Techniques for Symbol Grounding with SATNet

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Merge advances in statistical (neural) models with symbolic knowledge representation and logical reasoning

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Potential to address limitations in DNN's:

- Explainability
- Adversarial Robustness

- Data Efficiency
- Solve hard logic problems

Introduction: Symbol Grounding

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This is known as Symbol Grounding

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Trivial Symbol Grounding

Ungrounded Dataset Difficult Symbol Grounding

Previously, Ungrounded Visual Sudoku was an open problem

We present a framework for solving Ungrounded Visual MAXSAT problems, like Visual Sudoku, using SATNet (Wang et al. 2019)





• A differentiable MAXSAT solver based on a semidefinite relaxation approach



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- A differentiable MAXSAT solver based on a semidefinite relaxation approach
- Can be integrated into larger DNN pipelines
- Can learn to solve grounded Visual Sudoku, while traditional DNN's cannot

Background: SATNet Limitations (Chang et al. 2020)



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- this issue is known as label leakage
- limits usefulness of DNN-SATNet hybrid architectures

Method



Our proposed framework consists of the following steps:

- Clustering
- Self-Grounded Training
- Proofreading

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Method: Clustering



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- InfoGAN is able to cluster MNIST digits with about 95% accuracy

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4	2	5	8	3	6	1	7	9

Table: Two rows of a board predicted by a perfect sudoku model which uses InfoGAN clusters

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- Labels can be different as long as they are **consistent**
- This applies to other SAT-solvable games, beyond Sudoku
- Common loss functions, such as *l*₂ norm or binary cross-entropy (BCE), will not work
- Need a different loss function

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Introduce the Symbol Grounding Loss (SGL):

$$\mathcal{L}(\hat{y}_{out}^{PTE}, y^{LE}) := 1 - i \left(\max_{j} (\exp[-(y^{LE}(j), \hat{y}_{out}^{PTE}(i))]) \right),$$



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- System is trained end-to-end under the Symbol Grounding Loss
- A permutation matrix P is implicitly learned by SGL
- Once P has converged, continue training under standard BCE

Topan, Rolnick & Si

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- Freeze rest of system, train proofreader
- Improves accuracy marginally in both our method and prior SATNet architectures

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Results: Ungrounded Visual Sudoku

Model	Grounded vs.	Total Board	Per-Cell
Configuration	Ungrounded Data	Accuracy (%)	Accuracy (%)
Original SATNet	grounded	66.5 ± 1.0	98.8 ± 0.1
Original SATNet	ungrounded	0 ± 0.0	11.2 ± 0.1
Our Method	ungrounded	$\textbf{64.8} \pm \textbf{3.0}$	$\textbf{98.4} \pm \textbf{0.2}$

Results: Effect of Proofreader

Model	Proofreader	Total Board
Configuration	Present?	Accuracy (%)
Original Non-visual Original Non-visual	no yes	$\begin{array}{c} 96.6\pm0.3\\ \textbf{97.1}\pm\textbf{0.3}\end{array}$
Original Visual	no	66.5 ± 1.0
Original Visual	yes	67.6 ± 1.2
Our Method Our Method	no yes	$\begin{array}{c} 62.8 \pm 3.2 \\ \textbf{64.8} \pm \textbf{3.0} \end{array}$

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- Our approach requires prior knowledge of the *number* of symbols
- Above can be alleviated but Symbol Grounding Loss supporting a general surjective mapping instead of permutation

In this work we:

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- Describe a proofreading methodology which improves both our architecture and prior models

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- Present a framework which enables SATNet to solve ungrounded datasets
- New state-of-the-art for Ungrounded Visual Sudoku, previously 0%
- Describe a proofreading methodology which improves both our architecture and prior models
- Available: github.com/SeverTopan/SATNet

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