

# Tractable Learning in Structured Probability Spaces

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# References

## **Probabilistic Sentential Decision Diagrams**

Doga Kisa, Guy Van den Broeck, Arthur Choi and Adnan Darwiche

KR, 2014

## **Learning with Massive Logical Constraints**

Doga Kisa, Guy Van den Broeck, Arthur Choi and Adnan Darwiche

ICML 2014 workshop

## **Tractable Learning for Structured Probability Spaces**

Arthur Choi, Guy Van den Broeck and Adnan Darwiche

IJCAI, 2015

## **Tractable Learning for Complex Probability Queries**

Jessa Bekker, Jesse Davis, Arthur Choi, Adnan Darwiche, Guy Van den Broeck.

NIPS, 2015

## **Structured Features in Naive Bayes Classifiers**

Arthur Choi, Nazgol Tavabi and Adnan Darwiche

AAAI, 2016

## **Tractable Operations on Arithmetic Circuits**

Jason Shen, Arthur Choi and Adnan Darwiche

NIPS, 2016

*Structured probability spaces?*

# Running Example

## Courses:

- Logic (L)
- Knowledge Representation (K)
- Probability (P)
- Artificial Intelligence (A)

## Prior Knowledge

- Must take at least one of Probability or Logic.
- Probability is a prerequisite for AI.
- The prerequisites for KR is either AI or Logic.

## Data

L	K	P	A	Students
0	0	1	0	6
0	0	1	1	54
0	1	1	1	10
1	0	0	0	5
1	0	1	0	1
1	0	1	1	0
1	1	0	0	17
1	1	1	0	4
1	1	1	1	3

# Probability Space

unstructured

L	K	P	A
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1

# Structured Probability Space

unstructured

L	K	P	A
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1



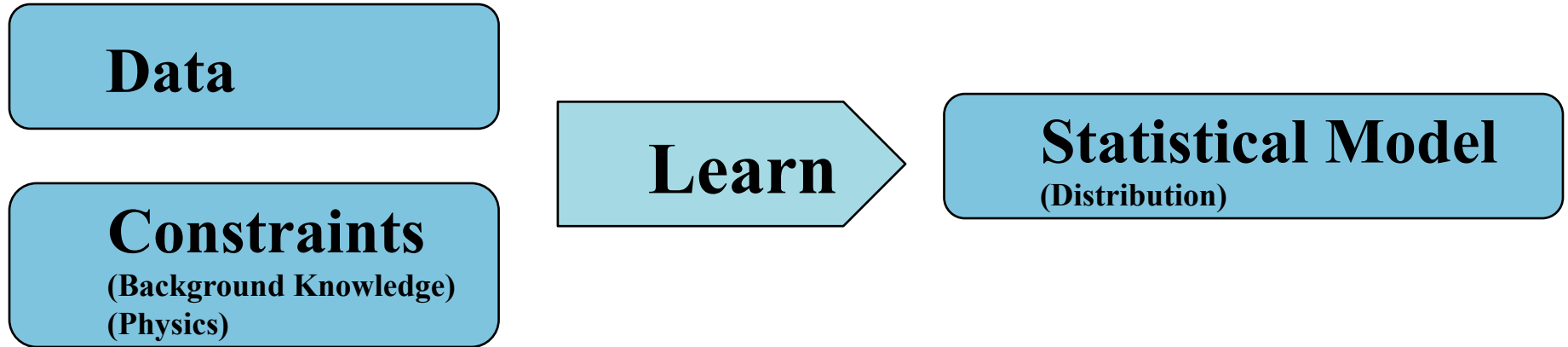
structured

L	K	P	A
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1

- Must take at least one of Probability or Logic.
- Probability is a prerequisite for AI.
- The prerequisites for KR is either AI or Logic.

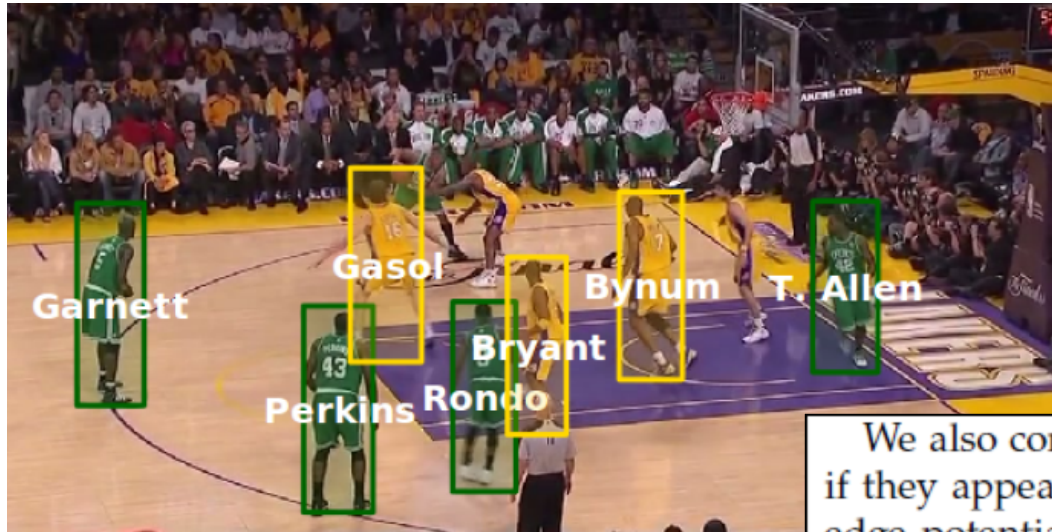
**7 out of 16 instantiations  
are impossible**

# Learning with Constraints



Learn a statistical model that assigns **zero probability** to instantiations that violate the constraints.

# Example: Video



We also connect all pairs of identity nodes  $y_{t,i}$  and  $y_{t,j}$  if they appear in the same time  $t$ . We then introduce an edge potential that enforces mutual exclusion:

$$\psi_{\text{mutex}}(y_{t,i}, y_{t,j}) = \begin{cases} 1 & \text{if } y_{t,i} \neq y_{t,j} \\ 0 & \text{otherwise} \end{cases} \quad (5)$$

This potential specifies the constraint that a player can be **appear only once in a frame**. For example, if the  $i$ -th detection  $y_{t,i}$  has been assigned to Bryant,  $y_{t,j}$  cannot have the same identity because Bryant is impossible to appear twice in a frame.



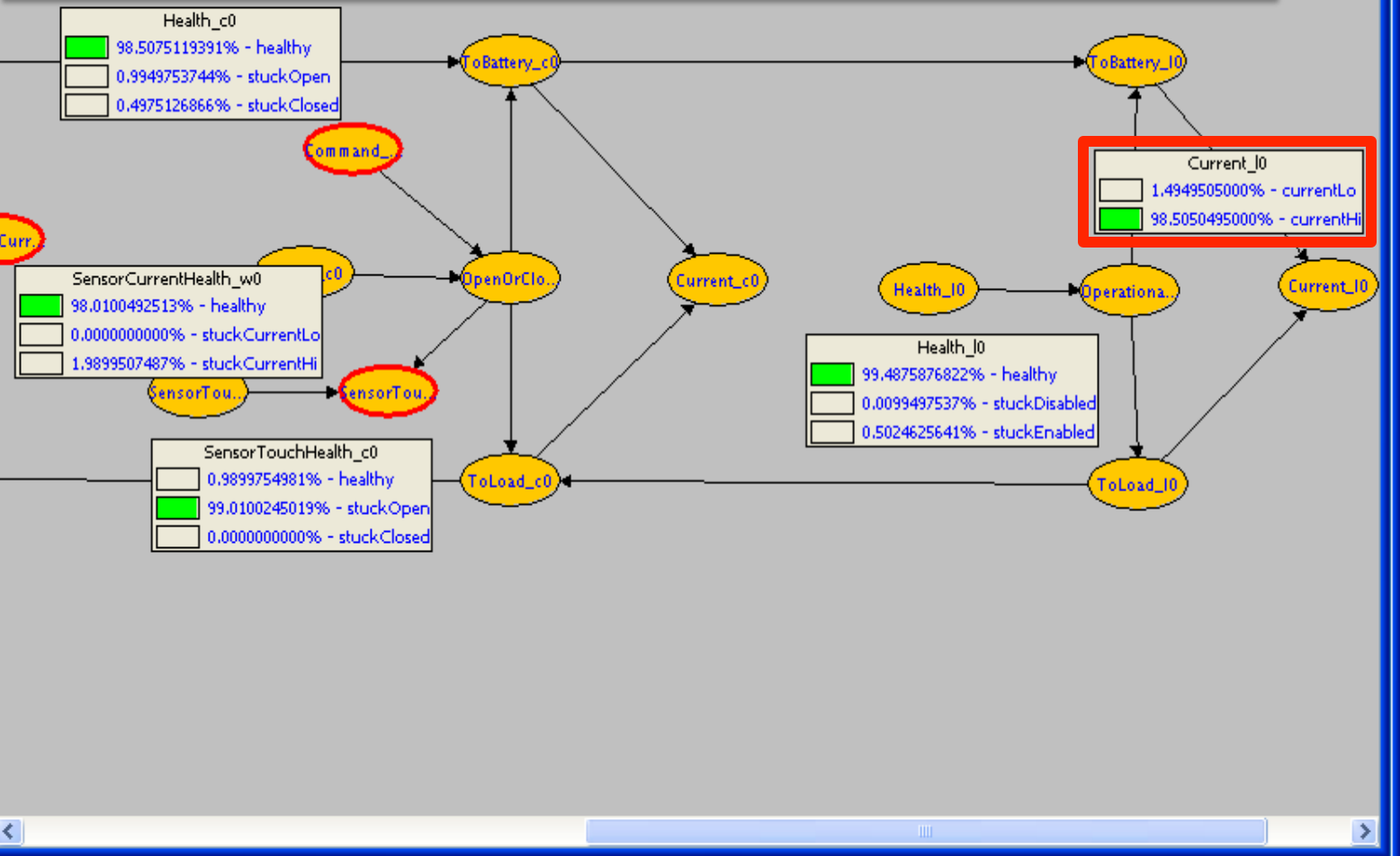
# Example: Language

- Non-local dependencies:  
*At least one verb in each sentence*
- Sentence compression  
*If a modifier is kept, its subject is also kept*
- Information extraction
- Semantic role labeling
- ... and many more!

