

# Neurosymbolic Knowledge Bases

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Lara J. Martin (she/they)

<https://laramartin.net/interactive-fiction-class>

*Modified from slides from the [ACL 2020 Commonsense Tutorial](#) by Yejin Choi,  
Vered Shwartz, Maarten Sap, Antoine Bosselut, and Dan Roth*

# Learning Objectives

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Define what neurosymbolic methods are

Follow examples of integrated and post-hoc knowledge base integration

Compare GPT-3-era neurosymbolic systems to modern neural systems

# Review: Desirable properties for a commonsense resource

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## COVERAGE

Large scale

Diverse knowledge types

## USEFUL

High quality knowledge

Usable in downstream tasks

Multiple resources tackle different  
knowledge types

# Review: Eliciting commonsense from humans

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## EXPERTS CREATE KNOWLEDGE BASE

### Advantages:

- Quality guaranteed
- Can use complex representations  
(e.g., CyCL, LISP)

### Drawbacks:

- Time cost
- Training users

*OpenCyc 4.0*  
(Lenat, 2012)

*WordNet*  
(Miller et al.,  
1990)

## NON-EXPERTS WRITE KNOWLEDGE IN NATURAL LANGUAGE PHRASES

### Natural language

- Accessible to non-experts
- Different phrasings allow for more nuanced knowledge

### Fast and scalable collection

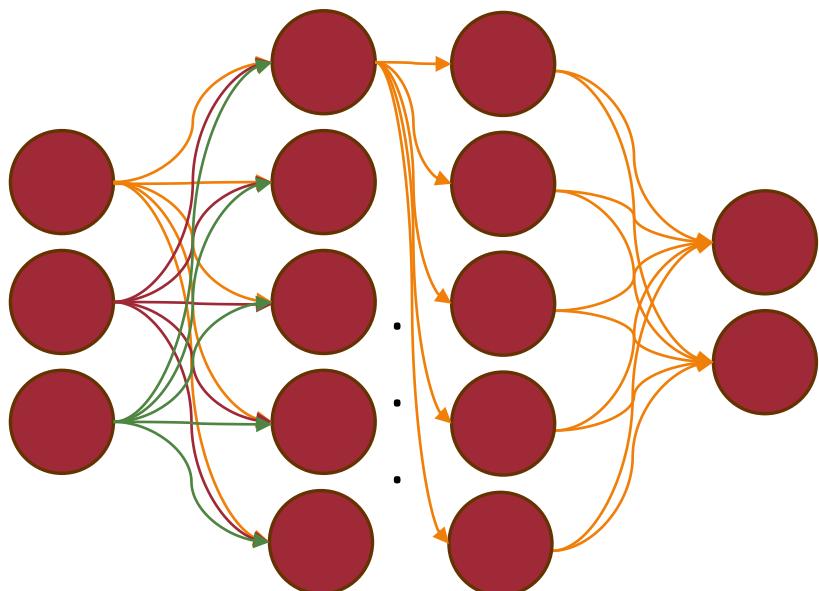
- Crowdsourcing
- Games with a purpose

*ATOMIC*  
(Sap et al., 2019)

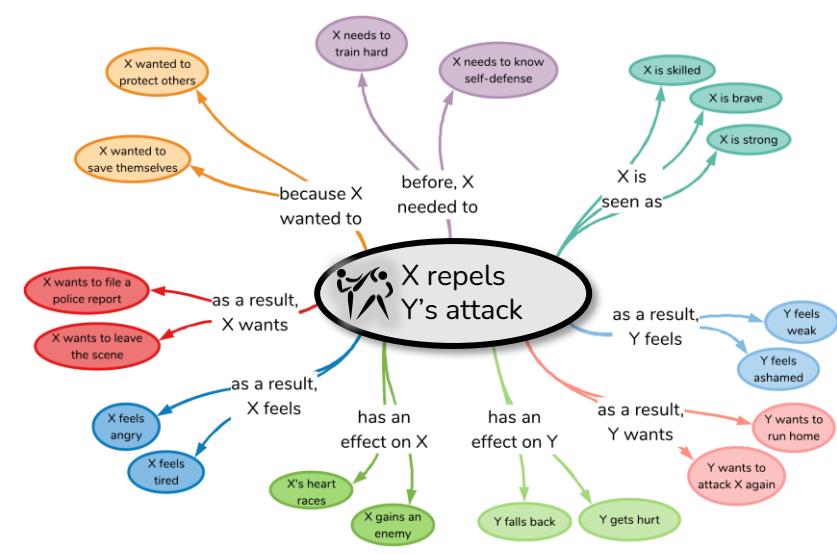
*ConceptNet 5.5*  
(Speer et al., 2017)

# Neurosymbolic Methods

The combination of neural networks (“**neuro**”) and older, **symbolic** AI methods



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M. Sap et al., “ATOMIC: An Atlas of Machine Commonsense for If-Then Reasoning,” AAAI Conference on Artificial Intelligence (AAAI), vol. 33, no. 1, pp. 3027–3035, 2019, doi: [10.1609/aaai.v33i01.33013027](https://doi.org/10.1609/aaai.v33i01.33013027).

# Why combine them?

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## NEURAL NETWORKS

Statistical patterns over data

Easy to generate new text from

Need a lot of data to train (and might need to be labeled)

Hard to control

Examples: sequence-to-sequence networks, transformers (LLMs)

## SYMBOLIC METHODS

Structured information

Easy for people to understand (interpretable)

Hard to make

- Need experts or a lot of time

Limited set of information

Examples: knowledge bases, planning domains/problems, scripts

# Ways of combining them

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## During training

- Such as in reinforcement learning or retrieval-augmented generation (RAG)

## After training

- Like a symbolic “wrapper” – helps validate what the NN is doing

## Others??

# Ways of combining them

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## During training

- Such as in reinforcement learning or retrieval-augmented generation (RAG)

## After training

- Like a symbolic “wrapper” – helps validate what the NN is doing

## Others??

# Adding neural networks to knowledge bases

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Katrina had the financial means to afford a new car while Monica did not, since \_\_\_\_\_ had a high paying job.



WINOGRANDE: An Adversarial Winograd Schema Challenge at Scale.  
*Keisuke Sakaguchi, Ronan Le Bras, Chandra Bhagavatula, and Yejin Choi.* AAAI 2020.

# Neural Architecture

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[CLS] Katrina had the financial means to afford a new car while Monica did not, since [SEP] **Katrina** had a high paying job.

[CLS] Katrina had the financial means to afford a new car while Monica did not, since [SEP] **Monica** had a high paying job.



**0.51**

**0.49**

# Masked Language Models

**Sentence:**

Katrina had the financial means to afford a new car while Monica did not, since [MASK] had a high paying job.

**Predictions:**

11.8% ↜

8.8% **She**

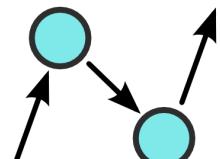
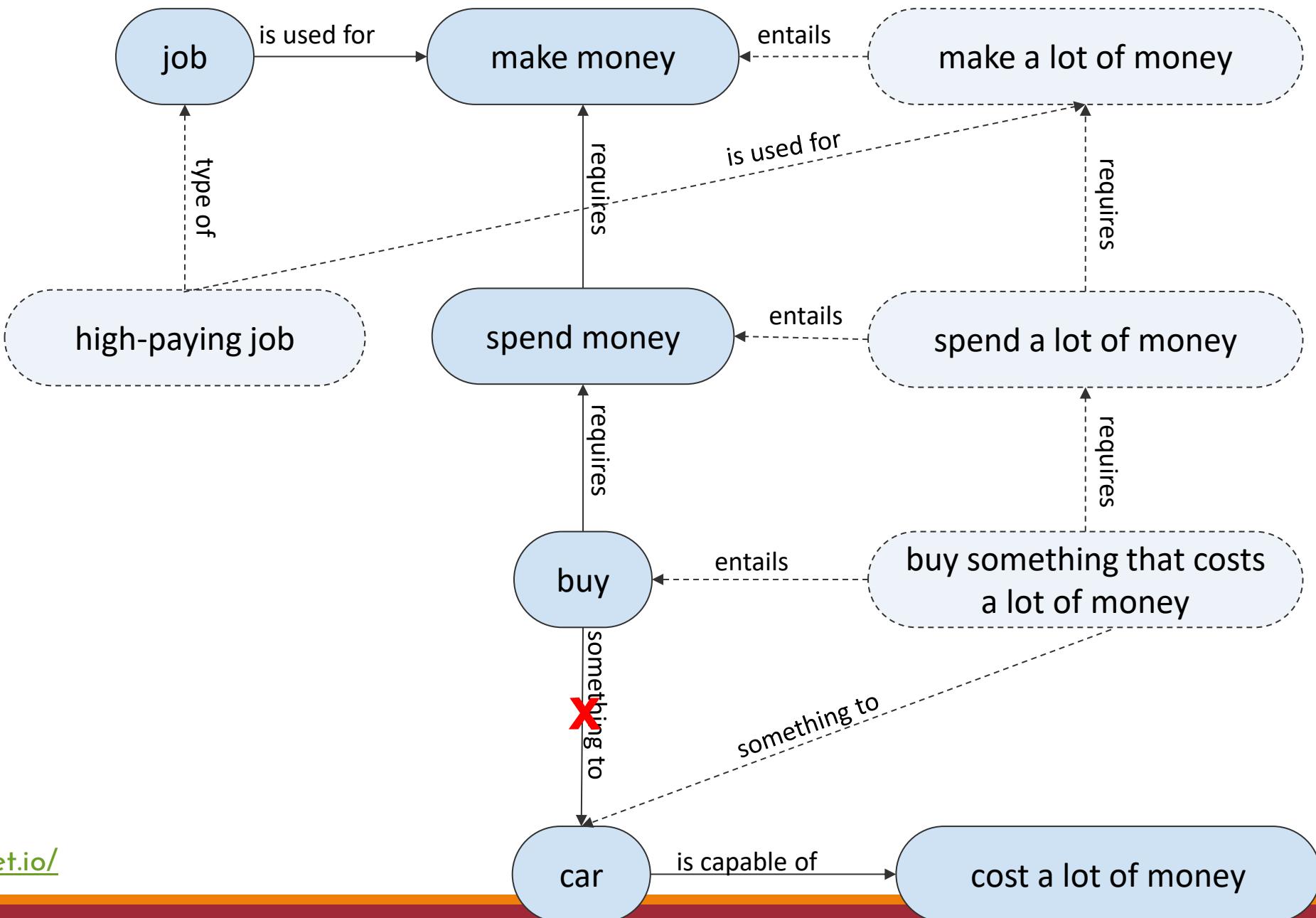
6.3% **I**

6.2% **So**

5.2% **Monica**

← **Undo**

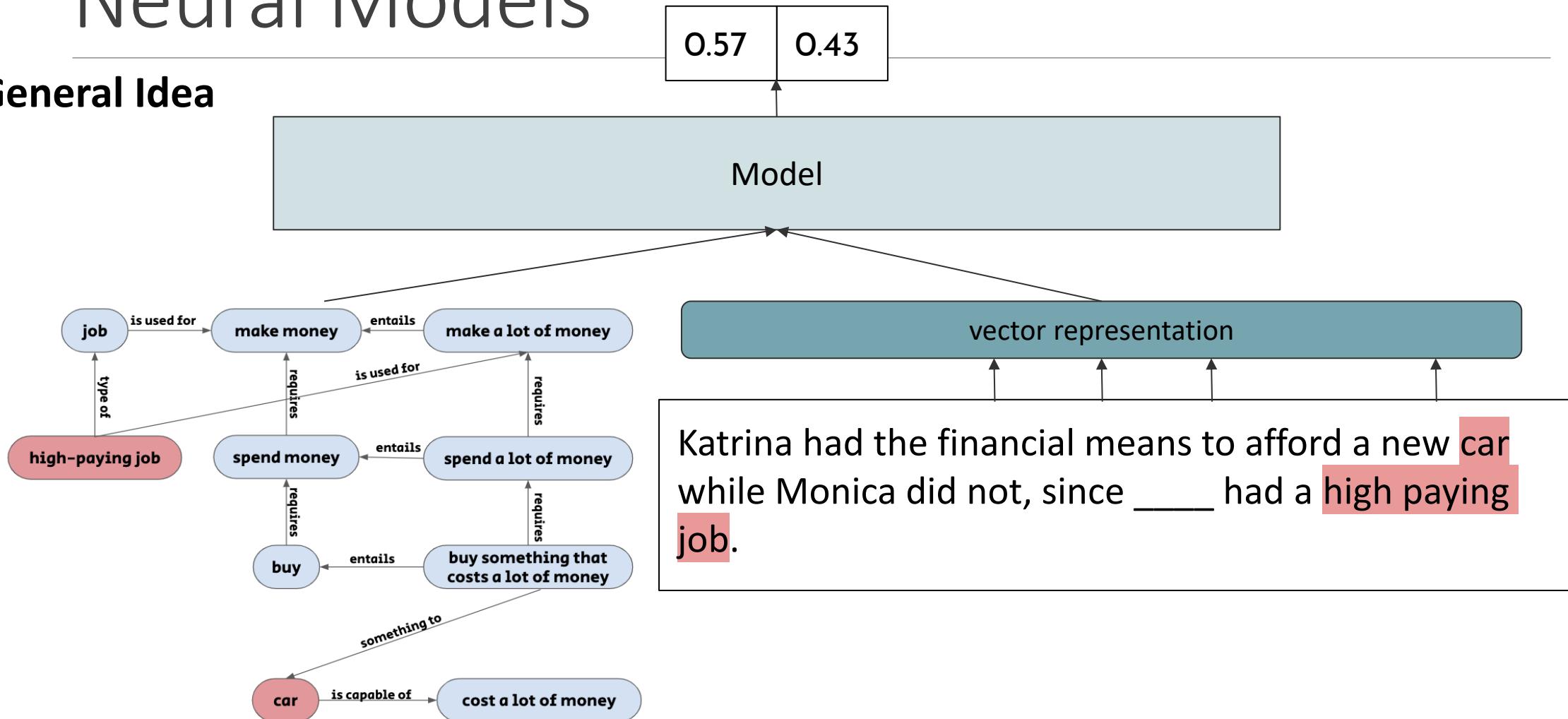
<https://demo.allennlp.org/masked-lm>



<https://conceptnet.io/>

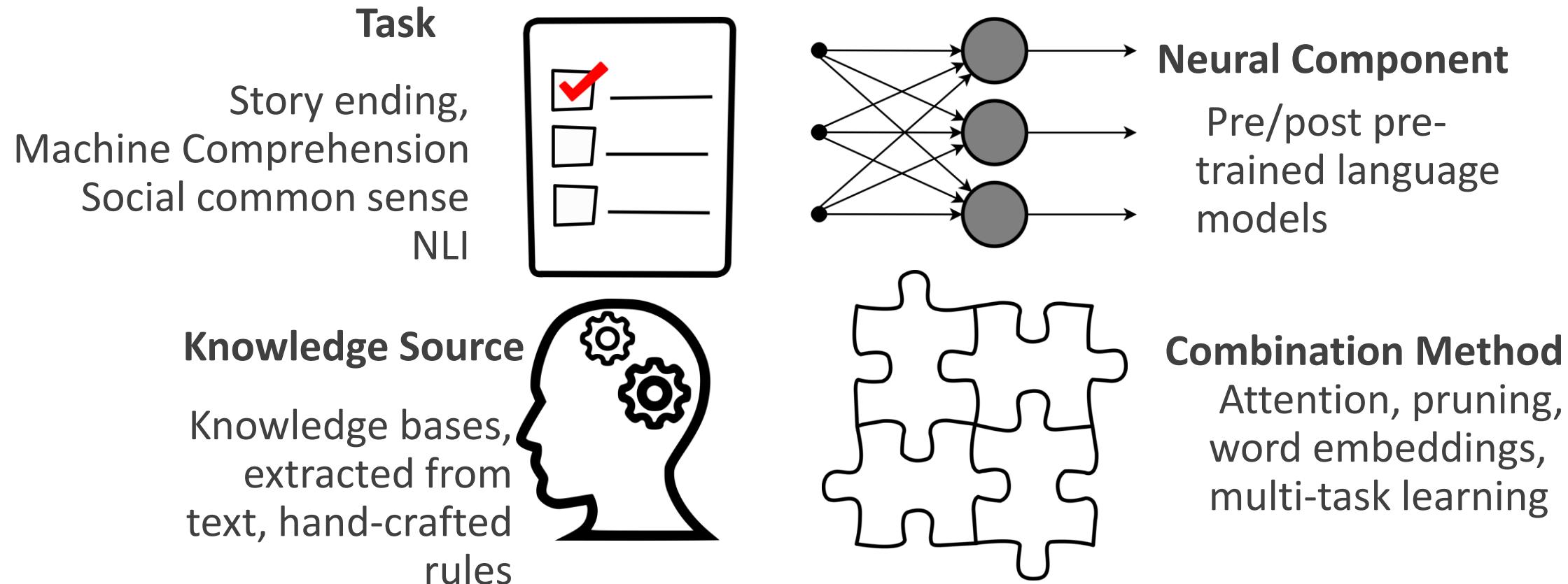
# Incorporating External Knowledge into Neural Models

## General Idea



# Incorporating External Knowledge into Neural Models

## Recipe



# Story Cloze Test

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Agatha had always wanted pet birds.  
So one day she purchased two pet finches.  
Soon she couldn't stand their constant noise.  
And even worse was their constant mess.

