Like Alice in Wonderland: Unraveling Reasoning and Cognition Using Analogies and Concept Blending

Tarek R. Besold

KRDB, Faculty of Computer Science, Free University of Bozen-Bolzano

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The following is joint work with many people, most notably:

- **Robert Robere**, Department of Computer Science, University of Toronto (Canada).
- Enric Plaza, IIIA-CSIC, Barcelona (Spain).
- Kai-Uwe Kühnberger, Institute of Cognitive Science, University of Osnabrück (Germany).

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Consortium members are:

- Free University of Bozen-Bolzano (Südtirol-Alto Adige, Italy)
- University of Osnabrück (Germany)
- University of Magdeburg (Germany)
- University of Dundee (Scotland, UK)
- University of Edinburgh (Scotland, UK)
- Goldsmiths, University of London (UK)
- IIIA-CSIC, Barcelona (Catalunya, Spain)
- Aristotle University of Thessaloniki (Greece)



Non-Classical and Cross-Domain Reasoning

Back in the Day (1)



Back in the Day (2)



Rutherford analogy (underlying the Bohr-Rutherford model of the atom):



- Analogy between solar system and hydrogen atom:
- ...nucleus is more massive than electrons, sun is more massive than planets.
- ...nucleus attracts electrons (Coulomb's law), sun attracts planets (Newton's law of gravity).
- ...attraction plus mass relation causes electrons to revolve around nucleus, similarly planets revolve around sun.



Analogy

Analogy

- "άναλογία" analogia, "proportion".
- Informally: Claims of similarity, often used in argumentation or when explaining complex situations.
- A bit more formal: Analogy-making is the human ability of perceiving dissimilar domains as similar with respect to certain aspects based on shared commonalities in relational structure or appearance.

(Incidental remark: In less complex forms also to be found in some other primates.)





Non-Classical and Cross-Domain Reasoning

Heuristic-Driven Theory Projection (HDTP)

- Computing analogical relations and inferences (domains given as many-sorted first-order logic representation/many-sorted term algebras) using a generalisation-based approach.
- Base and target of analogy defined in terms of axiomatisations, i.e., given by a finite set of formulae.
- Aligning pairs of formulae by means of **anti-unification** (extending classical Plotkin-style first-order anti-unification to a restricted form of higher-order anti-unification).
- Proof-of-concept applications in modelling mathematical reasoning and concept blending in mathematics.

Heuristic-Driven Theory Projection (2)



Figure: Analogy-making in HDTP.

Anti-Unification

- Dual to the unification problem (see, e.g., logic programming or automated theorem proving).
- Generalising terms in a meaningful way, yielding for each term an **anti-instance** (distinct subterms replaced by variables).
- Goal: Finding the most specific anti-unifier.
- Plotkin: For a proper definition of generalisation, for a given pair of terms there always is exactly one least general generalisation (up to renaming of variables).
- Problem: Structural commonalities embedded in different contexts possibly not accessible by first-order anti-unification.

Restricted Higher-Order Anti-Unification

- First-order terms extended by **introducing variables taking arguments** (first-order variables become variables with arity 0), making a term either a first-order or a higher-order term.
- Class of substitutions restricted to (compositions of) the following four cases:

Examples of higher-order anti-unifications:



Heuristic-Driven Theory Projection (6)

