

Exploring Markov Logic Networks for Question Answering

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The Great AI Schism

Field	Statistical Approach	Logical Approach
Knowledge Representation	Graphical Models	First Order Logic
Automated Reasoning	Satisfiability Testing	Markov Chain
Machine Learning	Inductive Logic Programming	Neural Nets
Planning	Classical Planning	MDP
NLP	Definite Clause Grammar	Prob. Context Free Grammar

Problem & Motivation

- Elementary-Science Exam QA
 - Challenges in knowledge acquisition & reasoning
 - Automatically extracted knowledge (scalable, noisy, incomplete)
 - Reasoning mechanism to handle uncertainty

- E.g.

Knowledge: gravity pulls objects towards the Earth

Question: which force is responsible for a ball to drop?

Problem & Motivation

- Input (k multiple choices as T/F)
 - Knowledge base / Rules **KB** (textual resources)
 - Setup **S** (known facts)
 - Question Choices **Q** (k choices)
- S:A fox grows thick fur as the season changes.
- Q:This helps the fox to (A) hide from danger (B) attract a mate (C) find food (D) keep warm?
- Output (most likely answer as inference)
$$\arg \max_{i \in \{1, \dots, k\}} \Pr[Q_i \mid S, KB]$$

Progress to Date:

- Probabilistic logic [Nilsson, 1986]
- Statistics and beliefs [Halpern, 1990]
- Knowledge-based model construction [Wellman et al., 1992]
- Stochastic logic programs [Muggleton, 1996]
- Probabilistic relational models [Friedman et al., 1999]
- Relational Markov networks [Taskar et al., 2002]
- ...
- **this paper: Markov Logic Network**

Contents:

- **First Order Logic**
- Markov Logic Network
- Probabilistic Formulations
- First-Order MLN (attempt 1)
- Entity Resolution MLN (attempt 2)
- Praline MLN (best attempt)
- Results

First Order Logic

- Constants, variables, functions, predicates

E.g. : Anna, x, MotherOf(x), Friends(x,y)

- Grounding: Replace all variables by constants

E.g. : Friends (Anna, Bob)

- World (model, interpretation):

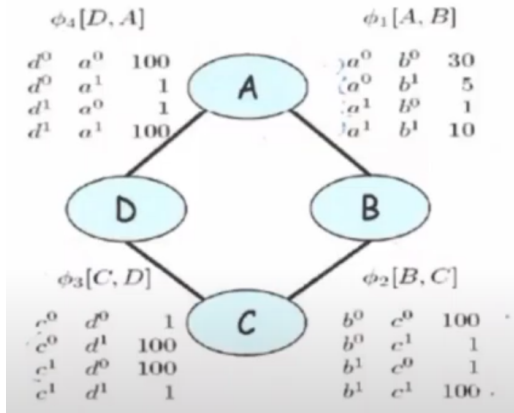
Assignment of truth values to all ground predicates

$$\forall x \text{ Smokes}(x) \Rightarrow \text{Cancer}(x)$$

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

Markov Network

- Undirected graphical models
- Cliques with weights/potential functions



$$P(x) = \frac{1}{Z} \exp \left(\sum_i w_i f_i(x) \right)$$

Weight of Feature i
Feature i

Markov Logic

- Syntax: Weighted first-order formulas

1.5 $\forall x \text{ Smokes}(x) \Rightarrow \text{Cancer}(x)$

1.1 $\forall x, y \text{ Friends}(x, y) \Rightarrow (\text{Smokes}(x) \Leftrightarrow \text{Smokes}(y))$

- Semantics: Templates for Markov network

Two constants: **Anna** (A) and **Bob** (B)

1.5 $\text{Smokes}(A) \Rightarrow \text{Cancer}(A)$

1.5 $\text{Smokes}(B) \Rightarrow \text{Cancer}(B)$

1.1 $\text{Friends}(A,A) \Rightarrow (\text{Smokes}(A) \Leftrightarrow \text{Smokes}(A))$

1.1 $\text{Friends}(B,B) \Rightarrow (\text{Smokes}(B) \Leftrightarrow \text{Smokes}(B))$

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1.1 $\text{Friends}(B,A) \Rightarrow (\text{Smokes}(B) \Leftrightarrow \text{Smokes}(A))$

$$W(I) = \exp(\sum_{I \models F} w)$$

$I = \{\text{Friends}(A,A), \text{Friends}(A,B), \text{Friends}(B,A), \text{Friends}(B,B), \text{Smokes}(A), \text{Smokes}(B)\}$

