



# ***Relax, compensate and then integrate***

***Fast approximate probabilistic inference with logical and algebraic constraints***

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University of California, Los Angeles

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University of Trento, Italy

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# ***Skill matching system***



# *Skill matching system*

■ Each *player* has a certain skill

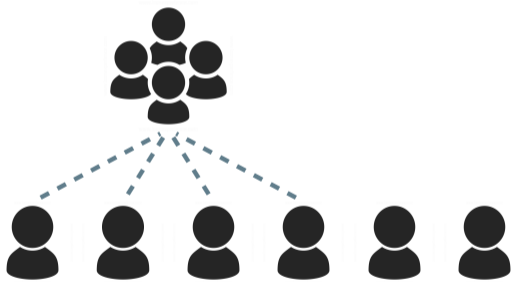


# Skill matching system

- Each **player** has a certain skill  
 $\Rightarrow$  *continuous variables*



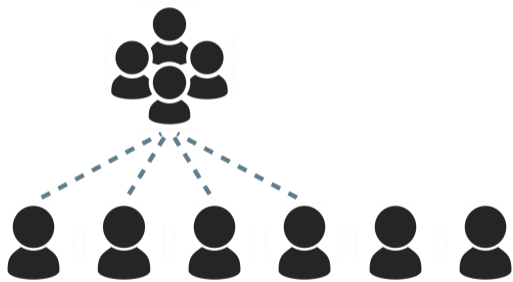
# Skill matching system



- Each **player** has a certain skill
- Players can form **teams**

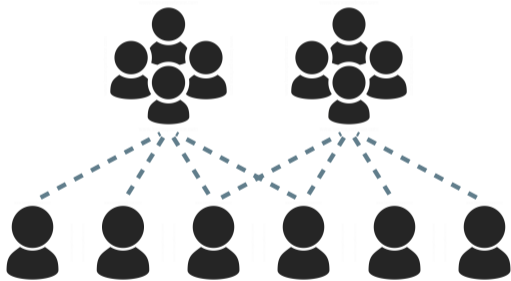


# Skill matching system



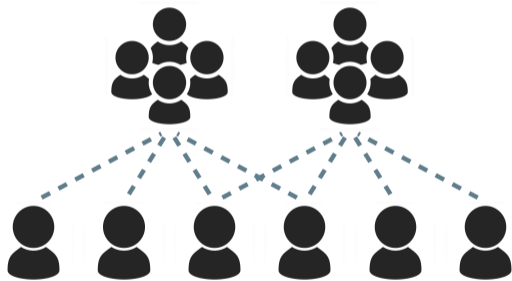
- Each **player** has a certain skill
- Players can form **teams**  
⇒ *intricate dependencies*

# Skill matching system



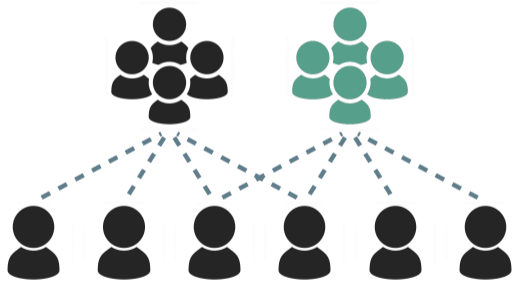
- Each **player** has a certain skill
- Players can form **teams**
- Each team's skill is bounded by its players' skills

# Skill matching system



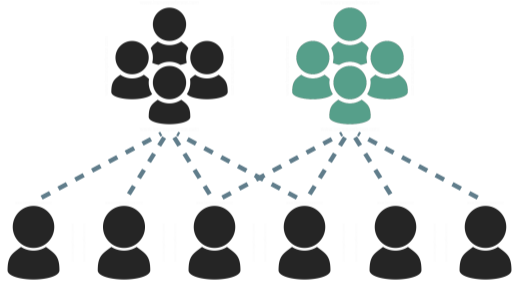
- Each **player** has a certain skill
- Players can form **teams**
- Each team's skill is bounded by its players' skills  
⇒ *complex constraints!*

# Skill matching system



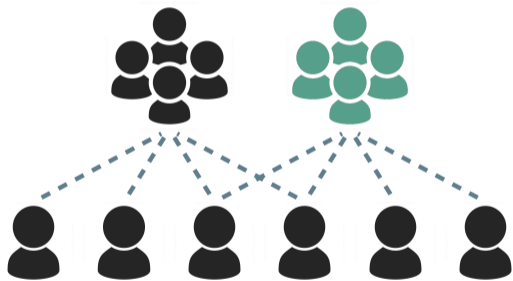
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- Players can form **teams**
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- Good teams form a **squad**

