

Symmetric Weighted First-Order Model Counting and Factorial-Like Functions

Paulius Dilkas

WFOMC: State of the Art

I'm excluding techniques that are restricted to two variables and purely theoretical results.

1. **S. M. Kazemi et al.** "New Liftable Classes for First-Order Probabilistic Inference". In: *NIPS*. 2016
 - ▶ generic domain recursion (implementation unavailable)
2. **Forclift**: **G. Van den Broeck et al.** "Lifted Probabilistic Inference by First-Order Knowledge Compilation". In: *IJCAI*. 2011
 - ▶ somewhat restrictive but well-developed
3. **L2C**: **S. M. Kazemi and David Poole.** "Knowledge Compilation for Lifted Probabilistic Inference: Compiling to a Low-Level Language". In: *KR*. 2016
 - ▶ very basic
4. **Alchemy**: **P. M. Domingos et al.** "Unifying Logical and Statistical AI". In: *AAAI*. 2006
 - ▶ old, mostly focused on approximations

Counting (Unweighted) Functions: Currently Unliftable (1)

Injectons

Theory:

$$\forall x \in M. \forall y, z \in N. P(x, y) \wedge P(x, z) \Rightarrow y = z$$

$$\forall x \in M. \exists y \in N. P(x, y)$$

$$\forall w, x \in M. \forall y \in N. P(w, y) \wedge P(x, y) \Rightarrow w = x$$

Answer: $n^{\underline{m}} = n \cdot (n - 1) \cdot \dots \cdot (n - m + 1)$ if $m \leq n$ and 0 otherwise (for positive m and n).

Counting (Unweighted) Functions: Currently Unliftable (1)

Injections

Theory:

$$\forall x \in M. \forall y, z \in N. P(x, y) \wedge P(x, z) \Rightarrow y = z$$

$$\forall x \in M. \exists y \in N. P(x, y)$$

$$\forall w, x \in M. \forall y \in N. P(w, y) \wedge P(x, y) \Rightarrow w = x$$

Answer: $n^{\underline{m}} = n \cdot (n-1) \cdots (n-m+1)$ if $m \leq n$ and 0 otherwise (for positive m and n).

Answer found by Forclift:

$$f(m, n) = \sum_{k=0}^m \binom{m}{k} (-1)^{m-k} g(k, n),$$

where

$$g(k, n) = \begin{cases} 1 & \text{if } k = 0 \\ \sum_{l=0}^n [l < 2] g(k-1, n-l) & \text{otherwise.} \end{cases}$$

(exponential...)

Counting (Unweighted) Functions: Currently Unliftable (2)

Surjections

Theory:

$$\forall x \in M. \forall y, z \in N. P(x, y) \wedge P(x, z) \Rightarrow y = z$$

$$\forall x \in M. \exists y \in N. P(x, y)$$

$$\forall y \in N. \exists x \in M. P(x, y)$$

$$\text{Answer: } n! \left\{ \begin{matrix} m \\ n \end{matrix} \right\} = \sum_{i=0}^n (-1)^i \binom{n}{i} (n-i)^m.$$

Bijections

Theory:

$$\forall x \in M. \forall y, z \in N. P(x, y) \wedge P(x, z) \Rightarrow y = z$$

$$\forall x \in M. \exists y \in N. P(x, y)$$

$$\forall w, x \in M. \forall y \in N. P(w, y) \wedge P(x, y) \Rightarrow w = x$$

$$\forall y \in N. \exists x \in M. P(x, y)$$

$$\text{Answer: } n! \text{ if } m = n.$$

Counting (Unweighted) Functions: Currently Unliftable (3)

Partial functions

Theory: $\forall x \in M. \forall y, z \in N. P(x, y) \wedge P(x, z) \Rightarrow y = z$

Answer: $(n + 1)^m$.

Partial injections

Theory:

$$\forall x \in M. \forall y, z \in N. P(x, y) \wedge P(x, z) \Rightarrow y = z$$

$$\forall w, x \in M. \forall y \in N. P(w, y) \wedge P(x, y) \Rightarrow w = x$$

My answer: $\sum_{k=0}^{\min\{m,n\}} k! \binom{m}{k} \binom{n}{k}$.

Counting (Unweighted) Functions: Currently Unliftable (3)

Partial functions

Theory: $\forall x \in M. \forall y, z \in N. P(x, y) \wedge P(x, z) \Rightarrow y = z$

Answer: $(n + 1)^m$.

Partial injections

Theory:

$$\forall x \in M. \forall y, z \in N. P(x, y) \wedge P(x, z) \Rightarrow y = z$$

$$\forall w, x \in M. \forall y \in N. P(w, y) \wedge P(x, y) \Rightarrow w = x$$

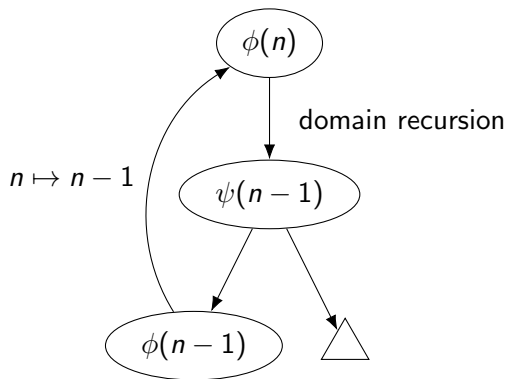
My answer: $\sum_{k=0}^{\min\{m,n\}} k! \binom{m}{k} \binom{n}{k}$.

Answer found by Forclift:

$$f(m, n) = \begin{cases} 1 & \text{if } m = 0 \\ \sum_{k=0}^n \binom{n}{k} [k < 2] f(m-1, k) & \text{otherwise.} \end{cases}$$

(exponential...)

Conceptual Plan of Action



Remarks on the Implementation

- ▶ WMC computation now loops over the graph.
- ▶ We propagate information (e.g., for smoothing) in reverse until convergence.
- ▶ Need a good way to recognise equivalent/isomorphic theories.
- ▶ Need to be careful about the order of operations:
 - ▶ Create a (half-empty) vertex v .
 - ▶ Add it to the cache.
 - ▶ Recurse on its direct successors S .
 - ▶ Add the edges from v to S .
 - ▶ After the graph is constructed, propagate information through the graph that would otherwise cause infinite loops.