

# On First-Order Knowledge Compilation

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**UCLA**

Beyond NP Workshop

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# Overview

1. Why first-order model counting?
2. Why first-order model counters?
3. What first-order circuit languages?
4. How first-order knowledge compilation?
5. Perspectives ...

*Why do we need  
first-order model **counting**?*

# Uncertainty in AI

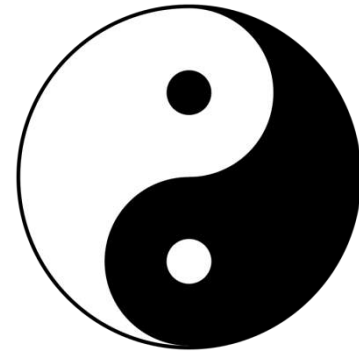
Probability Distribution

=

Qualitative

+

Quantitative



# Probabilistic Graphical Models

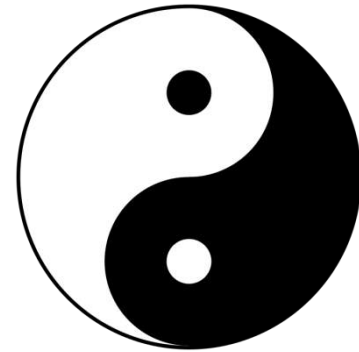
Probability Distribution

=

Graph Structure

+

Parameterization



# Probabilistic Graphical Models

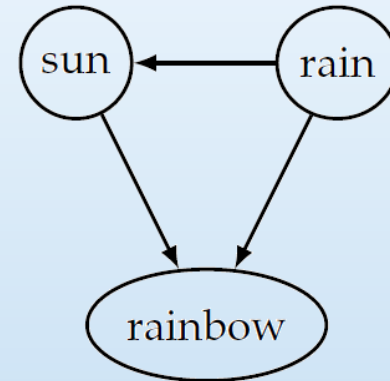
Probability Distribution

=

Graph Structure

+

Parameterization



+

rain	Pr(sun   rain)
T	0.1
F	0.6

rain	sun	Pr(rainbow   rain, sun)
T	T	0.9
T	F	0.05
F	T	0.05
F	F	0

Pr(rain)
0.2

# Weighted Model Counting

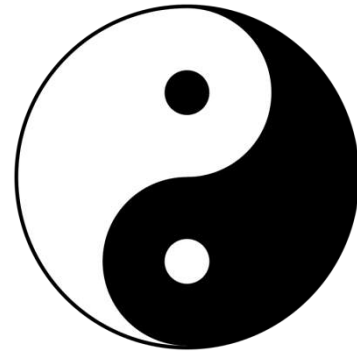
Probability Distribution

=

SAT Formula

+

Weights



# Weighted Model Counting

Probability Distribution

=

SAT Formula

+

Weights

Rain  $\Rightarrow$  Cloudy  
Sun  $\wedge$  Rain  $\Rightarrow$  Rainbow

+

$w(\text{Rain})=1$

$w(\neg\text{Rain})=2$

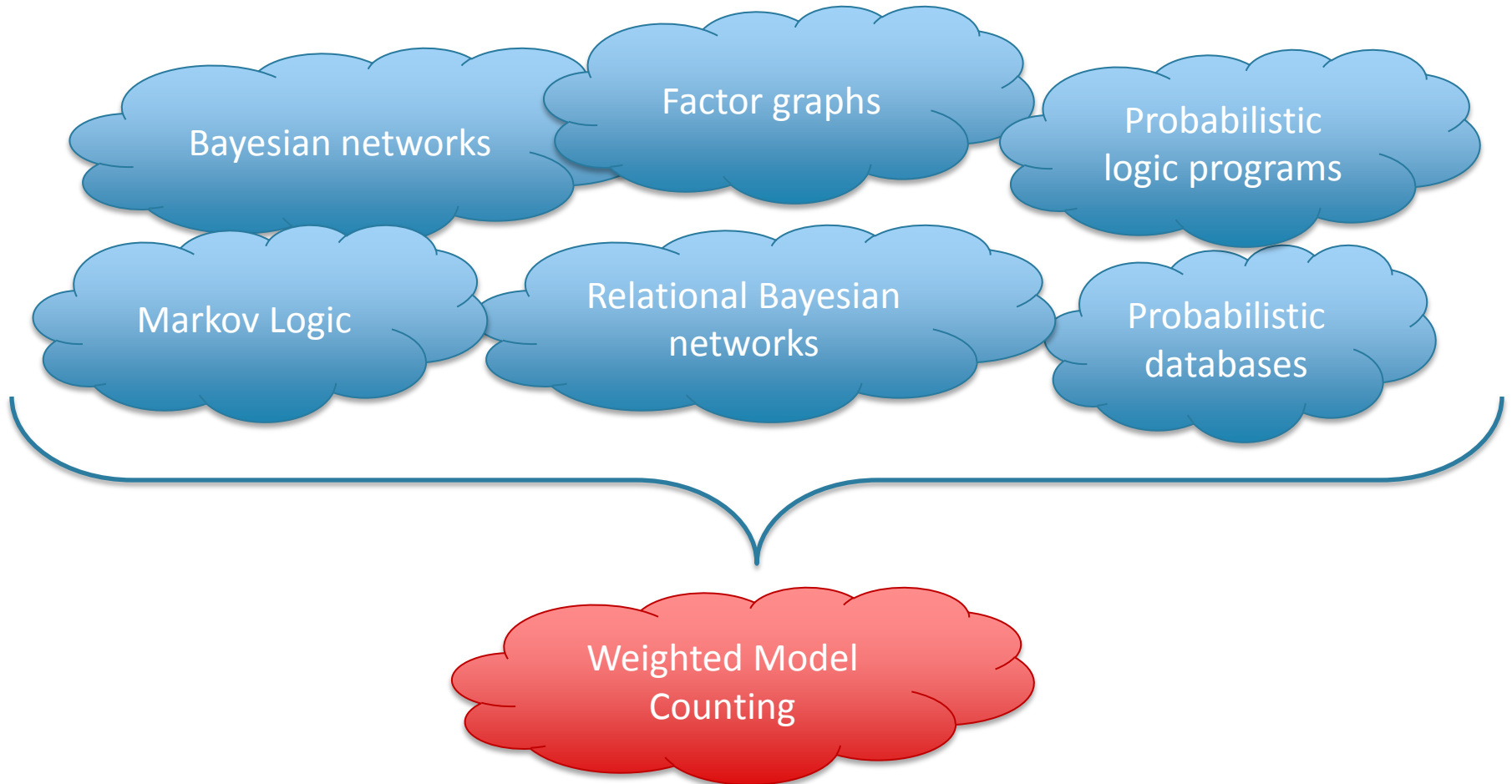
$w(\text{Cloudy})=3$

$w(\neg\text{Cloudy})=5$

...



# Beyond NP Pipeline for #P



# Generalized Perspective

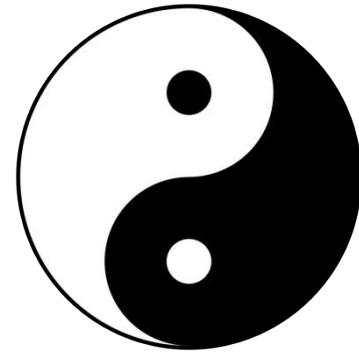
Probability Distribution

=

Logic

+

Weights



# Generalized Perspective

Probability Distribution

=

Logic

+

Weights

Logical Syntax  
Model-theoretic  
Semantics

+

Weight function  $w(\cdot)$

Factorized  
 $\Pr(\text{model}) \propto \prod_i w(x_i)$

# First-Order Model Counting

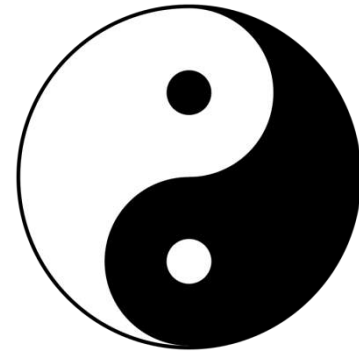
Probability Distribution

=

First-Order Logic

+

Weights



# First-Order Model Counting

Probability Distribution

=

First-Order Logic

+

Weights

$\text{Smokes}(x) \wedge \text{Friends}(x,y)$   
 $\Rightarrow \text{Smokes}(y)$

+

$w(\text{Smokes}(a))=1$

$w(\neg\text{Smokes}(a))=2$

$w(\text{Smokes}(b))=1$

$w(\neg\text{Smokes}(b))=2$

$w(\text{Friends}(a,b))=3$

$w(\neg\text{Friends}(a,b))=5$

...

# Probabilistic Programming

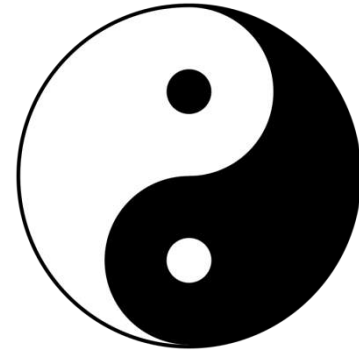
Probability Distribution

=

Logic Programs

+

Weights



# Probabilistic Programming

Probability Distribution

=

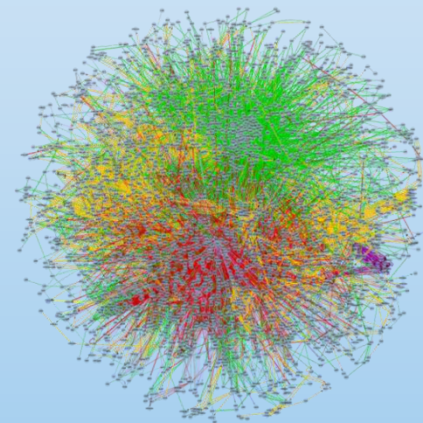
Logic Programs

+

Weights

```
path(X,Y) :-  
    edge(X,Y).  
path(X,Y) :-  
    edge(X,Z), path(Z,Y).
```

+



# Weighted Model Integration

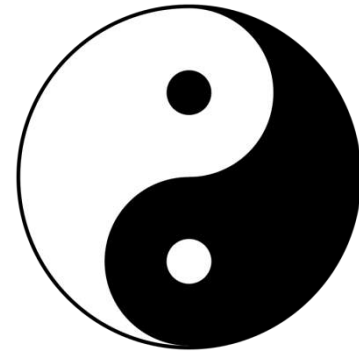
Probability Distribution

=

SMT(LRA)

+

Weights





# Weighted Model Integration

Probability Distribution

=

SMT(LRA)

+

Weights

$0 \leq \text{height} \leq 200$

$0 \leq \text{weight} \leq 200$

$0 \leq \text{age} \leq 100$

$\text{age} < 1 \Rightarrow$

$\text{height} + \text{weight} \leq 90$

+

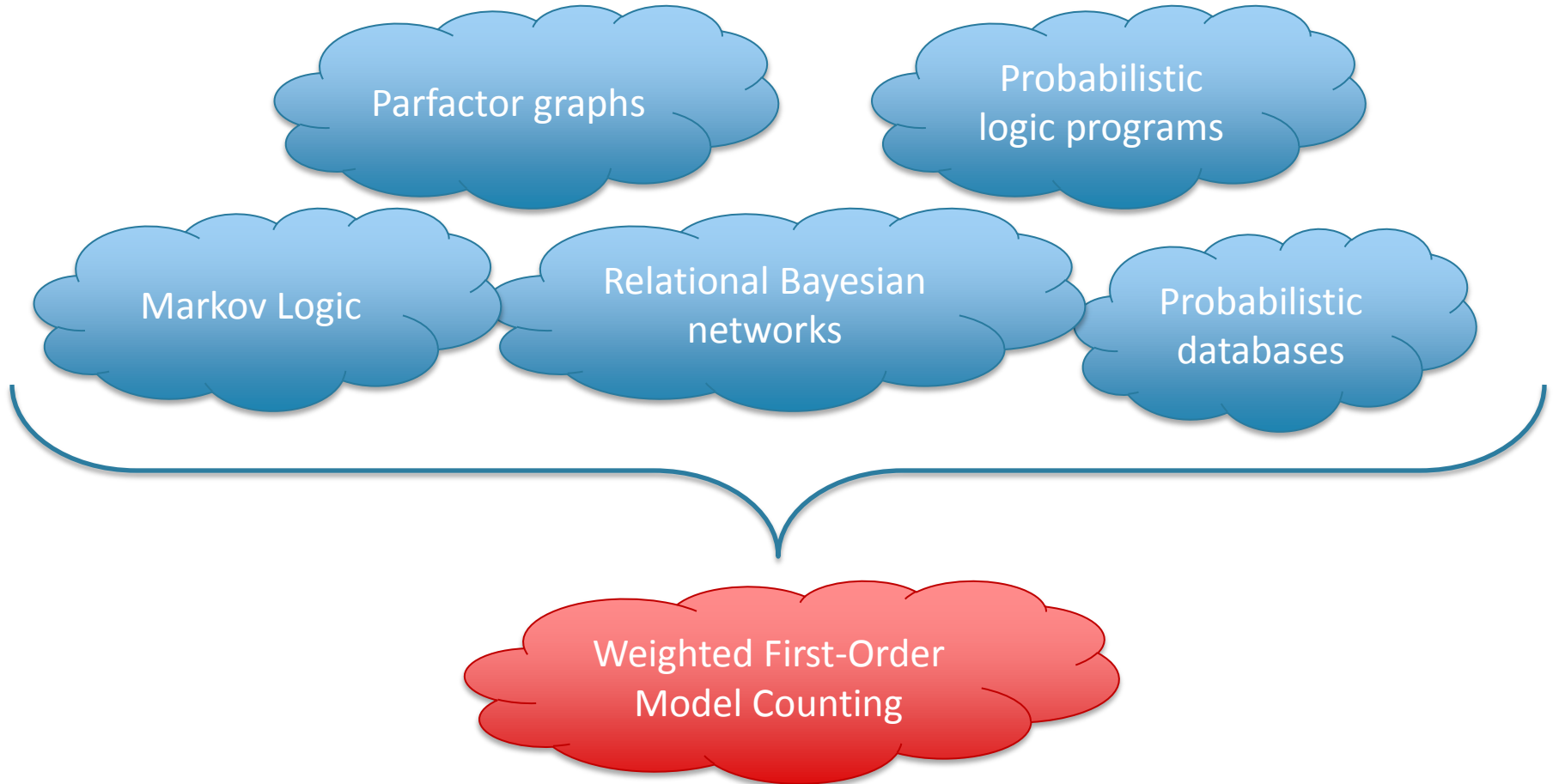
$w(\text{height}) = \text{height} - 10$

$w(\neg \text{height}) = 3 * \text{height}^2$

$w(\neg \text{weight}) = 5$

...

# Beyond NP Pipeline for $\#P/\#P_1$



# First-Order Model Counting

Model = solution to **first-order** logic formula  $\Delta$

$\Delta = \forall d (\text{Rain}(d) \Rightarrow \text{Cloudy}(d))$

Days = {Monday}

# First-Order Model Counting

Model = solution to **first-order** logic formula  $\Delta$

$\Delta = \forall d (\text{Rain}(d) \Rightarrow \text{Cloudy}(d))$

Days = {Monday}

Rain(M)	Cloudy(M)	Model?
T	T	Yes
T	F	No
F	T	Yes
F	F	Yes

+           
**FOMC = 3**

# Weighted First-Order Model Counting

Model = solution to **first-order** logic formula  $\Delta$

$$\Delta = \forall d (\text{Rain}(d) \Rightarrow \text{Cloudy}(d))$$

Days = {Monday  
**Tuesday**}

Rain(M)	Cloudy(M)	Rain(T)	Cloudy(T)	Model?
T	T	T	T	Yes
T	F	T	T	No
F	T	T	T	Yes
F	F	T	T	Yes
T	T	T	F	No
T	F	T	F	No
F	T	T	F	No
F	F	T	F	No
T	T	F	T	Yes
T	F	F	T	No
F	T	F	T	Yes
F	F	F	T	Yes
T	T	F	F	Yes
T	F	F	F	No
F	T	F	F	Yes
F	F	F	F	Yes

# Weighted First-Order Model Counting

Model = solution to **first-order** logic formula  $\Delta$

$$\Delta = \forall d (\text{Rain}(d) \Rightarrow \text{Cloudy}(d))$$

Days = {Monday  
**Tuesday**}

Rain(M)	Cloudy(M)	Rain(T)	Cloudy(T)	Model?
T	T	T	T	Yes
T	F	T	T	No
F	T	T	T	Yes
F	F	T	T	Yes
T	T	T	F	No
T	F	T	F	No
F	T	T	F	No
F	F	T	F	No
T	T	F	T	Yes
T	F	F	T	No
F	T	F	T	Yes
F	F	F	T	Yes
T	T	F	F	Yes
T	F	F	F	No
F	T	F	F	Yes
F	F	F	F	Yes

+ 

---

 #SAT = 9

# Weighted First-Order Model Counting

Model = solution to **first-order** logic formula  $\Delta$

$$\Delta = \forall d (\text{Rain}(d) \Rightarrow \text{Cloudy}(d))$$

Days = {Monday  
**Tuesday**}

$$\begin{aligned} w(R) &= 1 \\ w(\neg R) &= 2 \\ w(C) &= 3 \\ w(\neg C) &= 5 \end{aligned}$$

Rain(M)	Cloudy(M)	Rain(T)	Cloudy(T)	Model?	Weight
T	T	T	T	Yes	$1 * 1 * 3 * 3 = 9$
T	F	T	T	No	0
F	T	T	T	Yes	$2 * 1 * 3 * 3 = 18$
F	F	T	T	Yes	$2 * 1 * 5 * 3 = 30$
T	T	T	F	No	0
T	F	T	F	No	0
F	T	T	F	No	0
F	F	T	F	No	0
T	T	F	T	Yes	$1 * 2 * 3 * 3 = 18$
T	F	F	T	No	0
F	T	F	T	Yes	$2 * 2 * 3 * 3 = 36$
F	F	F	T	Yes	$2 * 2 * 5 * 3 = 60$
T	T	F	F	Yes	$1 * 2 * 3 * 5 = 30$
T	F	F	F	No	0
F	T	F	F	Yes	$2 * 2 * 3 * 5 = 60$
F	F	F	F	Yes	$2 * 2 * 5 * 5 = 100$

+ **#SAT = 9**

# Weighted First-Order Model Counting

Model = solution to **first-order** logic formula  $\Delta$

$$\Delta = \forall d (\text{Rain}(d) \Rightarrow \text{Cloudy}(d))$$

Days = {Monday  
**Tuesday**}

$$\begin{aligned} w(R) &= 1 \\ w(\neg R) &= 2 \\ w(C) &= 3 \\ w(\neg C) &= 5 \end{aligned}$$

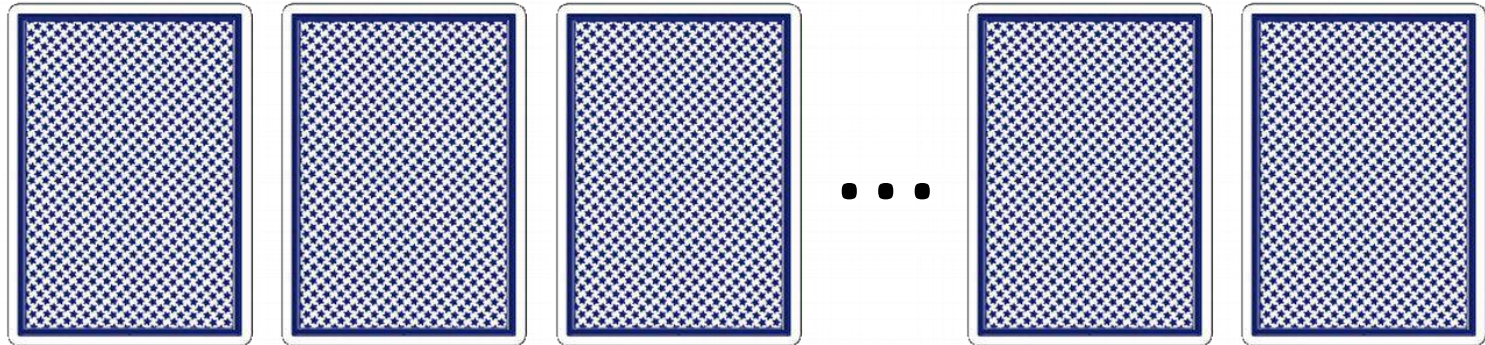
Rain(M)	Cloudy(M)	Rain(T)	Cloudy(T)	Model?	Weight
T	T	T	T	Yes	$1 * 1 * 3 * 3 = 9$
T	F	T	T	No	0
F	T	T	T	Yes	$2 * 1 * 3 * 3 = 18$
F	F	T	T	Yes	$2 * 1 * 5 * 3 = 30$
T	T	T	F	No	0
T	F	T	F	No	0
F	T	T	F	No	0
F	F	T	F	No	0
T	T	F	T	Yes	$1 * 2 * 3 * 3 = 18$
T	F	F	T	No	0
F	T	F	T	Yes	$2 * 2 * 3 * 3 = 36$
F	F	F	T	Yes	$2 * 2 * 5 * 3 = 60$
T	T	F	F	Yes	$1 * 2 * 3 * 5 = 30$
T	F	F	F	No	0
F	T	F	F	Yes	$2 * 2 * 3 * 5 = 60$
F	F	F	F	Yes	$2 * 2 * 5 * 5 = 100$

