

Efficient Relational Learning with Hidden Variable Detection

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Statistical Relational Learning

@ Relational tasks are everywhere

collective classification (Tasker et al. 2002)
 information extraction (Poon & Domingos 2007; Bunescu 2004)
 social network modeling (Kemp et al. 2006)

@ Modeling Long Rang Dependency (LRD) is hard ☹️

e.g. $\text{smokes}(A) \& \text{friends}(A,B) \& \text{friends}(B,C) \rightarrow \text{smokes}(C)$
 e.g. $\text{IsMotherOf}(A,B) \rightarrow \neg \text{IsFatherOf}(A,C)$

The Markov blanket of a variable grows prohibitively fast as the model's order of Markov dependency grows.

@ Discovering hidden roles help capture LRD 😊

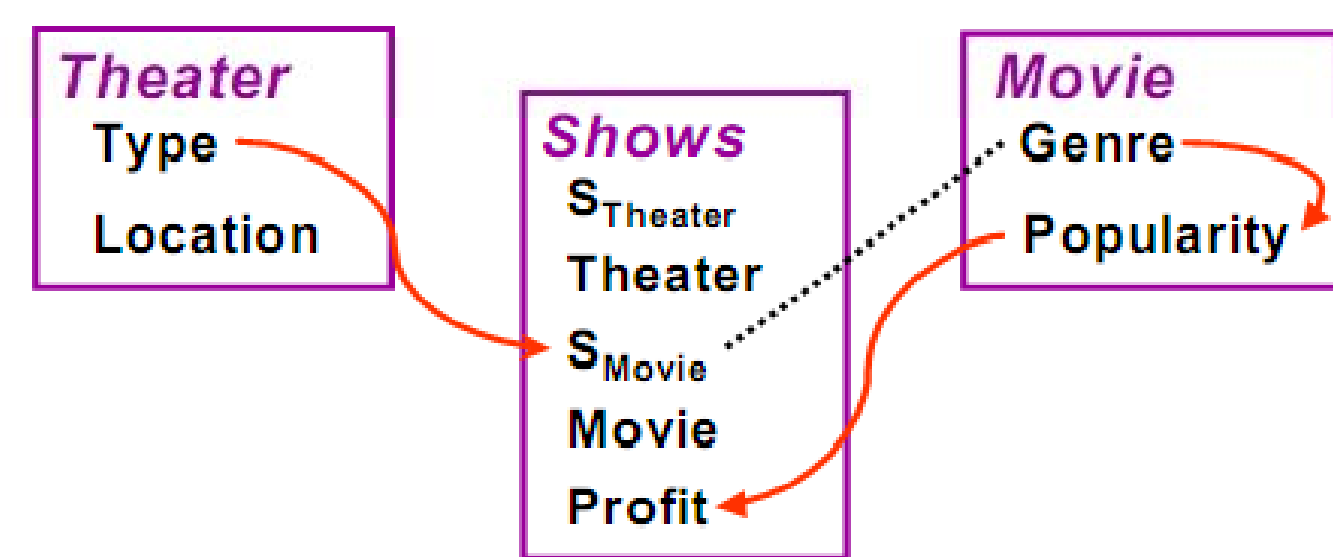
e.g. topic models, block models

Thus reduce the need of extensive structure learning

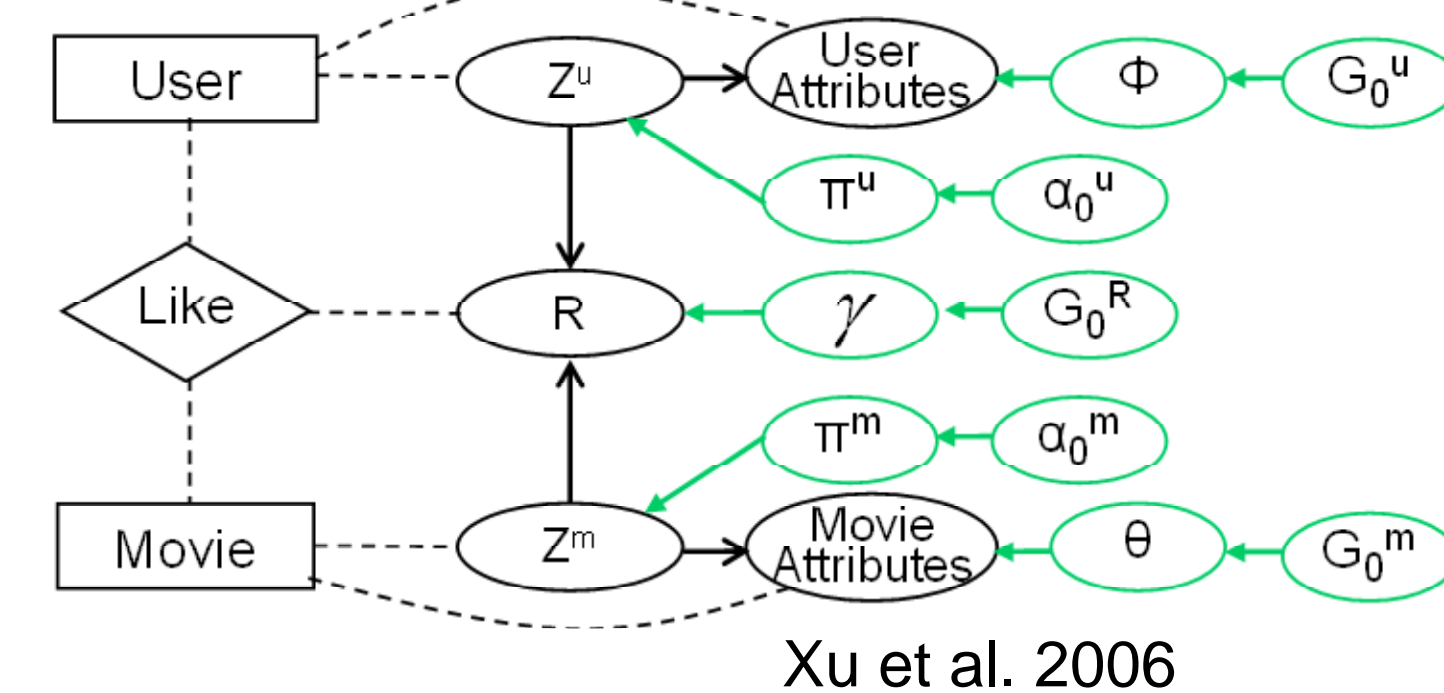
Bayesian Networks vs. MRFs

@ Relational Bayesian Networks

- ☺ Easy to do inference and learning
- ☹ Cannot learn structure automatically (acyclic constraint)