# Skill matching system



- Each **player** has a certain skill
- Players can form **teams**
- Each team's skill is bounded by its players' skills
- Good teams form a **squad**  
⇒ *discrete variables*

## *Skill matching system*



*“What is the probability of team  $T_1$  to outperform team  $T_2$ , if  $T_1$  is a squad but  $T_2$  is not?”*

***Continuous*** + ***discrete*** + ***constraints*** = ?

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Generative adversarial networks (GANs) *[Goodfellow et al. 2014]*

Variational Autoencoders (VAEs) *[Kingma et al. 2013]*



**Continuous** + **discrete** + **constraints** = ?

~~Generative adversarial networks (GANs) [Goodfellow et al. 2014]~~

~~Variational Autoencoders (VAEs) [Kingma et al. 2013]~~

⇒ *limited inference capabilities, no constraints*

**Continuous** + **discrete** + **constraints** = ?

~~Generative adversarial networks (GANs) [Goodfellow et al. 2014]~~

~~Variational Autoencoders (VAEs) [Kingma et al. 2013]~~

Hybrid Bayesian Networks (HBNs) [Heckerman et al. 1995; Shenoy et al. 2011]

Mixed Probabilistic Graphical Models (MPGMs) [Yang et al. 2014]

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⇒ strong distributional assumptions

**Continuous** + **discrete** + **constraints** = ?

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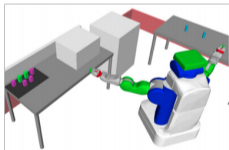
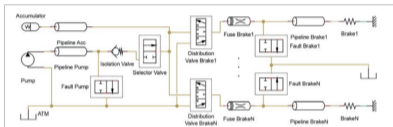
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⇒ cannot deal with complex algebraic constraints

**Continuous** + **discrete** + **constraints** = **SMT**

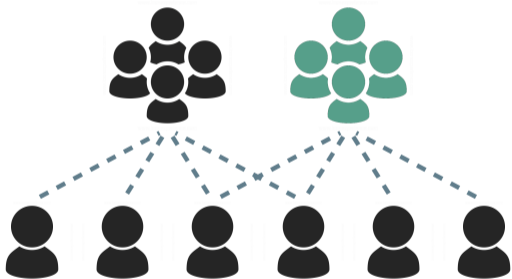


### **Satisfiability Modulo Theories**

of the linear arithmetic over the reals (SMT( $\mathcal{LRA}$ )) delivers all these ingredients by design!

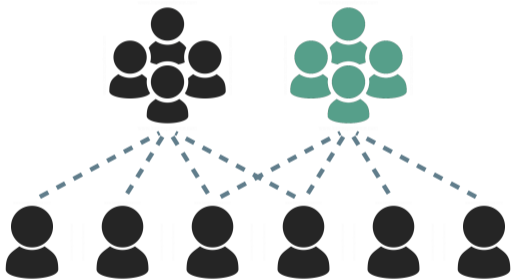
Widely used as a representation language for **robotics**, **verification** and **planning** [Barrett et al. 2010]

**Continuous** + **discrete** + **constraints** = **SMT**



Each **player** has a certain skill

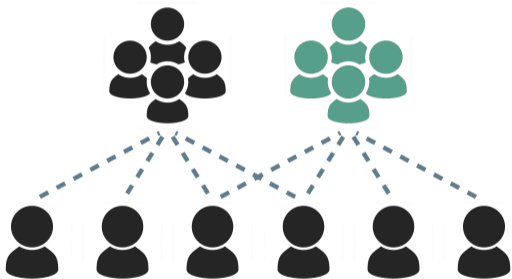
**Continuous** + **discrete** + **constraints** = **SMT**



■  $0 \leq X_{P_i} \leq 10$   
for  $i = 1, \dots, N$



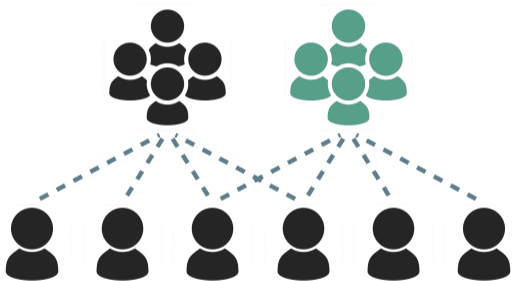
**Continuous** + **discrete** + **constraints** = **SMT**



■  $0 \leq X_{P_i} \leq 10$   
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■ Each team's skill is bounded  
by its players' skills