+ **#SAT = 9**      + **WFOMC = 361**



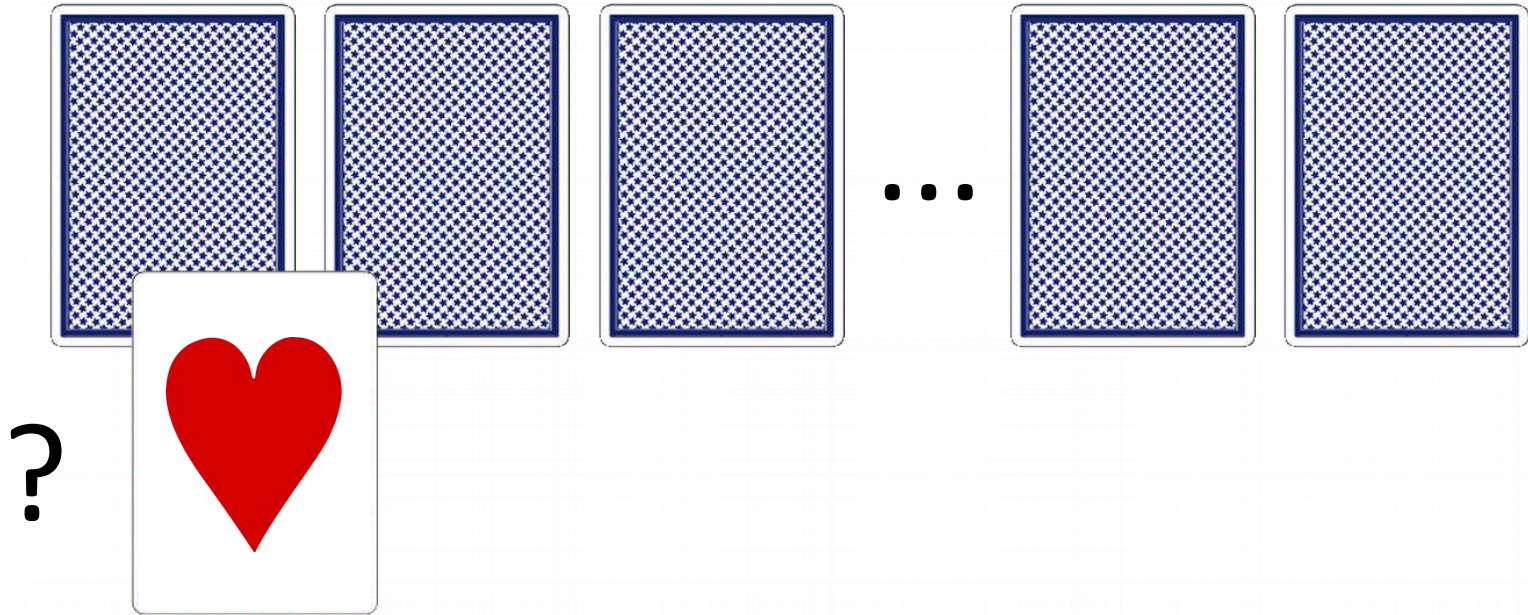
*Why do we need  
first-order model **counters**?*

# A Simple Reasoning Problem



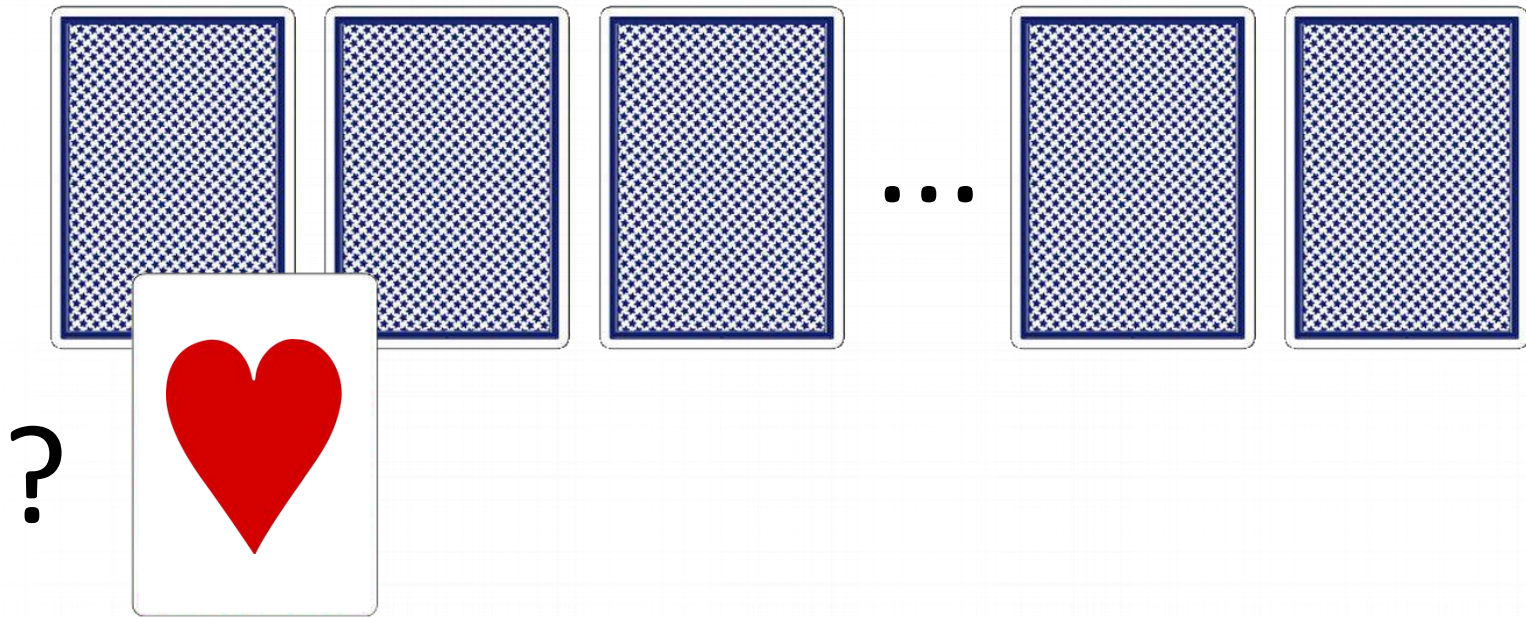
- 52 playing cards
- Let us ask some simple questions

