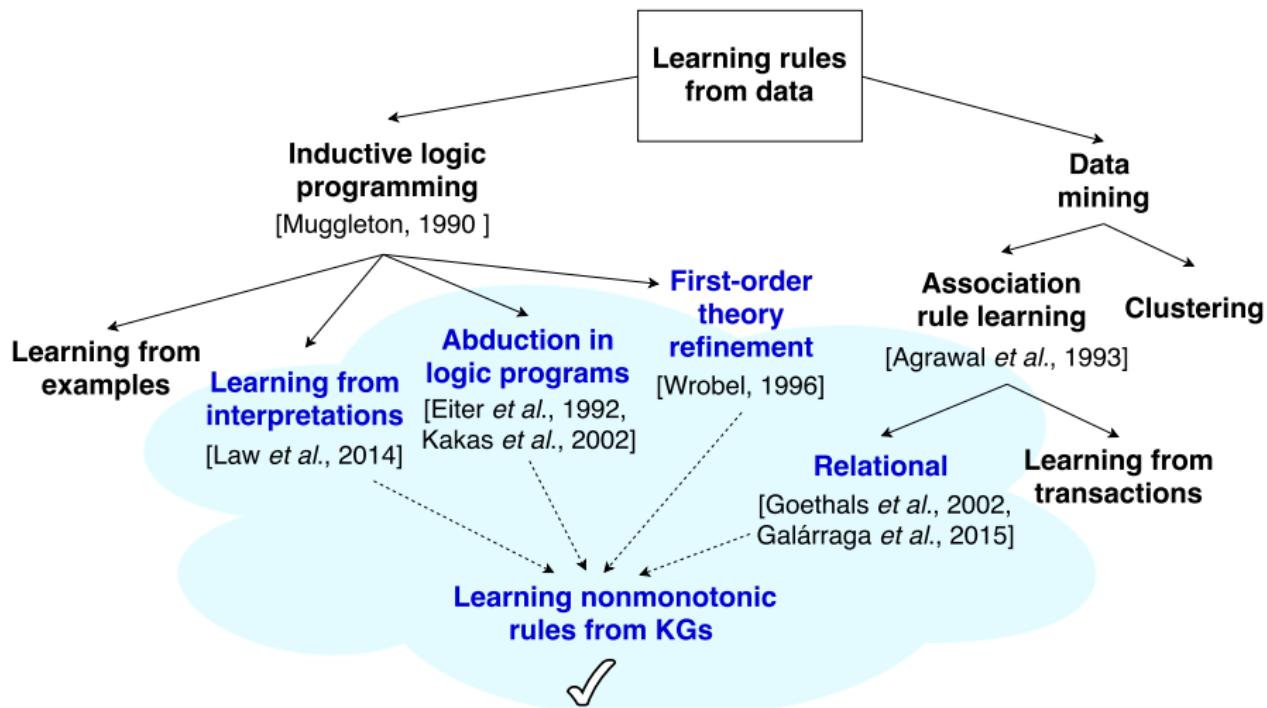
**Find:**

- Nonmonotonic revision of Horn rules, such that
  - number of **conflicting predictions** is **minimal**
  - average **conviction** is **maximal**

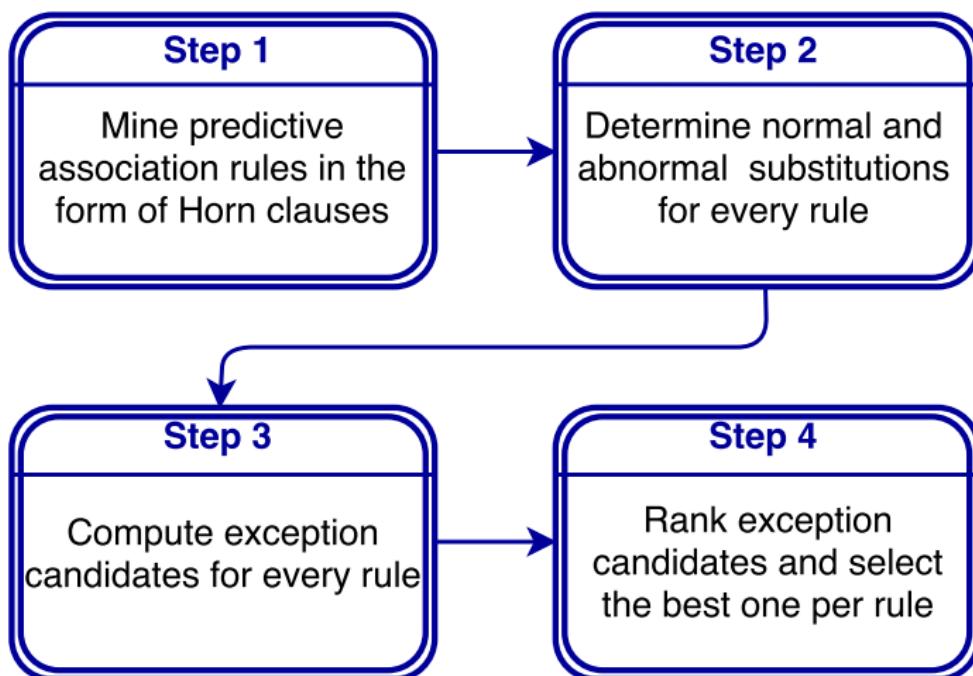
# Nonmonotonic Rule Mining from KGs

**Goal:** learn nonmonotonic rules from KG

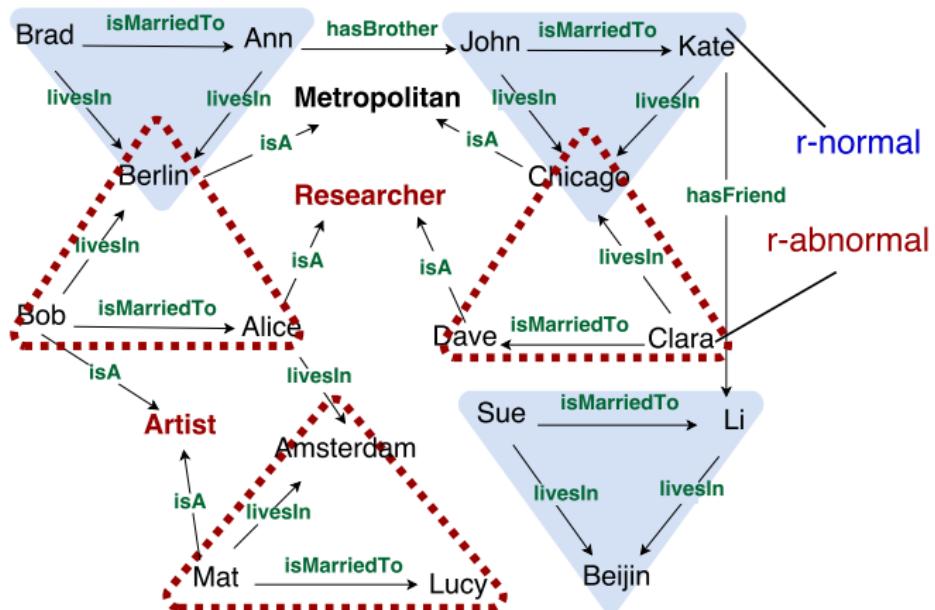
**Approach:** revise association rules learned using data mining methods



# Approach Description



# Exception Candidates



$r: \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z)$

$$\begin{cases} \text{not researcher}(X) \\ \text{not artist}(Y) \end{cases}$$

# Exception Ranking

*rule1*  $\{\underline{e_1}, e_2, e_3, \dots\}$

*rule2*  $\{e_1, \underline{e_2}, e_3, \dots\}$

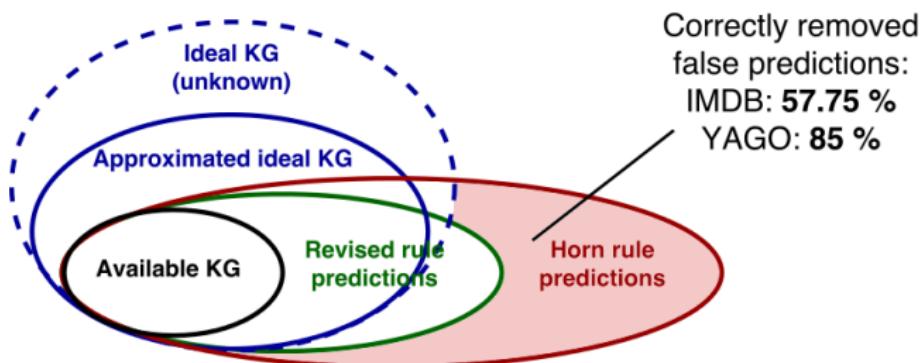
*rule3*  $\{\underline{e_1}, e_2, e_3, \dots\}$

Finding globally best revision is expensive, exponentially many candidates!

- **Naive ranking:** for every rule inject exception that results in the highest conviction
- **Partial materialization (PM):** apply all rules apart from a given one, inject exception that results in the highest average conviction of the rule and its rewriting
- **Ordered PM (OPM):** same as PM plus ordered rules application
- **Weighted OPM:** same as OPM plus weights on predictions

# Experiments

- Approximated ideal KG: original KG
- Available KG: for every relation randomly remove 20% of facts from approximated ideal KG
- Horn rules:  $h(X, Y) \leftarrow p(X, Z), q(Z, Y)$
- Exceptions:  $e_1(X), e_2(Y), e_3(X, Y)$
- Predictions are computed using answer set solver DLV



# Experiments

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## Examples of revised rules:

Plots of films in a sequel are written by the same writer, unless a film is American

$r_1 : \text{writtenBy}(X, Z) \leftarrow \text{hasPredecessor}(X, Y), \text{writtenBy}(Y, Z), \text{not american\_film}(X)$

Spouses of film directors appear on the cast, unless they are silent film actors

$r_2 : \text{actedIn}(X, Z) \leftarrow \text{isMarriedTo}(X, Y), \text{directed}(Y, Z), \text{not silent\_film\_actor}(X)$

Motivation

Preliminaries

Rule Learning

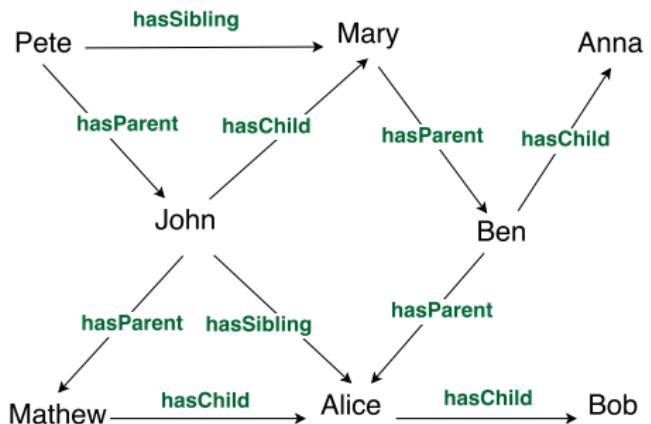
Exception-awareness

**Incompleteness**

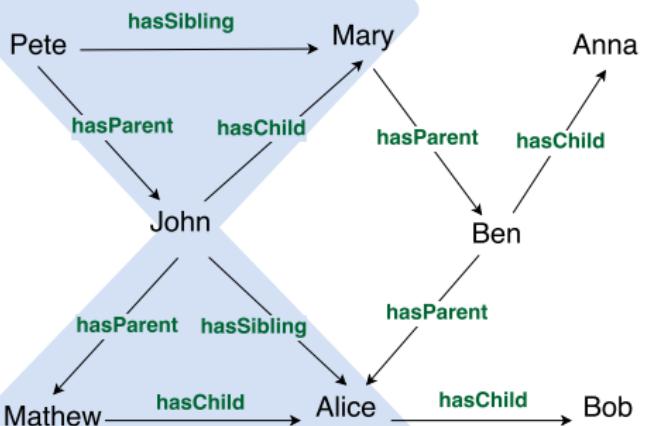
Rules from Hybrid Sources

Further Topics

# Reasonable Rules

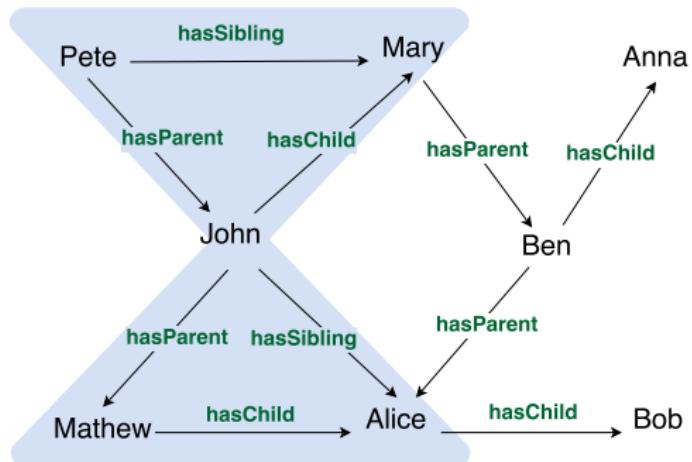


# Reasonable Rules



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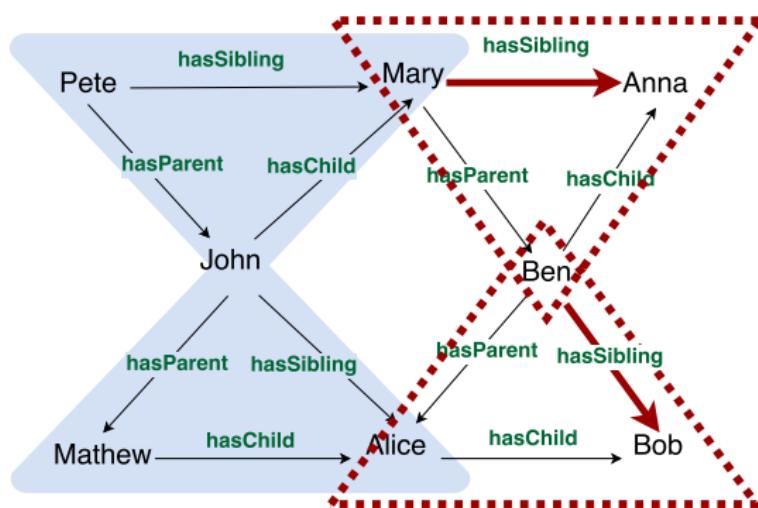
✓ *People with the same parents are likely siblings*



