

Generating Random Logic Programs Using Constraint Programming

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FATA Seminar



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Physical Sciences
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How Many Programs Are Used to Test Algorithms?

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Anytime Inference in Probabilistic Logic Programs with T_P -Compilation

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Inference and learning in probabilistic logic programs using weighted Boolean formulas

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k -Optimal: a novel approximate inference algorithm for ProbLog

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On the Efficient Execution of ProbLog Programs

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ProbLog Technology for Inference in a Probabilistic First Order Logic

Maurice Bruynooghe and Theofrastos Mantzaflis and Angelika Kimmig and Bernd Gutmann
and Joost Vennekens and Gerda Janssens and Luc De Raedt²

2

Outline

Probabilistic Logic Programming

The Constraint Model

Example Programs

Experimental Results

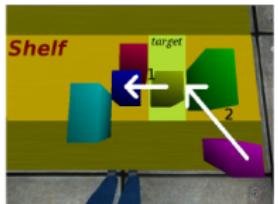
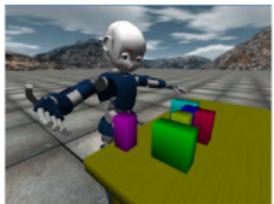
Summary

Probabilistic Logic Programs (PROBLOG)

“Smokers” (Domingos et al. 2008; Fierens et al. 2015)

```
0.2 :: stress(P) :- person(P).  
0.3 :: influences(P1, P2) :- friend(P1, P2).  
0.1 :: cancer_spont(P) :- person(P).  
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    smokes(X) :- stress(X).  
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cancer(P) :- cancer_spont(P).  
cancer(P) :- smokes(P), cancer_smoke(P).  
person(mary).  
person(albert).  
friend(albert, mary).
```

Applications



Moldovan et al. 2012

```
is_malignant(Case):-
    biopsyProcedure(Case, usCore),
    changes_Sizeinc(Case, missing),
    feature_shape(Case).

is_malignant(Case):-
    assoFinding(Case, asymmetry),
    breastDensity(Case, scatteredFDensities),
    vacuumAssisted(Case, yes).

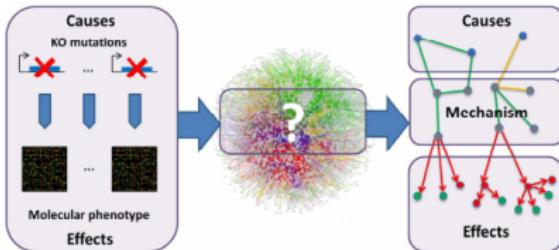
is_malignant(Case):-
    needleGauge(Case, 9),
    offset(Case, 14),
    vacuumAssisted(Case, yes).
```

Côrte-Real, Dutra, and Rocha 2017

Q1: In a group of 10 people, 60 percent have brown eyes. Two people are to be selected at random from the group. What is the probability that neither person selected will have brown eyes?

Q2: Mike has a bag of marbles with 4 white, 8 blue, and 6 red marbles. He pulls out one marble from the bag and it is red. What is the probability that the second marble he pulls out of the bag is white?

Dries et al. 2017



De Maeyer et al. 2013

Probabilistic Inference: Reasoning by Hand

Let $a \oplus b := a + b - ab$. Then

$$\begin{aligned}\Pr[\text{cancer}(\text{mary})] &= \Pr[\text{cancer_spont}(\text{mary})] \\ &\quad \oplus \Pr[\text{smokes}(\text{mary})] \\ &\quad \times \Pr[\text{cancer_smoke}(\text{mary})]\end{aligned}$$

```
cancer(P) :- cancer_spont(P).  
cancer(P) :- smokes(P), cancer_smoke(P).
```

Probabilistic Inference: Reasoning by Hand

Let $a \oplus b := a + b - ab$. Then

$$\Pr[\text{cancer}(\text{mary})] = 0.1 \oplus 0.3 \times \Pr[\text{smokes}(\text{mary})]$$

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0.1 :: cancer_spont(P) :- person(P).  
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Let $a \oplus b := a + b - ab$. Then

$$\Pr[\text{cancer}(\text{mary})] = 0.1 \oplus 0.3 \times \Pr[\text{smokes}(\text{mary})]$$

$$\Pr[\text{smokes}(\text{mary})] = \Pr[\text{stress}(\text{mary})]$$

$$\oplus \Pr[\text{smokes}(\text{albert})]$$

$$\times \Pr[\text{influences}(\text{albert}, \text{mary})]$$

```
smokes(X) :- stress(X).
```

```
smokes(X) :- smokes(Y), influences(Y, X).
```

Probabilistic Inference: Reasoning by Hand

Let $a \oplus b := a + b - ab$. Then

$$\Pr[\text{cancer}(\text{mary})] = 0.1 \oplus 0.3 \times \Pr[\text{smokes}(\text{mary})]$$

$$\Pr[\text{smokes}(\text{mary})] = 0.2 \oplus 0.3 \times \Pr[\text{smokes}(\text{albert})]$$

```
0.2 :: stress(P) :- person(P).
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Probabilistic Inference: Reasoning by Hand

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$$\Pr[\text{smokes}(\text{mary})] = 0.2 \oplus 0.3 \times \Pr[\text{smokes}(\text{albert})]$$

$$\Pr[\text{smokes}(\text{albert})] = \Pr[\text{stress}(\text{albert})] = 0.2$$

