

# Adaptive Neuro-Symbolic Network Agent

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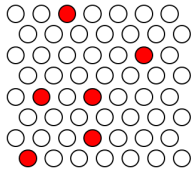
# ANSNA

- Sensorimotor System
- NARS heritage, using NAL-1/7/8
- Uses Sparse Distributed Representations, not Terms
- Event driven control ideas adapted from:  
Tony Lofthouse's Adaptive Logic And Neural Network  
( <https://cis.temple.edu/tagit/events/papers/Lofthouse.pdf> )
- Uses Procedure Learning ideas from OpenNARS
- Can efficiently process sensor information

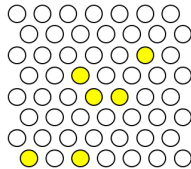


# Knowledge Representation

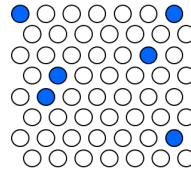
- SDR's, supporting intersection  $\mathbf{SDRInt}(a,b) = a \ \& \ b$



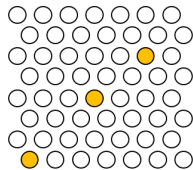
Cat



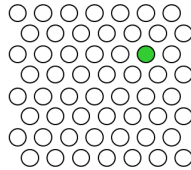
Dog



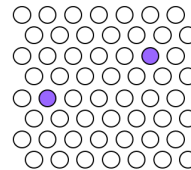
Fish



Cat  $\cap$  Dog



Dog  $\cap$  Fish



Cat  $\cap$  Fish

- Also  $\mathbf{SDRUnion}(a,b) = a \ | \ b$  and tuple formation:
- $\mathbf{SDRTuple}(a,b) = \Pi_S(a) \ \oplus \ \Pi_P(b)$  used for sequences

# Event

## Composed of:

- SDR
- Type: Belief or Goal
- NAL Truth Value: Frequency and Confidence
- Evidential Base: Input ID's, to count evidence once
- Occurrence Time

# Concept

## Composed of:

- SDR
- Usage (useCount and lastUsed)
- Belief and goal event
- Predictive links

## also:

- created for new event when novel enough
- when an event matches it, Usage gets updated, and Belief/Goal event revises with matched event:

# Matching event $e$ to concept $C$

Match event  $e$  to concept with highest truth expectation of  
**T\_match** = Truth of  $e \rightarrow C$ : (winner takes all / Choice)

- Positive evidence  $E_p = \{i \mid C_i = e_i = 1\}$
- Negative evidence  $E_n = \{i \mid e_i = 1 \wedge C_i = 0\}$
- Total evidence  $E_{total} = E_p \cup E_n$
  
- Match frequency  $f_{match} = |E_p| / |E_{total}|$
- Match conf.  $c_{match} = |E_{total}| / (|E_{total}| + 1)$
- Match truth  $T_{match} = (f_{match}, c_{match})$
  
- **SDR\_Inheritance(S,P) = Deduction(T\_match, T\_E)**  
... Essentially Revision plus Deduction

# Predictive Links

Predictive NAL-8 statement (**&/,a,op**)  $\Rightarrow$  **b** composed of:

- Source Concept SDR **a**
  - Target Concept SDR **b**
  - Operation **op** (can be **None**)
  - NAL Truth Value
  - Occurrence time offset
  - Occurrence time variance
- 
- Reinforced by observing an event sequence **a. op. b.**
  - Punished by failed anticipation.

“Link spikes”:

- When goal **b!** arrives at concept **b**, and concept **op!** generates the highest goal truth among all to **b** incoming links, deduce and anticipate **b.** and execute **op** as a side effect, else pass subgoal **a!** to concept **a** using Deduction.

# Inference Rules

## Revision and Choice:

{Event a, Event a} |- Event a

{Implication A, Implication A} |- Implication A

## Intersection:

{Event a., Event b.} |- Event (&/,a,b)

## Induction:

{Event a., Event b.} |- Implication <a =/> b>

## Deduction:

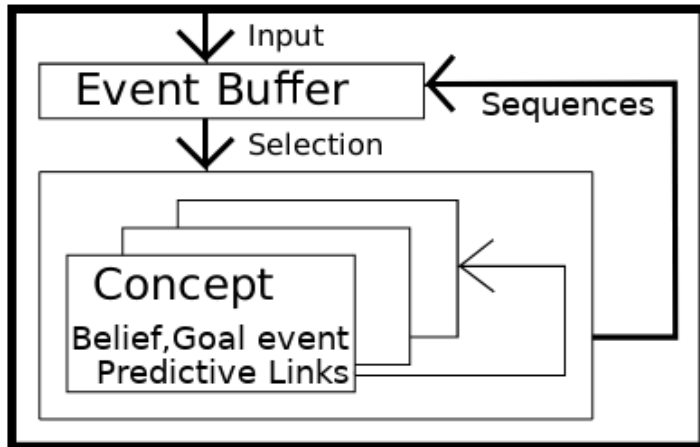
{Event a., Implication <a =/> b>} |- Event b.

