

# AI can learn from data. But can it learn to reason?

Guy Van den Broeck

# Outline

1. The paradox of learning to reason from data

*~~deep learning~~*

2. Learning with symbolic knowledge

*logical reasoning + deep learning*

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## 1. **The paradox of learning to reason from data**

*~~deep learning~~*

## 2. Learning with symbolic knowledge

*logical reasoning + deep learning*

# Can Language Models Perform Logical Reasoning?

Language Models achieve high performance on various “reasoning” benchmarks in NLP.

<p>Kristin and her son Justin went to visit her mother Carol on a nice Sunday afternoon. They went out for a movie together and had a good time.</p> 	<p>Q: How is Carol related to Justin ?</p> <p>A: Carol is the grandmother of Justin</p> 
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Reasoning Example  
from the CLUTRR  
dataset

It is unclear whether they solve the tasks following the rules of logical deduction.

## Language Models:

*input* → ? → *Carol is the grandmother of Justin.*

## Logical Reasoning:

*input* → *Justin is Kristin's son; Carol is Kristin's mother;* → *Carol is Justin's mother's mother; if X is Y's mother's mother then X is Y's grandmother* → *Carol is the grandmother of Justin.*

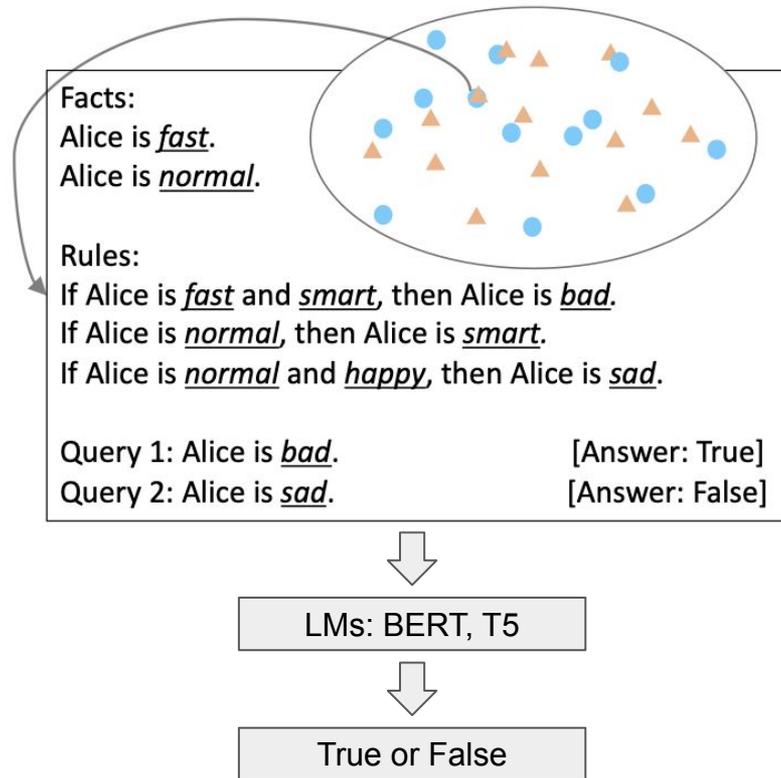
# Problem Setting: SimpleLogic

Rules: If witty, then diplomatic. If careless and condemned and attractive, then blushing. If dishonest and inquisitive and average, then shy. If average, then stormy. If popular, then blushing. If talented, then hurt. If popular and attractive, then thoughtless. If blushing and shy and stormy, then inquisitive. If adorable, then popular. If cooperative and wrong and stormy, then thoughtless. If popular, then sensible. If cooperative, then wrong. If shy and cooperative, then witty. If polite and shy and thoughtless, then talented. If polite, then condemned. If polite and wrong, then inquisitive. If dishonest and inquisitive, then talented. If blushing and dishonest, then careless. If inquisitive and dishonest, then troubled. If blushing and stormy, then shy. If diplomatic and talented, then careless. If wrong and beautiful, then popular. If ugly and shy and beautiful, then stormy. If shy and inquisitive and attractive, then diplomatic. If witty and beautiful and frightened, then adorable. If diplomatic and cooperative, then sensible. If thoughtless and inquisitive, then diplomatic. If careless and dishonest and troubled, then cooperative. If hurt and witty and troubled, then dishonest. If scared and diplomatic and troubled, then average. If ugly and wrong and careless, then average. If dishonest and scared, then polite. If talented, then dishonest. If condemned, then wrong. If wrong and troubled and blushing, then scared. If attractive and condemned, then frightened. If hurt and condemned and shy, then witty. If cooperative, then attractive. If careless, then polite. If adorable and wrong and careless, then diplomatic. Facts: Alice sensible Alice condemned Alice thoughtless Alice polite Alice scared Alice average  