```
0.2 :: stress(P) :- person(P).  
smokes(X) :- stress(X).
```

Probabilistic Inference: Probabilities of Worlds

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Probabilistic Inference: Probabilities of Worlds

`cancer(mary) = T`

$$\Pr(world) = 0.2 \times (1 - 0.3) \times 0.1 \times 0.3$$

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Probabilistic Inference: Probabilities of Worlds

$\text{cancer}(\text{mary}) = \top$

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$\text{smokes}(X) :- \text{stress}(X).$

$\text{smokes}(X) :- \text{smokes}(Y), \text{influences}(Y, X).$

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Probabilistic Inference: Probabilities of Worlds

`cancer(mary) = ⊥`

$$\Pr(world) = (1 - 0.2) \times (1 - 0.3) \times (1 - 0.1) \times (1 - 0.3)$$

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Inference Algorithms and Knowledge Compilation Maps

NNF negation normal form

BDD binary decision diagrams

SDD sentential decision diagrams

k -Best only use the k most probable proofs

d-DNNF deterministic decomposable negation normal form

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XX $(A \vee C) \wedge (A \vee \neg B)$

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✓X $B \wedge C \wedge [(B \wedge A) \vee \neg B]$

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Example Diagrams for $C \wedge (A \vee \neg B)$

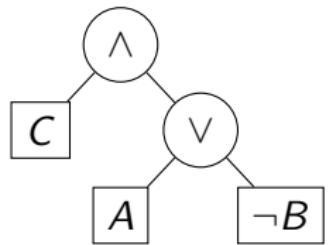


Figure: NNF

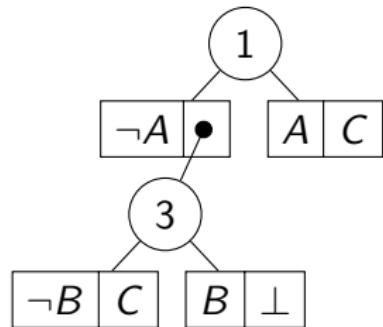


Figure: SDD

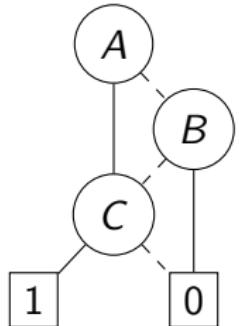


Figure: BDD

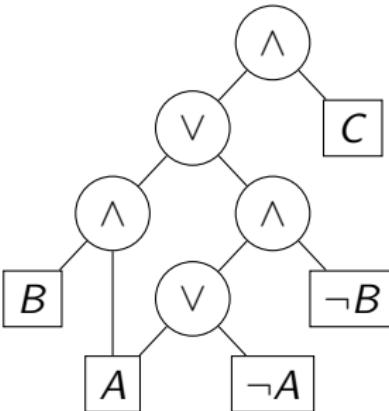


Figure: d-DNNF

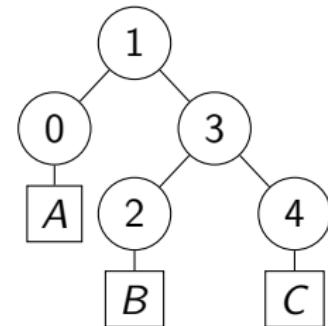


Figure: vtree

What Characterises a (Probabilistic) Logic Program?

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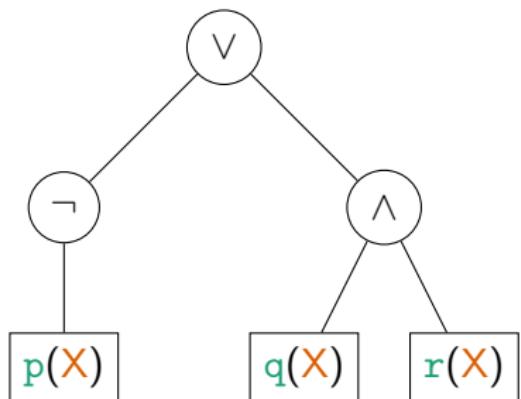
- predicates, arities