# A Simple Reasoning Problem



*Probability that Card1 is Hearts?*

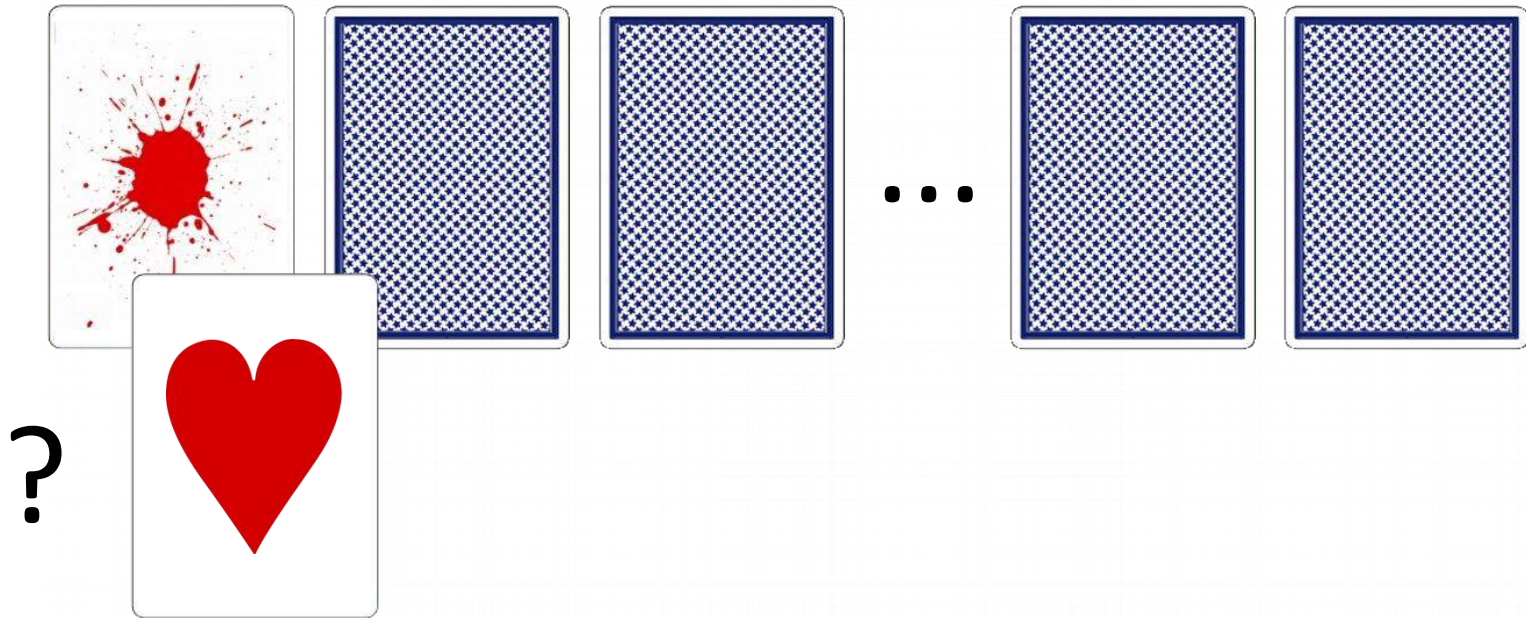
# A Simple Reasoning Problem



*Probability that Card1 is Hearts?*

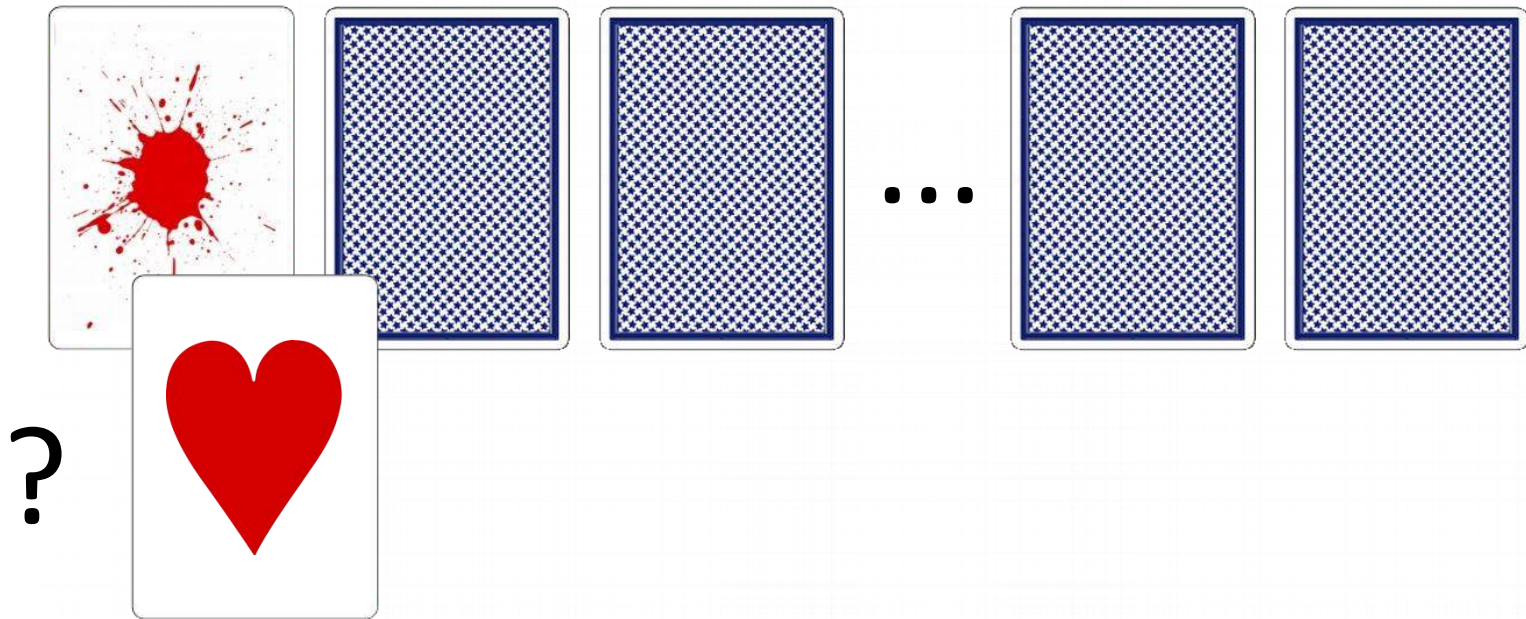
$1/4$

# A Simple Reasoning Problem



*Probability that Card1 is Hearts  
given that Card1 is red?*

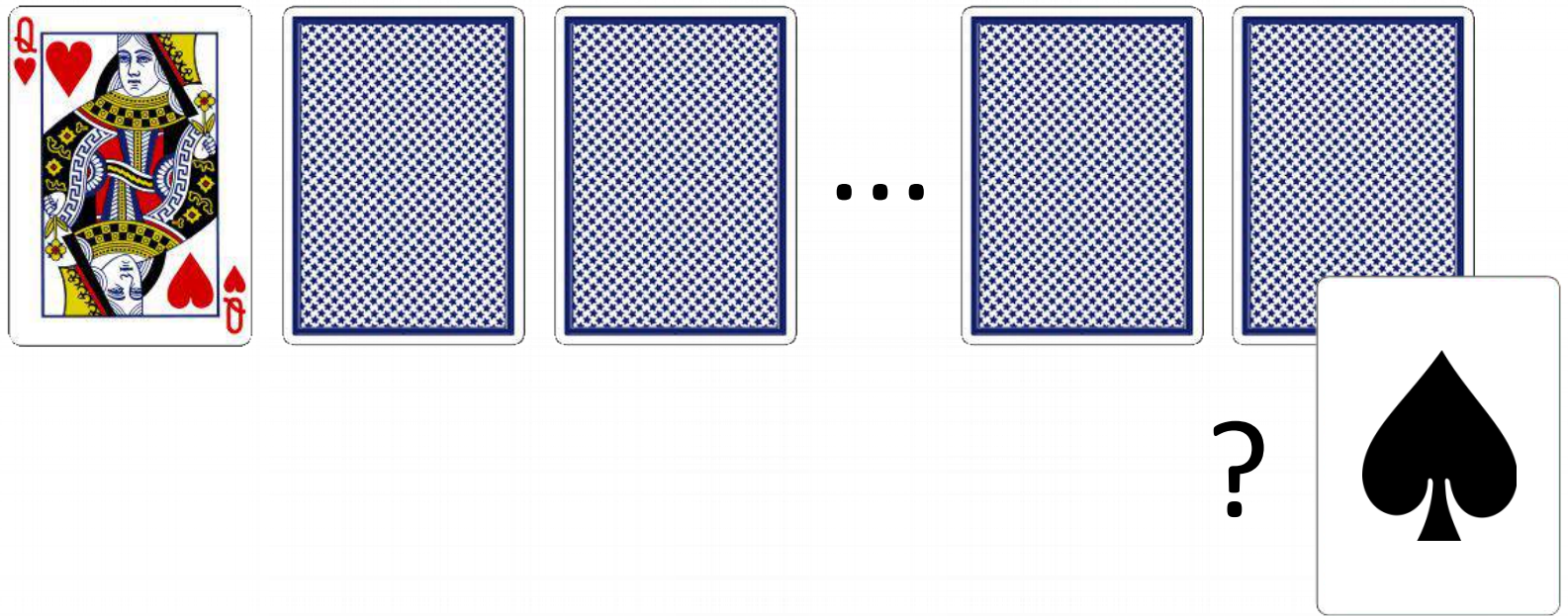
# A Simple Reasoning Problem



*Probability that Card1 is Hearts  
given that Card1 is red?*

1/2

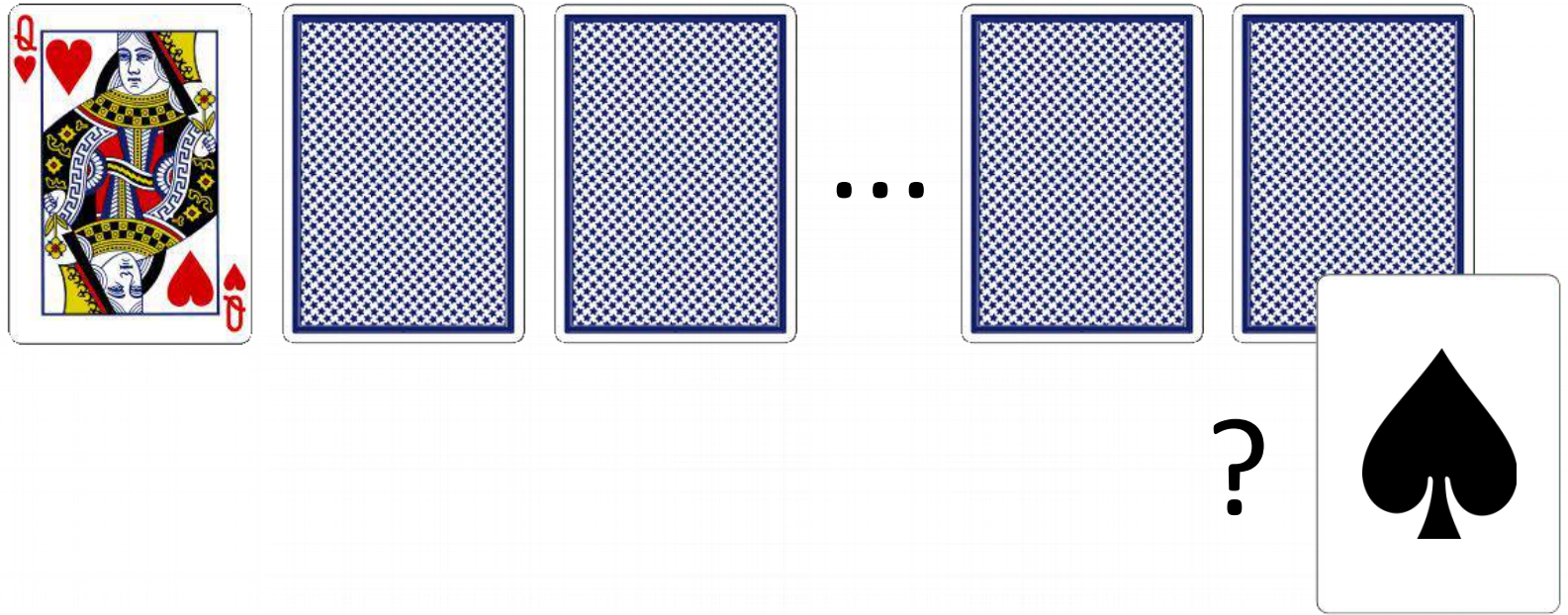
# A Simple Reasoning Problem



*Probability that Card52 is Spades  
given that Card1 is QH?*



# A Simple Reasoning Problem

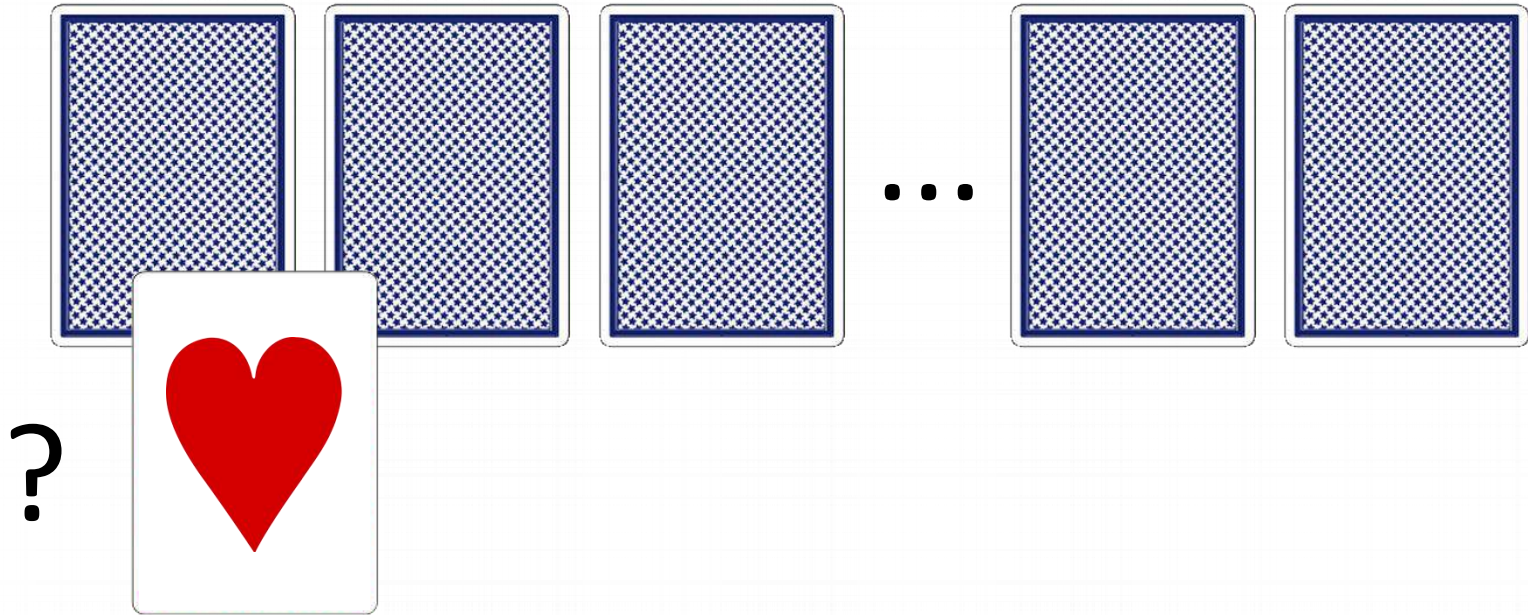


*Probability that Card52 is Spades  
given that Card1 is QH?*

13/51

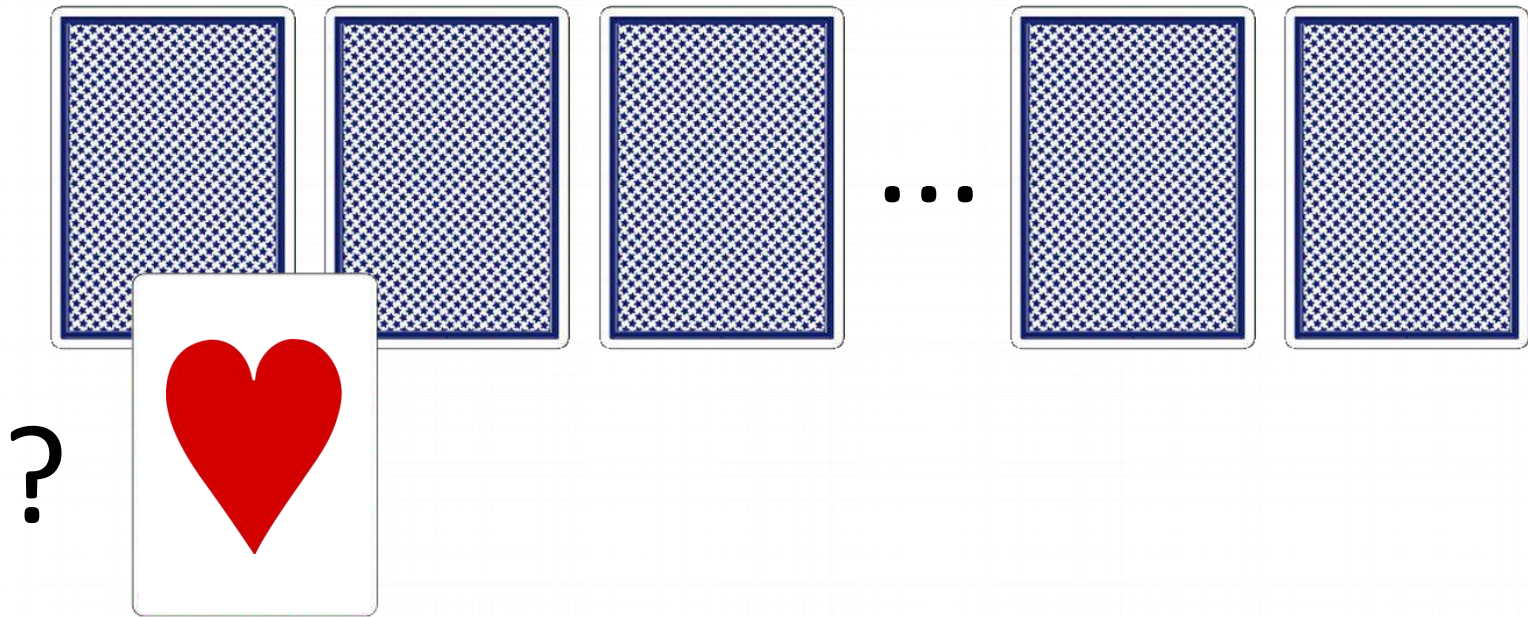


# A Simple Reasoning Problem



*Probability that Card1 is Hearts?*

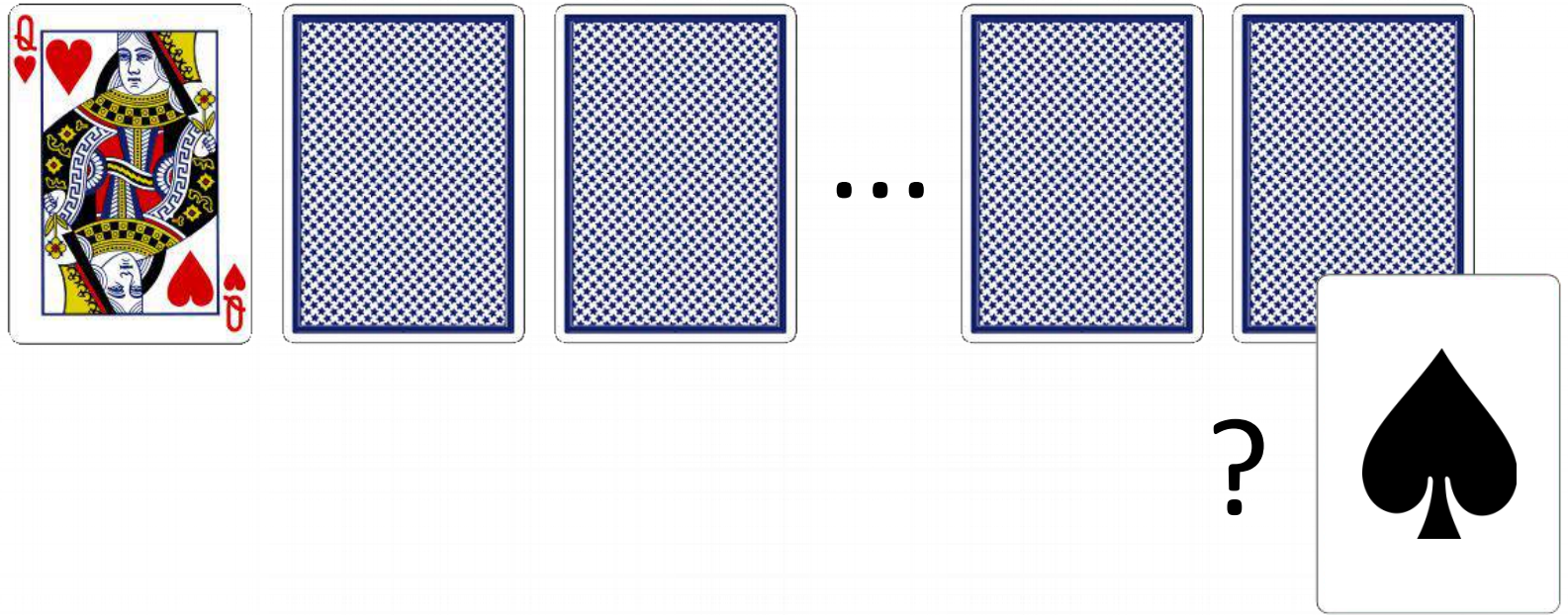
# A Simple Reasoning Problem



*Probability that Card1 is Hearts?*

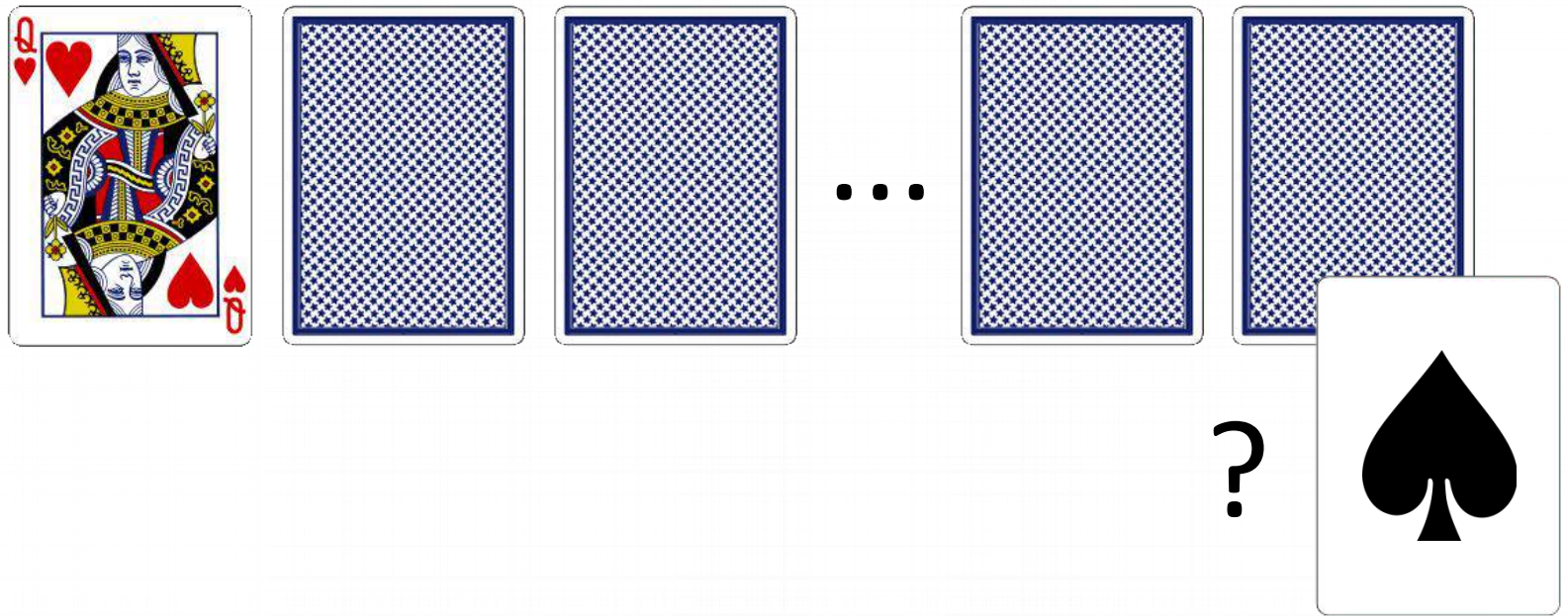
$1/4$

# A Simple Reasoning Problem



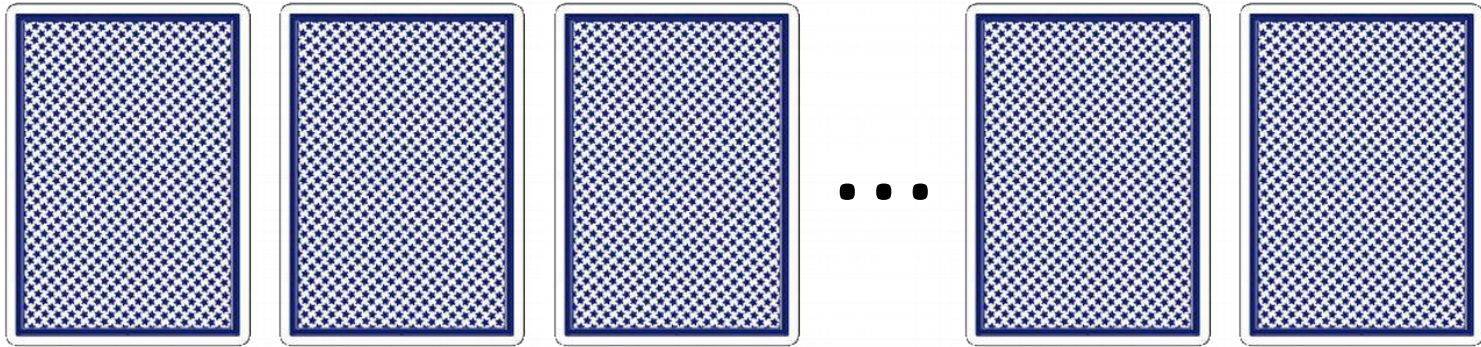
*Probability that Card52 is Spades  
given that Card1 is QH?*

# A Simple Reasoning Problem



*Probability that Card52 is Spades  
given that Card1 is QH?*

13/51



## Model distribution by FOMC:

$$\begin{aligned} \Delta = & \quad \forall p, \exists c, \text{Card}(p,c) \\ & \quad \forall c, \exists p, \text{Card}(p,c) \\ & \quad \forall p, \forall c, \forall c', \text{Card}(p,c) \wedge \text{Card}(p,c') \Rightarrow c = c' \end{aligned}$$

# Beyond NP Pipeline for #P

Reduce to propositional model counting:

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Reduce to propositional model counting:

$$\begin{aligned} \Delta = & \text{Card}(A\heartsuit, p_1) \vee \dots \vee \text{Card}(2\clubsuit, p_1) \\ & \text{Card}(A\heartsuit, p_2) \vee \dots \vee \text{Card}(2\clubsuit, p_2) \\ & \dots \\ & \text{Card}(A\heartsuit, p_1) \vee \dots \vee \text{Card}(A\heartsuit, p_{52}) \\ & \text{Card}(K\heartsuit, p_1) \vee \dots \vee \text{Card}(K\heartsuit, p_{52}) \\ & \dots \\ & \neg\text{Card}(A\heartsuit, p_1) \vee \neg\text{Card}(A\heartsuit, p_2) \\ & \neg\text{Card}(A\heartsuit, p_1) \vee \neg\text{Card}(A\heartsuit, p_3) \\ & \dots \end{aligned}$$

# Beyond NP Pipeline for #P

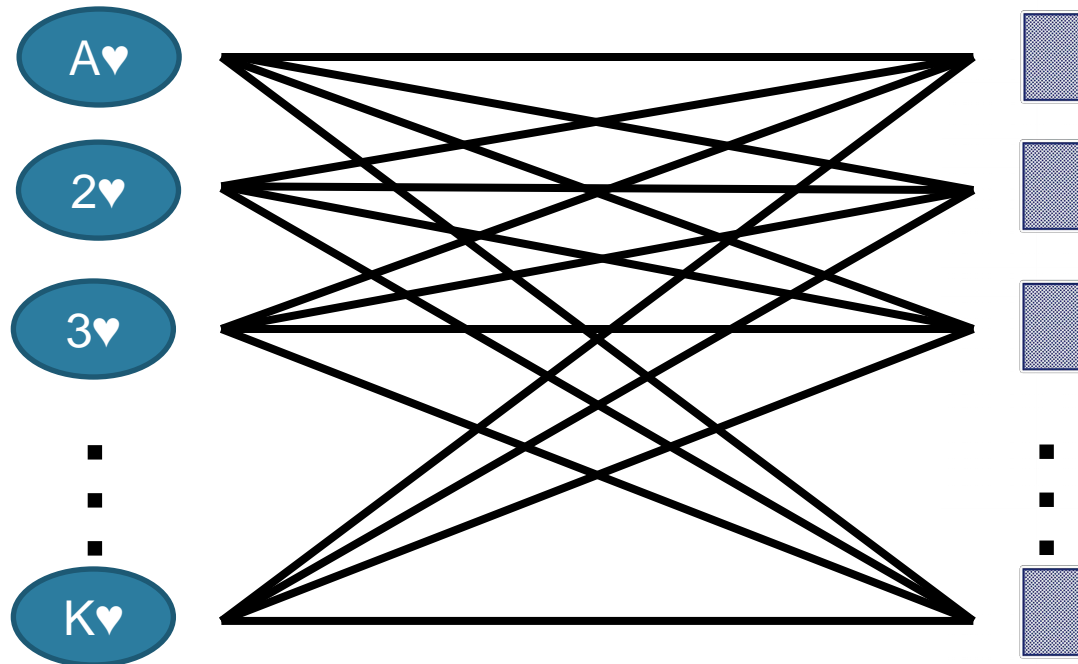
Reduce to propositional model counting:

$$\begin{aligned} \Delta = & \text{Card}(A\heartsuit, p_1) \vee \dots \vee \text{Card}(2\clubsuit, p_1) \\ & \text{Card}(A\heartsuit, p_2) \vee \dots \vee \text{Card}(2\clubsuit, p_2) \\ & \dots \\ & \text{Card}(A\heartsuit, p_1) \vee \dots \vee \text{Card}(A\heartsuit, p_{52}) \\ & \text{Card}(K\heartsuit, p_1) \vee \dots \vee \text{Card}(K\heartsuit, p_{52}) \\ & \dots \\ & \neg\text{Card}(A\heartsuit, p_1) \vee \neg\text{Card}(A\heartsuit, p_2) \\ & \neg\text{Card}(A\heartsuit, p_1) \vee \neg\text{Card}(A\heartsuit, p_3) \\ & \dots \end{aligned}$$

