

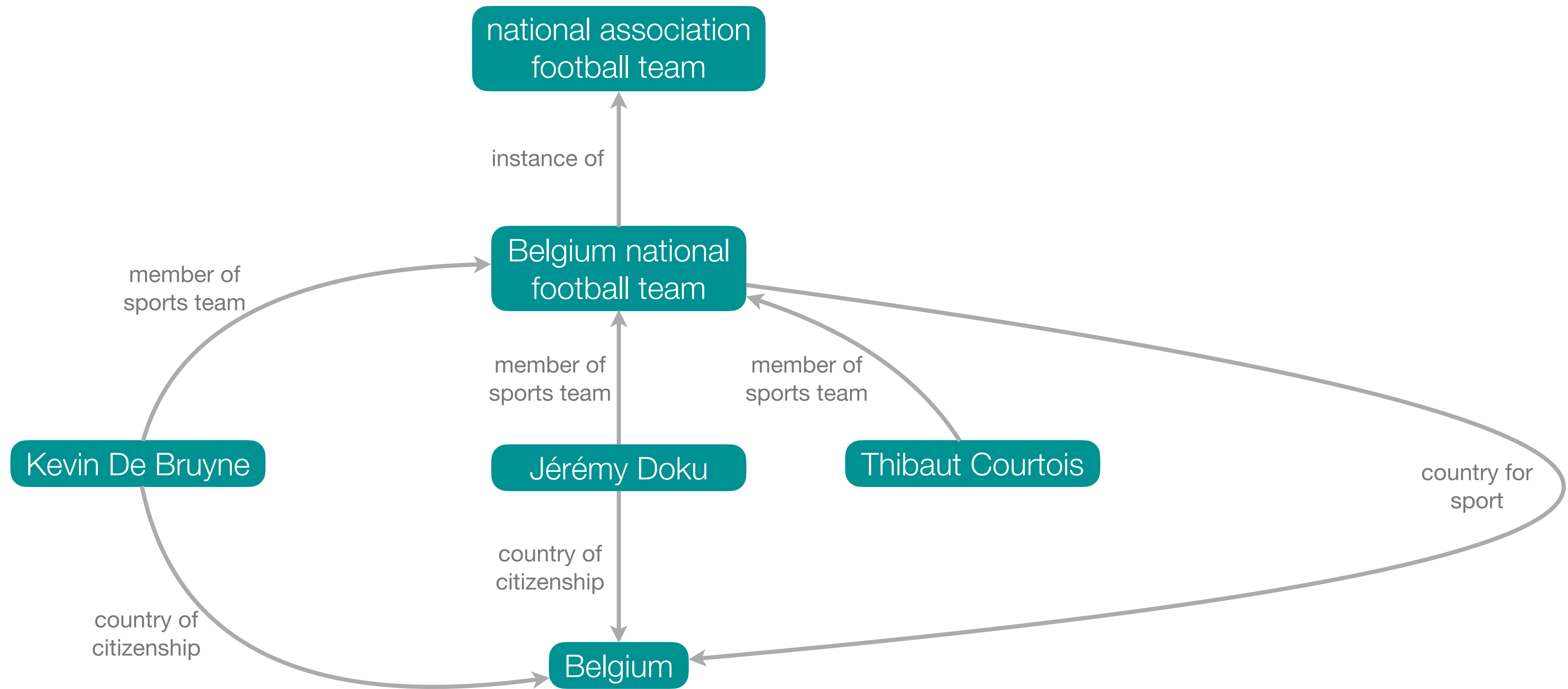
Geometric Representations of Relational Knowledge for Neuro-symbolic Reasoning

Steven Schockaert

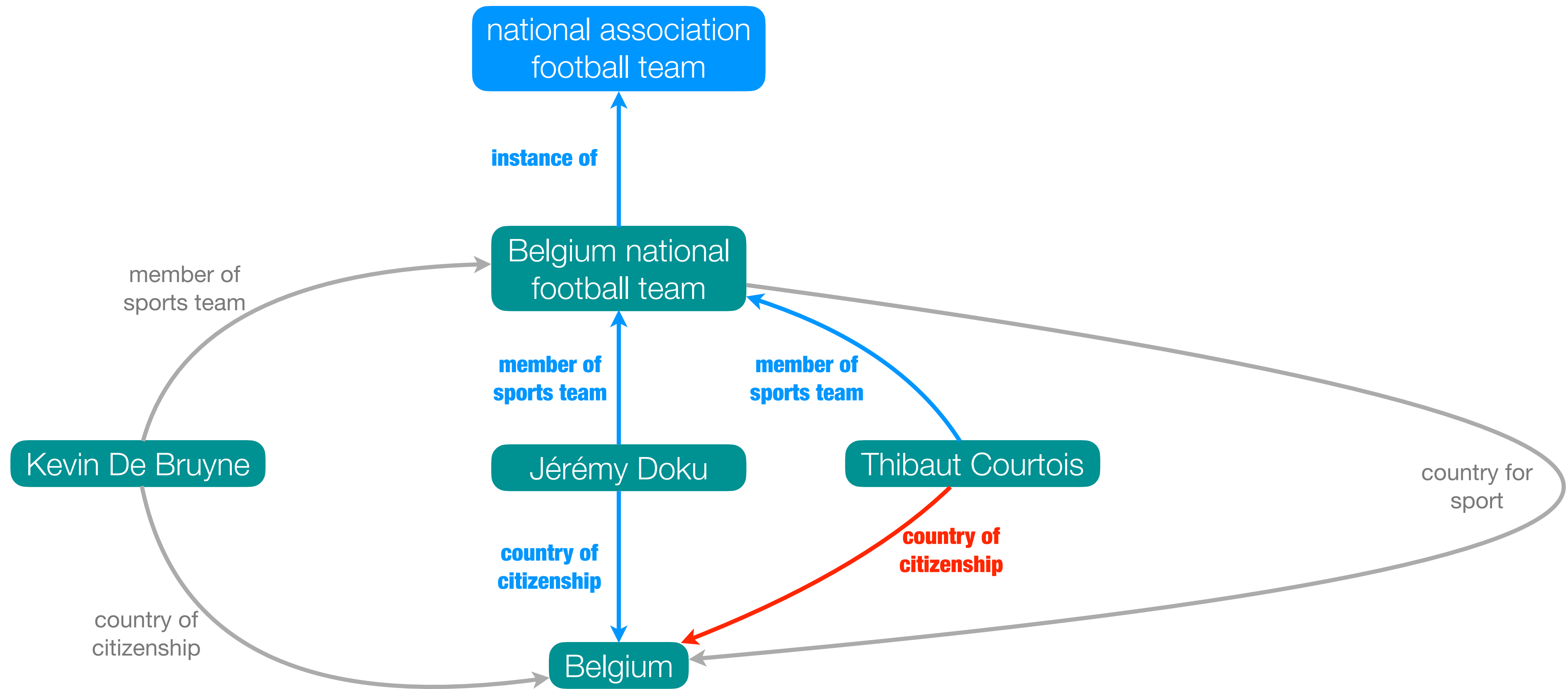
Cardiff University, UK
schockaerts1@cardiff.ac.uk



Reasoning in knowledge graphs



Reasoning in knowledge graphs



Rule-based approaches

Train: learn rules that capture the regularities that are observed in the (training) graph

Test: select the rule with the highest confidence degree that can answer the query

$$\begin{aligned} \text{hasNationality}(X_2, Z) \leftarrow & \text{memberOfTeam}(X_1, Y) \wedge \text{memberOfTeam}(X_2, Y) \\ & \wedge \text{instanceOf}(Y, \text{nationalFootballTeam}) \wedge \text{hasNationality}(X_1, Z) \end{aligned}$$

Rule-based approaches

Train: learn rules that capture the regularities that are observed in the (training) graph

Test: select the rule with the highest confidence degree that can answer the query

$$\begin{aligned} \text{hasNationality}(X_2, Z) \leftarrow & \text{memberOfTeam}(X_1, Y) \wedge \text{memberOfTeam}(X_2, Y) \\ & \wedge \text{instanceOf}(Y, \text{nationalFootballTeam}) \wedge \text{hasNationality}(X_1, Z) \end{aligned}$$

Advantages: efficient and transparent

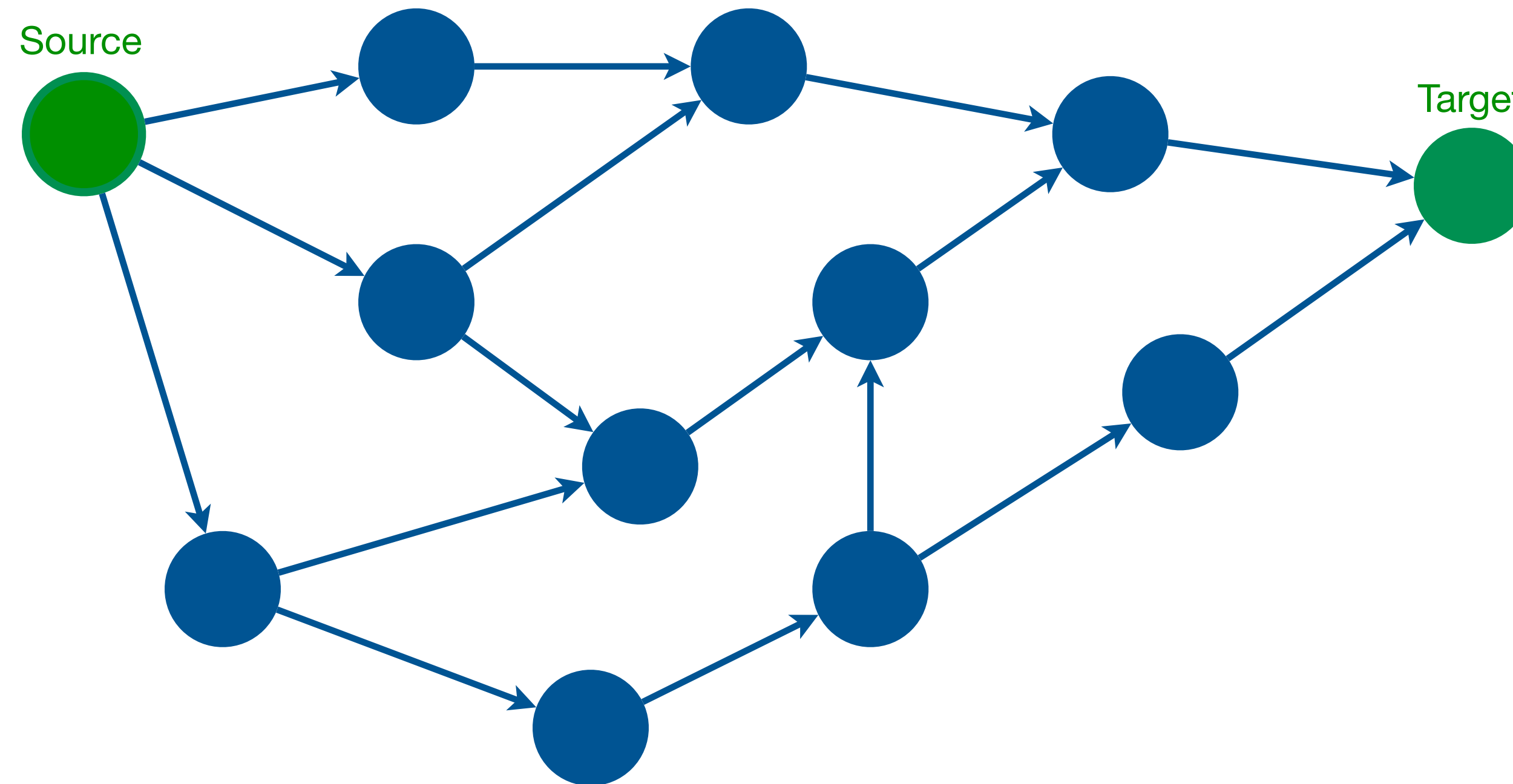
Disadvantages:

- ▶ Rule learning is hard (e.g. predicate invention)
- ▶ No generalisation beyond rule bodies that are (frequently) observed in the training data
- ▶ Learned rules often too “brittle” for systematic reasoning (usually only one-off rule application)
- ▶ Difficult to aggregate multiple pieces of evidence (when multiple ground rules can be applied)
- ▶ Difficult to integrate with neural models

Graph neural networks

Graph neural networks

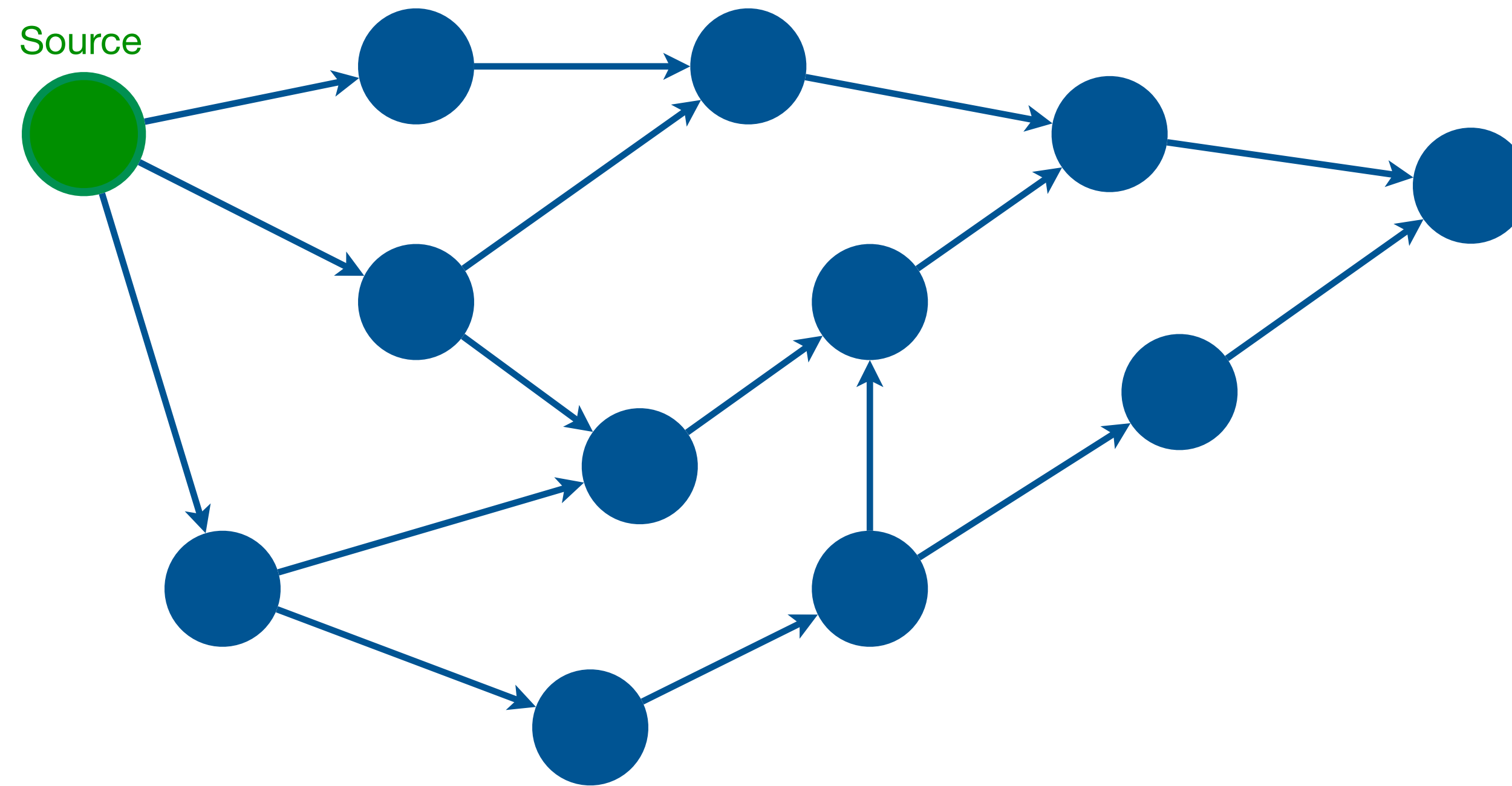
Fix source and target entities and treat link prediction as a graph classification problem