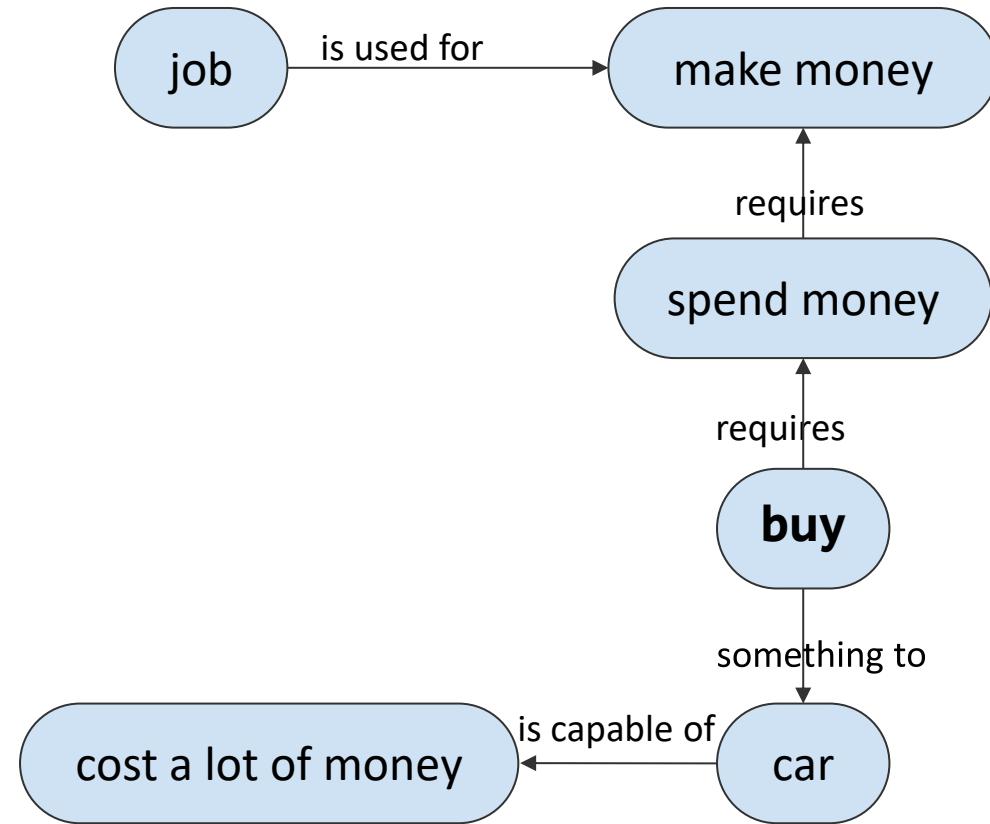
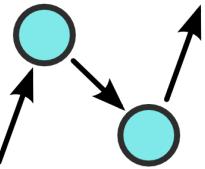


Agatha decided to buy two more. (Wrong)  
Agatha decided to return them. (Right)

Task

<input checked="" type="checkbox"/>	—
<input type="checkbox"/>	—
<input type="checkbox"/>	—

# ConceptNet



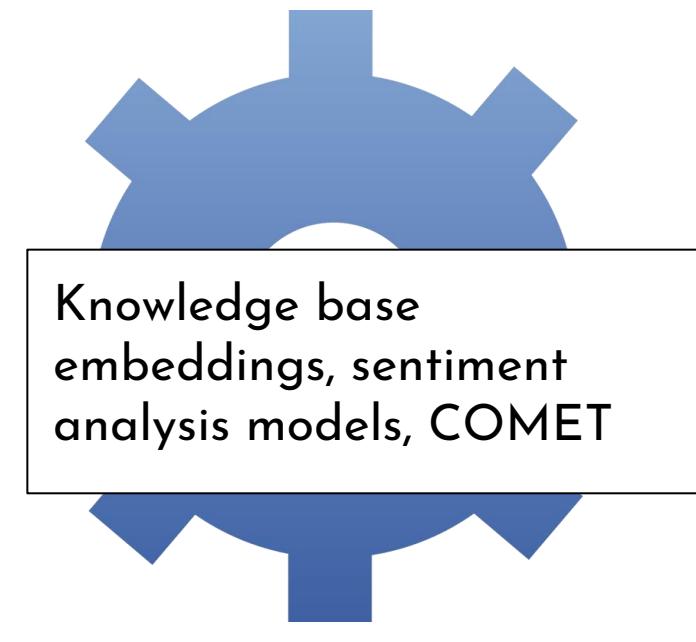
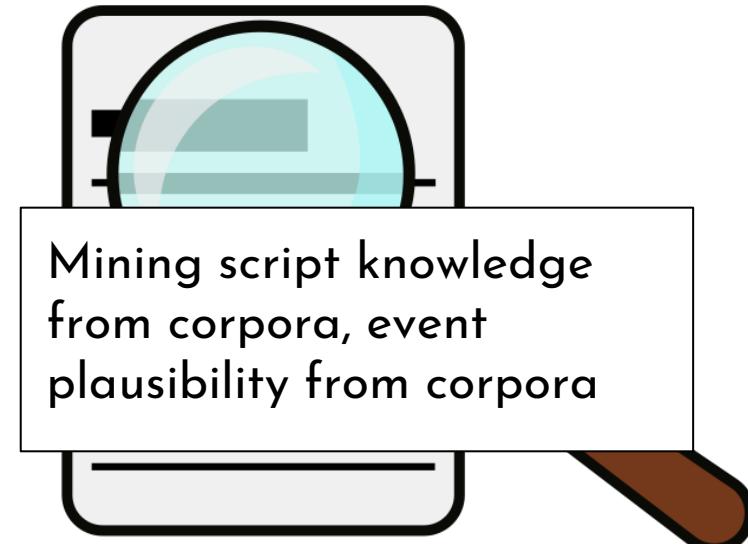
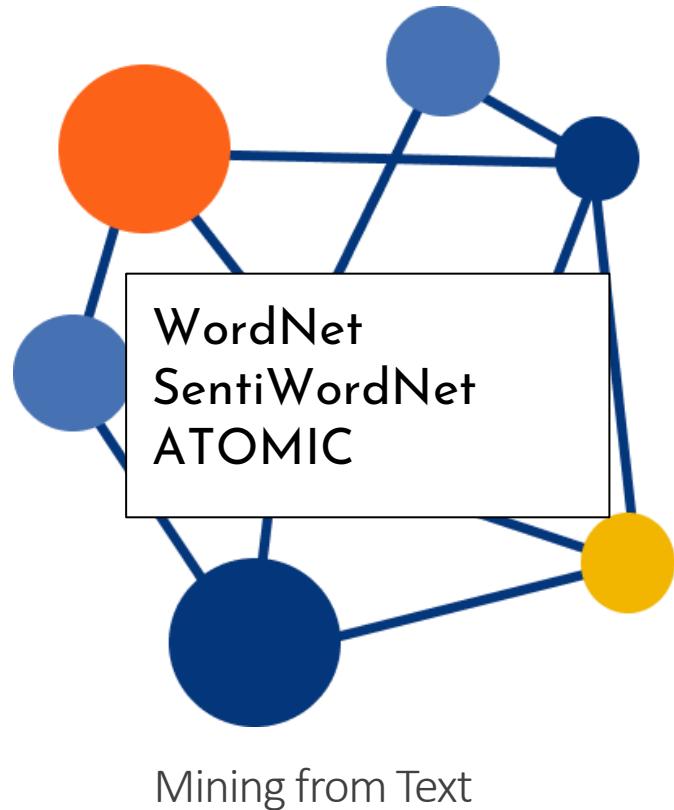
Knowledge  
Source



Conceptnet 5.5: An open multilingual graph of general knowledge. Robyn Speer, Joshua Chin, and Catherine Havasi. AAAI 2017.

# Other Knowledge Sources

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Tools

# Neural Component

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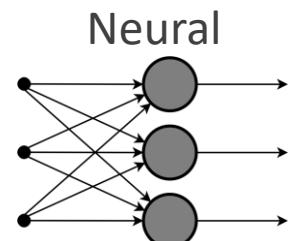
[CLS] Katrina had the financial means to afford a new car while Monica did not, since [SEP] **Katrina** had a high paying job.

[CLS] Katrina had the financial means to afford a new car while Monica did not, since [SEP] **Monica** had a high paying job.



0.51

0.49



# COMET's Combination Method

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Incorporate into scoring function

Symbolic → vector representation

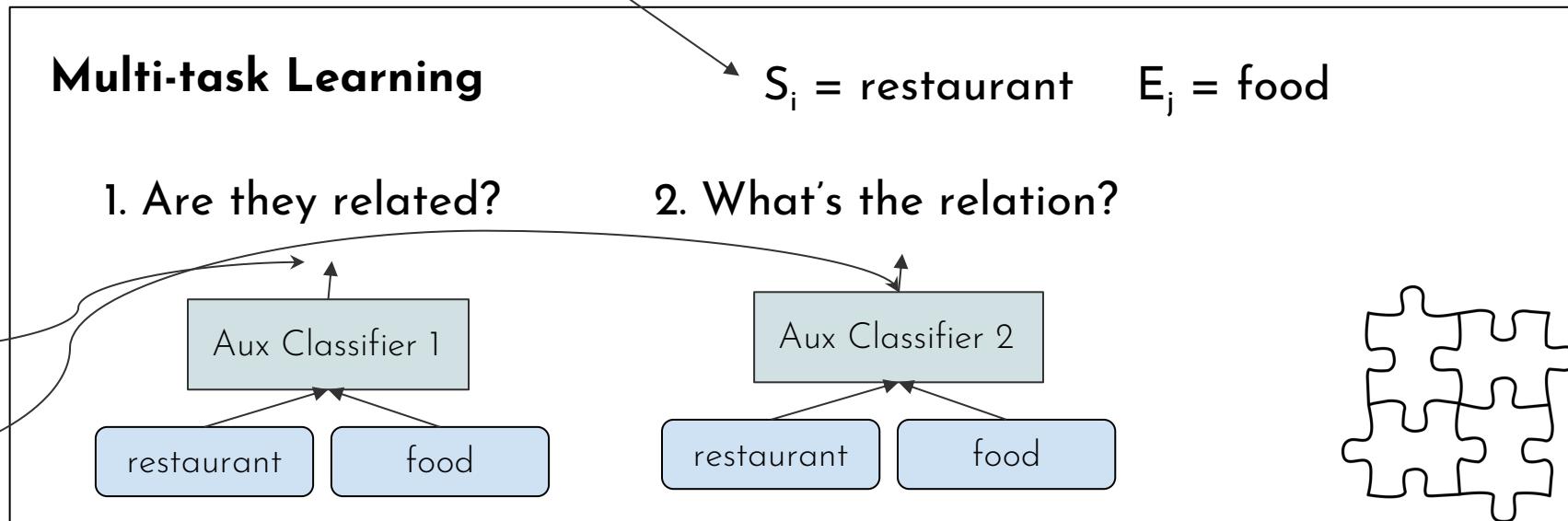
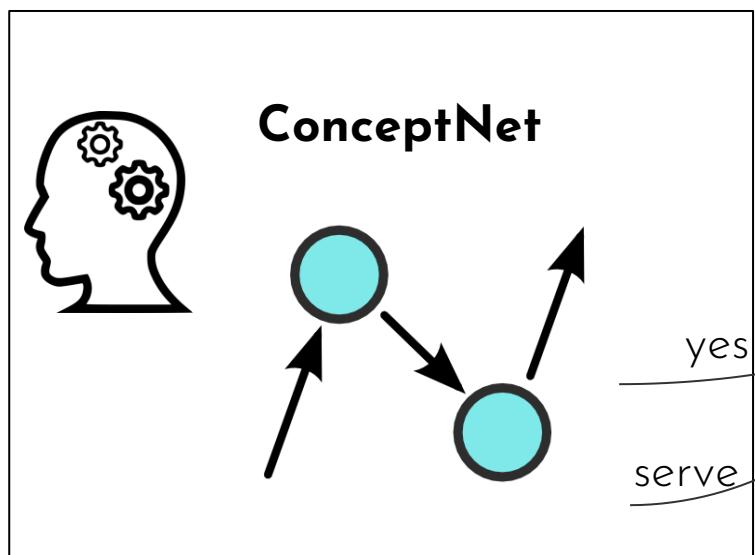
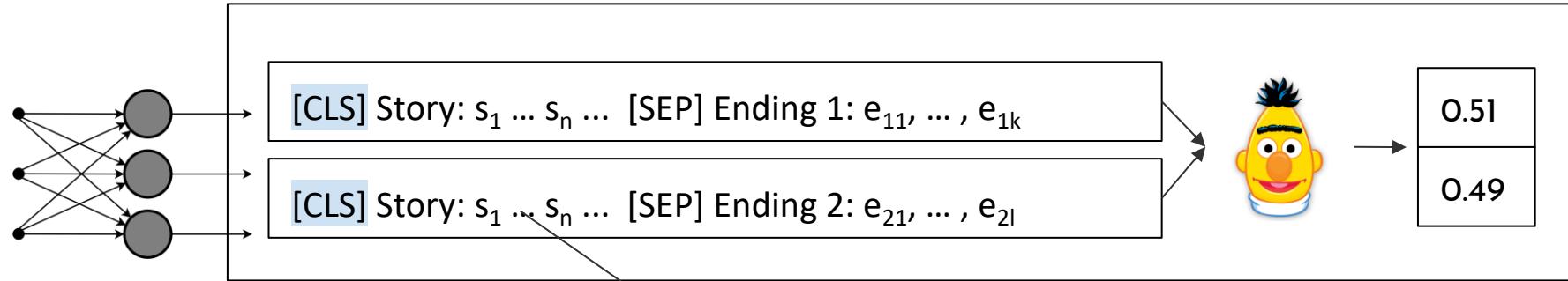
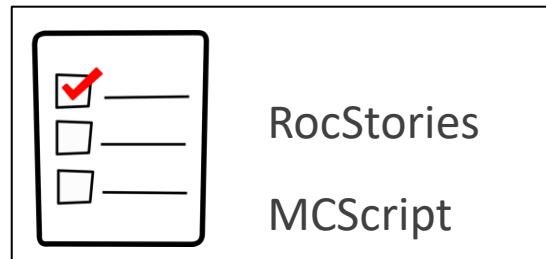
Multi-task learning