$r_1 : \text{hasSibling}(X, Z) \leftarrow \text{hasParent}(X, Y), \text{hasChild}(Y, Z)$

# Reasonable Rules

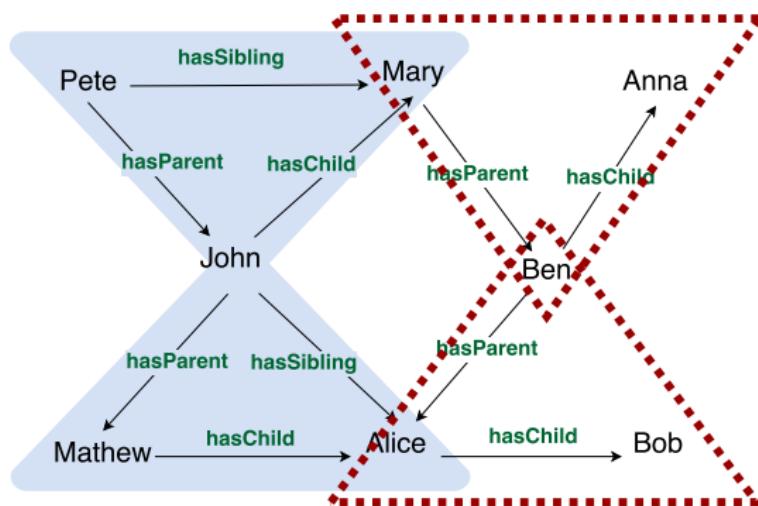
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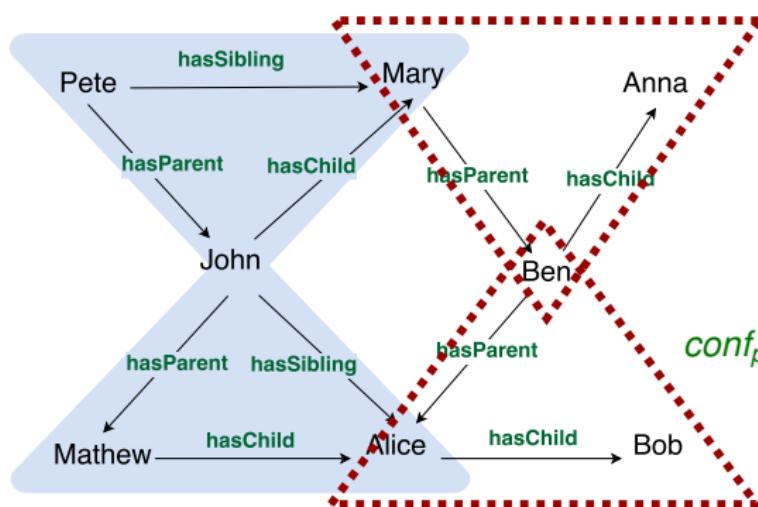


$$conf(r_1) = \frac{|\Delta|}{|\Delta| + |\Delta^c|} = \frac{2}{4}$$

$r_1 : hasSibling(X, Z) \leftarrow hasParent(X, Y), hasChild(Y, Z)$

# Reasonable Rules

✓ People with the same parents are likely siblings

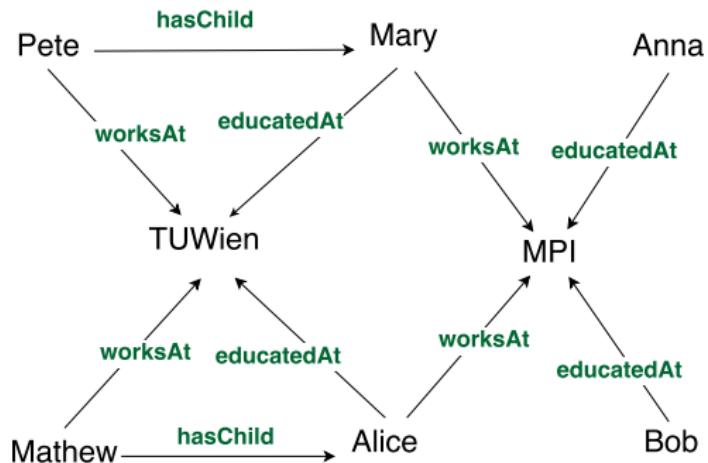


$$conf(r_1) = \frac{|\Delta|}{|\Delta| + |\triangle|} = \frac{2}{4}$$

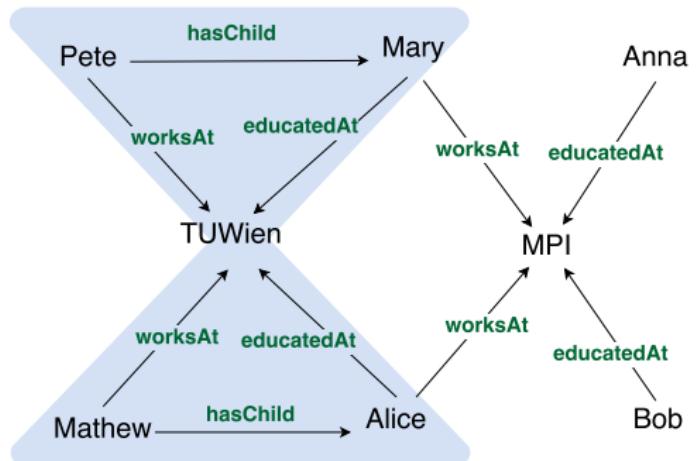
$$conf_{pca}(r_1) = \frac{|\Delta|}{|\{\Delta | hasSibling(X, -) \in \mathcal{G}\}|} = \frac{2}{2}$$

$r_1 : hasSibling(X, Z) \leftarrow hasParent(X, Y), hasChild(Y, Z)$

# Erroneous Rules due to Data Bias

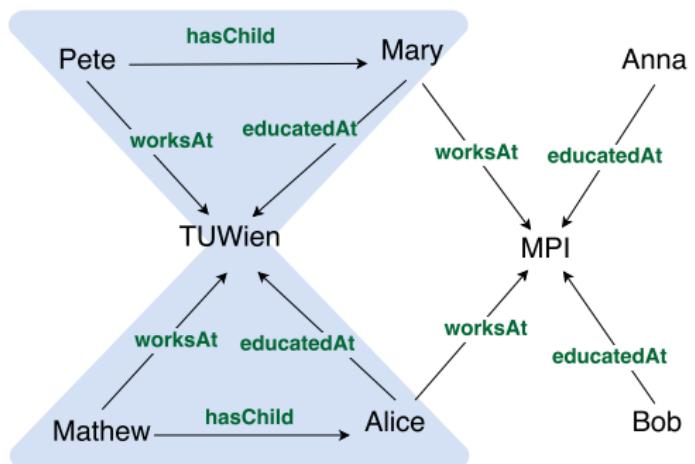


# Erroneous Rules due to Data Bias



# Erroneous Rules due to Data Bias

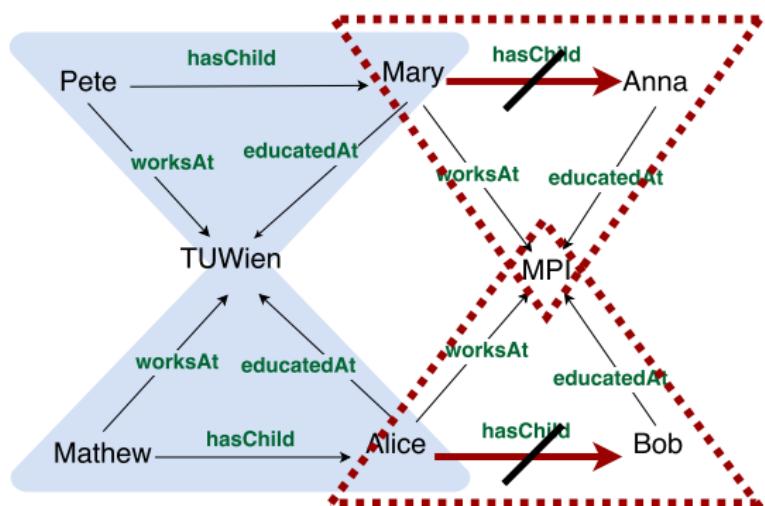
✗ If one is studying in a university where you teach, he/she is your child



$r_2 : \text{hasChild}(X, Z) \leftarrow \text{worksAt}(X, Y), \text{educatedAt}(Z, Y)$

# Erroneous Rules due to Data Bias

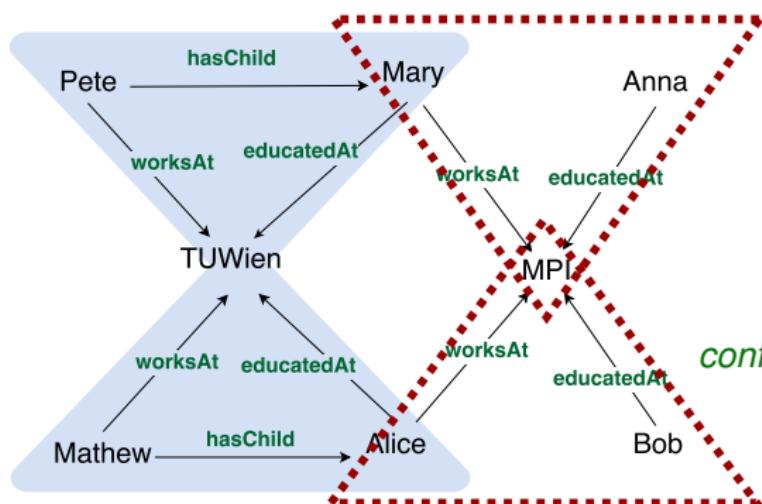
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$r_2 : hasChild(X, Z) \leftarrow worksAt(X, Y), educatedAt(Z, Y)$

# Exploiting Meta-data in Rule Learning

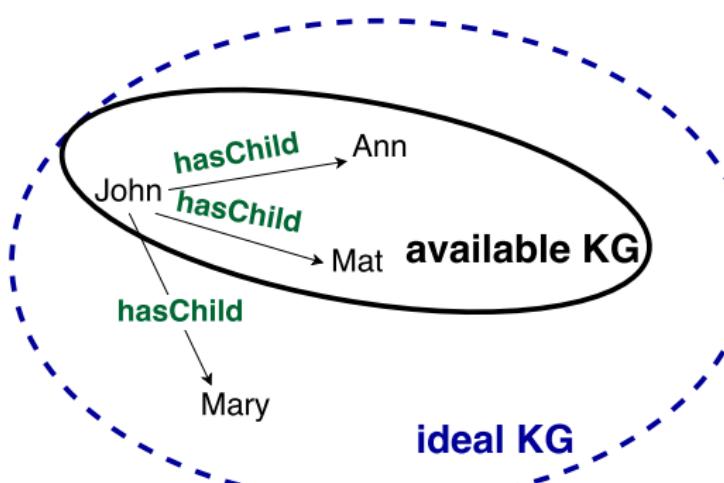
**Goal:** make use of cardinality constraints on edges of the KG to improve rule learning.