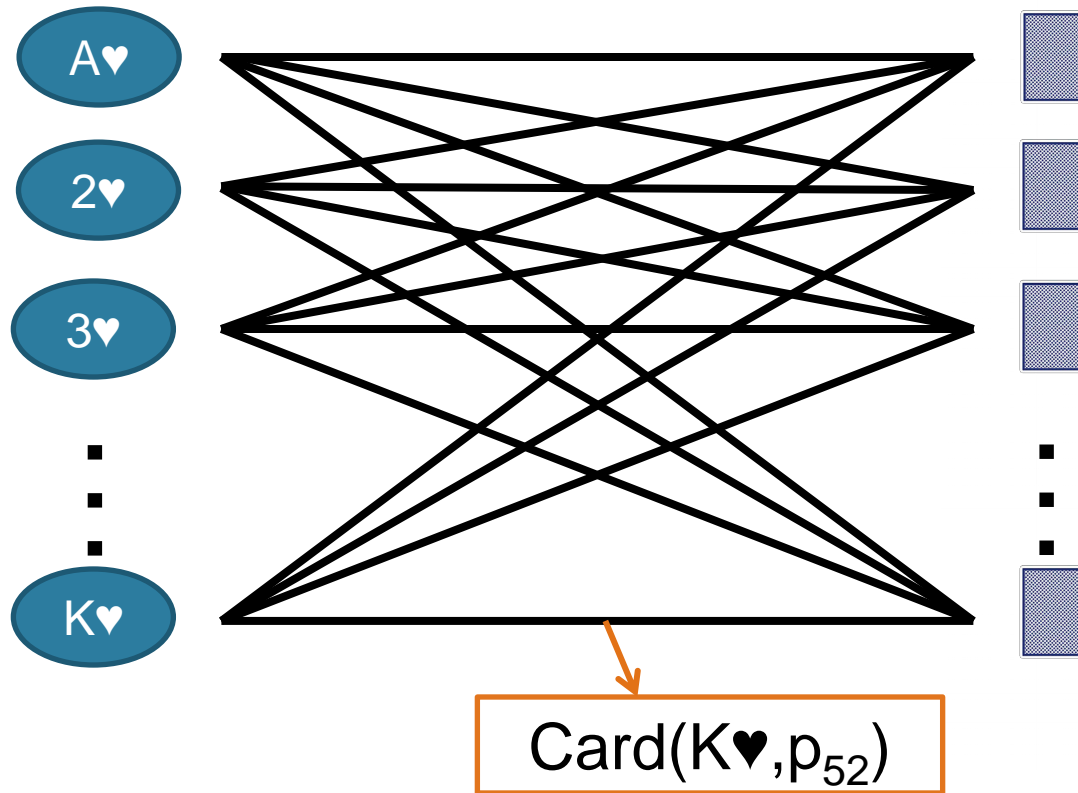
*What will  
happen?*



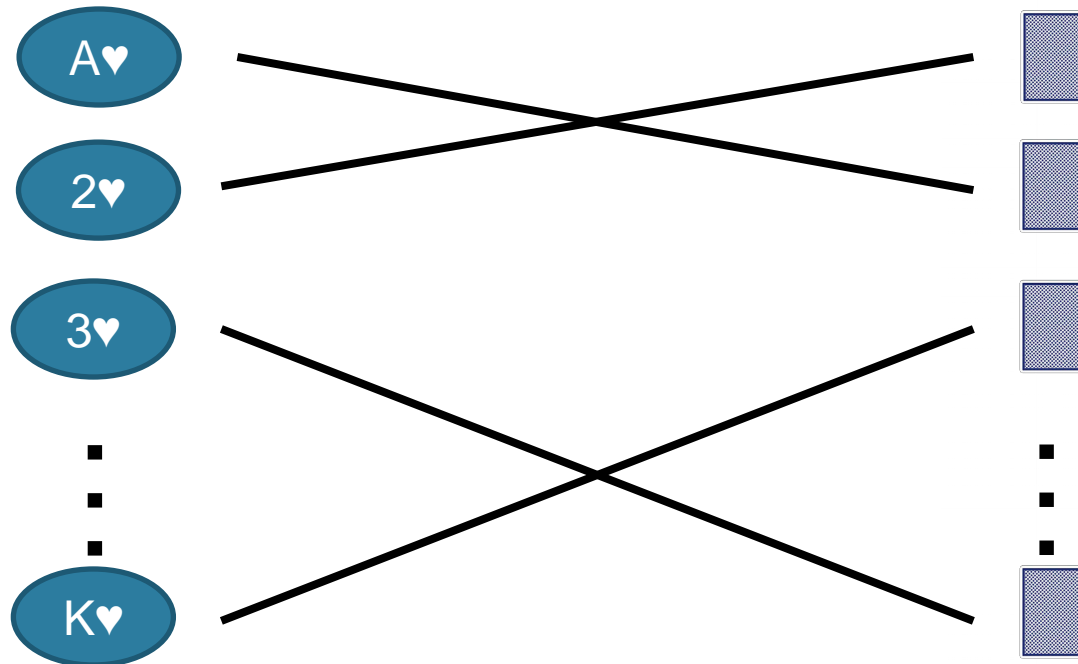
# Deck of Cards Graphically



# Deck of Cards Graphically

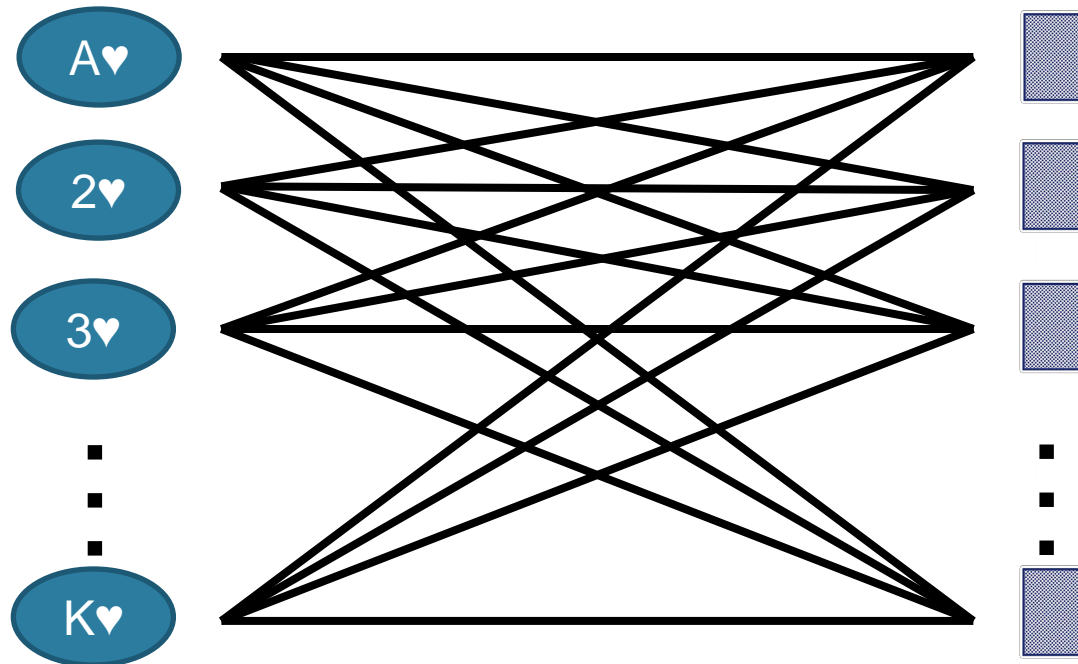


# Deck of Cards Graphically

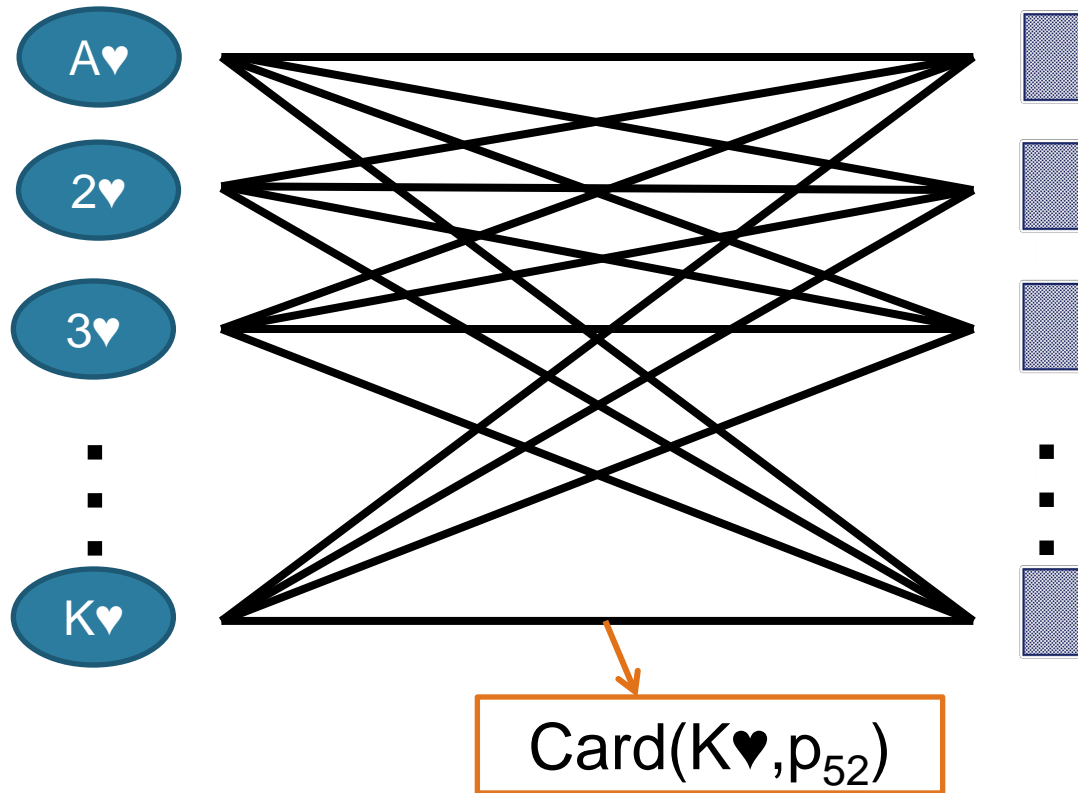


One model/*perfect matching*

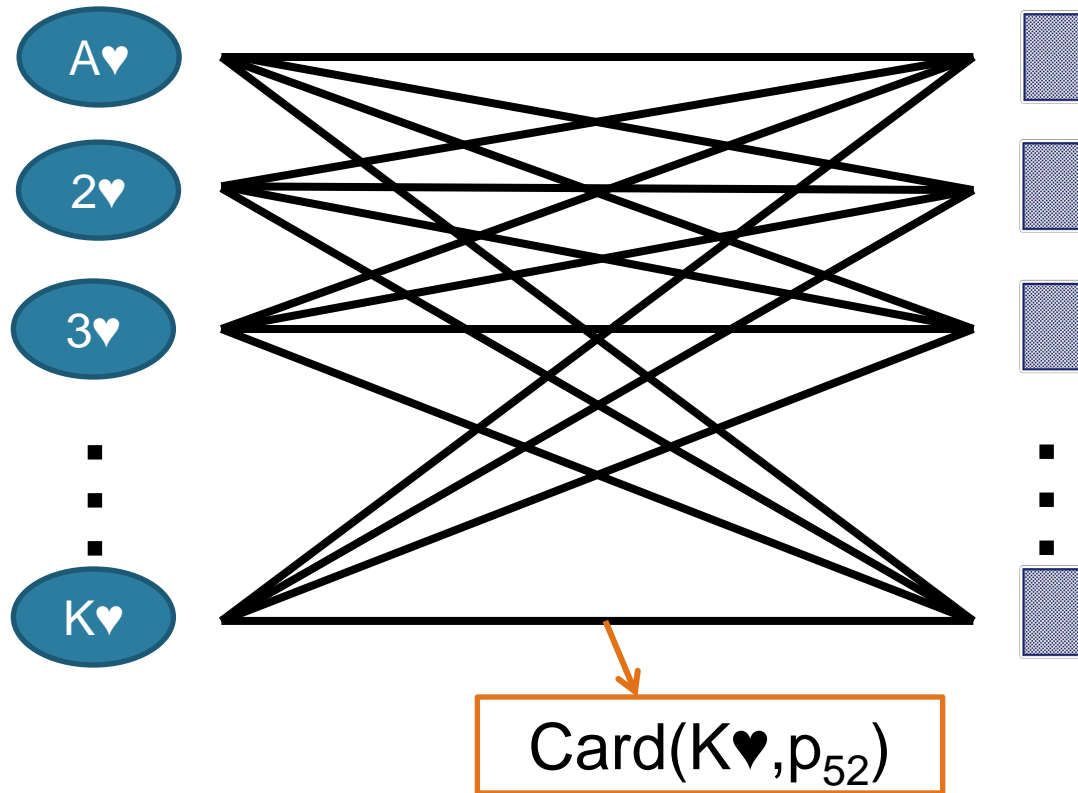
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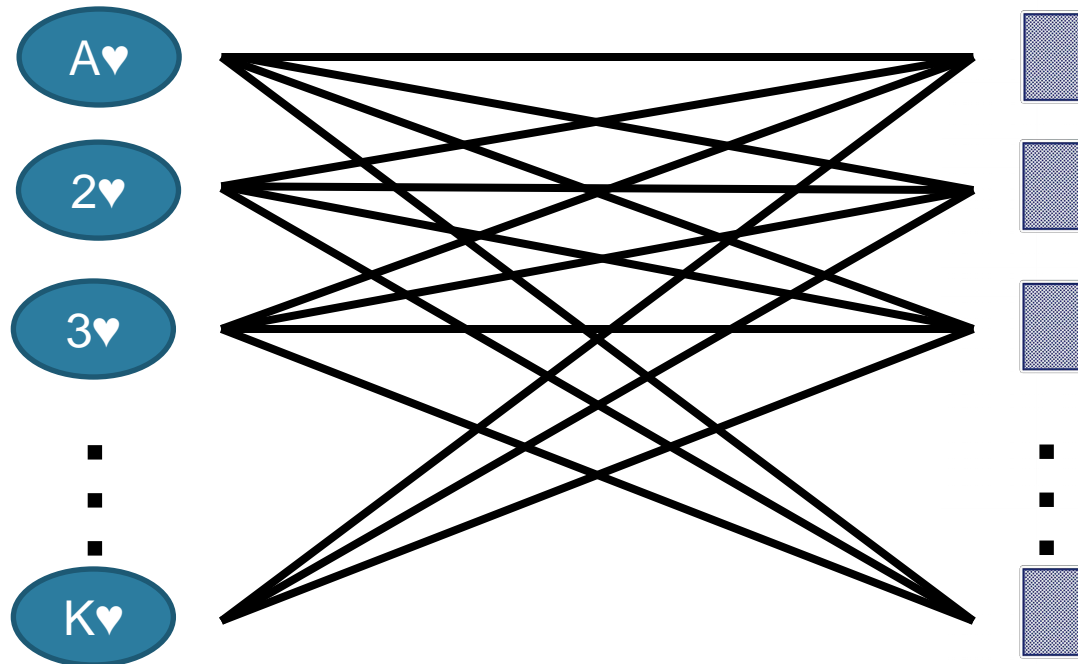


# Deck of Cards Graphically

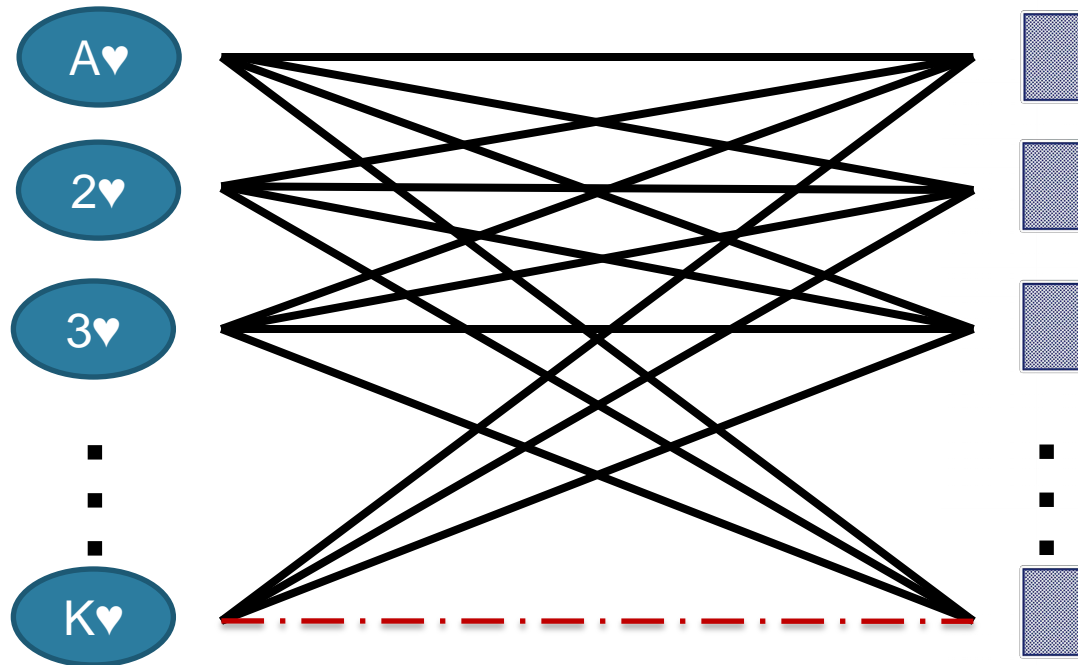


Model counting: How many *perfect matchings*?

# Deck of Cards Graphically



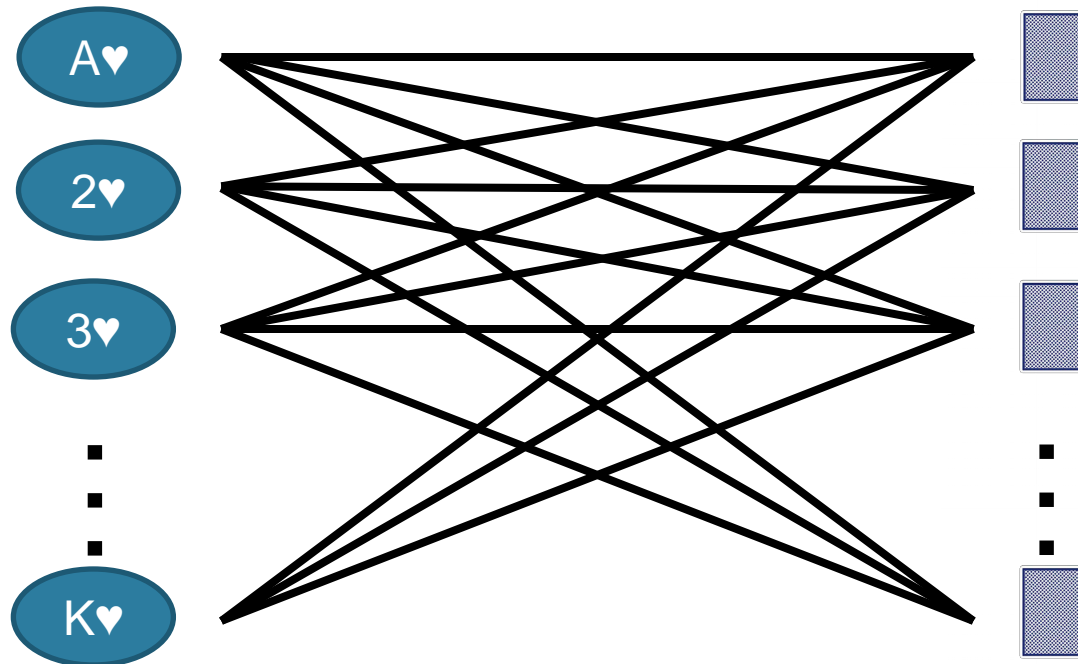
# Deck of Cards Graphically



What if I add the unit clause  $\neg \text{Card}(K♥, p_{52})$  to my CNF?

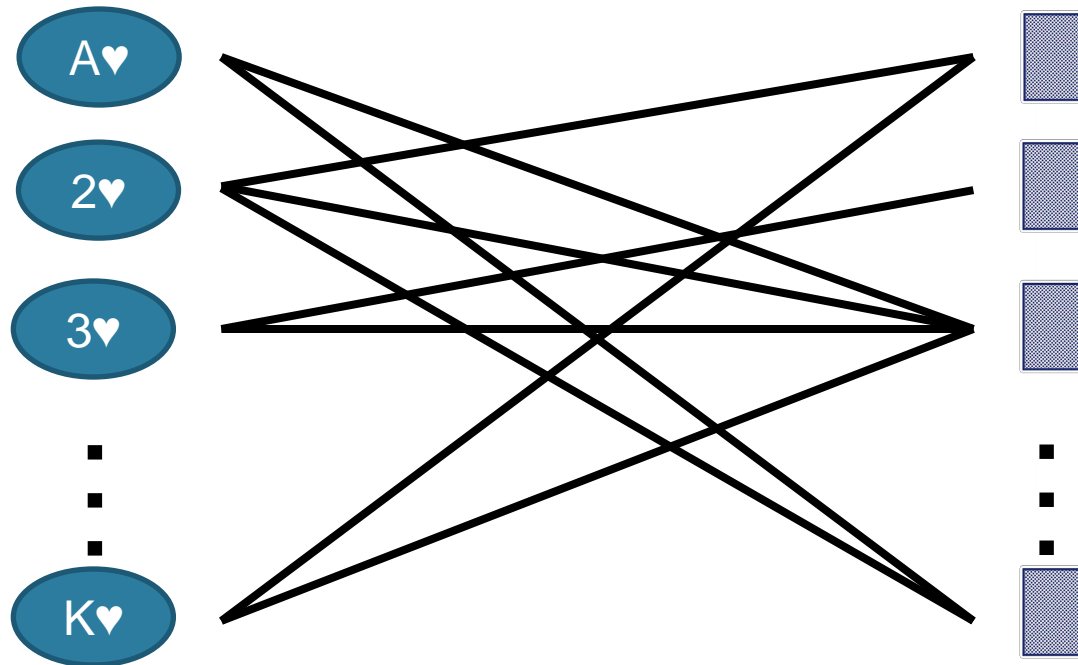


# Deck of Cards Graphically



What if I add the unit clause  $\neg \text{Card}(K♥, p_{52})$  to my CNF?

# Deck of Cards Graphically

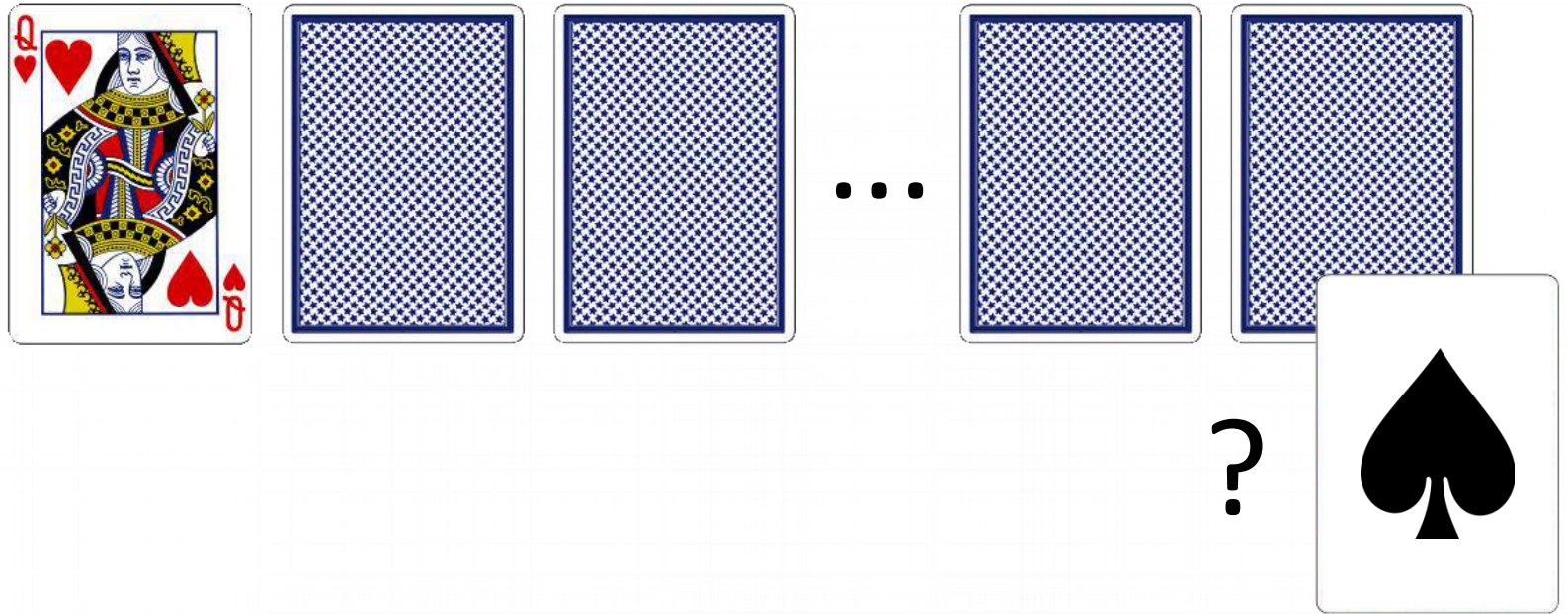


What if I add unit clauses to my CNF?

# Observations

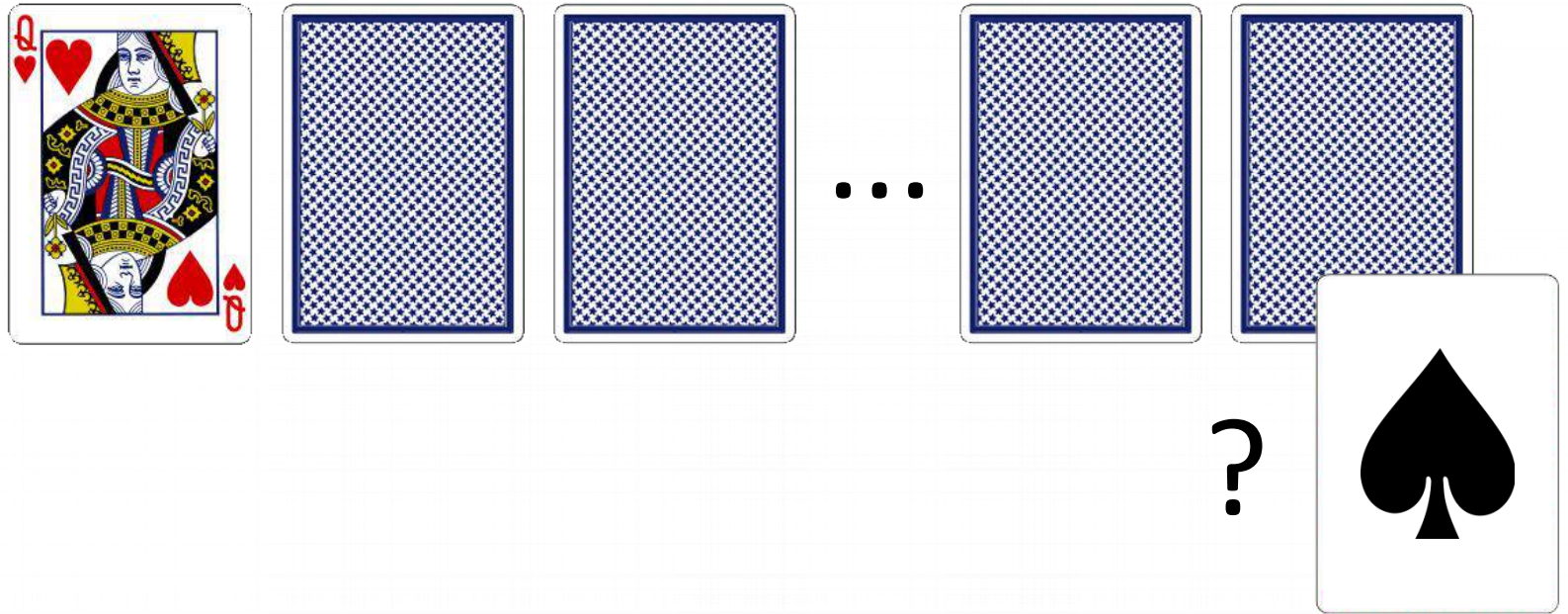
- Deck of cards = complete bigraph
- Unit clause removes edge  
Encode any bigraph
- Counting models = perfect matchings
- Problem is **#P-complete!** ☹️
- All solvers efficiently handle unit clauses
- No solver can do cards problem efficiently!