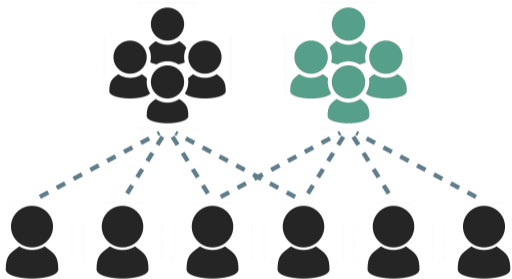
**Continuous** + **discrete** + **constraints** = **SMT**



■  $0 \leq X_{P_i} \leq 10$   
for  $i = 1, \dots, N$

■  $|X_{T_j} - X_{P_i}| < 1$   
for  $j = 1, \dots, M, i = 1, \dots, |T_j|$

**Continuous** + **discrete** + **constraints** = **SMT**

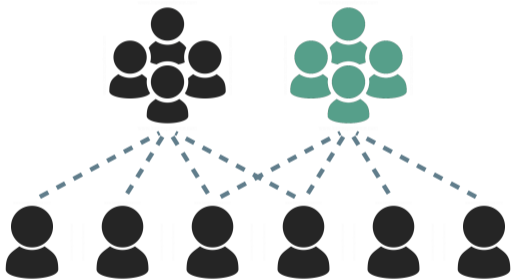


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■  $|X_{T_j} - X_{P_i}| < 1$   
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■ Good teams form a *squad*

**Continuous** + **discrete** + **constraints** = **SMT**



■  $0 \leq X_{P_i} \leq 10$   
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■  $|X_{T_j} - X_{P_i}| < 1$   
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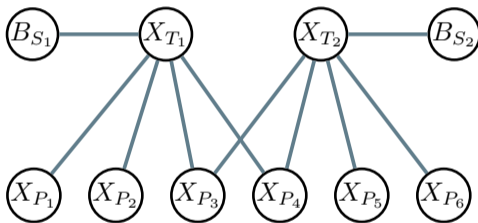
■  $B_{S_j} \Rightarrow X_{T_j} > 2$   
for  $j = 1, \dots, M, i = 1$

**Continuous** + **discrete** + **constraints** = **SMT**

$$\Delta = \bigwedge_i 0 \leq X_{P_i} \leq 10 \bigwedge_j \bigwedge_{i \in T_j} |X_{T_j} - X_{P_i}| < 1 \bigwedge_j (B_{S_j} \Rightarrow X_{T_j} > 2)$$

a single CNF SMT( $\mathcal{LRA}$ ) formula  $\Delta$ ...

**Continuous** + **discrete** + **constraints** = **SMT**



a single CNF SMT( $\mathcal{LRA}$ ) formula  $\Delta$ ...and its **primal graph**

# SMT + weights

$$\begin{aligned} & \bigwedge_i 0 \leq X_{P_i} \leq 10 \\ & \bigwedge_j \bigwedge_{i \in T_j} |X_{T_j} - X_{P_i}| < 1 \\ & \bigwedge_j (B_{S_j} \Rightarrow X_{T_j} > 2) \end{aligned} \quad + \quad \begin{cases} w(X_{P_i}), \\ \text{if } 0 \leq X_{P_i} \leq 10 \\ \\ w(X_{T_j}, X_{P_i}), \\ \text{if } |X_{T_j} - X_{P_i}| < 1 \\ \\ w(B_{S_j}, X_{T_j}), \\ \text{if } B_{S_j} \Rightarrow X_{T_j} > 2 \end{cases}$$

**SMT formula**  $\Delta$

**weight functions**  $\mathcal{W}$

**SMT** + **weights** = **Weighted Model Integration**

$$\bigwedge_i 0 \leq X_{P_i} \leq 10$$

$$\bigwedge_j \bigwedge_{i \in T_j} |X_{T_j} - X_{P_i}| < 1$$

$$\bigwedge_j (B_{S_j} \Rightarrow X_{T_j} > 2)$$

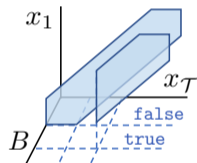
**complex support**

**+**

$$\left\{ \begin{array}{l} w(X_{P_i}), \\ \text{if } 0 \leq X_{P_i} \leq 10 \\ \\ w(X_{T_j}, X_{P_i}), \\ \text{if } |X_{T_j} - X_{P_i}| < 1 \\ \\ w(B_{S_j}, X_{T_j}), \\ \text{if } B_{S_j} \Rightarrow X_{T_j} > 2 \end{array} \right.$$

