

ROCK: CAUSAL INFERENCE PRINCIPLES FOR REASONING ABOUT COMMONSENSE CAUSALITY





Commonsense Causality Reasoning (CCR)

Given two events (described in natural languages), reasoning about their cause-and-effect relationships in a way that corresponds to an average person's judgement.

Concrete Problems

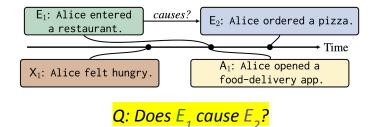
- Estimation/Inference: does E₁ cause E₂?
- Generation/Explanation: what causes E_1 ?

Desiderata

- Commonsense: aligns with human's commonsense
- Zero-shot: use only pre-trained language models

Challenges

- How to account for confounders (confounding co-occurrences)?
- How to adopt formal causal inference models?





Example: E_1 : Alice entered a restaurant. E_2 : Alice ordered a pizza.

First Goal: Define study units, treatments, potential outcomes, and the estimand.

Unit	Covariates				Treatment T	Observed	
	X _{<i>i</i>, 1}	X _{<i>i</i>, 2}	X _{i,3}			Outcome Y	
1	1	0	1		1	1	
2	0	0	1		0	0	
3	0	1	0		0	1	

Definitions

Study Unit: Alices (i.e., humans)

Covariates $X_{i,j}$: Occurrence of the *j*th **context** to the *i*th unit

Treatment T_i : Occurrence of E_1 (to the *i*th unit) Outcome Y_i : Occurrence of E_2 (to the *i*th unit)

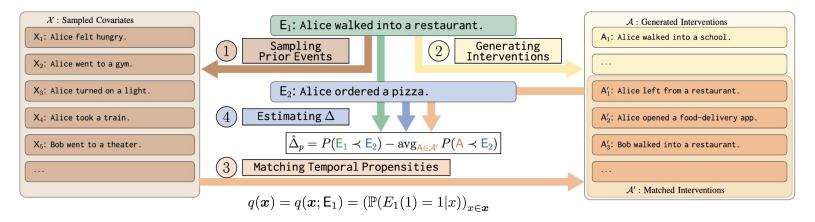
The Causal Estimand (Average Treatment Effect)

$$\begin{split} \Delta &= \mathbb{E}[Y(1)] - \mathbb{E}[Y(0)] \\ &= \mathbb{E}_{X}[\mathbb{E}[Y(1) \mid X, T] - \mathbb{E}[Y(0) \mid X, T]] \quad \text{(ignorability)} \\ &= \mathbb{E}[\mathbb{1}\{\mathsf{E}_{1} \leq \mathsf{E}_{2}\}] - \mathbb{E}[\mathbb{1}\{\neg \mathsf{E}_{1} \leq \mathsf{E}_{2}\}] \quad \text{(notation)} \\ &= \mathbb{P}(\mathbb{E}_{1} \leq \mathsf{E}_{2}) - \mathbb{P}(\neg \mathsf{E}_{1} \leq \mathsf{E}_{2}) \end{split}$$

 $Y_i(T)$: the potential outcome of the *i*th unit corresponds to the treatment T



The ROCK Framework



- 1. Sample a set of events X_i (contexts) that occur before E_1 .
- 2. Generate a set of interventions A based on E₁.
- 3. Select the comparable interventions by matching on temporal propensities.
- 4. Estimate the causal estimand Δ and report the result.



- Evaluation
 - Datasets: Choice of Plausible Alternatives (COPA), and GLUCOSE.
 - Method: compute the estimand Δ for two choices, choose the choice with a higher Δ .
 - Example:

Example B.1 (Did E_1 cause $E_2^{(1)}$ or $E_2^{(2)}$?).

- $\mathsf{E}_1:$ The teacher assigned homework to the students.
- $\mathsf{E}_2^{(1)}:$ The students passed notes.
- $\mathsf{E}_2^{(2)}$: The students groaned.
- Ablations
 - Pre-trained LM vs. a fine-tuned LM (on NYT) for temporality predictor.
 - On covariate set size.
 - On various normalization choices (e.g., how to normalize the temporal probabilities).



Performance (accuracy) on COPA and GLUCOSE

	Random Baseline	$\hat{\Delta}_1 \uparrow L_1$ -Balanced	$\hat{\Delta}_2\uparrow L_2 ext{-Balanced}$	$\hat{\Delta}_{E_1} \uparrow$ Temporal	$\hat{\Delta}_{\mathcal{A}}\uparrow$ Unbalanced	$\hat{\Delta}_{\mathcal{X}}\uparrow$ Misspecified
COPA-DEV	$\begin{array}{c} 0.5 \pm 0.050 \\ 0.5 \pm 0.022 \\ 0.5 \pm 0.040 \end{array}$	0.6900	0.7000	0.5800	0.5600	0.5300
COPA-TEST		0.5640	0.5640	0.5200	0.5400	0.5240
GLUCOSE-D1		0.6645	0.6968	0.5677	0.5742	0.6581
COPA-DEV (-T)	$\begin{array}{c} 0.5 \pm 0.050 \\ 0.5 \pm 0.022 \\ 0.5 \pm 0.040 \end{array}$	0.6200	0.6300	0.5300	0.4800	0.5300
COPA-TEST (-T)		0.5800	0.5740	0.4540	0.4600	0.4860
GLUCOSE-D1 (-T)		0.6065	0.6194	0.5548	0.4387	0.3742
		propo	osed	unadiusted baselines		

(using ROCK)

- Adjusted scores Δ_{p} are better than unadjusted scores (the last three columns).
- On COPA-Dev, the performance is similar to self-talk while being truly zero-shot.
- When computing temporal propensities (Step 3), a fine-tuned LM (first three rows) outperforms its pre-trained counterpart (last three rows).



Summary

- Adopt the **potential-outcomes framework** for the CCR task: find comparable interventions.
- Propose a modular framework, ROCK, to estimate the temporality-motivated *causal estimand* by **temporal propensity matching**.
- Empirical studies and ablation studies demonstrate ROCK's effectiveness in zero-shot CCR.

Future Work

- Implicit events
- Explanation generation





Model

Code

Paper



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