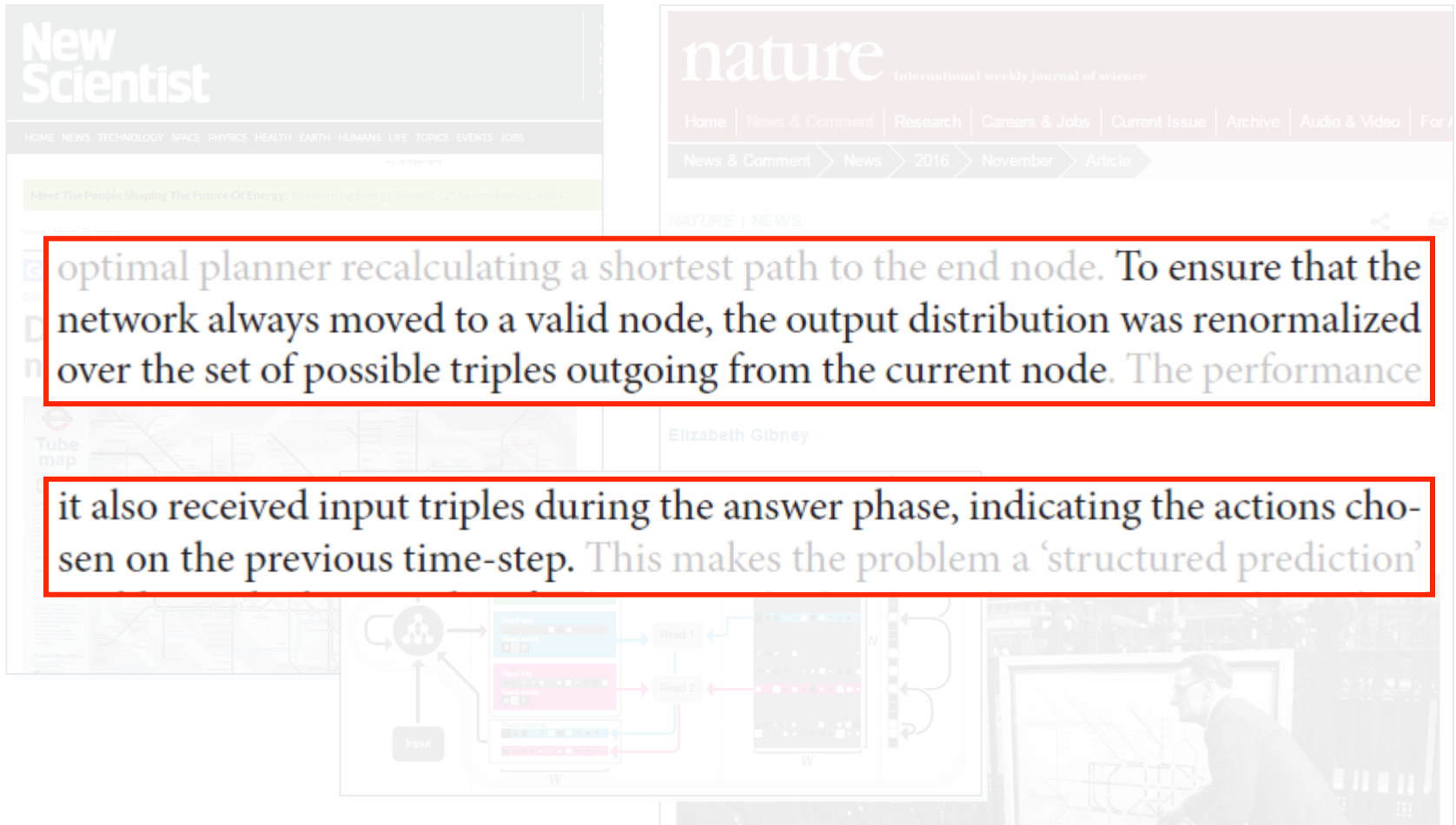
Citations	
Start	The citation must start with author or editor.
AppearsOnce	Each field must be a consecutive list of words, and can appear at most once in a citation.
Punctuation	State transitions must occur on punctuation marks.
BookJournal	The words <i>proc</i> , <i>journal</i> , <i>proceedings</i> , <i>ACM</i> are <i>JOURNAL</i> or <i>BOOKTITLE</i> .
...	...
TechReport	The words <i>tech</i> , <i>technical</i> are <i>TECH_REPORT</i> .
Title	Quotations can appear only in titles.
Location	The words <i>CA</i> , <i>Australia</i> , <i>NY</i> are <i>LOCATION</i> .

Bayesian network synthesized from specs of power system (NASA Ames):  
 Has many constraints (0/1 parameters) due to domain "physics"

- Query Mode - [C:\Docum
- adaptkind
- sensor**
- SensorCurrent\_w0
    - readCurrentLo
    - readCurrentHi
  - SensorTouch\_c0
    - readOpen
    - readClosed
  - SensorVoltage\_w0
    - readVoltageLo
    - readVoltageHi
- command**
- Command\_c0
    - cmdOpen
    - cmdClose
- health**
- Health\_b0
  - Health\_c0
  - Health\_I0
  - SensorCurrentHealth\_y
  - SensorTouchHealth\_c0
  - SensorVoltageHealth\_y
- current**
- Current\_b0
  - Current\_c0
  - Current\_I0
  - Current\_w0
- aux**
- OpenOrClosed\_c0
  - OpenOrClosed\_w0
  - Operational\_b0
  - Operational\_I0
  - ToBattery\_b0
  - ToBattery\_c0
  - ToBattery\_I0
  - ToBattery\_w0
  - ToLoad\_b0



# Example: Deep Learning



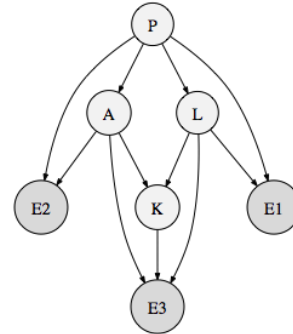
The background features several elements: the top left shows the 'New Scientist' website header; the top right shows the 'nature' website header with navigation links; the middle left shows a 'Tube map' graphic; the middle right shows a 'Nature' article snippet by Elizabeth Gibney; and the bottom center features a diagram of a neural network with an 'Input' node, a hidden layer with 'Read 1' and 'Read 2' nodes, and an output layer with 'N' nodes, all connected by weights 'W'.

optimal planner recalculating a shortest path to the end node. To ensure that the network always moved to a valid node, the output distribution was renormalized over the set of possible triples outgoing from the current node. The performance

it also received input triples during the answer phase, indicating the actions chosen on the previous time-step. This makes the problem a 'structured prediction'

# What are people doing now?

- Ignore constraints
- Handcraft into models →
- Use specialized distributions
- Find non-structured encoding
- Try to learn constraints
- Hack your way around



Accuracy ?  
Specialized skill ?  
Intractable inference ?  
Intractable learning ?  
Waste parameters ?  
Risk predicting out of space ?

---

**you are on your own**

# Structured Probability Spaces

- Everywhere in ML!
  - Configuration problems, inventory, video, text, deep learning
  - Planning and diagnosis (physics)
  - Causal models: cooking scenarios (interpreting videos)
  - Combinatorial objects: parse trees, rankings, directed acyclic graphs, trees, simple paths, game traces, etc.

**No statistical ML boxes out there  
that take constraints as input!**

Goal: Constraints as important as data! General purpose!

*Specification Language: Logic*

# Structured Probability Space

unstructured

L	K	P	A
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1



structured

L	K	P	A
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1

- Must take at least one of Probability or Logic.
- Probability is a prerequisite for AI.
- The prerequisites for KR is either AI or Logic.

**7 out of 16 instantiations  
are impossible**

# Boolean Constraints

unstructured

L	K	P	A
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1



structured

L	K	P	A
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1

$$\begin{aligned} P \vee L \\ A \Rightarrow P \\ K \Rightarrow (P \vee L) \end{aligned}$$

**7 out of 16 instantiations  
are impossible**



# Combinatorial Objects: Rankings

rank	sushi
1	fatty tuna
2	sea urchin
3	salmon roe
4	shrimp
5	tuna
6	squid
7	tuna roll
8	see eel
9	egg
10	cucumber roll

rank	sushi
1	shrimp
2	sea urchin
3	salmon roe
4	fatty tuna
5	tuna
6	squid
7	tuna roll
8	see eel
9	egg
10	cucumber roll

**10 items:**  
3,628,800  
rankings

**20 items:**  
2,432,902,008,176,640,000  
rankings

# Combinatorial Objects: Rankings

rank	sushi
1	fatty tuna
2	sea urchin
3	salmon roe
4	shrimp
5	tuna
6	squid
7	tuna roll
8	see eel
9	egg
10	cucumber roll

rank	sushi
1	shrimp
2	sea urchin
3	salmon roe
4	fatty tuna
5	tuna
6	squid
7	tuna roll
8	see eel
9	egg
10	cucumber roll

$A_{ij}$  item  $i$  at position  $j$   
( $n$  items require  $n^2$   
**Boolean variables**)

An item may be assigned  
to more than one position

A position may contain  
more than one item

# Encoding Rankings in Logic

$A_{ij}$  : item  $i$  at position  $j$

	pos 1	pos 2	pos 3	pos 4
item 1	$A_{11}$	$A_{12}$	$A_{13}$	$A_{14}$
item 2	$A_{21}$	$A_{22}$	$A_{23}$	$A_{24}$
item 3	$A_{31}$	$A_{32}$	$A_{33}$	$A_{34}$
item 4	$A_{41}$	$A_{42}$	$A_{43}$	$A_{44}$

**constraint:** each item  $i$  assigned to a unique position ( $n$  constraints)

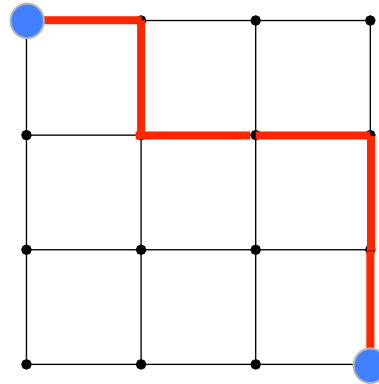
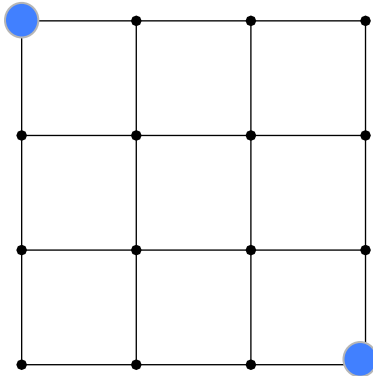
$$\bigvee_j A_{ij} \wedge \left( \bigwedge_{k \neq j} \neg A_{ik} \right)$$

**constraint:** each position  $j$  assigned a unique item ( $n$  constraints)

$$\bigvee_i A_{ij} \wedge \left( \bigwedge_{k \neq i} \neg A_{kj} \right)$$

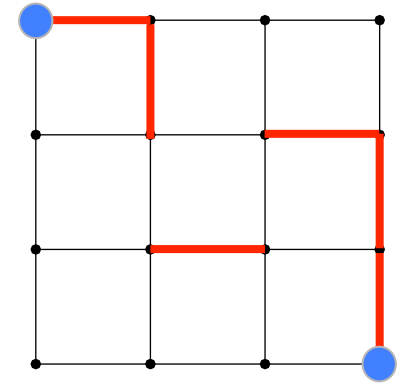
total constraints  $2n$   
unstructured space  $2^{n^2}$   
structured space  $n!$

# Structured Space for Paths



Good variable assignment  
(represents route)

184



Bad variable assignment  
(does not represent route)