$P(I) =$

Markov Logic

- Syntax: Weighted first-order formulas

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Markov Logic

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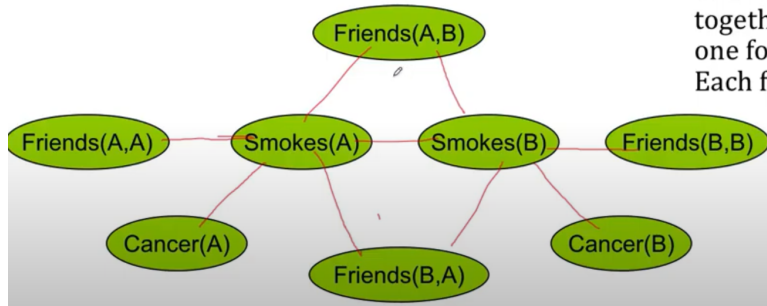
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- Semantics: Templates for Markov network

Two constants: **Anna** (A) and **Bob** (B)

Edge between two nodes iff the corresponding ground atoms appear together in at least one grounding of one formula.

Each formula induces a clique



Markov Logic Network

- Syntax: Weighted first-order formulas
- Semantics: Templates for Markov nets
- Example

Knowledge: gravity pulls objects towards the Earth

Question: which force is responsible for a ball to drop?

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Probabilistic Formulations

- Rule Representation:
- “Growing thicker fur in winter helps some animals to stay warm”

$isa(g, grow), isa(a, \text{some animals}),$
 $isa(f, \text{thicker fur}), isa(w, \text{the winter}),$
 $agent(g, a), object(g, f), in(g, w)$

$\Rightarrow \exists s, r : isa(s, \text{stays}), isa(r, \text{warm}),$
 $enables(g, s), agent(s, a), object(s, r)$

- Question Representation:
- Setup: A fox grows thick fur as the season changes.
- Choices: This helps the fox to (A) hide from danger (B) attract a mate (C) find food (D) keep warm?

$setup : isa(F, \text{fox}), isa(G, \text{grows}), isa(T,$
 $\text{thick fur}), agent(G, F), object(G, T)$

$query : isa(K, \text{keep warm}), enables(G, K),$
 $agent(K, F)$

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First Order MLN

- QA task of $\Pr[Q_i | S, R]$ as an MLN program M
 - add R essentially verbatim as first-order rules in M
 - Predicates of M : ones in R and **entails** predicate : “thick fur” & “thicker fur” “fox” & “some animals”
 - **Evidence**:
 - Soft evidence for M consists of entails relations between every ordered pair of entity (or event). Hard evidence for M comprises of grounded atoms in S .
 - **Query**: The query atom in M is `result()`. We are interested in computing $\Pr[\text{result()} = \text{true}]$.
 - **Semantic Rules**: rules that capture the intended meaning of our predicates, such as every event has a unique agent, $\text{cause}(x, y) \rightarrow \text{effect}(y, x)$
 - **DrawBack**: Computationally inefficient, large grounded network

Entity Resolution MLN

- Prototypical entity/event constants
 - String constants instead of first order variables

$agent(Grow, Animals), object(Grow, Fur) \Rightarrow enables(Grow, StayWarm)$

- Previously

$isa(g, grow), isa(a, \text{some animals}),$
 $isa(f, \text{thicker fur}), isa(w, \text{the winter}),$
 $agent(g, a), object(g, f), in(g, w)$
 $\Rightarrow \exists s, r : isa(s, \text{stays}), isa(r, \text{warm}),$
 $enables(g, s), agent(s, a), object(s, r)$

- Equivalence or Resolution Rules: **sameAs** predicate

$isa(x, s), entails(s, s') \rightarrow isa(x, s').$ $r(x, y), sameAs(y, z) \rightarrow r(x, z).$

$isa(x, s), isa(y, s) \rightarrow sameAs(x, y).$

$w : isa(x, s), !isa(y, s) \rightarrow !sameAs(x, y)$

Entity Resolution MLN

- Partial Match Rules:

$$(\bigwedge_{i=1}^k L_i) \rightarrow R \quad \longrightarrow \quad L_i \rightarrow R$$

- **Drawbacks:** the entailment-based clusters of constants always behave similarly
- fail on questions that have distinct entities with similar string representations
(e.g. two distinct plants in a question would map to the same entity).
- fails to apply valid rules in the presence of syntactic differences
agent(Fall, Things) generated by “things fall due to gravity” and
object(Dropped, Ball) for “a student dropped a ball”.