# What's Going On Here?



*Probability that Card52 is Spades  
given that Card1 is QH?*

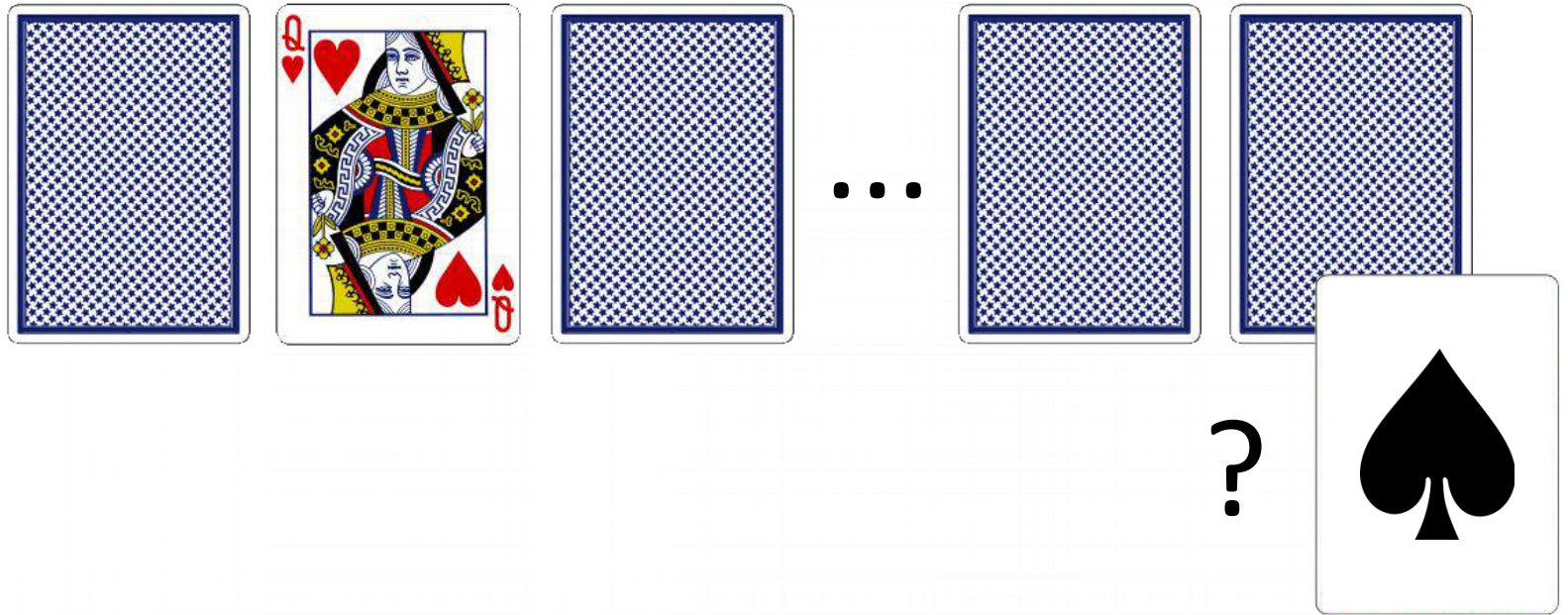
# What's Going On Here?



*Probability that Card52 is Spades  
given that Card1 is QH?*

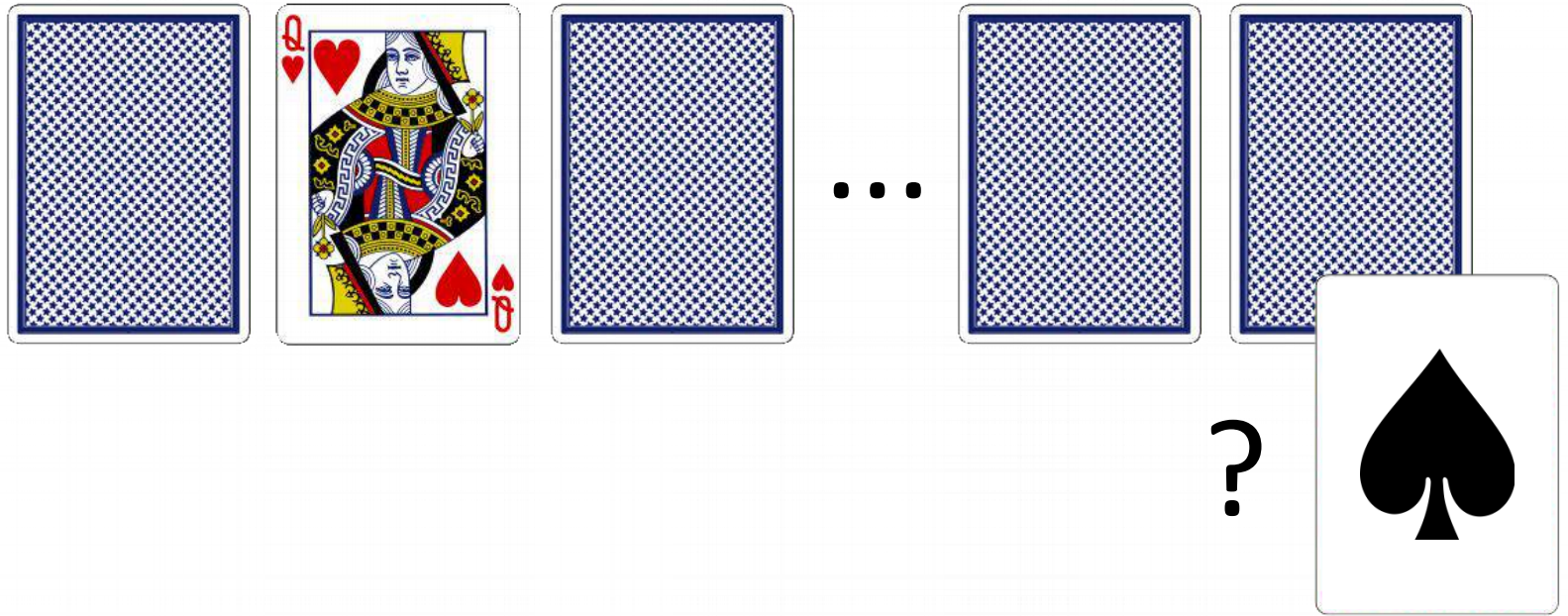
13/51

# What's Going On Here?



*Probability that Card52 is Spades  
given that Card2 is QH?*

# What's Going On Here?

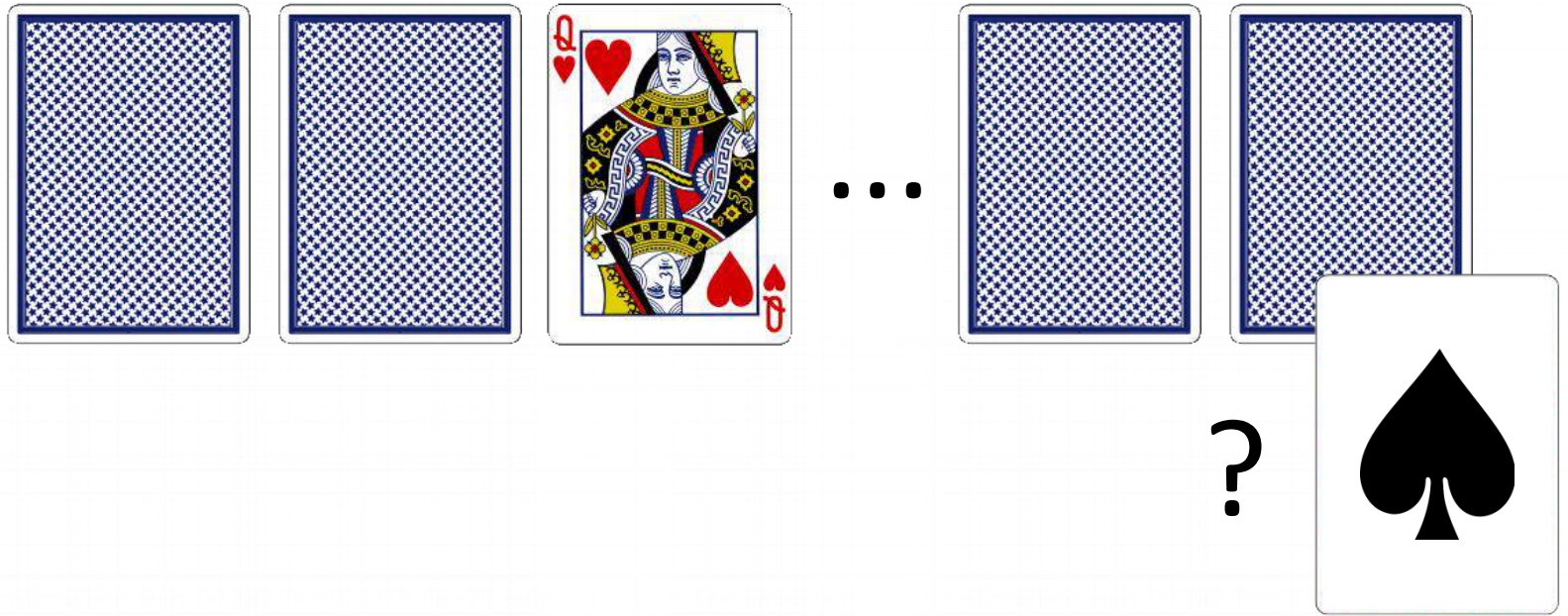


*Probability that Card52 is Spades  
given that Card2 is QH?*

13/51



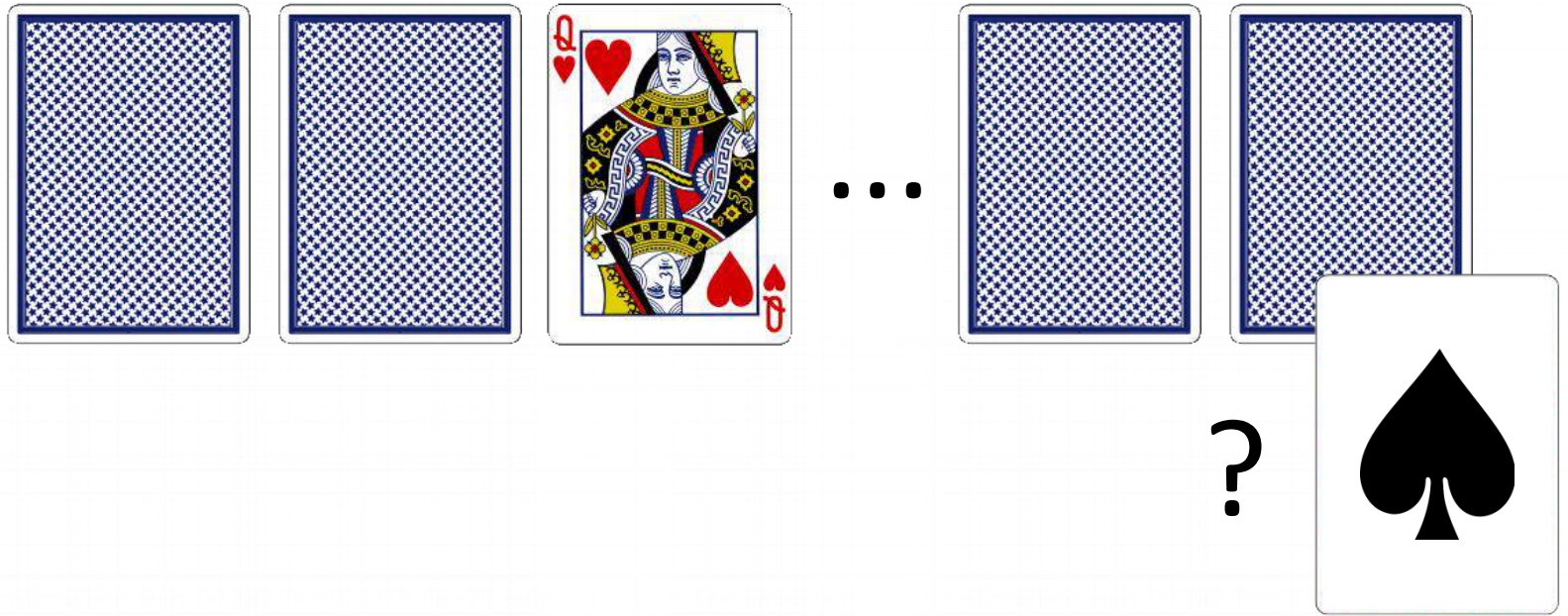
# What's Going On Here?



*Probability that Card52 is Spades  
given that Card3 is QH?*



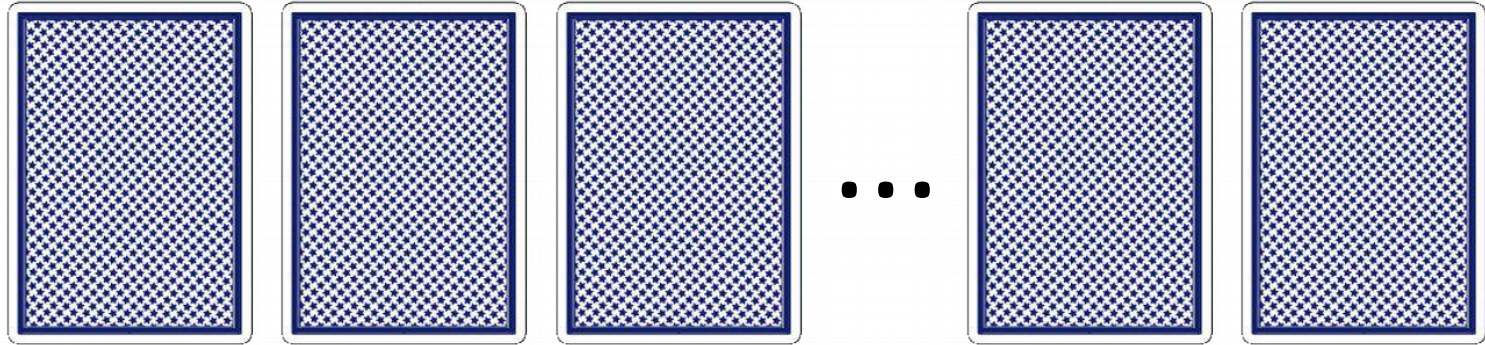
# What's Going On Here?



*Probability that Card52 is Spades  
given that Card3 is QH?*

13/51

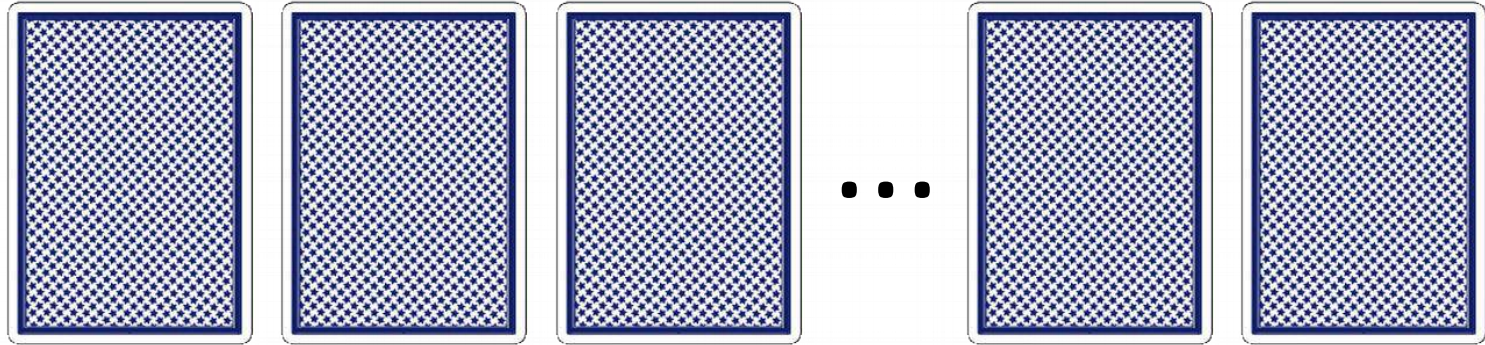
# Tractable Reasoning



What's going on here?

Which property makes reasoning tractable?

# Tractable Reasoning



What's going on here?

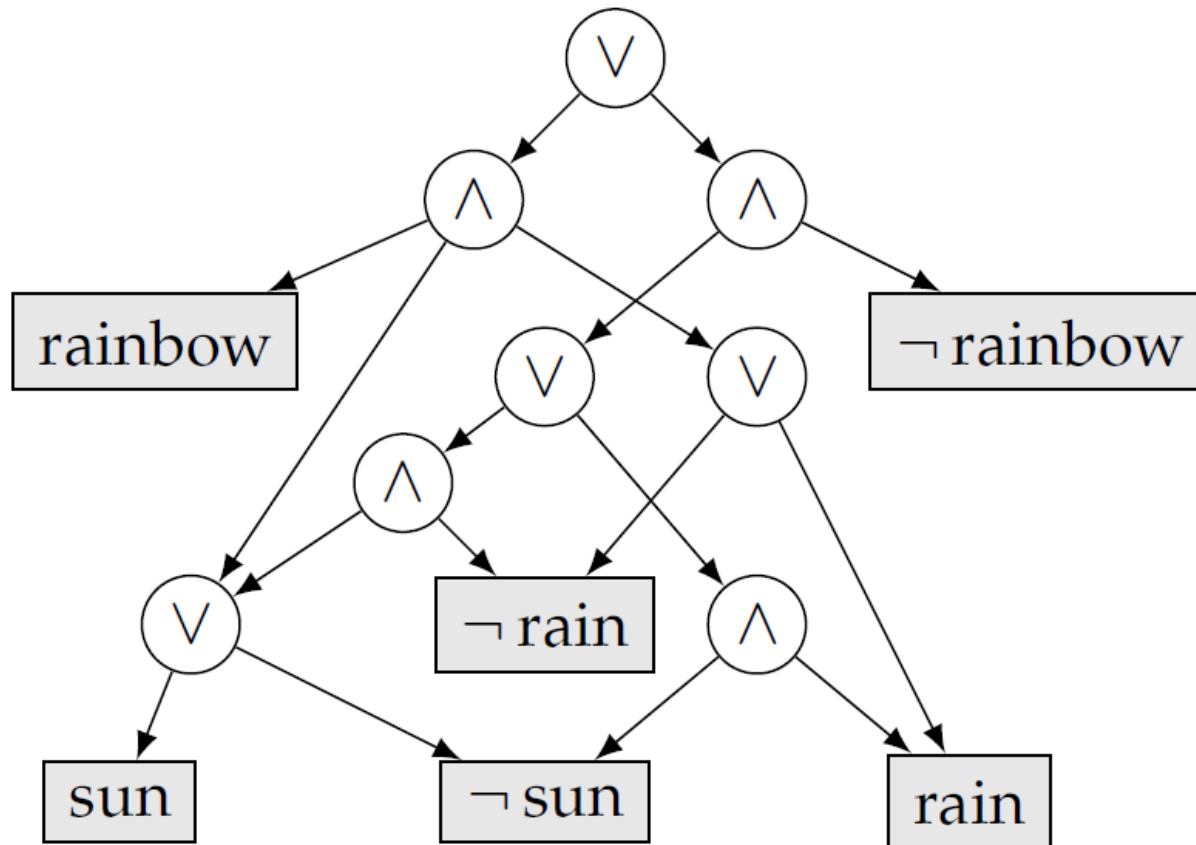
Which property makes reasoning tractable?

