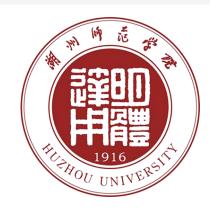
KRW2022



基于逻辑查询的神经符号推荐模型

Neural-Symbolic Recommendation Model based on Logical Queries

汇报人: 陈邦

推荐系统概览

Overview of recommendation system

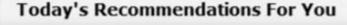
Page 6 of 44 (Start over)

推荐系统是信息过载所 采用的措施,面对海量 的数据信息,从中快速 推荐出符合用户特点的 物品。

消费者: 如何从大量信 息中找到自己感兴趣的 信息

生产者: 如何让自己生

产的信息脱颖而出



Here's a daily sample of items recommended for you. Click here to see all recommendations.



Networks, Crowds, and Markets: R... (Hardcover) by David Easley



R Cookbook (O'Reilly Cookbooks) (Paperback) by Paul Teetor



Introduction to Machine Learni... (Hardcover) by Ethem Alpaydin



Programming Collective Intellige... (Paperback) by Toby Segaran

Suggestions to Watch Instantly



Not interested

The Fighter Because you enjoyed: Shutter Island Slumdog Millionaire



Not Interested

Stranded: I've Come from a Plane...

Because you enjoyed: Touching the Void Born Into Brothels The Battle of Algiers





Not Interested

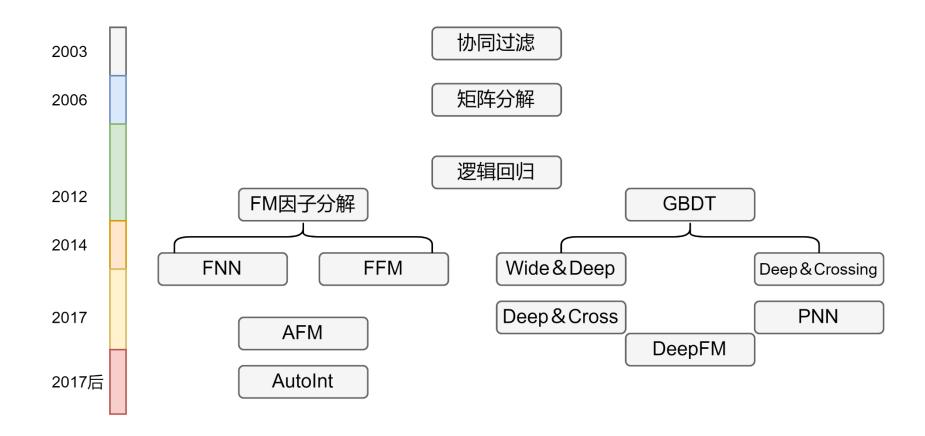
See all >

That '70s Show Because you enjoyed: Futurama

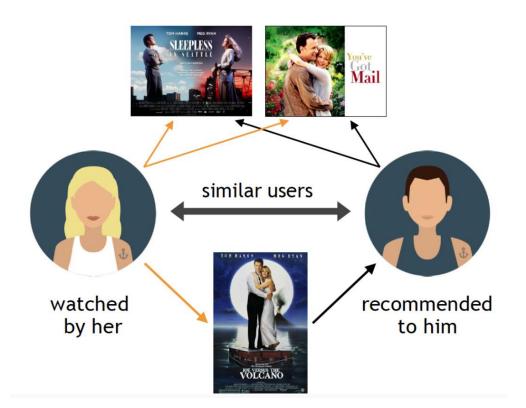
推荐系统概览



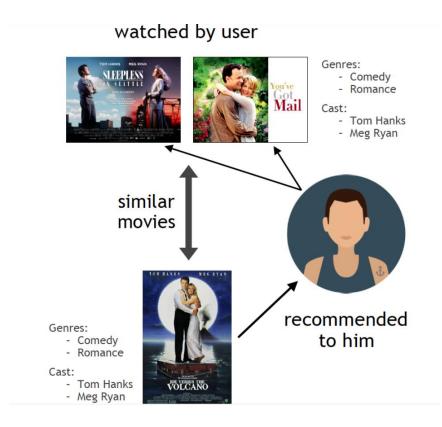
Overview of recommendation system



协同过滤 Collaborative filtering



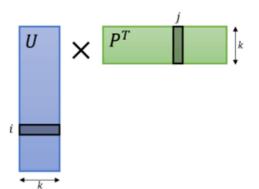


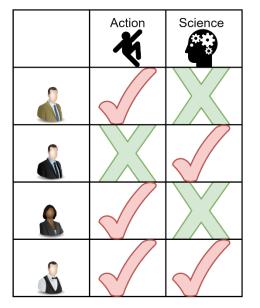


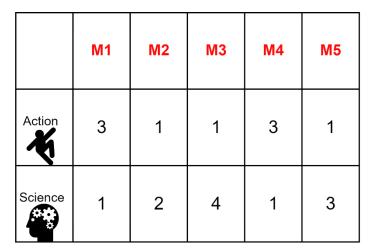
Matrix decomposition



 \approx







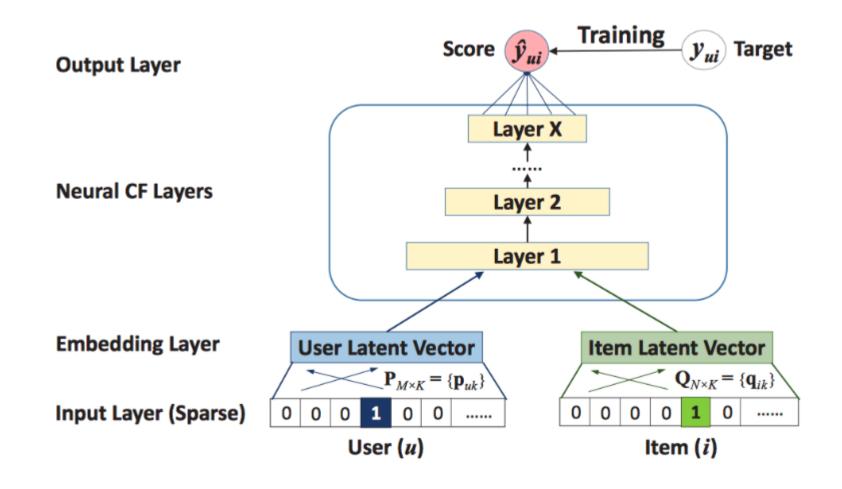
M1	M2	М3	M4	М5
3	1	1	3	1
1	2	4	1	3
3	1	1	3	1
 4	3	5	4	4