Solar System	Rutherford Atom
sorts	sorts
real, object, time	real, object, time
entities	entities
$sun: object, \ planet: object$	nucleus : object, electron : object
functions	functions
mass: $object \rightarrow real \times \{kg\}$	$mass: object \rightarrow real \times \{kg\}$
$dist: object \times object \times time \rightarrow real \times \{m\}$	$dist: object \times object \times time \rightarrow real \times \{m\}$
force : $object \times object \times time \rightarrow real \times \{N\}$	$coulomb: object \times object \times time \rightarrow real \times \{N\}$
$gravity: object \times object \times time \rightarrow real \times \{N\}$	facts
centrifugal: $object \times object \times time \rightarrow real \times \{N\}$	β_1 : mass(nucleus) > mass(electron)
predicates	β_2 : mass(electron) > 0
$revolves$ around : $object \times object$	$\beta_3: \forall t: time: coulomb(electron, nucleus, t) > 0$
facts	$\beta_4: \forall t: time: dist(electron, nucleus, t) > 0$
$\alpha_1: mass(sun) > mass(planet)$	
$\alpha_2: mass(planet) > 0$	
$\alpha_3: \forall t: time: gravity(planet, sun, t) > 0$	
$\alpha_4: \forall t: time: dist(planet, sun, t) > 0$	
laws	
α_5 : $\forall t$: time, o_1 : object, o_2 : object:	
$dist(o_1, o_2, t) > 0 \land qravity(o_1, o_2, t) > 0$	
$\rightarrow centrifugal(o_1, o_2, t) = -gravity(o_1, o_2, t)$	
α_6 : $\forall t$: time, o_1 : object, o_2 : object:	
$0 < mass(o_1) < mass(o_2) \land dist(o_1, o_2, t) > 0 \land$	
$centrifugal(o_1, o_2, t) < 0$	
\rightarrow revolves around(o_1, o_2)	

Heuristic-Driven Theory Projection (7)

types real. object. time constants X: object, Y: objectfunctions mass: $object \rightarrow real \times \{kq\}$ $dist: object \times object \times time \rightarrow real \times \{m\}$ $F: object \times object \times time \rightarrow real \times \{N\}$ centrifugal: $object \times object \times time \rightarrow real \times \{N\}$ predicates revolves around : $object \times object \times object$ facts $\gamma_1: mass(X) > mass(Y)$ $\gamma_2: mass(Y) > 0$ $\gamma_3: \forall t: time: F(X, Y, t) > 0$ $\gamma_4: \forall t: time: dist(X, Y, t) > 0$ laws γ_{5*} : $\forall t: time, o_1: object, o_2: object:$ $dist(o_1, o_2, t) > 0 \land F(o_1, o_2, t) > 0$ $\rightarrow centrifugal(o_1, o_2, t) = -F(o_1, o_2, t)$ $\gamma_6 *$: $\forall t$: time, o_1 : object, o_2 : object: $0 < mass(o_1) < mass(o_2) \land dist(o_1, o_2, t) > 0 \land centrifugal(o_1, o_2, t) < 0$ \rightarrow revolves around(o_1, o_2)



Complexity and Tractability in Cognitive Models and Systems

Famous ideas at the heart of many endeavours in computational cognitive modelling and/or AI:

- "Computer metaphor" of the mind (i.e. the concept of a computational theory of mind).
- Ohurch-Turing thesis.
- I Bridges gap between humans and computers:
 - Human mind and brain can be seen as information processing system.
 - Reasoning and thinking corresponds to computation as formal symbol manipulation.
- Q Gives account of the nature and limitations of the computational power of such a system.

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P-Cognition Thesis

Significant impact on cognitive science and cognitive psychology:

- Explain human cognitive capacities modelled in terms of computational-level theories (i.e., as precise characterisations of hypothesised inputs and outputs of respective capacities together with functional mappings between them).
- **Problem:** Computational-level theories often underconstrained by available empirical data!
- \Rightarrow Use mathematical complexity theory as assisting tool:

NP-completeness!

P-Cognition thesis

Human cognitive capacities hypothesised to be of the polynomial-time computable type.

(Interpretation: "Humans can comfortably solve non-trivial instances of this problem, where the exact size depends on the problem at hand".)

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"polynomial-time computable" = "efficient"?

- Humans able to solve problems which may be hard in general but feasible if certain parameters of the problem restricted.
- **Parametrised complexity theory**: "tractability" captured by FPT.¹

FPT-Cognition thesis (van Rooij, 2008)

Human cognitive capacities hypothesised to be fixed-parameter tractable for one or more input parameters that are small in practice (i.e., computational-level theories have to be in FPT).