16,777,032

Space easily encoded in logical constraints

Unstructured probability space:  $184 + 16,777,032 = 2^{24}$

# Undirected Graphs (Unstructured)

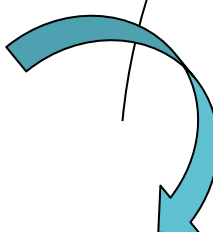
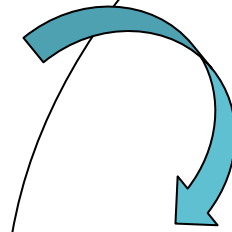
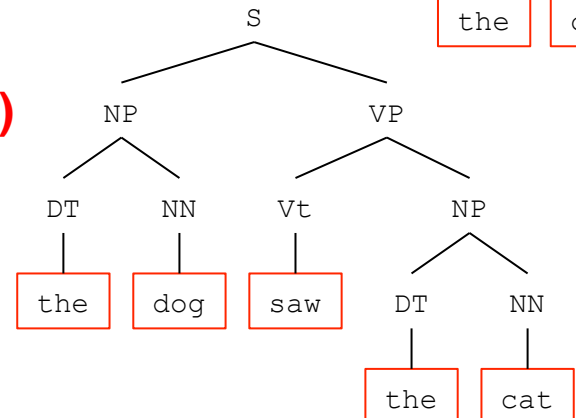
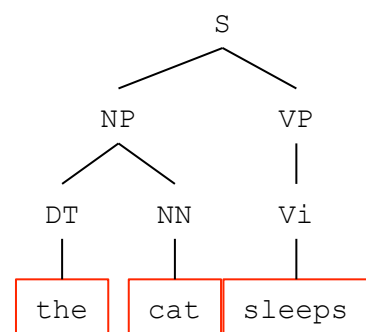
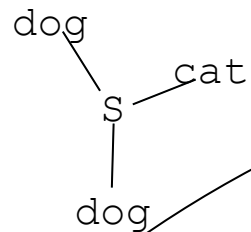
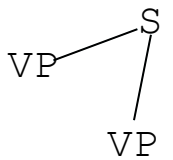
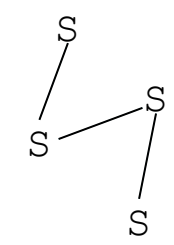
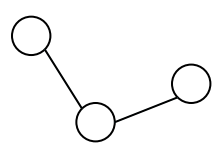
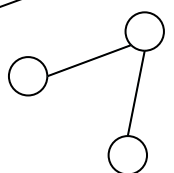
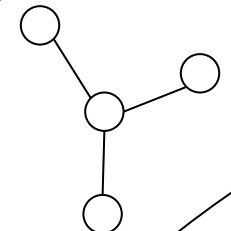
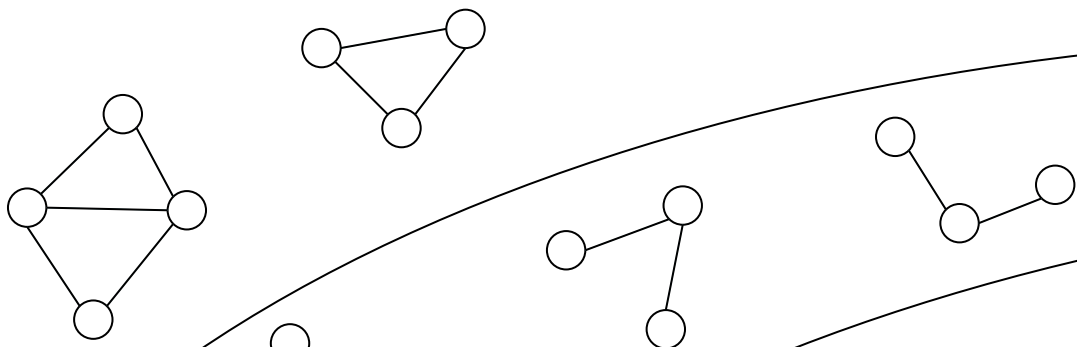
## Trees

