# Symbolic knowledge representation with artificial neural networks

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#### Motivation

- ► *Biological* neural networks can easily do logical reasoning.
- ► Why is it so difficult with *artificial* ones?

#### Some Other Motivation

Artificial neural networks constitute a *robust and successful machine learning paradigm*.

But they are black boxes.

Symbolic logic provides *declaratively well understood knowledge representation and reasoning paradigms*. Which lack robustness and powerful learning abilities.

We seek intergrated paradigms retaining the best of both worlds!

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The second author acknowledges support by the Boole Center for Research in Informatics, BCRI, Cork, Ireland, for presenting this work.

#### **Biological neural nets**



Neuron,

with dendrites, soma, and axon.

(Purkinje cell from cerebellum)

Picture: Spektrum der Wissenschaft 10, October 2001

# Artificial neural nets/Connectionist systems

**Finite** set of *units* (nodes, neurons) with *connections*.

In particular:

- Every unit computes a *simple* real input-output function.
- The units are *blind* concerning the sources of their input and the targets of their output.

Information (knowledge) is being represented by the (weighted) connections in the network!

► Connectionist systems.

#### The first-order challenge

We need to represent something infinite using finitely many nodes/weights!

Variable bindings?

 $\texttt{male}(x) \land \texttt{hasSon}(x,y) \to \texttt{father}(x)$ 

Term representation?

 $\mathtt{member}(X, [a, b, c | [d, e]])$ 

Infinite ground instantiations?

 $\forall x (\texttt{prime}(x) \land \neg \texttt{equalTo}(x, 2) \to \texttt{odd}(x))$ 

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#### Approach taken

Idea:

Hölldobler, Kalinke, Störr 1999

Given (first-order) logic program P.

Represent semantic operator  $T_P$  by I/O-function of a neural network.

 $T_P$  can be understood to represent the (declarative) meaning of P.

 $T_P: I_P \to I_P$ where  $I_P = 2^{B_P} \approx 2^{\mathbb{N}}$  is space of all interpretations.

 $T_P$  computes one-step consequences along  $\leftarrow$ . odd $(x) \leftarrow prime(x) \land \neg equalTo(x, 2)$ 

#### **Self-Similarity of** *T*<sub>*P*</sub>

Graph of  $T_P$  visualized via embedding into  $[0,1] \times [0,1]$ .

 $R: I_P \to \mathbb{R}: I \mapsto \sum_{A \in I} B^{-l(A)}$ , where  $l: B_P \to \mathbb{N}$  injective, B > 2.

Representation of  $T_P$ -operator in the reals:

$$n(0).$$
  
 $n(s(X)) \leftarrow n(X).$ 



Shows self-similarity by zooming in:



 $\Rightarrow$ 

#### Examples of graphs of logic programs



Self-similarity observed for *all* programs.

(Hyperbolic) Iterated function systems (IFSs)

Can be used for generating self-similar images, e.g. the *Sierpinski Triangle*:



Idea: Use it for generating graph of  $T_P$ .



#### First representation theorem

P logic program.  $R: I_P \to \mathbb{R} p$ -adic embedding.  $(\mathbb{R}^2, d, \Omega = \{(\omega_i^1, \omega_i^2)\})$  hyperbolic IFS, attractor A.

Then

$$graph(R(T_P)) = A$$
  
iff  
$$\pi_1(A) = range(R) \text{ and}$$
$$R(T_P)(\omega_i^1(a)) = \omega_i^2(a) \text{ for all } a \in graph(R(T_P)) \text{ and all } i.$$

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#### Second representation theorem

*P* logic program with Lipschitz-continuous  $R(T_P)$ . Then there exists IFS with attractor graph $(R(T_P))$ .

# Idea: Set $\omega_i^2(x) = R(T_P)(\omega_i^1(x))$ .

Choose  $\omega_i^1(x)$  such that it generates range(R). This is possible with arbitrarily small contraction, the necessary size of which can be determined by the Lipschitz constant of  $R(T_P)$ .

#### Concrete approximation by interpolation

 $a \in \mathbb{N}$  accuracy.

*l* injective level mapping (enumeration of  $B_P$ ). Interpolation points:  $(R(I), R(T_P(I)))$ , where  $I \in D = \{A \mid l(A) < a\}$ .

IFS with  $\Omega_a = \{(\omega_i^1, \omega_i^2)\}$ , where

$$\omega_i^1(x) = \frac{1}{B^a} x + d_i^1$$
  
$$\omega_i^2(x) = \frac{1}{B^a} + R(T_P) \left( d_i^1 \right) - \frac{R(T_P)(0)}{B^a}$$

Attractors  $A_a$  are graphs of continuous functions.

 $(A_a)_a$  converges in function space (with sup-metric) to  $R(T_P)$  if  $R(T_P)$  Lipschitz-continuous.

# **Encoding as radial basis function network**



We need to find constructive representations using standard architectures. We need to study learning and information extraction.

We need to develop use cases to guide our research.

Recently: learning of ontologies for the Semantic Web.