build here!  
5 missing  
do not build here!  
0 missing

# Cardinality Statements

- $\text{num}(p, s)$ : Number of outgoing  $p$ -edges from  $s$  in the ideal KG
- $\text{miss}(p, s)$ : Number of missing  $p$ -edges from  $s$  in the available KG
- If  $\text{miss}(p, s) = 0$ , then  $\text{complete}(p, s)$ , otherwise  $\text{incomplete}(p, s)$

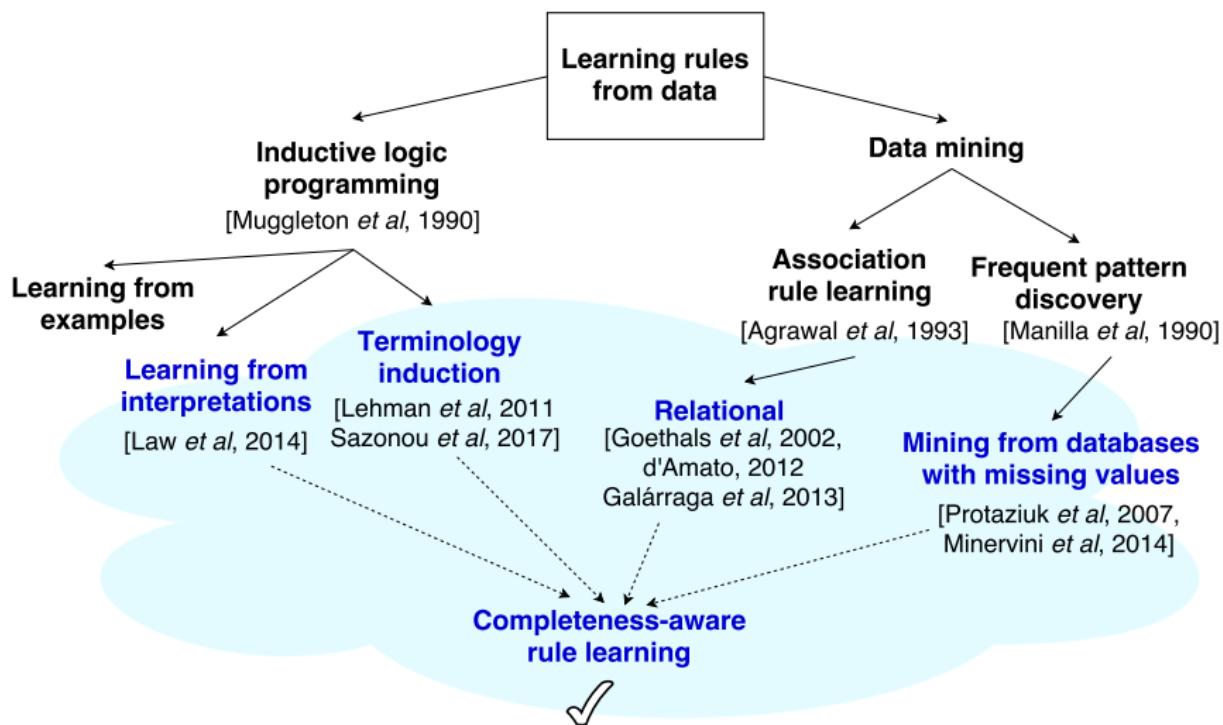


$\text{num}(\text{hasChild}, \text{john}) = 3$   
 $\text{miss}(\text{hasChild}, \text{john}) = 1$   
 $\text{incomplete}(\text{hasChild}, \text{john})$

# Cardinality Constraints on Edges

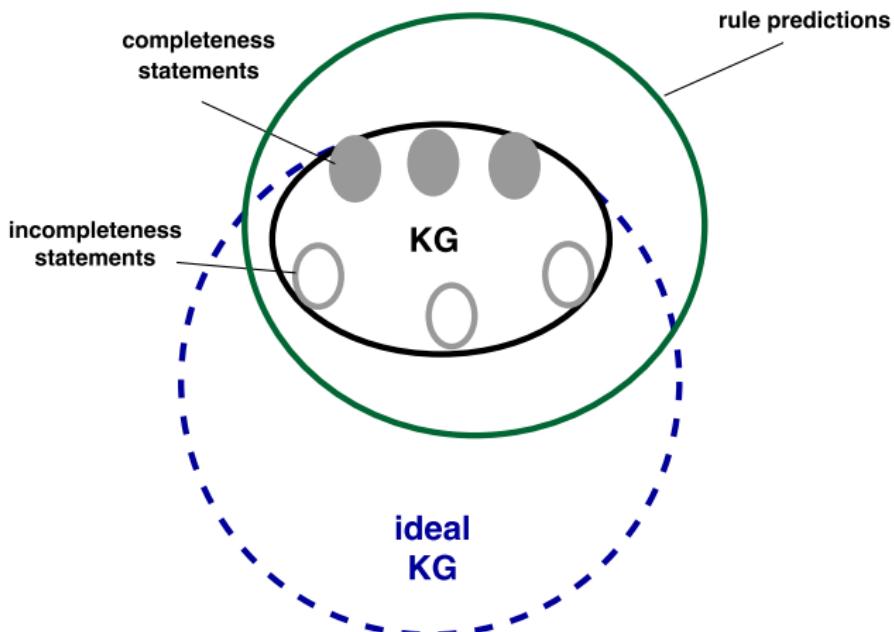
- Mining cardinality assertions from the Web [Mirza *et al.*, 2016]
  - "... *John has 2 children* ..."
- Estimating recall of KGs by crowd sourcing [Razniewski *et al.*, 2016]
  - *20 % of Nobel laureates in physics are missing*
- Predicting completeness in KGs [Galárraga *et al.*, 2017]
  - Add *complete(john, hasChild)* to KG and mine rules  
*complete(X, hasChild) ← child(X)*

# Related Work



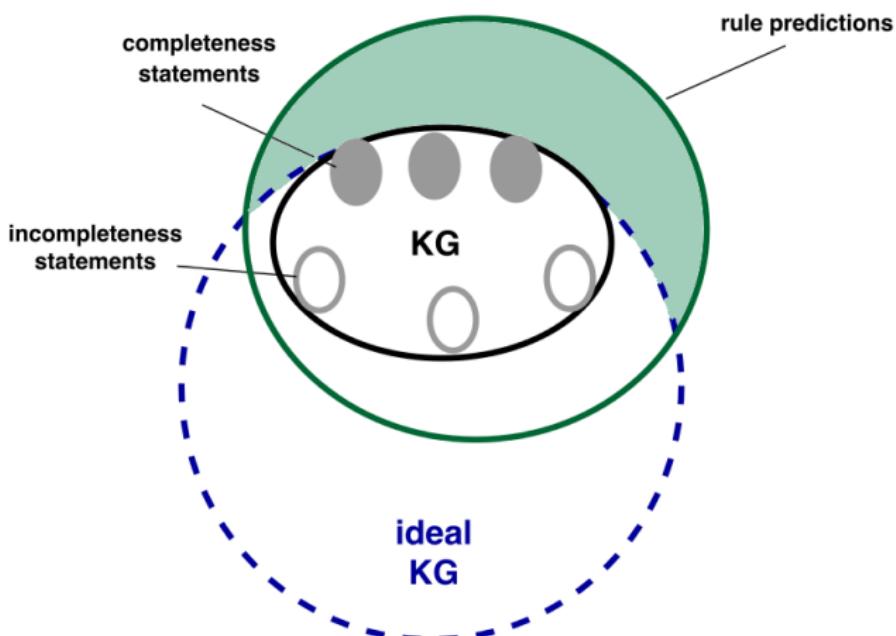
## Prediction Post-processing

Remove predictions in complete KG parts [Galárraga *et al.*, 2017],  
i.e., constraints are set on the output not the input



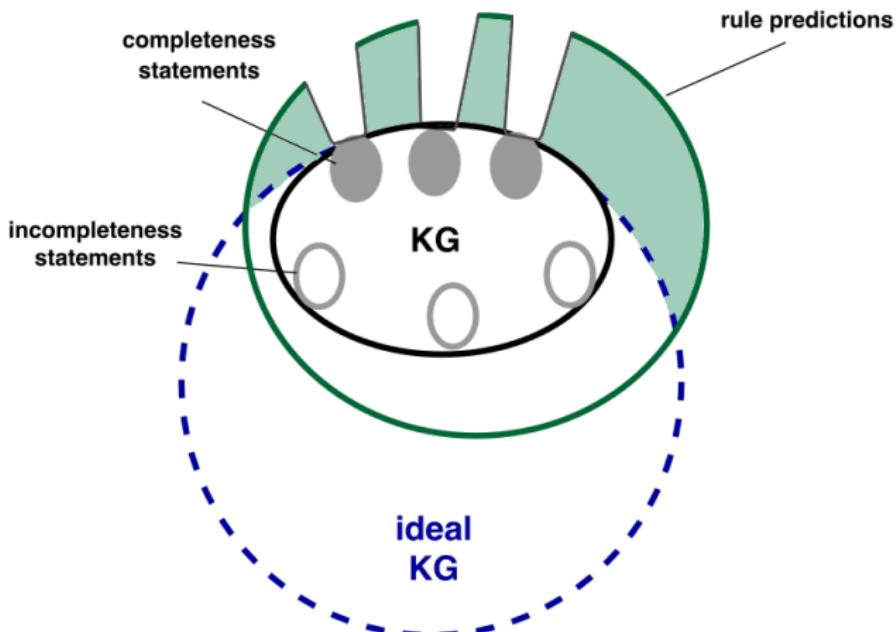
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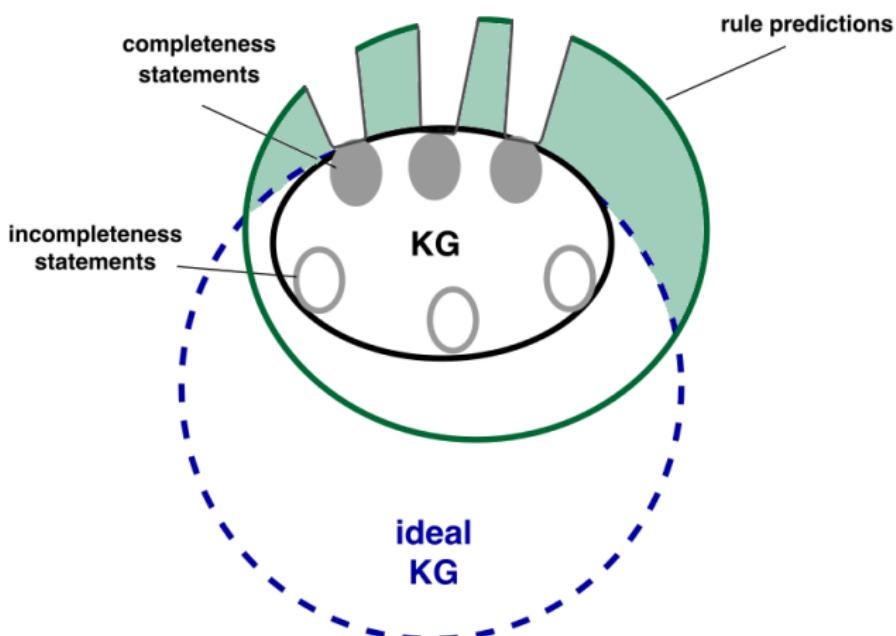
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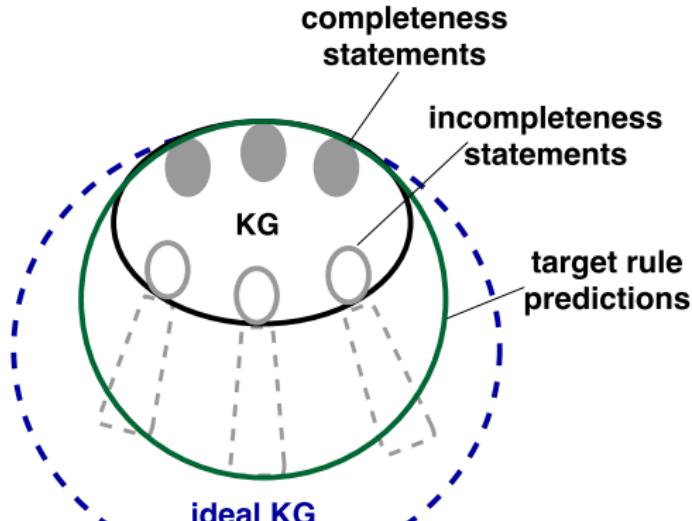


Rules might be still erroneous.. What about other incorrect predictions?

