

# Scalable Coupling of Deep Learning with Logical Reasoning

Accepted at IJCAI2023  
PFIA'23

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July, 5th 2023

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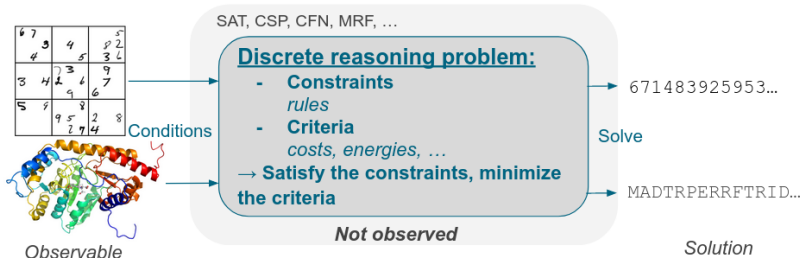
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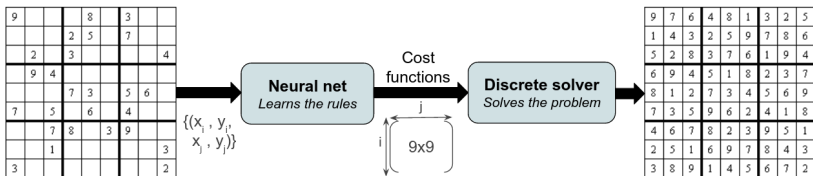
# General context: learning how to reason



- ▶ **Goal:** solve new natural-input instances without access to the discrete model parameters
  - > Learn to predict the underlying constraints & criteria
  - > Decision-focused learning
- ▶ **How?** By interfacing two branches of AI:
  - > Deep Learning (DL)
  - > Discrete reasoning (Weighted Constraint Satisfaction Problem, WCSP)

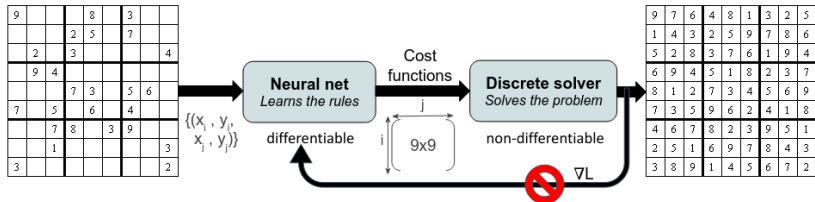
# Zoom on the Sudoku toy problem *(Brouard, Givry, and Schiex 2020)*

- ▶ Aim: learning a representation of the Sudoku rules
  - > Data: (initial grid, solved grid)
  - > Rules (cost functions) are unknown



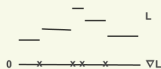
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## Aiming to minimize the decision error

$$L = \text{Hamming}(y, \hat{y}) = \frac{1}{81} \sum_{i=1}^{81} \mathbb{1}[y_i \neq \hat{y}_i]$$



- > Difficulty: **discrete objective** vs **gradient descent**
  - o  $\nabla L$  is either 0 or non-existent

# The solver embedded as a neural layer

## Extracting meaningful gradients

- > Differentiable & informative upper bound of  $L$ : Hinge loss (*Altun, McAllester, and Belkin 2005*)
- > Continuous interpolation of  $L$ : Blackbox (*Pogančić et al. 2019*)
- ▶ **Exact solving** during inference
- ▶ **Training cost**: each instance is a NP-hard problem

## Continuous relaxation of the problem

- > SATNet (*Wang et al. 2019*)
- ▶ **Tractable** differentiable optimization layer
- ▶ **Approximate** solving

# Illustration on the Sudoku

Approach	Characteristic	Acc.	Grids	Training set
RRN*	Pure DL	96.6%	Hard	180,000
SATNet	Relaxation	99.8%	Easy	9,000
Hinge	Extract gradients	<b>100%</b>	Hard	1,000

\* Recurrent Relational Net (*Palm, Paquet, and Winther 2018*)

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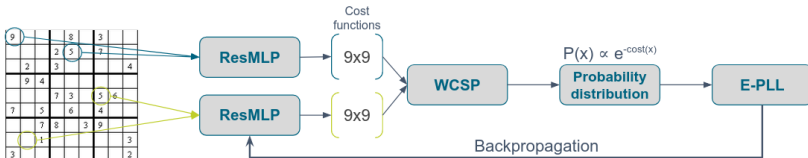
## Training with the Hinge loss

- ▶  $\nabla L \approx (\hat{y} - y) \sim$  (Sahoo et al. 2023)
  - >  $\hat{y}$  solution of the predicted discrete problem
- ▶ Tuning the solver is challenging
  - > L1 regularization on costs
  - > Random initialization → random discrete problems
    - ▶ Easier problem (20 variables to predict) on first epochs
- ▶ 2-3 days of training → intractable on bigger instances

# 2-stage approach: learning before optimizing

- ▶ How to assess the learned discrete problem without solving it?

