

# Probabilistic Logic Programming with cplint

## Week 1, lecture 1: syntax, semantics and exact inference

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# Outline

- Probabilistic logic programming
- Applications
- Exact inference

# Combining Logic and Probability

- Logic does not handle well uncertainty
- Graphical models do not handle well relationships among entities
- Solution: combine the two
- Many approaches proposed in the areas of Logic Programming, Uncertainty in AI, Machine Learning, Databases, Knowledge Representation

# Probabilistic Logic Programming

- Distribution Semantics [Sato ICLP95]
- A probabilistic logic program defines a probability distribution over normal logic programs (called instances or possible worlds or simply worlds)
- The distribution is extended to a joint distribution over worlds and interpretations (or queries)
- The probability of a query is obtained from this distribution

# Probabilistic Logic Programming (PLP) Languages under the Distribution Semantics

- Probabilistic Logic Programs [Dantsin RCLP91]
- Probabilistic Horn Abduction [Poole NGC93], Independent Choice Logic (ICL) [Poole AI97]
- PRISM [Sato ICLP95]
- Logic Programs with Annotated Disjunctions (LPADs) [Vennekens et al. ICLP04]
- ProbLog [De Raedt et al. IJCAI07]
- They differ in the way they define the distribution over logic programs

# Logic Programs with Annotated Disjunctions

[http://cplint.eu/e/sneezing\\_simple.pl](http://cplint.eu/e/sneezing_simple.pl)

```
sneezing(X) : 0.7 ; null : 0.3 ← flu(X).  
sneezing(X) : 0.8 ; null : 0.2 ← hay_fever(X).  
flu(bob).  
hay_fever(bob).
```

- Distributions over the head of rules
- *null* does not appear in the body of any rule
- Worlds obtained by selecting one atom from the head of every grounding of each clause

# Distribution Semantics

- Case of no function symbols: finite Herbrand universe, finite set of groundings of each disjoint statement/switch/clause
- Atomic choice: selection of the  $i$ -th atom for grounding  $C\theta$  of switch/clause  $C$ 
  - represented with the triple  $(C, \theta, i)$
- Example  $C_1 = \text{sneezing}(X) : 0.7 ; \text{null} : 0.3 \leftarrow \text{flu}(X).$ ,  
 $(C_1, \{X/\text{bob}\}, 1)$

# Distribution Semantics

- Selection  $\sigma$ : a total set of atomic choices (one atomic choice for every grounding of each clause)
- A selection  $\sigma$  identifies a logic program  $w_\sigma$  called world
- The probability of  $w_\sigma$  is  $P(w_\sigma) = \prod_{(C,\theta,i) \in \sigma} P_0(C, i)$
- Finite set of worlds:  $W_T = \{w_1, \dots, w_m\}$
- $P(w)$  distribution over worlds:  $\sum_{w \in W_T} P(w) = 1$



# Distribution Semantics

- Ground query  $Q$
- $P(Q|w) = 1$  if  $Q$  is true in  $w$  and 0 otherwise
- $P(Q) = \sum_w P(Q, w) = \sum_w P(Q|w)P(w) = \sum_{w \models Q} P(w)$

## Example Program (LPAD) Worlds

[http://cplint.eu/e/sneezing\\_simple.pl](http://cplint.eu/e/sneezing_simple.pl)

$sneezing(bob) \leftarrow flu(bob).$	$null \leftarrow flu(bob).$
$sneezing(bob) \leftarrow hay\_fever(bob).$	$sneezing(bob) \leftarrow hay\_fever(bob).$
$flu(bob).$	$flu(bob).$
$hay\_fever(bob).$	$hay\_fever(bob).$
$P(w_1) = 0.7 \times 0.8$	$P(w_2) = 0.3 \times 0.8$

$sneezing(bob) \leftarrow flu(bob).$	$null \leftarrow flu(bob).$
$null \leftarrow hay\_fever(bob).$	$null \leftarrow hay\_fever(bob).$
$flu(bob).$	$flu(bob).$
$hay\_fever(bob).$	$hay\_fever(bob).$
$P(w_3) = 0.7 \times 0.2$	$P(w_4) = 0.3 \times 0.2$

$$P(Q) = \sum_{w \in W_{\mathcal{T}}} P(Q, w) = \sum_{w \in W_{\mathcal{T}}} P(Q|w)P(w) = \sum_{w \in W_{\mathcal{T}}: w \models Q} P(w)$$

- $sneezing(bob)$  is true in 3 worlds
- $P(sneezing(bob)) = 0.7 \times 0.8 + 0.3 \times 0.8 + 0.7 \times 0.2 = 0.94$

# Logic Programs with Annotated Disjunctions

<http://cplint.eu/e/sneezing.pl>

```
strong_sneezing(X) : 0.3 ; moderate_sneezing(X) : 0.5 ← flu(X).  
strong_sneezing(X) : 0.2 ; moderate_sneezing(X) : 0.6 ← hay_fever(X).  
flu(bob).  
hay_fever(bob).
```