# Problem Statement

**Given:**

- KG
- numerical statements



**Find:** rules which predict

- “few” facts in complete areas
- “many” facts in incomplete areas

**Intuition:** rank rules by taking into account numerical constraints on edge counts in the ideal KG

## Rule Predictions

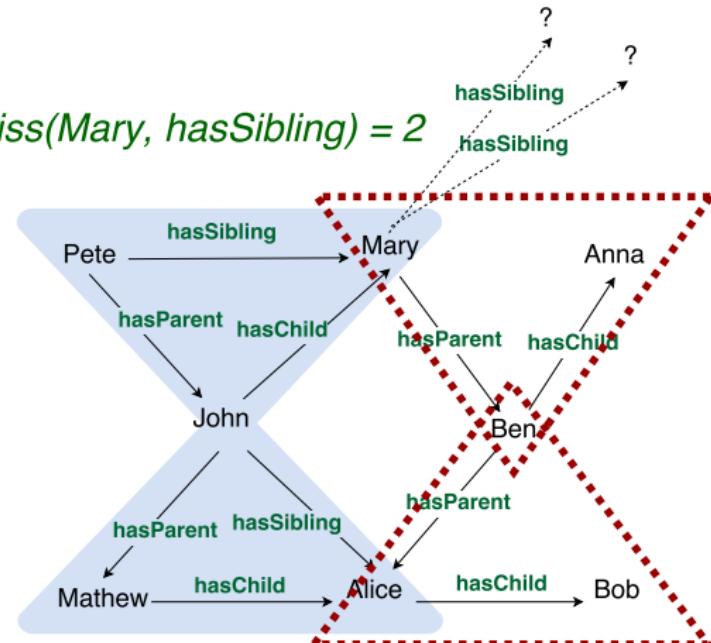
$npi(r)$ : number of facts added to incomplete areas by  $r$

$npc(r)$ : number of facts added to complete areas by  $r$

# Rule Predictions

$npi(r)$ : number of facts added to incomplete areas by  $r$

$npc(r)$ : number of facts added to complete areas by  $r$

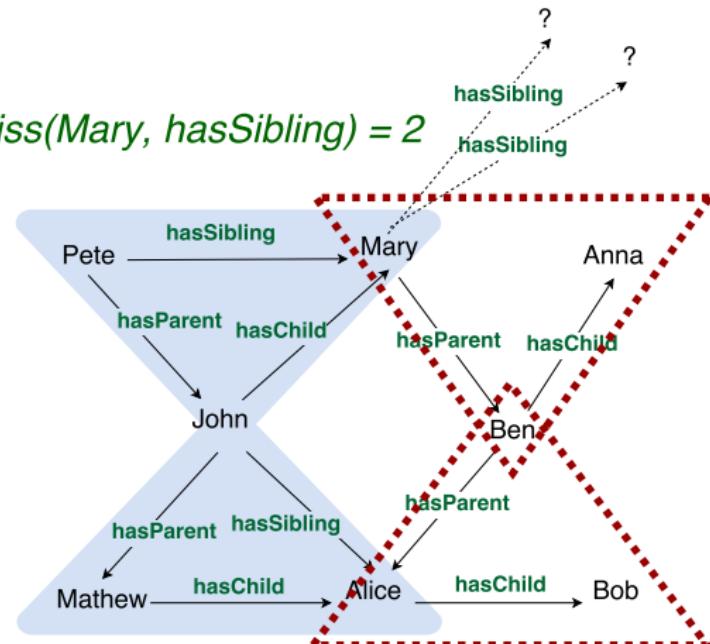


$$\text{miss}(\text{Mary}, \text{hasSibling}) = 2$$

# Rule Predictions

$npi(r)$ : number of facts added to incomplete areas by  $r$

$npc(r)$ : number of facts added to complete areas by  $r$



$$\text{miss}(\text{Mary}, \text{hasSibling}) = 2$$

$$\begin{aligned} npi(r_1) &= 1 \\ npc(r_1) &= 0 \end{aligned}$$

$$r_1 : \text{hasSibling}(Z, Y) \leftarrow \text{hasChild}(X, Y), \text{hasParent}(Z, X)$$

# Completeness Confidence

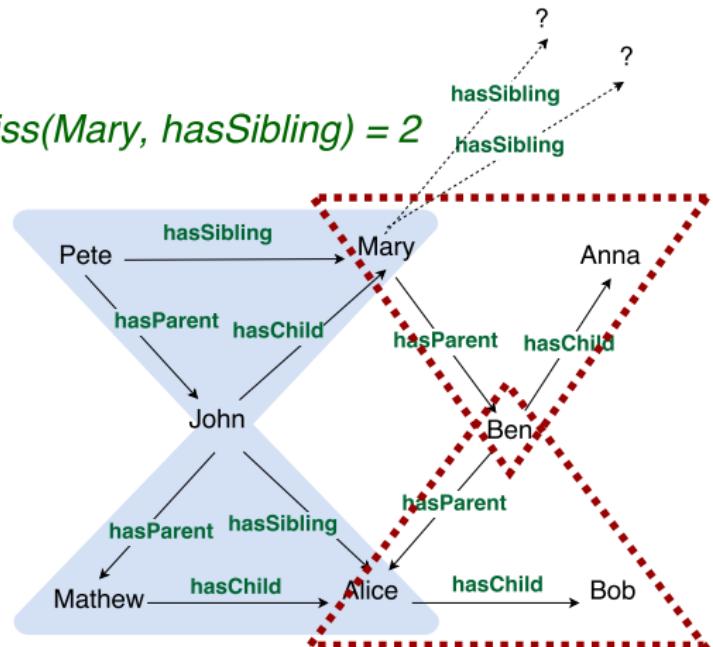
$conf_{comp}$ : do not penalize rules that predict new facts in incomplete areas

$$conf_{comp}(r) = \frac{|\triangle|}{|\triangle| + |\triangle| - npi(r)}$$

- Generalizes standard confidence ( $miss(r) = 0$ )
- Generalizes PCA confidence ( $miss(r) \in \{0, +\infty\}$ )

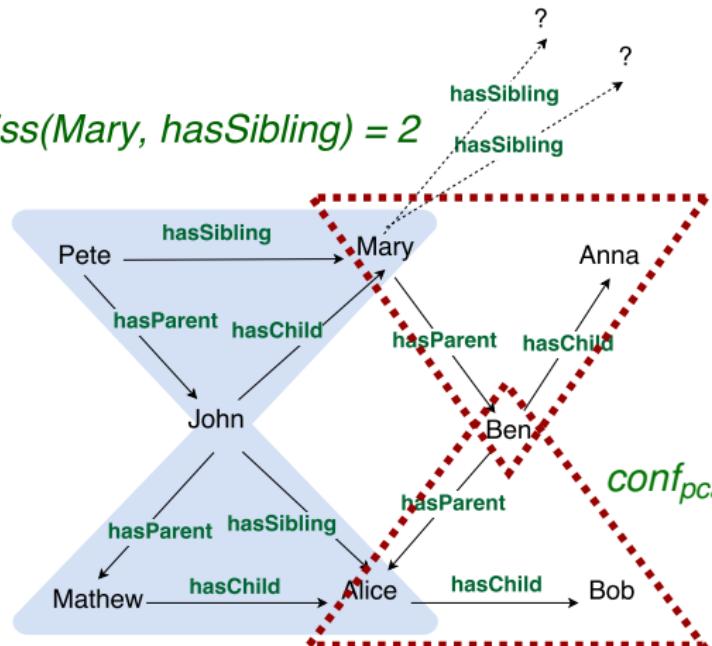
# Completeness Confidence Example 1

$\text{miss}(\text{Mary}, \text{hasSibling}) = 2$



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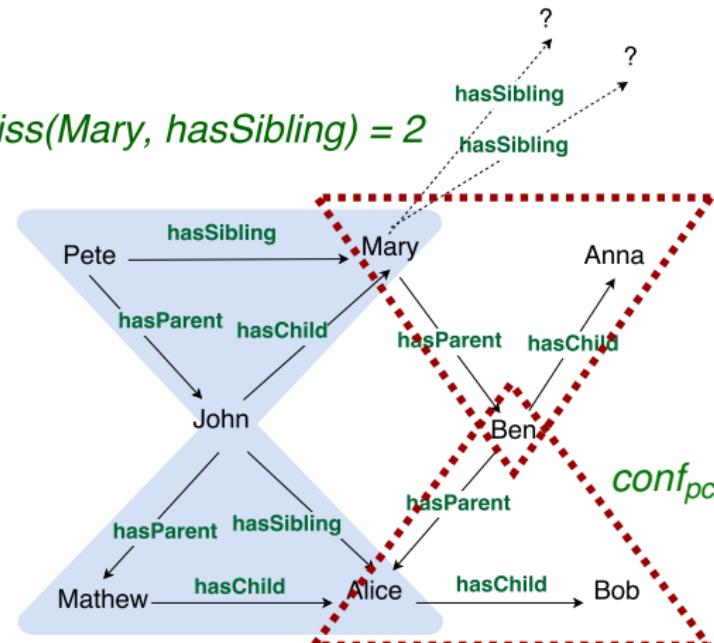


$$\text{conf}(r_1) = \frac{|\Delta|}{|\Delta| + |\triangle|} = \frac{2}{4}$$

$$\text{conf}_{\text{pca}}(r_1) = \frac{|\Delta|}{|\{\Delta | \text{hasSibling}(Z, \cdot) \in \mathcal{G}\}|} = \frac{2}{2}$$

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# Completeness Confidence Example 1


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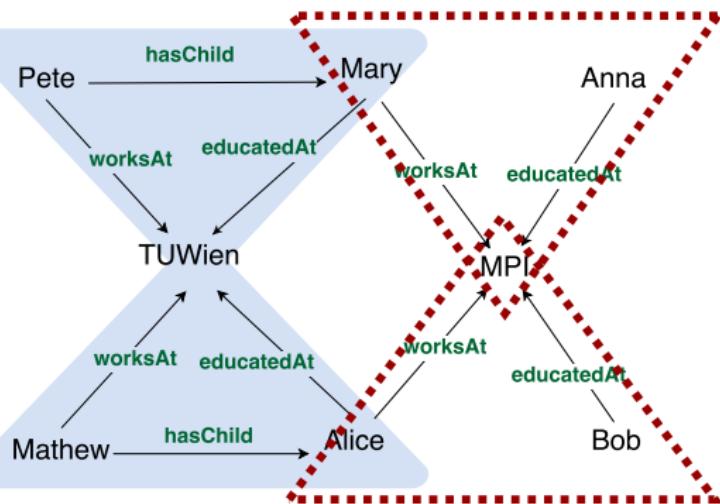
$$\text{npi}(r_1) = 1$$

$$\text{conf}_{\text{comp}}(r_1) = \frac{|\triangle|}{|\triangle| + |\triangle| - \text{npi}(r_1)} = \frac{2}{3}$$

 $r_1 : \text{hasSibling}(X, Z) \leftarrow \text{hasParent}(X, Y), \text{hasChild}(Z, X)$