- (This was before we had *very large LMs*)



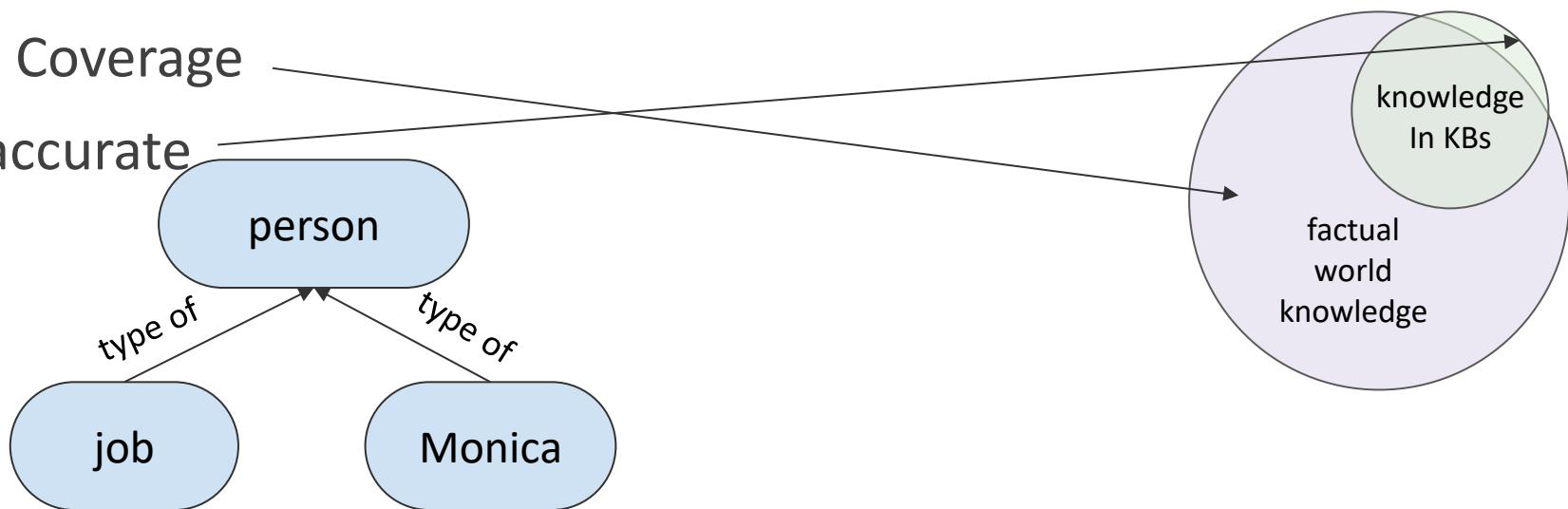
# Incorporating External Knowledge into Neural Models

Example

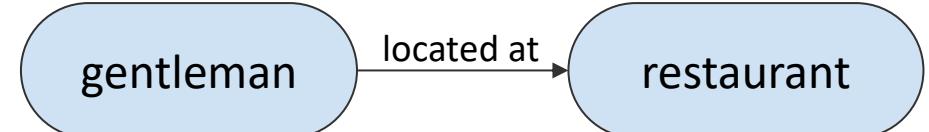


# Review: Limitations

- Insufficient Coverage
- Not 100% accurate



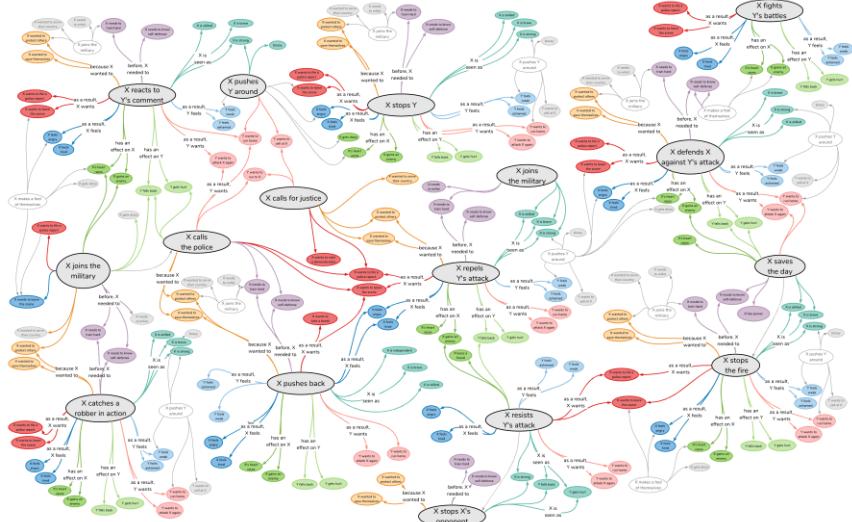
- Easy to incorporate simple resources with stationary facts (ConceptNet) but they are limited in expressiveness:



# Limitations of Knowledge Graphs

- Situations rarely found **as-is** in commonsense knowledge graphs

ATOMIC



(Sap et al., 2019)

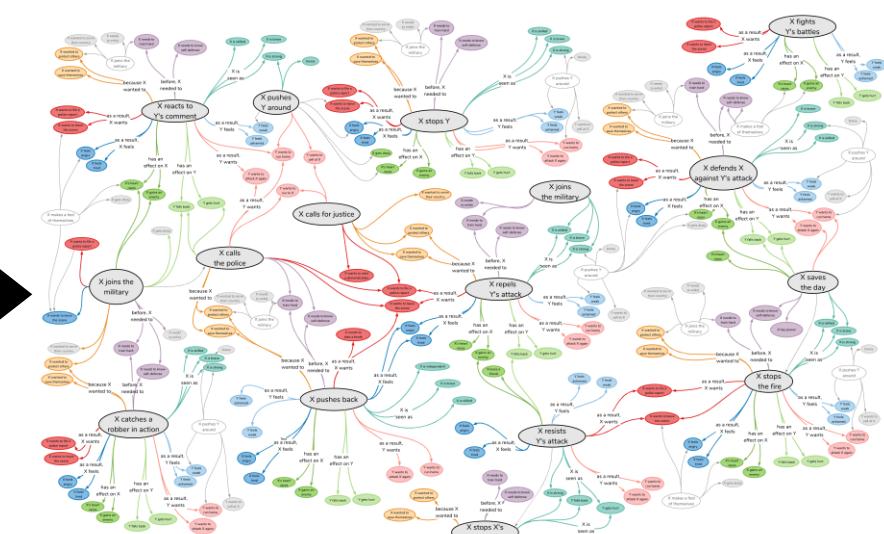
(X goes to the mall,  
Effect on X, buys  
clothes)

(X goes to the mall,  
Perception of X, rich)

(X gives Y some money,  
Reaction of Y, grateful)

# Limitations of Knowledge Graphs

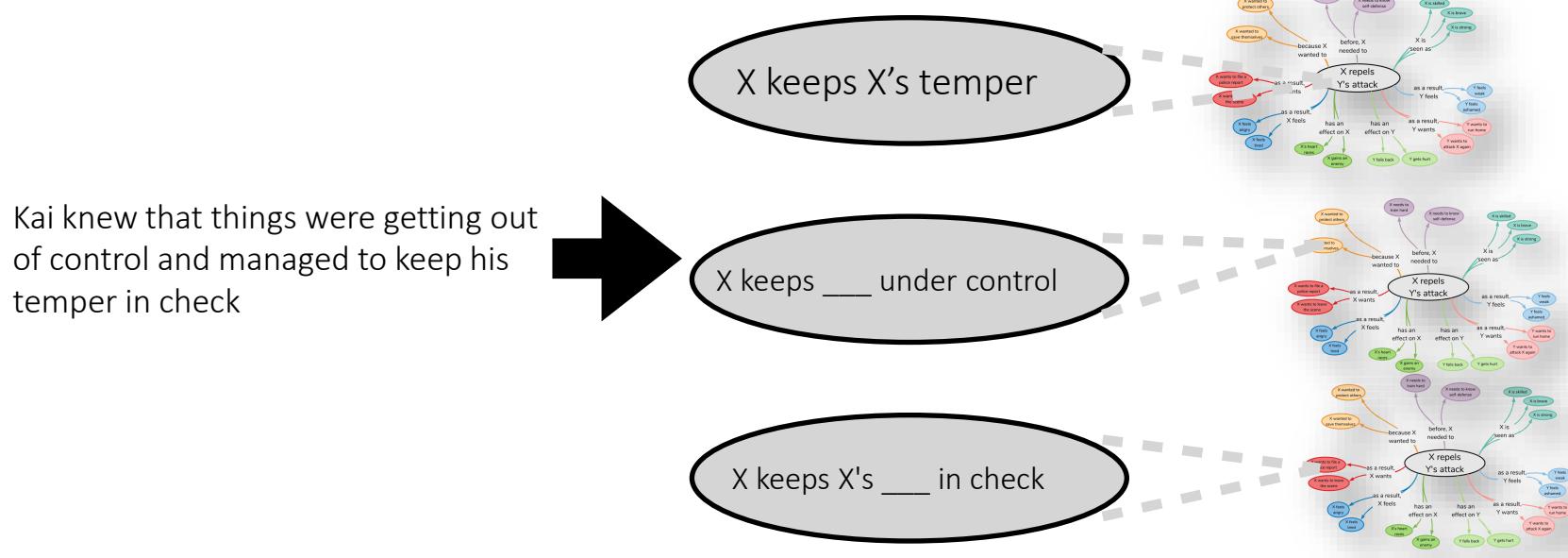
Kai knew that things were getting out of control and managed to keep his temper in check



(Sap et al., 2019)

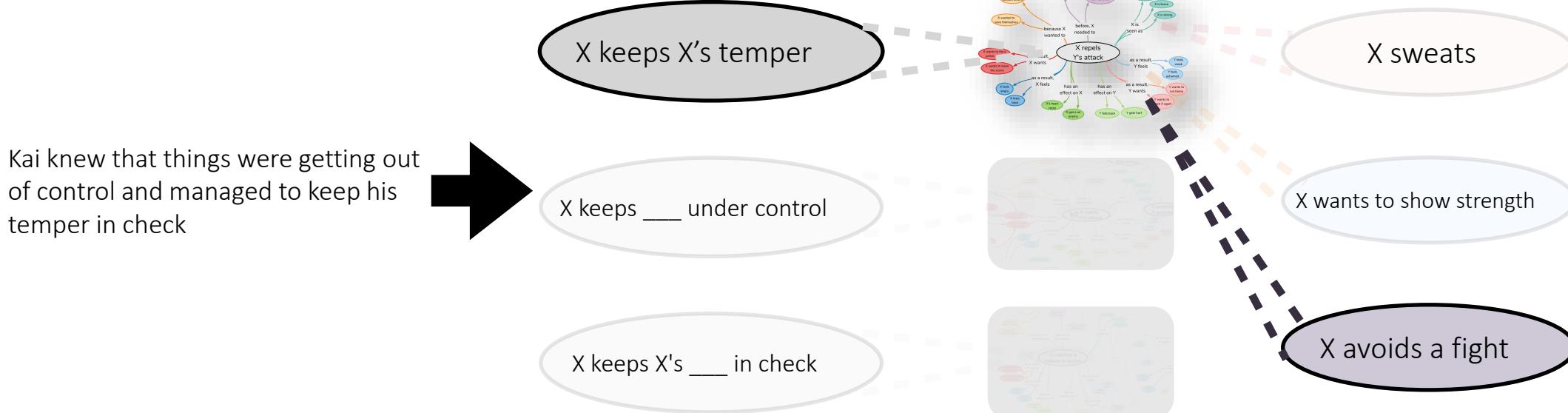
# Limitations of Knowledge Graphs

- Situations rarely found **as-is** in commonsense knowledge graphs
- Connecting to knowledge graphs can yield **incorrect** nodes



# Limitations of Knowledge Graphs

- Situations rarely found **as-is** in commonsense knowledge graphs
- Connecting to knowledge graphs can yield **incorrect** nodes
- Suitable nodes are often **uncontextualized**

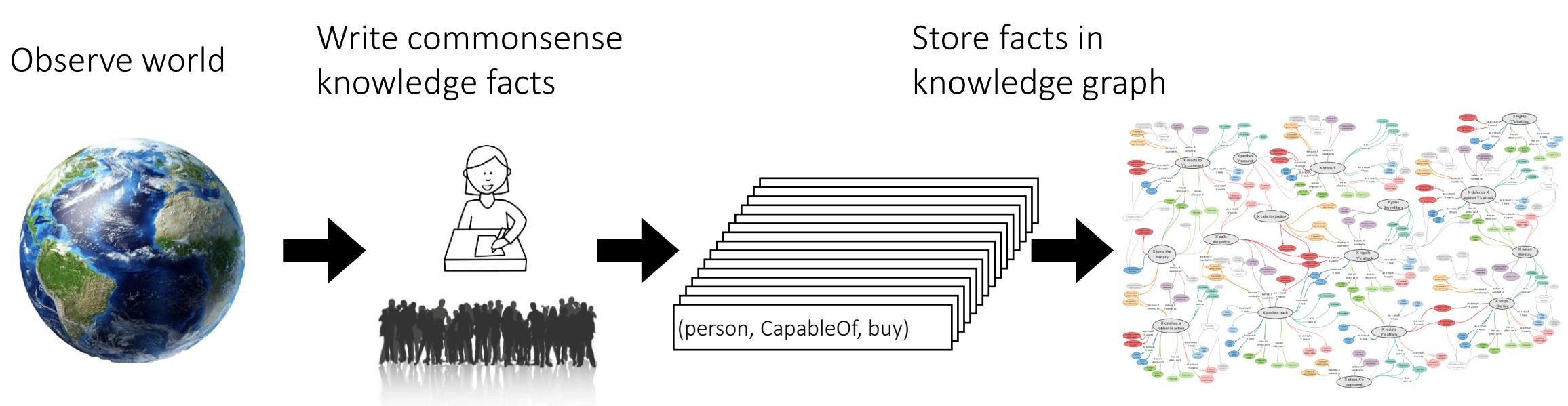


# Challenge

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How do we provide machines with large-scale commonsense knowledge?