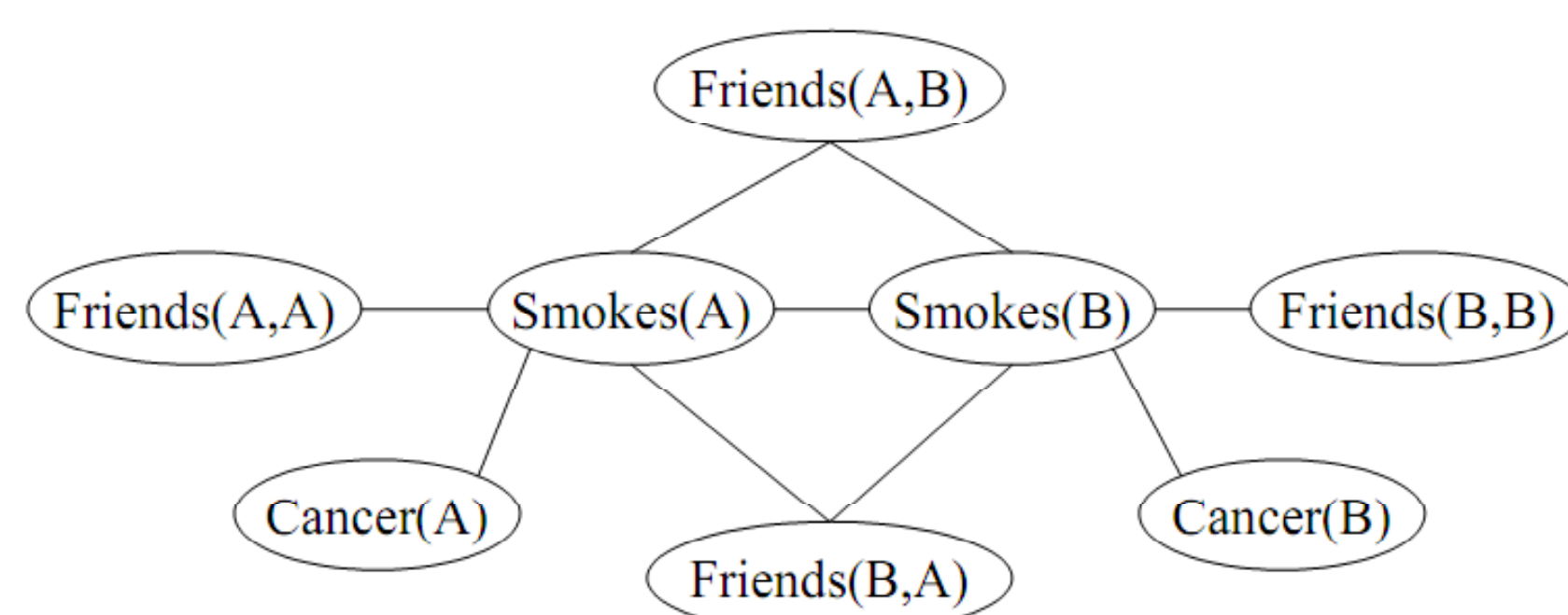
Getoor et al. 2001



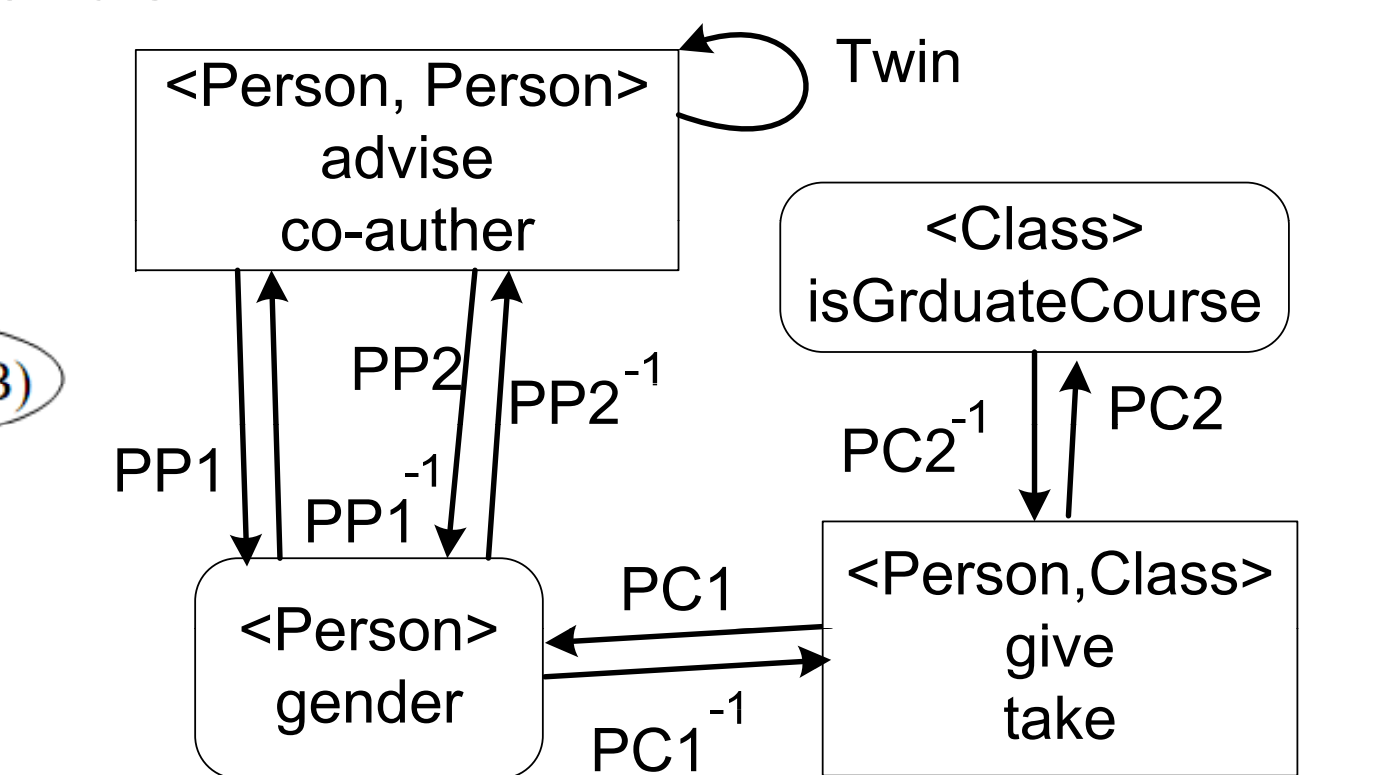
Xu et al. 2006

@ Relational Markov Networks (RMNs)

