

Thinking About the AtomSpace

Knowledge Representation with Graphs

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Topics

New Features and New Ideas



- 1 Matrix API
- 2 Value Flows
- 3 Connectors and Bonds

Representing Extremely Sparse Data

A common task in data science

- A matrix: $M = M_{ij} = P(x, y) = P(A|B) = \text{cloud}$
- For example: conditional probabilities, marginal probabilities...
- When i, j, x, y, A, B are words, genes, proteins...
- Extremely sparse data
- Out of $100K \times 100K$ there are maybe 10M pairs!

OpenCog “Classic” Style

Symbolic Relational Algebra
Knowledge representation with Atoms

Genomics

EvaluationLink

Predicate “up-regulates”

List

Gene “FLNC”

Gene “MAP2K4”

- $M_{ij} = P(x, y) = R_{upregulates}(FLNC, MAP2K4)$
- But where are the numbers?

Key-Value Store per Atom

Declarative expressions

Setting Values by declaring them! ... with Atoms!

SetValueLink

EvaluationLink

Predicate “up-regulates”

List

Gene “FLNC”

Gene “MAP2K4”

<some key> <some value>

Matrix Subsystem

Scheme: (use-modules (opencog matrix))

- Object-oriented API to matrices in the AtomSpace
- Generic programming: “parametric polymorphism”

```
(define (my-genomics-object)
  (define (get-left-type) 'Gene)
  (define (get-right-type) 'Gene)
  (define (get-pair-type) 'EvaluationLink)
  (define (get-count PAIR)
    (cog-value PAIR (Predicate “some-key”))))
```

Matrix Toolkit

- Frequencies, marginal probabilities
- Mutual Information
- Similarity: e.g. cosine similarity
- ℓ_p -norms (“manhattan distance”, etc.)
- Data filters and data cuts!

Someone:

PLEASE DO THIS: Port to Gnu R or to SciPy(?)

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Values are Mutable

- `(FloatValue 1 2 3)`
- `(SimpleTruthValue 0.99 0.6)`
- `(StringValue "a" "b" "c")`
- `(LinkValue (StringValue "answer") (FloatValue 42))`
- `StreamValue`
 - `RandomStream`
 - `QueueValue` `;;; aka FIFO, buffer`
 - `FormulaStream` `;;; stream transducer`

Values can be manipulated...

... with Atoms!

Copying Values

```
(SetValue (Concept "foo") (Predicate "some key")  
  (ValueOf (Concept "bar") (Predicate "other key")))
```

- Declarative Knowledge!
 - Texbook relations: dog is-a animal, dog has-a tail
- Declare the movement of values
 - Copying, arithmetic, formulas...

Formulas

Values can be transformed

Triangle Numbers

```
(Lambda
  (Variable "$X")
  (Divide
    (Times (Variable "$X")
      (Plus (Variable "$X") (Number 1)))
    (Number 2))))
```

- Verbose!
- But Declarative!
- Searchable!

Topics

New Features and New Ideas



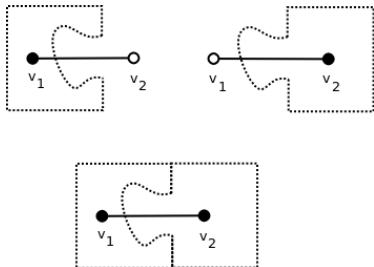
- 1 Matrix API
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Connectors and Bonds

Terms and variables

- A term: $f(x)$ or an n -ary function symbol: $f(x_1, x_2, \dots, x_n)$
- A variable: x or maybe more: x, y, z, \dots
- A number: 42 .. or a string “foobar” ... or ...
- Plug it in: $f(x) : 42 \mapsto f(42)$
- “Call function f with argument of 42”

Plug it in!

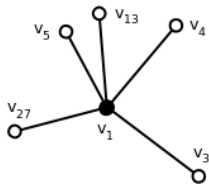


Agnostic connections

- Which one is the function?
- Which one is the argument?
- Who called who?

Generic Connectors

Generic connectors (aka “tensors”: $M_{ijk\dots}$)



Generic bonds (aka “tensor contraction”: $v^\mu g_{\mu\nu} dx^\nu$)



Connectors and Bonds in Atomese

An n -ary function symbol: $f(x_1, x_2, \dots, x_n)$

```
(Section
  (Concept "function f")
  (ConnectorSeq
    (Connector (Type "num var") (Label "x1"))
    (Connector (Type "num var") (Label "x2"))
    ...
    (Connector (Type "num var") (Label "xn"))))
```


Natural Language

Linguistics: SUBJECT threw an OBJECT

```
(Section
  (Word "throw")
  (ConnectorSeq
    (Connector (Type "SUBJECT") (ConnectorDir "left"))
    (Connector (Type "OBJECT") (ConnectorDir "right"))))
```

This is what Link Grammar is!

Theorem Proving

Natural Deduction - Judgements and Propositions

Rule of inference: $\frac{A \text{ prop} \quad B \text{ prop}}{(A \wedge B) \text{ prop}} \wedge_F$

```
(Section
  (Label "Rule of Introduction A and B")
  (ConnectorSeq
    (Connector (Type "Prop") (ConnDir "input"))
    (Connector (Type "Prop") (ConnDir "input"))
    (Connector (Type "Prop") (ConnDir "output"))
```

Connectors and Bonds: Why?

Because Computer Science!

- Parsing and Grammar and Syntax and Language
- Generation of graphs (sentences, languages ...)
- ...with weighted probabilities (Bayesian, PLN, ...)
- ...with constraints (constraint satisfaction)
- Satisfiability Modulo Theories
- Logical Inference and Deduction (...probabilistic....)
- Tensor algebras and deformations

Take-aways

- **Sparse data** is rampant in real life.
- **Graphical representations** are natural.
- Jigsaw puzzle pieces are actually ... **tensors**!
- **Parsing** == assembling jigsaw puzzle pieces!
- **Values flow** along graph edges
- Projects
 - Nascant generation of graphs:
<https://github.com/opencog/generate>
 - Learning graph components:
<https://github.com/opencog/learn>