

Soft-unification in Deep Probabilistic Logic

Jaron Maene & Luc De Raedt



Limitations of logic

`locatedIn(eiffel_tower, paris)`

`isIn(eiffel_tower, paris)?`

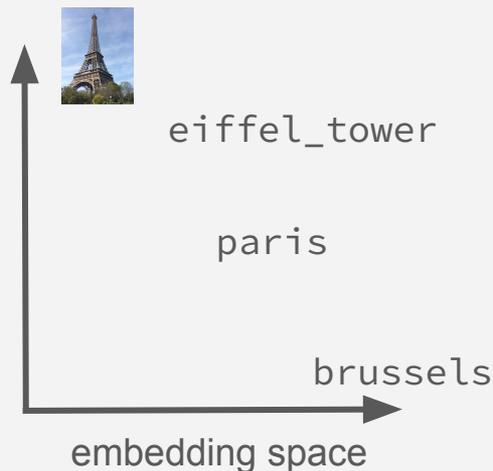


`locatedIn(, paris)?`



Soft-unification: symbols \rightarrow embeddings

`locatedIn(eiffel_tower, paris) =? locatedIn(, brussels)`



Generalizes knowledge graph embeddings: we retain the full power of first-order logical reasoning.

Contributions in short

- (1) *We give sound probabilistic semantics to learnable soft-unification.*
- (2) *We show the equivalence of soft-unification with existing (neuro-)symbolic frameworks based on (neural) probabilistic facts.*

How it works: learning embeddings inside of logic

Query:

locatedIn(, france)?

Program:

```
locatedIn(eiffel_tower, paris)
locatedIn(paris, france)
locatedIn(X, Y) ←
    locatedIn(X, Z) ∧ locatedIn(Z, Y)
```

Proofs:

$((\text{ \approx \text{eiffel_tower}) \wedge (\text{france} \approx \text{paris}))$
 $\vee (\text{ \approx \text{paris})$
 $\vee (\text{ \approx \text{eiffel_tower})$
 $\vee \dots$

Semantics

$$\begin{aligned} & ((\text{eiffel_tower} \approx \text{eiffel_tower}) \wedge (\text{france} \approx \text{paris})) \\ \vee & (\text{eiffel_tower} \approx \text{paris}) \\ \vee & (\text{eiffel_tower} \approx \text{eiffel_tower}) \end{aligned} \quad \Longrightarrow \quad \text{Score}$$

Neural Theorem Prover: soft-unification with fuzzy semantics

$$\begin{aligned} & (0.9 \wedge 0.5) \vee (0.6) \vee (0.9) \\ & = \max(\min(0.9, 0.5), 0.6, 0.9) = 0.9 \quad (\text{Gödel t-norm}) \end{aligned}$$

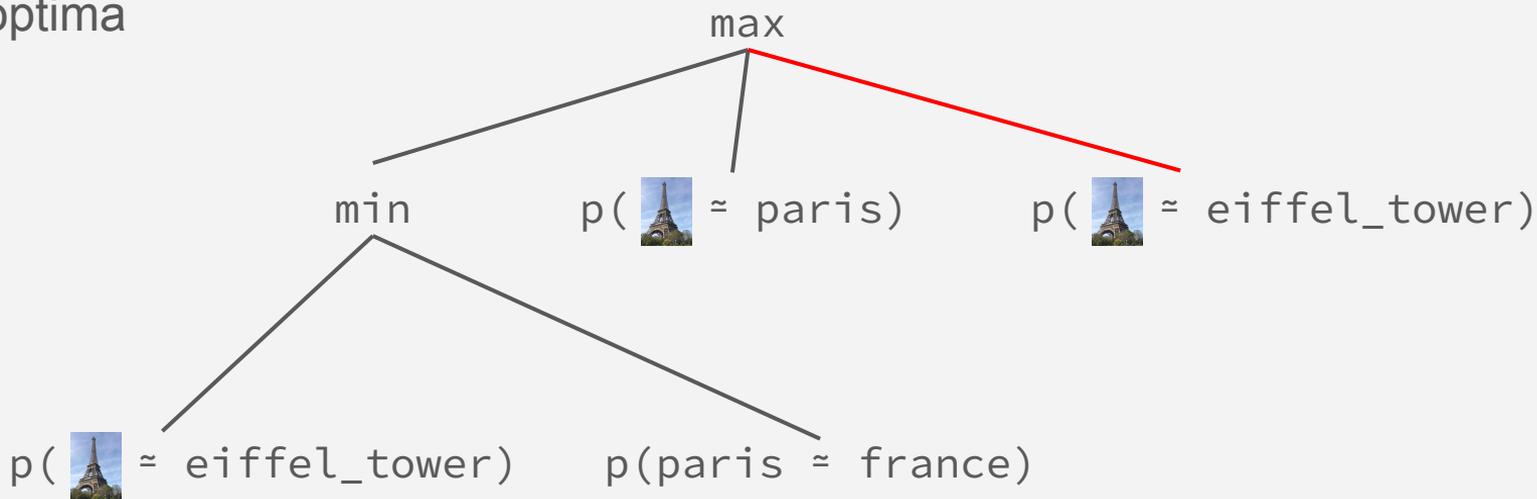
=> end-to-end differentiable!