Query: Alice is shy ?

# Problem Setting: SimpleLogic

The easiest of reasoning problems:

1. **Propositional logic** fragment
  - a. bounded vocabulary & number of rules
  - b. bounded reasoning depth ( $\leq 6$ )
  - c. finite space ( $\approx 10^{360}$ )
2. **No language variance**: templated language
3. **Self-contained**  
No prior knowledge
4. **Purely symbolic** predicates  
No shortcuts from word meaning
5. **Tractable** logic (definite clauses)  
Can always be solved efficiently

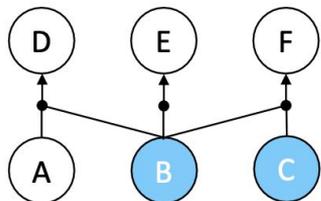


# Training a BERT model on SimpleLogic

(1) Randomly sample facts & rules.

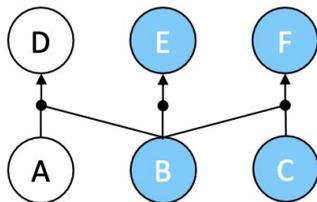
Facts: B, C

Rules:  $A, B \rightarrow D$ .  $B \rightarrow E$ .  $B, C \rightarrow F$ .



*Rule-Priority*

(2) Compute the correct labels for all predicates given the facts and rules.



*Label-Priority*



(1) Randomly assign labels to predicates.

True: B, C, E, F.

False: A, D.

(2) Set B, C (randomly chosen among B, C, E, F) as facts and sample rules (randomly) consistent with the label assignments.

Test accuracy for different reasoning depths

Test	0	1	2	3	4	5	6
RP	99.9	99.8	99.7	99.3	98.3	97.5	95.5

Test	0	1	2	3	4	5	6
LP	100.0	100.0	99.9	99.9	99.7	99.7	99.0

# Has BERT learned to reason from data?

1. Easiest of reasoning problems (no variance, self-contained, purely symbolic, tractable)
2. RP/LP data covers the whole problem space
3. The learned model has almost 100% test accuracy
4. There exist BERT parameters that compute the ground-truth reasoning function:

Theorem 1: *For a BERT model with  $n$  layers and 12 attention heads, by construction, there exists a set of parameters such that the model can correctly solve any reasoning problem in SimpleLogic that requires at most  $n - 2$  steps of reasoning.*

**Surely, under these conditions,  
BERT has learned the ground-truth reasoning function!**



# The Paradox of Learning to Reason from Data

Train	Test	0	1	2	3	4	5	6
RP	RP	99.9	99.8	99.7	99.3	98.3	97.5	95.5
	LP	99.8	99.8	99.3	96.0	90.4	75.0	57.3
LP	RP	97.3	66.9	53.0	54.2	59.5	65.6	69.2
	LP	100.0	100.0	99.9	99.9	99.7	99.7	99.0

The BERT model trained on one distribution fails to generalize to the other distribution within the same problem space.



1. If BERT **has learned** to reason, it should not exhibit such generalization failure.
2. If BERT **has not learned** to reason, it is baffling how it achieves near-perfect in-distribution test accuracy.