神经协同过滤

Gi

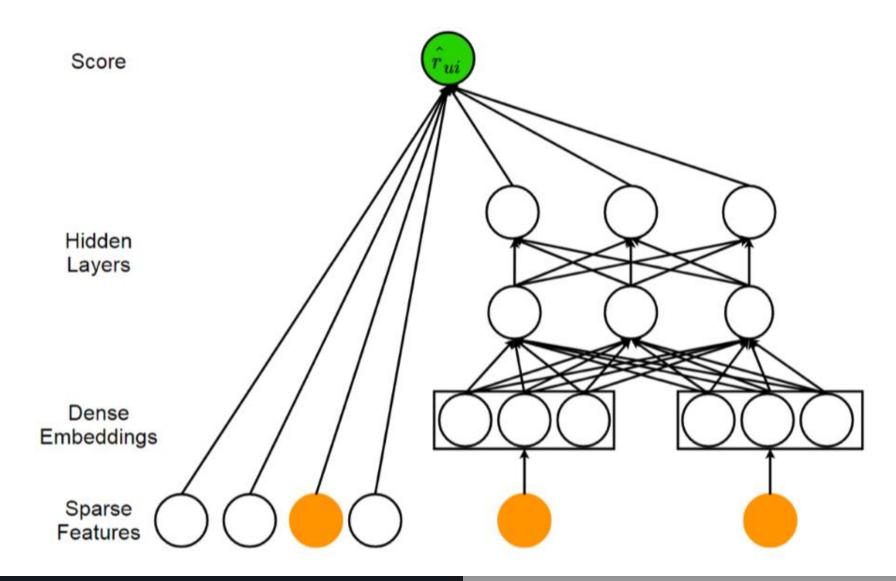
Neural collaborative filtering



Wide & Deep Learning



更宽且更深



更丰富的信息嵌入

Wider and deeper

Till

引入图片

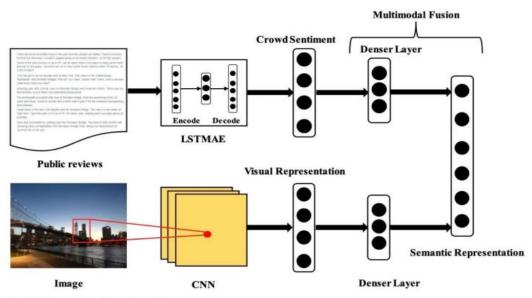
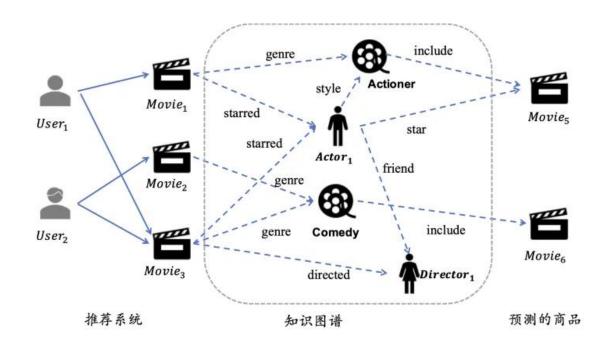


Fig. 2 Illustration of multimodal deep learning network

引入知识图谱



一些缺陷

Some limitations

基于匹配学习的方法不具备逻辑推理性

归纳模式依赖于数据集质量 可能会出现, 疯狂推荐已经买过的物品的情况

基于硬规则的推理需要手动设计规则推荐任务中往往存在大量逻辑冲突





人工智的两个流派

Two waves of artificial intelligence





Newell&Simon(1975年图灵奖) 知识驱动-物理符号系统假说

机器学习阶段 逻辑推理阶段 计算机从数据中学习算法 赋予计算机逻辑推理能力 深度学习取得巨大成功 1942 1968 2012 2016 1956 1997 知识阶段 AlexNet 总结人类知识并赋予计算机 AlhpaGo 图灵前往美国 人工智能元年 专家系统





Bengio, Hinton&Lecun(2018年图灵奖) 数据驱动-人工神经网络





符号主义

- 形式化符号推理
- 举一反十 (演绎、溯因)
- 知识驱动
- 可解释显示推理

认知性知识处理与经验性知识处理相结合。

-诺奖得主Daniel Kahneman

IBM深蓝

神经-符号

Neuro-Symbolic

神经符号计算试图将神经网络架构的进展与 基于逻辑系统的形式化符号推理结合起来。

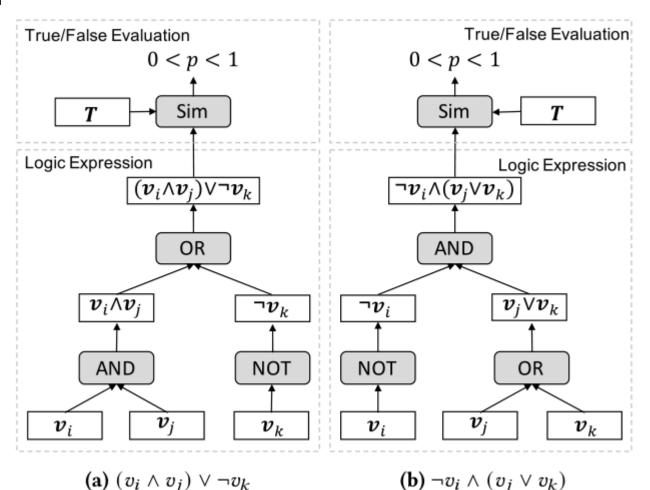
联结主义

- 匹配函数学习
- 举十反一(归纳)
- 数据驱动
- 黑箱隐式推理

Neural Logic Reasoning

 Till

神经逻辑推理



NLR模型基于神经网络模块化逻辑连接词, 并将推荐任务转化为命题逻辑表达式的真 假判断问题,辅以逻辑规则损失函数,实 现具有推理能力的推荐模型

例:

若一名用户在购买A与B后购买了C,则可得出以下命题公式

 $A \land C = T$; $B \land C = T$; $A \land B \land C = T$

当模型预测用户是否会购买D时,只需计算

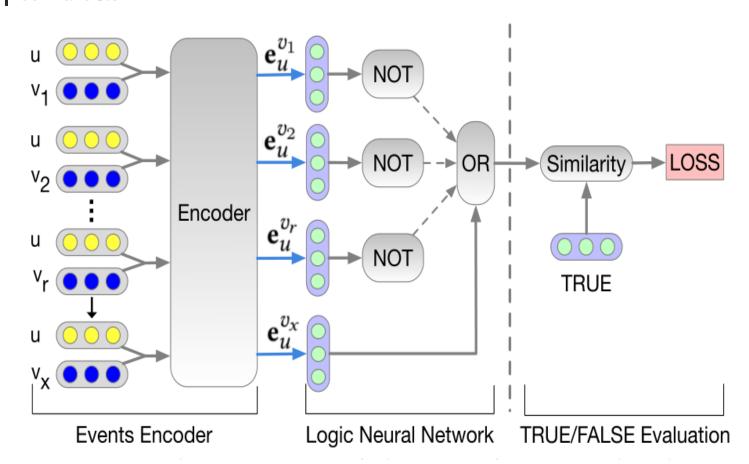
A^B^C^D=? 即可

Shi S, Chen H, Ma W, et al. Neural logic reasoning[C]//Proceedings of the 29th ACM International Conference on Information & Knowledge Management. 2020: 1365-1374.

Neural Collaborative Reasoning

 Till

神经协同推理



在NLR的基础上: NCR增加用户向量表示嵌入, 将用户向量与项目向量拼接 计算,实现个性化推荐

Chen H, Shi S, Li Y, et al. Neural collaborative reasoning[C]//Proceedings of the Web Conference 2021. 2021: 1516-1527.

问题1难以平衡复杂度与特征挖掘



Q1Difficult to balance complexity and feature mining

$$(v_{j_1} \wedge v_{j_3}) \vee (\neg v_{j_2} \wedge v_{j_3}) \vee (v_{j_1} \wedge \neg v_{j_2} \wedge v_{j_3}) = T$$
(9)
作者原话

In Equation 9, the first two conjunction terms are the first-order relationships between items, and the third one is a second-order relationship. If the user has more historical interactions, there can be higher-order and more relationships, but the number of disjunction terms in Equation 9 will explode exponentially. One solution is to sample terms randomly or using some designed sampling strategies. In this work, for model simplicity, we only consider the first-order relationships in experiments, which is good enough to surpass many state-of-the-art methods. Considering higher-order relationships can be the future improvements of the work. As far as we know,

析取项的数目为N阶乘,其中N为逻辑变量数目 若保留所有高阶交互,则

N=2时,有3个析取项

N=3时,有7个析取项

N=4时,有15个析取项

N=5时,有30个析取项

…… (由于没找到规律,纯手算,可能算错) 但若为了计算效率,舍弃高阶交互关系,则会导致 某些重要信息被忽略。 例如会丢失诸如

'只有同时喜欢A,B,C的用户才会喜欢D' 这样的高阶交互规则

Shi S, Chen H, Ma W, et al. Neural logic reasoning[C]//Proceedings of the 29th ACM International Conference on Information & Knowledge Management. 2020: 1365-1374.