- 9 worlds
- *strong\_sneezing*(bob) is true in 5
- $P(\text{strong\_sneezing}(\text{bob})) =$   
 $0.3 \cdot 0.2 + 0.3 \cdot 0.6 + 0.3 \cdot 0.2 + 0.5 \cdot 0.2 + 0.2 \cdot 0.2 = 0.44$

# Applications

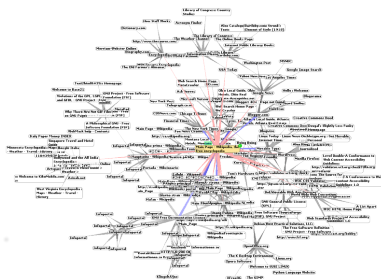
- Link prediction: given a (social) network, compute the probability of the existence of a link between two entities (UWCSE)



```
advisedby(X, Y) :0.7 :-  
  publication(P, X),  
  publication(P, Y),  
  student(X).
```

# Applications

- Classify web pages on the basis of the link structure (WebKB)

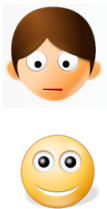


```
coursePage(Page1) : 0.3 :- linkTo(Page2,Page1), coursePage(Page2) .
coursePage(Page1) : 0.6 :- linkTo(Page2,Page1), facultyPage(Page2) .
...
coursePage(Page) : 0.9 :- has('syllabus', Page) .
...
```

# Applications

- Entity resolution: identify identical entities in text or databases

## Real World



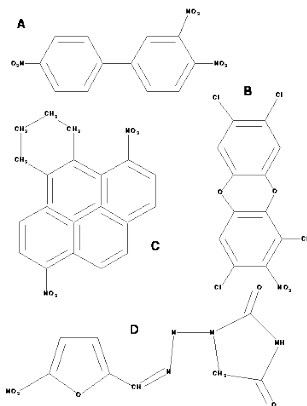
## Digital World



```
samebib(A,B):0.9 :-  
  samebib(A,C) , samebib(C,B) .  
sameauthor(A,B):0.6 :-  
  sameauthor(A,C) , sameauthor(C,B) .  
sametitle(A,B):0.7 :-  
  sametitle(A,C) , sametitle(C,B) .  
samevenue(A,B):0.65 :-  
  samevenue(A,C) , samevenue(C,B) .  
samebib(B,C):0.5 :-  
  author(B,D) , author(C,E) , sameauthor(D,E) .  
samebib(B,C):0.7 :-  
  title(B,D) , title(C,E) , sametitle(D,E) .  
samebib(B,C):0.6 :-  
  venue(B,D) , venue(C,E) , samevenue(D,E) .  
samevenue(B,C):0.3 :-  
  haswordvenue(B,logic) ,  
  haswordvenue(C,logic) .  
...
```

# Applications

- Chemistry: given the chemical composition of a substance, predict its mutagenicity or its carcinogenicity



```
active(A):0.4 :-  
  atm(A,B,c,29,C),  
  gteq(C,-0.003),  
  ring_size_5(A,D).  
active(A):0.6:-  
  lumo(A,B), lteq(B,-2.072).  
active(A):0.3 :-  
  bond(A,B,C,2),  
  bond(A,C,D,1),  
  ring_size_5(A,E).  
active(A):0.7 :-  
  carbon_6_ring(A,B).  
active(A):0.8 :-  
  anthracene(A,B).
```

...





# Inference for PLP under DS

- Computing the probability of a query (no evidence)
- Knowledge compilation:
  - compile the program to an intermediate representation
    - Binary Decision Diagrams (ProbLog [De Raedt et al. IJCAI07], `cplint` [Riguzzi AIIA07,Riguzzi LJIGPL09], PITA [Riguzzi & Swift ICLP10])
    - deterministic, Decomposable Negation Normal Form circuit (d-DNNF) (ProbLog2 [Fierens et al. TPLP15])
    - Sentential Decision Diagrams
  - compute the probability by weighted model counting

# Inference for PLP under DS

- Bayesian Network based:
  - Convert to BN
  - Use BN inference algorithms (CVE [Meert et al. ILP09])
- Lifted inference

## Examples

**Throwing coins** <http://cplint.eu/e/coin.swinb>

```
heads(Coin):1/2 ; tails(Coin):1/2 :-
    toss(Coin),\+biased(Coin).
heads(Coin):0.6 ; tails(Coin):0.4 :-
    toss(Coin),biased(Coin).
fair(Coin):0.9 ; biased(Coin):0.1.
toss(coin).
```

**Russian roulette with two guns** <http://cplint.eu/e/trigger.pl>

```
death:1/6 :- pull_trigger(left_gun).
death:1/6 :- pull_trigger(right_gun).
pull_trigger(left_gun).
pull_trigger(right_gun).
```