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Formulas As Trees

$$\neg p(X) \vee (q(X) \wedge r(X))$$

Formulas As Trees

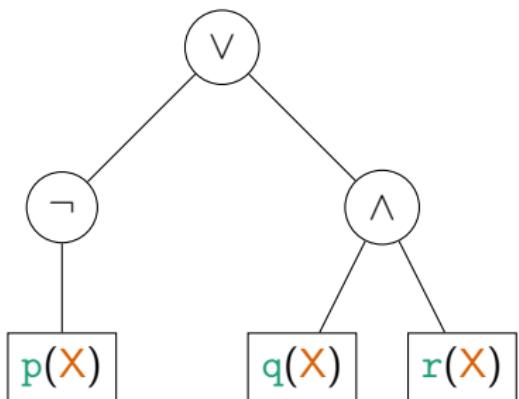
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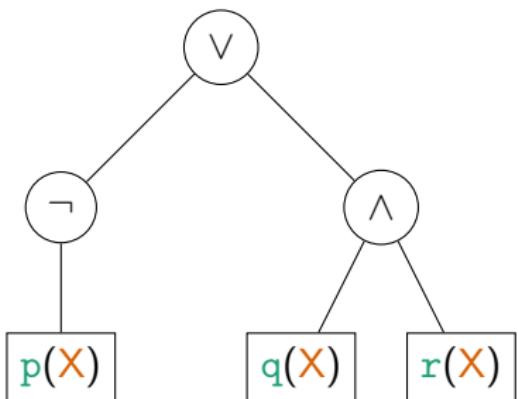
s:	0	0	0	1	2	2	6
v:	\vee	\neg	\wedge	$p(X)$	$q(X)$	$r(X)$	\top



Formulas As Trees

$$\neg p(X) \vee (q(X) \wedge r(X))$$

s:	0	0	0	1	2	2	6
v:	\vee	\neg	\wedge	$p(X)$	$q(X)$	$r(X)$	\top

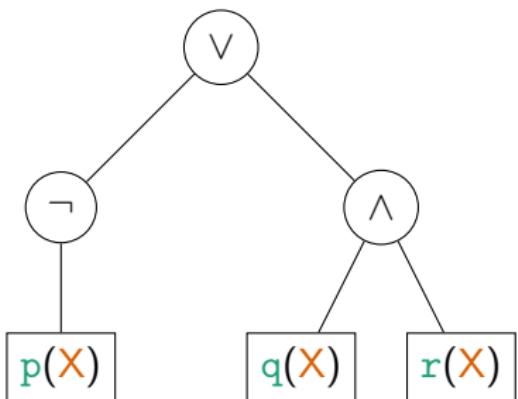


- s is a forest with $T = 2$ trees

Formulas As Trees

$$\neg p(X) \vee (q(X) \wedge r(X))$$

s:	0	0	0	1	2	2	6
v:	\vee	\neg	\wedge	$p(X)$	$q(X)$	$r(X)$	\top

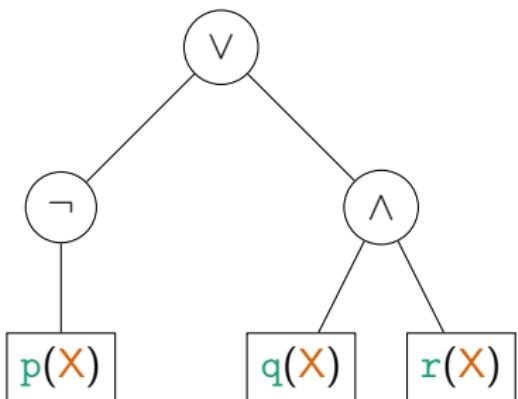


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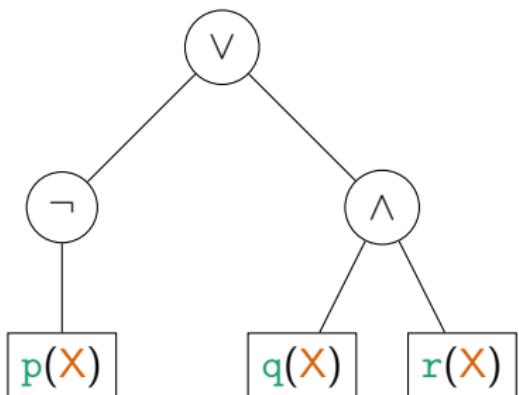
- s is a forest with $T = 2$ trees

- s is sorted
- $s_i \neq i \implies v_i \neq \top$

Formulas As Trees

$$\neg p(X) \vee (q(X) \wedge r(X))$$

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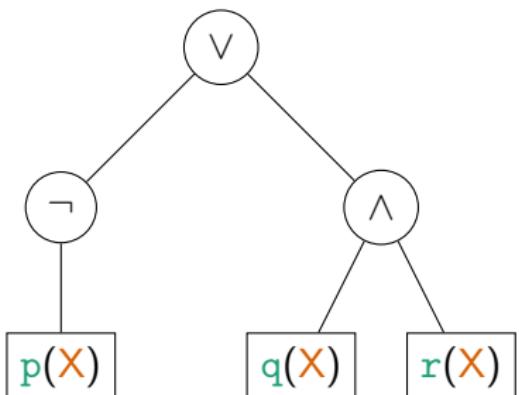
- s is a forest with $T = 2$ trees
- length $L = 7$
- number of nodes $N := L - T + 1 = 6$
- for $i = 1, \dots, L - 1$,
 - if $i < N$, then $s_i < i$
 - else $s_i = i$ and $v_i = \top$

- s is sorted
- $s_i \neq i \implies v_i \neq \top$

Formulas As Trees

$$\neg p(X) \vee (q(X) \wedge r(X))$$

s:	0	0	0	1	2	2	6
v:	\vee	\neg	\wedge	$p(X)$	$q(X)$	$r(X)$	\top
c:	2	1	2	0	0	0	0



- s is sorted
- $s_i \neq i \implies v_i \neq \top$

- s is a forest with $T = 2$ trees
- length $L = 7$
- number of nodes $N := L - T + 1 = 6$
- for $i = 1, \dots, L - 1$,
 - if $i < N$, then $s_i < i$
 - else $s_i = i$ and $v_i = \top$
- $c_i = 0 \iff v_i = \top$ or an atom
- $c_i = 1 \iff v_i = \neg$
- $c_i > 1 \iff v_i \in \{\wedge, \vee\}$

Variable Symmetry Breaking

Let $\{W, X, Y\}$ be the set of variables. Then