- High-level (first-order) reasoning
- Symmetry
- Exchangeability

⇒ **Lifted Inference**

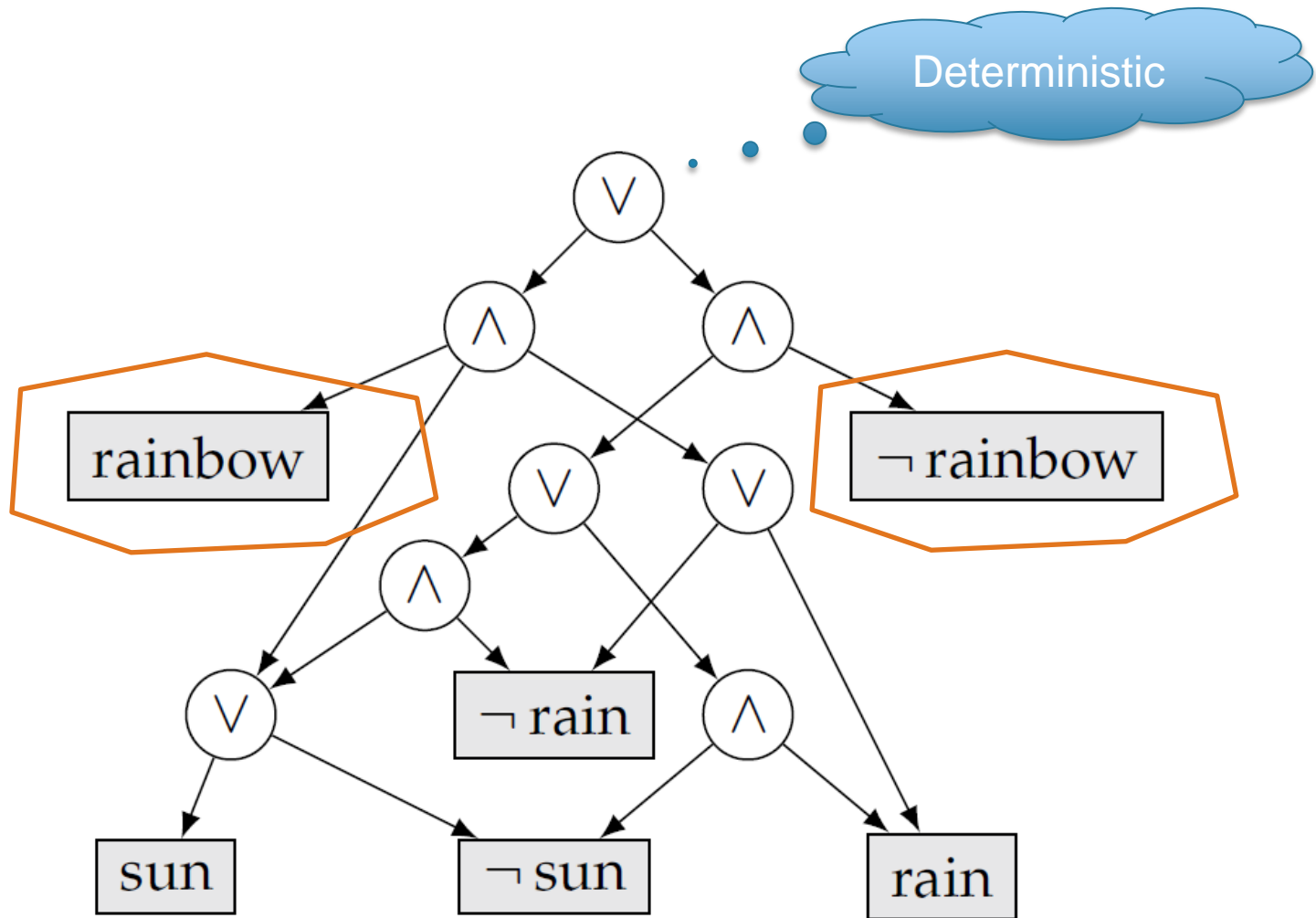
*What are first-order  
circuit languages?*

# Negation Normal Form



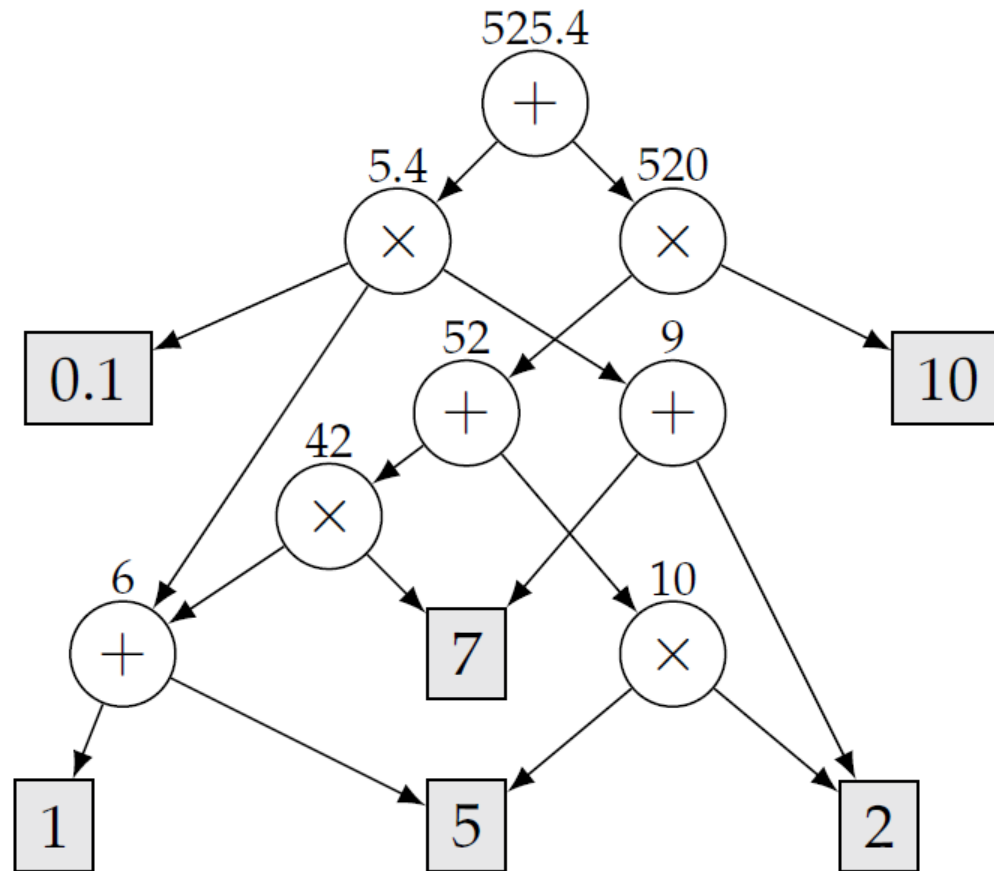


# Deterministic Decomposable NNF



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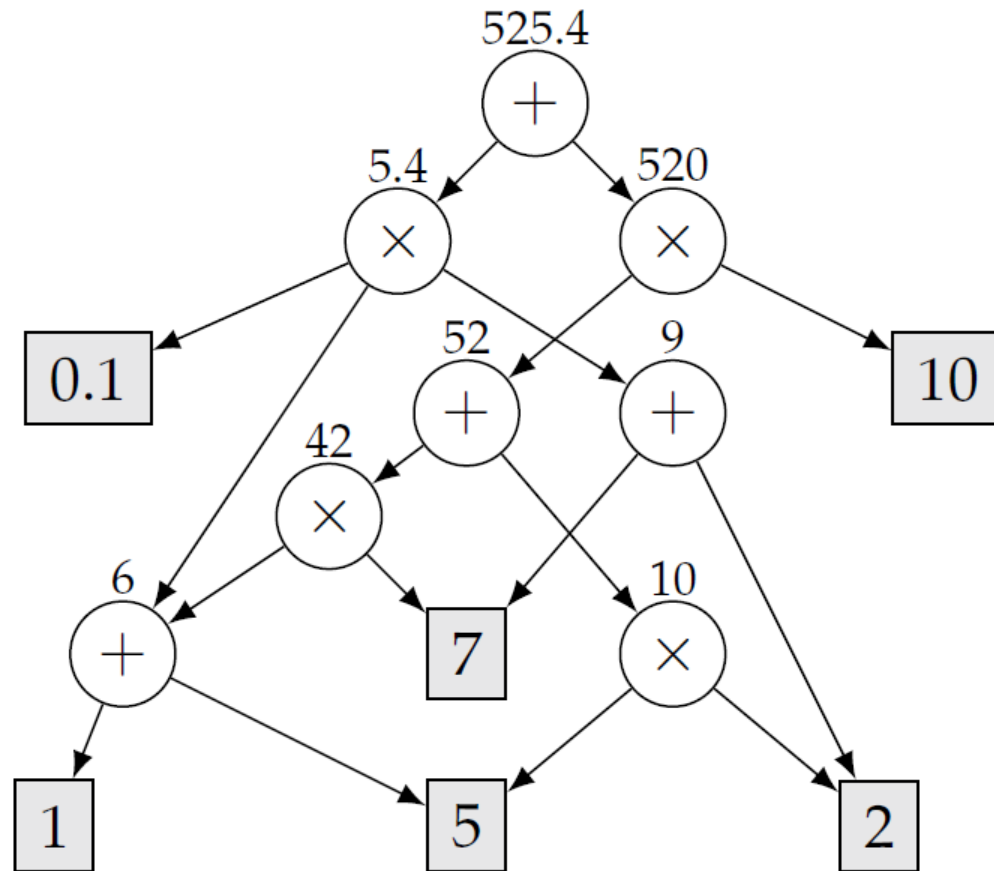
## Weighted Model Counting





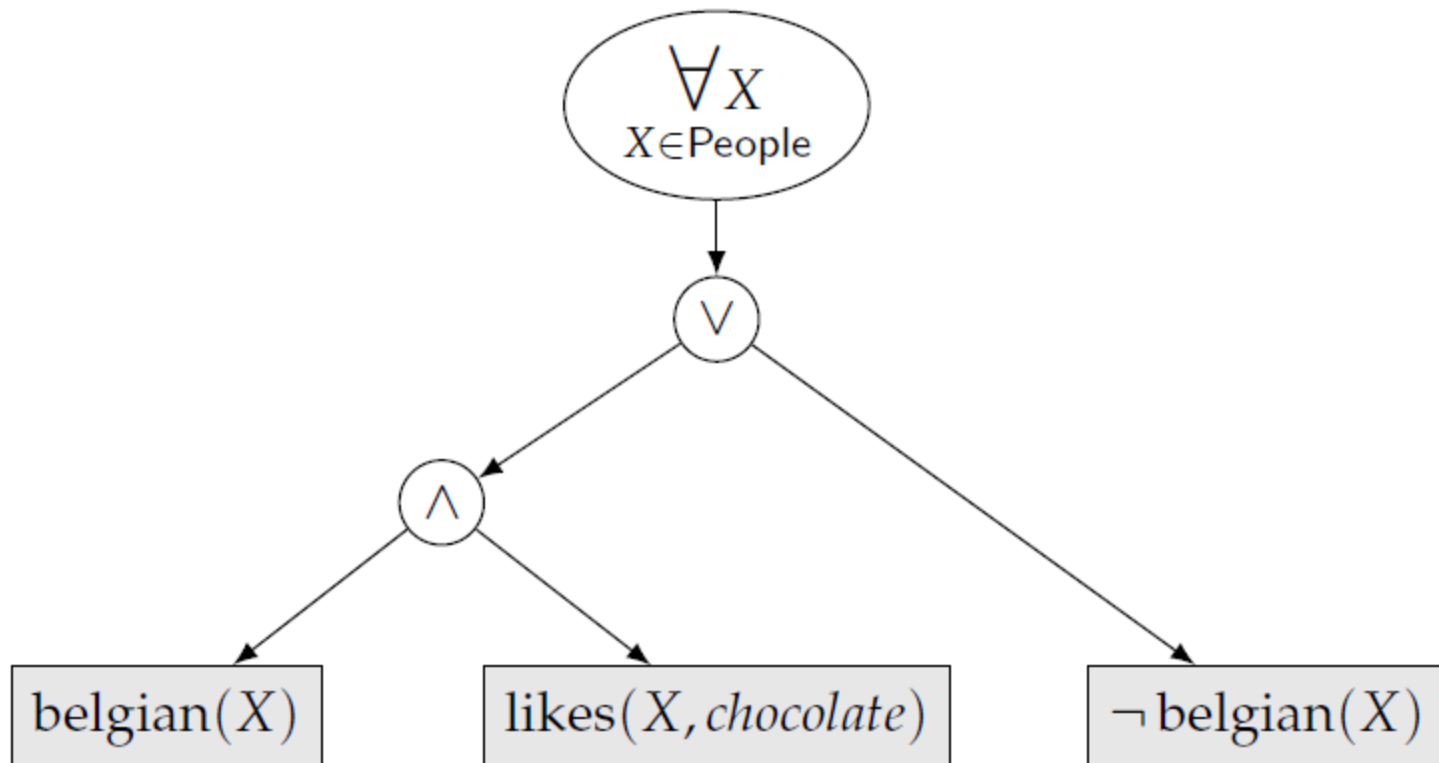
# Deterministic Decomposable NNF

Weighted Model Counting **and much more!**



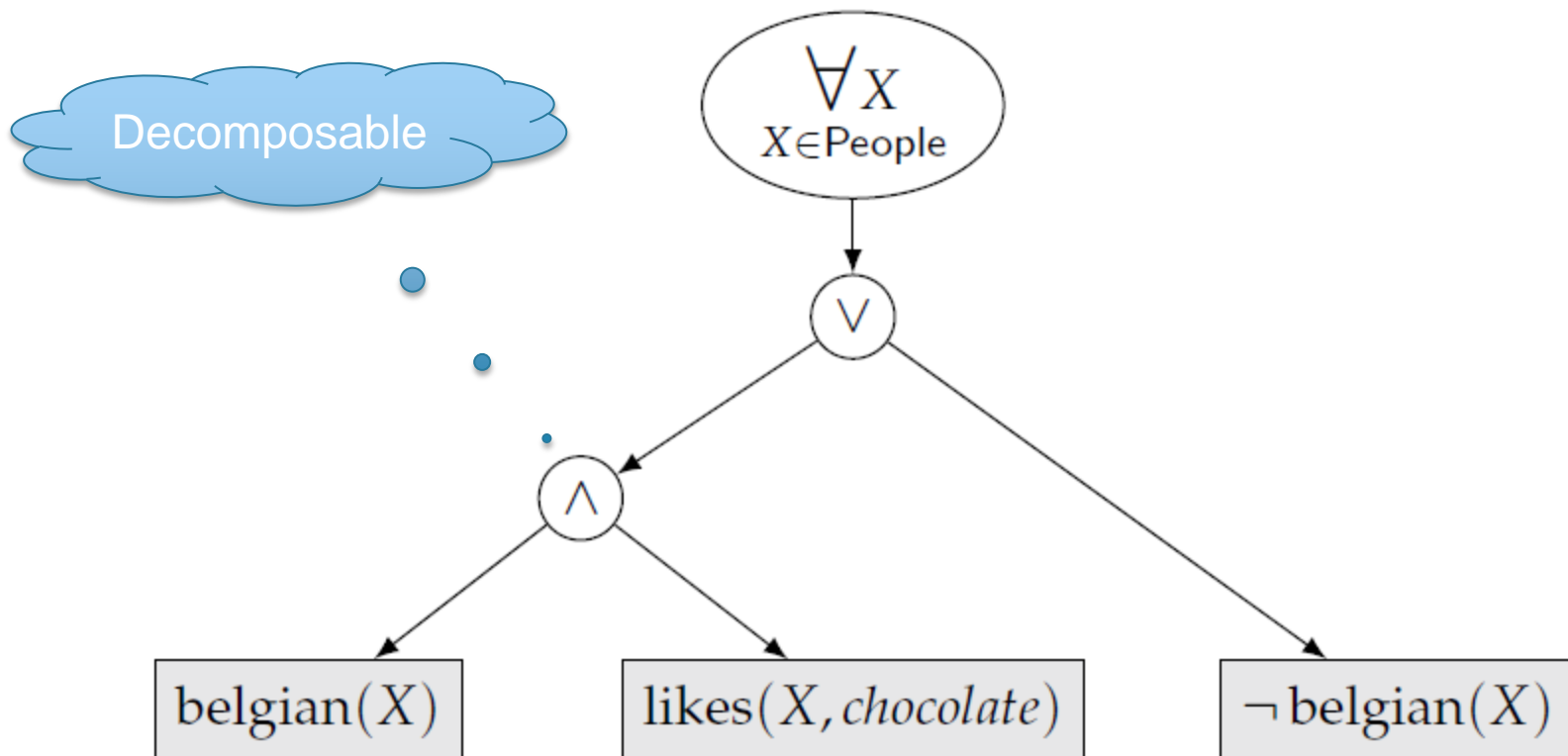
# First-Order NNF

$\forall X, X \in \text{People} : \text{belgian}(X) \Rightarrow \text{likes}(X, \text{chocolate})$



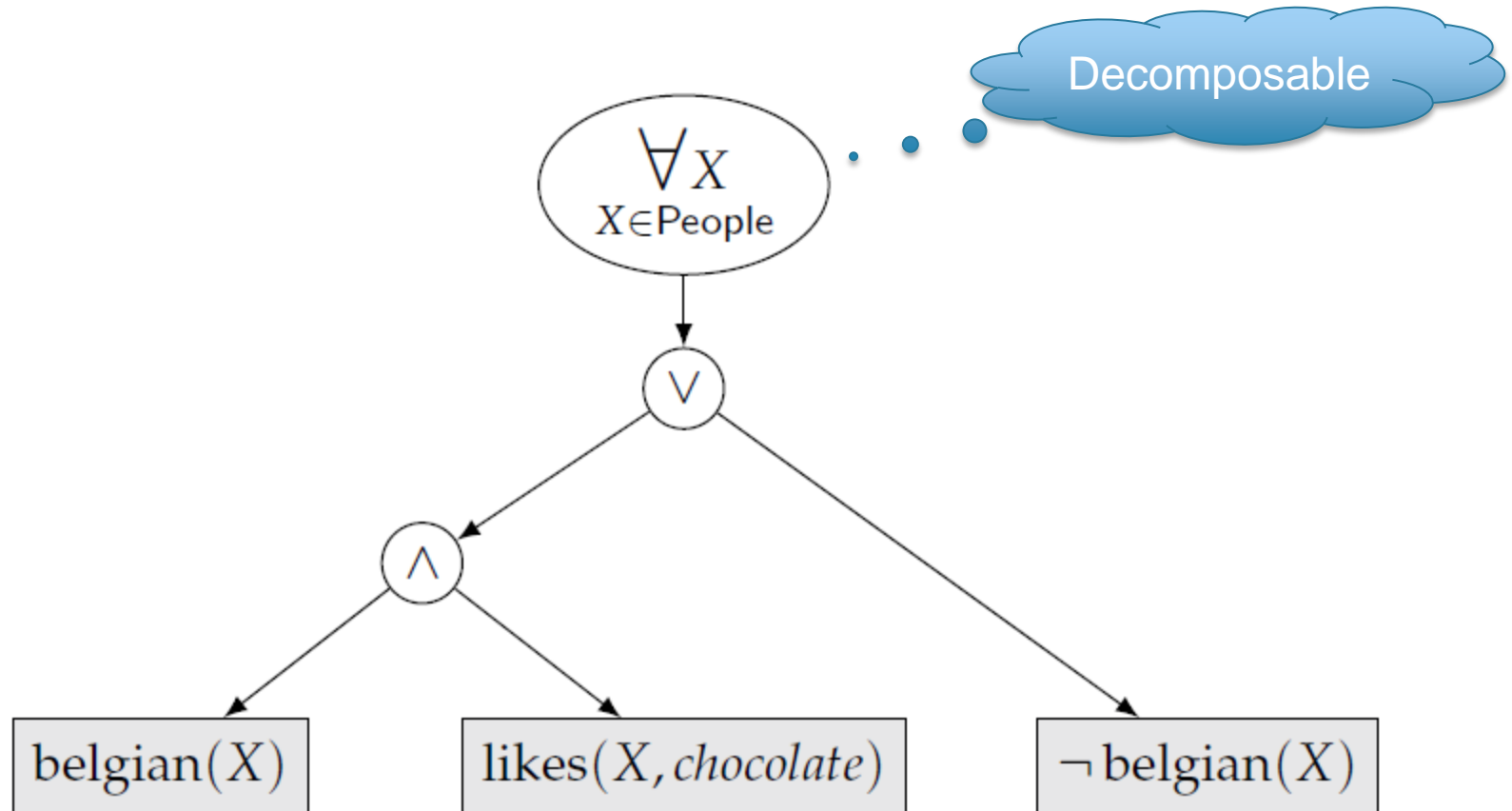
# First-Order Decomposability

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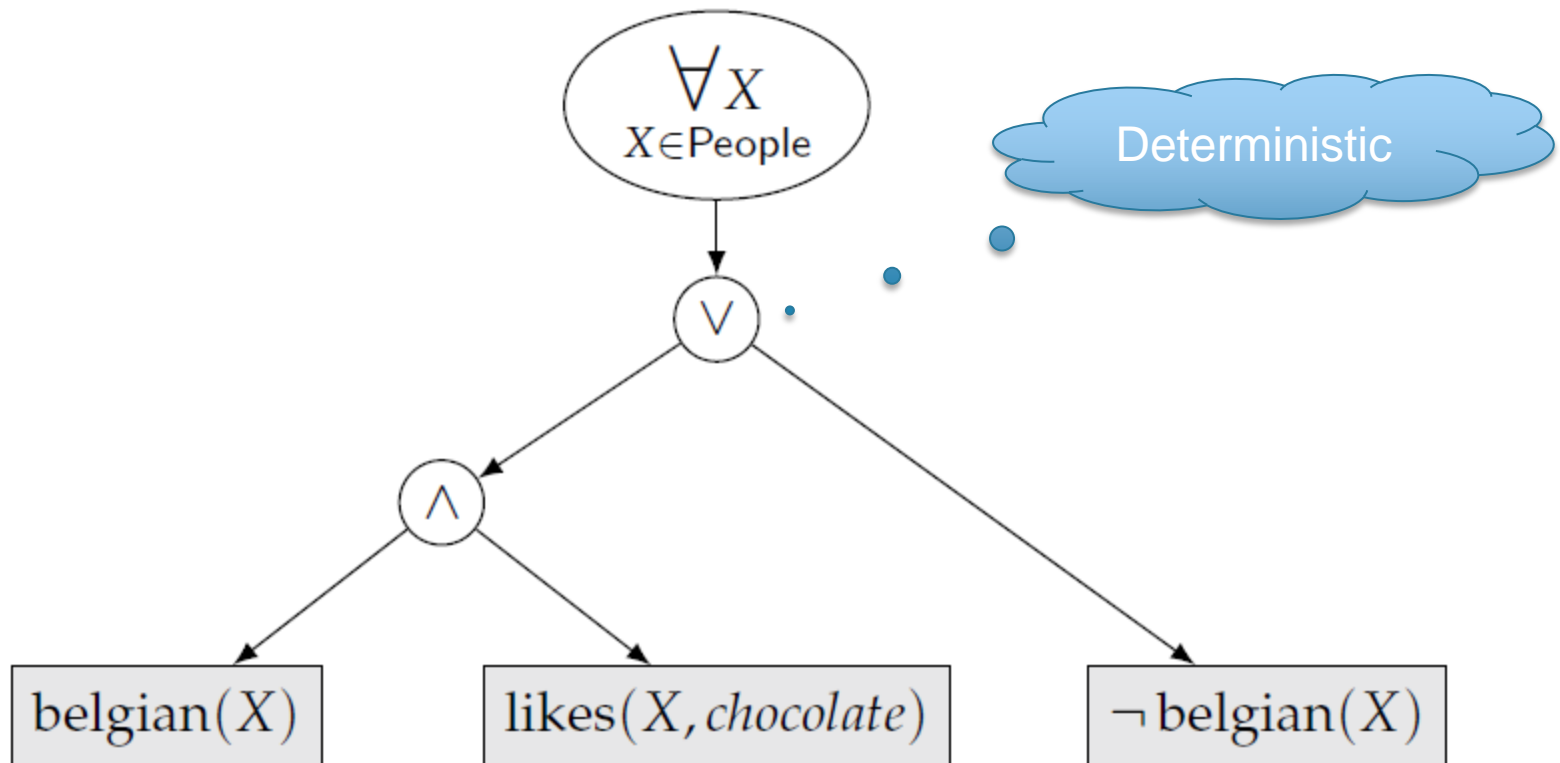
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# First-Order Determinism