# Examples

## Mendel's inheritance rules for pea plants

<http://cplint.eu/e/mendel.pl>

```
color(X, purple) :-cg(X, _A, p) .
color(X, white) :-cg(X, 1, w) , cg(X, 2, w) .
cg(X, 1, A):0.5 ; cg(X, 1, B):0.5 :-
    mother(Y, X) , cg(Y, 1, A) , cg(Y, 2, B) .
cg(X, 2, A):0.5 ; cg(X, 2, B):0.5 :-
    father(Y, X) , cg(Y, 1, A) , cg(Y, 2, B) .
```

## Probability of paths <http://cplint.eu/e/path.swinb>

```
path(X, X) .
path(X, Y) :-path(X, Z) , edge(Z, Y) .
edge(a, b):0.3 .
edge(b, c):0.2 .
edge(a, c):0.6 .
```

- `http://cplint.eu`
  - Inference (knowledge compilation, Monte Carlo)
  - Parameter learning (EMBLEM)
  - Structure learning (SLIPCOVER, LEMUR)

## Epidemic Example

If somebody has the flu and the climate is cold, an epidemic arises with 60% probability, a pandemic arises with 30% probability, whereas we have a 10% probability that neither an epidemic nor a pandemic arises. We can write

```
epidemic : 0.6; pandemic : 0.3; null: 0.1 :- flu(_), cold.
```

The null atom can be implicit. Therefore the previous rule, without changing its meaning, can be written

```
epidemic : 0.6; pandemic : 0.3 :- flu(_), cold.
```

# Epidemic Example

The weather is cold with a 70% probability. Note that the null atom is implicit here as well.

```
cold : 0.7.
```

David and Robert have the flu for certain:

```
flu(david) .  
flu(robert) .
```

## Epidemic Example

The program is almost complete, we need to load the library `pita` in order to perform exact inference

```
:- use_module(library(pita)).
```

We need to initialize the library with `:-pita` and the program should be enclosed by `:- begin_lpad.` and `:- end_lpad.` (respectively at the begin and at the end of the program).



# Epidemic Example

```
:- use_module(library(pita)).  
:- pita.  
:- begin_lpad.  
epidemic : 0.6; pandemic : 0.3 :- flu(_), cold.  
cold : 0.7.  
flu(david).  
flu(robert).  
:- end_lpad.
```

## How to Execute a Simple Query

To query a program you must use the `prob/2` predicate

```
prob(:Query:atom, -Probability:float).
```

Let us compute the probability that an epidemic arises:

```
prob(epidemic, P).
```

You can ask conditional queries with

```
prob(:Query:atom, :Evidence:atom, -Probability:float).
```

Remember:  $P(q|e) = \frac{P(q,e)}{P(e)}$

We can ask for the probability that an epidemic arises given that outside is cold

```
prob(epidemic, cold, P).
```

# Monty Hall Puzzle

- A player is given the opportunity to select one of three closed doors, behind one of which there is a prize.
- Behind the other two doors are empty rooms.
- Once the player has made a selection, Monty is obligated to open one of the remaining closed doors which does not contain the prize, showing that the room behind it is empty.
- He then asks the player if he would like to switch his selection to the other unopened door, or stay with his original choice.
- Does it matter if he switches?

# Monty Hall Puzzle

```
:- use_module(library(pita)).
:- endif.
:- pita.
:- begin_lpad.
prize(1):1/3; prize(2):1/3; prize(3):1/3.

open_door(2):0.5 ; open_door(3):0.5:- prize(1).
open_door(2):- prize(3).
open_door(3):- prize(2).

win_keep:- prize(1).

win_switch:-
    prize(2),
    open_door(3).

win_switch:-
    prize(3),
    open_door(2).
:- end_lpad.
```

# Monty Hall Puzzle

- Queries:

```
prob(win_keep, Prob) .  
prob(win_switch, Prob) .
```

## Game of dice

$\text{on}(0, 1) : 1/3$  ;  $\text{on}(0, 2) : 1/3$  ;  $\text{on}(0, 3) : 1/3$ .  
 $\text{on}(T, 1) : 1/3$  ;  $\text{on}(T, 2) : 1/3$  ;  $\text{on}(T, 3) : 1/3$  :-  
T1 is T-1, T1 >= 0, on(T1, F), \+ on(T1, 3).

What is the probability that the die lands on face 1 at time 2?

?- prob(on(2, 1), Prob).

What is the probability that the die lands on face 1 at time 2 given that it landed on face 1 at time 0?

?- prob(on(2, 1), on(0, 1), Prob).

# Graphics

cplint on SWISH can show the probabilistic results of a query as histograms using predicate `bar/2`

```
bar(+Probability:float,-Chart:dict).
```

A graphical bar chart of the two values will be plotted

Examples:

```
prob(epidemic, P),bar(P,G).
```

```
prob(epidemic, cold, P),bar(P,G).
```