# Constructing Knowledge Graphs



# Constructing Knowledge Graphs

Observe world

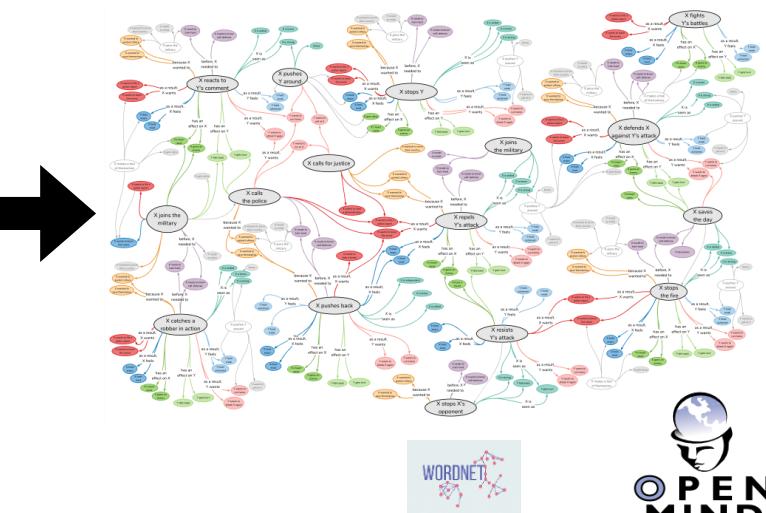
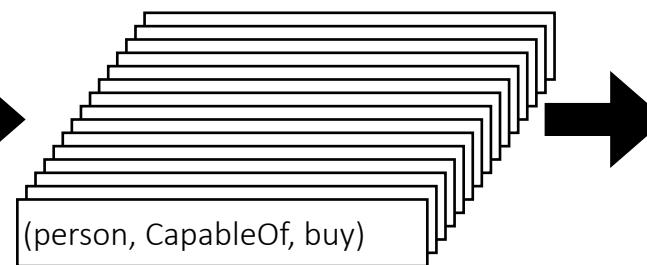


Write commonsense  
knowledge facts



(person, CapableOf, buy)

Store facts in  
knowledge graph



(Miller, 1995)

(Singh et al., 2002)



(Lenat, 1995)



(Sap et al., 2019)

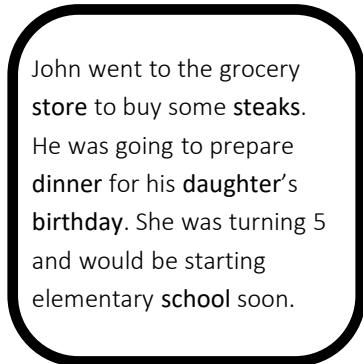
# Challenges of Prior Approaches

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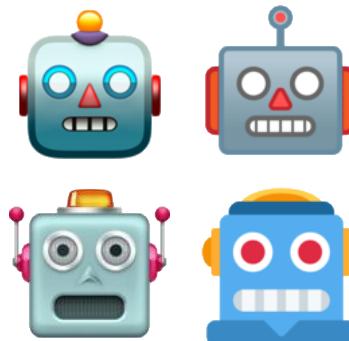
Commonsense knowledge is immeasurably vast, making it impossible to manually enumerate

# Constructing Knowledge Graphs Automatically

Gather Textual Corpus



Automatically extract knowledge



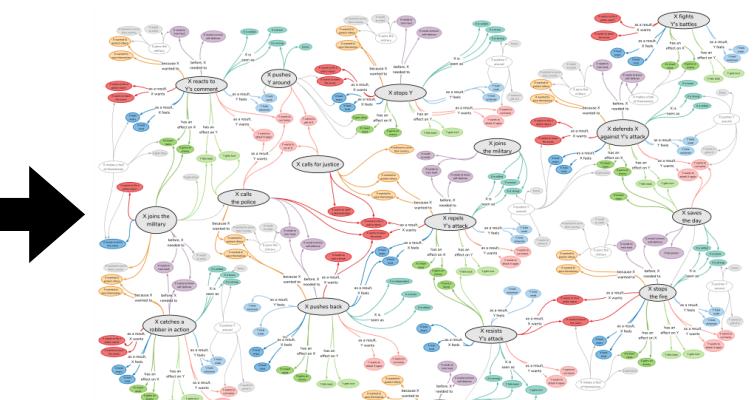
(Schubert, 2002)

(Banko et al., 2007)

(Zhang et al., 2020)

(person, CapableOf, buy)

Store in knowledge graph



 **ConceptNet**  
An open, multilingual knowledge graph

(Speer et al., 2017)

 **Webchild**  
max planck institut  
für informatik

(Tandon et al., 2019)

# Challenges of Prior Approaches

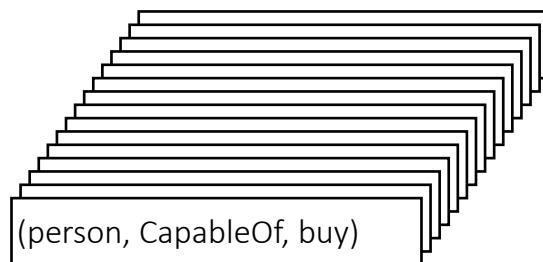
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Commonsense knowledge is immeasurably vast, making it impossible to manually enumerate

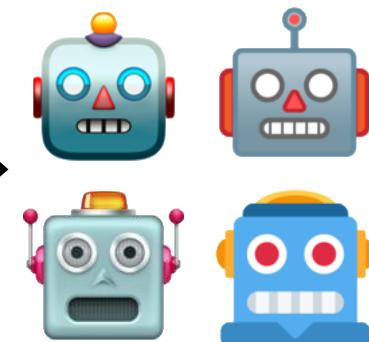
Commonsense knowledge is often implicit, and often can't be directly extracted from text

# Knowledge Base Completion

Gather training set  
of knowledge tuples



Learn relationships  
among entities



(Socher et al., 2013)

(Bordes et al., 2013)

(Riedel et al., 2013)

(Toutanova et al., 2015)

(Yang et al., 2015)

(Trouillon et al., 2016)

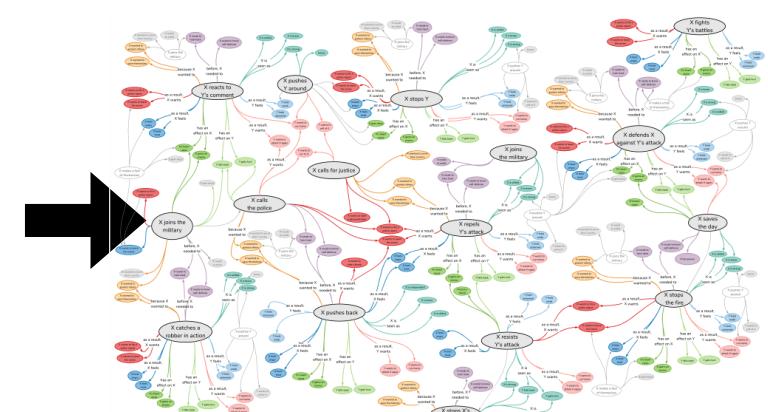
(Nguyen et al., 2016)

(Dettmers et al., 2018)

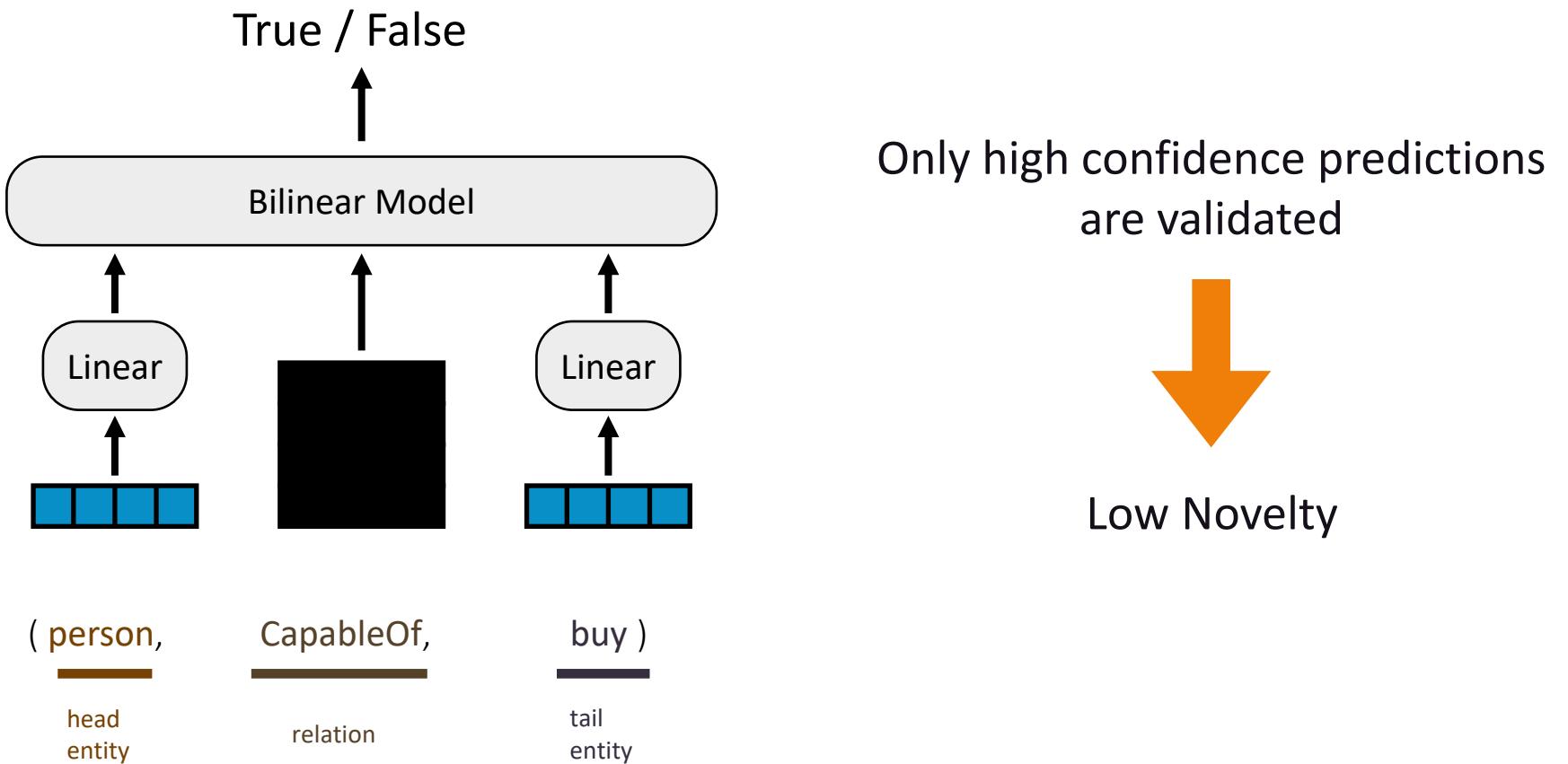
Predict new relationships

(person, CapableOf, ?)

Store in knowledge graph



# Commonsense Knowledge Base Completion

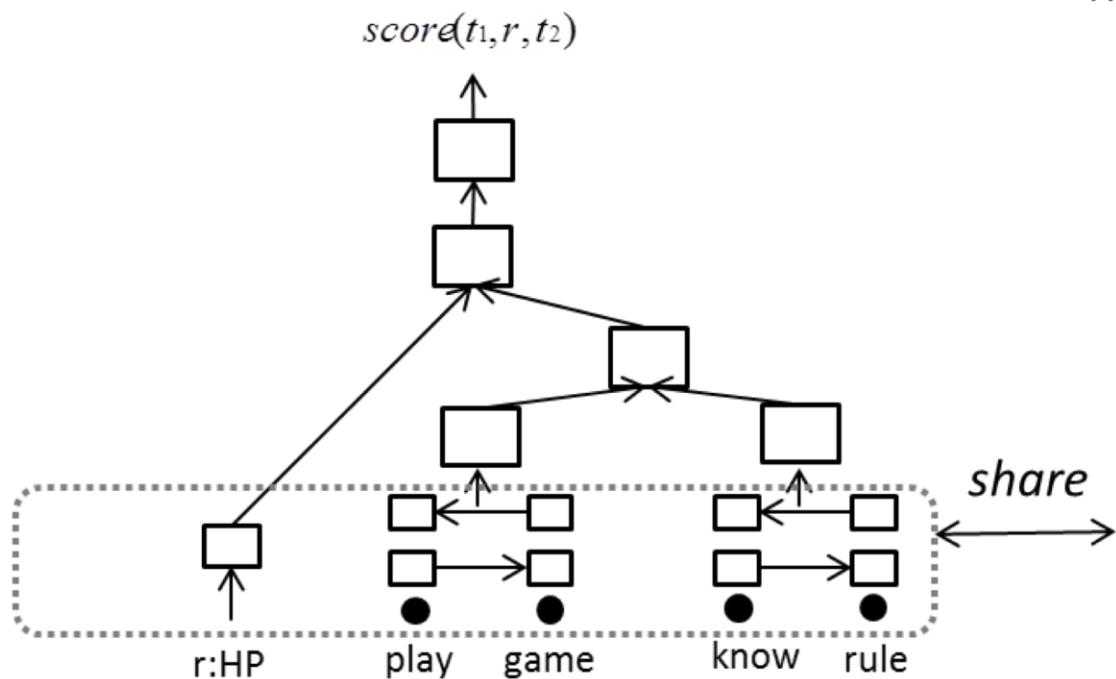


Li et al., 2016

Jastrzebski et al., 2018

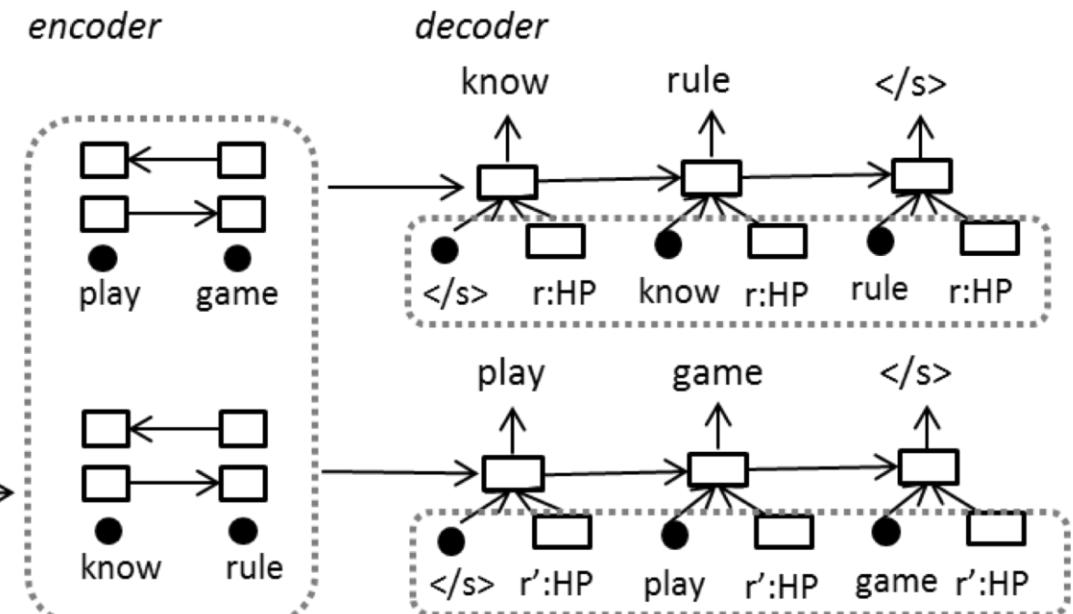
# Commonsense Knowledge Base Completion and Generation!