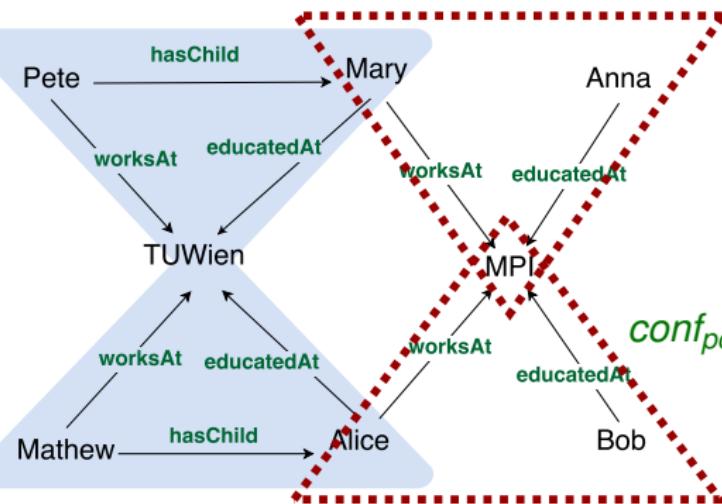
# Completeness Confidence Example 2

$\text{miss}(\text{hasChild}, \text{Alice}) = 0$



# Completeness Confidence Example 2

$\text{miss}(\text{hasChild}, \text{Alice}) = 0$



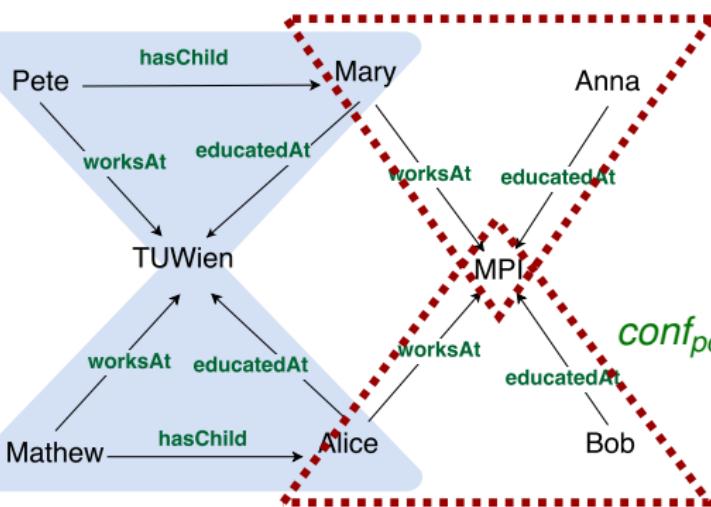
$$\text{conf}(r_2) = \frac{|\Delta|}{|\Delta| + |\Delta^c|} = \frac{2}{4}$$

$$\text{conf}_{\text{pca}}(r_2) = \frac{|\Delta|}{|\{\Delta | \text{hasChild}(Z, -) \in \mathcal{G}\}|} = \frac{2}{2}$$

$r_2 : \text{hasChild}(X, Z) \leftarrow \text{worksAt}(X, Y), \text{educatedAt}(Z, Y)$

# Completeness Confidence Example 2

$\text{miss}(\text{hasChild}, \text{Alice}) = 0$



$$\text{conf}(r_2) = \frac{|\triangle|}{|\triangle| + |\Delta|} = \frac{2}{4}$$

$$\text{conf}_{\text{pca}}(r_2) = \frac{|\triangle|}{|\{\Delta | \text{hasChild}(Z, -) \in \mathcal{G}\}|} = \frac{2}{2}$$

$$\text{npi}(r_2) = 0$$

$$\text{conf}_{\text{comp}}(r_2) = \frac{|\triangle|}{|\triangle| + |\Delta| - \text{npi}(r_2)} = \frac{2}{4}$$

$r_2 : \text{hasChild}(X, Z) \leftarrow \text{worksAt}(X, Y), \text{educatedAt}(Z, Y)$

## Other Completeness-aware Measures

$precision_{comp}$  : penalize  $r$  that predict facts in complete areas

$$precision_{comp}(r) = 1 - \frac{npc(r)}{|\Delta| + |\Delta|}$$

$recall_{comp}$  : ratio of missing facts filled by  $r$

$$recall_{comp}(r) = \frac{npi(r)}{\sum_s miss(h, s)}$$

$dir\_metric$  : proportion of predictions in complete and incomplete parts

$$dir\_metric(r) = \frac{npi(r) - npc(r)}{2 \cdot (npi(r) + npc(r))} + 0.5$$

$wdm$  : weighted combination of confidence and directional metric

$$wdm(r) = \beta \cdot conf(r) + (1 - \beta) \cdot dir\_metric(r)$$

# Experimental Setup

## 2 Datasets:

- WikidataPeople: 2.4M facts over 9 predicates from Wikidata
- LUBM: Synthetic 1.2M facts

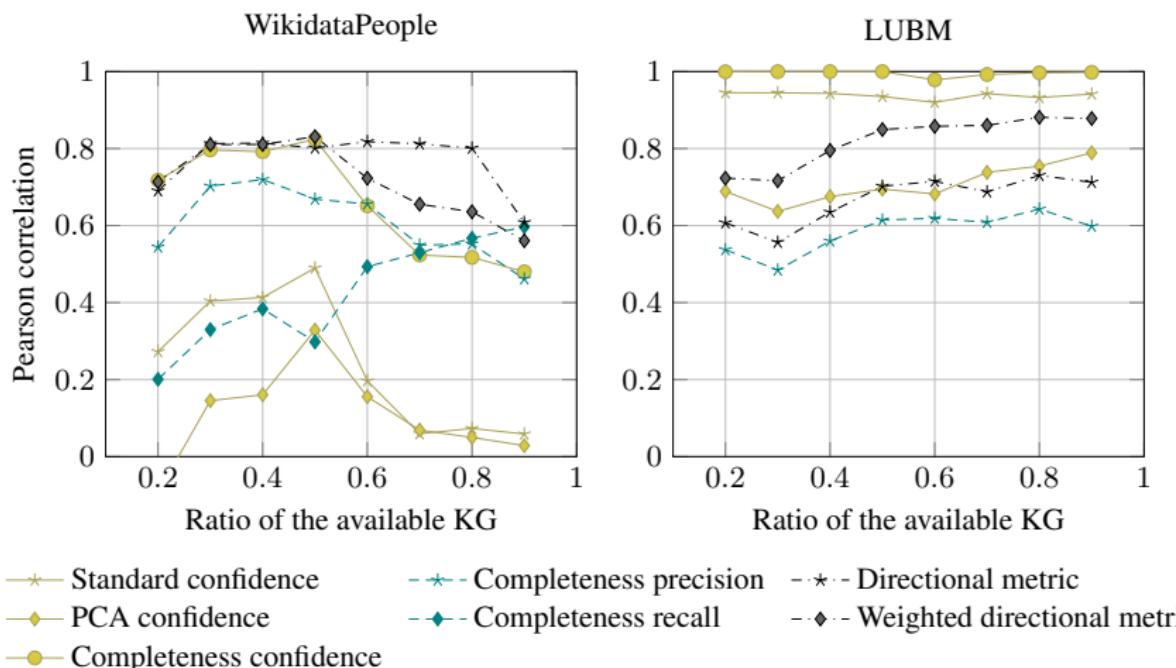
## Creation of ideal KG:

- WikidataPeople: using hand made rules
- LUBM: using the OWL ontology

## Steps:

- Generate  $\text{num}(p, x)$  using the ideal KG
- Remove triples randomly to create the available KG
- Mine  $r(X, Z) \leftarrow p(X, Y), q(Y, Z)$  rules
- Gold standard: ratio of facts generated in the ideal KG

# Experimental Evaluation



Motivation

Preliminaries

Rule Learning

Exception-awareness

Incompleteness

**Rules from Hybrid Sources**

Further Topics

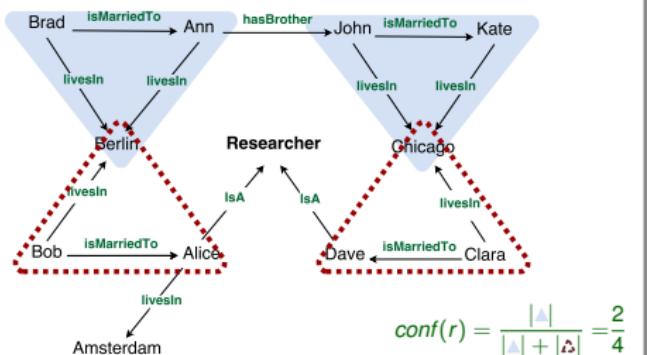
# Knowledge Graph Completion

- **Given:** a KG, i.e., set of  $\langle s \ p \ o \rangle$  facts and possibly text
- **Find:** missing  $\langle s \ p \ o \rangle$  facts

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## Rule-based approaches



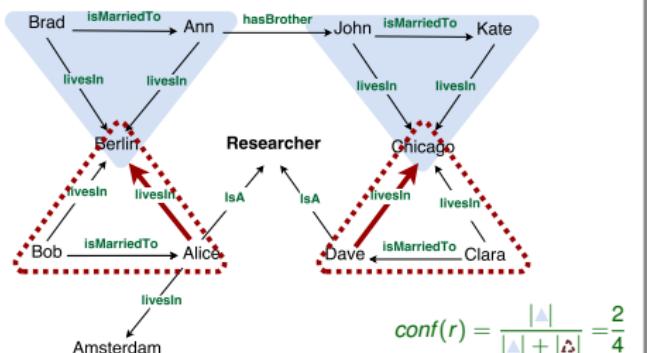
$r : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z)$

AMIE [Galarraga *et al.*, 2015],  
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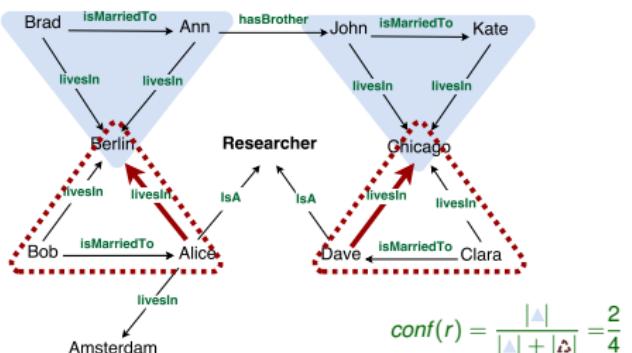
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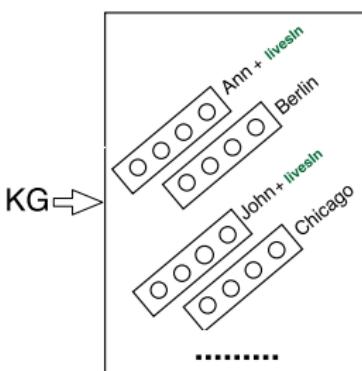
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$r : livesIn(X, Z) \leftarrow isMarriedTo(Y, X), livesIn(Y, Z)$

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## Statistics-based approaches

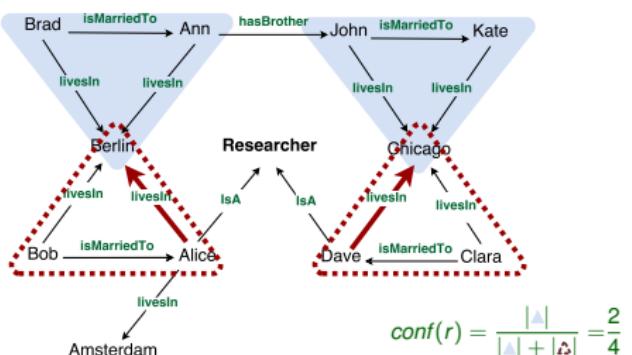


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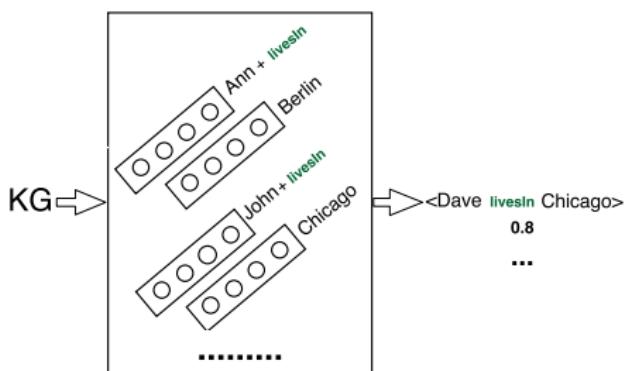
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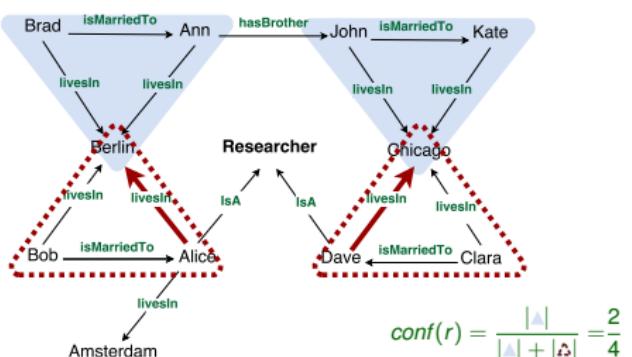
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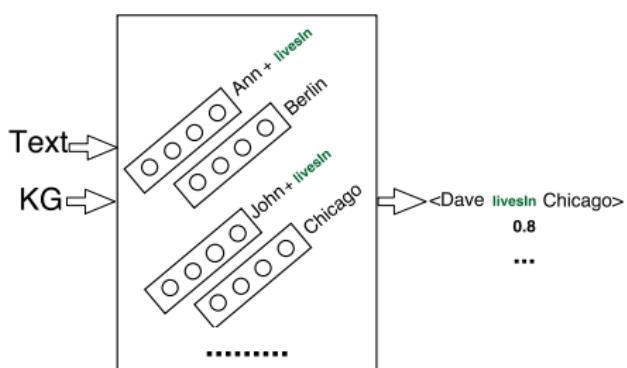
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## Statistics-based approaches



TransE [Bordes *et al.*, 2013], TEKE [Wang and Li, 2016],  
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# Motivation

**Goal:** Combine available techniques into a hybrid method

## Rule-based approaches

- + Interpretable
- + Limited training data
- Local patterns
- Not extendable

## Statistics-based approaches

- Hard to interpret
- A lot of training data
- + Global patterns
- + Extandable (e.g., text)

## Proposed solution

Precompute KG embedding and treat the result as an oracle, which can be queried any time during rule construction.