# Why? Statistical Features

Monotonicity of entailment:

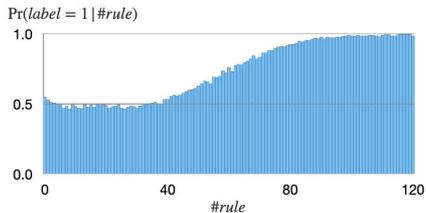
*Any rules can be freely added to the hypothesis of any proven fact.*



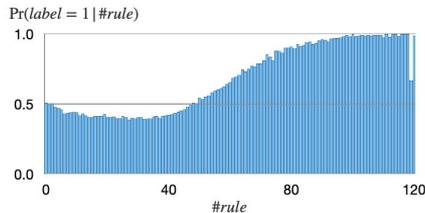
The more rules given, the more likely a predicate will be proved.



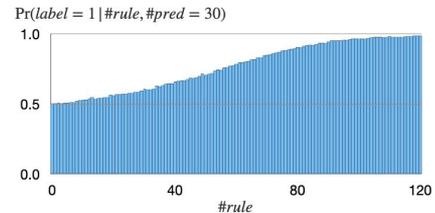
$\Pr(\text{label} = \text{True} \mid \text{Rule \#} = x)$  should increase (roughly) monotonically with  $x$



(a) Statistics for examples generated by Rule-Priority (RP).



(b) Statistics for examples generated by Label-Priority (LP).



(c) Statistics for examples generated by uniform sampling;

# BERT leverages statistical features to make predictions

RP\_b downsamples from RP such that  $\Pr(\text{label} = \text{True} \mid \text{rule\#} = x) = 0.5$  for all  $x$

Train	Test	0	1	2	3	4	5	6
	RP	99.9	99.8	99.7	99.3	98.3	97.5	95.5
RP	RP_b	99.0	99.3	98.5	97.5	96.7	93.5	88.3

1. Accuracy drop from RP to RP\_b indicates that **the model is using rule# as a statistical feature to make predictions.**
2. Potentially countless statistical features
3. Such features are **inherent to the reasoning problem**, cannot make data “clean”

# First Conclusion

Experiments unveil the fundamental difference between

1. learning to reason, and
2. learning to achieve high performance on benchmarks using statistical features.

**Be careful deploying AI in applications where this difference matters.**

# Outline

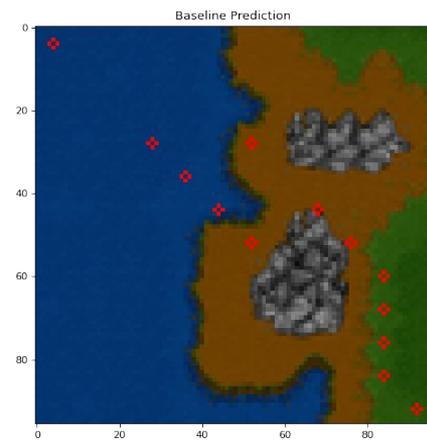
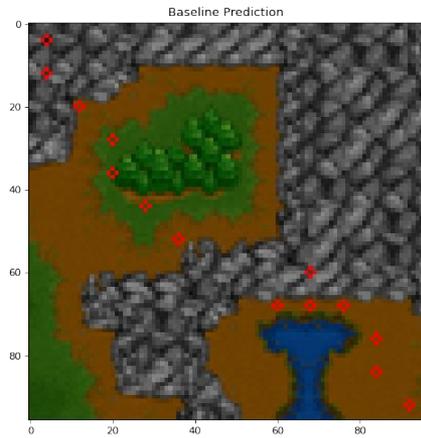
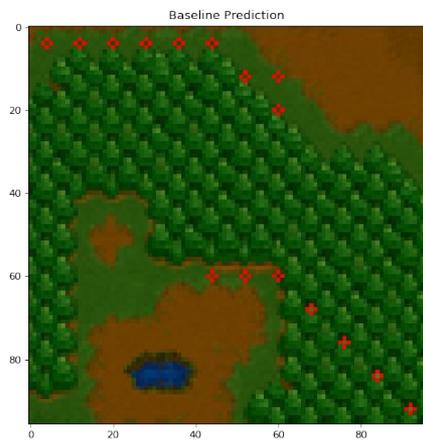
1. The paradox of learning to reason from data