**densities**

**=**



**(unnormalized)**

$$\text{Pr}_{\Delta}(\mathbf{X}, \mathbf{B})$$



# SMT + densities = Weighted Model Integration

Given an SMT( $\mathcal{LRA}$ ) formula  $\Delta$  over continuous vars  $\mathbf{X}$  and discrete ones  $\mathbf{B}$ , and weight function  $\mathcal{W}$ , the **weighted model integral** (WMI) is

$$\text{WMI}(\Delta, \mathcal{W}; \mathbf{X}, \mathbf{B}) \triangleq \sum_{\mathbf{b} \in \mathbb{B}^{|\mathbf{B}|}} \int_{(\mathbf{x}, \mathbf{b}) \models \Delta} w(\mathbf{x}, \mathbf{b}) d\mathbf{x}.$$

i.e., computing the **partition function** of the unnormalized distribution  $\text{Pr}_\Delta$

$\Rightarrow$  i.e., *integrating the weighted volumes of the feasible regions of  $\Delta$ !*

*“What is the probability of team  $T_1$  to outperform team  $T_2$ ,  
if  $T_1$  is a squad but  $T_2$  is not?”*



*Advanced probabilistic reasoning*

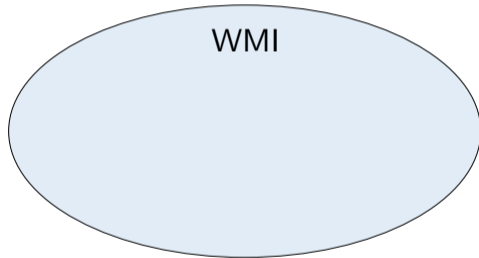
$$\begin{aligned}\Phi_S : (B_{S_1} = 1 \wedge B_{S_2} = 0) &\implies T_1 \text{ is a squad, } T_2 \text{ is not} \\ \Phi_T : (X_{T_1} > X_{T_2}) &\implies T_1 \text{ outperforms } T_2\end{aligned}$$

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$$\Pr_{\Delta}(\Phi_T \mid \Phi_S) = \frac{\text{WMI}(\Delta \wedge \Phi_T \wedge \Phi_S, \mathcal{W})}{\text{WMI}(\Delta \wedge \Phi_S, \mathcal{W})} = \frac{4,206}{7,225} \approx 58.22\%$$

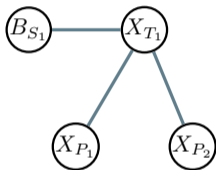
$\implies$  conditional probabilities as a ratio of two weighted model integrals

# *Tractability of WMI*



■ **#P-hard** in general

# treeWMI



**tree-shaped  
primal graph**

**+**

$$\begin{cases} w(X_{P_i}) = X_{P_i}^2 \\ w(X_{T_j}, X_{P_i}) = X_{T_j} + X_{P_i} \\ w(B_{S_j}) = 100 \end{cases}$$

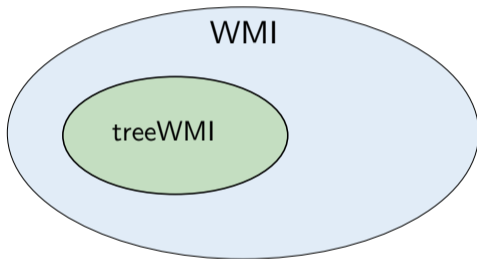
**tractable weight  
conditions**

**=**

**treeWMI**  
*[Zeng et al. 2020]*

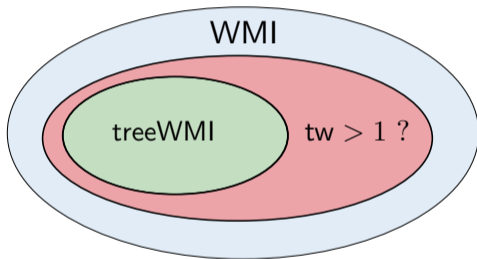
**polytime  
WMI inference**

# Tractability of WMI



- **#P-hard** in general
- largest tractable class known so far

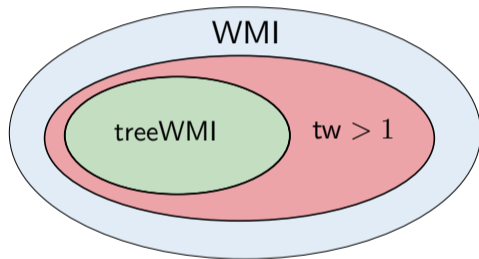
# Tractability of WMI



- **#P-hard** in general
- largest tractable class known so far
- can we expand it?

