

# Relational Neural Networks

Material based on the paper: [Neural Networks for Relational Data](#)

- Deep networks (NNs with several layers) have some limitations:
  - ▶ lack of interpretability and explainability
  - ▶ somehow limited to tabular representations (propositional)
  - ▶ graph networks can be limited to binary relations and also by data dimension
- Symbolic and structured representations are interpretable and allow for multiple levels of abstraction
- *Relational neural networks*: embed existing data relations to the network **structure** and learn parameters

# Relational Neural Networks

Example:

**Given:** Set of instances  $\mathcal{F}$ , **Target** relation, relational data set  $(\mathbf{x}, y) \in \mathcal{D}$ ;  
**Construct** (structure learning):  $\mathbf{R}_j$ , relational random walk rules (relational feature describing the network structure of  $\mathcal{N}$ );  
**Train** (parameter learning):  $w_j$ , rule weights via gradient descent with rule-based parameter tying to identify a sparse set of network weights of  $\mathcal{N}$

***Example.** The movie domain contains the entity types (variables) **Person(P)**, **Movie(M)** and **Genre(G)**. In addition there are relations (features): **Directed(P, M)**, **ActedIn(P, G)** and **InGenre(M, G)**. The domain also has relations for entity resolution: **SamePerson(P<sub>1</sub>, P<sub>2</sub>)** and **SameGenre(G<sub>1</sub>, G<sub>2</sub>)**. The task is to predict if **P<sub>1</sub>** worked under **P<sub>2</sub>**, with the target predicate (label): **WorkedUnder(P<sub>1</sub>, P<sub>2</sub>)**.*

# Relational Neural Networks

Using random walks:

*Example (continued).* The body of the rule

$\text{ActedIn}(P_1, G_1) \wedge \text{SameGenre}(G_1, G_2) \wedge \text{ActedIn}^{-1}(G_2, P_2) \wedge$

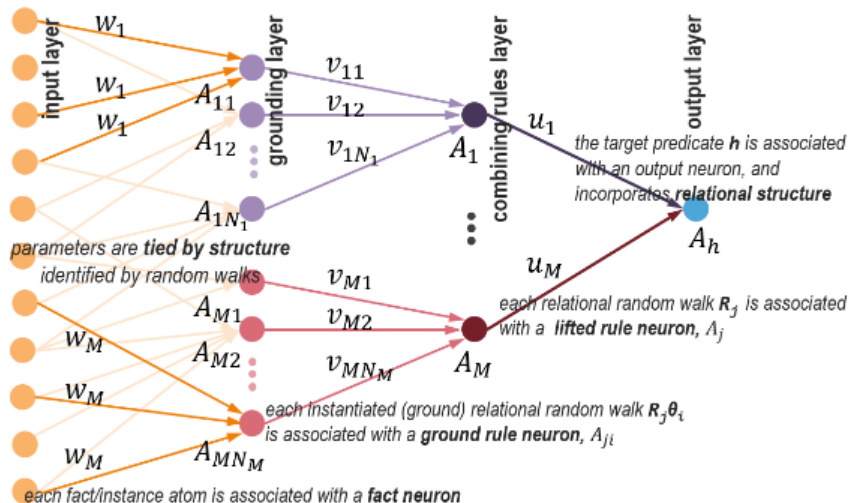
$\text{SamePerson}(P_2, P_3) \wedge \text{ActedIn}^{-1}(P_3, M) \wedge \text{Directed}(M, P_4) \Rightarrow \text{WorkedUnder}(P_1, P_4)$

can be represented graphically as

$P_1 \xrightarrow{\text{ActedIn}} G_1 \xrightarrow{\text{SameGenre}} G_2 \xrightarrow{\text{ActedIn}^{-1}} P_2 \xrightarrow{\text{SamePerson}} P_3 \xrightarrow{\text{ActedIn}^{-1}} M \xrightarrow{\text{Directed}} P_4.$

# Relational Neural Networks

Network structure is built from output to input:



# Relational Neural Networks

- **Step 1:** use path-constrained random walk to build  $R_j, J = 1, 2, \dots, M$  random walks  $\rightarrow$  *relational features*
- paths are *lifted*: logical variable generalizes groundings

# Relational Neural Networks

- Step 2: Output layer:
  - ▶ for the **Target**, which is also the head  $h$  ( $A_h$  in the net) in all  $R_j$ , introduce an output neuron called the target neuron  $\rightarrow$  one-hot encoding can be used to code the target labels
  - ▶ The target neuron uses the softmax activation function (for multinomial probability distribution on the multiple classes)

# Relational Neural Networks

- **Step 3: Combination Rules layer:** target is connected to  $M$  lifted rule neurons  $A_j, j = 1, \dots, M \rightarrow$  lifted relational random walks  $(R_j, w_j)$ 
  - ▶ each  $R_j$  is a conjunction of predicates:

$$Q_1^j(X, \cdot) \wedge \dots \wedge Q_L^j(\cdot, Z) \rightarrow Target(X, Z), j = 1, \dots, M$$

- ▶ each lifted  $A_j$  combines the different groundings
- train the network to learn parameters

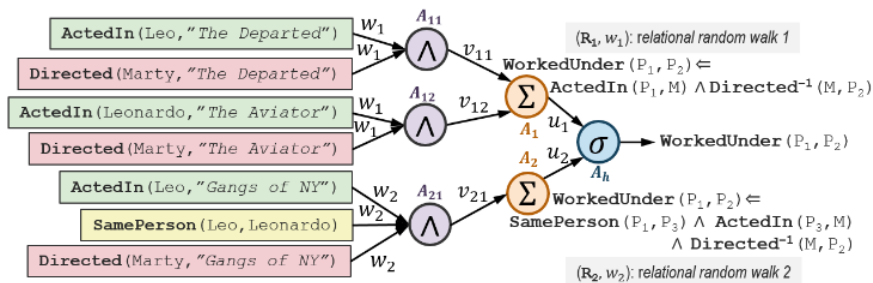
# Relational Neural Networks

- **Step 4: Grounding layer:** for each instance of  $A_j$  introduce a *ground rule neuron*  $A_{ji}$
- $A_{ji}$  is only activated if all ground term of its conjunction is true
- these neurons are connected to the input layer which consists of the facts that compose each  $R_j$



# Relational Neural Networks

Example:



# Relational Neural Networks

- special case of a *convolutional* neural network (CNN)
  - ▶ fact-grounding layer edges are equivalent of convolution (reduce dimensions)
  - ▶ combination rules layer: pooling
  - ▶ fully-connected layer (output): softmax

# Relational Neural Networks

## Limitations:

- same weights to distinct ground predicates
- binary predicates
- no connection between neurons in the same layer
- random walks may not produce representative paths
- why RNN if paths can be searched using ILP?
- why the RNN is built in layers?