# Problem Statement

## Feedback-driven rule mining

- **Given:**
  - KG
  - Embedding model
  - Type of rules to be learned (e.g., with(out) negation, disjunctive, etc.)
- **Find:**
  - a set of rules of the desired type, which agree with embedding model on predictions that they make

# Related Work

- **Constraints in embedding models**

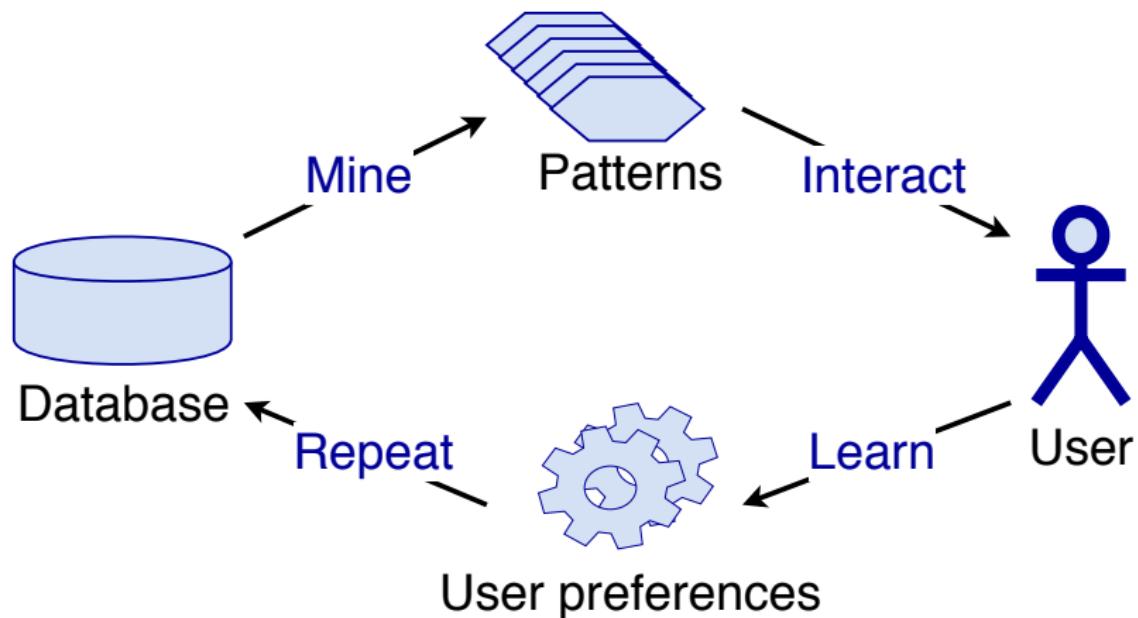
- Injecting logical formulas as constraints into embedding models  
(output is still a set of predictions; unclear where they came from)  
[Guo *et al.*, 2017]

- **Rule mining with external support**

- Interactive pattern mining [Goethals *et al.*, 2011],  
[Dzyuba and van Leeuwen, 2017]
- Interactive association rule mining [Skrabal *et al.*, 2012]

# Mine-Interact-Learn-Repeat

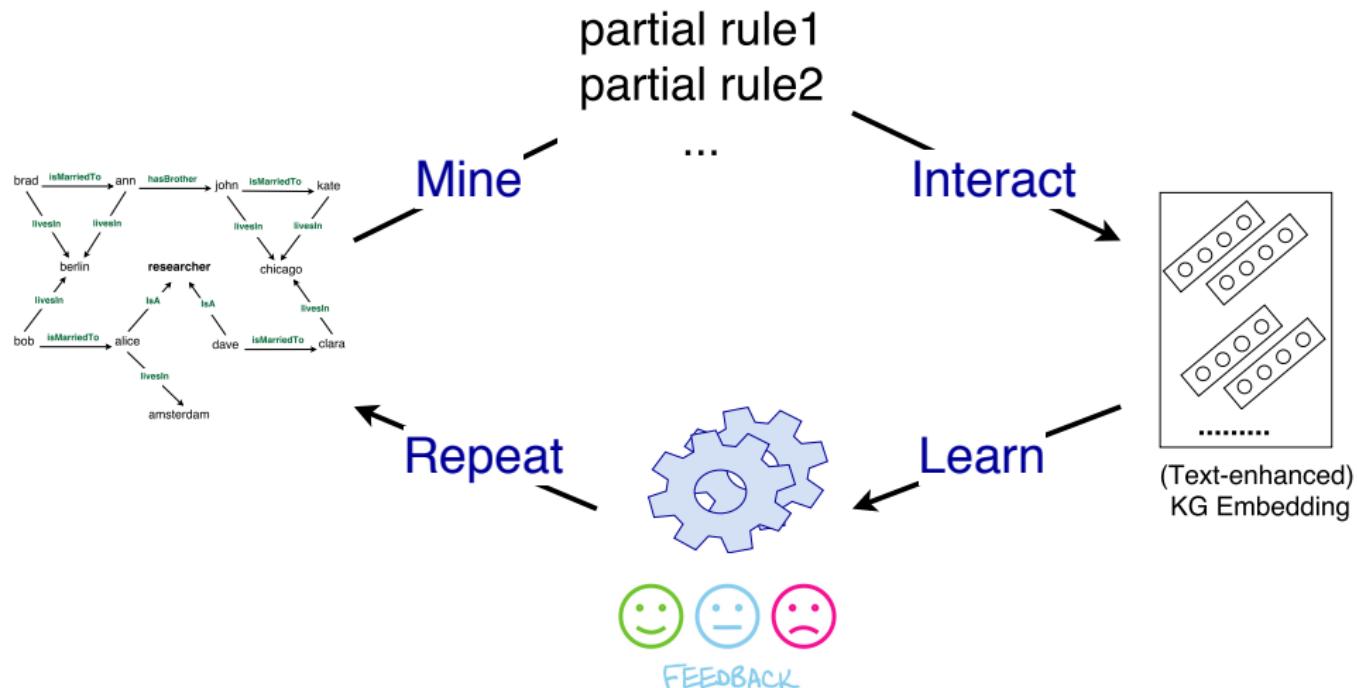
Mimic “mine-interact-learn-repeat” schema [Dzyuba and van Leeuwen, 2017]



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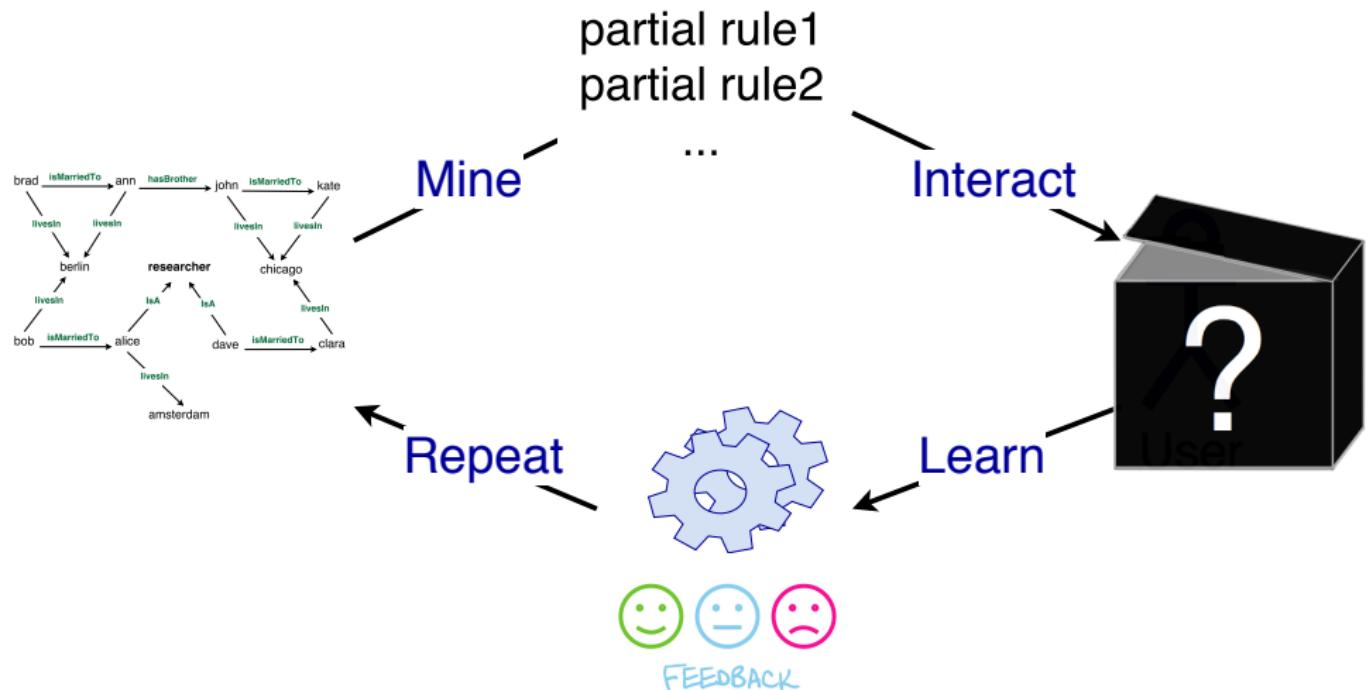
Establish “user-in-the-loop” inspired interaction between the rule mining algorithm and the embedding model



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# Research Questions

**Q1 (Interact)** What kind of feedback is required/possible to obtain from the “black box” to organize convenient and effective interaction process?

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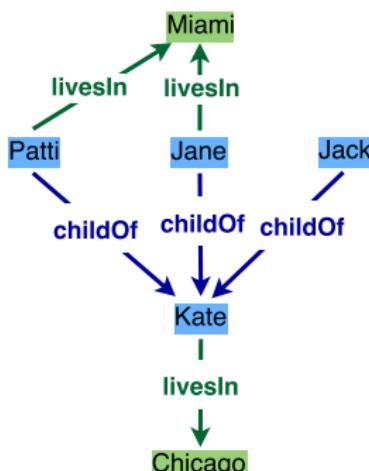
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- Q3 (Learn)** Can anything be learnt from the feedback provided by embeddings?

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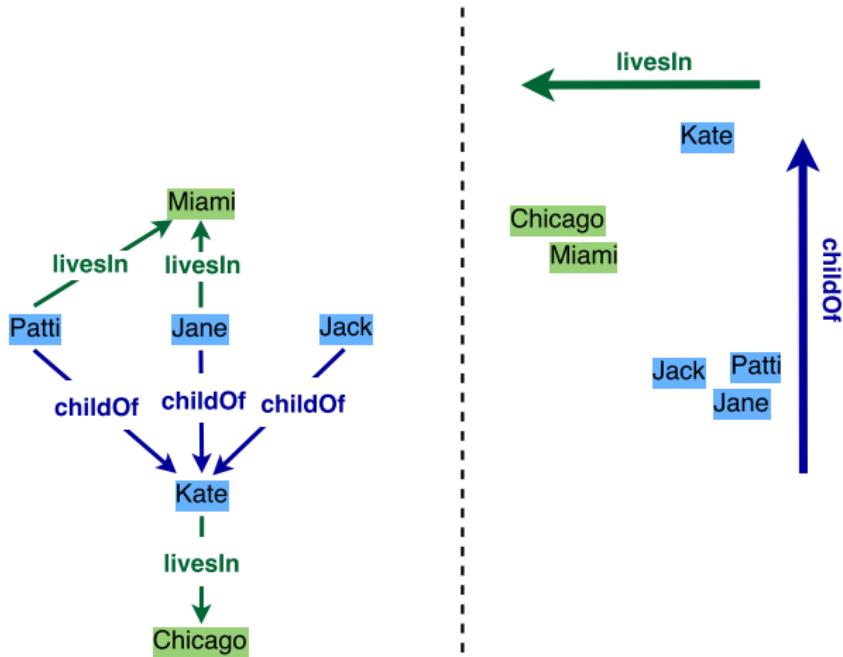
# Embedding-based Methods

- **Intuition:** For  $\langle s, p, o \rangle$  in KG, find  $s, p, o$  such that  $s + p \approx o$
- The “error of translation” of a true KG fact should be smaller by a certain margin than the “error of translation” of an out-of-KG one