Tractable AGI thesis (Besold & Robere, 2013) Models of cognitive capacities in artificial intelligence and computational cognitive systems have to be fixed-parameter tractable for one or more input parameters that are small in practice (i.e., have to be in FPT).

¹A problem *P* is in FPT if *P* admits an $O(f(\kappa)n^c)$ algorithm, where *n* is the input size, κ is a parameter of the input constrained to be "small", *c* is an independent constant, and *f* is some computable function.

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Complexity of HDTP (1)

HDTP is naturally split into two mechanisms:

- Analogical matching of input theories.
- Re-representation of input theories by deduction in FOL.



- \Rightarrow Re-representation is undecidable (undecidability of FOL).
- \Rightarrow Focus on mechanism for analogical matching.

Problem 1. F Anti-Unification **Input**: Two terms *f*, *g*, and a natural $k \in \mathbb{N}$ **Problem**: Is there an anti-unifier h, containing at least k variables, using only renamings and fixations?

Problem 2. FP Anti-Unification

Input: Two terms *f*, *g*, and naturals *I*, *m*, *p* $\in \mathbb{N}$.

Problem: Is there an anti-unifier h, containing at least / 0-ary variables and at least *m* higher arity variables, and two substitutions σ, τ using only renamings,

fixations, and at most p permutations such that $h \xrightarrow{\sigma} f$ and $h \xrightarrow{\tau} q$?

Problem 3, FPA Anti-Unification

Input: Two terms f, g and naturals $I, m, p, a \in \mathbb{N}$.

Problem: Is there an anti-unifier *h*, containing at least *l* 0-ary variables, at least *m* higher arity variables, and two substitutions σ , τ using renamings, fixations, at most *p* permutations, and **at most** *a* **argument insertions** such that $h \stackrel{\sigma}{\rightarrow} f$ and $h \xrightarrow{\tau} q$?

Complexity of HDTP (3)

...a fair share of formal magic involving a Canadian and some "Subgraph Isomorphism to Clique" reductions later...

Complexity of HDTP (Higher-Order Anti-Unification)

- **F** Anti-Unification is solvable in polynomial time.
- Let *m* denote the minimum number of higher arity variables and let *p* be the maximum number of permutations applied. Then **FP** Anti-Unification is NP-complete and W[1]-hard w.r.t. parameter set {*m*,*p*}.
- Let *r* be the maximum arity and *s* be the maximum number of subterms of the input terms. Then **FP Anti-Unification is in** FPT w.r.t. parameter set {*s*,*r*,*p*}.
- FPA Anti-Unification is NP-complete and W[1]-hard w.r.t. parameter set {m,p,a}.

(For proofs: R. Robere and T. R. Besold. *Complex Analogies: Remarks on the Complexity of HDTP*. In Proceedings of the 25th Australasian Joint Conference on Artificial Intelligence (AI 2012), LNCS 7691. Springer, 2012.)

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Concept Blending

Concept blending: A + B = ?(1)





Concept blending: A + B = ? (2)



Concept blending: A + B = ? (3)





Concept blending: A + B = ? (4)





Concept Blending

- Given two domain theories *I*₁ and *I*₂, representing two conceptualisations...
- ...look for a generalisation G...
- ...construct the blend space *B* in such a way as to preserve the correlations between *I*₁ and *I*₂ established by *G*.


Foundations of Theory Blending (2)

Example: Houseboat vs. boathouse

- Concept blends of HOUSE and BOAT into BOATHOUSE and HOUSEBOAT.
 - $I_1 = \{HOUSE \sqsubseteq \forall LIVES IN.RESIDENT\}$
 - $I_2 = \{BOAT \sqsubseteq \forall RIDES ON.PASSENGER\}$
- HOUSEBOAT: Aligning parts of the conceptual spaces...
 - RESIDENT \leftrightarrow PASSENGER
 - $LIVES IN \leftrightarrow RIDES ON$
 - HOUSE \leftrightarrow BOAT
- BOATHOUSE: Aligning parts of the conceptual spaces...
 - $\bullet \ \textit{RESIDENT} \leftrightarrow \textit{BOAT}$

The Concept Invention Theory (COINVENT) Project (1)

- To develop a novel, computationally feasible, formal model of conceptual blending based on Fauconnier and Turner's theory.
- To gain a deeper understanding of conceptual blending and its role in computational creativity.
- To design a generic, creative computational system capable of serendipitous invention and manipulation of novel abstract concepts.
- To validate our model and its computational realisation in two representative working domains: **mathematics and music**.