*~~deep learning~~*

2. **Learning with symbolic knowledge**

*logical reasoning + deep learning*





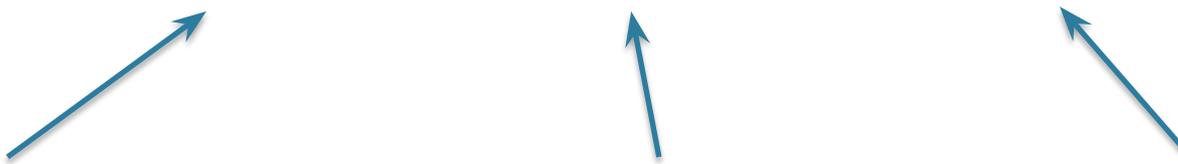
# Warcraft min-cost simple-path prediction results

Test accuracy %	Coherent	Incoherent	Constraint
ResNet-18	44.8	<b>97.7</b>	56.9

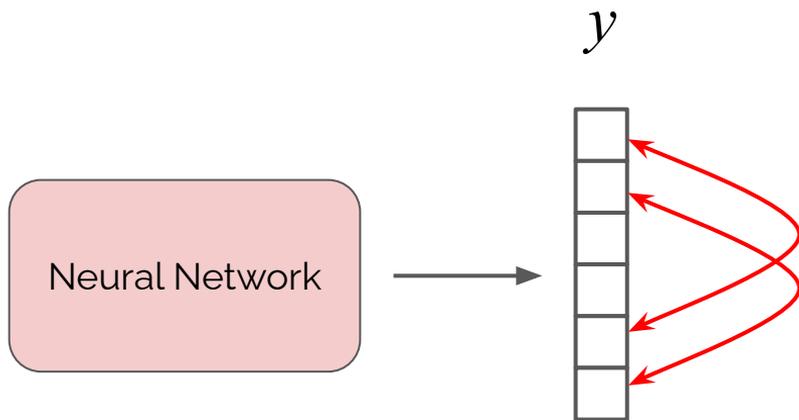
*Is prediction the shortest path?*  
**This is the real task!**

*Are individual edge predictions correct?*

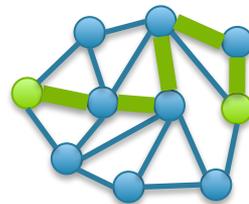
*Is output a path?*



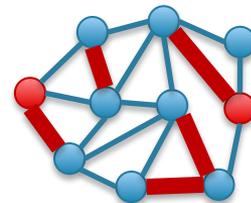
# Declarative Knowledge of the Output



How is the output structured?  
Are all possible outputs valid?



vs.



How are the outputs related to each other?

Learning this from data is inefficient  
Much easier to express this declaratively

# pylon

PyTorch Code

```
for i in range(train_iters):  
    ...  
    py = model(x)  
    ...  
    loss = CrossEntropy(py, ...)
```

1

Specify knowledge as a predicate

```
def check(y):  
    ...  
    return isValid
```

# pylon

PyTorch Code

```
for i in range(train_iters):  
    ...  
    py = model(x)  
    ...  
    loss = CrossEntropy(py, ...)  
    loss += constraint_loss(check)(py)
```

1

Specify knowledge as a predicate

```
def check(y):  
    ...  
    return isValid
```

2

Add as loss to training

```
loss += constraint_loss(check)
```



# pylon

PyTorch Code

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for i in range(train_iters):  
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1 Specify knowledge as a predicate

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def check(y):  
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2 Add as loss to training