- ☺ Flexibility in representing complex patterns
- ☹ Inference and learning are harder



Kok & Domingos 2005



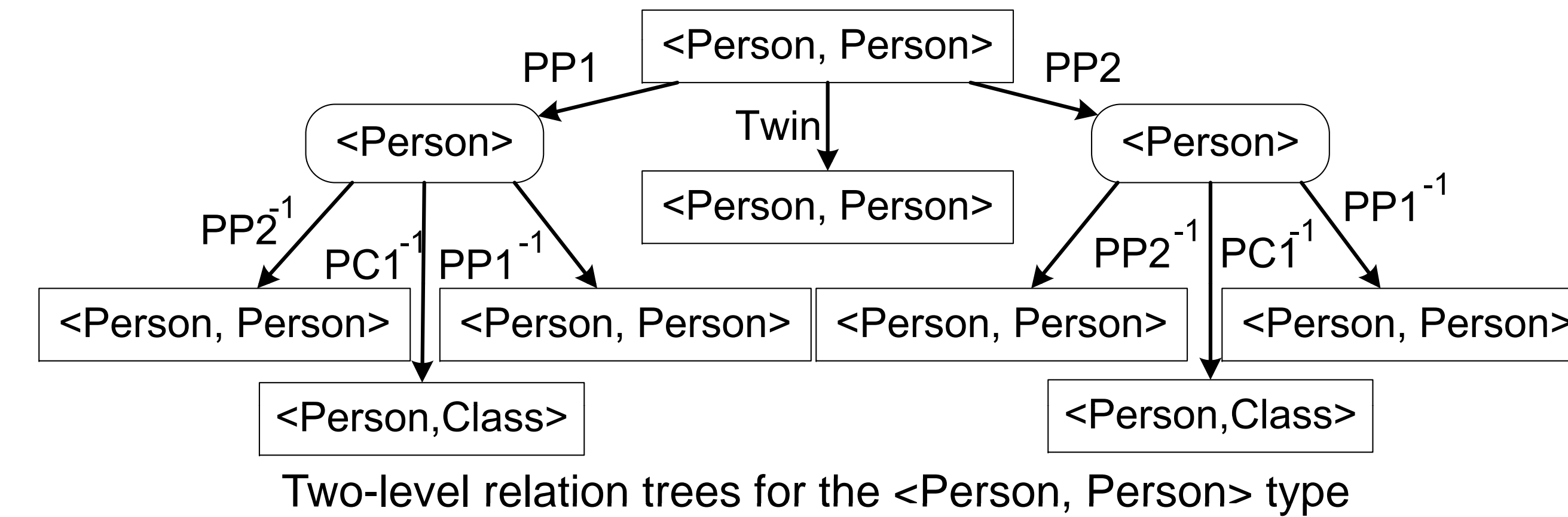
A schema for the university domain (this work)