The Concept Invention Theory (COINVENT) Project (2)



Amalgamation 101 (1)



Amalgam

A description $A \in \mathcal{L}$ is an amalgam of two inputs I_1 and I_2 (with anti-unification $G = I_1 \sqcap I_2$) if there exist two generalisations \overline{I}_1 and \overline{I}_2 such that (1) $G \sqsubseteq \overline{I}_1 \sqsubseteq I_1$, (2) $G \sqsubseteq \overline{I}_2 \sqsubseteq I_2$, and (3) $A = \overline{I}_1 \sqcup \overline{I}_2$

Amalgamation 101 (2)



Asymmetric Amalgam

An asymmetric amalgam $A \in \mathcal{L}$ of two inputs S (source) and T (target) satisfies that $A = S' \sqcup T$ for some generalisation of the source $S' \sqsubseteq S$.

COINVENT's Blending Schema



- 1.) Compute shared generalisation *G* from *S* and *T* with $\phi_S(G) = S_c$.
- 2.) Re-use ϕ_S in generalisation of *S* into *S'*.
- 3.) Combine S' in asymmetric amalgam with T into proto-blend $T' = S' \sqcup T$.

4.) By application of ϕ_T , complete T' into blended output theory T_B . (\subseteq : element-wise subset relationship between sets of axioms. \subseteq : subsumption between theories in direction of respective arrows.)

...and the Implementation?

- Use HDTP for computation of generalisation(s) and substitution chains/higher-order anti-unifications.
- Currently: Restrict HDTP to using only renamings and fixations.

 \Rightarrow Possibility to use "classical" semantic consequence \models as ordering relationship.

(Also preserved by later unifications and addition of axioms.)

- Use HDTP's heuristics for selecting least general generalisation *G* (among several options).
- Currently: Naive consistency/inconsistency check with final blend (both internally and against world knowledge).
 ⇒ Clash resolution by re-start with reduced set of input axioms.

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Example: Brillo, the Foldable Toothbrush



Stereotypical characterization for a pocketknife:

has_part(pocketknife, handle)

has_part(pocketknife, blade)

has_part(pocketknife, hinge)

has_functionality(pocketknife, cut)

has_functionality(pocketknife, fold)

Stereotypical characterization for a toothbrush:

has_part(toothbrush, handle)

has_part(toothbrush, brush_head)

Computing a shared generalization:

has_part(pocketknife, handle)

has_part(pocketknife, blade)

has_part(pocketknife, hinge)

has_functionality(pocketknife, cut)

has_functionality(pocketknife, fold) Applied substitutions:

has_part(toothbrush, handle)

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Applied substitutions: pocketknife, toothbrush => E

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Shared generalization:

has_part(E, P)

has_functionality(E, F)

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Computing the generalized source theory:

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Conclusion

Tarek R. Besold Computational Models of Analogy and Concept Blending

If you are interested in non-classical reasoning, tractability, approximability and similar topics in A(G)I and/or cognitive science, you are happily invited to...

- ...talk to me after the presentation.
- ...get in touch by e-mail:

TarekRichard.Besold@unibz.it.

...occasionally have a look at our publications.²

V. C. Müller (ed.), Fundamental Issues of Artificial Intelligence (Synthese Library, vol. 376). Springer, 2016.

Besold, T. R., and Plaza, E. *Generalize and Blend: Concept Blending Based on Generalization, Analogy, and Amalgams.* In H. Toivonen, S. Colton, M. Cook, and D. Ventura, Proceedings of the Sixth International Conference on Computational Creativity (ICCC) 2015. Brigham Young University Press, 2015.