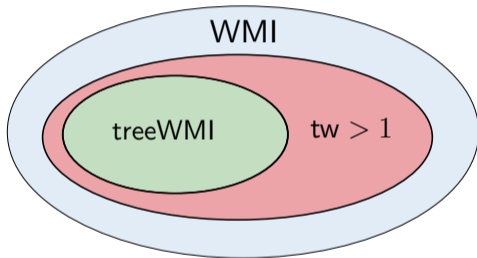


# Tractability of WMI



- **#P-hard** in general
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# Tractability of WMI



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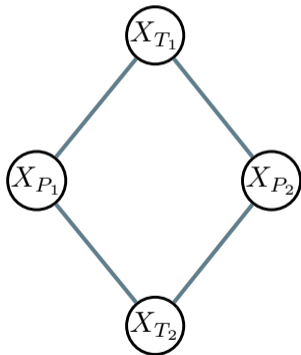
**Thm.** Let  $\text{WMI}(tw)$  be the class of WMI problems with bounded diameter and treewidth  $tw$ .  $\text{WMI}(tw)$  is a tractable WMI class **iff** treewidth  $tw = 1$ .

**ReColn**

*Approximate WMI Inference*

# ReColn

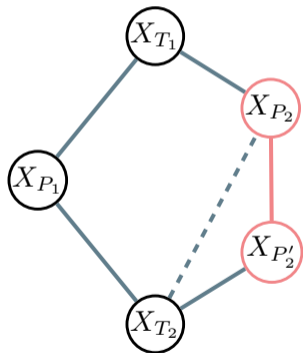
## Approximate WMI Inference



- Given a WMI problem with **loopy primal graph**

# ReColn

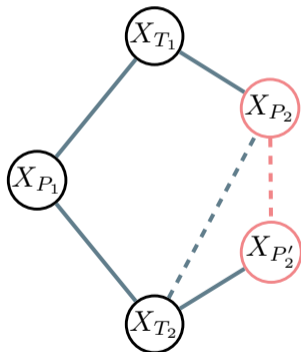
## Approximate WMI Inference



- Given a WMI problem with **loopy primal graph**
- **Relax** it by adding **copies** of literals

# ReColn

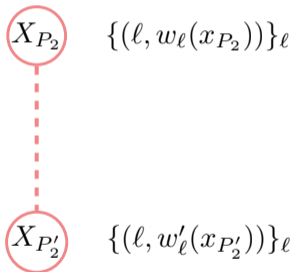
## Approximate WMI Inference



- Given a WMI problem with **loopy primal graph**
- **Relax** it by adding **copies** of literals, then removing equality constraints
  - ⇒ *removing dependencies, breaking loops*

# ReColn

## Approximate WMI Inference



- Given a WMI problem with **loopy primal graph**
- **Relax** it by adding **copies** of literals, then removing equality constraints
- **Compensate** for the removed dependencies, by introducing certain literals and weights

# ReColn

## Approximate WMI Inference

$$w_\ell \leftarrow f(\text{Pr}_\Delta(\ell); w')$$

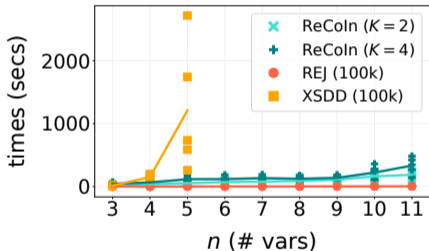
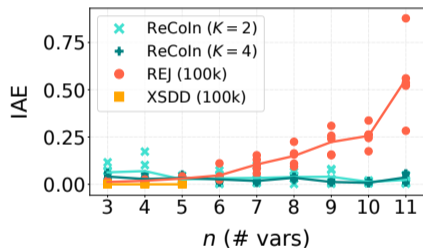


$$w'_\ell \leftarrow f(\text{Pr}_\Delta(\ell); w)$$

- Given a WMI problem with **loopy primal graph**
- **Relax** it by adding **copies** of literals, then removing equality constraints
- **Compensate** for the removed dependencies, by introducing certain literals and weights
- optimize compensating weights iteratively by solving a series of exact **Integration** problems



# Experiments



⇒ ReColn **better scales** to larger WMI problems than other approximate WMI solvers while still **delivering accurate approximations**

# ***Conclusions***

Real-world data is ***noisy***...

# Conclusions

Real-world data is *noisy, complex...*

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Real-world data is *noisy*, *complex* and *mixed continuous-discrete*...

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*The WMI framework* is very appealing for probabilistic inference in the real-world!

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## Next

Application to program verification, probabilistic (logic) programming, ...



## Conclusions

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## Questions?

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