# Machine Learning and Automated Reasoning 

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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 - AI



- 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.

$$
V=\frac{\pi}{\sqrt{18}} \approx 74 \%
$$



- 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 $/ \backslash$ 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!