```
smokes(X) :- smokes(Y), influences(Y, X)
```

is equivalent to

```
smokes(Y) :- smokes(X), influences(X, Y)
```

and to

```
smokes(W) :- smokes(X), influences(X, W)
```

Variable Symmetry Breaking



Occurrences
(channeling)

Introductions
 $1 + \min \text{occurrences}(v)$ or 0

$$W \mapsto \emptyset$$

$$W \mapsto 0$$

$$X \mapsto \{0, 3\}$$

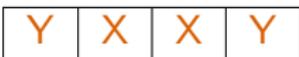
$$X \mapsto 1$$

$$Y \mapsto \{1, 2\}$$

$$Y \mapsto 2$$

sorted!

Variable Symmetry Breaking



Occurrences
(channeling)

Introductions
 $1 + \min \text{occurrences}(v)$ or 0

$$W \mapsto \emptyset$$

$$W \mapsto 0$$

$$X \mapsto \{1, 2\}$$

$$X \mapsto 2$$

$$Y \mapsto \{0, 3\}$$

$$Y \mapsto 1$$

not sorted!

Variable Symmetry Breaking



Occurrences
(channeling)

Introductions
 $1 + \min \text{occurrences}(v)$ or 0

$$W \mapsto \{0, 3\}$$

$$W \mapsto 1$$

$$X \mapsto \{1, 2\}$$

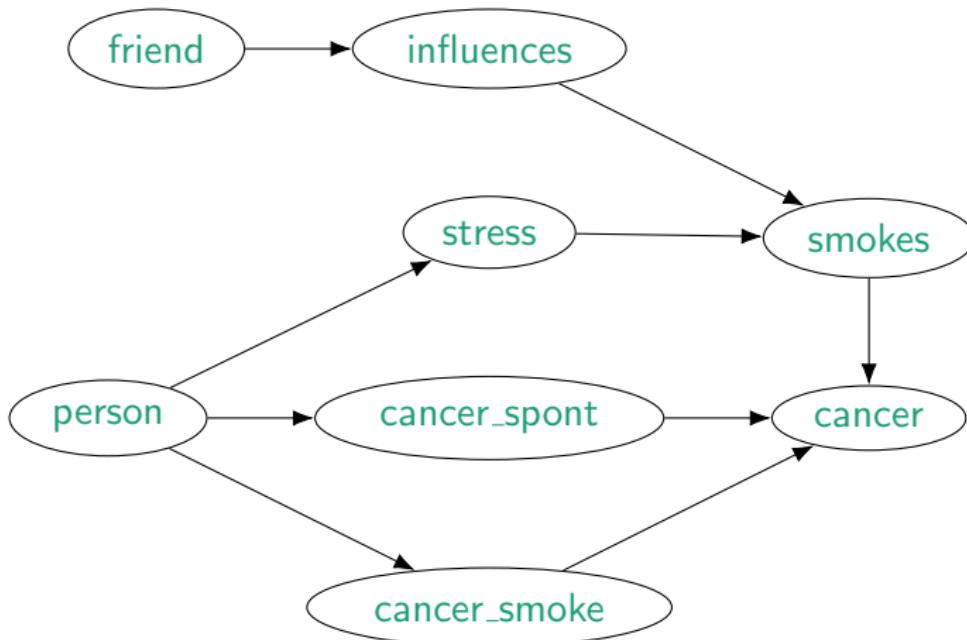
$$X \mapsto 2$$

$$Y \mapsto \emptyset$$

$$Y \mapsto 0$$

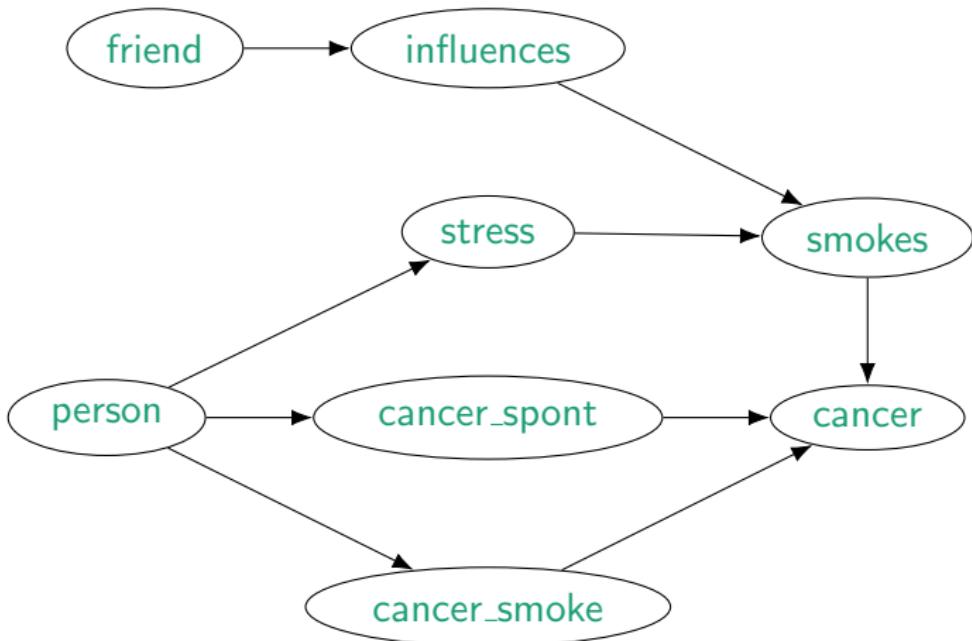
not sorted!

Predicate Dependency Graph



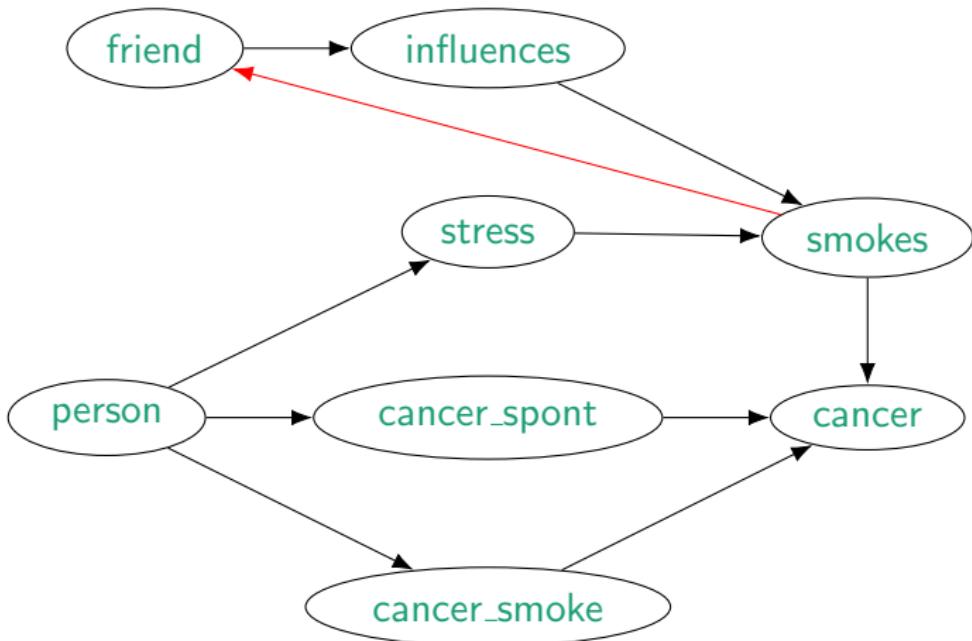
Stratification and Negative Cycles

0.1 :: friend(X, Y) :- \+ smokes(Y).



Stratification and Negative Cycles

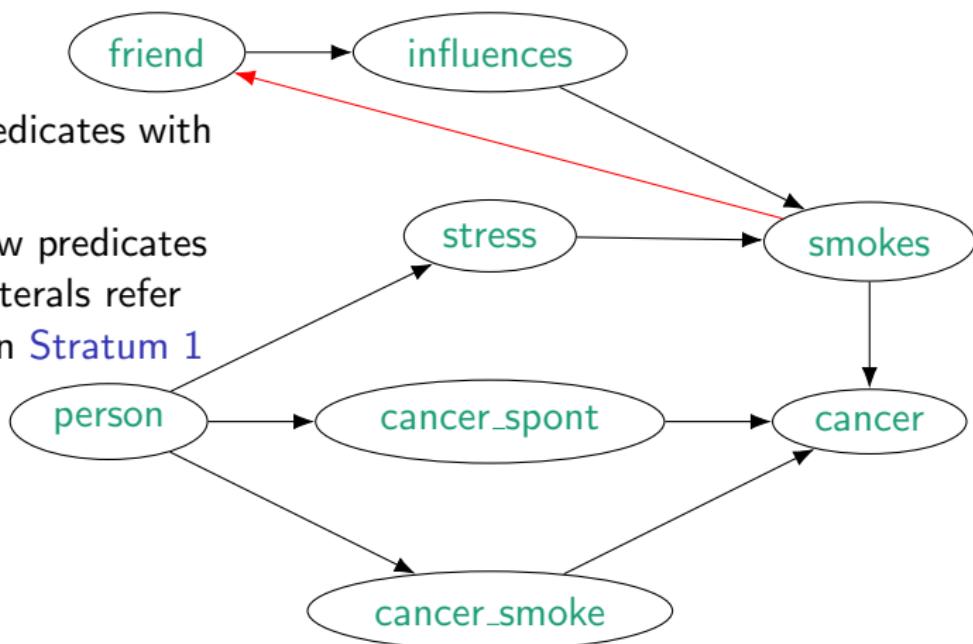
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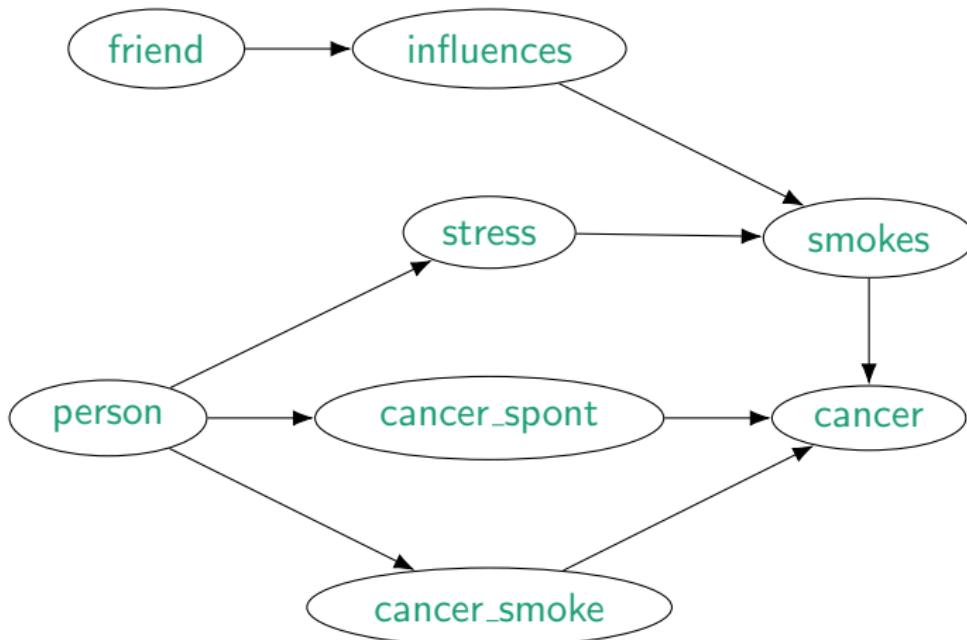
Stratification and Negative Cycles

0.1 :: friend(X, Y) :- \+ smokes(Y).