## Labeled Trees

## Parse Trees

**Acyclicity Constraints**

**Label Constraints  
(CFG Production Rules)**

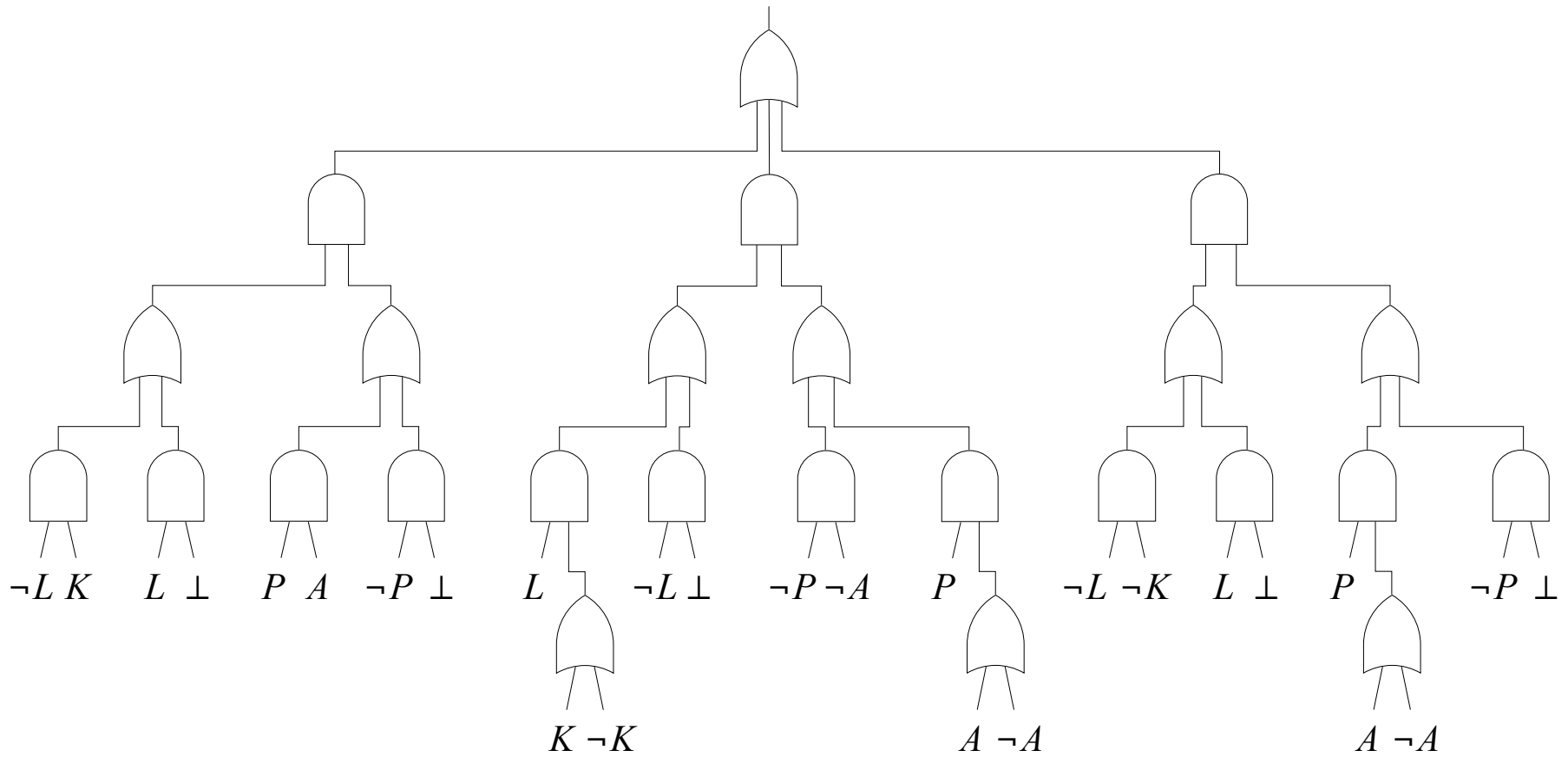


*“Deep Representation”*

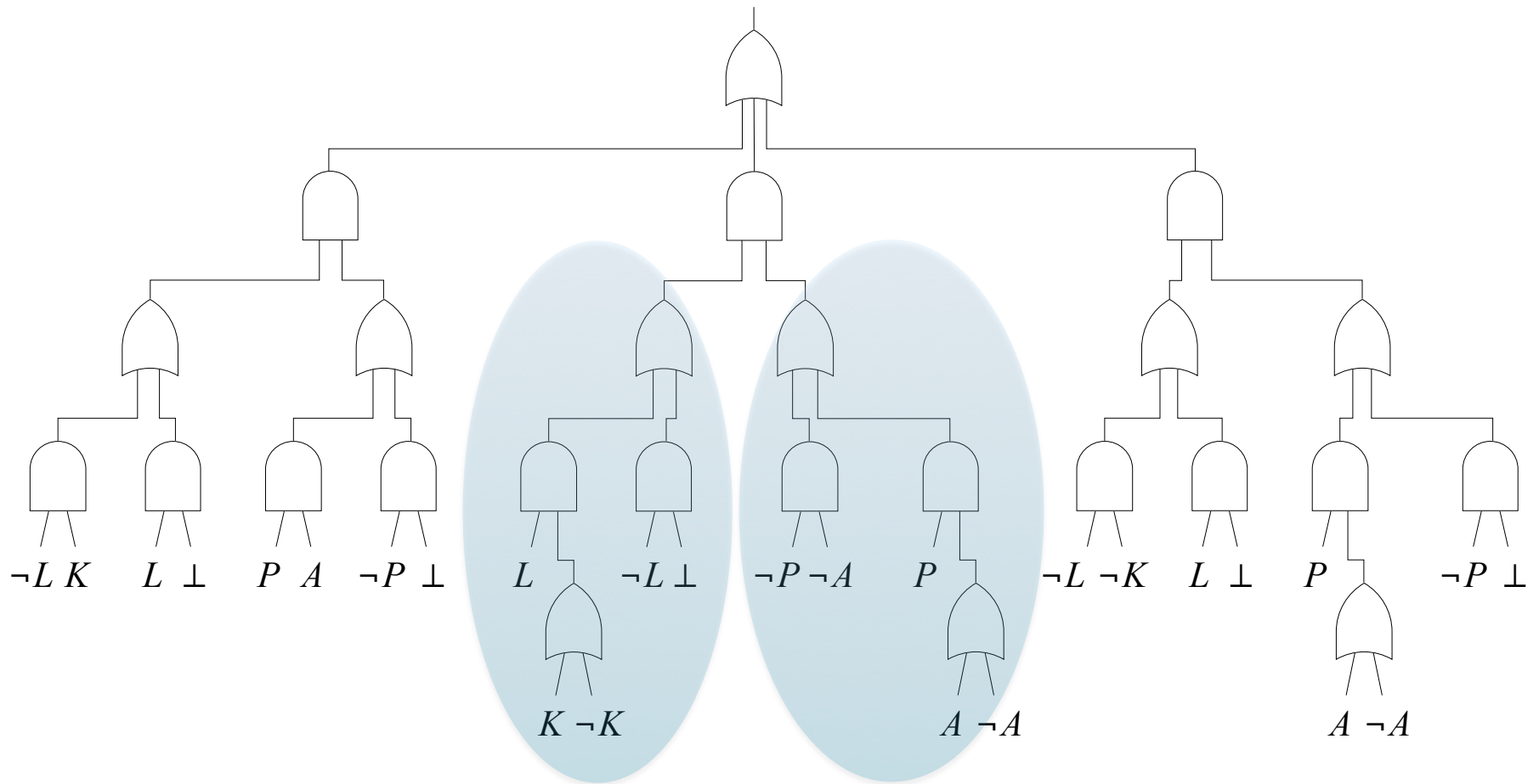
*Logic + Probability*

# Logical Circuits

$$P \vee L$$
$$A \Rightarrow P$$
$$K \Rightarrow (P \vee L)$$

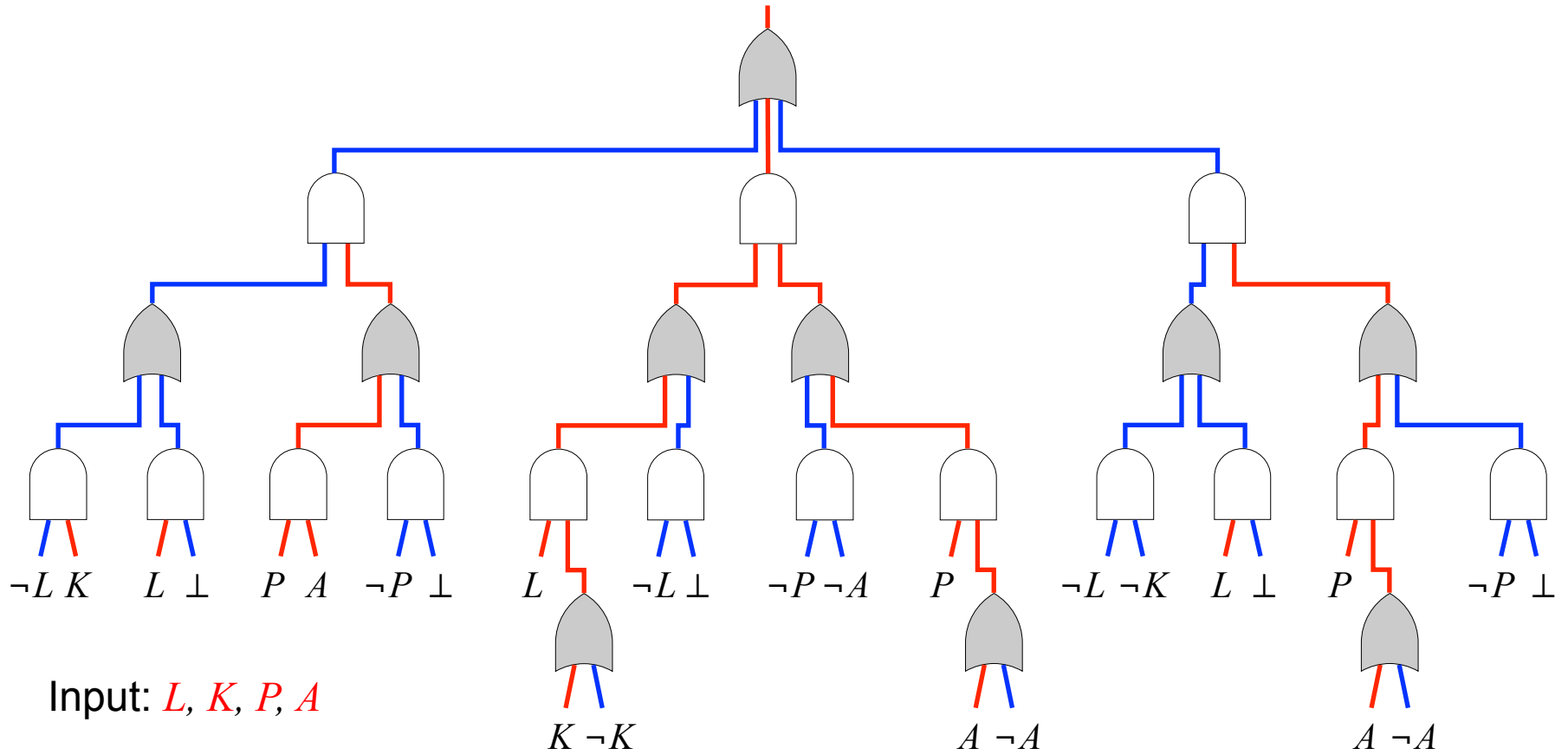


# Property: Decomposability





# Property: Determinism





# Tractable for Logical Inference

- Is structured space empty? (SAT)
- Count size of structured space (#SAT)
- Check equivalence of spaces
- Algorithms linear in circuit size  
(pass up, pass down, similar to backprop)

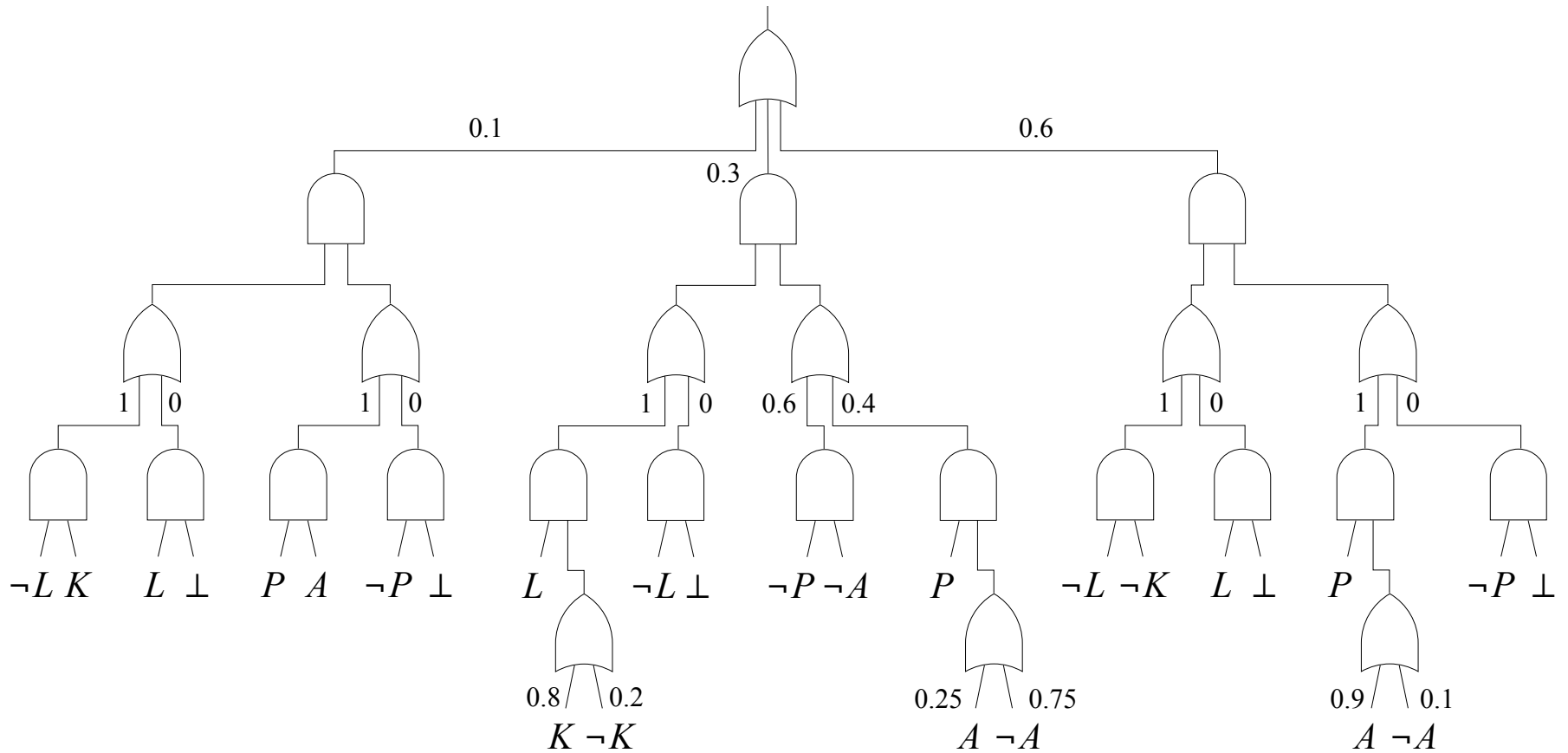
SCIENCE + TECHNOLOGY

**Artificial intelligence framework developed by UCLA professor now powers Toyota websites**

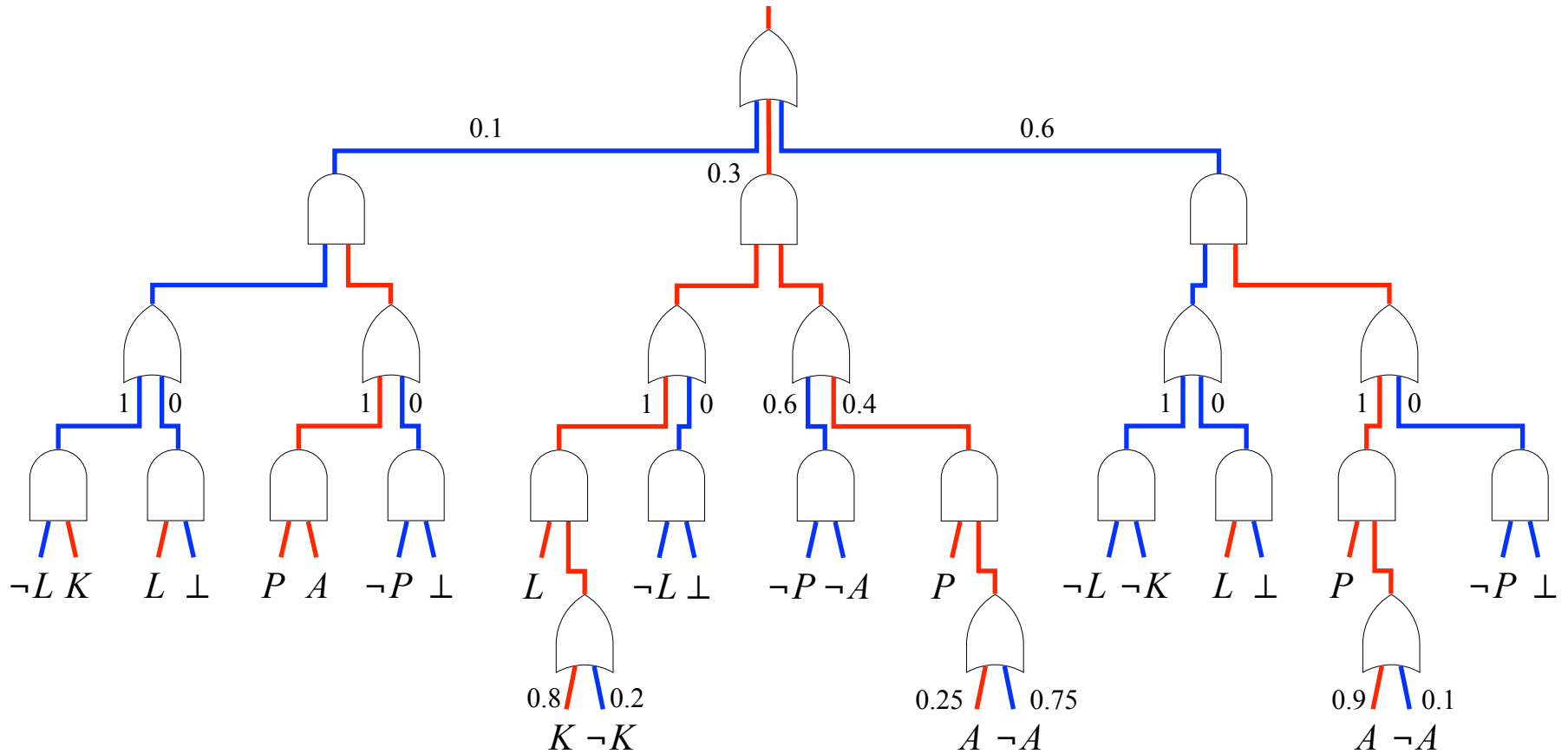
Adnan Darwiche's invention helps consumers customize their vehicles online