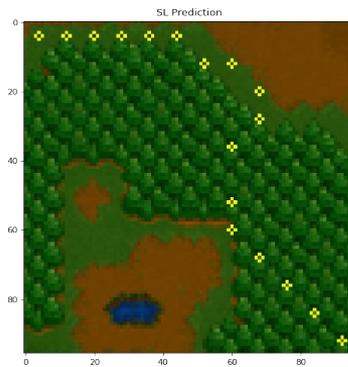
```
loss += constraint_loss(check)
```

3 pylon derives the gradients  
(solves a combinatorial problem)

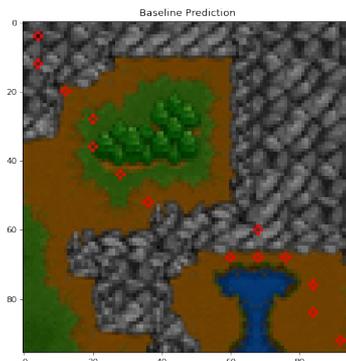
*without constraint*



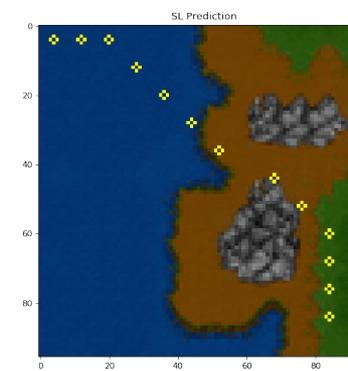
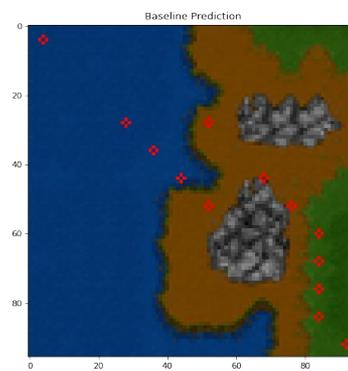
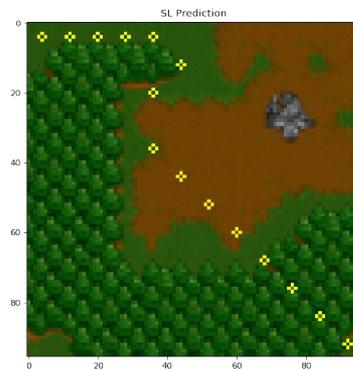
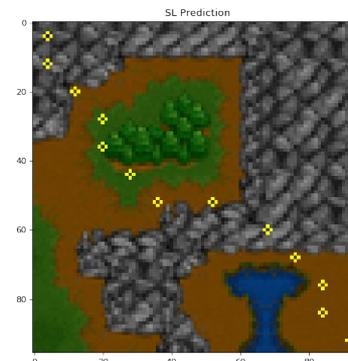
*with constraint*



*without constraint*

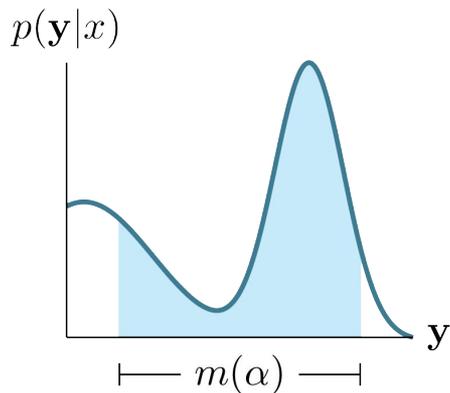


*with constraint*

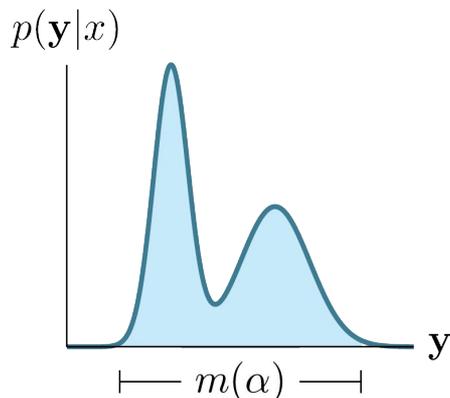


# Warcraft min-cost simple-path prediction results

Test accuracy %	Coherent	Incoherent	Constraint
ResNet-18	44.8	<b>97.7</b>	56.9
+ Semantic loss	<b>50.9</b>	<b>97.7</b>	<b>67.4</b>