PRobabilistic ALignment and INference

- Controlled Inference Given KB
- Acyclic Inference, False Unless Proven
- predicate **holds** : a unary predicate over string constans

$isa(g, grow), isa(a, some\ animals),$
 $isa(f, thicker\ fur), isa(w, the\ winter),$
 $agent(g, a), object(g, f), in(g, w)$ \longrightarrow $holds(Grow), holds(Animals), holds(Fur),$
 $\Rightarrow \exists s, r : isa(s, stays), isa(r, warm),$
 $enables(g, s), agent(s, a), object(s, r)$
 $holds(Winter) \Rightarrow holds(Stays), holds(Warm)$

PRobabilistic ALignment and INference

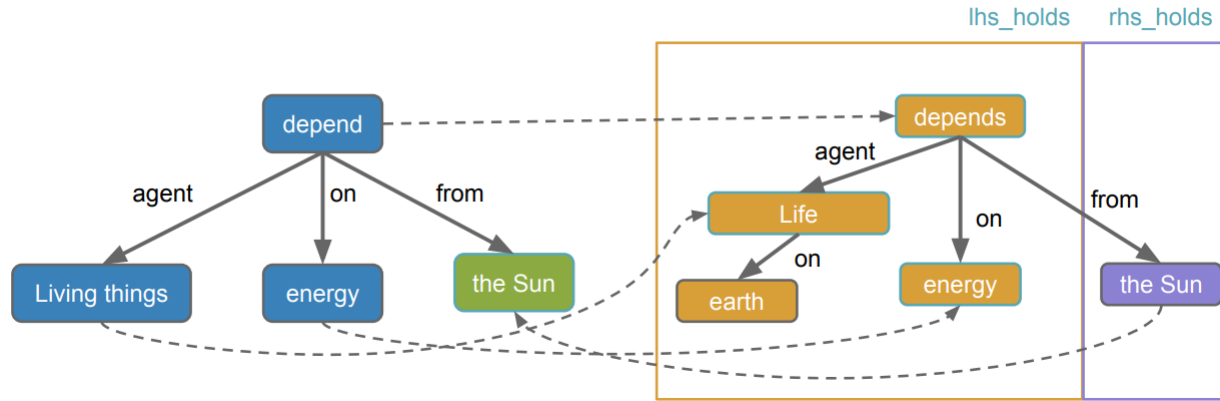
- Graph Alignment Rules:

$$\begin{aligned} &aligns(x, y), edge(x, u, r), edge(y, v, s) \\ &\Rightarrow aligns(u, v) \end{aligned}$$

- Inference Rules

$$holds(x), aligns(x, y) \Rightarrow holds(y)$$

Probabilistic Alignment and Inference



blue: setup;

green:query;

orange:antecedent;

purple:consequent;

dotted lines: alignments.

lhsHolds combines individual probabilities of antecedent nodes and

rhsHolds captures the probability of the consequent.

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Results and Analysis

- Contributions:
- KB (roughly 47,000 sentences)
- Dataset (non-diagram, multiple-choice)
- MLN models * 3

Results and Analysis

Question Set	MLN Formulation	#Answered (some / all)	Exam Score	#MLN Rules	#Atoms	#Ground Clauses	Runtime (all)
Dev-108	FO-MLN	106 / 82	33.6%	35	384*	524*	280 s
	ER-MLN	107 / 107	34.5%	41	284	2,308	188 s
	PRALINE	108	48.8%	51	182	219	17 s
Unseen-68	FO-MLN	66	33.8%	-	-	-	288 s
	ER-MLN	68	31.3%	-	-	-	226 s
	PRALINE	68	46.3%	-	-	-	17 s

	Dev-108	Unseen-68	Dev-170	Unseen-176
Praline	50.3%	52.7%	33.2%	36.6%
Word-based	57.4%	51.5%	40.3%	43.3%

Conclusions, Shortcomings and Future Work

- Reasoning with automatically extracted knowledge:
 - very hard
 - first-order representations are highly inefficient
 - structural variability makes it harder
 - not up to par with textual feature-based approaches (Beltagy and Mooney, 2014)
- Potential fix:
 - Automatically learning weights might leverage model flexibility

Questions ?