Matthew Chin | May 12, 2016

# PSDD: Probabilistic SDD

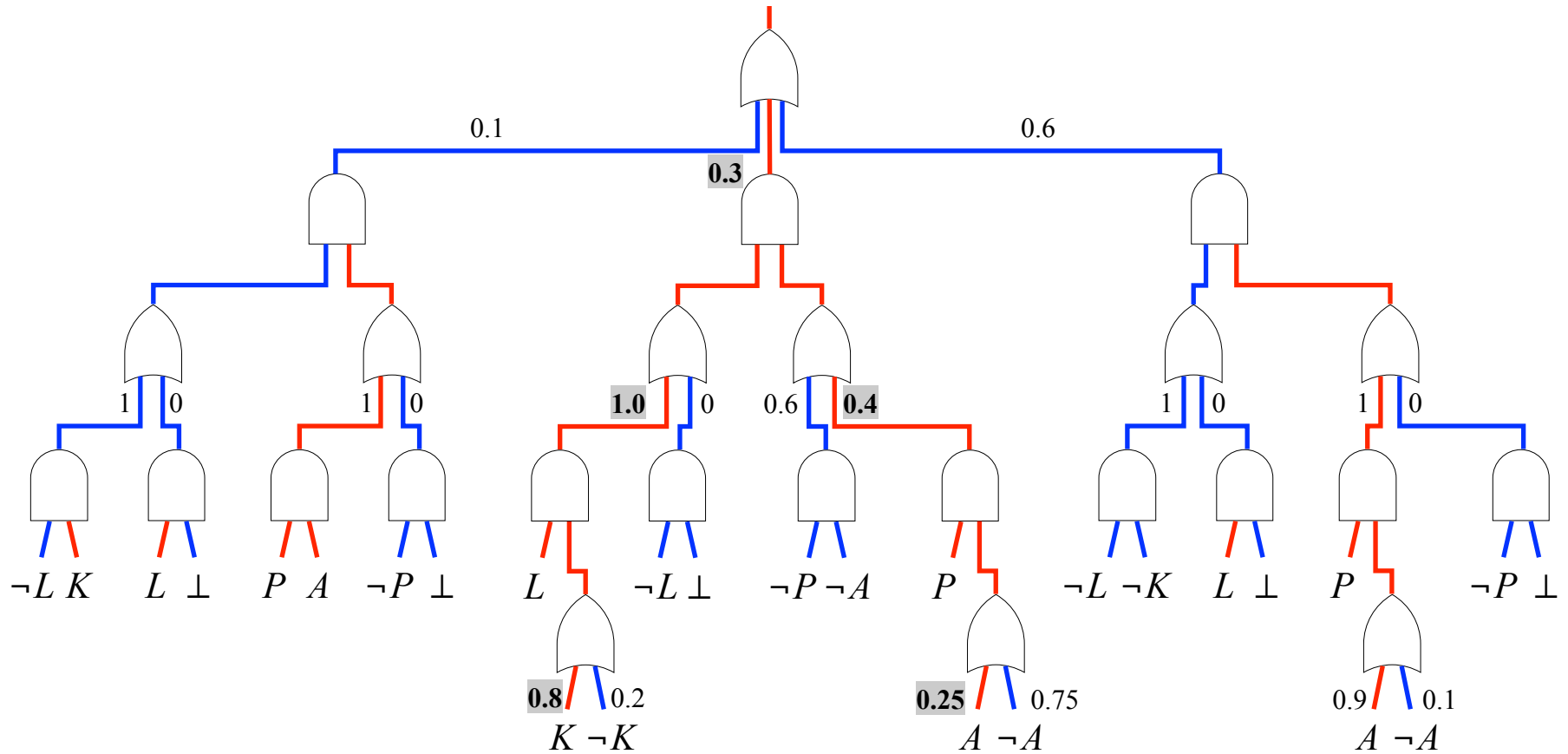


# PSDD: Probabilistic SDD



Input:  $L, K, P, A$

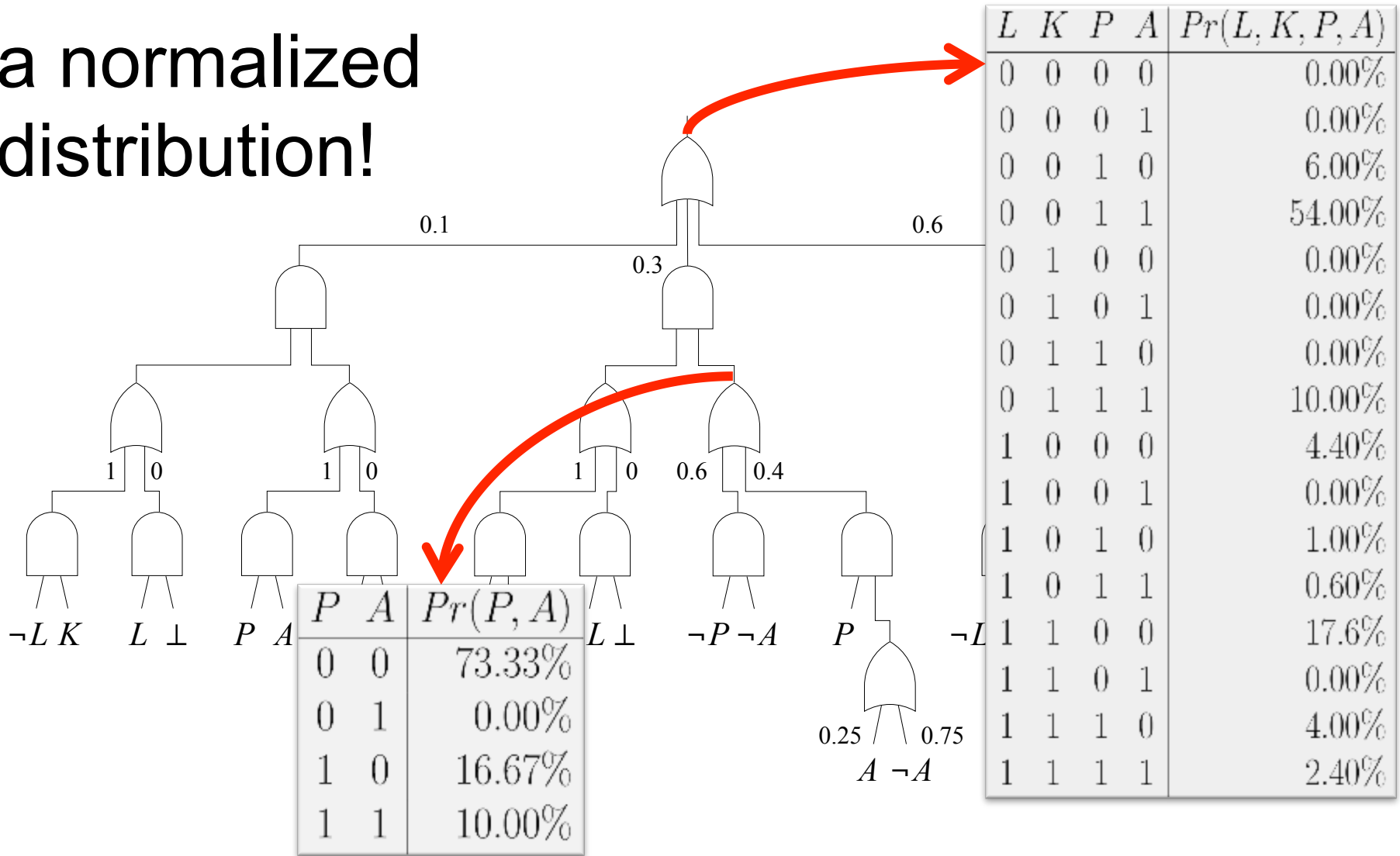
# PSDD: Probabilistic SDD



Input:  $L, K, P, A$

$$\Pr(L, K, P, A) = 0.3 \times 1.0 \times 0.8 \times 0.4 \times 0.25 = 0.024$$

# PSDD nodes induce a normalized distribution!



Can read probabilistic independences off the circuit structure

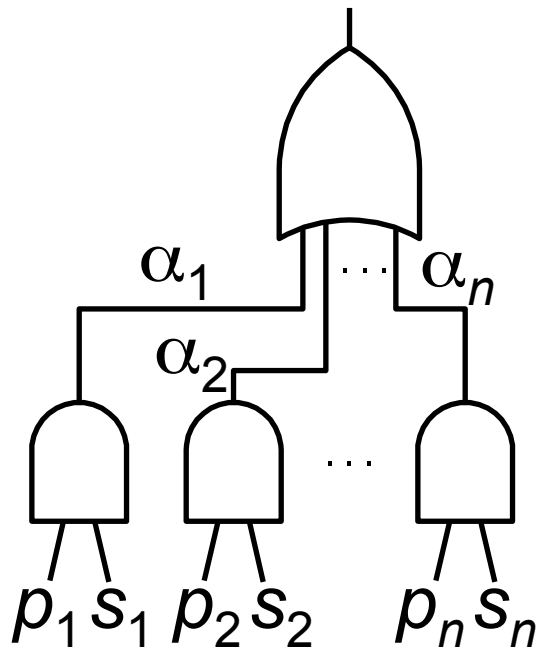
# Tractable for Probabilistic Inference

- **MAP inference**: Find most-likely assignment (otherwise NP-complete)
- Computing **conditional probabilities**  $\Pr(x|y)$  (otherwise PP-complete)
- **Sample** from  $\Pr(x|y)$
- Algorithms linear in circuit size (pass up, pass down, similar to backprop)

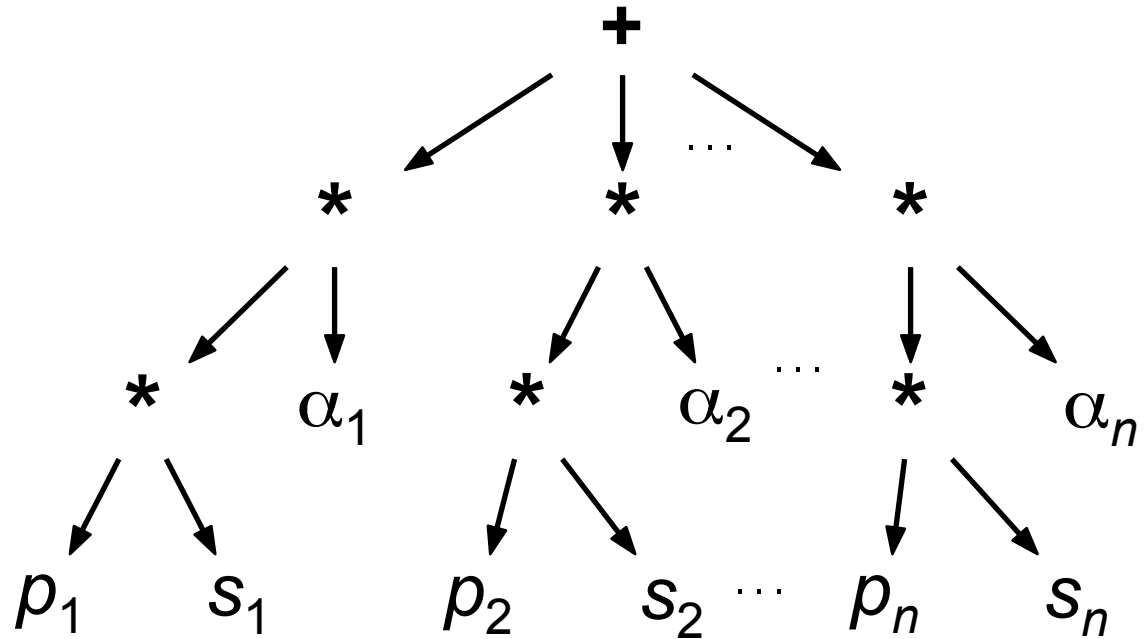


# PSDDs are Arithmetic Circuits

[Darwiche, JACM 2003]