{Event b!, Implication <a =/> b>} |- Event a!

{Event (&/,a,op())!, Event a.} |- Event op()!



# Big Picture



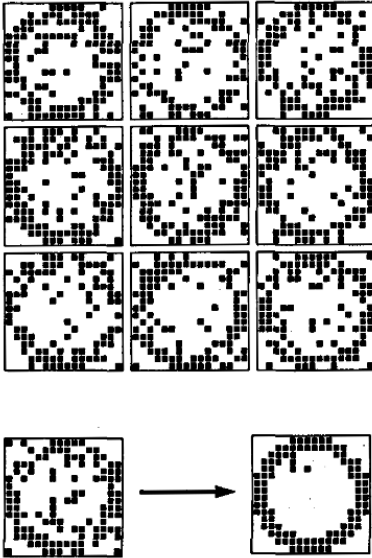
# Stable C implementation

```
ASCII Pong
0000000
#
Input: 0. :l: %1.000000;0.900000%
Input: 1! :l: %1.000000;0.900000%
Input: 5. :l: %1.000000;0.900000%
Exec: op_left
Hits=14046 misses=4755 ratio=2.953943 time=949353
```

# Future investigations

- Find better ways to deal with conceptual novelty than comparing event SDR's to existing concept SDR's.
- Flexible NARS-style Inheritance between concepts seems necessary to explain higher-level cognition, rather than relying on implicit/structural Inheritance given by the SDR encodings.
- Conceptual Interpolation changes existing SDR's, similar to Sparse Distributed Memory to form more representative SDR's from event matches, investigate.
- How can variable/placeholder bits be implemented efficiently, so that the system can form abstract knowledge similar to NARS?
- Hierarchically arranged receptive fields: local inhibition in each layer can automatically lead to sparse coding of input stimuli. Investigate, and in general, extend ANSNA with sensory channels.

# Conceptual interpolation



Formation of a “noise-less prototype” by keeping a counter, as shown in Kanerva, P. (1988). Sparse distributed memory. MIT press

# Variables in OpenNARS

- To support identity mapping, that for instance demands, associating the common property between the right and left sample as a reason for the happening satisfaction, OpenNARS introduces dependent variables:

**<{right} --> [A1]>. :|:**

**<{left} --> [A1]>. :|:**

**<{SELF} --> [satisfied]>. :|:**

**|- (intersection then deduction)**

**<(&/,<{left} --> [#1]>,<{right} --> [#1]>) =/>**

**<{SELF} --> [satisfied]>>.**

- How to realize in ANSNA?

# Variable bits in ANSNA

```
left =    0101000
right =   0010010
A1 =     1000100
rightA1 = 1010110
leftA1 =  1101100
```

- Observed sequence: **leftA1, rightA1, satisfied**, hypo.:

**(&/,1010110,1101100) =/> satisfied**

- specific version by or-ing the bits:

**(&/,rightA1,leftA1) =/> satisfied**

**1111110 =/> satisfied**

- general version:

**(&/,right(#1),left(#1)) =/> satisfied**

**xpspxsx =/> satisfied**

# Variable bits in ANSNA

$(\&/, \text{right}(\#1), \text{left}(\#1)) = />$  satisfied

$\text{xpspxsx} = />$  satisfied

- For a new  $\mathbf{c} = (\&/, \mathbf{a}, \mathbf{b})$  to match the precondition of this implication:
  - $\mathbf{p}$  positions need to be 1 in  $\mathbf{b}$ ,
  - $\mathbf{s}$  positions needs to be 1 in  $\mathbf{a}$ ,
  - in  $\mathbf{c}$ ,  $\mathbf{x}$  can be either 0 in  $\mathbf{a}$  and  $\mathbf{b}$ , or 1 in  $\mathbf{a}$  and  $\mathbf{b}$  both.
- So all the  $\mathbf{x}$  positons together act as the variable SDR part in the SDR's  $\mathbf{a}$  and  $\mathbf{b}$ , which has to be the same in both  $\mathbf{a}$  and  $\mathbf{b}$  to match the precondition.

**Thank you!**



**ANSNA**  
SENSORIMOTOR SYSTEM

**Website:**  
**<https://github.com/patham9/ANSNA>**