Knowledge base **completion** model



Knowledge base **generation** model

Attention-based encoder-decoder model



# Challenges of Prior Approaches

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Commonsense knowledge is immeasurably vast, making it impossible to manually enumerate

Commonsense knowledge is often implicit, and often can't be directly extracted from text

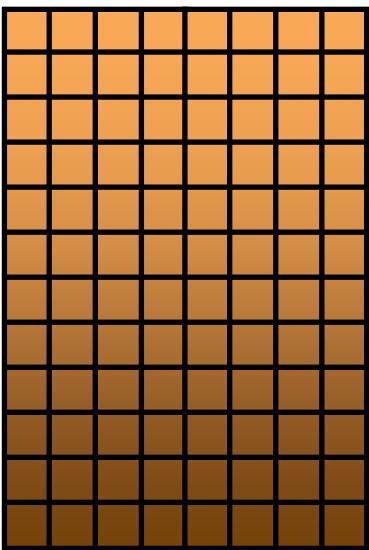
Commonsense knowledge resources are quite sparse, making them difficult to extend by only learning from examples

# Solution Outline

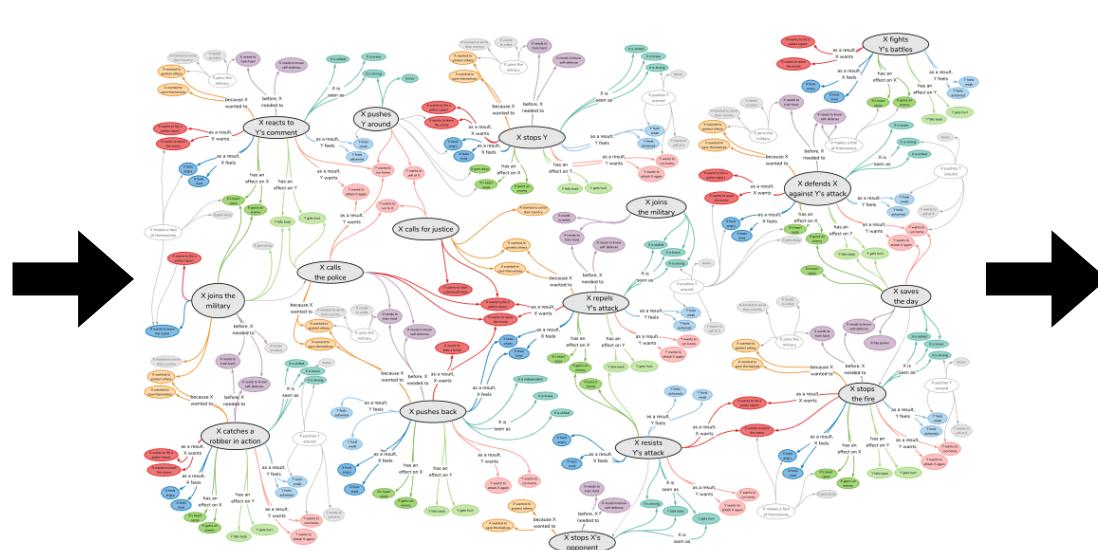
Leverage manually curated commonsense knowledge resources

Learn from the examples to induce new relationships

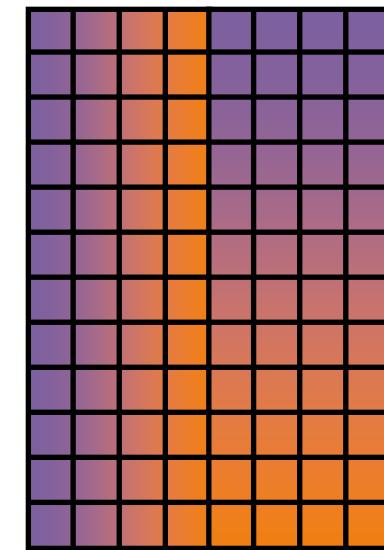
Scale up using language resources



Learn word embeddings  
from language corpus



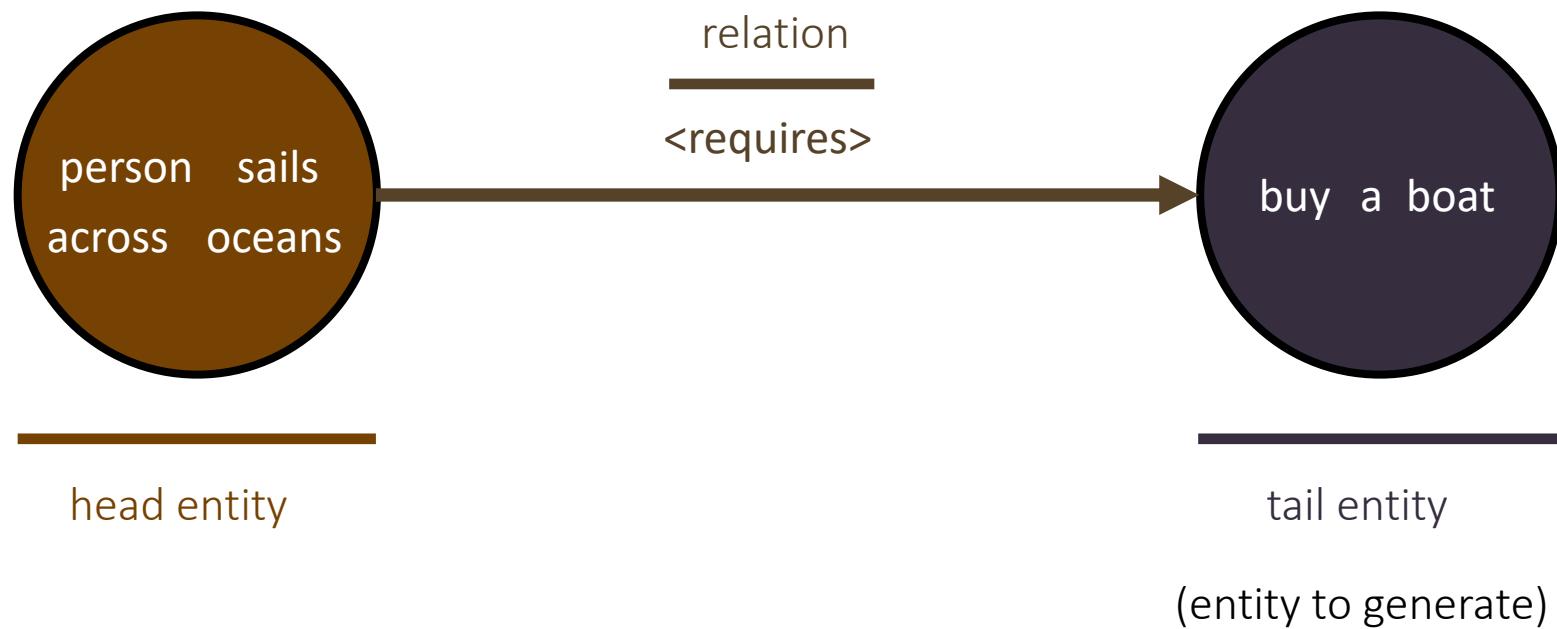
Retrofit word embeddings  
on semantic resource



Learn knowledge-  
aware embeddings

# Structure of Knowledge Tuple

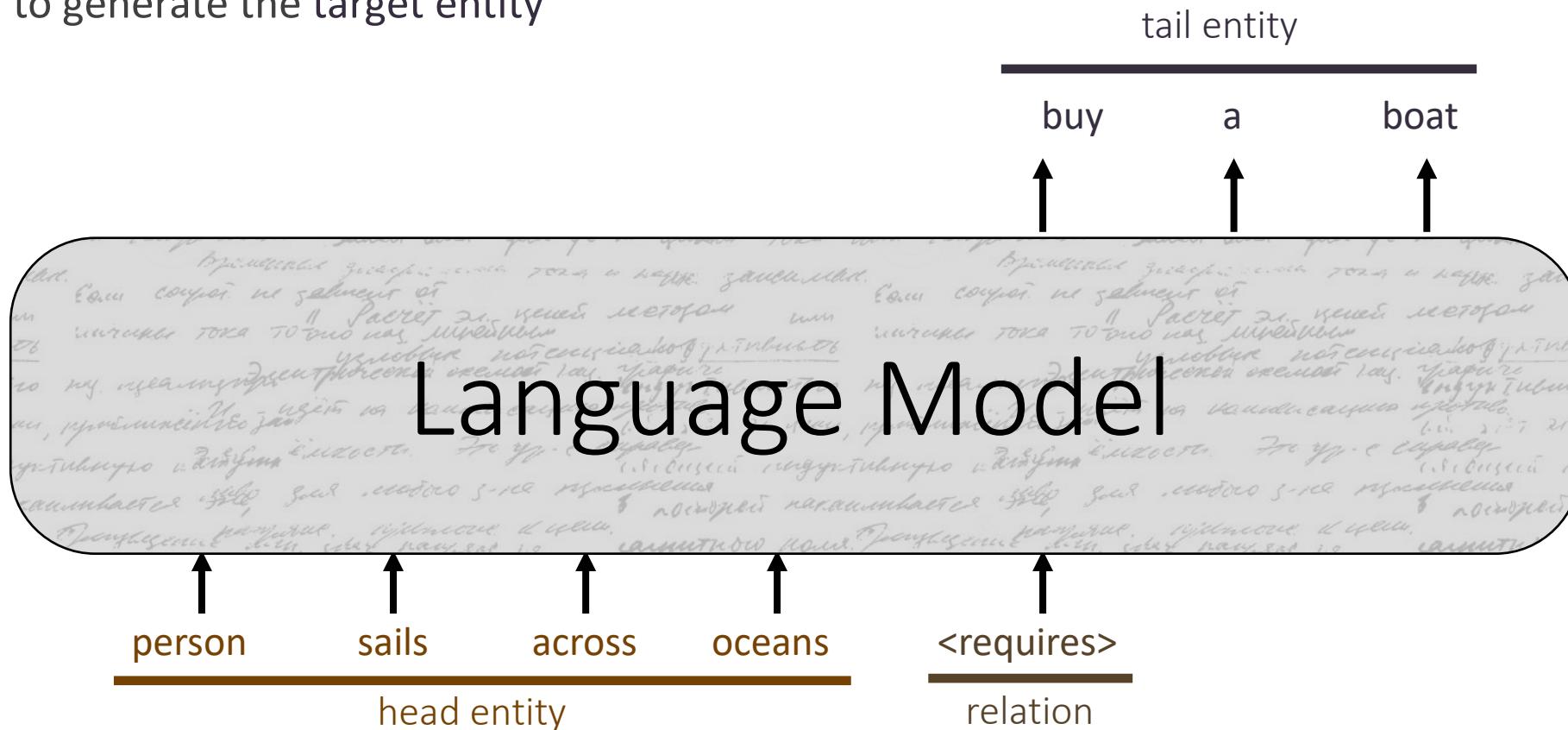
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# Learning Structure of Knowledge

Given a **seed entity** and a relation,  
learn to generate the target entity

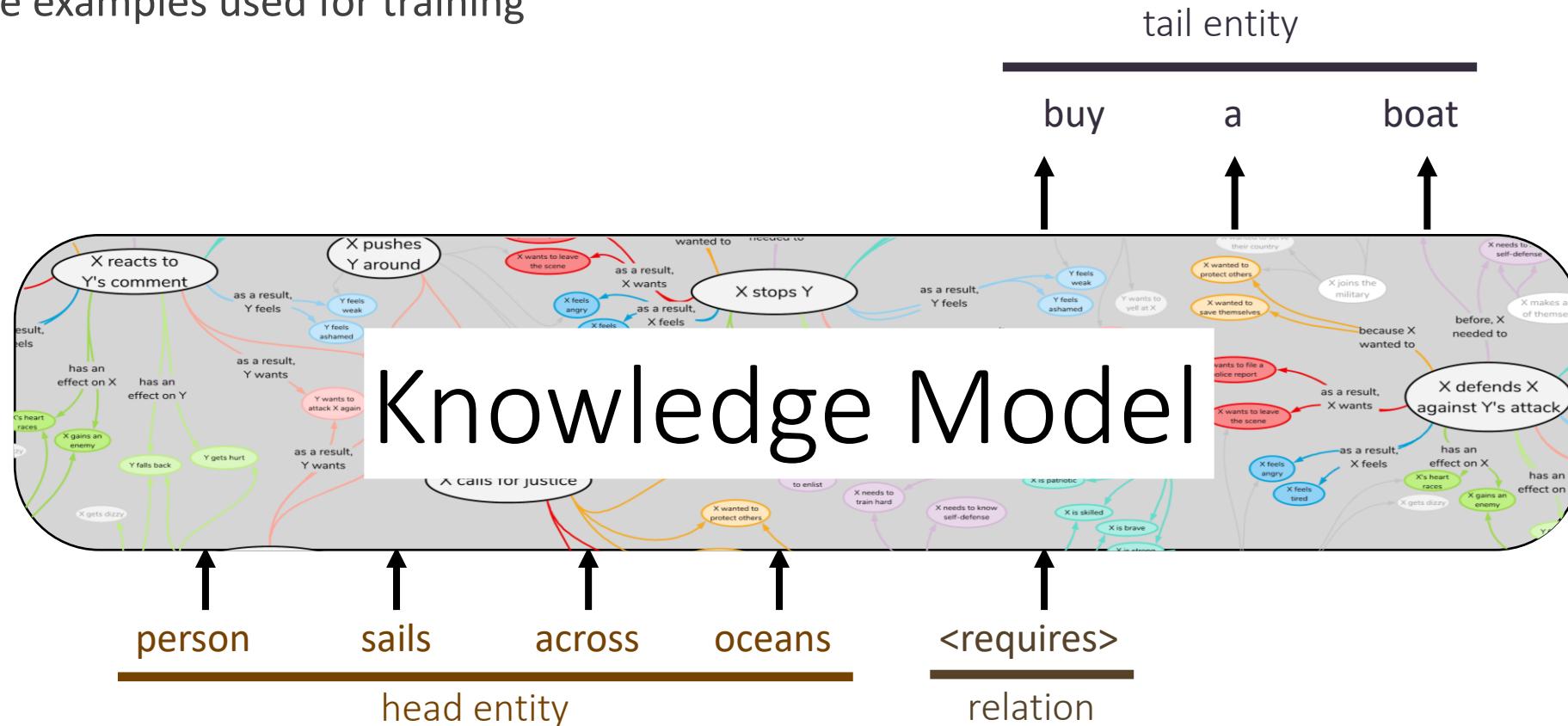
$$\mathcal{L} = -\sum \log P(\text{target words} | \text{seed words, relation})$$



(Bosselut et al., 2019)

# Learning Structure of Knowledge

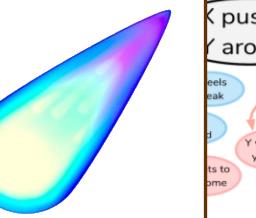
Language Model → Knowledge Model: generates knowledge of the structure of the examples used for training