Disadvantage: inefficient (GNN inference for each candidate answer of every query)

Graph neural networks

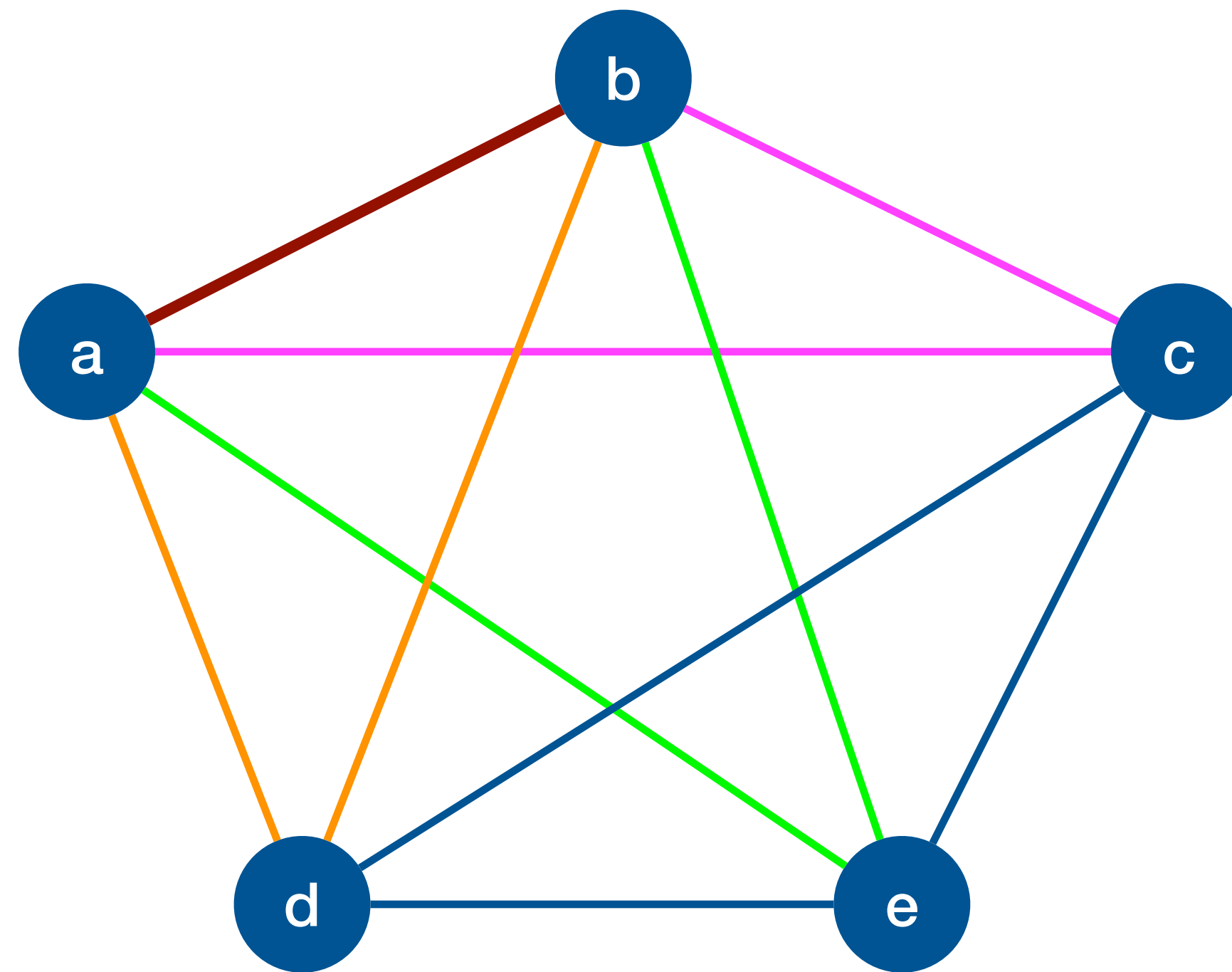
Fix source entity and learn representations that capture the relationship to that entity



Disadvantage: we still need to repeat GNN inference for every query

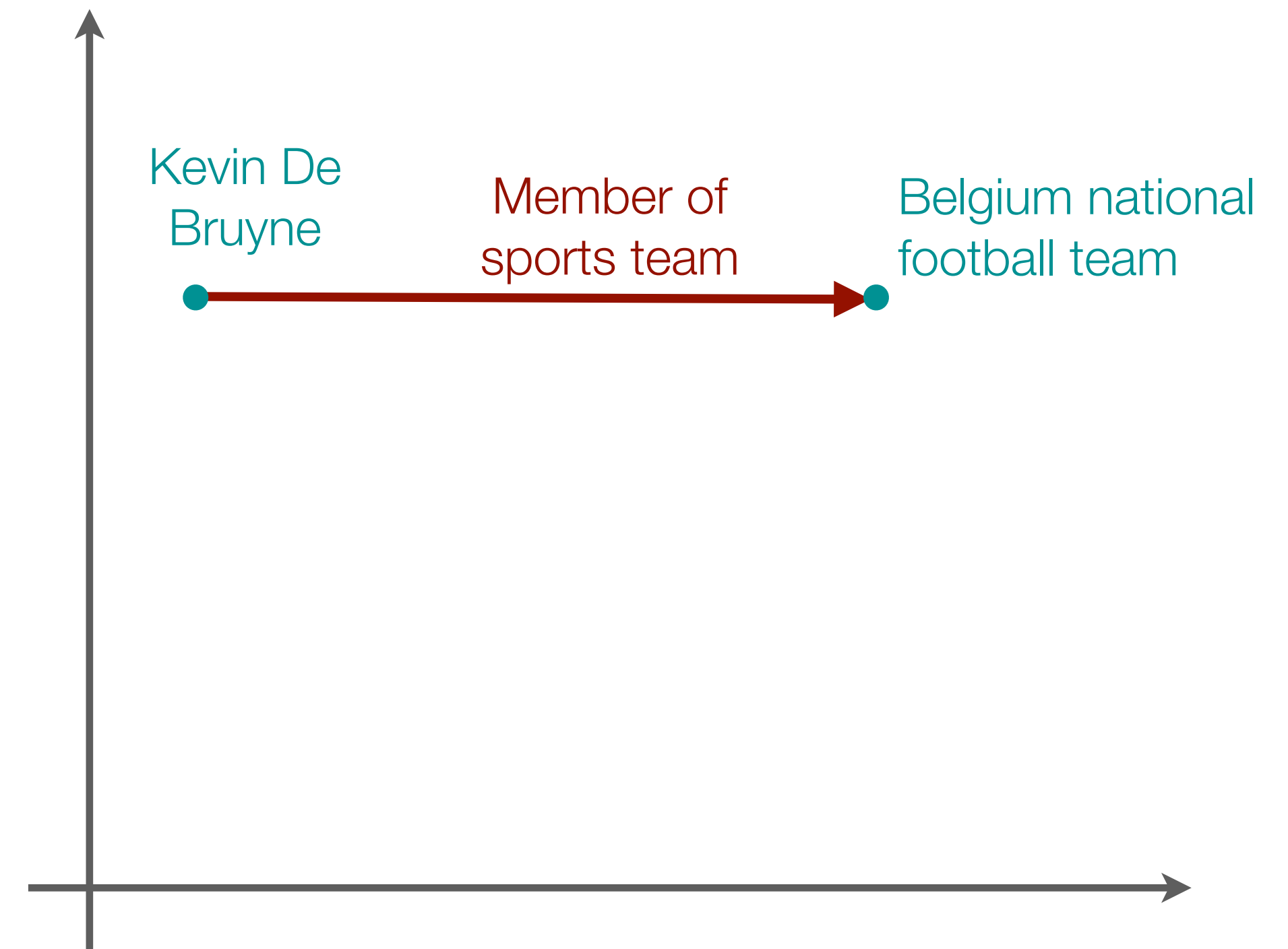
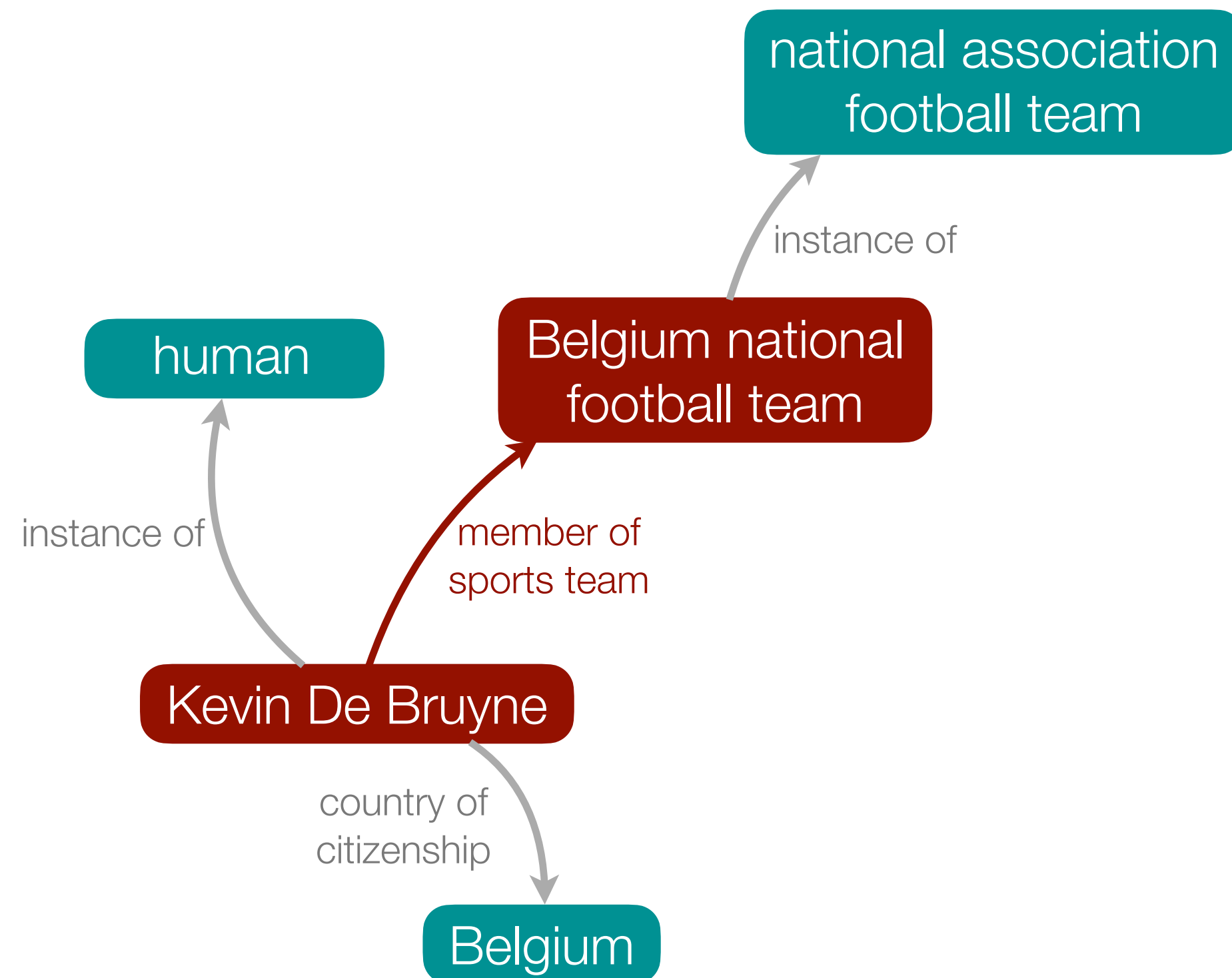
Edge transformers

Learn a vector for every pair of entities, update vectors by computing all “relational compositions”