²For instance:

Besold, T. R., and Robere, R.. When Thinking Never Comes to a Halt: Using Formal Methods in Making Sure Your AI Gets the Job Done Good Enough. In



Postludium

Tarek R. Besold Computational Models of Analogy and Concept Blending

Frequent criticism:

- Demanding for cognitive systems and models to work within certain complexity limits overly restrictive.
- Maybe: Human mental activities actually performed as exponential-time procedures, but never noticed as exponent for some reason always very small.
- Reply:
 - Possibility currently cannot be excluded.
 - Instead: No claim that cognitive processes without exception within FPT, APX, FPA, or what-have-you...
 - ...but staying within boundaries makes cognitive systems and models plausible candidates for application in resource-bounded general-purpose cognitive agents.

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As an aside:

Once upon a time, there was HDTP-old based on reducing certain higher-order to first-order anti-unifications by introduction of subterms built from "admissible sequences" over equational theories (i.e., conjunctions of FOL formulae with equality over a term algebra).

Complexity of HDTP-old

- HDTP-old is NP-complete.
- HDTP-old is W[2]-hard with respect to a minimal bound on the cardinality of the set of all subterms of the term against which admissibility is checked.

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- HDTP-old is NP-complete.
- HDTP-old is W[2]-hard with respect to a minimal bound on the cardinality of the set of all subterms of the term against which admissibility is checked.

(For proofs: R. Robere and T. R. Besold. *Complex Analogies: Remarks on the Complexity of HDTP*. In Proceedings of the 25th Australasian Joint Conference on Artificial Intelligence (AI 2012), LNCS 7691. Springer, 2012.)

Approximability Classes

In the following, let ...

- ...PTAS denote the class of all NP optimisation problems that admit a polynomial-time approximation scheme.
- ...APX be the class of NP optimisation problems allowing for constant-factor approximation algorithms.
- ...APX-poly be the class of NP optimisation problems allowing for polynomial-factor approximation algorithms.

Please note that PTAS \subseteq APX \subseteq APX-*poly* (with each inclusion being proper in case P \neq NP).

Approximability Analysis of HDTP (1)

• FP Anti-Unification W[1]-hard to compute for parameter set *m*, *p* (*m* number of higher-arity variables, *p* number of permutations).

 \Rightarrow No polynomial-time algorithm computing "sufficiently complex" generalisations (i.e., with lower bound on number of higher-arity variables), upper bounding number of permutations (W[1]-hardness for single permutation).

• What if one considers generalisations which merely approximate the "optimal" generalisation in some sense?

Complexity of a Substitution

The complexity of a basic substitution σ is defined as

 $C(s) = \begin{cases} 0, & \text{if } \sigma \text{ is a renaming.} \\ 1, & \text{if } \sigma \text{ is a fixation or permutation.} \\ k+1, & \text{if } \sigma \text{ is a } k\text{-ary argument insertion.} \end{cases}$ The complexity of a restricted substitution $\sigma = \sigma_1 \circ \cdots \circ \sigma_n$ (i.e., the composition of any sequence of unit substitutions) is the sum of the composed substitutions: $C(\sigma) = \sum_{i=1}^n C(\sigma_i).$ Consider problem of finding generalisation which **maximises** complexity over all generalisations:

- Complex generalisation would contain "most information" present over all of the generalisations chosen (i.e., maximising the "information load").
- Using approximability results on MAXCLIQUE:

Approximation Complexity of HDTP Analogy-Making

FP anti-unification is not in APX (i.e., does not allow for constant-factor approximation algorithms) and is hard for APX-poly.

(For proofs: T. R. Besold and R. Robere. *When Almost Is Not Even Close: Remarks on the Approximability of HDTP*. In Artificial General Intelligence - 6th International Conference (AGI 2013), LNCS. Springer, 2013.)