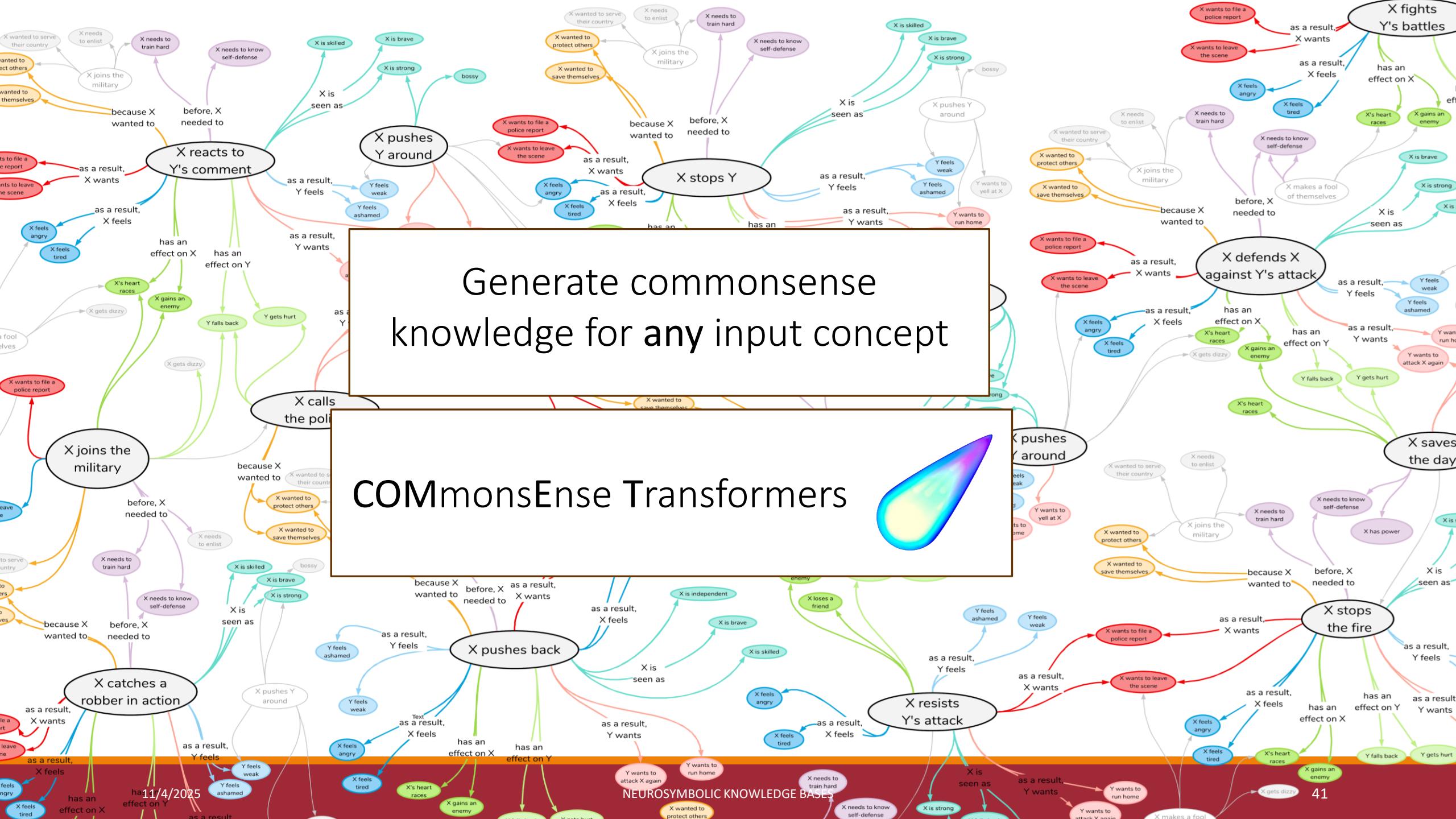
(Bosselut et al., 2019)

Generate commonsense knowledge for any input concept

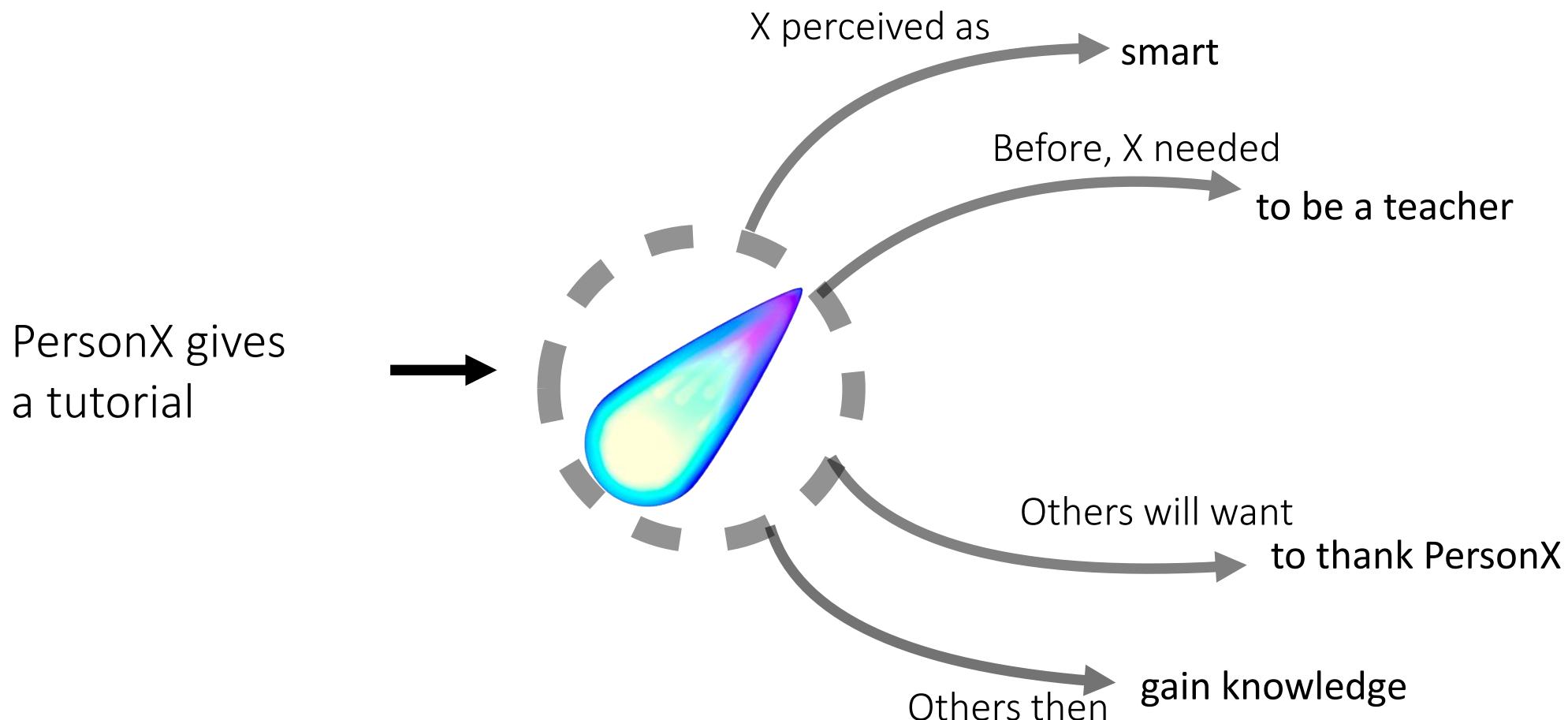
COMmonsEnse Transformers



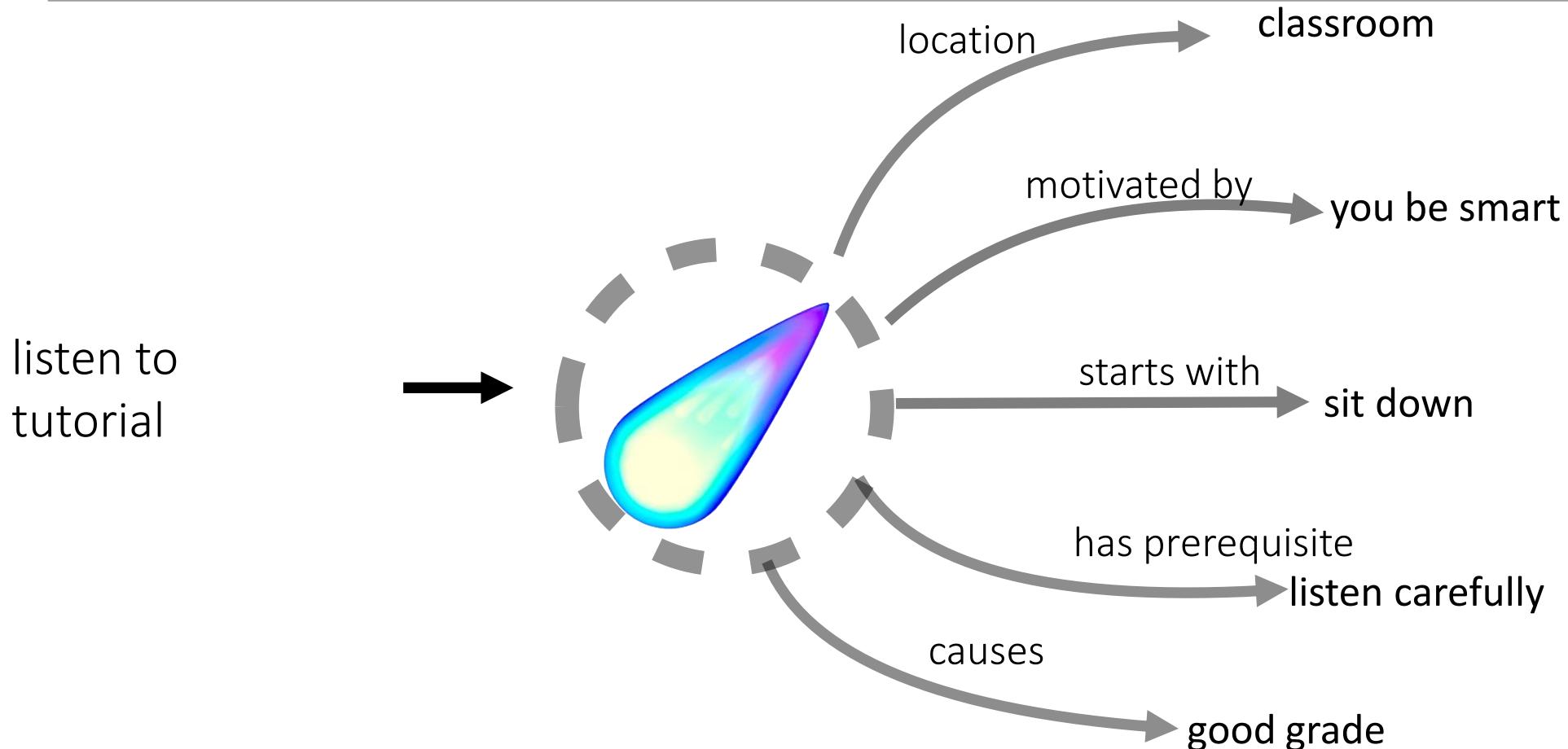
NEUROSYMBOLIC KNOWLEDGE BASE



# COMET - ATOMIC



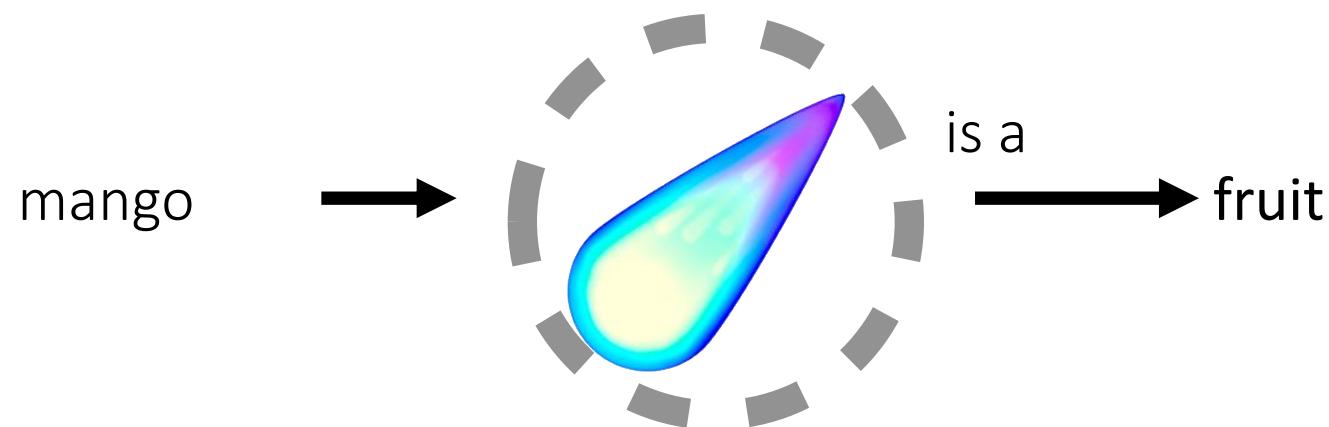
# COMET - ConceptNet



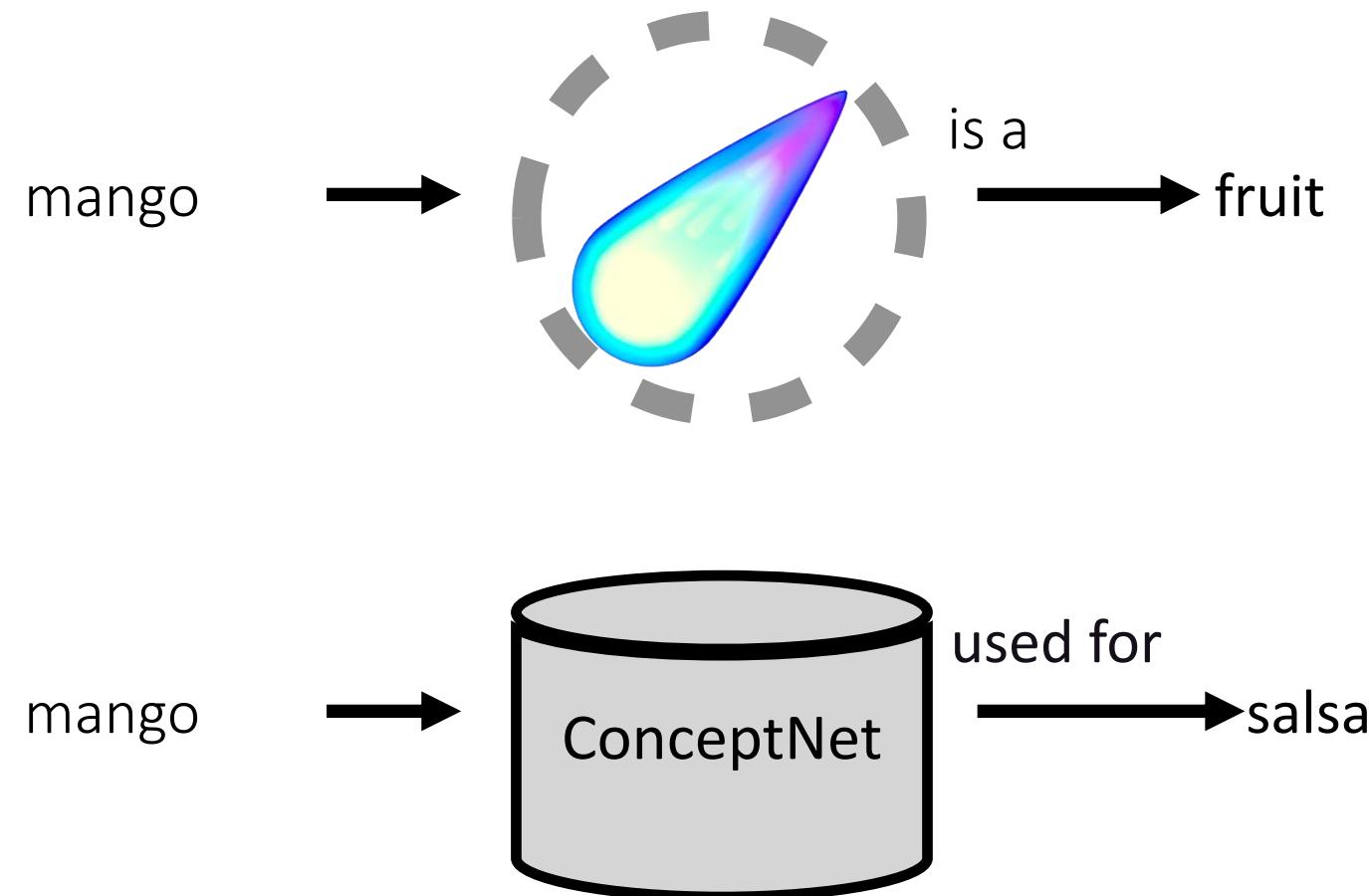
# Why does this work?