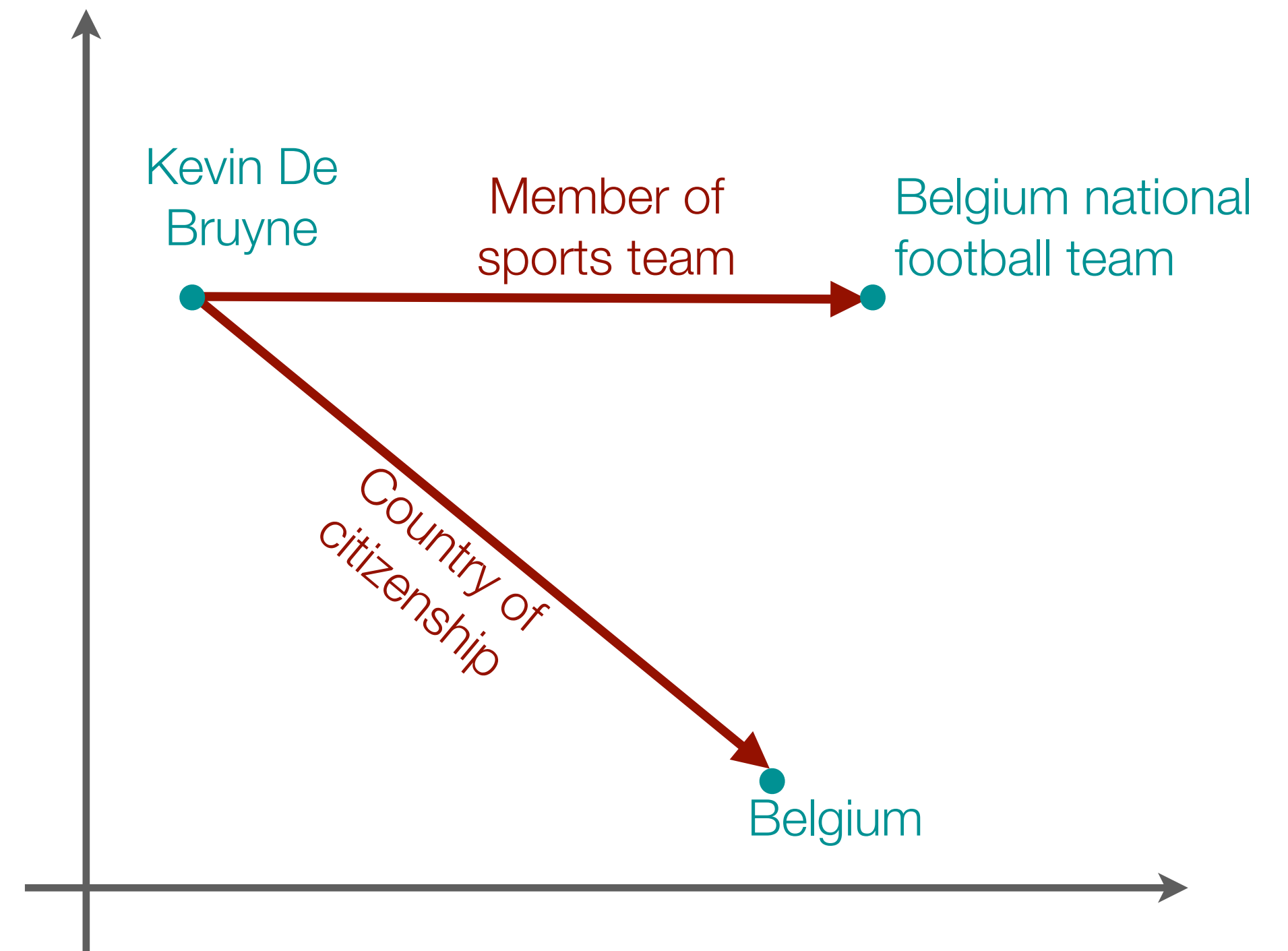
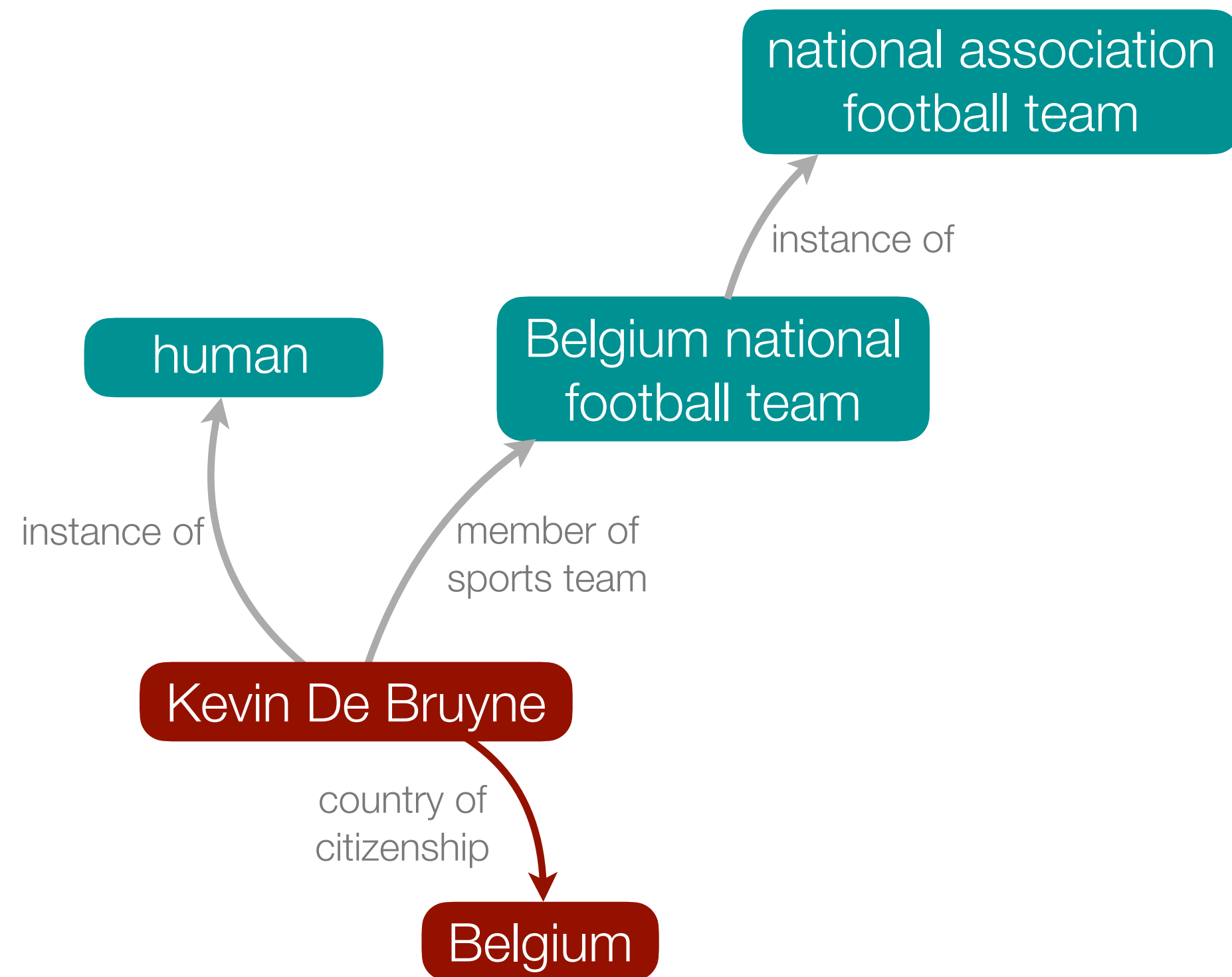


Disadvantage: need to consider every triple of entities in each update step

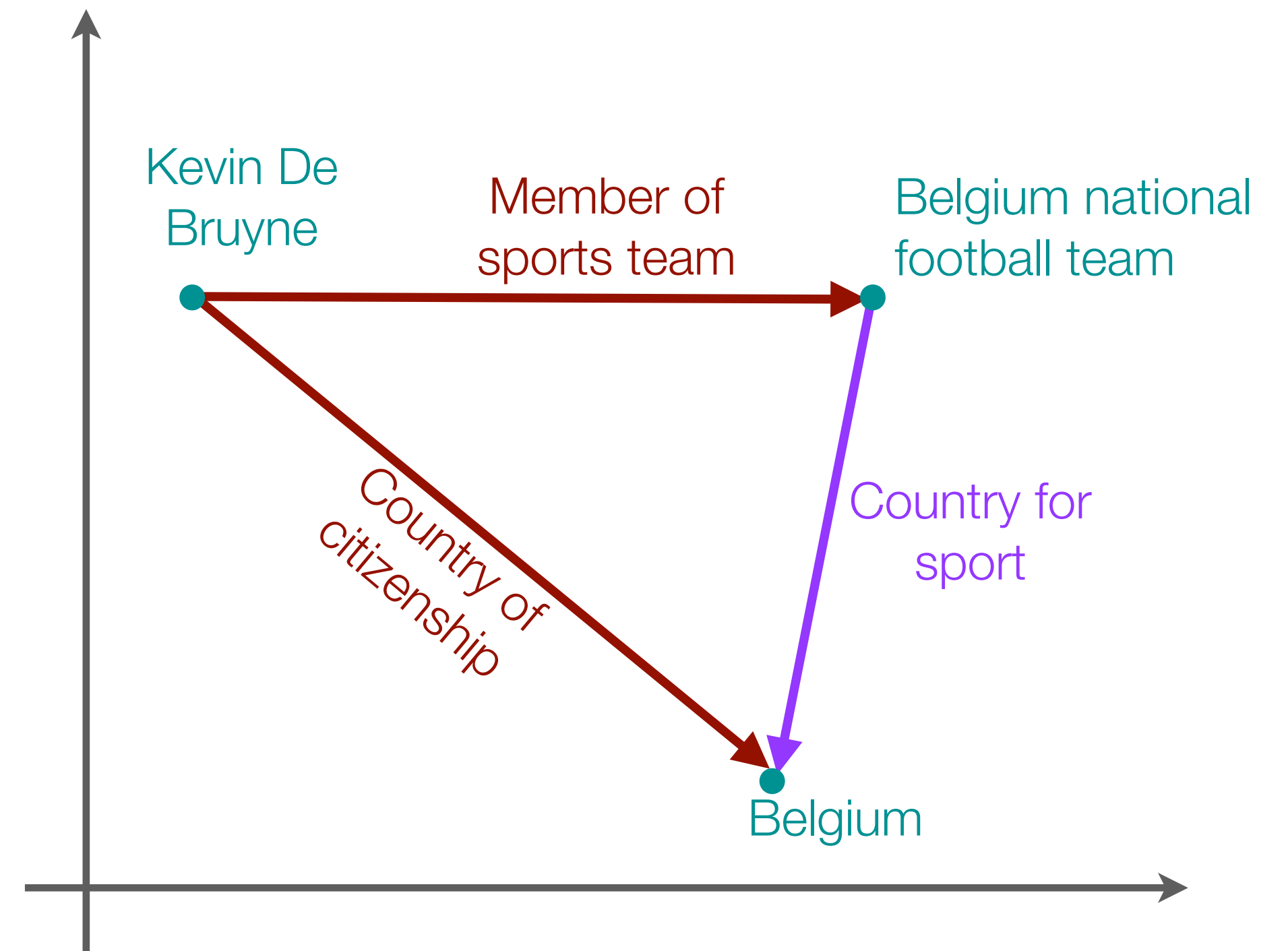
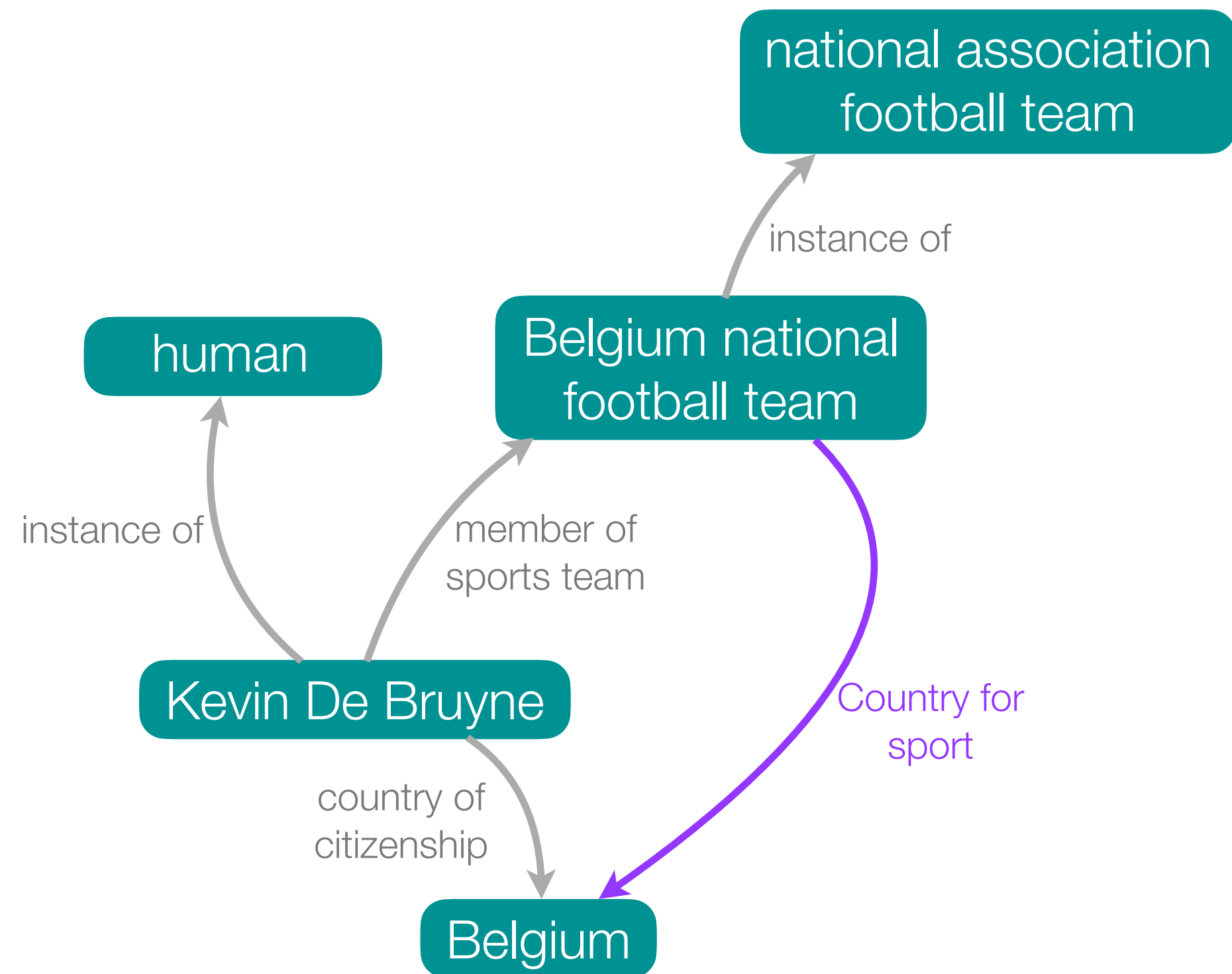
Knowledge graph embeddings