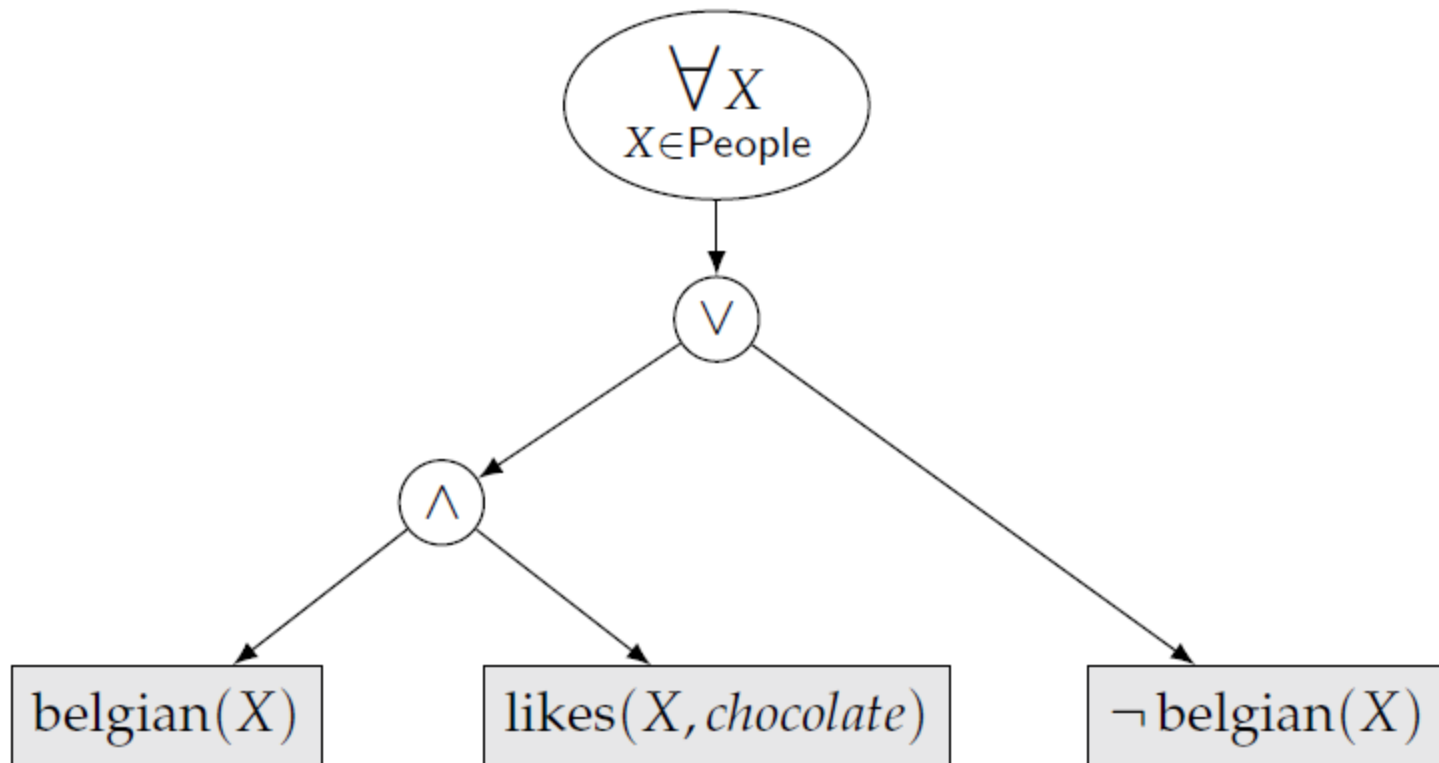
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# Deterministic Decomposable FO NNF

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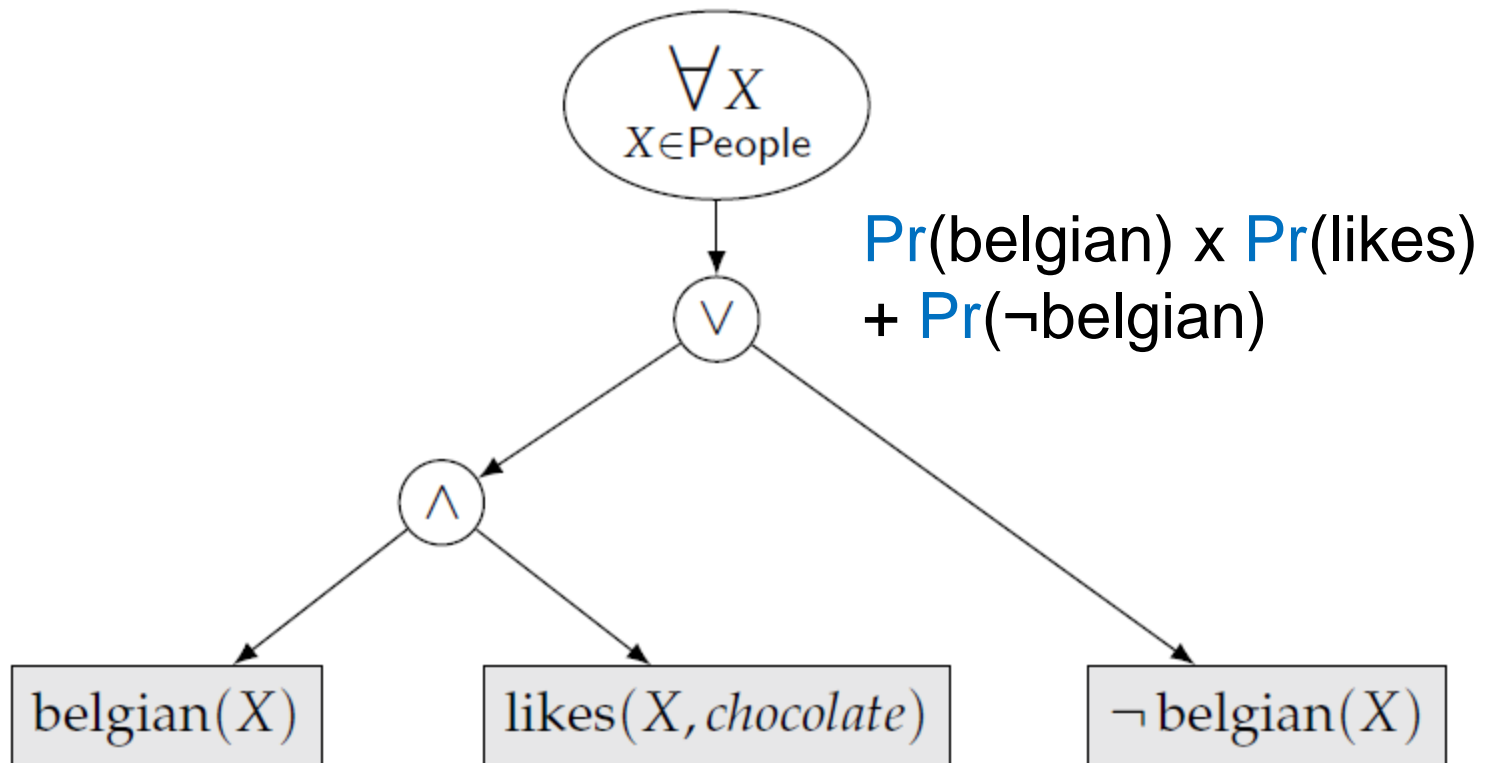
Weighted Model Counting



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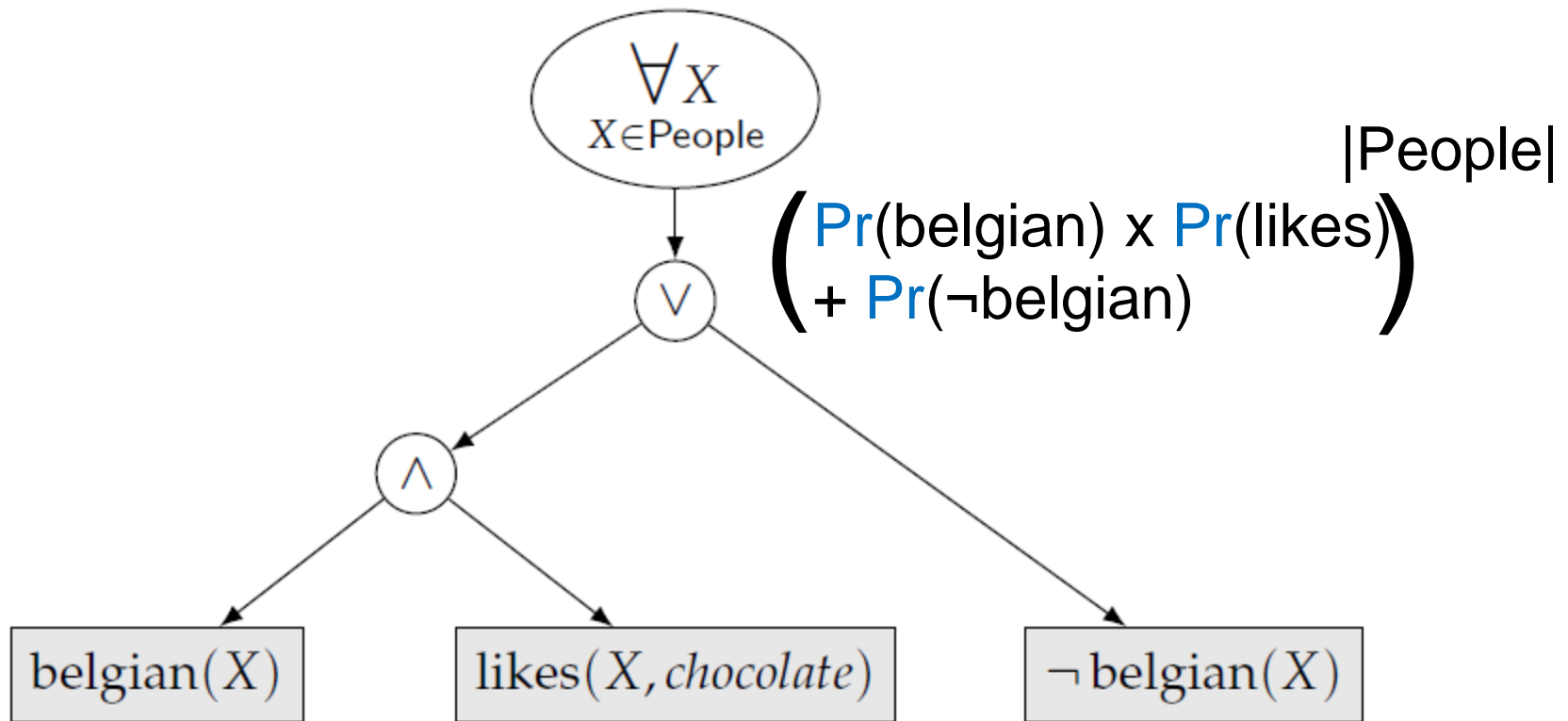
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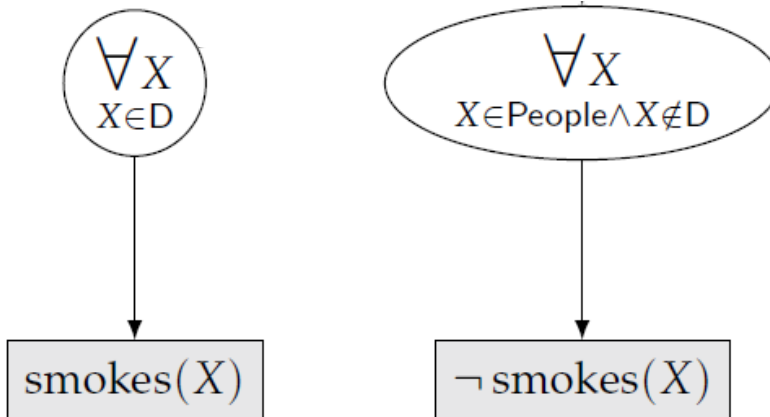
*How to do first-order  
knowledge **compilation**?*

# Deterministic Decomposable FO NNF

$\Delta = \forall x, y \in \mathbf{People}, (\text{Smokes}(x) \wedge \text{Friends}(x,y) \Rightarrow \text{Smokes}(y))$

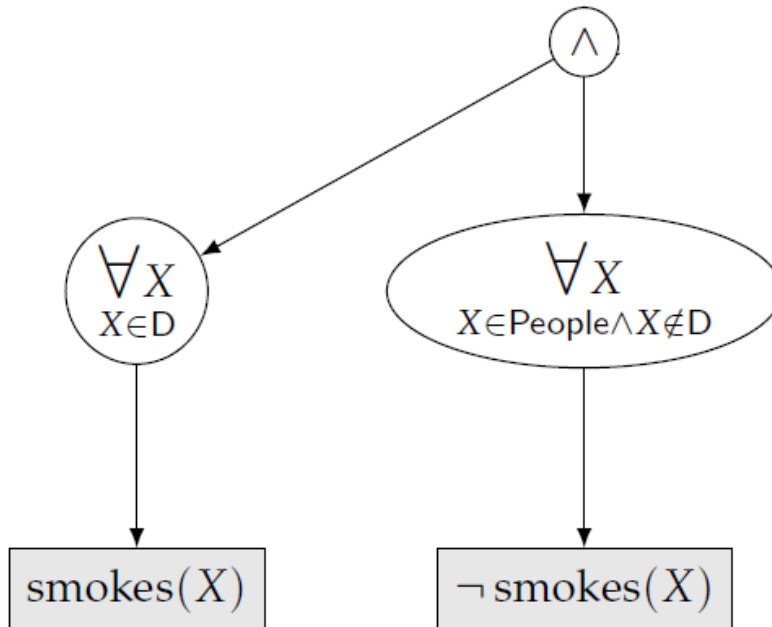
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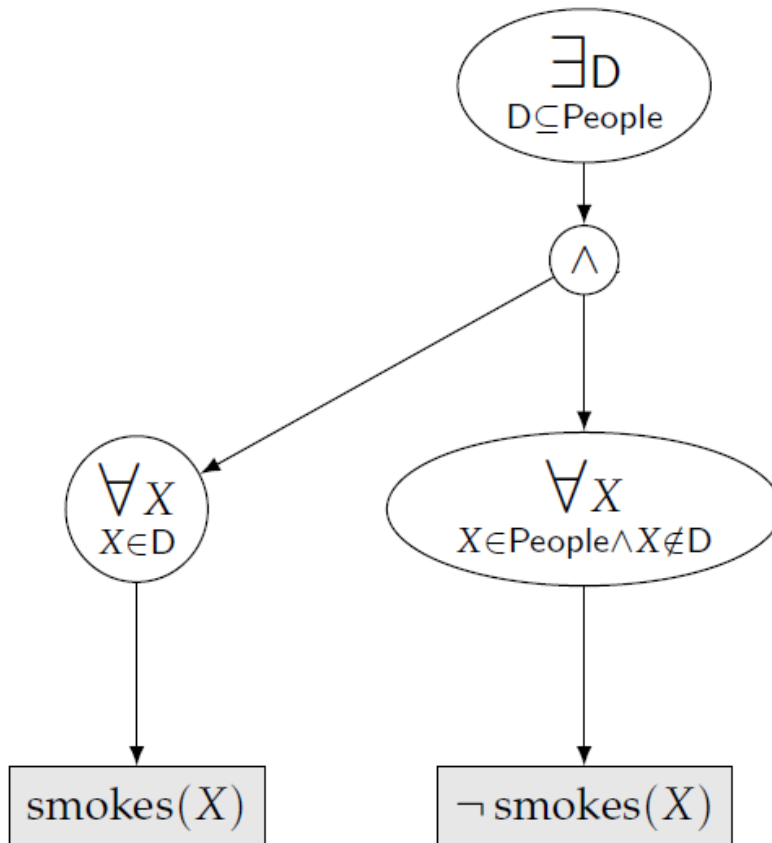
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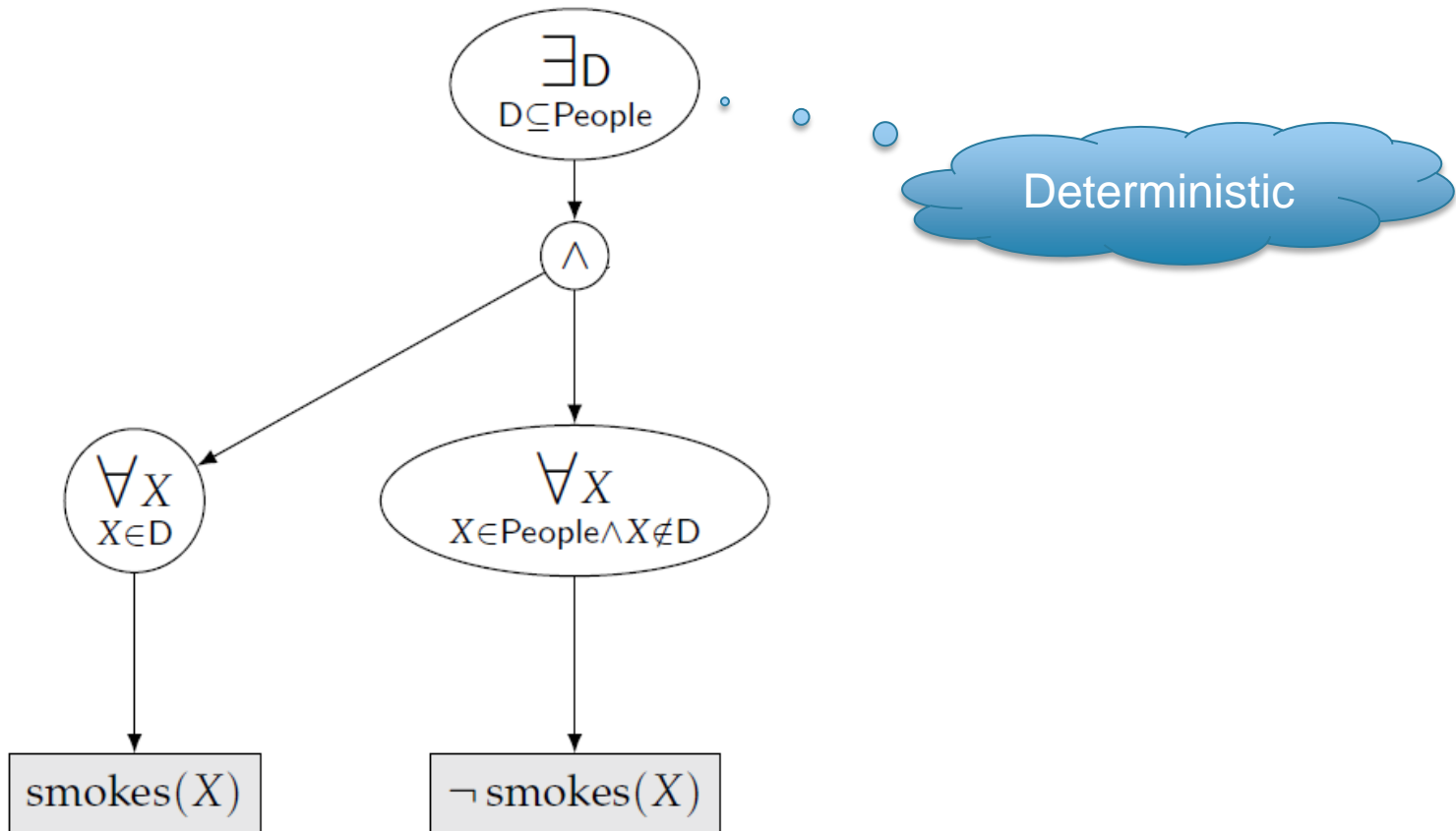
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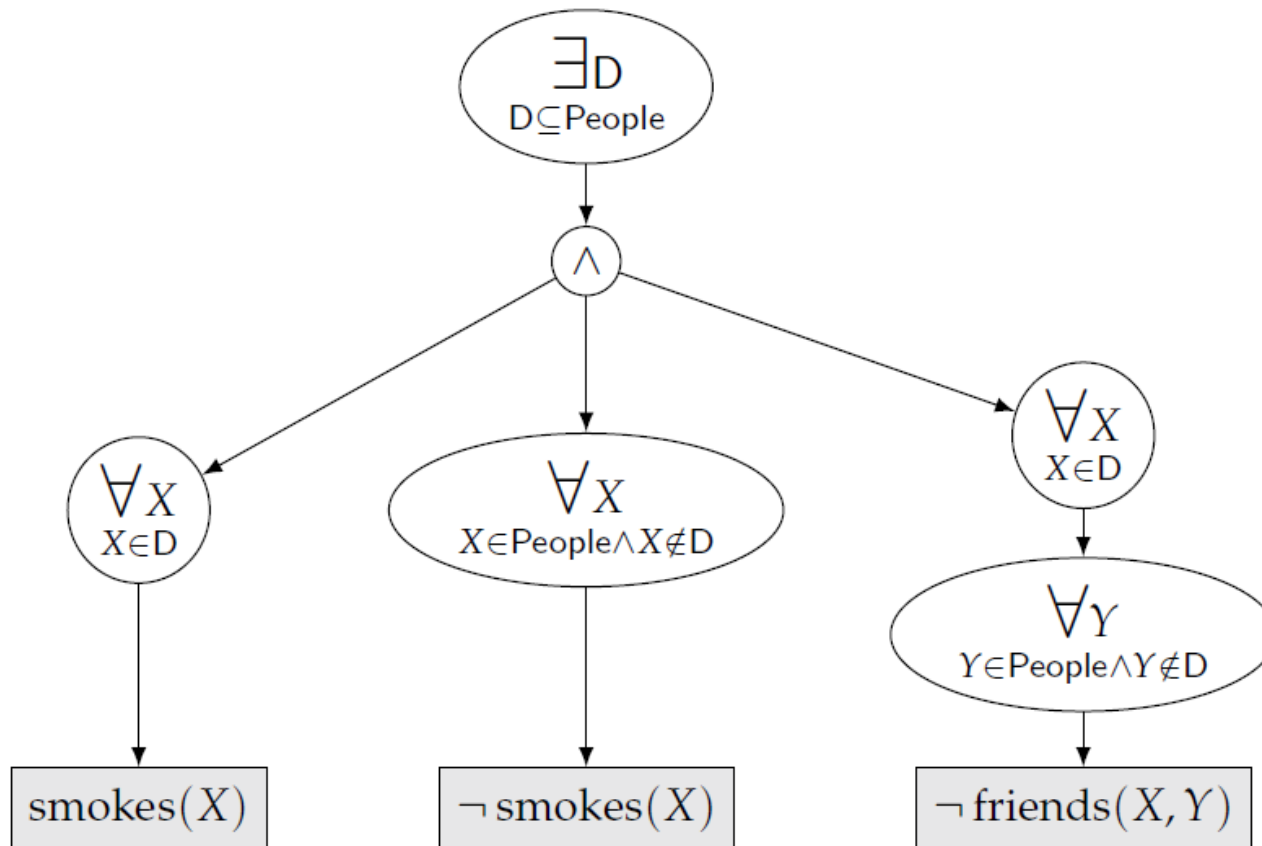
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# First-Order Model Counting: Example