问题2逻辑正则损失也许带来反作用



Q2Loss of logical regularity may cause reaction

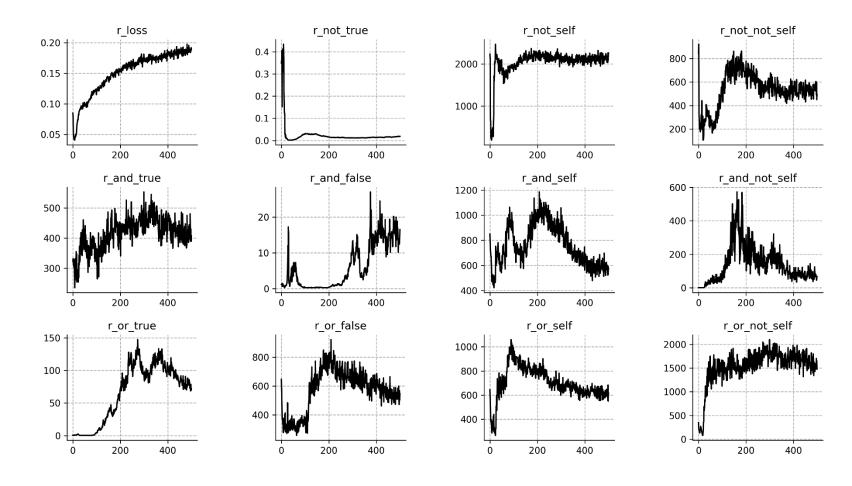
Table 1: Logical regularizers and the corresponding logical rules

	Logical Rule	Equation	Logic Regularizer r_i
NOT	Negation Double Negation	$\neg T = F$ $\neg (\neg w) = w$	$r_1 = \sum_{\mathbf{w} \in W \cup \{T\}} Sim(NOT(\mathbf{w}), \mathbf{w})$ $r_2 = \sum_{\mathbf{w} \in W} 1 - Sim(NOT(NOT(\mathbf{w})), \mathbf{w})$
AND	Identity Annihilator Idempotence Complementation	$w \wedge T = w$ $w \wedge F = F$ $w \wedge w = w$ $w \wedge \neg w = F$	$r_{3} = \sum_{w \in W} 1 - Sim(AND(\mathbf{w}, \mathbf{T}), \mathbf{w})$ $r_{4} = \sum_{w \in W} 1 - Sim(AND(\mathbf{w}, \mathbf{F}), \mathbf{F})$ $r_{5} = \sum_{w \in W} 1 - Sim(AND(\mathbf{w}, \mathbf{w}), \mathbf{w})$ $r_{6} = \sum_{w \in W} 1 - Sim(AND(\mathbf{w}, NOT(\mathbf{w})), \mathbf{F})$
OR	Identity Annihilator Idempotence Complementation	$w \lor F = w$ $w \lor T = T$ $w \lor w = w$ $w \lor \neg w = T$	$r_7 = \sum_{\mathbf{w} \in W} 1 - Sim(OR(\mathbf{w}, \mathbf{F}), \mathbf{w})$ $r_8 = \sum_{\mathbf{w} \in W} 1 - Sim(OR(\mathbf{w}, \mathbf{T}), \mathbf{T})$ $r_9 = \sum_{\mathbf{w} \in W} 1 - Sim(OR(\mathbf{w}, \mathbf{w}), \mathbf{w})$ $r_{10} = \sum_{\mathbf{w} \in W} 1 - Sim(OR(\mathbf{w}, NOT(\mathbf{w})), \mathbf{T})$