a) A network uncertain over both valid & invalid predictions



c) A network allocating most of its mass to models of constraint

$$L^S(\alpha, \mathbf{p}) \propto -\log \underbrace{\sum_{\mathbf{x} \models \alpha} \prod_{i: \mathbf{x} \models X_i} p_i \prod_{i: \mathbf{x} \models \neg X_i} (1 - p_i)}_{\text{Probability of satisfying constraint } \alpha \text{ after sampling from neural net output layer } \mathbf{p}}$$

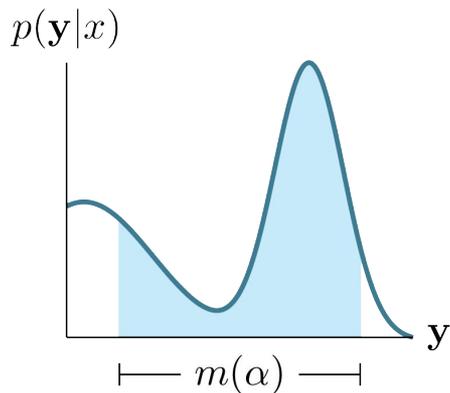


Semantic Loss

Probability of satisfying constraint  $\alpha$  after sampling from neural net output layer  $\mathbf{p}$

In general: #P-hard 😞

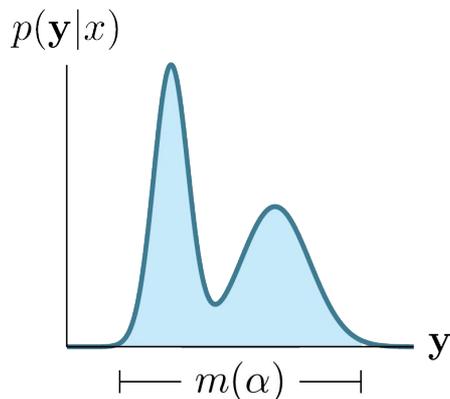
Do this probabilistic-logical reasoning during learning in a computation graph



a) A network uncertain over both valid & invalid predictions

Test accuracy %	Coherent	Incoherent	Constraint
ResNet-18	44.8	97.7	56.9
Semantic loss	50.9	97.7	67.4
+ Full Entropy	51.5	97.6	67.7
+ NeSy Entropy	<b>55.0</b>	<b>97.9</b>	<b>69.8</b>