**PSDD**



**AC**

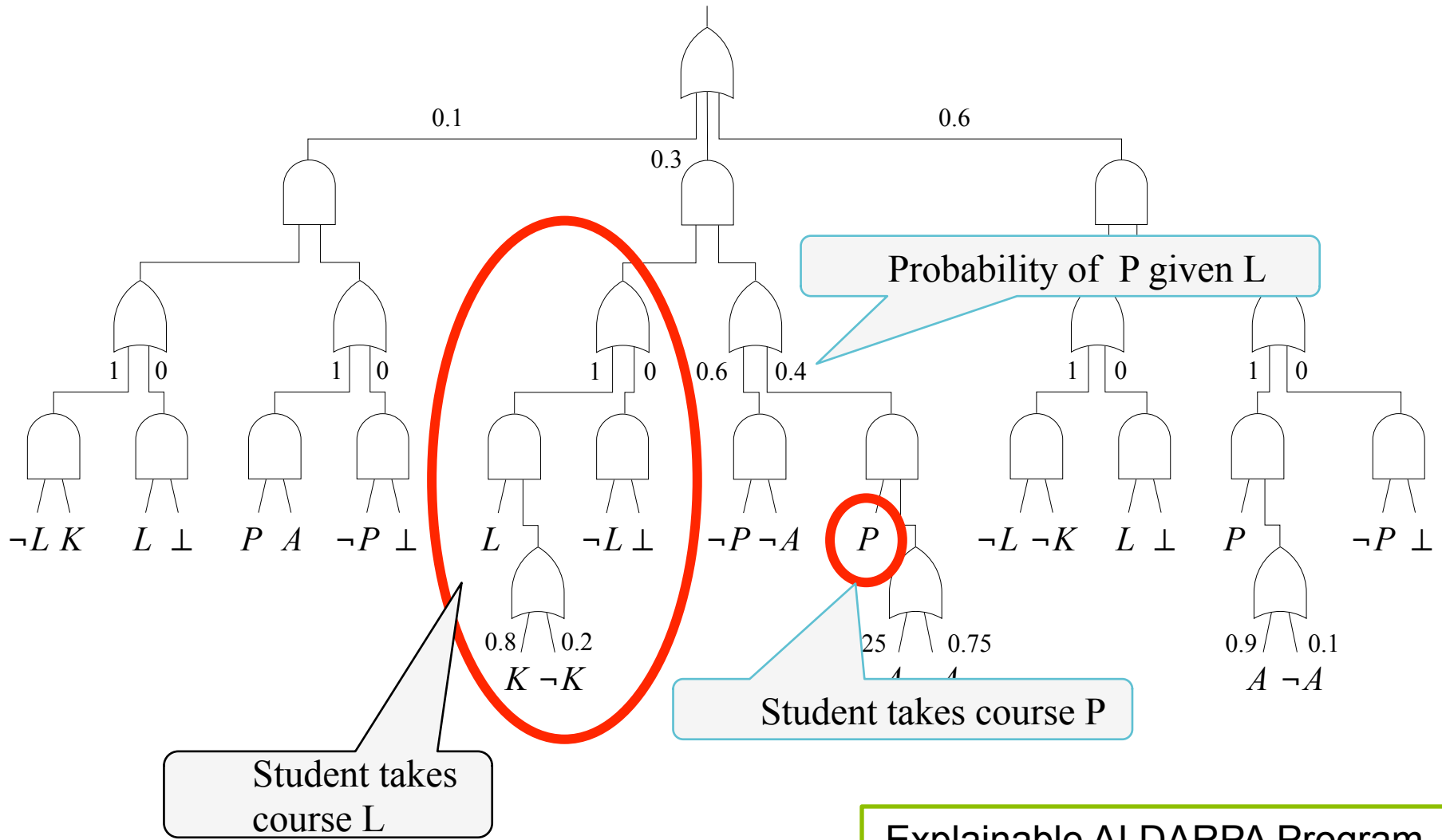
Known in the ML literature as SPNs  
UAI 2011, NIPS 2012 best paper awards

[ICML 2014]  
(SPNs equivalent to ACs)

# *Learning PSDDs*

*Logic + Probability + ML*

# Parameters are Interpretable



# Learning Algorithms

- Parameter learning:

  - Closed form max likelihood from complete data

  - One pass over data to estimate parameters

Note a lot to say: very easy!

- Structure learning:

  - Compile constraints to SDD (naive)

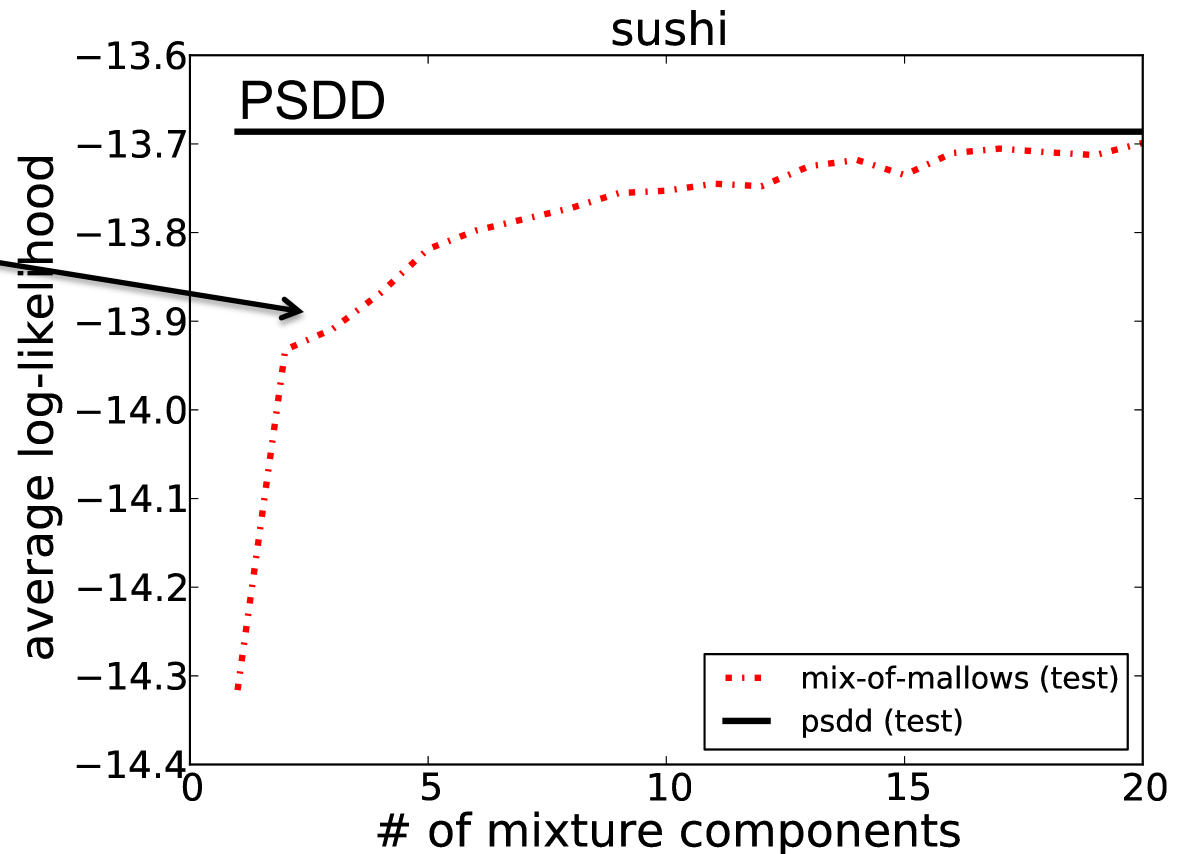
    - Use SAT solver technology (SDD library)

  - Search for structure to fit data (ongoing work)

# Learning Preference Distributions

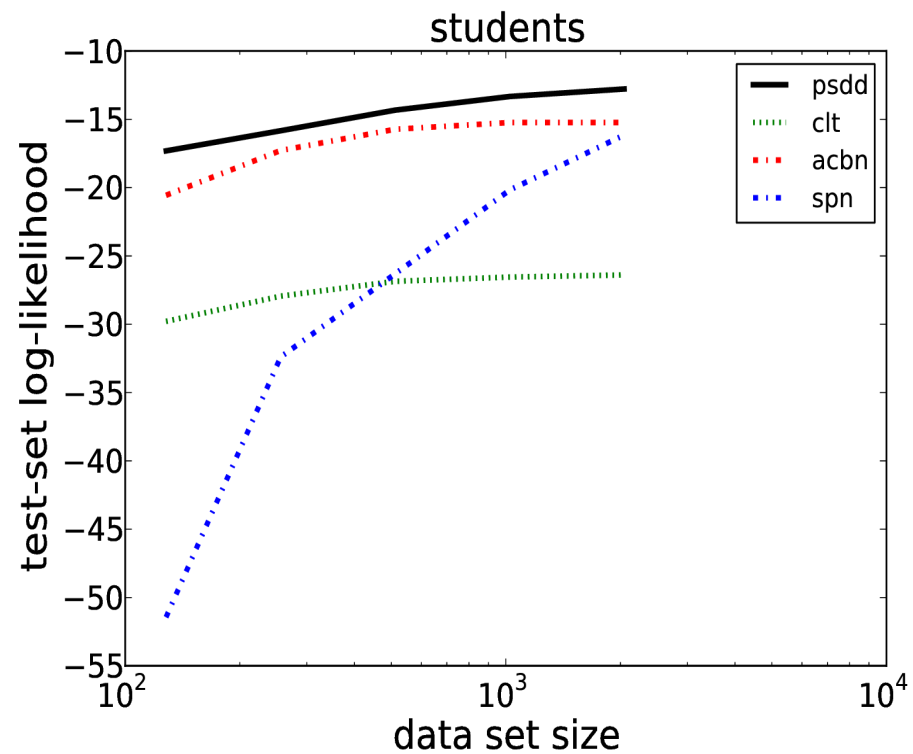
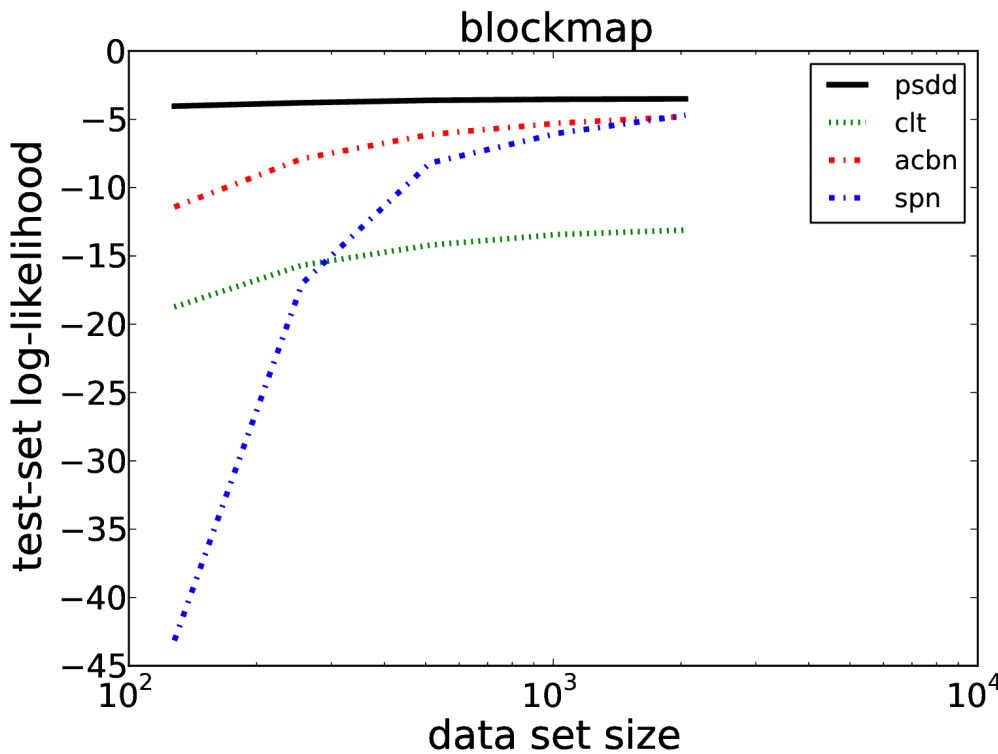
Special-purpose  
distribution:  
Mixture-of-Mallows