> **Pseudo-log likelihood** (*Besag 1975*):  $-\sum_i \log P(y_i|y_{-i})$

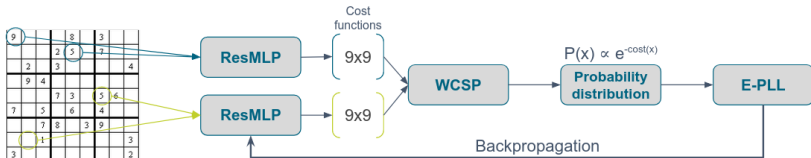




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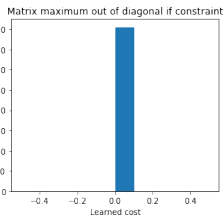
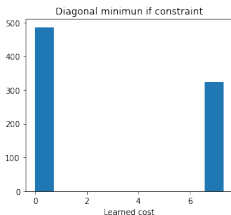
- ▶ Fails on 100% of test grids

- > Interpreting the learned model: partial constraints are learned

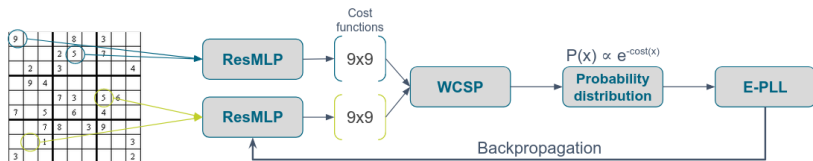
values of variable  $j$

	1	2	3	4	5	6	7	8	9
1	1	0	0	0	0	0	0	0	0
2	0	1	0	0	0	0	0	0	0
3	0	0	1	0	0	0	0	0	0
4	0	0	0	1	0	0	0	0	0
5	0	0	0	0	1	0	0	0	0
6	0	0	0	0	0	1	0	0	0
7	0	0	0	0	0	0	1	0	0
8	0	0	0	0	0	0	0	1	0
9	0	0	0	0	0	0	0	0	1

values of variable  $i$



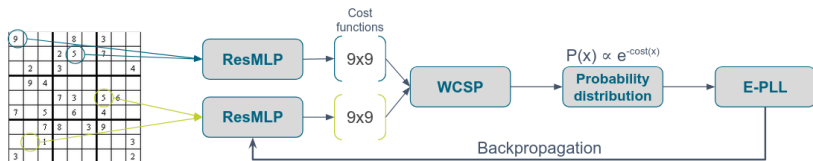
# 2-stage approach with the Emmental-PLL (E-PLL)



- ▶ PLL enhanced to learn constraint (Defresne, Barbe, and Schiex 2023)<sup>1</sup>  
> **E-PLL**:  $-\sum_i \log P(y_i | y_{-(i \cup M(i))})$

<sup>1</sup>Marianne Defresne, Sophie Barbe, and Thomas Schiex (2023). "Scalable Coupling of Deep Learning with Logical Reasoning". In: *Thirty-second International Joint Conference on Artificial Intelligence, IJCAI'2023*.

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Approach	Acc.	Train set	Train time	Redundant constraints
Embedded solver	100%	1000	2-3 days	no
E-PLL	100%	200	15 min	yes

- ▶ Restricted usage: solver after neural layers & fixed loss

<sup>1</sup>Marianne Defresne, Sophie Barbe, and Thomas Schiex (2023). "Scalable Coupling of Deep Learning with Logical Reasoning". In: *Thirty-second International Joint Conference on Artificial Intelligence, IJCAI'2023*.

- ▶ **Dataset:** Sudoku grids with multiple solutions
  - > Incomplete information: at most 5 solutions are observed
- ▶ **Task:** Predicting one of the solutions
- ▶ Pure DL: which loss?

Approach	SelectR <sup>1</sup>	E-PLL
Accuracy	86.7%	<b>100%</b>

- ▶ With the E-PLL, the correct rules are learned
  - > All the solutions can be enumerated by the solver

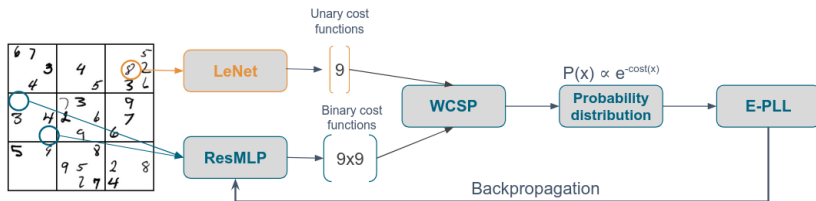
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<sup>2</sup>Yatin Nandwani et al. (2021). "Neural Learning of One-of-Many Solutions for Combinatorial Problems in Structured Output Spaces". In: *International Conference on Learning Representations, ICLR'21*. URL: <https://openreview.net/forum?id=ATp1nW2FuZL>.

# Application on natural-input problems

## Visual sudoku

- > Learn to play Sudoku & to recognize digit



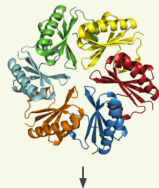
- ▶ Solver able to correct digit mis-classification

SATNet	Theoretical (no corrections)	Ours
63.2 %	74.2%	<b>94.1 ± 0.8%</b>

## Learning the laws of protein design

Cost function = pairwise interaction score (*Traoré et al. 2013*)

- > Main changes:
  - o Train set up to 10,000 variables, variable size
  - o Energy conditioned by the input structure
  - o One-of-Many solution setting
- > Intractable inference → use an approximate solver (*Durante, Katsirelos, and Schiex 2022*)
- > Outperforms existing decomposable score functions



SSNAIGLIETKGYVAA...

	Rosetta <sup>1</sup>	Our
Similarity (↑)	17.9%	<b>27.8%</b>

<sup>1</sup>Park et al. 2016

## Hybridizing automated reasoning and ML vs. pure DL

- > Data-efficiency
- > Interpretability
- > *A posteriori* control (adding constraints or criteria)

## Perspective: protein design

- > Scalable method required
- > Applied projects

# Acknowledgment




- ▶ The **organizers** of PFIA'23
- ▶ My **PhD supervisors**: Sophie Barbe and Thomas Schiex
- ▶ My teams in **TBI** and **MIAT**
- ▶ **CALMIP** & **IDRIS** & **GenoToul** for computational resources


**Thanks for your attention!**








This work has been supported by the Agence Nationale de la Recherche (ANR) [grant ANR-18-EURE-0021]



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