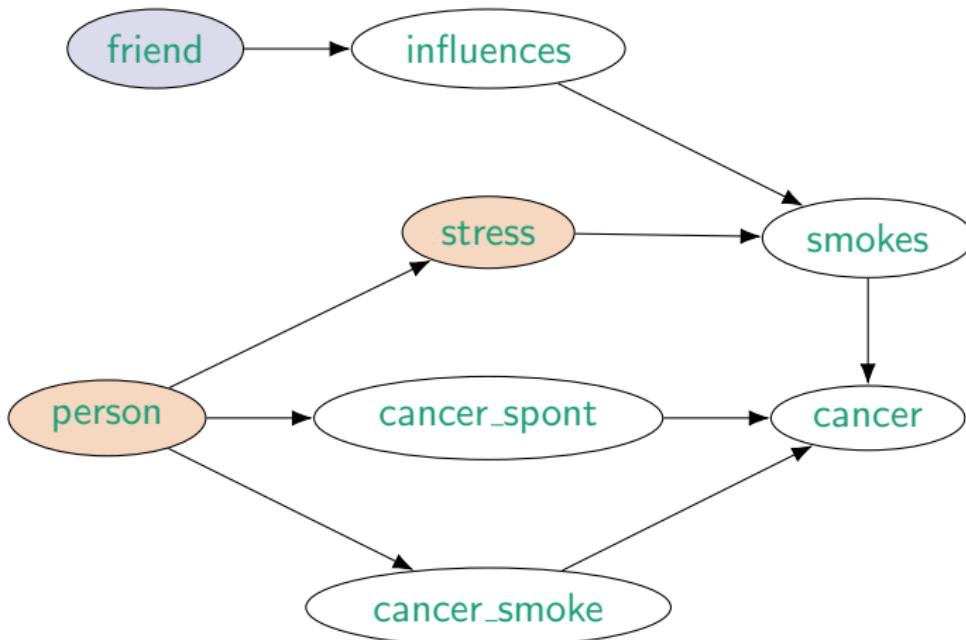
- Stratum 1: predicates with no negation
- Stratum 2: new predicates s.t. negative literals refer to predicates in Stratum 1



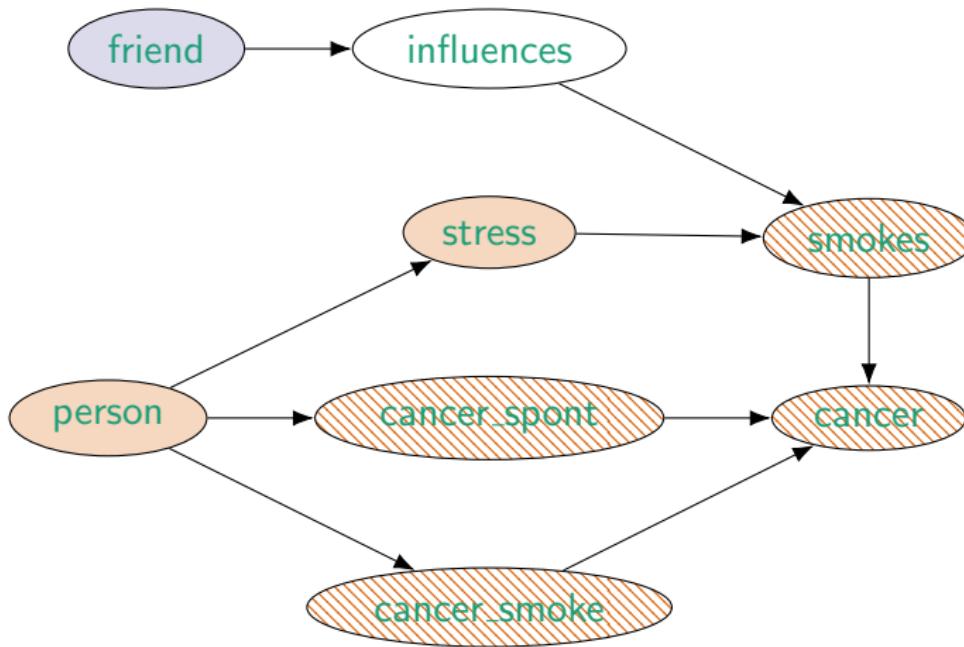
Predicate Independence: friend $\perp\!\!\!\perp$ stress



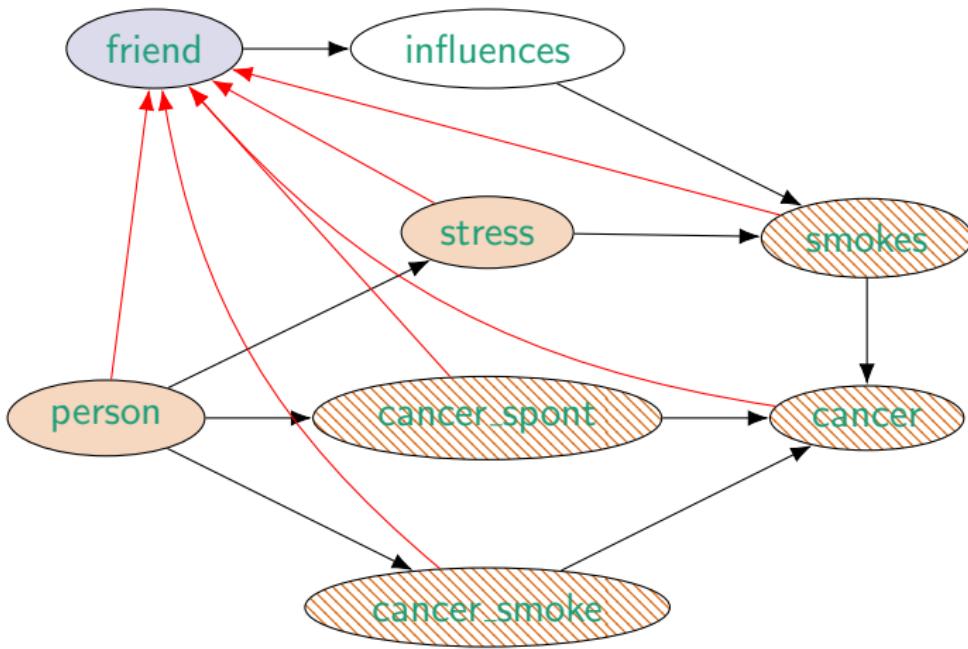
Predicate Independence: friend $\perp\!\!\!\perp$ stress



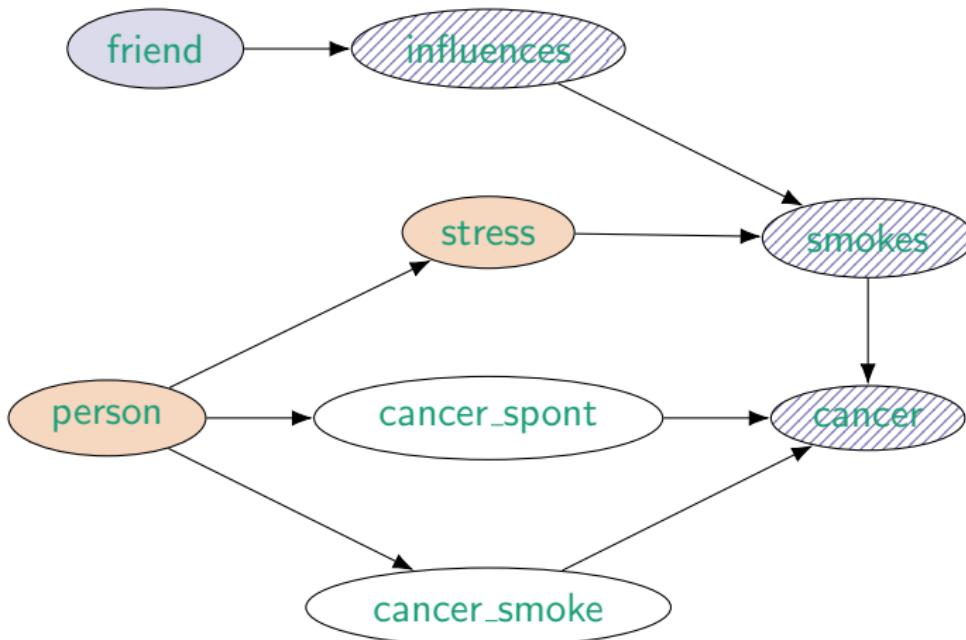
Predicate Independence: friend $\perp\!\!\!\perp$ stress



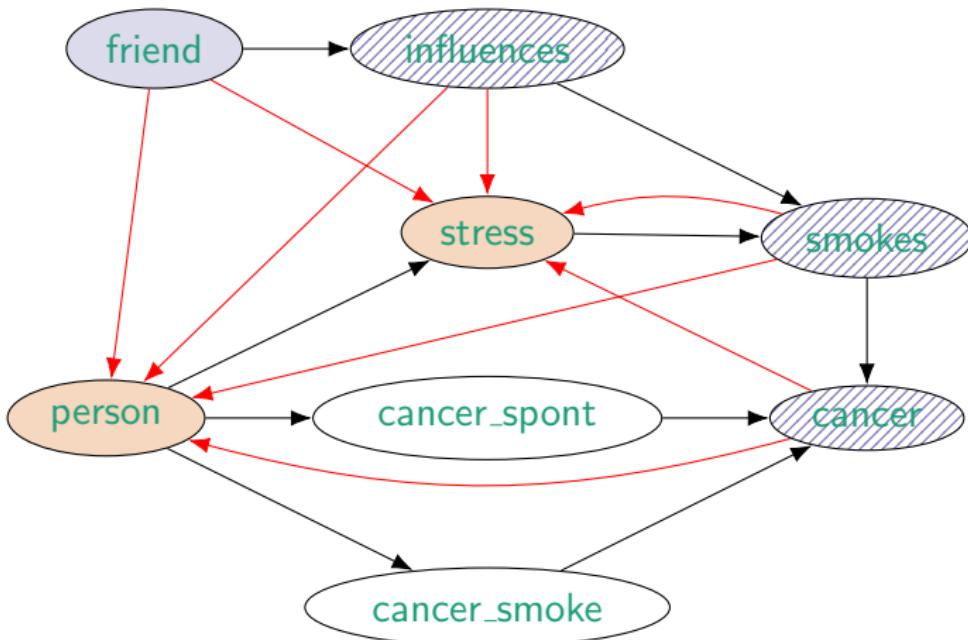
Predicate Independence: friend $\perp\!\!\!\perp$ stress



Predicate Independence: friend $\perp\!\!\!\perp$ stress



Predicate Independence: friend $\perp\!\!\!\perp$ stress



One-Liners

Setup

- predicate `p/1`
- variable `X`
- no constants
- 1 clause
- 4 nodes
- no negative cycles

(All) Programs

- `p(X).`
- `0.7 :: p(X) :- p(X).`
- `0.8 :: p(X) :- p(X); p(X).`
- `0.7 :: p(X) :- p(X), p(X).`
- `0.1 :: p(X) :- p(X); p(X); p(X).`
- `0.8 :: p(X) :- p(X), p(X), p(X).`

Symmetry Breaking in Action

Setup

- predicate `p/3`
- variables: `X, Y, Z`
- no constants
- 1 clause
- 1 node
- no cycles at all

(All) Programs

- `0.8 :: p(Z, Z, Z).`
- `p(Y, Y, Z).`
- `p(Y, Z, Y).`
- `p(Y, Z, Z).`
- `0.1 :: p(X, Y, Z).`

A Larger Example

Setup

- predicates: `p/1`, `q/2`, `r/3`
- variables: `X`, `Y`, `Z`
- constants: `a`, `b`, `c`
- 5 clauses
- 5 nodes
- no negative cycles

A Random Program