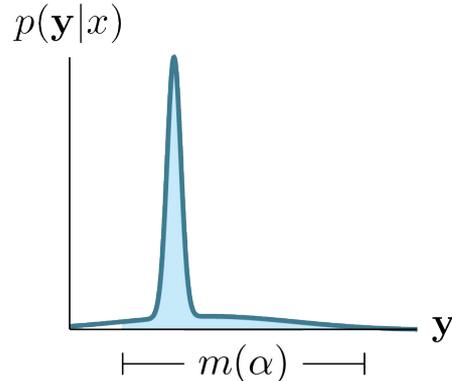
Neuro-Symbolic Learning



c) A network allocating most of its mass to models of constraint

**Neuro-Symbolic Entropy Regularization**

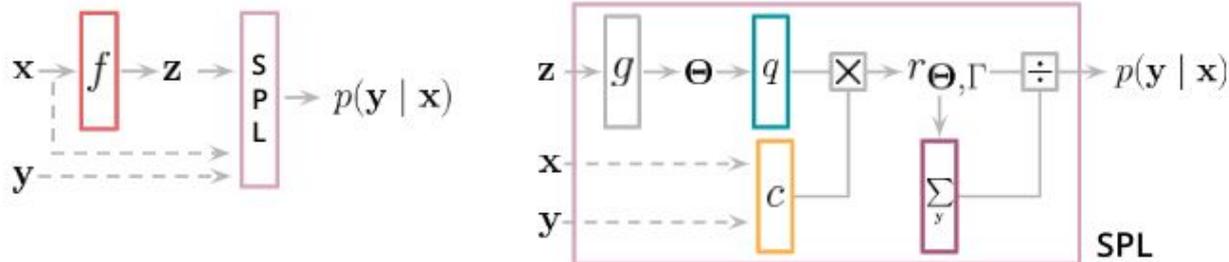
$$-\mathbb{E}_{P(\mathbf{Y}|x,\alpha)}[\log P(\mathbf{Y}|x,\alpha)]$$



d) A network allocating most of mass to one model of formula

# Semantic Probabilistic Layers

- How to give a 100% guarantee that Boolean constraints will be satisfied?
- Bake the constraint into the neural network as a special layer



- Secret sauce is tractable circuits – computation graphs for reasoning

# Warcraft Shortest Path



GROUND TRUTH



RESNET-18



SEMANTIC LOSS

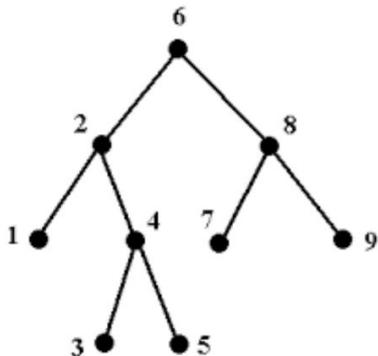


SPL (ours)

Table 3: Warcraft shortest path prediction results

ARCHITECTURE	EXACT MATCH	HAMMING SCORE	CONSISTENCY
RESNET-18+FIL	55.0	<b>97.7</b>	56.9
RESNET-18+ $\mathcal{L}_{SL}$	59.4	<b>97.7</b>	61.2
RESNET-18+SPL	75.1	97.6	<b>100.0</b>
OVERPARAM. SDD	<b>78.2</b>	96.3	<b>100.0</b>

# Hierarchical Multi-Label Classification



“if the image is classified as a dog, it must also be classified as an animal”

“if the image is classified as an animal, it must be classified as either cat or dog”

DATASET	EXACT MATCH	
	HMCNN	MLP+SPL
CELLCYCLE	$3.05 \pm 0.11$	<b><math>3.79 \pm 0.18</math></b>
DERISI	$1.39 \pm 0.47$	<b><math>2.28 \pm 0.23</math></b>
EISEN	$5.40 \pm 0.15$	<b><math>6.18 \pm 0.33</math></b>
EXPR	$4.20 \pm 0.21$	<b><math>5.54 \pm 0.36</math></b>
GASCH1	$3.48 \pm 0.96$	<b><math>4.65 \pm 0.30</math></b>
GASCH2	$3.11 \pm 0.08$	<b><math>3.95 \pm 0.28</math></b>
SEQ	$5.24 \pm 0.27$	<b><math>7.98 \pm 0.28</math></b>
SPO	<b><math>1.97 \pm 0.06</math></b>	<b><math>1.92 \pm 0.11</math></b>
DIATOMS	$48.21 \pm 0.57$	<b><math>58.71 \pm 0.68</math></b>
ENRON	$5.97 \pm 0.56$	<b><math>8.18 \pm 0.68</math></b>
IMCLEF07A	$79.75 \pm 0.38$	<b><math>86.08 \pm 0.45</math></b>
IMCLEF07D	$76.47 \pm 0.35$	<b><math>81.06 \pm 0.68</math></b>

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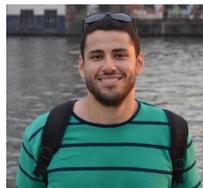
*logical (and probabilistic) reasoning + deep learning*

# Thanks

*This was the work of many wonderful students/postdocs/collaborators!*



Honghua



Kareem

References: <http://starai.cs.ucla.edu/publications/>