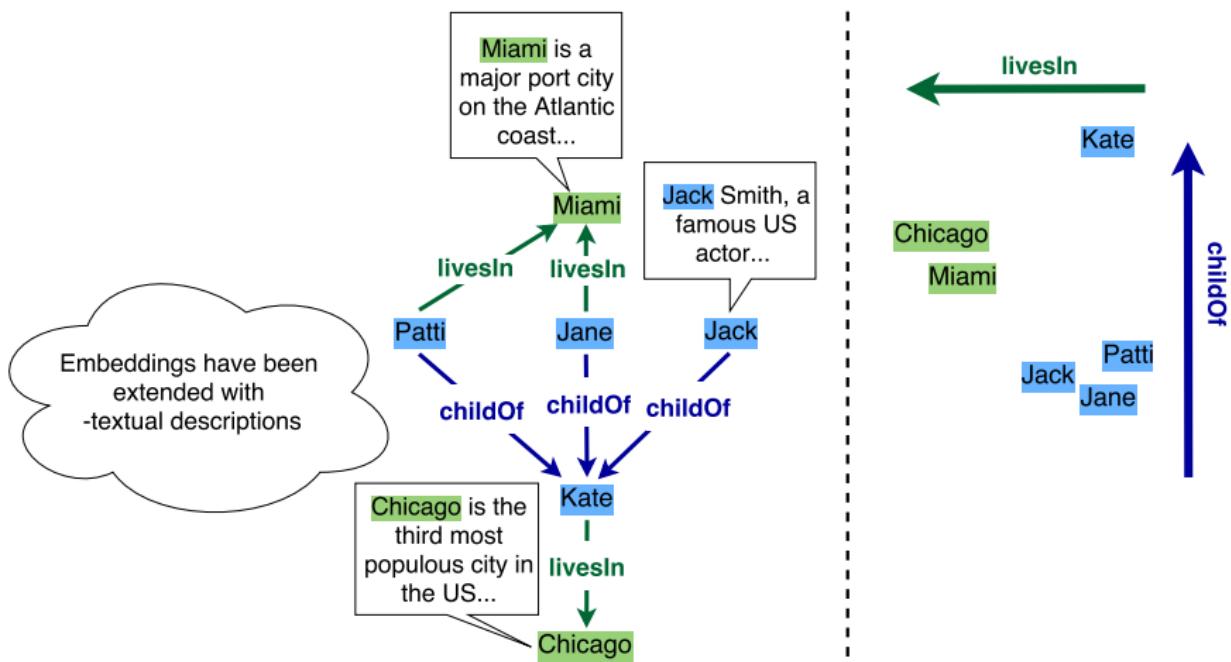
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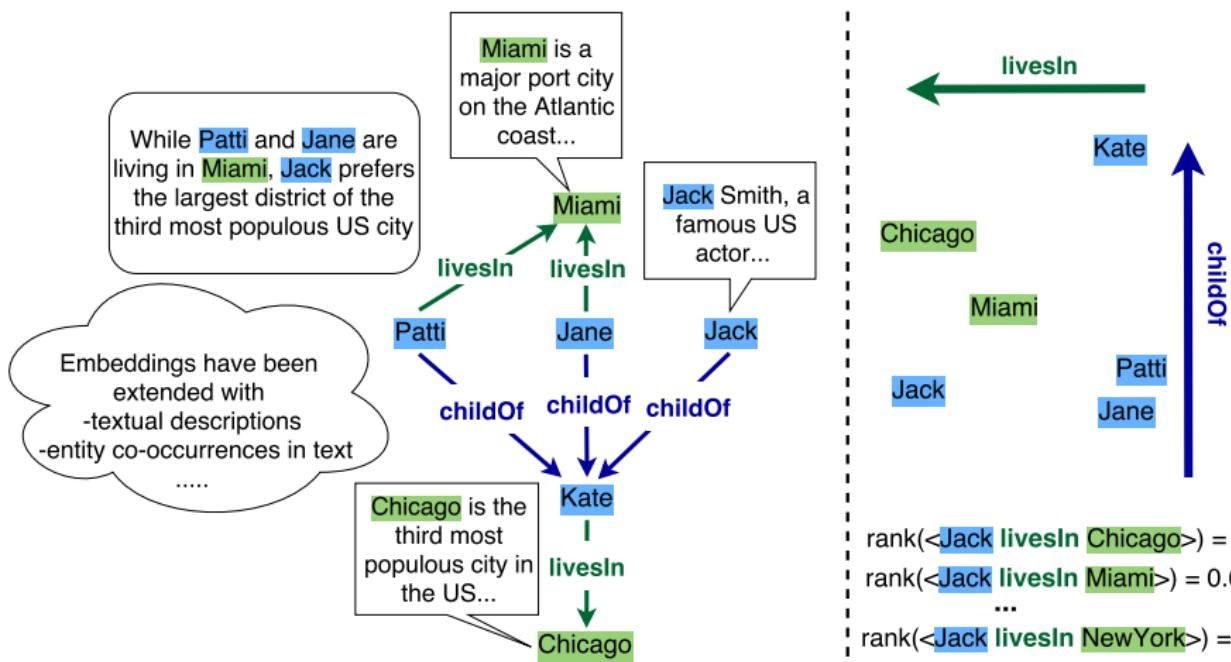
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## Q1 (Interact)

Measure quality of  $r : p(X, Y) \leftarrow B$ , based on the embedding model

- rely on average quality of predicted facts

$$\text{rule\_mrr}(r) = \frac{1}{|\text{predictions}(r)|} \sum_{\langle s p o \rangle \in \text{predictions}(r)} \text{rank}(\langle s p o \rangle)$$

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### Example

$\text{livesIn}(X, Y) \leftarrow \text{actedIn}(X, Z), \text{producedIn}(Z, Y)$

- rule predictions:  $\langle \text{Jack livesIn NY} \rangle, \langle \text{Mat livesIn Berlin} \rangle$

$$\text{rule\_mrr}(r) = \frac{\text{rank}(\langle \text{Jack livesIn NY} \rangle) + \text{rank}(\langle \text{Mat livesIn Berlin} \rangle)}{2}$$

## (Q1) Interact

Measure quality of  $r : h(X, Y) \leftarrow B$ , based on the embedding model

- rely on average quality of predicted facts estimated by embeddings

$$\text{rule\_mrr}(r) = \frac{1}{|N|} \sum_{s,h,o \in N} \frac{1}{\text{rank}(s, h, o)}$$

- combination of mrr with standard rule measures over KG

$$\text{embed\_conf}(r) = \lambda * \text{conf}(r) + (1 - \lambda) * \text{rule\_mrr}(r),$$

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- combination of mrr with standard rule measures over KG

$$\text{embed\_conf}(r) = \lambda * \text{conf}(r) + (1 - \lambda) * \text{rule\_mrr}(r),$$

- $\lambda$ : a weighting factor
- $\text{conf}$ : descriptive quality based on the original KG  
any other standard rule measure can be plugged in
- $\text{rule\_mrr}$ : predictive quality based on KG embedding  
any embedding model including text-enhanced ones can be used
- more complex interaction, e.g., information theoretic measures?

# Research Questions

- Q1 (Interact)** What kind of feedback is required/possible to obtain from the “black box” to organize convenient and effective interaction process?
- Q2 (Mine)** How to adapt existing rule mining algorithms to account for feedback?
- 
- Q3 (Learn)** Can anything be learnt from the feedback provided by embeddings?

## (Q2) Mine

### Algorithm steps:

- maintain a rule queue, starting from an empty rule
- for each rule:
  1. process the rule
  2. extend the queue by applying refinement operators

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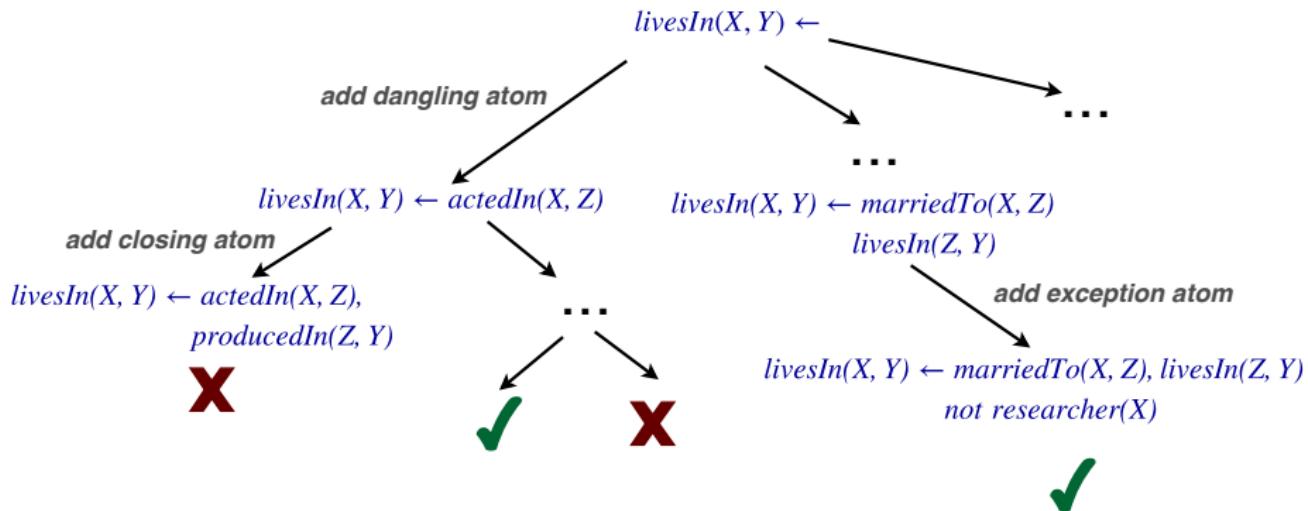
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    - compute statistics: *rule\_mrr, embed\_conf...*
    - filter rules based on statistics and output rule
  2. extend the queue by applying refinement operators
    - add dangling atom
    - add closing atom
    - add positive unary atom
    - add exception unary atom
    - add exception binary atom

# Refinement Operators



- Exploit embedding to prune rule search space
- Generate rule language bias dynamically

# Open Questions

**Q1 (Interact)** What kind of feedback is required/possible to obtain from the “black box” to organize convenient and effective interaction process?

**Q2 (Mine)** How to adapt existing rule mining algorithms to account for feedback?

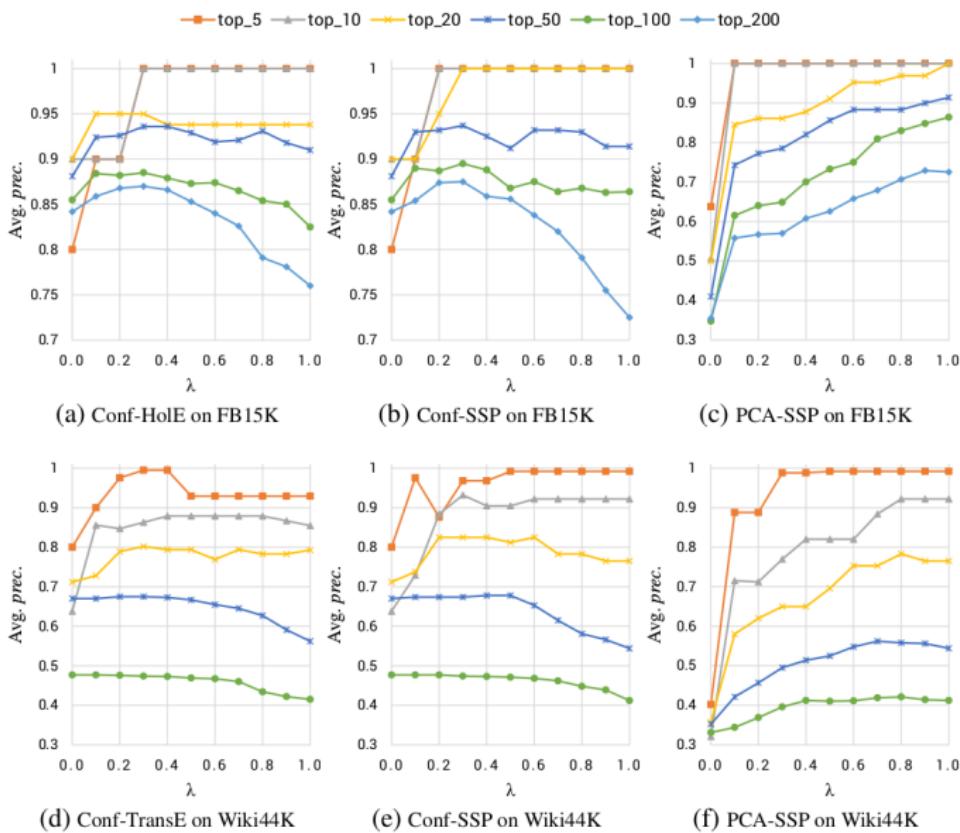
**Q3 (Learn)** Can anything be learnt from the feedback provided by embeddings?