```
p(b) :- \+(q(a, b), q(X, Y), q(Z, X)).  
0.4 :: q(X, X) :- \+ r(Y, Z, a).  
q(X, a) :- r(Y, Y, Z).  
q(X, a) :- r(Y, b, Z).  
r(Y, b, Z).
```

Examples of Predicate Independence

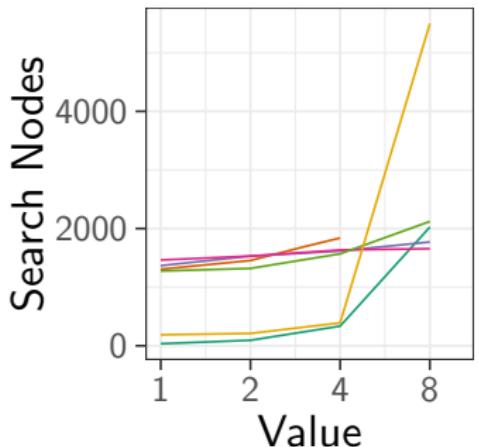
Setup

- predicates: $p/1$, $q/1$, $r/1$
- no variables
- constant a
- 3 clauses
- 3 nodes
- no negative cycles
- $p \perp\!\!\!\perp q$

A Few Random Programs

- $0.5 :: p(a) :- p(a); p(a).$
 $0.2 :: q(a) :- q(a), q(a).$
 $0.4 :: r(a) :- \backslash + q(a).$
- $p(a) :- p(a).$
 $0.5 :: q(a) :- r(a); q(a).$
 $r(a) :- r(a); r(a).$
- $p(a) :- p(a); p(a).$
 $0.6 :: q(a) :- q(a).$
 $0.7 :: r(a) :- \backslash + q(a).$

Scalability



Variable

- The number of predicates
- Maximum arity
- The number of variables
- The number of constants
- The number of additional clauses
- The maximum number of nodes

What Programs Should We Generate?

- each program is divided into:
 - rules
 - e.g., `0.2::stress(P) :- person(P).`
 - facts
 - e.g., `friend(albert, mary).`
- predicates, variables, nodes: 2, 4, 8
- maximum arity: 1, 2, 3
- all possible numbers of pairs of independent predicates
- 10 programs per configuration
 - fully restarting the constraint solver
- probabilities sampled from $\{0.1, 0.2, \dots, 0.9\}$
- query: random unlisted fact

Rules

0.2 :: stress(P) :- person(P).

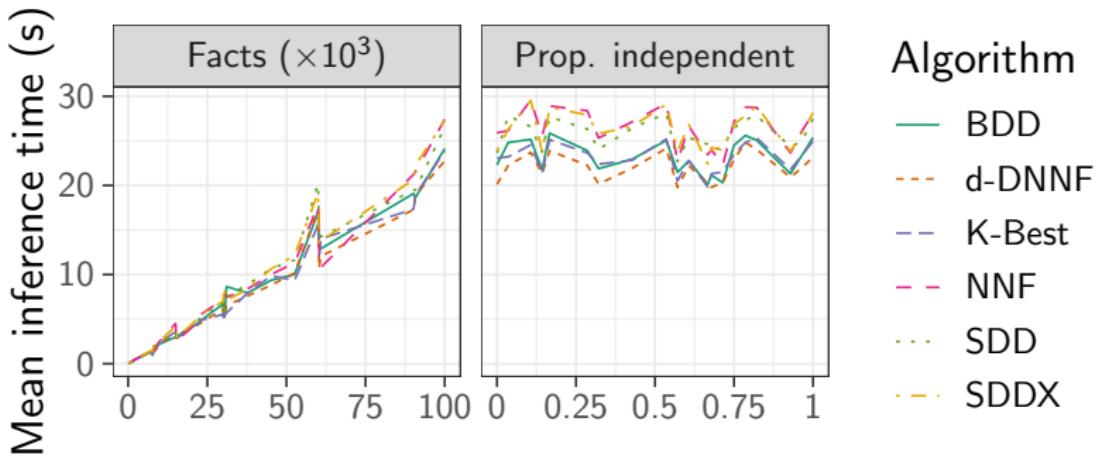
- no constants, no empty bodies
- one rule per predicate
- all rules are probabilistic

Facts

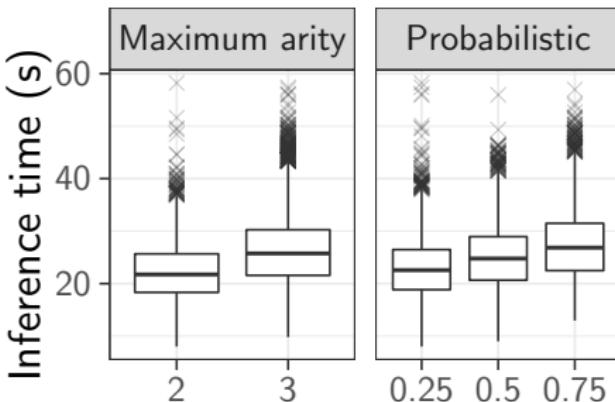
`friend(albert, mary).`

- proportion probabilistic: 25%, 50%, 75%
- constants: 100, 200, 400
- number of facts: 10^3 , 10^4 , 10^5
 - but only up to 75% of all possible facts

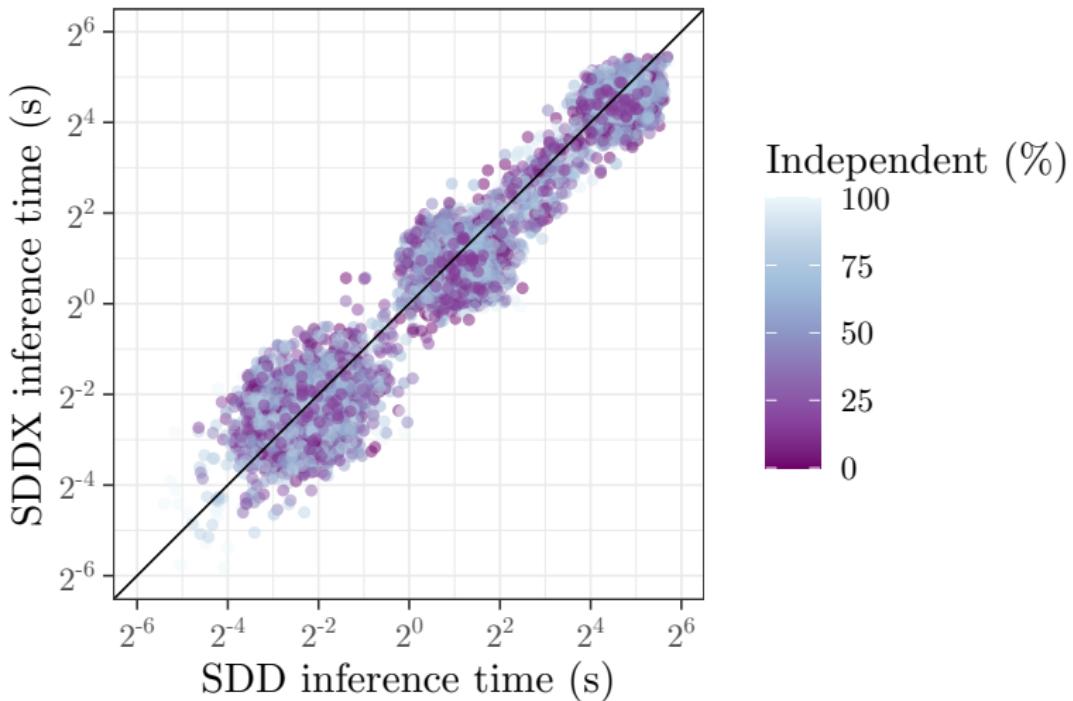
Properties of Programs vs. Inference Algorithms



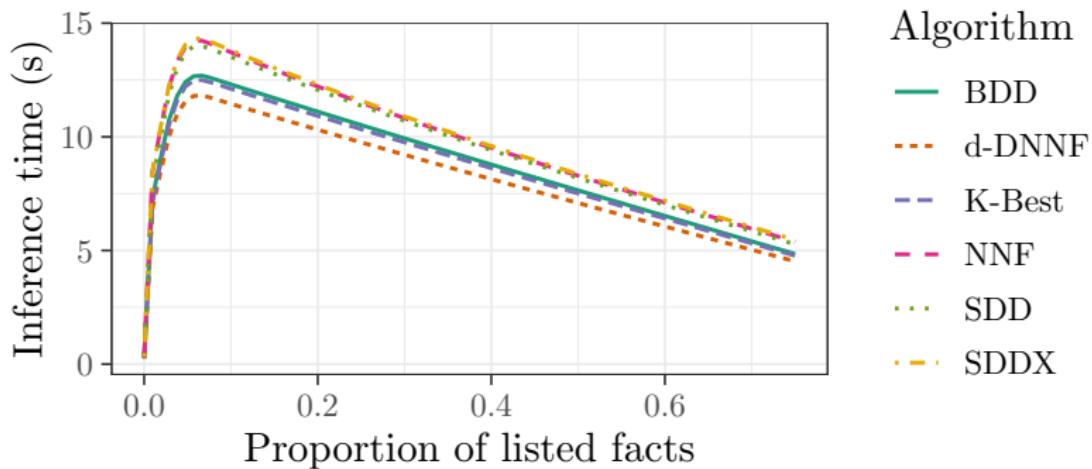
Properties of Programs vs. Inference Algorithms



How Encodings Compare Across Instances



The Ratio of Listed Facts to Possible Facts



Summary

- The model can generate (approximately) realistic instances of reasonable size
- The main performance bottleneck can be addressed by generating programs with a simpler structure
- Open questions and future work
 - Can we ensure uniform sampling?
 - Why do all of the algorithms behave so similarly?
 - Why does independence have no effect on inference time?