For efficiency, we only consider pair wise features, and we use mean field contrastive divergence (Welling & Hinton, 2001) to do approximately optimize a regularized objective

$$L(\theta) = \log \sum_{\mathbf{h}} p(\mathbf{y}, \mathbf{h} | \mathbf{o}; \theta) - \lambda \|\theta\|_1 - \beta \|\theta\|_2^2$$

Tree RMN

The Markov blanket of an entity e can be concisely defined by a relation tree starting from its type node



Variable Induction

@ Adding variables as needed

Algorithm 1 Contrastive Variable Induction

```

initialize a treeRMN  $\mathcal{M} = (G, f, \theta)$ 
while true do
    estimate parameters  $\theta$  by L-BFGS
     $(f', \theta') = \text{induceHiddenVariables}(\mathcal{M})$ 
    if no hidden variable is induced then
        break
    end if
end while
return  $\mathcal{M}$ 
    
```

@ How to efficiently evaluate a candidate H ?

2nd order Taylor expansion estimates that each new feature f

$$\text{bring maximum gain } \Delta_{l,f} = \frac{1}{2} \frac{[-e_l[f]]_{\lambda}^2}{\delta_l[f] + \beta} \text{ at } \theta_f = \frac{[-e_l[f]]_{\lambda}}{\delta_l[f] + \beta}$$

where l is the set of entities with $H=1$. The overall gain is

$$\Delta_l \approx \sum_{f \in f_l} \Delta_{l,f}$$

@ How to efficiently sift through all candidates?

We use a naïve bottom up clustering algorithm

Algorithm 2 Bottom Up Clustering of Entities

```

initialize clustering  $\Gamma = \{I_i = \{i\}\}$ 
while true do
    for any pair of clusters  $I_1, I_2 \in \Gamma$  do
         $\text{inc}(I_1, I_2) = \Delta_{I_1 \cup I_2} - \Delta_{I_1} - \Delta_{I_2}$ 
    end for
    if the largest increment  $\leq 0$  then
        break
    end if
    merge the pair with the largest increment
end while
return  $\Gamma$ 
    
```

