#### MACHINE LEARNING AND AUTOMATED REASONING

Josef Urban

Czech Technical University in Prague

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# Learning vs Reasoning – Alan Turing 1950 – Al



- 1950: Computing machinery and intelligence AI, Turing test
- "We may hope that machines will eventually compete with men in all purely intellectual fields." (regardless of his 1936 undecidability result!)
- · last section on Learning Machines:
- "But which are the best ones [fields] to start [learning on] with?"
- "... Even this is a difficult decision. Many people think that a very abstract activity, like the playing of chess, would be best."
- Why not try with math? It is much more (universally?) expressive ...

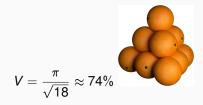
# Learning vs Reasoning – Alan Turing 1950 – Al



- Successes: Chess DeepBlue vs Kasparov in the 1990s
- AlphaGo/Zero 2016/17 self-improvement by combining search and learning
- Why not try with math? It is much more (universally?) expressive ...

# Big Math Game: The Flyspeck project

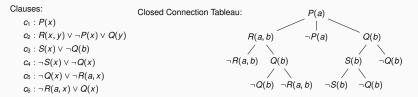
• Kepler conjecture (1611): The most compact way of stacking balls of the same size in space is a pyramid.



- · Formal proof finished in 2014
- · 20000 lemmas in geometry, analysis, graph theory
- All of it at https://code.google.com/p/flyspeck/
- · All of it computer-understandable and verified in HOL Light:
- polyhedron s /\ c face\_of s ==> polyhedron c
- However, this took 20 30 person-years!
- · Our AlphaGo/Zero-style systems for Math: 40-60% automatically

#### AlphaGo/Zero for Automated Reasoning

- · set of first-order clauses, extension and reduction steps
- · proof finished when all branches are closed
- · a lot of nondeterminism, requires backtracking
- can be used as a setting for AlphaG/Zero-style search/learning self-improvement



Imagine doing this over all of mathematical knowledge, like Flyspeck!