问题2逻辑正则损失也许带来反作用

Q2Loss of logical regularity may cause reaction





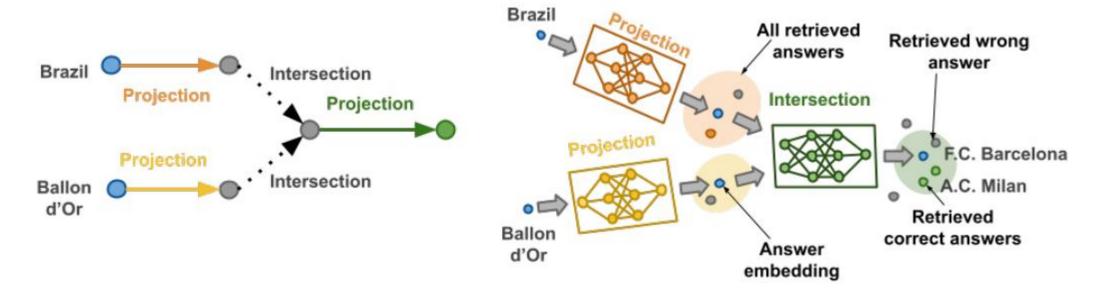
逻辑正则损失随模型训练呈反向收敛



Neural methods for logical reasoning over knowledge graphs

知识图逻辑推理的神经方法

 $q = V_2 \cdot \exists V : CitizenOf(Brazil, V) \land Winner(Ballon d'Or, V) \land Team(V, V_2)$



(A) COMPUTATION GRAPH

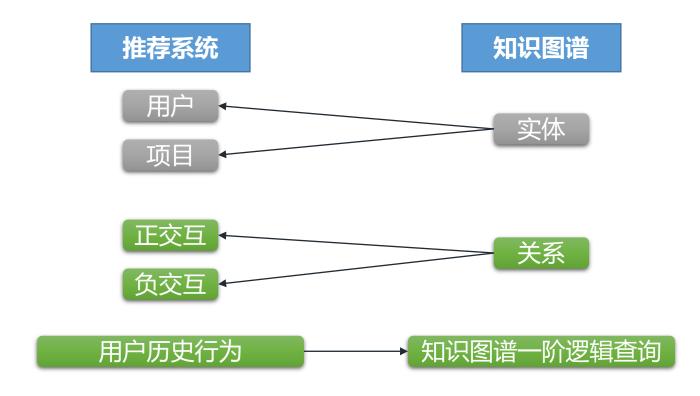
(B) VECTOR SPACE

Amayuelas A, Zhang S, Rao S X, et al. Neural Methods for Logical Reasoning over Knowledge Graphs[C]. International Conference on Learning Representations. 2022.





Q3Whether it can be solved by KG query



基于查询进行推荐而非基于关系预测模拟人的决策思维,是否能提升准确度?

Si.

神经逻辑查询(我们的方法)

摘要:

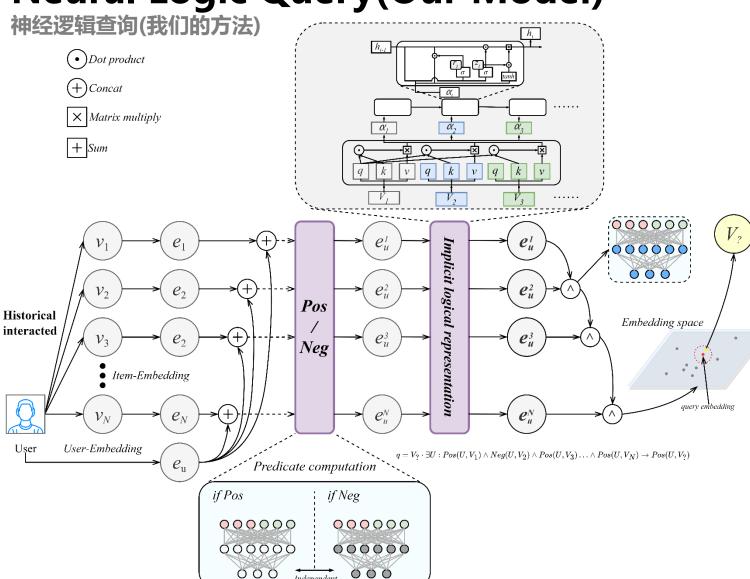
现有推荐模型大多基于用户与项目的关系 预测,并利用更复杂的模型或是更丰富的 外部信息捕获数据中的关联模式。

然而,推荐也是一个基于已知推理未知的 认知性任务,虽然已有不少模型借助知识 图谱进行推荐预测,但**大多仅仅将知识图 谱作为一项外部特征,而非借助其进行推** 理