Knowledge graph embeddings



Knowledge graph embeddings



Knowledge graph embeddings

Note: Embeddings could be learned directly or produced by a GNN (e.g. for inductive KG completion)

Advantages:

- ▶ Highly scalable
- ▶ Vector representations are convenient for retrieval and for interacting with other neural models

Disadvantages:

- ▶ Unclear what kinds of reasoning different models are capable of

Knowledge graph embeddings

Note: Embeddings could be learned directly or produced by a GNN (e.g. for inductive KG completion)

Advantages:

- ▶ Highly scalable
- ▶ Vector representations are convenient for retrieval and for interacting with other neural models

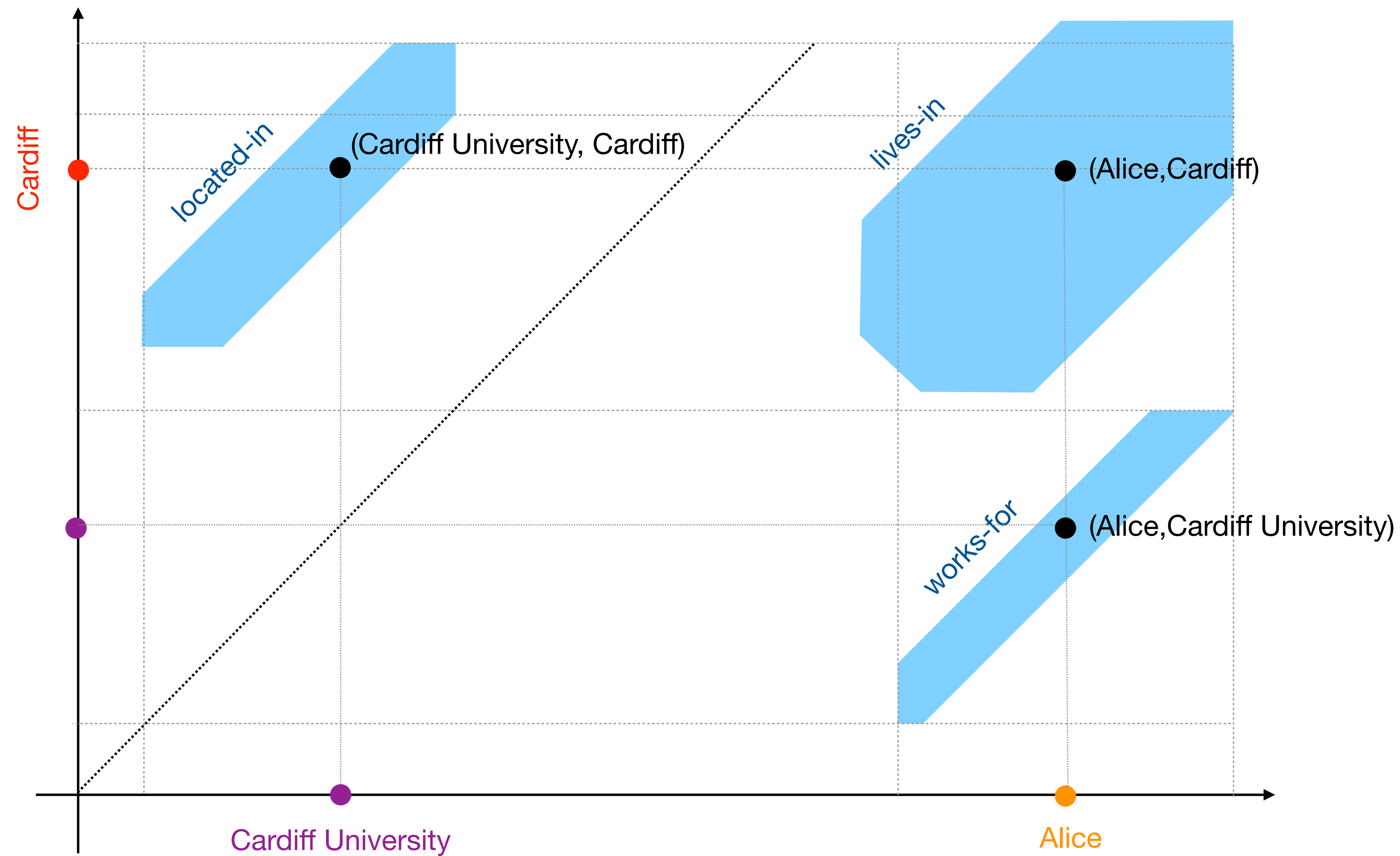
Disadvantages:

- ▶ Unclear what kinds of reasoning different models are capable of

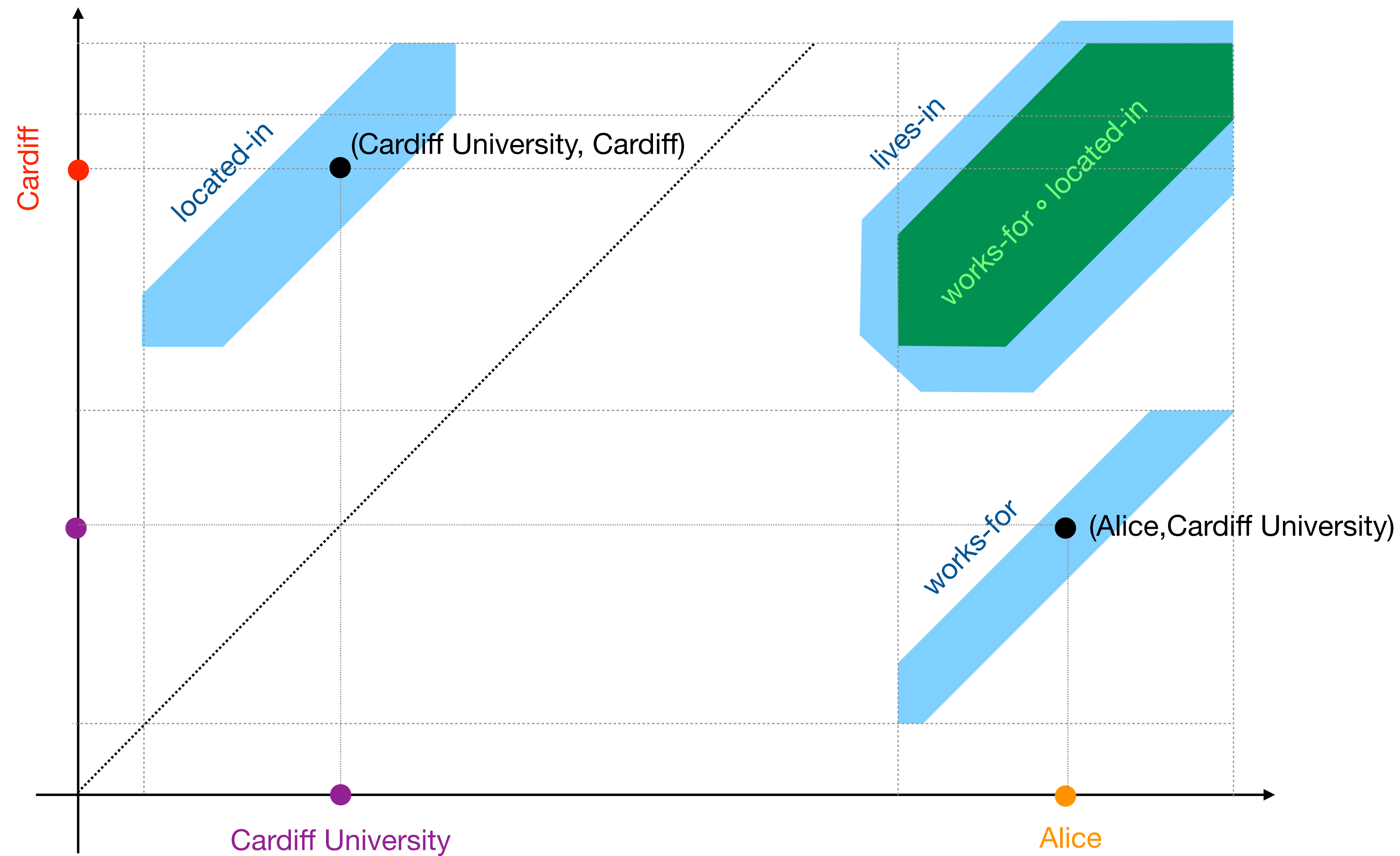
Focus of this talk

Region based embeddings

Region-based relation embeddings

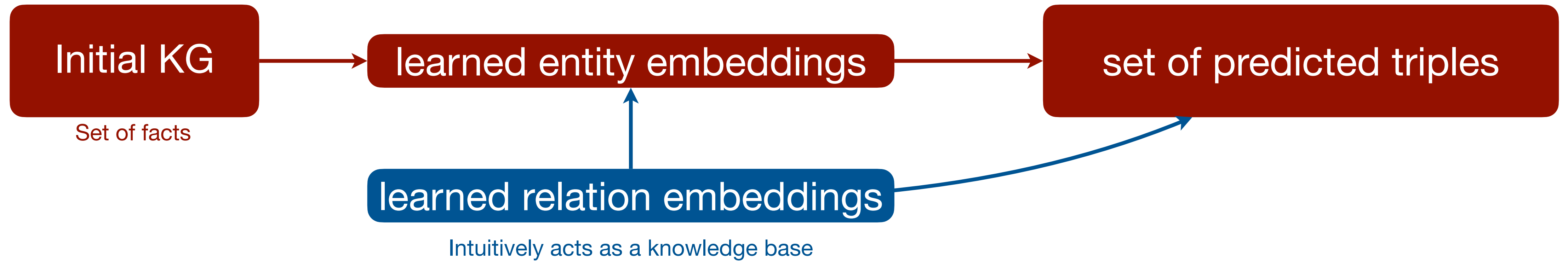


Region-based relation embeddings

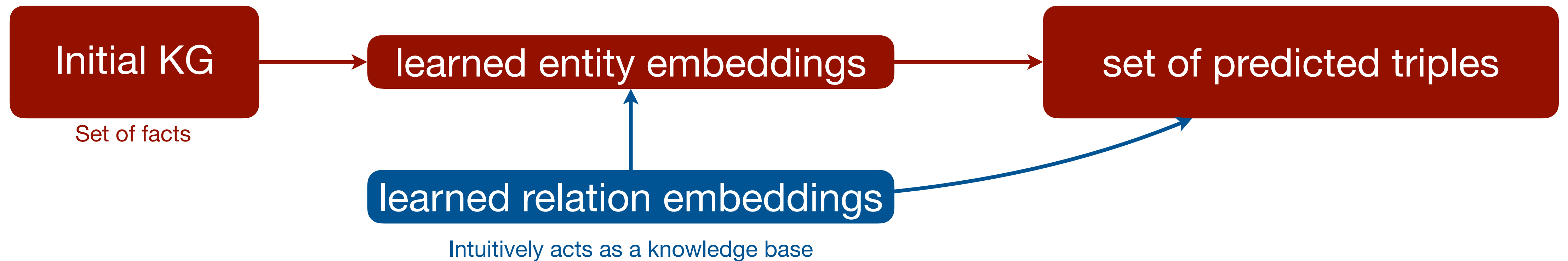


$$works-for(X, Y) \wedge located-in(Y, Z) \rightarrow lives-in(X, Z)$$

Reasoning with relation embeddings

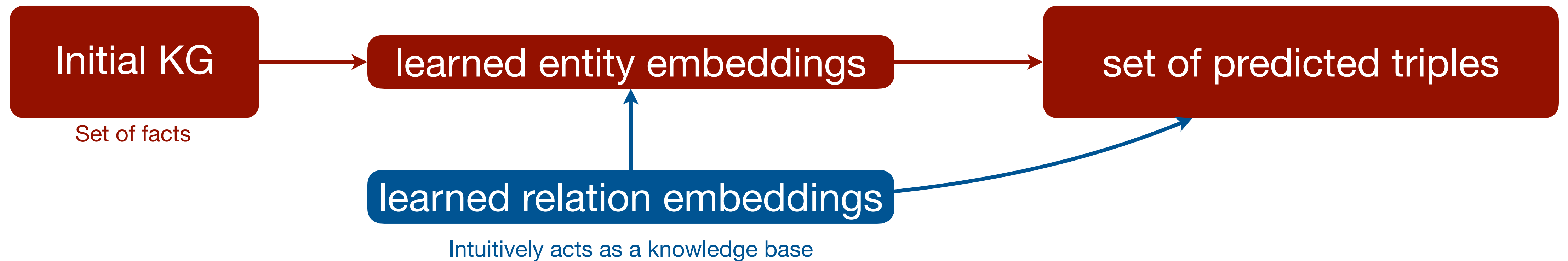


Reasoning with relation embeddings



Central question: do there exist relation embeddings for which this inference process is equivalent to reasoning with a given rule base?

Reasoning with relation embeddings



Central question: do there exist relation embeddings for which this inference process is equivalent to reasoning with a given rule base?