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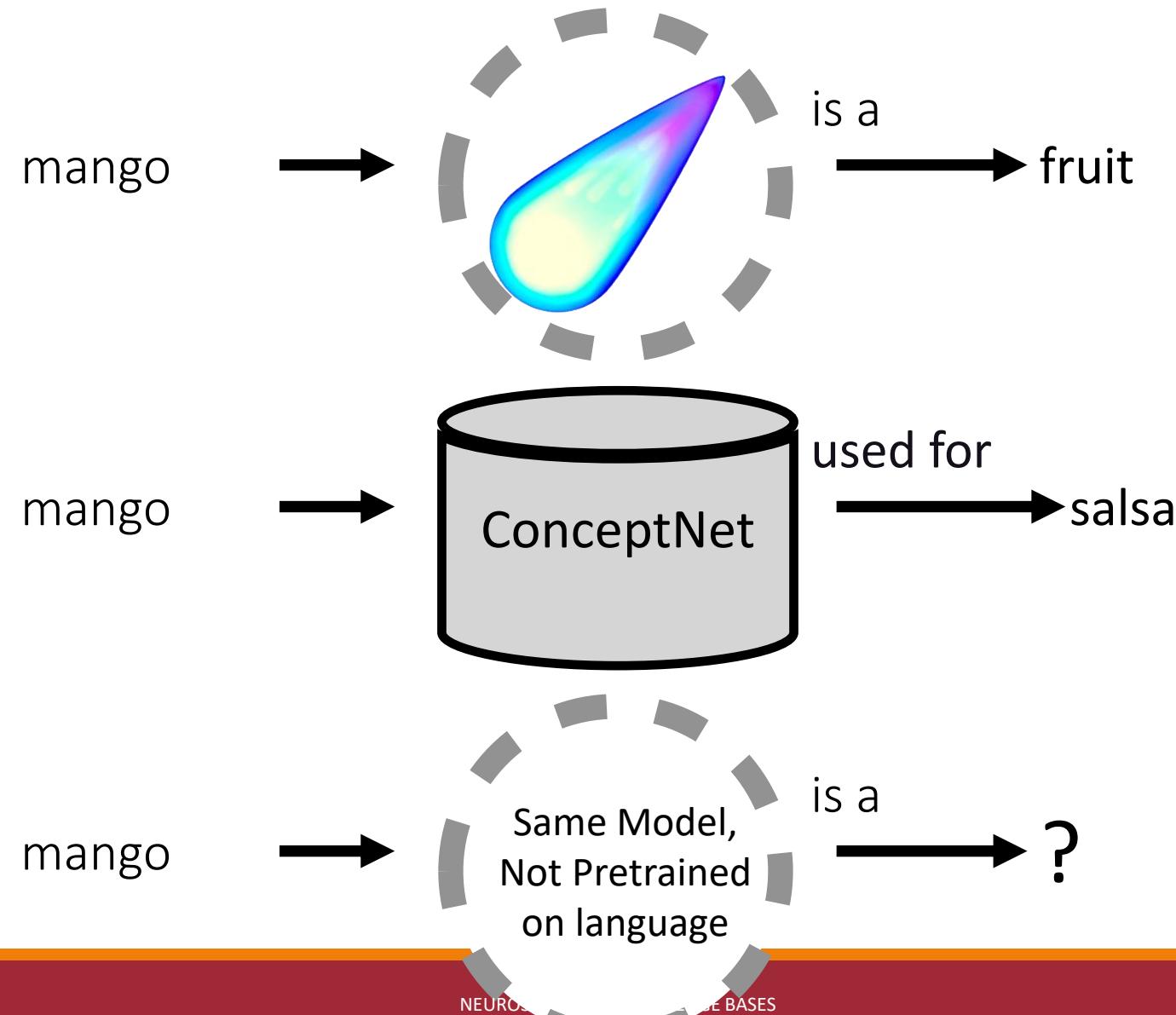
# Transfer Learning from Language



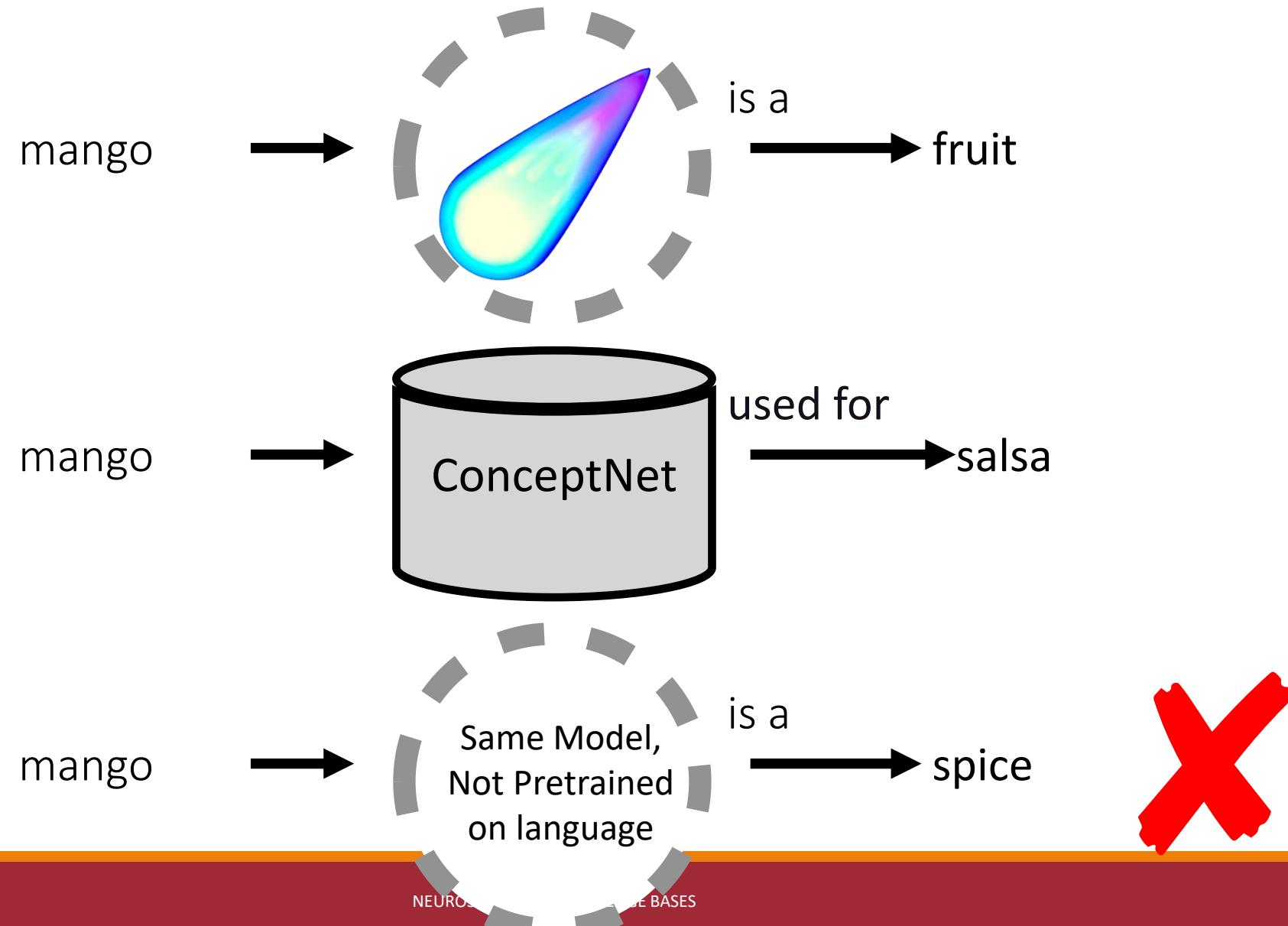
# Transfer Learning from Language



# Transfer Learning from Language



# Transfer Learning from Language



Can't an off-the-shelf language model do the same thing?

---

# Do Language Models know this?

Sentence:

mango is a

Predictions:

2.1% **great**

1.9% **very**

1.2% **new**

1.0% **good**

1.0% **small**

← Undo

# Do Language Models know this?

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- ← Undo

Sentence:

a mango is a

Predictions:

- 4.2% **good**
  - 4.0% **very**
  - 2.5% **great**
  - 2.4% **delicious**
  - 1.8% **sweet**
- ← Undo

# Do Language Models know this?

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  - 2.4% **delicious**
  - 1.8% **sweet**
- ← Undo

Sentence:

A mango is a

Predictions:

- 4.2% **fruit**
  - 3.5% **very**
  - 2.5% **sweet**
  - 2.2% **good**
  - 1.5% **delicious**
- ← Undo

# Do Masked Language Models know this?

Sentence:

mango is a [MASK]

Mask 1 Predictions:

69.7% .  
9.3% ;  
1.7% !  
0.8% **vegetable**  
0.7% ?

Sentence:

mango is a [MASK].

Mask 1 Predictions:

7.6% **staple**  
7.6% **vegetable**  
4.6% **plant**  
3.5% **tree**  
3.5% **fruit**

Sentence:

A mango is a [MASK].

Mask 1 Predictions:

16.0% **banana**  
12.1% **fruit**  
5.9% **plant**  
5.5% **vegetable**  
2.5% **candy**

# Think-Pair-Share

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How would you get a modern LM to produce the correct behavior without finetuning?

# Sensitivity to cues

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Candidate Sentence $S_i$	$\log p(S_i)$
“musician can playing musical instrument”	−5.7
“musician can be play musical instrument”	−4.9
“musician often play musical instrument”	−5.5
“a musician can play a musical instrument”	<b>−2.9</b>

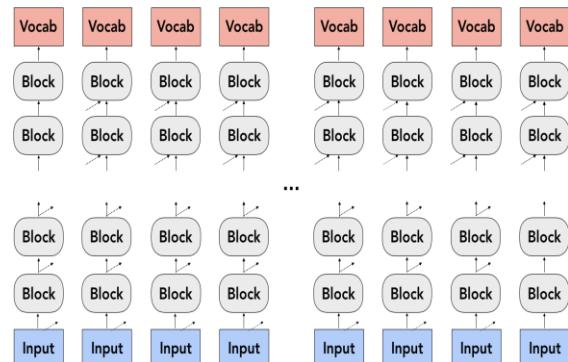
Feldman et al., 2019

Prompt	Model Predictions
A ____ has fur.	dog, cat, fox, ...
A ____ has fur, is big, and has claws.	cat, <b>bear</b> , lion, ...
A ____ has fur, is big, has claws, has teeth, is an animal, eats, is brown, and lives in woods.	<b>bear</b> , wolf, cat, ...

Weir et al., 2020

# Commonsense Transformers

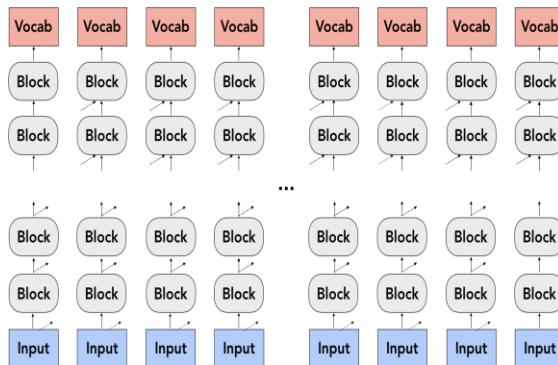
- Language models implicitly represent knowledge



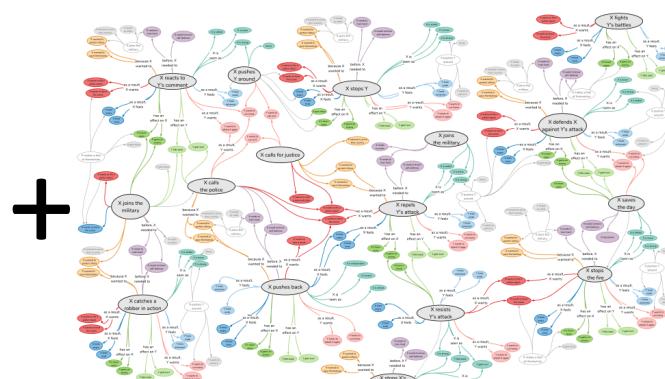
Pre-trained  
Language Model

# Commonsense Transformers

- Language models implicitly represent knowledge
- Finetune them on knowledge graphs to learn structure of knowledge



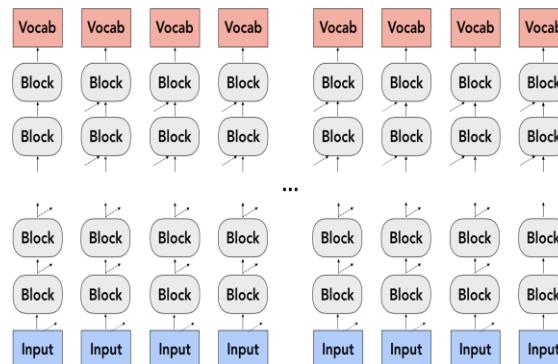
Pre-trained  
Language Model



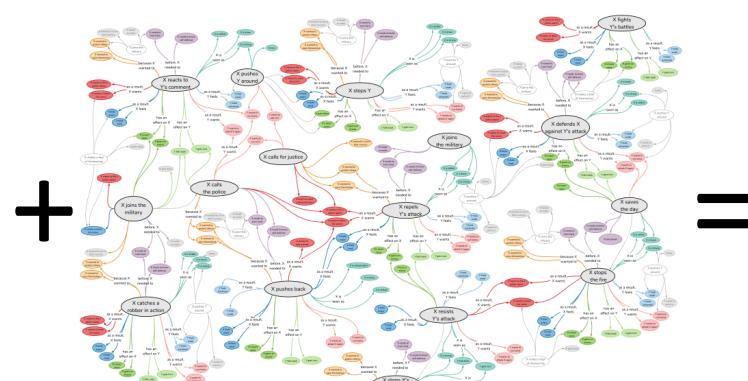
Seed Knowledge  
Graph Training

# Commonsense Transformers

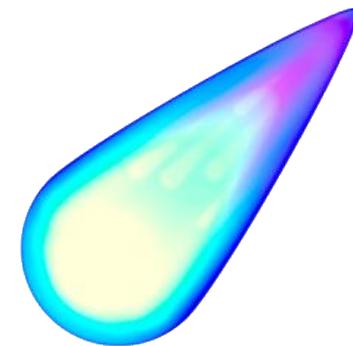
- Language models implicitly represent knowledge
  - Finetune them on knowledge graphs to learn structure of knowledge
  - Resulting knowledge model generalizes structure to other concepts



# Pre-trained Language Model



# Seed Knowledge Graph Training



# COMET

What are the implications of this knowledge representation?