- # of components from 1 to 20
- EM with 10 random seeds
- implementation of Lu & Boutilier

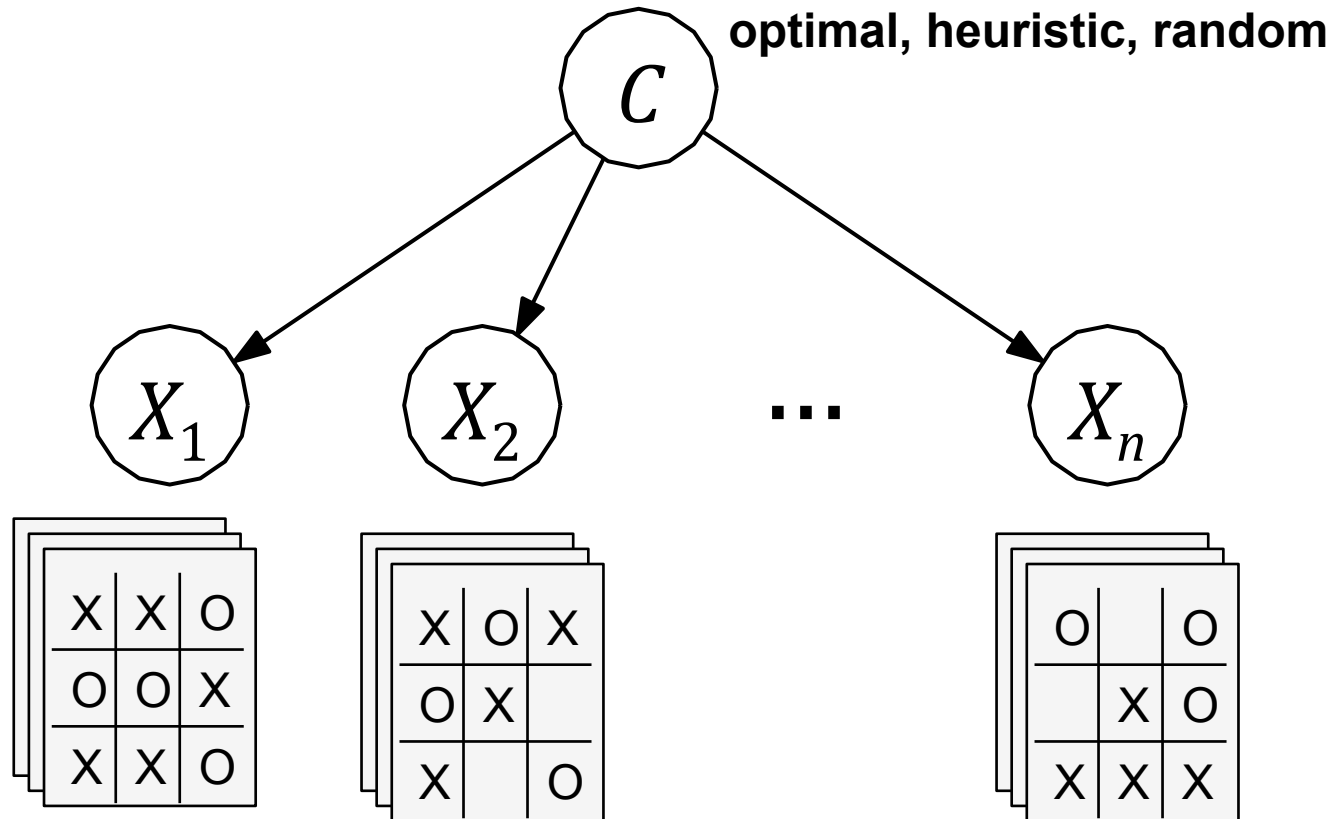


This is the naive approach, without real structure learning!

# What happens if you ignore constraints?

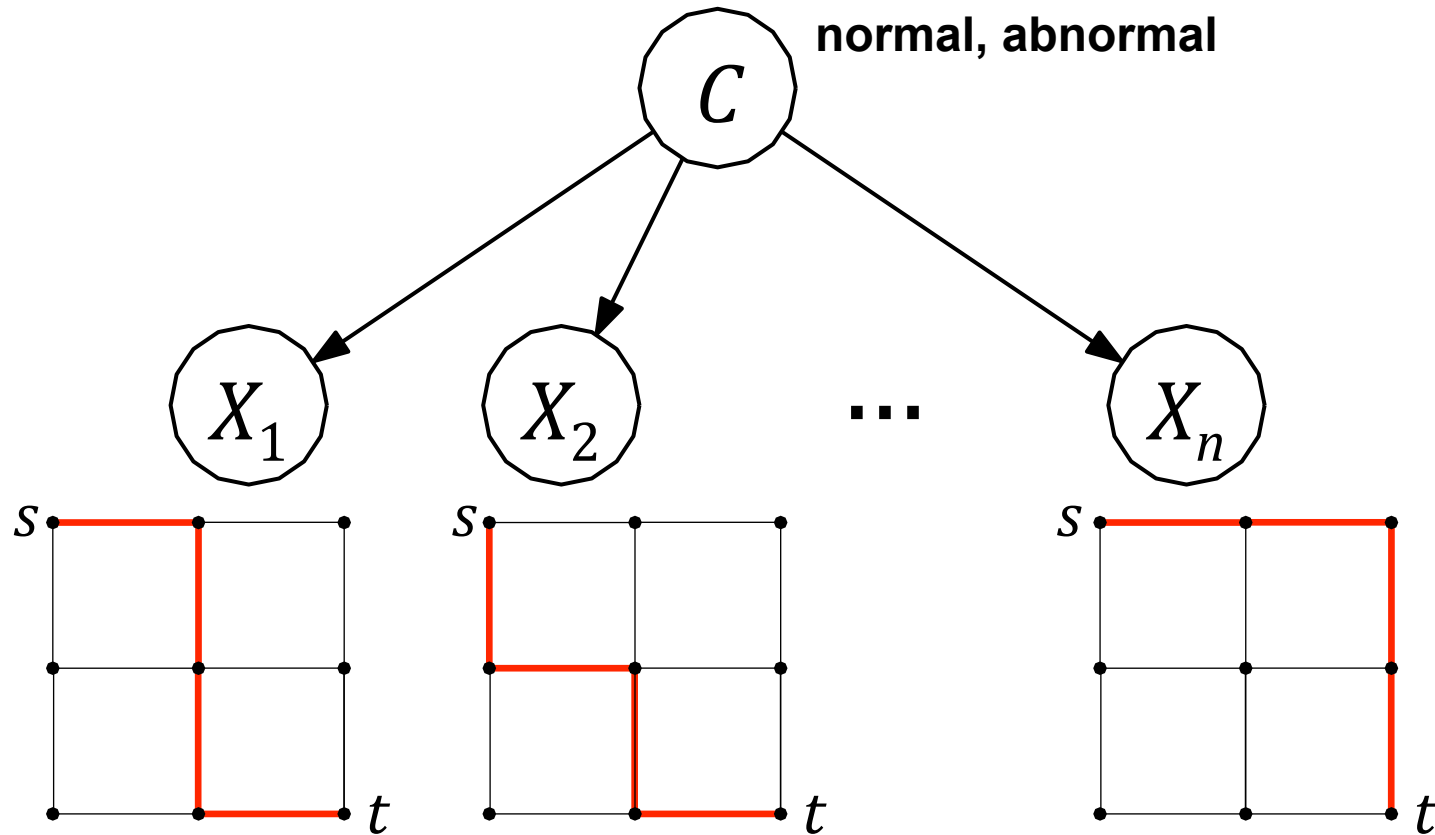


# Structured Naïve Bayes Classifier



**Attribute with 362,880 values (possible game traces)**

# Structured Naïve Bayes Classifier



**Attribute with 789,360,053,252 values (routes in  $8 \times 8$  grid)**  
**Ongoing work: learn anomalies from Uber data**



# *Structured datasets and queries*

# Incomplete Data

a classical  
complete dataset

id	X	Y	Z
1	$x_1$	$y_2$	$z_1$
2	$x_2$	$y_1$	$z_2$
3	$x_2$	$y_1$	$z_2$
4	$x_1$	$y_1$	$z_1$
5	$x_1$	$y_2$	$z_2$

closed-form  
(maximum-likelihood  
estimates are unique)

a classical  
incomplete dataset

id	X	Y	Z
1	$x_1$	$y_2$	?
2	$x_2$	$y_1$	?
3	?	?	$z_2$
4	?	$y_1$	$z_1$
5	$x_1$	$y_2$	$z_2$

EM algorithm  
(on PSDDs)

a new type of  
incomplete dataset

id	X	Y	Z
1	$X \equiv Z$		
2	$x_2$ and ( $y_2$ or $z_2$ )		
3	$x_2 \Rightarrow y_1$		
4	$X \oplus Y \oplus Z \equiv 1$		
5	$x_1$ and $y_2$ and $z_2$		

Missed in the  
ML literature

# Structured Datasets

a classical **complete** dataset  
(e.g., total rankings)

id	1 <sup>st</sup> sushi	2 <sup>nd</sup> sushi	3 <sup>rd</sup> sushi	...
1	fatty tuna	sea urchin	salmon roe	...
2	fatty tuna	tuna	shrimp	...
3	tuna	tuna roll	sea eel	...
4	fatty tuna	salmon roe	tuna	...
5	egg	squid	shrimp	...

a classical **incomplete** dataset  
(e.g., top- $k$  rankings)

id	1 <sup>st</sup> sushi	2 <sup>nd</sup> sushi	3 <sup>rd</sup> sushi	...
1	fatty tuna	sea urchin	?	...
2	fatty tuna	?	?	...
3	tuna	tuna roll	?	...
4	fatty tuna	salmon roe	?	...
5	egg	?	?	...