Given a rule base K , do there exist relation embeddings such that **for every knowledge graph G and relational fact $r(a, b)$** , we have:

$$G \cup K \models r(a, b) \iff \text{Any entity embeddings capturing the relational facts from } G \text{ (w.r.t. the given relation embeddings) also capture } r(a, b)$$

Reasoning with relation embeddings

In practice we typically don't have any rule base. Our main focus is on understanding what kinds of rule bases embedding models can learn in principle (but if some rules are known a priori we still want to be able to “inject” them into the learning process)

Reasoning with relation embeddings

In practice we typically don't have any rule base. Our main focus is on understanding what kinds of rule bases embedding models can learn in principle (but if some rules are known a priori we still want to be able to “inject” them into the learning process)

Usually clear how a given rule can be captured by relation embeddings (i.e. how we can guarantee that the consequences of a rule are captured whenever its premises are captured). The challenge is to ensure that **only** those rules entailed by the knowledge base are captured

Reasoning with relation embeddings

In practice we typically don't have any rule base. Our main focus is on understanding what kinds of rule bases embedding models can learn in principle (but if some rules are known a priori we still want to be able to “inject” them into the learning process)

Usually clear how a given rule can be captured by relation embeddings (i.e. how we can guarantee that the consequences of a rule are captured whenever its premises are captured). The challenge is to ensure that **only** those rules entailed by the knowledge base are captured

We essentially want to find the **simplest** class of relation embeddings that is capable of capturing a given type of knowledge

- ▶ Simple models like TransE often outperform more sophisticated ones in practice
- ▶ We ideally want models that can be easily integrated into neuro-symbolic systems

Coordinate-wise regions

$$\mathbf{e} = (e_1, \dots, e_n)$$

$$\mathbf{f} = (f_1, \dots, f_n)$$

$$\boxed{\eta(r)} = \{ (e_1, \dots, e_n, f_1, \dots, f_n) \mid \text{ } \}$$

Region-based
representation of r
($2n$ -dimensional)

Coordinate-wise regions

$$\begin{array}{l} \mathbf{e} = (e_1, \dots, e_n) \\ \mathbf{f} = (f_1, \dots, f_n) \end{array}$$

Two-dimensional region $\eta_n(r)$

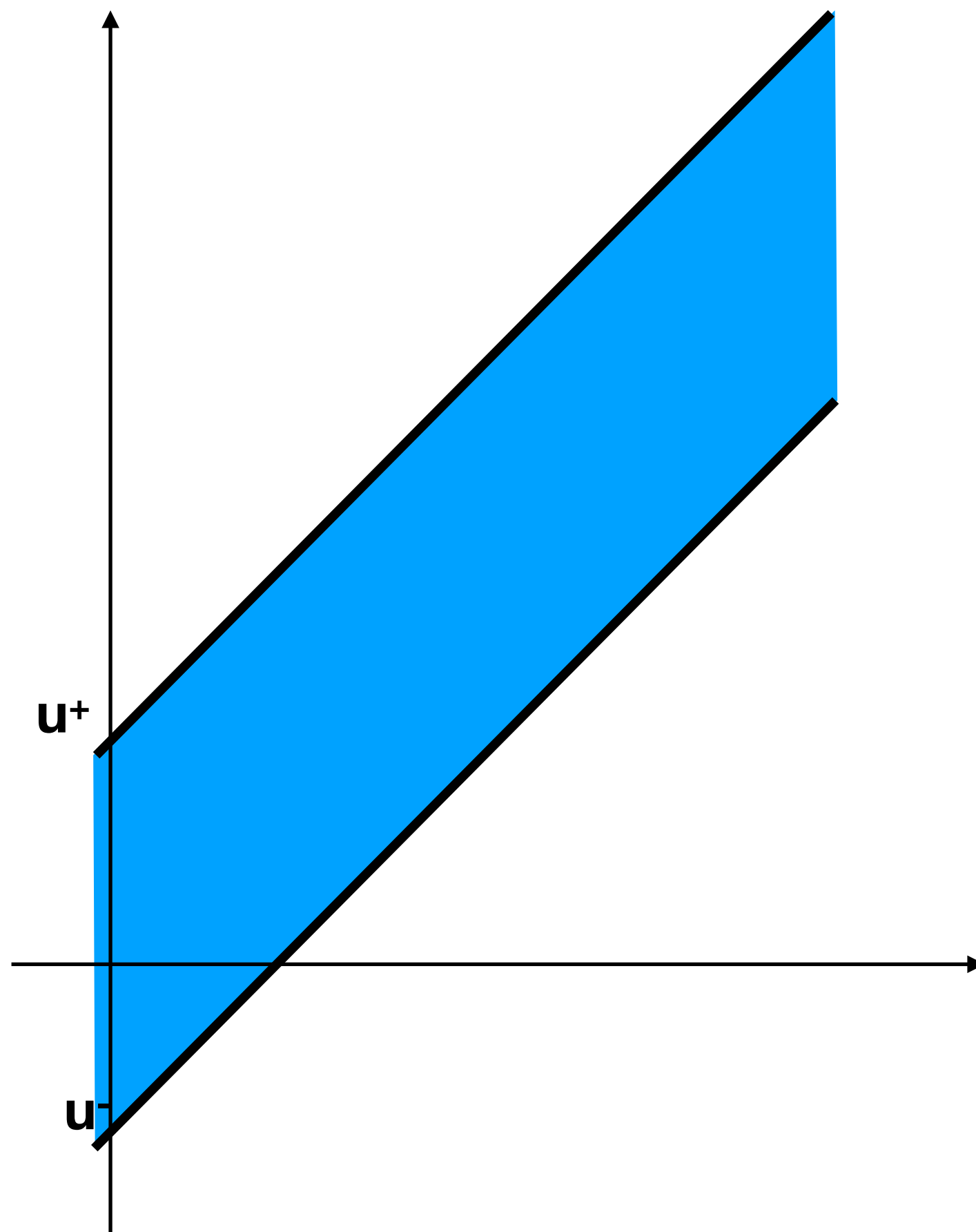
Two-dimensional region $\eta_1(r)$

$$\eta(r) = \{(e_1, \dots, e_n, f_1, \dots, f_n) \mid (e_1, f_1) \in \eta_1(r), \dots, (e_n, f_n) \in \eta_n(r)\}$$

Region-based
representation of r
($2n$ -dimensional)

Region used to compare the first
coordinates of the entity vectors
(2-dimensional)

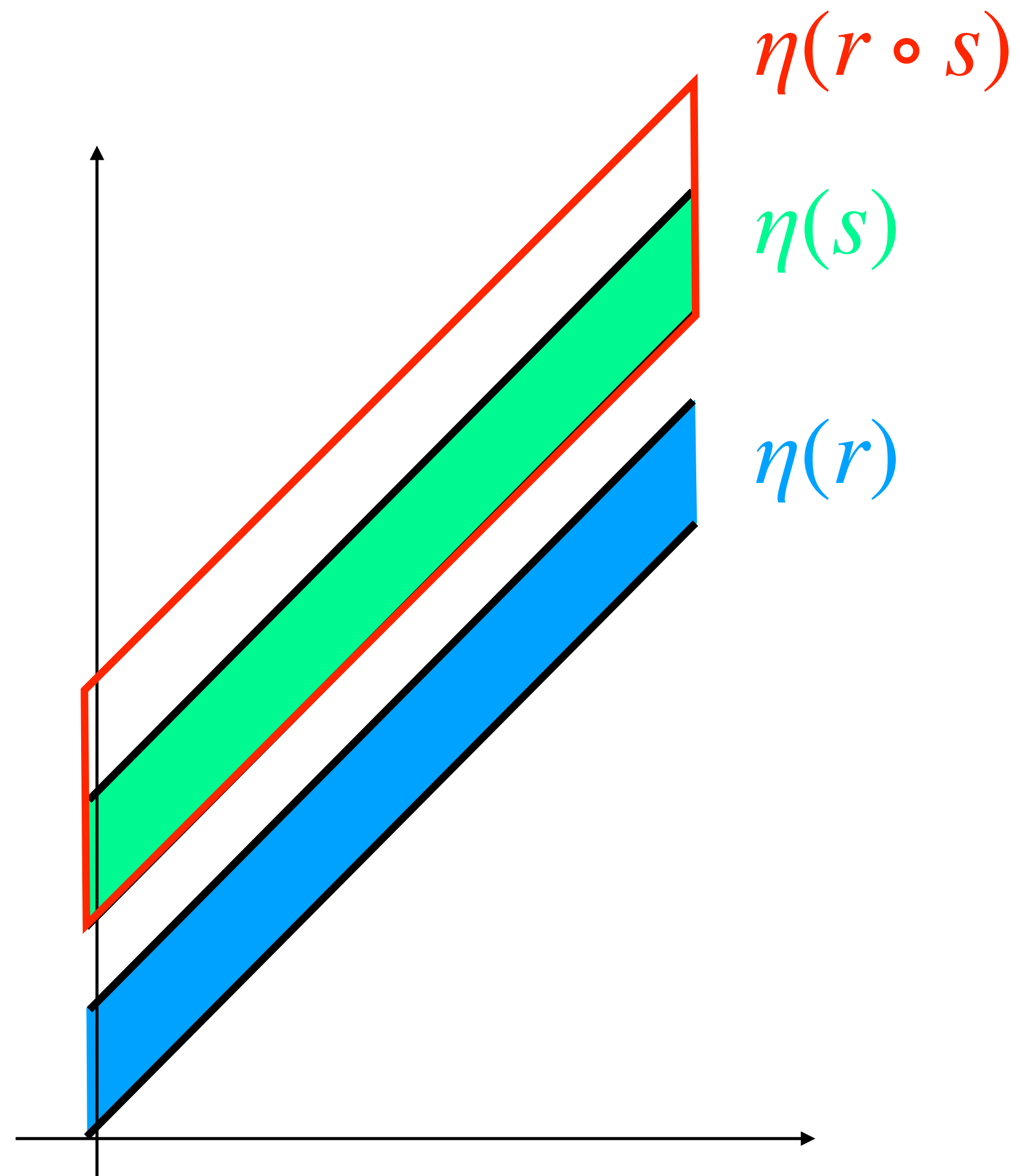
TransE regions



Regions are defined using two parameters per coordinate (a lower bound u^- and an upper bound u^+)

Compared to TransE, the width of the regions allows us to capture relation hierarchies

TransE regions

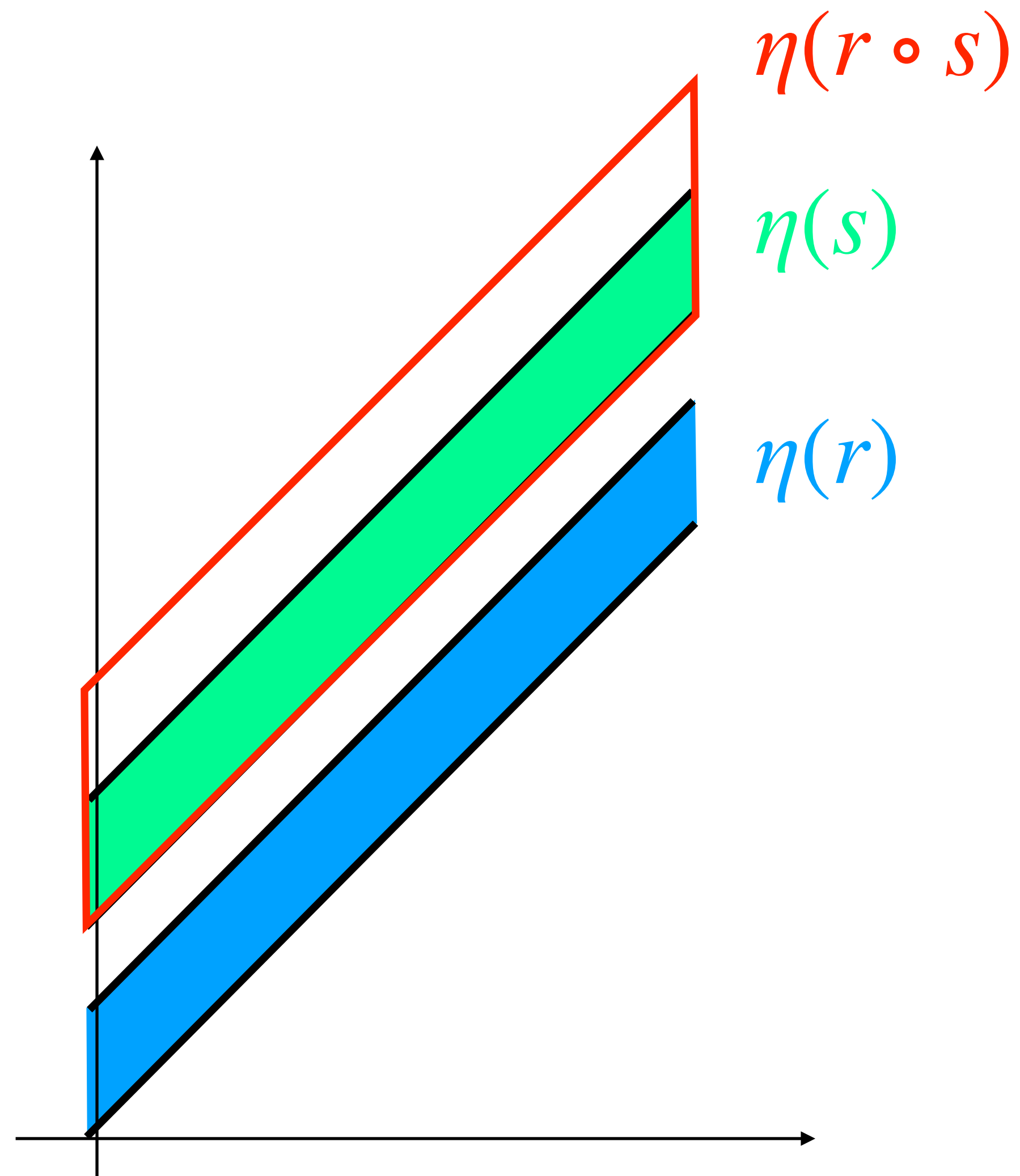


Compositions are easy to compute:

Lower bound of $\eta(r \circ s)$ is the sum of the lower bounds of $\eta(r)$ and $\eta(s)$

Upper bound of $\eta(r \circ s)$ is the sum of the upper bounds of $\eta(r)$ and $\eta(s)$