提出一种基于逻辑查询的神经符号推荐模型,将推荐数据中的用户、项目视为实体,并用积极与消极两种关系连接以构建知识图谱,随后,使用**模块化神经逻辑方法在该推荐知识图谱上进行一阶逻辑查询**来获得用户的潜在兴趣项目

假定用户U存在一组历史交互项目记录{ V_1 , V_2 , V_3 ..., V_N }, 其中用户与 V_2 产生负交互,则针对该用户的推荐问题可以转换为以下一阶逻辑查询表达式:

 $q = V_?$ $\exists U$: $Pos(U, V_1) \land Neg(U, V_2) \land Pos(U, V_3) \land \cdots \land Pos(U, V_n) \rightarrow Pos(U, V_?)$) 计算查询向量 根据向量匹配潜在推荐实体





我们提出一个神经符号推荐模型,将推荐问题转化为知识图谱上的一阶逻辑查询问题,并利用神经网络方法对其求解,创新与贡献如下:

- 1. 在模型中,构造一个基于注意力机制与门控循环网络的隐式逻辑编码器,用于挖掘各逻辑变量之间的高阶交互关系,在保证模型效率的同时提升模型表征能力。 (解决Q1)
- 2. 使用逻辑查询而非关系预测进行推荐 更接近人的决策思维;将知识图谱作 为逻辑推理的核心结构 (解决Q3)
- 3. 与以往做法中将关系谓词与实体一同 嵌入向量空间的做法不同,模型将异 构图的关系谓词视为独立的神经网络, 进一步发挥模块化思想。(解决Q2,Q3)
- 4. 该推荐方法相比于前人工作,舍弃析 取与否定连接词,降低模型的逻辑规 则损失,降低收敛难度**(解决**Q2**)**

神经逻辑查询(我们的方法)

Table 1Performance on the recommendation task ml100k



较小的数据集,10万条数据

	ML100k							
	NDCG@5	NDCG@10	NDCG@20	HIT@1	HIT@5	HIT@10	HIT@20	
BPRMF	0.3006	0.3578	0.4066	0.1458	0.4512	0.6281	0.8221	
SVDPP	0.3122	0.3783	0.4169	0.1522	0.4662	0.6710	0.8232	
STAMP	0.3423	0.3957	0.4350	$0.1747 \\ \underline{0.1873} \\ 0.1768$	0.4995	0.6645	0.8199	
GRU4Rec	0.3564	0.4122	<u>0.4391</u>		0.5134	<u>0.6849</u>	<u>0.8232</u>	
NARM	0.3442	0.4021	0.4380		0.5016	0.6806	0.8210	
NLR	0.3425	0.4064	0.4313	0.1886	0.4941	0.6527	0.8017	
NCR	0.3467	0.4099	0.4452	0.1794	0.5053	0.7006	0.8408	
Ours/1	0.3517	0.4068	0.4423	0.1844	0.5123	0.6795	0.8221	
Ours/2	0.3606	0.4157	0.4563	0.1897	0.5230	0.6935	0.8553	
Ours/3	0.3711	0.4190	0.4610	0.1994	0.5295	0.6860	0.8521	
Ours	0.3802	0.4357	0.4772	0.2004	0.5509	0.7224	0.8660	
Improvment1	6.68%	5.70%	7.54%	6.99%	7.30%	5.48%	5.20%	
Improvment2	9.66%	6.29%	6.06%	6.26%	9.02%	3.11%	3.00%	

<u>下划线</u>为非神经符号方法中的最佳性能 波浪线为包括神经符号方法的所有基线模型的最佳性能 Ours/1-3为消融实验,对应查询、编码、谓词 Improvment1为相较于非神经符号方法中最佳性能的提升 Improvment2为相较于NLR与NCR中最佳性能的提升

神经逻辑查询(我们的方法)