Results

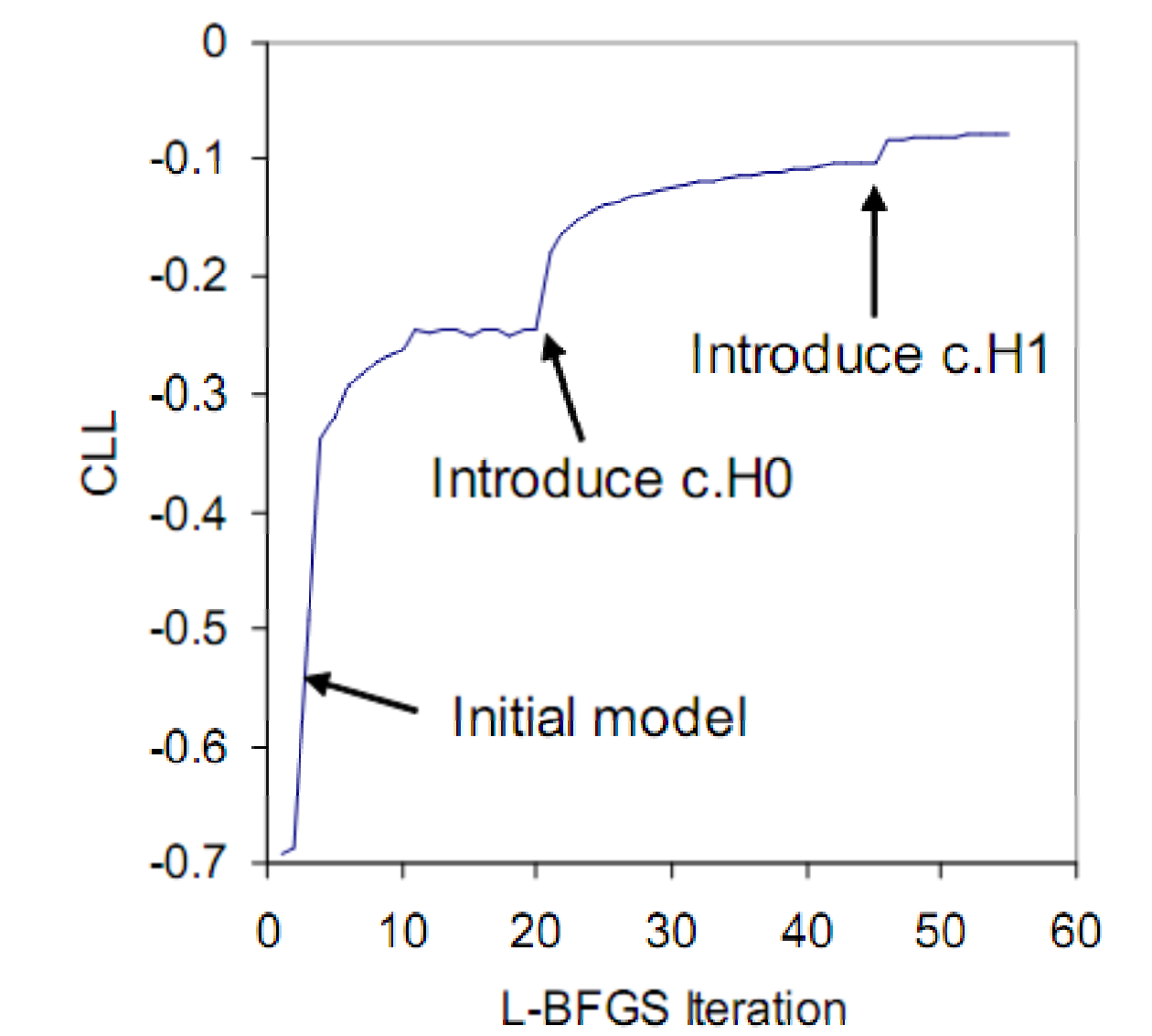
@ The datasets and a learning curve

	Basic #E #A	Composite #E #A
Animal	50 80	0 0
Nation	14 111	196 56
UML	135 0	18,225 49
Kinship	104 0	10,816 1*

Table 1: Number of entities (#E) and attributes (#A) for four datasets. *The kinship data has only one attribute which has 26 possible values.

Previous approaches

MLN structure learning (MLS) [10],
 Infinite Relational Models (IRM) [9]
 Multiple Relational Clustering (MRC) [11]



@ Example hidden variables

Animal data

Entities	Positive Features	Negative Features
C0 KillerWhale Seal Dolphin BlueWhale Walrus HumpbackWhale	Flippers Ocean Water Swims Fish Hairless Coastal Arctic ...	Quadrupedal Ground Furry Strainteeth Walks ...
C1 GrizzlyBear Tiger GermanShepherd Leopard Wolf Weasel Raccoon Fox Bobcat Lion	Stalker Fierce Meat Meatteeth Claws Hunter Nocturnal Paws Smart Pads ...	Timid Vegetation Weak Grazer Toughskin Hooves Domestic ...
C2 Hamster Skunk Mole Rabbit Rat Raccoon Mouse	Hibernate Buckteeth Weak Small Fields Nestspot Paws ...	Strong Muscle Big Toughskin ...
C3 SpiderMonkey Gorilla Chimpanzee	Tree Jungle Bipedal Hands Vegetation Forest ...	Plains Fields Patches ...