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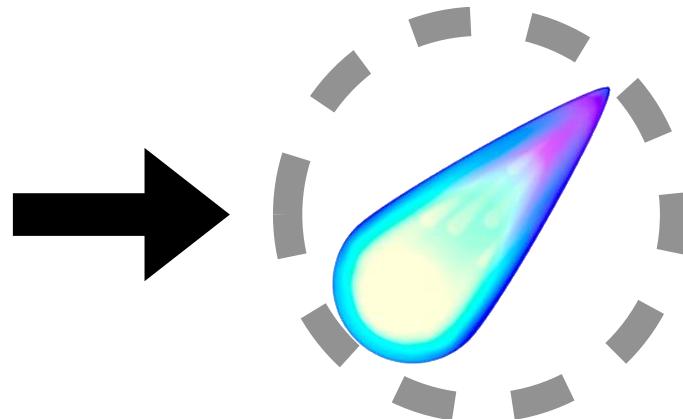
# Commonsense Knowledge for any Situation

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transformer-style architecture — input format is natural language

- event can be fully parsed

Kai knew that things were getting out of control and managed to keep his temper in check

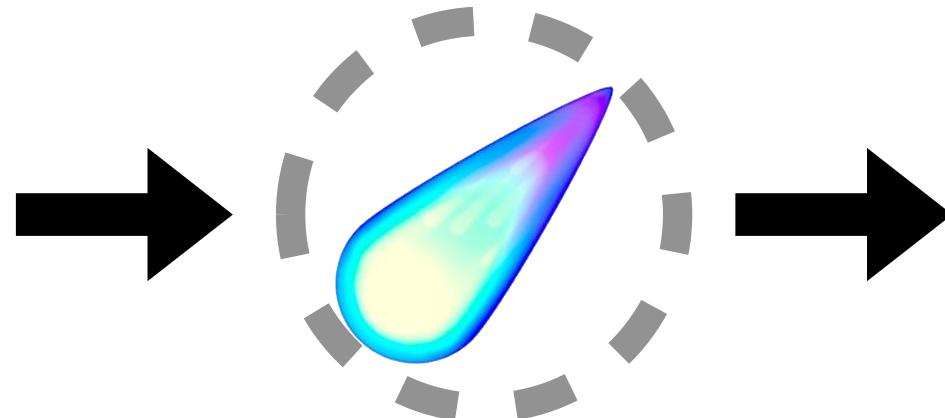


# Commonsense Knowledge for any Situation

transformer-style architecture — input format is natural language

- event can be fully parsed
- knowledge generated **dynamically** from neural knowledge model

Kai knew that things were getting out of control and managed to keep his temper in check



Kai wants to avoid trouble  
Kai intends to be calm  
Kai stays calm  
Kai is viewed as cautious

# Ways of combining them

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## During training

- Such as in reinforcement learning or retrieval-augmented generation (RAG)

## After training

- Like a symbolic “wrapper” – helps validate what the NN is doing

## Others??

# VerbNet v3.4

<https://verbs.colorado.edu/verbnet/>

Verb classes based on Beth Levin (1993)

**Data Source:** hand-crafted

**Languages:** English

**Use:** raw data or my code

**Demo:** [https://uvi.colorado.edu/uvi\\_search](https://uvi.colorado.edu/uvi_search)

The screenshot displays the VerbNet v3.4 web application interface. At the top left is a 'Full Class View' window showing 'get-13.5.1' and 'get-13.5.1-1'. To the right is a 'Class Hierarchy' section. Below these are four main sections: 'Members', 'Roles', 'Frames', and 'Predicates'.  
**Members:** A grid of buttons for Member Verb Lemmas: ATTAIN, BOOK, BUY, CALL, CATCH, CHARTER, CHOOSE, FIND, GATHER, HIRE, LEASE, ORDER, PHONE, PICK, PLUCK, PROCURE, PULL, REACH, RENT, RESERVE, TAKE, WIN.  
**Roles:** A list of verb roles:  
- Agent [+animate | +organization]  
- Theme  
- Source [+concrete]  
- Beneficiary [+animate | +organization]  
- Asset [-location & -region]  
**Frames:** A table showing NP V NP frames:

NP V NP
NP V NP PP:source
NP V NP PP:beneficiary
NP V NP:beneficiary NP
NP V NP PP:asset
NP:asset V NP
NP V NP PP:source NP:asset

EXAMPLE: Carmen bought a dress.  
[SHOW DEPENDENCY PARSE TREE](#)

SYNTAX: Agent VERB Theme **Syntax of this frame (NP V NP) with roles**

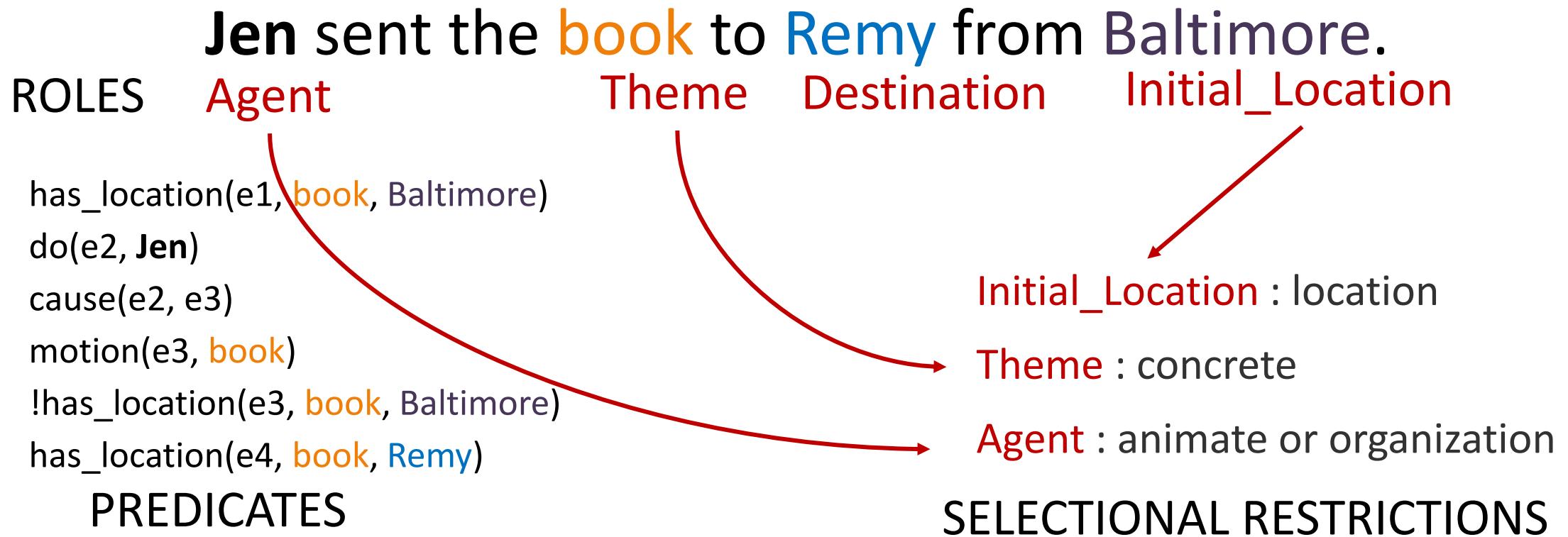
SEMANTICS:  
HAS\_POSSESSION( e1 , ?Source , Theme )  
¬ HAS\_POSSESSION( e1 , Agent , Theme )  
TRANSFER( e2 , Agent , Theme , ?Source )  
CAUSE( e2 , e3 )  
HAS\_POSSESSION( e3 , Agent , Theme )  
¬ HAS\_POSSESSION( e3 , ?Source , Theme )

**Predicates**

K. Kipper Schuler, "VerbNet: A Broad-Coverage, Comprehensive Verb Lexicon," University of Pennsylvania, 2005.

Levin, B. (1993) "English Verb Classes and Alternations: A Preliminary Investigation", University of Chicago Press, Chicago, IL.

# Using VerbNet



# Pre-Conditions and Effects

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**Jen** sent the **book** to **Remy** from **Baltimore**.

## Pre-Conditions

has\_location(e1, **book**, Baltimore)  
do(e2, **Jen**)

cause(e2, e3)

motion(e3, **book**)

!has\_location(e3, **book**, Baltimore)

has\_location(e4, **book**, **Remy**)

## Effects

~~Baltimore : location~~

~~**book** : concrete~~

**Jen** : animate or organization

# Pre-Conditions and Effects

---

**Jen** sent the **book** to **Remy** from **Baltimore**.

Pre-Conditions

has\_location(e1, **book**, Baltimore)

Baltimore : location

**book** : concrete

**Jen** : animate or organization

Effects

~~do(e2, Jen)~~

~~cause(e2, e3)~~

~~motion(e3, book)~~

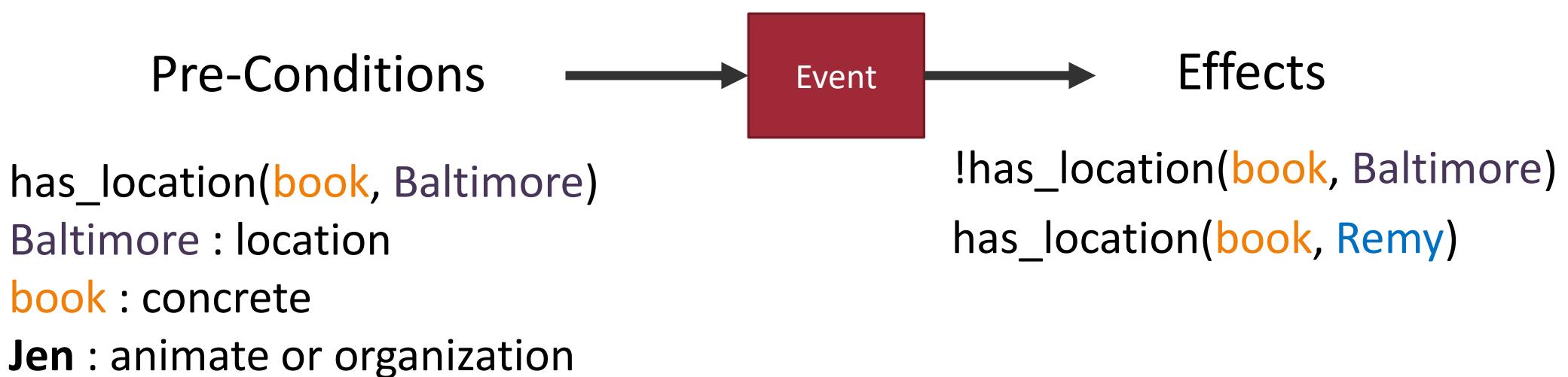
!has\_location(e3, **book**, Baltimore)

has\_location(e4, **book**, **Remy**)

# Pre-Conditions and Effects

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**Jen** sent the **book** to **Remy** from **Baltimore**.



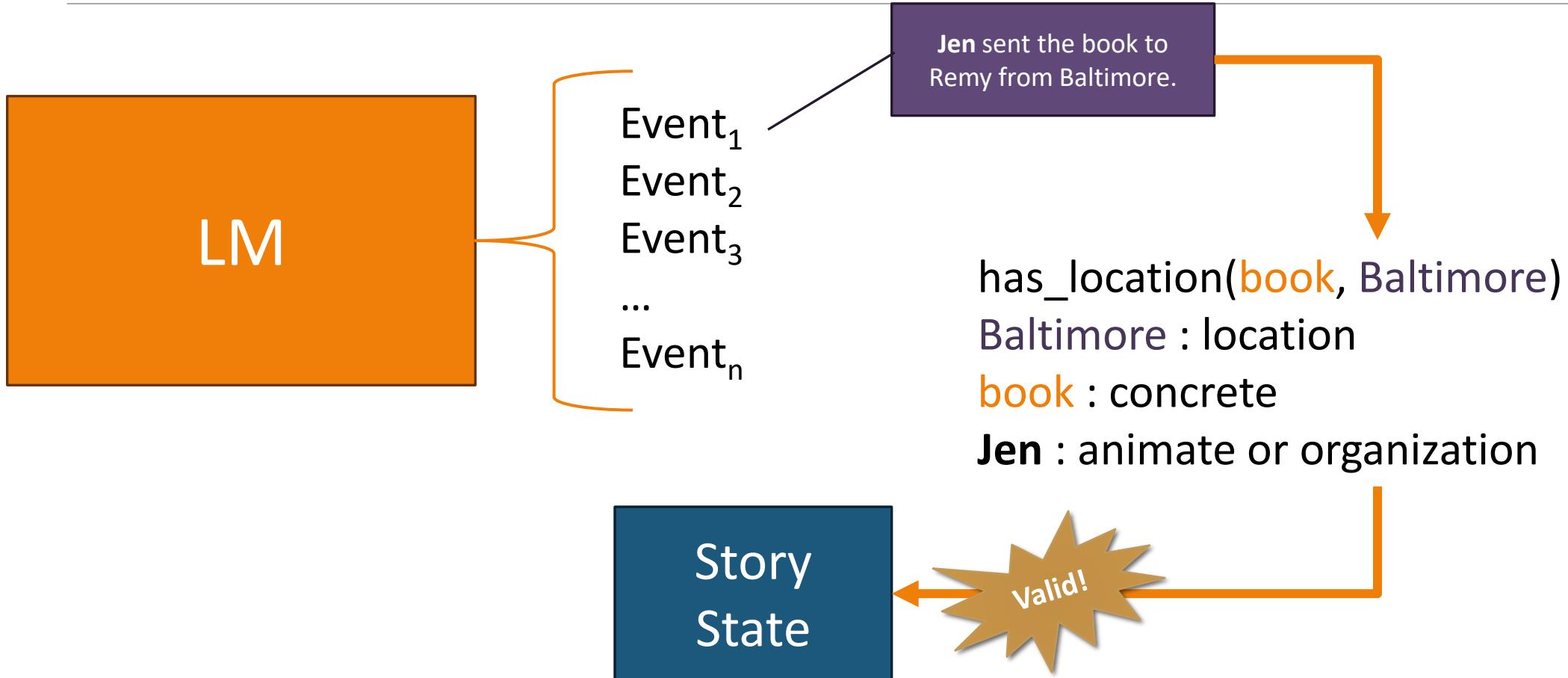
# Resulting State Representation

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**Jen** sent the **book** to **Remy** from **Baltimore**.

```
Baltimore : location  
book : concrete  
Jen : animate or organization  
!has_location(book, Baltimore)  
has_location(book, Remy)
```

# How does a neural network fit in here?



# Knowledge Check

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1. Why might neurosymbolic systems still be useful with today's few-shot LMs?
2. What are some ways you would integrate a knowledge base into a modern LM?