TransE regions



But: this implies $\eta(r \circ s) = \eta(s \circ r)$

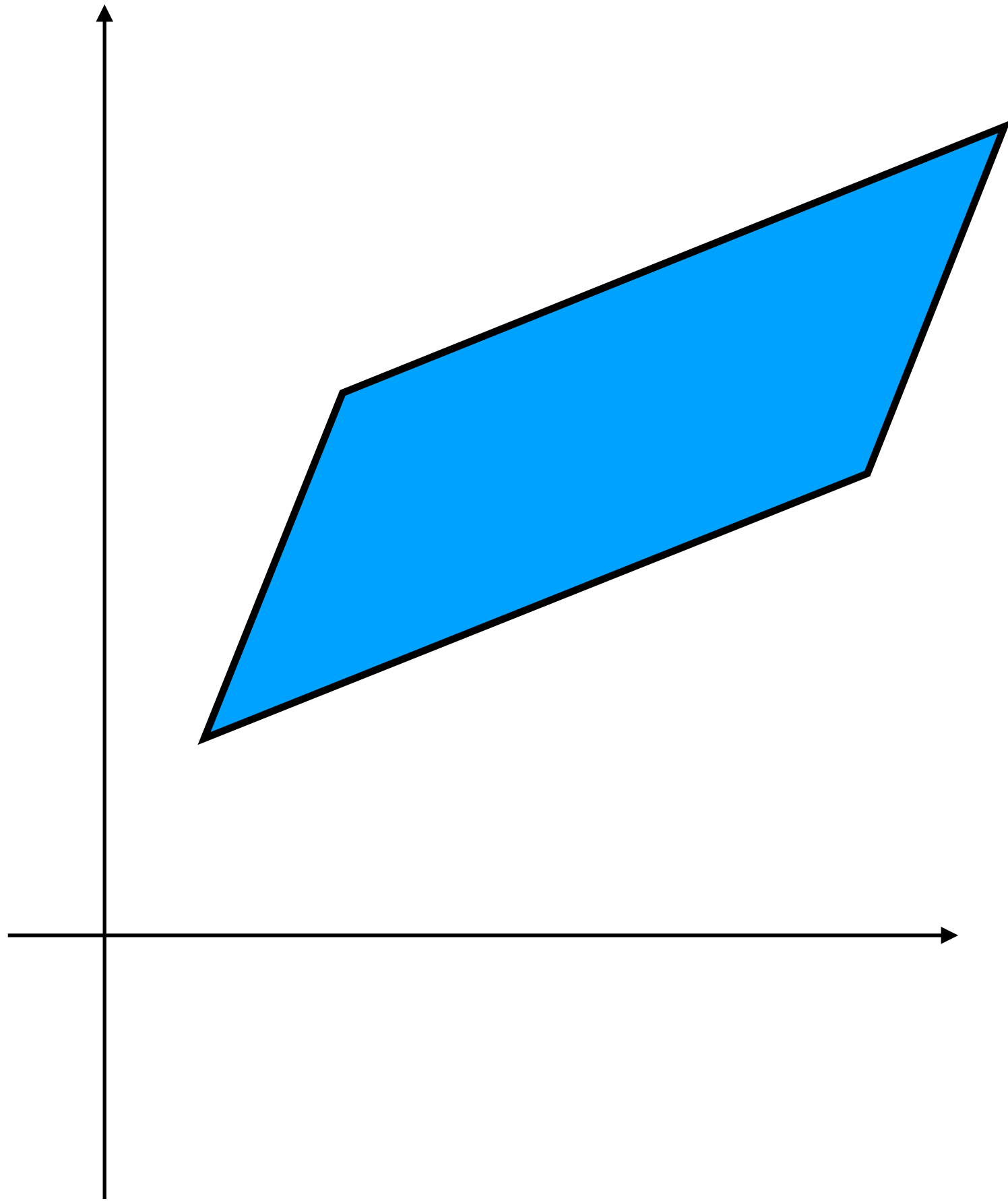
This means that whenever we capture a rule like:

$$\textit{mother}(X, Y) \wedge \textit{brother}(Y, Z) \rightarrow \textit{uncle}(X, Z)$$

We would also capture the (semantically invalid) symmetric counterpart:

$$\textit{brother}(X, Y) \wedge \textit{mother}(Y, Z) \rightarrow \textit{uncle}(X, Z)$$

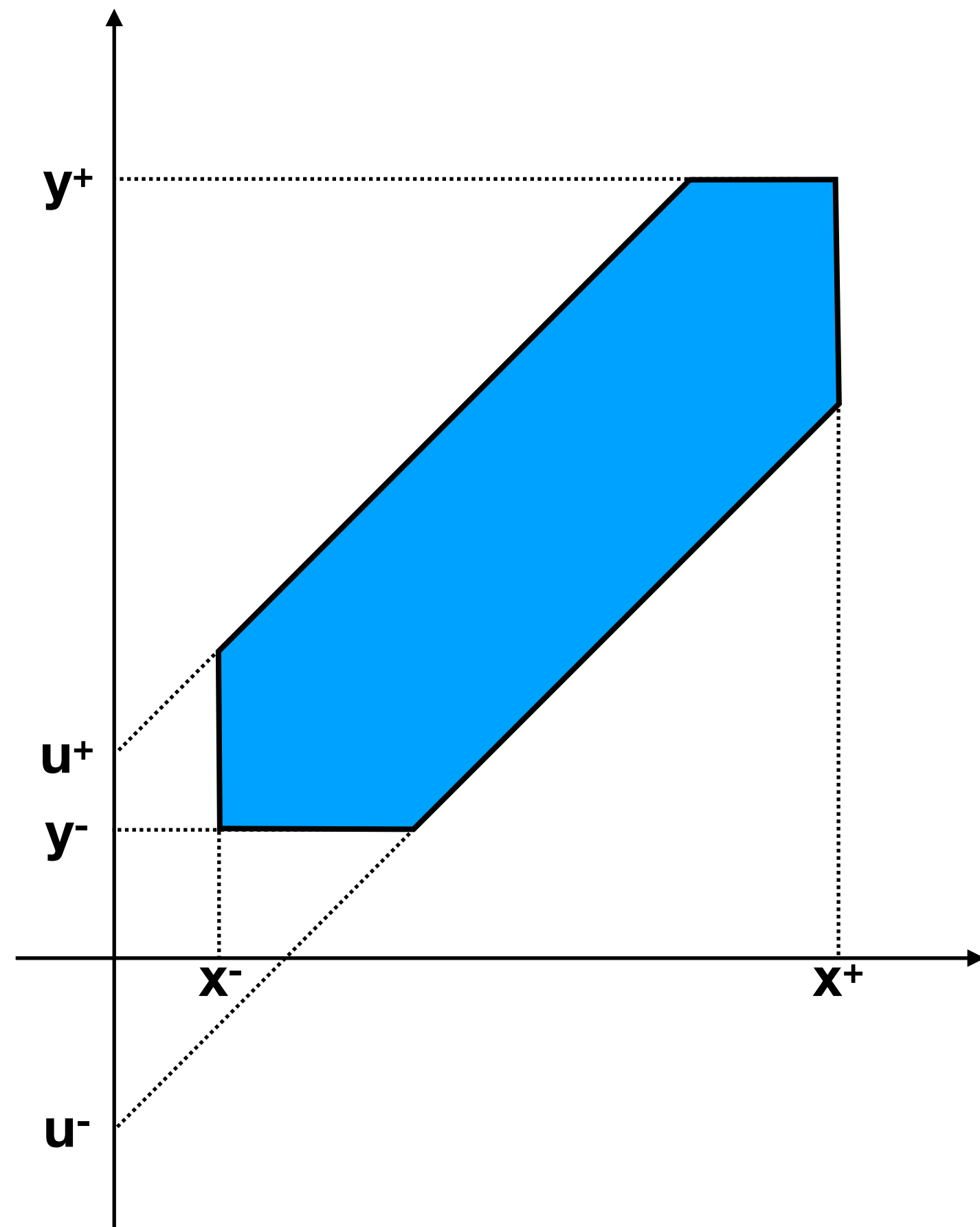
ExpressivE



Parallelograms avoid the symmetry of composition

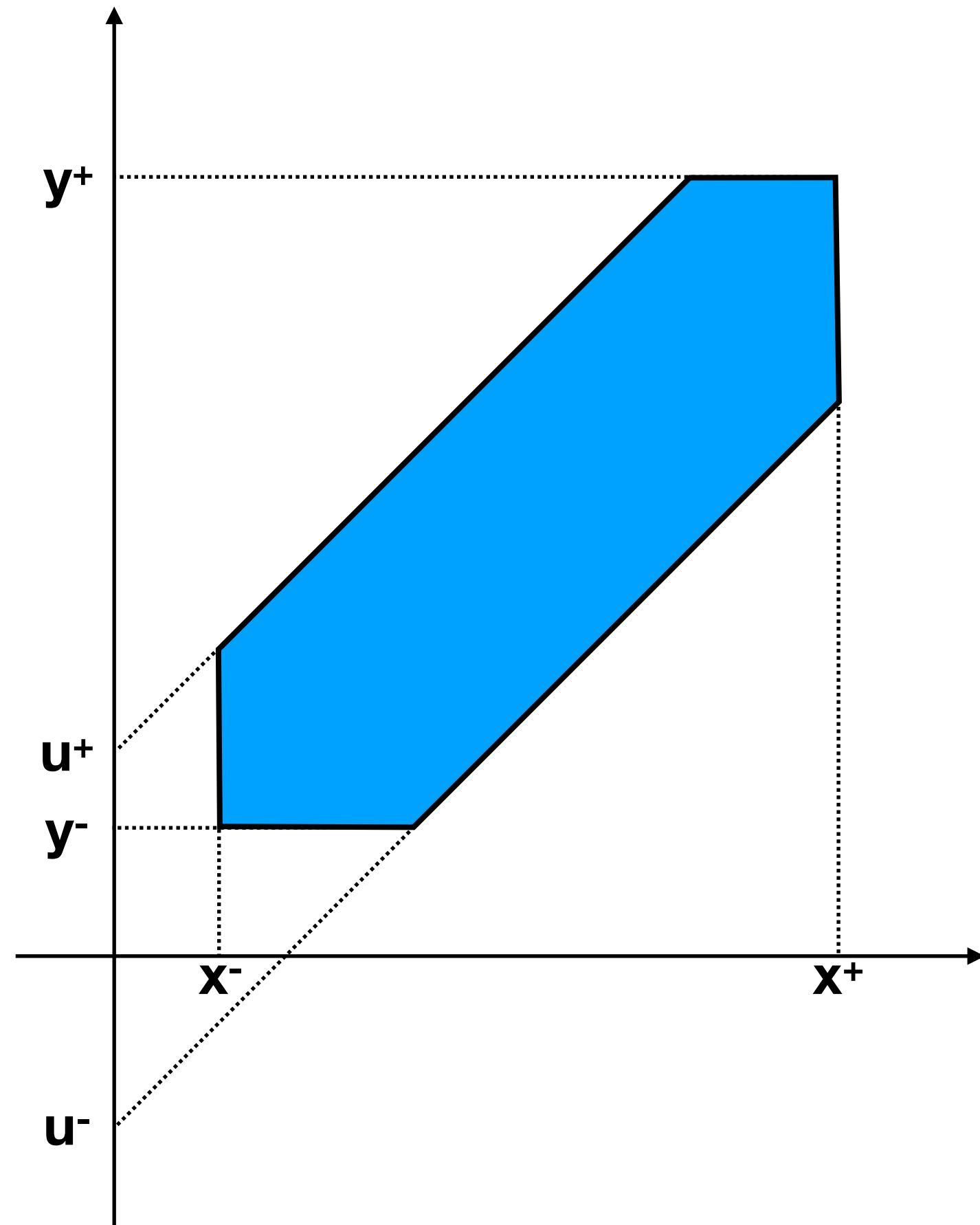
But: parallelograms are not closed under composition and intersection

Modelling relations with hexagons



Can we make TransE more expressive by adding domain and range constraints?

Modelling relations with hexagons

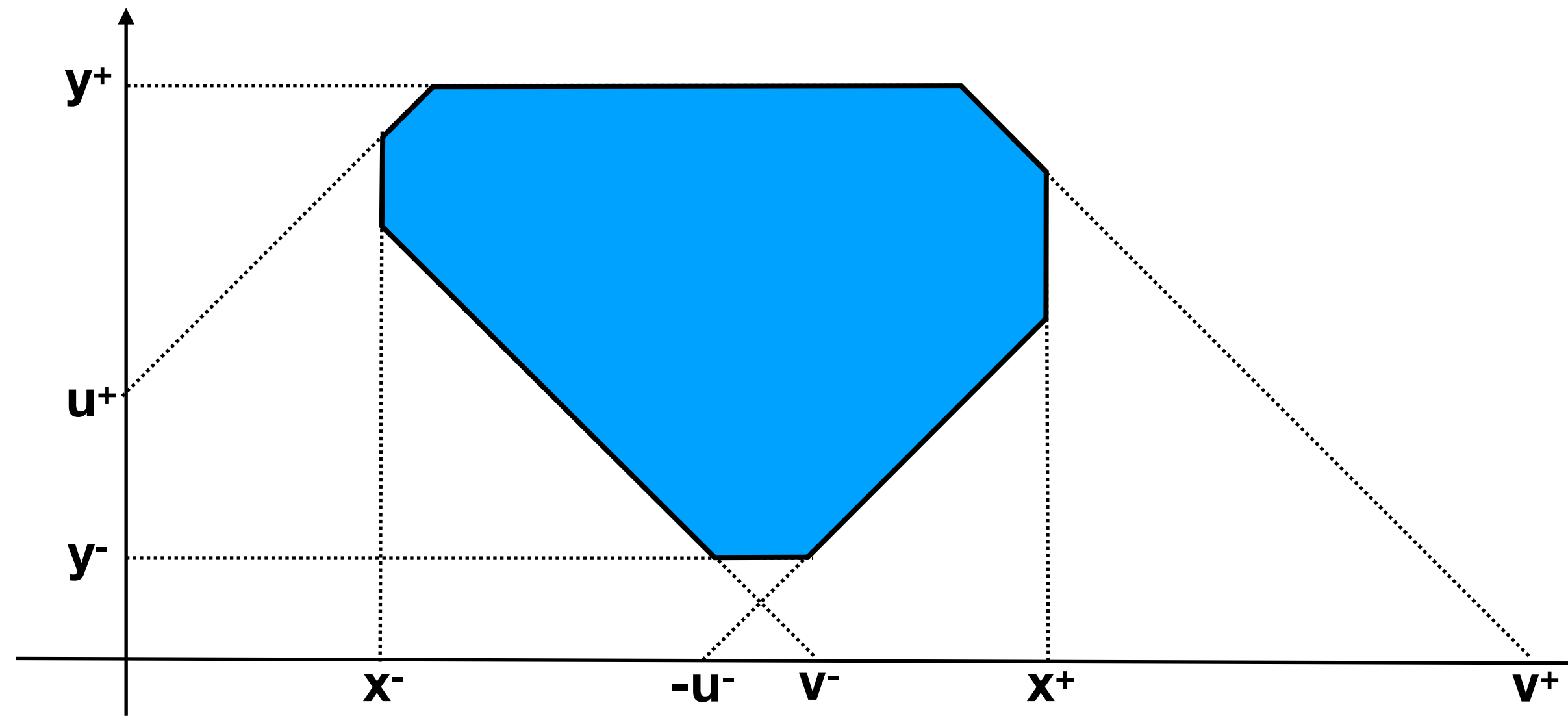


Can we make TransE more expressive by adding domain and range constraints?