UML data

Entities	Positive Features
C0 AcquiredAbnormality AnatomicalAbnormality CongenitalAbnormality	$c \xrightarrow{CC2^{-1}} cc.Causes$ $c \xrightarrow{CC1^{-1}} cc.PartOf$ $c \xrightarrow{CC2^{-1}} cc.Complicates$ $c \xrightarrow{CC2^{-1}} cc.CooccursWith ...$
C1 Alga Plant	$c \xrightarrow{CC1^{-1}} cc.InteractsWith$ $c \xrightarrow{CC1^{-1}} cc.LocationOf ...$
C2 Amphibian Animal Bird Invertebrate Fish Mammal Reptile Vertebrate	$c \xrightarrow{CC1^{-1}} cc.InteractsWith$ $c \xrightarrow{CC2^{-1}} cc.PropertyOf$ $c \xrightarrow{CC2^{-1}} cc.InteractsWith$ $c \xrightarrow{CC2^{-1}} cc.PartOf ...$

@ Main result

	Animal, $\lambda=0.01, \beta=1$				Nation, $\lambda=0.01, \beta=1$				
	CLL	AUC	dim $_{\theta}$	Time	CLL	AUC	dim $_{\theta}$	Time	
RMN ₀	-0.34±0.03	0.88±0.02	3,655	5s	RMN ₀	-0.40±0.01	0.63±0.04	7,812 15s	
RMN ₁	-0.33±0.02	0.72±0.04	21,840	70s	RMN ₁	-0.33±0.04	0.77±0.04	†24h	
RMN ₂	-0.38±0.03	0.71±0.02	6,440	14.5h	RMN ₂	-0.34±0.01	0.33±0.00	1,625 2.1h	
RMN ₀ ^{CVI*}	-0.33±0.02	0.89±0.02	4,349	9s	RMN ₁ ^{CVI}	-0.31±0.02	0.83±0.04	22,191 104s	
MSL	-0.54±0.04	0.68±0.04		†24h	MSL	-0.33±0.04	0.77±0.04	†24h	
MRC	-0.43±0.04	0.80±0.04		†10h	MRC	-0.31±0.02	0.75±0.03	†10h	
IRM	-0.43±0.06	0.79±0.08		†10h	IRM	-0.32±0.02	0.75±0.03	†10h	
UML, $\lambda=0.01, \beta=10$					Kinship, $\lambda=0.01, \beta=10$				
	CLL	AUC	dim $_{\theta}$	Time	CLL	AUC	dim $_{\theta}$	Time	
RMN ₀	-0.056±0.005	0.70±0.02	1,081	0.3h	RMN ₀	§-2.95±0.01	0.08±0.00	25 6s	
RMN ₁	-0.044±0.002	0.68±0.04	2,162	1.0h	RMN ₁	§-1.36±0.05	0.66±0.03	350 107s	
RMN ₂	-0.028±0.003	0.71±0.02	6,440	14.5h	RMN ₂	§-2.34±0.01	0.33±0.00	1,625 2.1h	
RMN ₀ ^{CVI*}	-0.005±0.001	0.94±0.01	6,946	453s	RMN ₁ ^{CVI}	§-1.04±0.03	0.81±0.01	900 402s	
MSL	-0.025±0.002	0.47±0.06		†24h	MSL	-0.066±0.006	0.59±0.08	†24h	
MRC	-0.004±0.000	0.97±0.00		†10h	MRC	-0.048±0.002	0.84±0.01	†10h	
IRM	-0.011±0.001	0.79±0.01		†10h	IRM	-0.063±0.002	0.68±0.01	†10h	