Problems with fuzzy semantics

Sparse gradients

→ Inefficient training

→ Local optima



Problems with fuzzy semantics

Well-defined success scores

→ Equivalent logic should give equivalent results

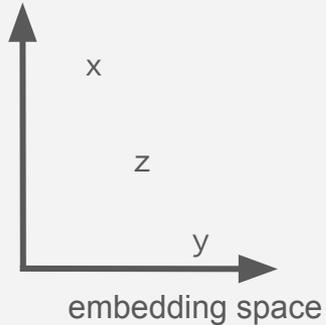
→ Impossible for non-sparse fuzzy semantics

$$(a \wedge b) \vee (a \wedge c) \stackrel{a =? a \wedge a}{=} a \wedge (b \wedge c)$$

Problems with fuzzy semantics

Connected embedding space

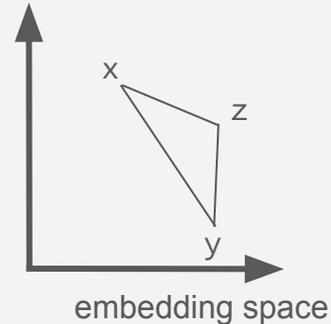
→ Between two embedded symbols x and y there exists a z .



No redundant soft-unifications

→ You can't increase a proof score by inserting soft-unifications.

$$p(x \approx y) \geq p((x \approx z) \wedge (z \approx y))$$



Theorem: In Gödel t-norm semantics, these properties are mutually exclusive.

Contribution (1)

probabilistic semantics satisfy properties

Theorem: If we interpret the soft-unification as a probability, we and take a soft-unification function of the form $e^{-d(x,y)}$ with d a distance, we get:

- (1) Well-defined proof scores
- (2) No redundancy in proofs
- (3) Connected embedding space
- (4) Non-sparse gradients

Contribution (2)

soft-unification \leftrightarrow (neural) probabilistic facts

`locatedIn(eiffel_tower, paris)`

`locatedIn(paris, france)`

`locatedIn(X, Y) \leftarrow locatedIn(X, Z) \wedge locatedIn(X, Y)`



source transformation

`locatedIn(X, Y) \leftarrow (X \approx eiffel_tower) \wedge (Y \approx paris)`

`locatedIn(X, Y) \leftarrow (X \approx paris) \wedge (Y \approx france)`

`locatedIn(X, Y) \leftarrow locatedIn(X, Z) \wedge locatedIn(X, Y)`

+ *non-linear rules*

+ *grounding of soft-unification*

(*cf. paper*)

DeepSoftLog = ProbLog + soft-unification + neural networks

Extend ProbLog with embedded terms: \sim paris, \sim vision_model() , ...

- Embedding is optional
- Embedded functors are neural networks
- Predicates cannot be embedded (but easy to simulate)
- Semantics based on ProbLog

Experiment: knowledge graphs

$t(\sim\text{neighbourOf}, \sim\text{france}, \sim\text{germany}).$

$t(\sim\text{locatedIn}, \sim\text{germany}, \sim\text{western_europe}).$

$t(\sim\text{locatedIn}, \sim\text{western_europe}, \sim\text{europe}).$

$t(\sim r1, X, Y) :- t(\sim r2, Y, X).$

$t(\sim r3, X, Y) :- t(\sim r4, X, Z), t(\sim r5, Z, Y).$

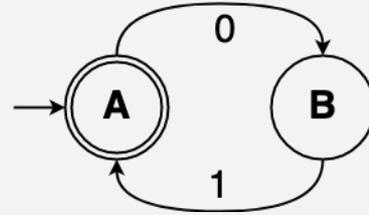
| Countries | S1 | S2 | S3 |
|--------------------|-------------------------|-------------------------|-------------------------|
| NTP [29] | 90.93 \pm 15.4 | 87.40 \pm 11.7 | 56.68 \pm 17.6 |
| Gntp [26] | 99.98 \pm 0.05 | 90.82 \pm 0.88 | 87.70 \pm 4.79 |
| DeepSoftLog (Ours) | 100.0 \pm 0.00 | 97.67 \pm 0.98 | 97.90 \pm 1.00 |
| NeuralLP [34] | 100.0 \pm 0.0 | 75.1 \pm 0.3 | 92.2 \pm 0.2 |
| CTP [27] | 100.0 \pm 0.00 | 91.81 \pm 1.07 | 94.78 \pm 0.0 |
| MINERVA [8] | 100.0 \pm 0.00 | 92.36 \pm 2.41 | 95.10 \pm 1.2 |

Experiment: differentiable finite state machines

Jointly learn perception network finite state machine transitions

Positive examples: , , ...

Negative examples: , , ...



| Language | $(01)^*$ | 0^*10^* | $(0 \mid 10^*10^*)^*$ |
|-------------|-------------------------------------|------------------------------------|-------------------------------------|
| RNN | 77.63 ± 15.05 | 61.59 ± 10.09 | 50.14 ± 1.36 |
| DeepSoftLog | 83.93 ± 25.87 | 87.01 ± 7.18 | 56.12 ± 15.98 |

Results: DeepSoftLog is more interpretable and generalizes better, compared to a purely neural baseline.

Thank you!

Paper: <https://openreview.net/forum?id=s86M8naPSv>

Code: <https://github.com/jjcmoon/DeepSoftLog>

Twitter: [@jjcmoon](#) & [@lucderaedt](#)