# Mathematical Foundations of Plant Semantics 

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February 16th, 2023

## Another research

Can we do research that:

- solve a real need arising from society,
- empowers users without enslaving them (Illich's conviviality),
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A case study, PI@ntNet: can we improve on the points above?

- Hard to trust
- Very knowledgeable but a bad teacher
- What if it goes away?


## Botanist technology for Plant ID [Lamarck'1805]



## Modern botanist technology [Bonnier'1904]



Flore complète de la France et de la Suisse, pour trouver facilement les noms de plantes, SANS MOTS TECHNIQUES

## The rabbithole

Can we automate the work of building determination keys and alleviate some of their limits?

Output: offline app or even paper version of the key.

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- No open source morphological database.
- No formal description of plants.
- Avoid over-engineering!
- Participative research to build data.


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Greedy and non-optimal, but good enough for now.

## An aside about information theory [Shannon'48]

Information is usually defined as the opposite of entropy:

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\text { entropy: } \begin{aligned}
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Maximizing information $\leftrightarrow$ minimizing entropy

## Bayesian Update

## Input:

- $d \in \mathscr{D}$ (Species) : prior knowledge of what species it may be.
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For $s \in$ Species: (Bayes' Law)



## Input to the ID3 algorithm

```
(* Representation of the description of a species *)
(* e.g. ``white flowers, simple lanceolate leaves'' *)
type species
(* Representation of observation (user answers). *)
type observation
(* Given an observation, how likely is
    it to be a particular species ? *)
val score : species -> observation -> float
How to describe species and observation ?
\(\rightsquigarrow\) score tangles species and observation.
```


## General shape of model

We distinguish two things:

- Plant description, which are certain and exhaustive "Tree with white flowers, large leaves ..."
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## An example

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type species $=$ plant distribution
let laurier_rose : species = fun p ->
match p.flower_color with
| Rose -> 0.8
| White -> 0.2 (* cultivars *)
| _ -> 0.0

## Where are we ?

We have all the conceptual ingredients to make it work:

- The decision tree algorithm
- Species and observation with uncertainty
- How to make species and observation interact (score)


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However:

- What is the real type for plant ?
- Where do we get the data?
- If plant is big, isn't score intractable ?


## The project in a nutshell

1. How to have expert botanists write the type plant ?
2. How to describe the distribution probabilities for species ?

- User-friendlyness: we need a lot of data, hence of a lot of people!
- Link formal/informal: bibliographical info linked to data


## The Flat Model - Plant

The naive approach:

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\text { Plant }=\prod_{i \in I} C_{i}
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where:

- $I$ is the set of characters
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Can be described by a textual format:

$$
\begin{aligned}
& \text { flower-color }=[\text { red blue white rose ... ]; } \\
& \text { flower-petal-number }=\left[\begin{array}{lll}
1 & 2 & 3
\end{array} . .\right] ; \\
& \text { leaf-structure }=[\text { simple divided }] ;
\end{aligned}
$$

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Distributions over Plant are inconvenient. However, we have a correspondance:

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With this representation, score can be computed in time
$O\left(C_{1}+\ldots+C_{n}\right)$ instead of $O\left(C_{1} \times \ldots \times C_{n}\right)$ !

## Limits of the flat model

1. Plant is too rigid: what about plants without flowers?
2. Species cannot represent all probability distributions. No correlation between trait distributions.
3. Compositional structure on species? Merge different descriptions ...

## Going full algebraic type

What if we allow Plant to be an algebraic type?
plant := \{
leaf;
flower;
\}.
leaf := \{ position: [ base | stem \{disposition\} ]; venation; attachment;
\}.
flower := \{
inflorescence;
sex: [ unisexual | hermaphrodism ];
color: [ red | blue | white | rose ];
\}.
$\rightsquigarrow$ Similar to ontologies (e.g. RDFS).

## What about Species?

## We need to extend our abstraction:

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\mathscr{D}(S \times T) \rightleftarrows \mathscr{D}(S) \times D(T)
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to:

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Example of a distribution:
\{ leaf = \{ position = stem \}; flower = \{ color = [ 0.8: rose | 0.2: white ] \} \}

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\{ leaf = \{ position = stem \}; flower $=\{$ color $=$ [ 0.8: rose | 0.2: white ] \} \}

Abstract type interpretation:

$$
\llbracket S \times T \rrbracket=\llbracket S \rrbracket \times \llbracket T \rrbracket \quad \llbracket S+T \rrbracket=[0,1] \times \llbracket S \rrbracket \times \llbracket T \rrbracket .
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$\rightsquigarrow$ Can only say: simple or compound, basal or compound.We add an exponential !S to the type language:

$$
\llbracket!S \rrbracket=\mathscr{D}(S)
$$

We can thus write:
[ 0.5 \{ leaf = \{ simple ; basal \} \}
| 0.5 \{ leaf = \{ compound; stem \} \} ]
In the plant description, we can add modalities:
plant = \{ leaf!; flower!; stem \}

## Conclusion

We have a working prototype for the flat model:

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- Greedy algorithm implementation


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Inria exploratory project Back to the trees:

- Extend the model
- Work with local associations to build a database
- Implement non-greedy algorithms ?