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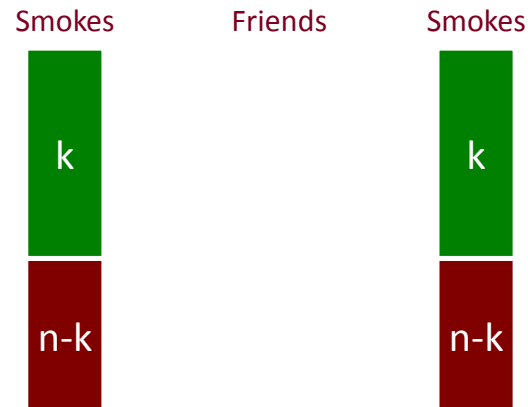
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**Database:**

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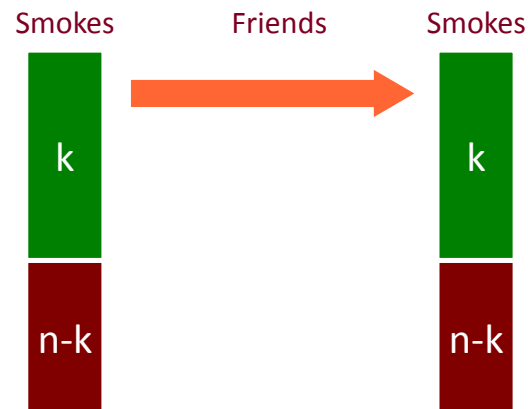
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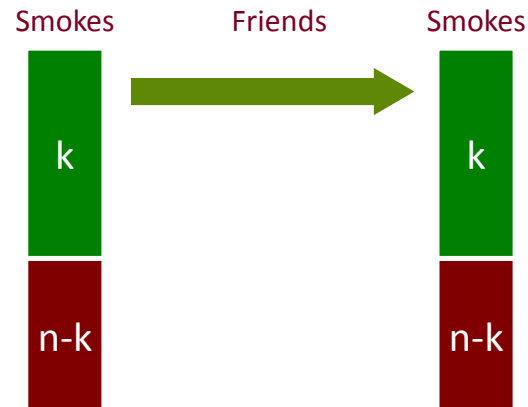
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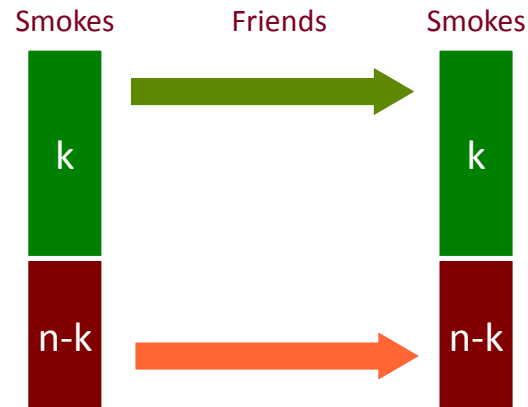
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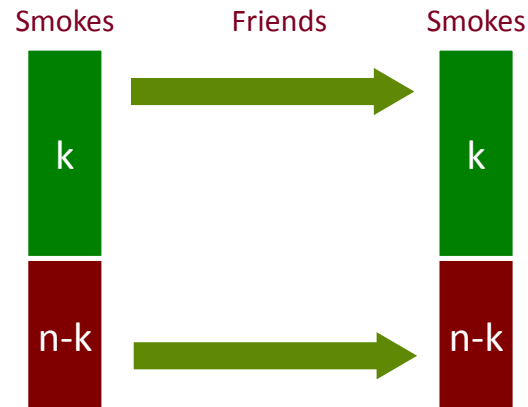
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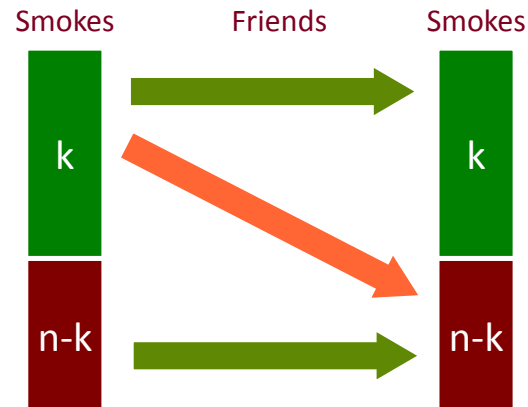
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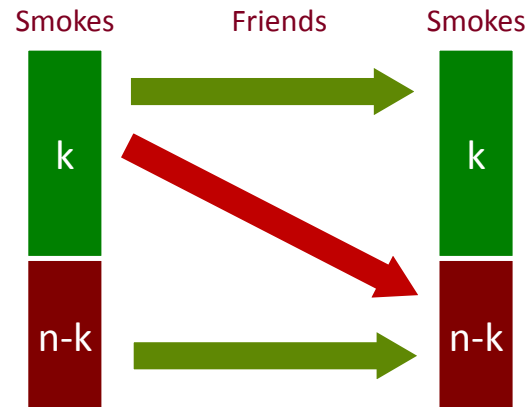
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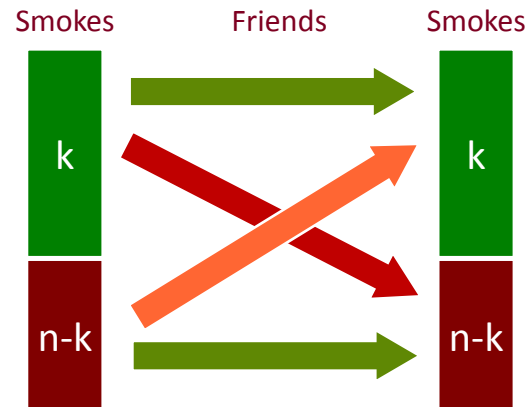
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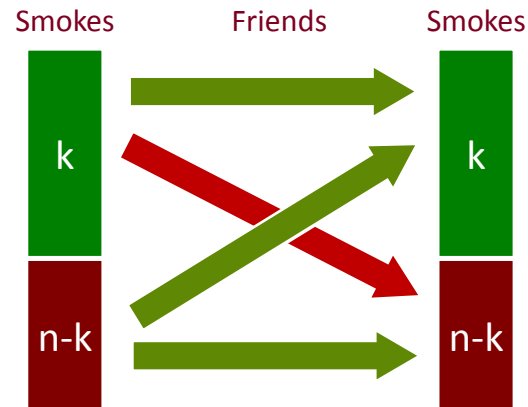
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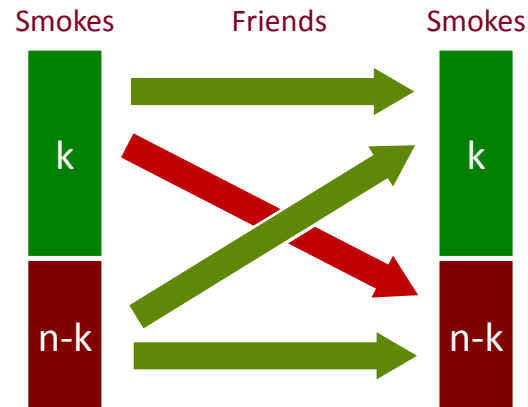
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$\rightarrow 2^{n^2 - k(n-k)}$  models



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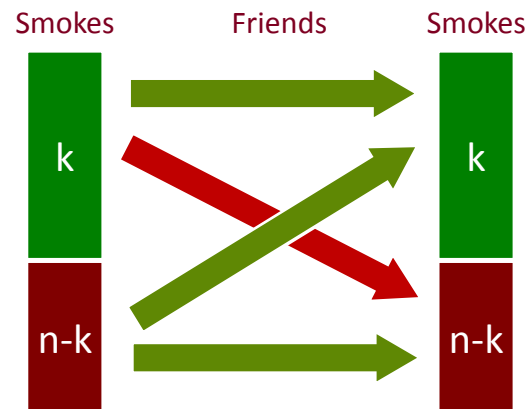
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- If we know that there are  $k$  smokers?

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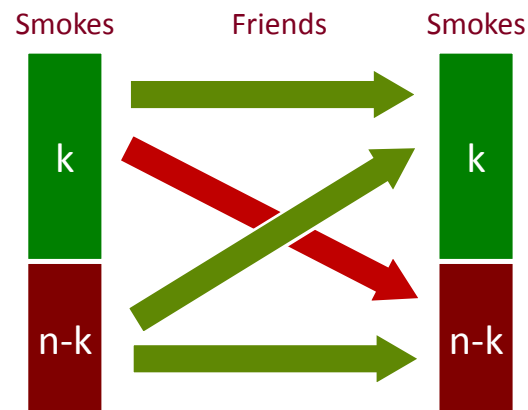
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- If we know that there are  $k$  smokers?

$\rightarrow \binom{n}{k} 2^{n^2 - k(n-k)}$  models

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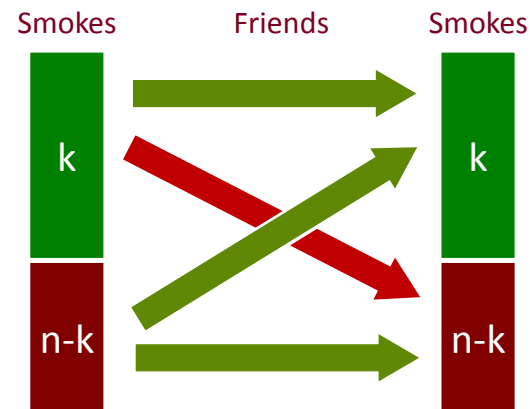
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- In total...

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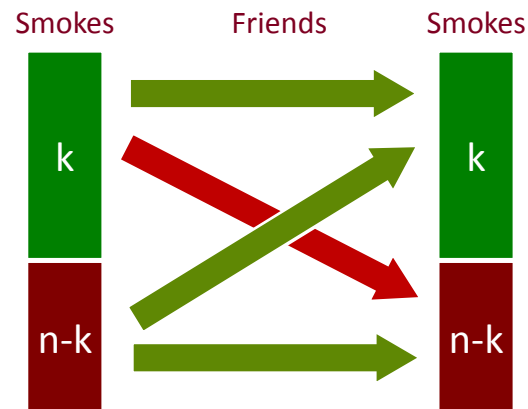
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$\rightarrow 2^{n^2 - k(n-k)}$  models



- If we know that there are  $k$  smokers?

$$\rightarrow \binom{n}{k} 2^{n^2 - k(n-k)} \text{ models}$$

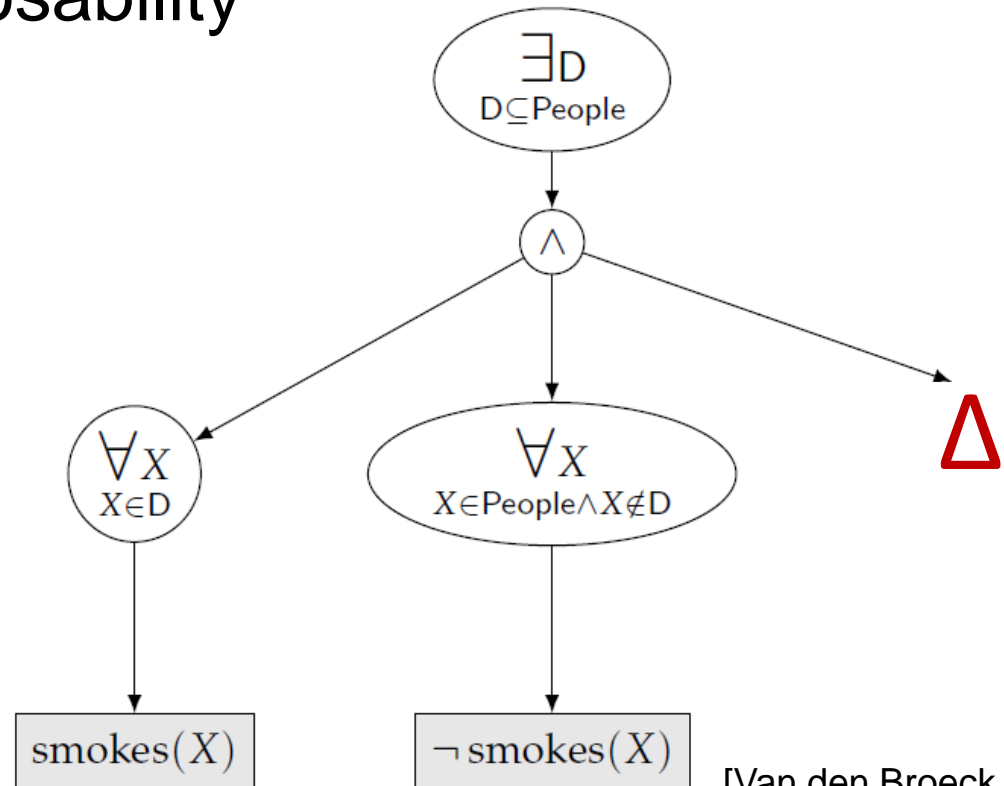
- In total...

$$\rightarrow \sum_{k=0}^n \binom{n}{k} 2^{n^2 - k(n-k)} \text{ models}$$

# Compilation Rules

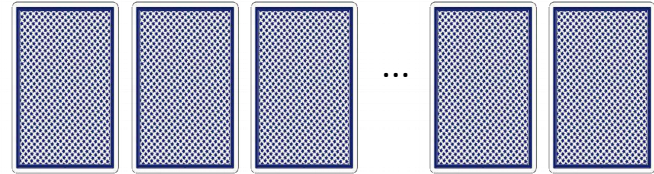
- Standard rules
  - Shannon decomposition (DPLL)
  - Detect decomposability
  - Etc.

- FO Shannon decomposition:



# Playing Cards Revisited

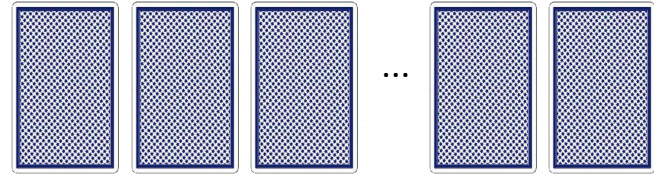
Let us automate this:


$$\begin{aligned} & \forall p, \exists c, \text{Card}(p,c) \\ & \forall c, \exists p, \text{Card}(p,c) \\ \forall p, \forall c, \forall c', \text{Card}(p,c) \wedge \text{Card}(p,c') \Rightarrow c = c' \end{aligned}$$



# Playing Cards Revisited

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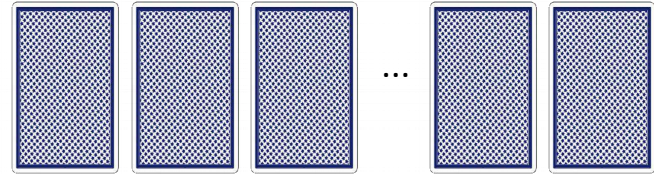


$\forall p, \exists c, \text{Card}(p,c)$   
 $\forall c, \exists p, \text{Card}(p,c)$   
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$$\downarrow$$
$$\#SAT = \sum_{k=0}^n \binom{n}{k} \sum_{l=0}^n \binom{n}{l} (l+1)^k (-1)^{2n-k-l} = n!$$

# Playing Cards Revisited

Let us automate this:


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$$\#SAT = \sum_{k=0}^n \binom{n}{k} \sum_{l=0}^n \binom{n}{l} (l+1)^k (-1)^{2n-k-l} = n!$$

Computed in time polynomial in  $n$

*Perspectives...*

# What I did not talk about... in KC

- Other queries and transformations  
(see Dan Olteanu poster)
- Other KC languages  
(FO-AODD)
- KC for logic programs  
(see Vlasselaer poster)

# What I did not talk about...in FOMC

- WFOMC for probabilistic databases  
(see Gribkoff poster)
- WFOMC for probabilistic programs  
(see Vlasselaer poster)
- Complexity theory (data or domain)
  - PTime domain complexity for 2-var fragment
  - $\#P_1$  domain complexity for some 3-var CNFs

# What I did not talk about...in FO

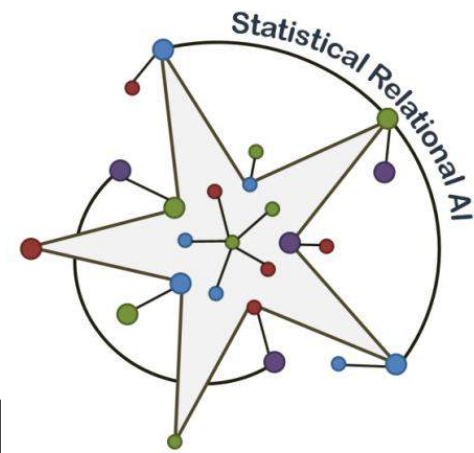
- Very related problems
  - Lifted inference in SRL
- Very related applications
  - Approximate lifted inference in Markov Logic
  - Learn Markov logic networks
- Classical first-order reasoning
  - Answer set programming,
  - SMT,
  - Theorem proving

# Format for First-Order BeyondNP

- DIMACS contributed to SAT success
- Goals
  - Trivial to parse
  - Captures MLNs, Prob. Programs, Prob. DBs
  - *Not* a powerful representation language
- FO-CNF format under construction
- Vibhav?

```
p fo-cnf 2 1
d people 1000
r Friends(people,people)
r Smokes(people)
-Smokes(x) -Friends(x,y) Smokes(y)
w Friends 3.5 1.2
w Smokes -0.5 4
```

# Calendar



At **IJCAI** in **New York** on **July 9-11**

- StarAI 2016 (<http://www.starai.org/2016/>)  
Sixth International Workshop on  
**Statistical Relational AI**
- IJCAI Tutorial  
*“Lifted Probabilistic Inference in Relational Models”* with Dan Suciu



# Conclusions

- FOMC is BeyondNP reduction target
- Existing solvers inadequate
  - Exponential speedups from FO solvers
- FOKC is Elegant, more than FOMC
- Intersection of communities
  - Statistical relational learning (lifted inference)
  - Probabilistic databases
  - Automated reasoning (you!)

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