# Structured Datasets

a classical **complete** dataset  
(e.g., total rankings)

id	1 <sup>st</sup> sushi	2 <sup>nd</sup> sushi	3 <sup>rd</sup> sushi	...
1	fatty tuna	sea urchin	salmon roe	...
2	fatty tuna	tuna	shrimp	...
3	tuna	tuna roll	sea eel	...
4	fatty tuna	salmon roe	tuna	...
5	egg	squid	shrimp	...

a new type of **incomplete** dataset  
(e.g., **partial** rankings)

id	1 <sup>st</sup> sushi	2 <sup>nd</sup> sushi	3 <sup>rd</sup> sushi	...
1	(fatty tuna > sea urchin) and (tuna > sea eel)			...
2	(fatty tuna is 1 <sup>st</sup> ) and (salmon roe > egg)			...
3	tuna > squid			...
4	egg is last			...
5	egg > squid > shrimp			...

(represents constraints on  
possible *total rankings*)

# Learning from Incomplete Data

- Movielens Dataset:
  - 3,900 movies, 6,040 users, 1m ratings
  - take ratings from 64 most rated movies
  - ratings 1-5 converted to pairwise prefs.
- PSDD for **partial** rankings
  - 4 tiers
  - 18,711 parameters

movies by expected tier

rank	movie
1	The Godfather
2	The Usual Suspects
3	Casablanca
4	The Shawshank Redemption
5	Schindler's List
6	One Flew Over the Cuckoo's Nest
7	The Godfather: Part II
8	Monty Python and the Holy Grail
9	Raiders of the Lost Ark
10	Star Wars IV: A New Hope

# PSDD Sizes

items $n$	tier size $k$	Size		
		SDD	Structured Space	Unstructured Space
8	2	443	840	$1.84 \cdot 10^{19}$
27	3	4,114	$1.18 \cdot 10^9$	$2.82 \cdot 10^{219}$
64	4	23,497	$3.56 \cdot 10^{18}$	$1.04 \cdot 10^{1233}$
125	5	94,616	$3.45 \cdot 10^{31}$	$3.92 \cdot 10^{4703}$
216	6	297,295	$1.57 \cdot 10^{48}$	$7.16 \cdot 10^{14044}$
343	7	781,918	$4.57 \cdot 10^{68}$	$7.55 \cdot 10^{35415}$

# Structured Queries

- no other Star Wars movie in top-5
- at least one **comedy** in top-5

rank	movie
1	Star Wars V: The Empire Strikes Back
2	Star Wars IV: A New Hope
3	The Godfather
4	The Shawshank Redemption
5	The Usual Suspects

rank	movie
1	Star Wars V: The Empire Strikes Back
2	American Beauty
3	The Godfather
4	The Usual Suspects
5	The Shawshank Redemption

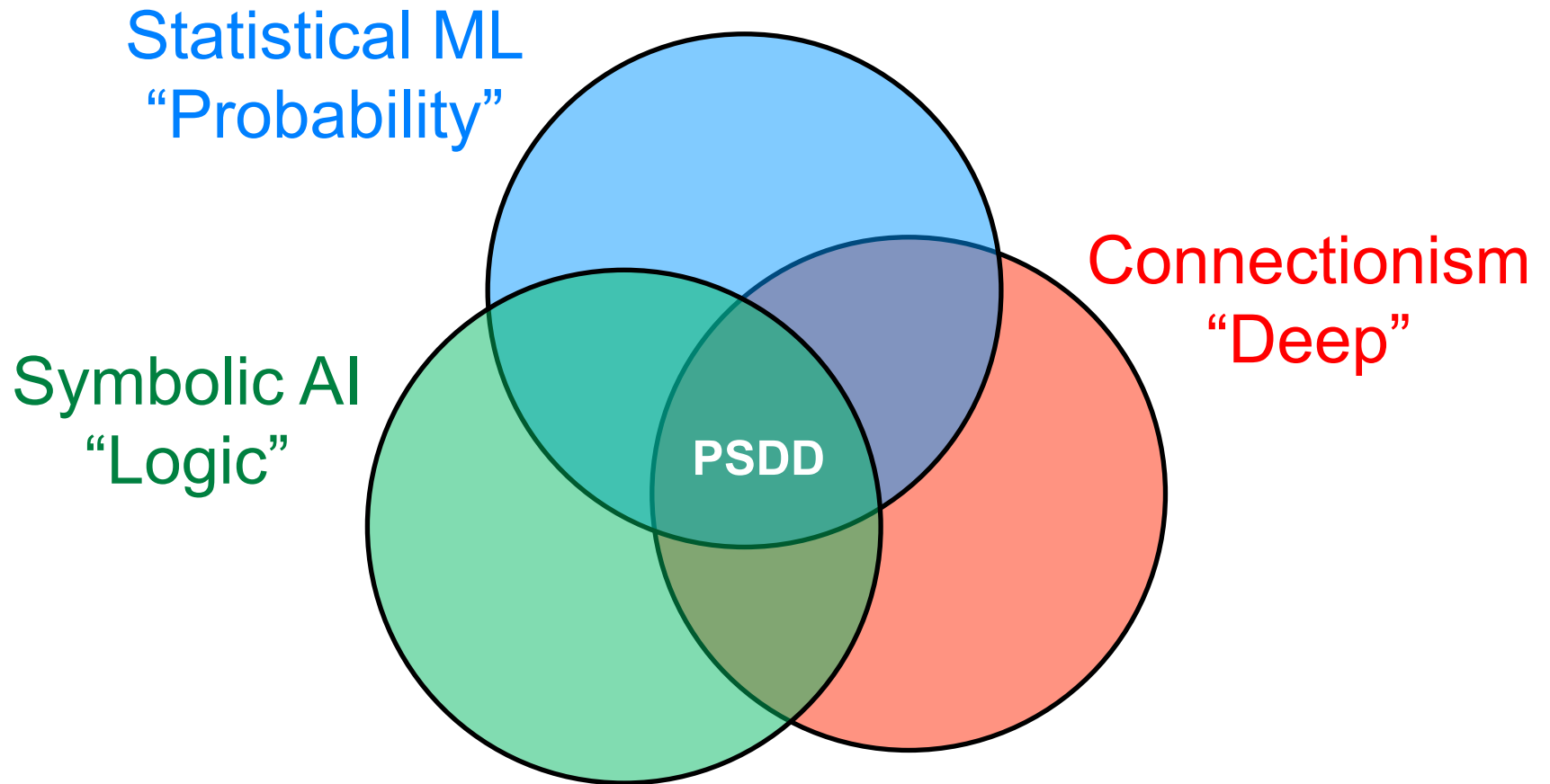
diversified recommendations via  
*logical constraints*

# Conclusions

- Structured spaces are everywhere
- Roles of Boolean constraints in ML
  - Domain constraints and combinatorial objects (**structured probability space**)
  - Incomplete examples (**structured datasets**)
  - Questions and evidence (**structured queries**)
- Learn distributions over combinatorial objects
- Strong properties for inference and learning:  
*Probabilistic sentential decision diagram (PSDD)*



# Conclusions



# References

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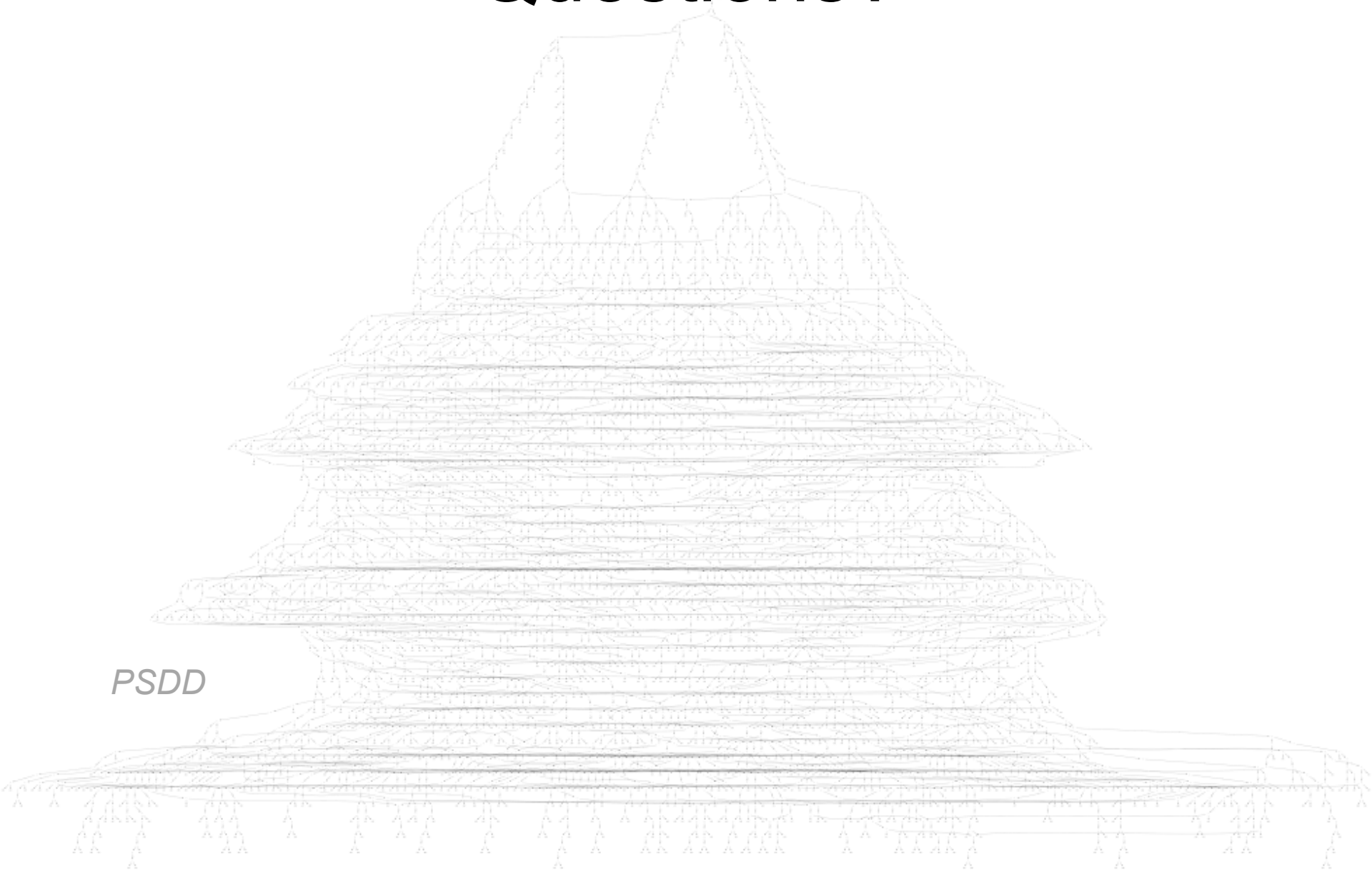
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# Questions?



*PSDD*