- ▶ Closed under intersection and composition
- ▶ Not possible to capture arbitrary knowledge graphs

If (e,r,f) and (f,r,e) are captured then so is (e,r,e)

Modelling relations with octagons



Adding further constraints we obtain axis-aligned octagons

- Closed under intersection and composition
- Possible to capture arbitrary knowledge graphs

Capturing rules with octagons

Focus on closed path rules:

$$r_1(X_1, X_2) \wedge \dots \wedge r_k(X_k, X_{k+1}) \rightarrow r_{k+1}(X_1, X_{k+1})$$

We call such a rule **regular** if $r_i \neq r_j$ for $i \neq j$

$$\textit{mother}(X, Y) \wedge \textit{brother}(Y, Z) \rightarrow \textit{uncle}(X, Z)$$

regular

$$\begin{aligned} &\textit{father}(X, Y) \wedge \textit{father}(Y, Z) \rightarrow \textit{grandfather}(X, Z) \\ &\textit{brother}(X, Y) \wedge \textit{sister}(Y, Z) \rightarrow \textit{sister}(X, Z) \end{aligned}$$

not regular

Capturing rules with octagons

Focus on closed path rules:

$$r_1(X_1, X_2) \wedge \dots \wedge r_k(X_k, X_{k+1}) \rightarrow r_{k+1}(X_1, X_{k+1})$$

We call such a rule **regular** if $r_i \neq r_j$ for $i \neq j$

Proposition: Let K be a set of **regular rules** such that every rule entailed from K is either a regular rule or a trivial rule. There exists an octagon embedding which **captures exactly** those rules that are entailed by K .

Can we also model non-regular rules?

Suppose an embedding model with **convex coordinate-wise regions** captures the following rules:

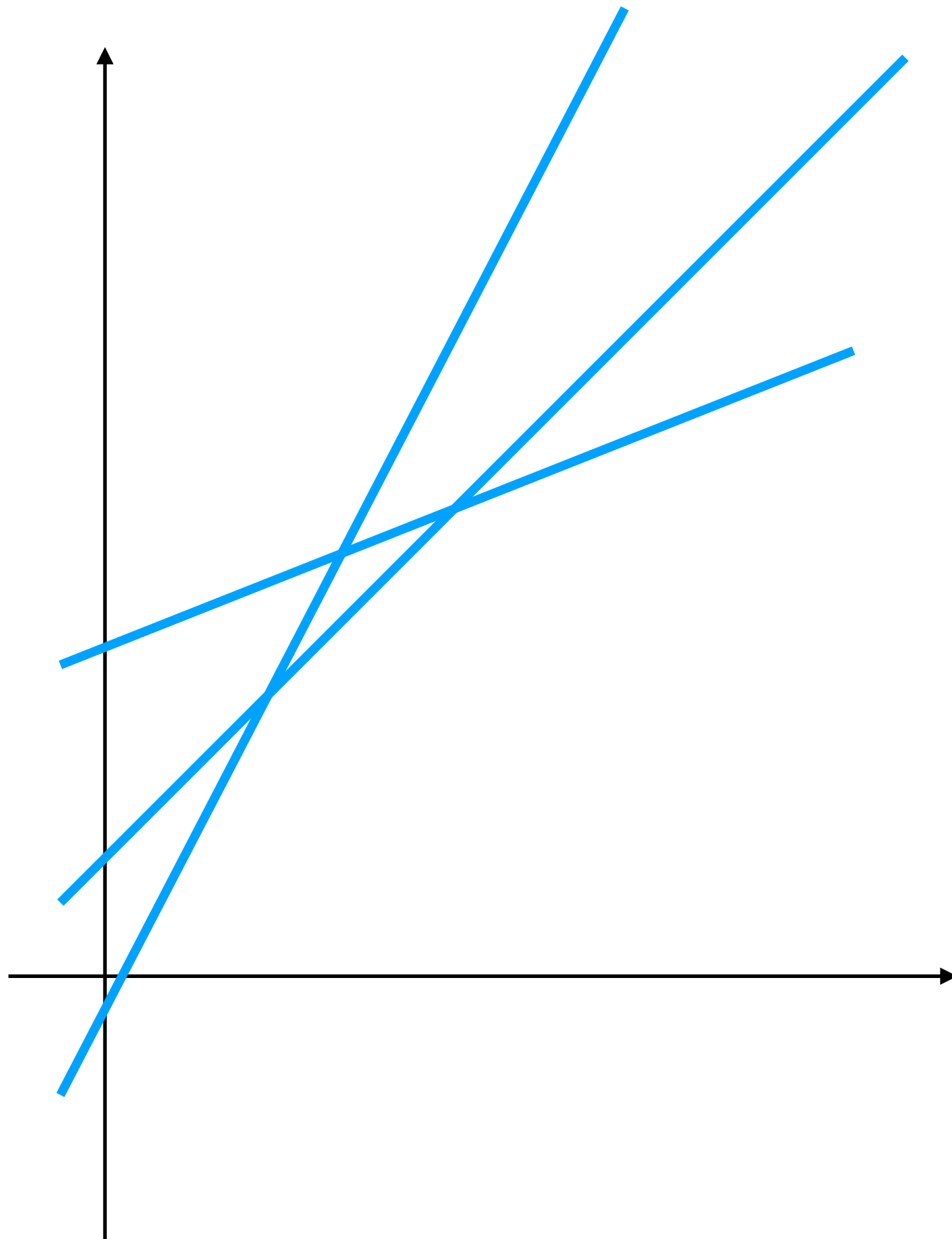
$$\begin{array}{ll} r_1 \subseteq r_2 & r_1 \circ r_1 \circ r_1 \subseteq r_2 \\ r_1 \circ r_1 \subseteq r_3 & r_1 \circ r_1 \circ r_1 \subseteq r_3 \\ r_1 \subseteq r_4 & r_2 \circ r_2 \subseteq r_4 \\ r_3 \circ r_3 \subseteq r_4 & \end{array}$$

Then this model also captures the following rule:

$$r_1 \circ r_1 \circ r_1 \subseteq r_4$$

Escaping the limitations of convex coordinate-wise models

Non-convex coordinate-wise models



Consider a coordinate-wise model where regions are modelled, in each coordinate, as a union of lines

For any set of closed path rules P , there exists such a coordinate-wise model that captures exactly the set of rules that can be inferred in m steps from P

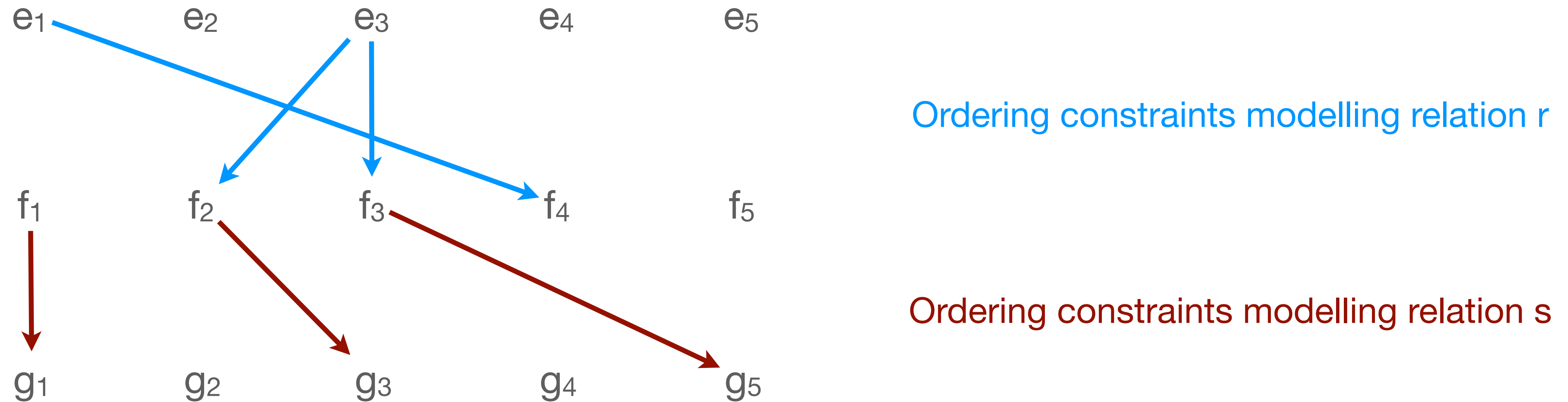
Going beyond coordinate-wise regions

$$\mathbf{e} \oplus \mathbf{f} \in X_r \quad \text{iff} \quad \forall i \in I_r. e_{\sigma_r(i)} \leq f_i$$

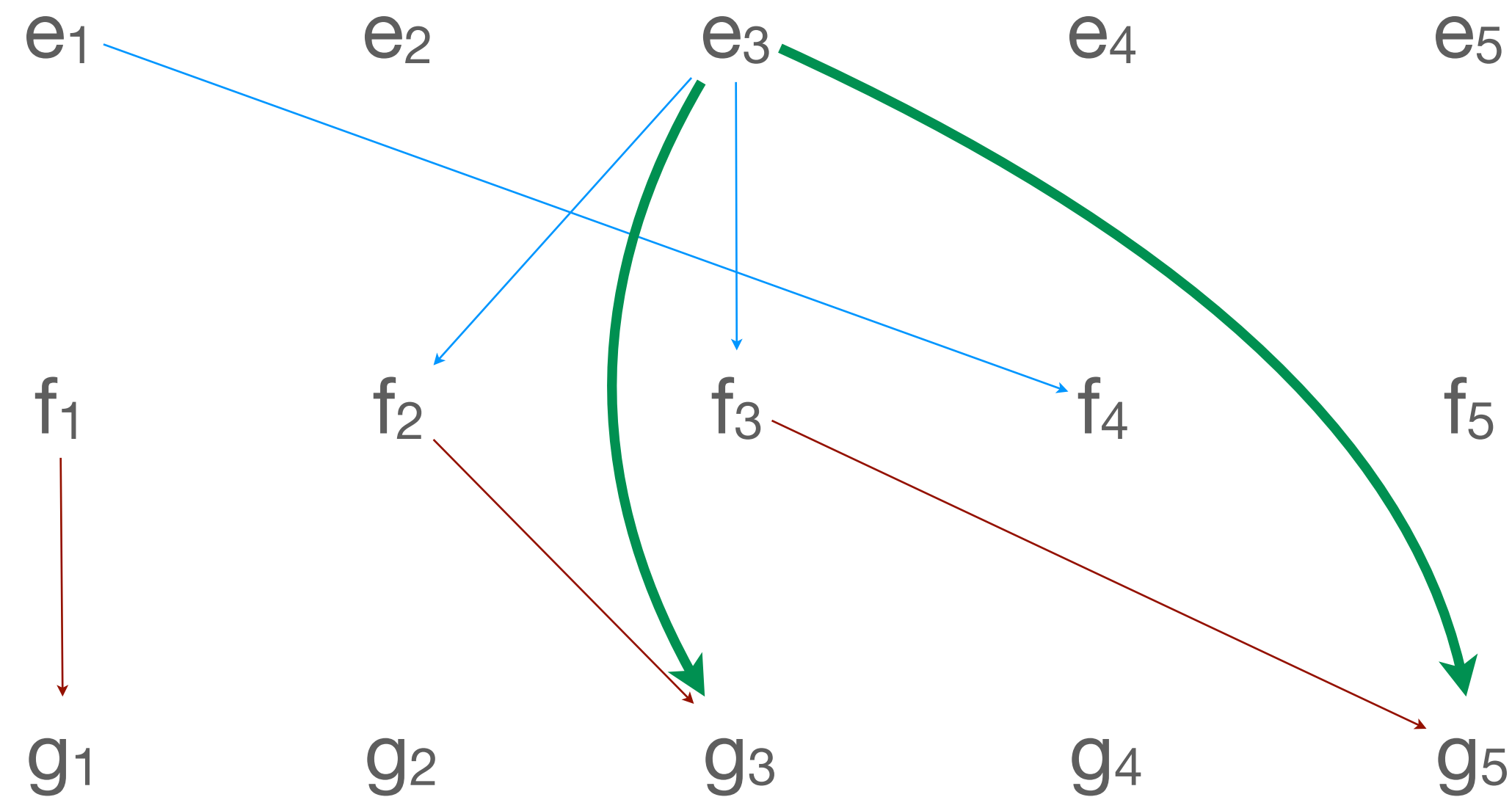
Set of coordinate indices

Mapping from coordinate indices to coordinate indices

Going beyond coordinate-wise regions



Going beyond coordinate-wise regions

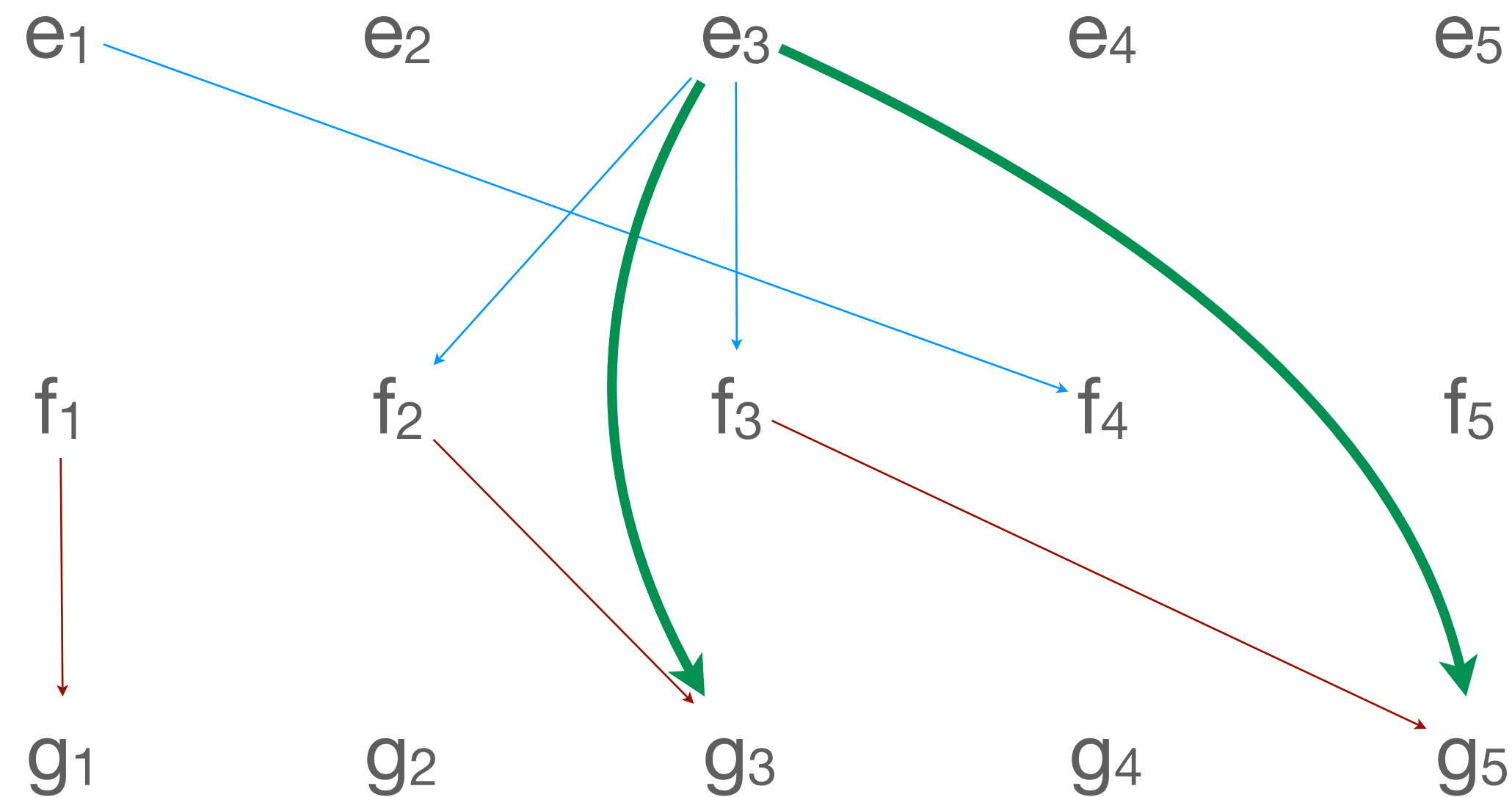


Constraints implied by $r(e, f) \wedge s(f, g)$

If relation t is modelled by a subset of these constraints, then the following rule is captured:

$$r(X, Y) \wedge s(Y, Z) \rightarrow t(X, Z)$$

Going beyond coordinate-wise regions



Constraints implied by $r(e, f) \wedge s(f, g)$

If relation t is modelled by a subset of these constraints, then the following rule is captured:

$$r(X, Y) \wedge s(Y, Z) \rightarrow t(X, Z)$$

For any set of closed path rules P , there exist ordering constraints that capture exactly the set of rules that can be inferred in m steps from P

RESHUFFLE: learning embeddings with GNNs

Let $\mathbf{e} = (e_1, \dots, e_n)$ and $\mathbf{f} = (f_1, \dots, f_n)$. Then we have:

$$\forall i \in I_r . e_{\sigma_r(i)} \leq f_i \quad \text{iff} \quad \max(\mathbf{A}_r \mathbf{e}, \mathbf{f}) = \mathbf{f}$$

where all entries in the matrix $\mathbf{A}_r$ are 0 or 1, and there is at most one non-zero component on every row.

RESHUFFLE: learning embeddings with GNNs

Let $\mathbf{e} = (e_1, \dots, e_n)$ and $\mathbf{f} = (f_1, \dots, f_n)$. Then we have:

$$\forall i \in I_r . e_{\sigma_r(i)} \leq f_i \quad \text{iff} \quad \max(\mathbf{A}_r \mathbf{e}, \mathbf{f}) = \mathbf{f}$$

where all entries in the matrix $\mathbf{A}_r$ are 0 or 1, and there is at most one non-zero component on every row.

We can learn embeddings using a GNN of the following form

$$\mathbf{f}^{(l+1)} = \max \left(\{\mathbf{f}^{(l)}\} \cup \{\mathbf{A}_r \mathbf{e}^{(l)} \mid (e, r, f) \in \mathcal{G}\} \right)$$

where the initial embeddings are initialised randomly.

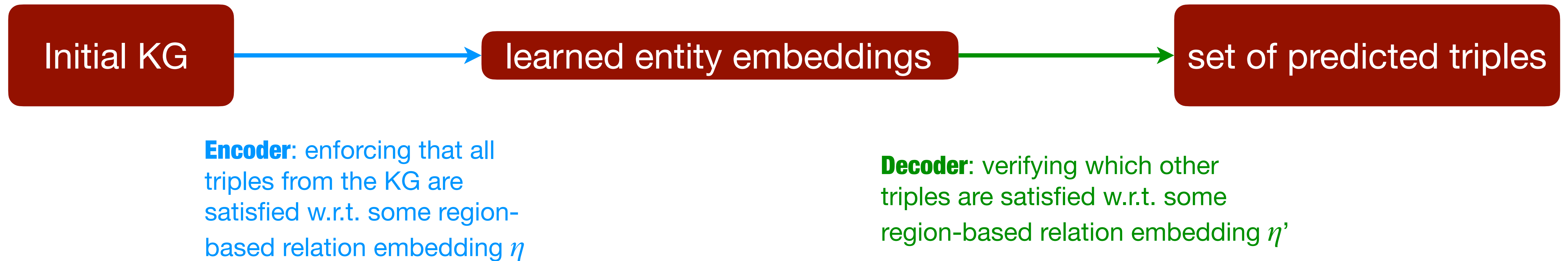
RESHUFFLE: learning embeddings with GNNs

We can capture arbitrary sets of closed path rules if we limit the number of iterations of the GNN.

Proposition: Let K be an arbitrary set of closed-path rules and G a knowledge graph. There exists a parameterisation of the GNN and an $m \in \mathbb{N}$ such that after m iterations of the GNN, we obtain embeddings satisfying:

- Every triple that can be inferred from K and G in m steps is captured by the resulting embeddings
- For any triple that cannot be inferred from K and G in m steps, the probability that it is captured can be made arbitrarily small (by choosing the number of dimensions to be sufficiently high)

Modelling rules with encoder-decoder models



Modelling rules with encoder-decoder models



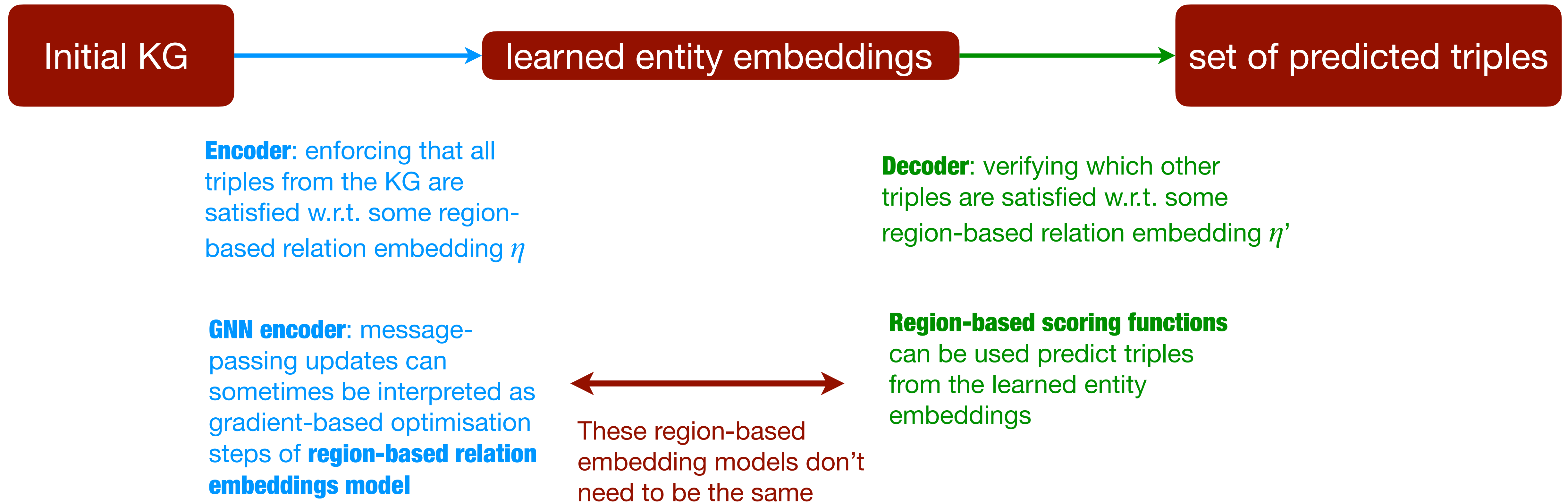
Encoder: enforcing that all triples from the KG are satisfied w.r.t. some region-based relation embedding η

GNN encoder: message-passing updates can sometimes be interpreted as gradient-based optimisation steps of **region-based relation embeddings model**

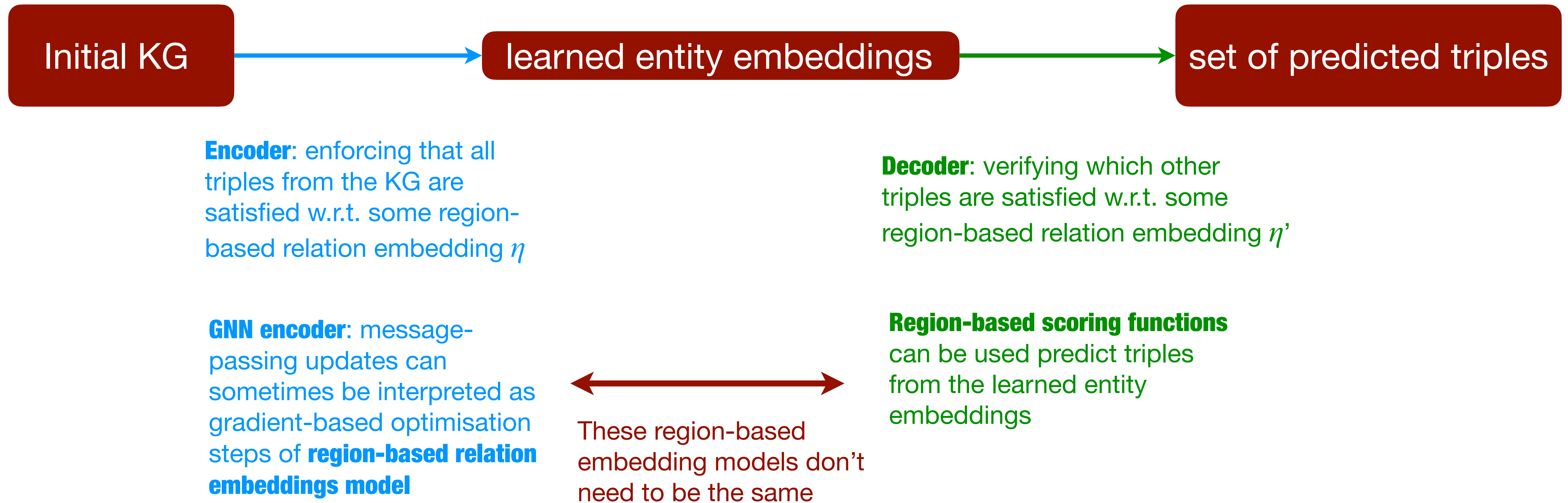
Decoder: verifying which other triples are satisfied w.r.t. some region-based relation embedding η'

Region-based scoring functions can be used predict triples from the learned entity embeddings

Modelling rules with encoder-decoder models



Modelling rules with encoder-decoder models



If the encoder and decoder step are allowed to use different regions, then for any set of closed path rules P , there exists a coordinate-wise convex region-based model that captures exactly the set of rules that can be inferred in m steps from P

Takeaway messages

Modelling relationships between entities using neural representations can be done in two ways:

- Explicitly encoding, for each entity pair, how they are related
 - Difficult to do this in an exhaustive and scalable way (e.g. edge transformers need to compute a cubic number of relation compositions in each step)
- Encoding relationships implicitly through the relative position of entity embeddings
 - Can be efficient, although “practical” modelling choices come with unavoidable limitations on expressivity

Takeaway messages

Modelling relationships between entities using neural representations can be done in two ways:

- Explicitly encoding, for each entity pair, how they are related
 - Difficult to do this in an exhaustive and scalable way (e.g. edge transformers need to compute a cubic number of relation compositions in each step)
- Encoding relationships implicitly through the relative position of entity embeddings
 - Can be efficient, although “practical” modelling choices come with unavoidable limitations on expressivity

Optimal approach may require a combination of both strategies

- LLMs appear to model relations, in part, based on relative positions between entity embeddings
- But other mechanisms have also been uncovered

Takeaway messages

Modelling relationships between entities using neural representations can be done in two ways:

- Explicitly encoding, for each entity pair, how they are related
 - Difficult to do this in an exhaustive and scalable way (e.g. edge transformers need to compute a cubic number of relation compositions in each step)
- Encoding relationships implicitly through the relative position of entity embeddings
 - Can be efficient, although “practical” modelling choices come with unavoidable limitations on expressivity

Optimal approach may require a combination of both strategies

- LLMs appear to model relations, in part, based on relative positions between entity embeddings
- But other mechanisms have also been uncovered

Our understanding of how different kinds of knowledge can be faithfully encoded using vectors and neural models is still very limited

- This matters for the design of more robust AI systems, going beyond chain-of-thought based LLM reasoners, and for clarifying the role of symbolic reasoning within neuro-symbolic systems

Open problems

Designing more expressive models

- Studying other kinds of rules (e.g. rules with unary predicates, intersection rules)
- Disjunctive rules (e.g. for reasoning with ambiguous knowledge)
- Capturing defeasible/probabilistic rule bases

Open problems

Designing more expressive models

- Studying other kinds of rules (e.g. rules with unary predicates, intersection rules)
- Disjunctive rules (e.g. for reasoning with ambiguous knowledge)
- Capturing defeasible/probabilistic rule bases

Theoretical constructions typically require unrealistically high dimensionality and sometimes rely on “unstable” constructions (where very small changes in coordinates can have a big impact)

- Can we study which types of models are best suited for approximating knowledge bases in low-dimensional spaces?
- Can we study how knowledge can be encoded using “robust” models?

Open problems

Designing more expressive models

- Studying other kinds of rules (e.g. rules with unary predicates, intersection rules)
- Disjunctive rules (e.g. for reasoning with ambiguous knowledge)
- Capturing defeasible/probabilistic rule bases

Theoretical constructions typically require unrealistically high dimensionality and sometimes rely on “unstable” constructions (where very small changes in coordinates can have a big impact)

- Can we study which types of models are best suited for approximating knowledge bases in low-dimensional spaces?
- Can we study how knowledge can be encoded using “robust” models?

Improving empirical performance

- Stronger inductive biases are needed (TransE can learn relation embeddings from a single example)
- We need better benchmarks for evaluating reasoning abilities