- Ideally, we want to learn the structure of most promising rules, i.e., the best rules have at most 5 atoms, 4 variables, etc..

# Experimental Setup

- Datasets:
  - FB15K: 592M facts, 15M entities and 1345 relations relations
  - Wiki44K: 250M facts, 44M entities and 100 relations
- Ideal graph: remove 80% of facts for every relation
- Embedding models: TransE, HolE, SSP
- For every dataset selected a model that works best
  - Evaluate predictive capabilities of rules obtained by our system vs others

# Evaluation



# Example Rules

## Examples of rules learned from Wikidata

By default uni graduates are nationals of the country where the uni is located, but not in the case of research institutions

$r_1 : nationality(X, Y) \leftarrow graduatedFrom(X, Z), inCountry(Z, Y), \text{not researchUni}(Z)$

Script writers stay the same across sequels, but not for TV series

$r_2 : scriptwriterOf(X, Y) \leftarrow precededBy(X, Z), scriptWriterOf(Y, Z), \text{not tvSeries}(Z)$

Nobles are typically married to nobles but not in the case of Chinese dynasties

$r_3 : nobleFamily(X, Y) \leftarrow spouse(X, Z), nobleFamily(Z, Y), \text{not chineseDynasty}(Y)$

Motivation

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Rules from Hybrid Sources

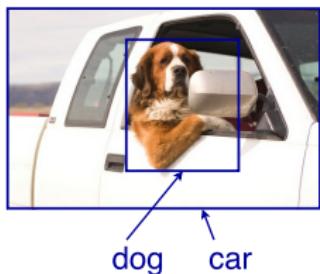
**Further Topics**

# Commonsense Knowledge

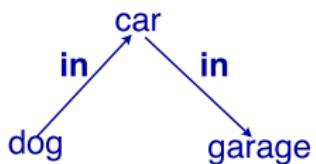
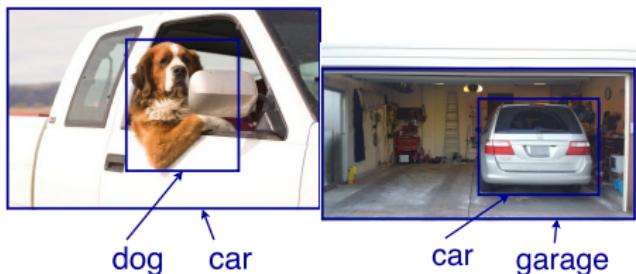
“AI has seen great advances of many kinds recently, but there is one critical area where progress has been extremely slow: ordinary common-sense.” [Davis and Marcus, 2015]

- Questions that are easy for people but hard for machines
  - “Who is **taller**, Prince William or **his baby son** Prince George?”
  - “Can you make a **salad** out of a **polyester shirt**? ”
  - “Can an **elephant** sit on a **tree**? ”

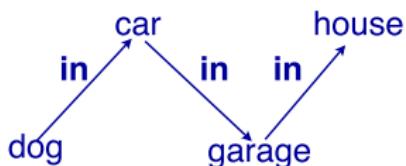
# Commonsense Rule Induction from Hybrid Sources



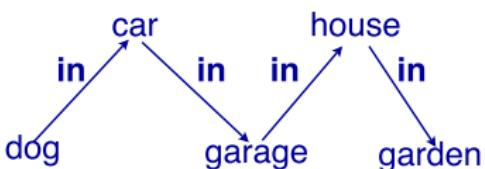
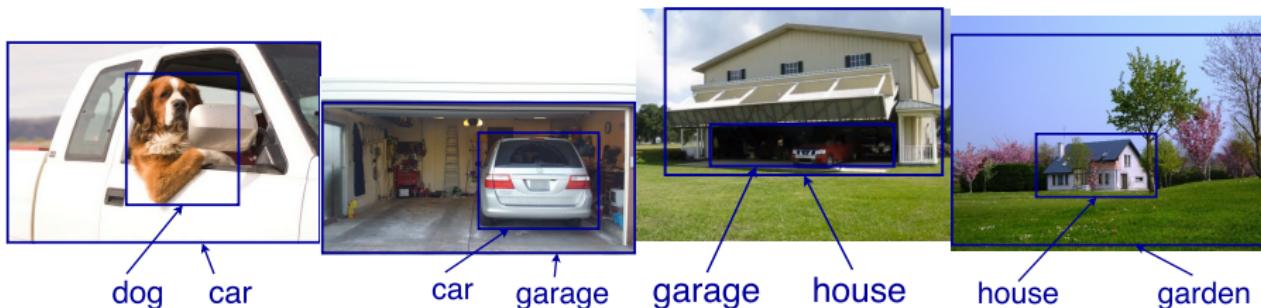
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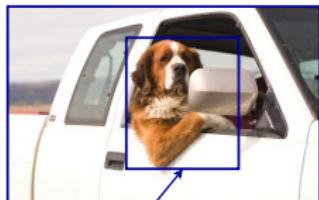
# Commonsense Rule Induction from Hybrid Sources



# Commonsense Rule Induction from Hybrid Sources



# Commonsense Rule Induction from Hybrid Sources



dog car



car garage



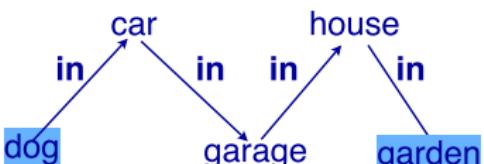
garage house



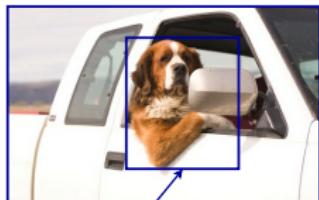
house garden



Dog enjoying the sun in the garden



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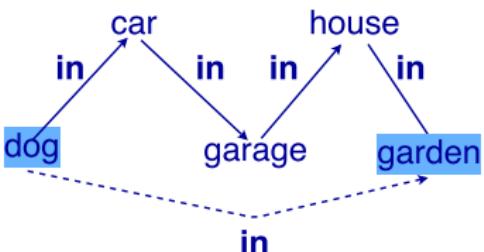
garage



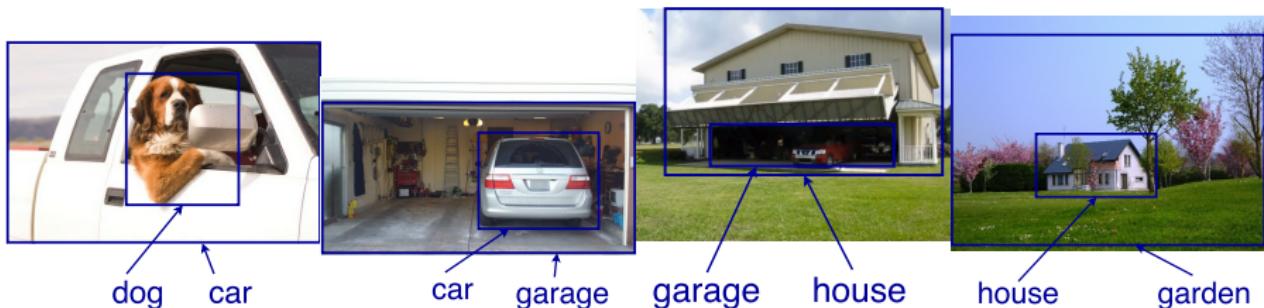
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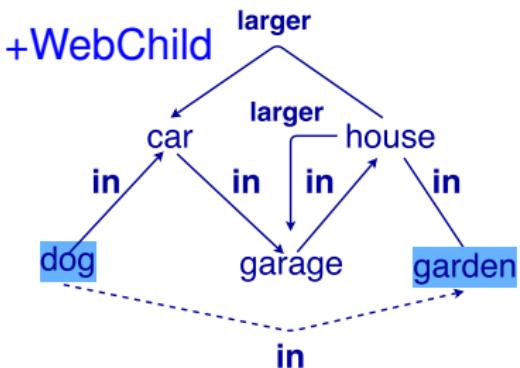
Dog enjoying the sun in the garden



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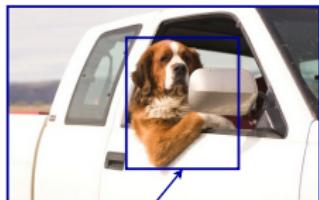


Dog enjoying the sun in the garden



WebChild KG [Tandon *et al.*, 2017]

# Commonsense Rule Induction from Hybrid Sources



dog    car



car    garage



garage    house

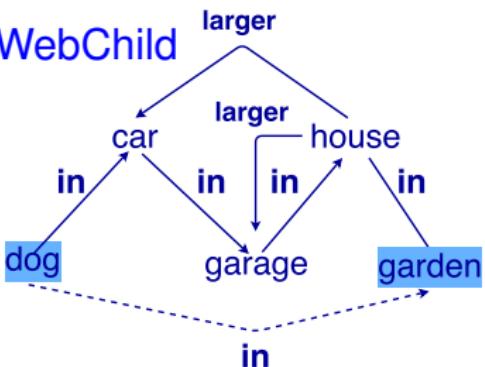


house    garden



Dog enjoying the sun in the garden

+WebChild

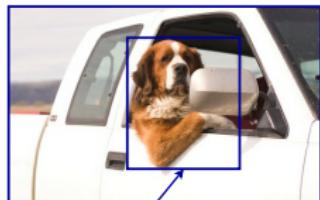


Desired output:

$$\begin{aligned} \text{larger}(Y, X) &\leftarrow \text{in}(X, Y) \\ \text{heavier}(Y, X) &\leftarrow \text{on}(X, Y) \\ \text{has}(X, \text{wings}) \vee \text{round}(X) &\leftarrow \text{in}(X, \text{sky}) \end{aligned}$$

...

# Commonsense Rule Induction from Hybrid Sources



dog    car



car    garage



garage    house

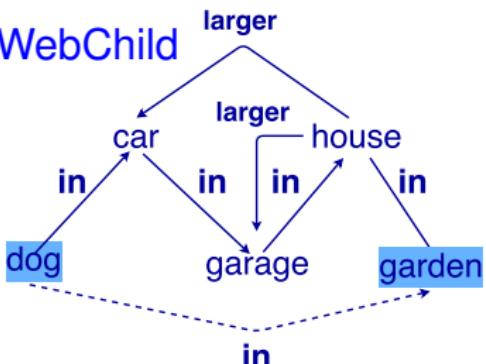


house    garden



Dog enjoying the sun in the garden

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...

WebChild KG [Tandon *et al.*, 2017]Reasoning over images: [Eiter and Kaminski, 2016], [Donadello *et al.*, 2017], etc.

## Commonsense Rules from Text

- **SHERLOCK** [Schoenmackers *et al.*, 2010]: Early attempt to learn rules from open domain text extractions.
- [Gordon and Schubert, 2011]: Utilizes presuppositional discourse patterns (such as statements with but, yet ... etc) to collect conditional knowledge in the form of *if-then* rules.
- [Petrova and Rudolph, 2016]: Rules from concessional statements “Although he is a researcher, he never moved.” leads to a rule “Researchers normally move frequently.”
- [Dragoni *et al.*, 2016]: Rules from legal documents
- KG + text?

# Other Rule Types to Consider

- **Disjunctive:**

$$\text{male}(Y) \vee \text{female}(Y) \leftarrow \text{hasParent}(X, Y)$$

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$$\text{male}(Y) \vee \text{female}(Y) \leftarrow \text{hasParent}(X, Y)$$

- **Existential:**

$$\exists Y \text{ hasParent}(X, Y) \leftarrow \text{person}(X)$$

# Other Rule Types to Consider

- **Disjunctive:**

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- **Existential:**

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- **Constraints:**

$$\perp \leftarrow \text{hasParent}(X, Y), \text{hasParent}(Y, X)$$

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- **Temporal constraints:**

$$\perp \leftarrow \text{bornIn}(X, Y), \text{after}(Y, Z), \text{studied}(X, Z)$$

# Outlook Issues

- Rules from hybrid sources
- Complex rule types, e.g., numerical, constraints, datalog+-
- Background knowledge
- Causality and novel rule measures
- Exploit external functions possibly as a blackbox
- Rule learning from commonsense KGs
- Optimizations

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