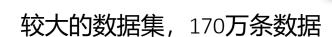


Table 2Performance on the recommendation task 5Movies and TV

	5Movies and TV							
	NDCG@5	NDCG@10	NDCG@20	HIT@1	HIT@5	HIT@10	HIT@20	
BPRMF	0.4031	0.4456	0.4761	0.2510	0.5413	0.6727	0.7928	
SVDPP	0.4123	0.4534	0.4832	0.2673	0.5443	0.6753	0.7958	
STAMP	0.3944	0.4359	0.4672	0.2474	0.5286	0.6569	0.7801	
GRU4Rec	0.4142	0.4545	0.4847	0.2647	0.5501	0.6747	0.7935	
NARM	<u>0.4168</u>	0.4565	0.4862	0.2705	0.5486	<u>0.6761</u>	0.7968	
NLR	0.4191	0.4594	0.4890	0.2713	0.5527	0.6772	0.7939	
NCR	0.4364	0.4747	0.5043	0.2847	0.5702	0.6929	0.8092	
Ours/1	0.4349	0.4749	0.5046	0.2855	0.5692	0.6928	0.8099	
Ours/2	0.4569	0.4952	0.5231	0.3089	0.5896	0.7076	0.8177	
Ours/3	0.4460	0.4850	0.5131	0.2984	0.5790	0.6995	0.8104	
Ours	0.4671	0.5050	0.5320	0.3172	0.6014	0.7184	0.8246	
Improvment1	12.07%	10.62%	9.42%	17.26%	9.33%	6.26%	3.49%	
Improvment2	7.03%	6.38%	5.49%	11.42%	5.47%	3.68%	1.90%	

<u>下划线</u>为非神经符号方法中的最佳性能 波浪线为包括神经符号方法的所有基线模型的最佳性能 Ours/1-3为消融实验,对应查询、编码、谓词 Improvment1为相较于非神经符号方法中最佳性能的提升 Improvment2为相较于NLR与NCR中最佳性能的提升

神经逻辑查询(我们的方法)



不同行业数据集,98万条数据

Table 3Performance on the recommendation task 5KindleStore

	5KindleStore							
	NDCG@5	NDCG@10	NDCG@20	HIT@1	HIT@5	HIT@10	HIT@20	
BPRMF	0.3551	0.3987	0.4316	0.2106	0.4891	0.6237	0.7536	
SVDPP	0.4837	0.5226	0.5479	0.3240	0.6272	0.7468	0.8466	
STAMP	0.4501	0.4892	0.5176	0.2946	0.5914	0.7119	0.8237	
GRU4Rec	0.4794	0.5156	0.5400	0.3225	0.6188	0.7302	0.8262	
NARM	0.4597	0.4968	0.5226	0.3044	0.5985	0.7129	0.8144	
NLR	0.4525	0.4934	0.5206	0.2911	0.5981	0.7241	0.8376	
NCR	0.4497	0.4922	0.5207	0.2843	0.5999	0.7307	0.8432	
Ours/1	0.4970	0.5350	0.5604	0.3328	0.6432	0.7600	0.8600	
Ours/2	0.5352	0.5683	0.5894	0.3803	0.6710	0.7726	0.8558	
Ours/3	0.5334	0.5669	0.5883	0.3801	0.6689	0.7717	0.8563	
Ours	0.5537	0.5863	0.6069	0.3999	0.6877	0.7879	0.8691	
Improvment1	14.47%	12.19%	10.77%	23.43%	9.65%	5.5%	2.66%	
Improvment2	22.36%	18.83%	16.55%	37.38%	14.64%	7.83%	3.07%	

<u>下划线</u>为非神经符号方法中的最佳性能 波浪线为包括神经符号方法的所有基线模型的最佳性能 Ours/1-3为消融实验,对应查询、编码、谓词 Improvment1为相较于非神经符号方法中最佳性能的提升 Improvment2为相较于NLR与NCR中最佳性能的提升

展望

Prospect

已知缺陷:

逻辑表达式依赖于历史行为信息,无法解决冷启动问题

探索更多应用场景:

生物化学,基于推荐的分子预测?

更多模型优化.....







2022

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