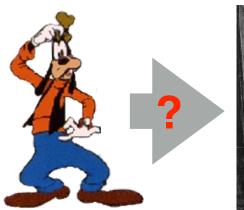
We know (nearly) nothing!

But can we learn?

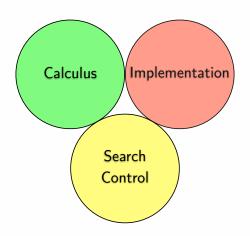




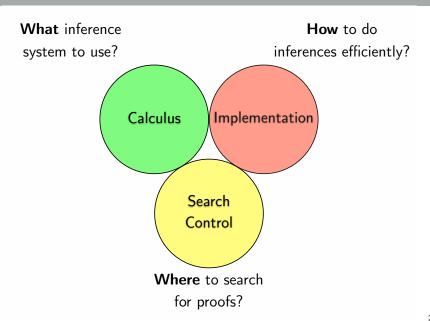




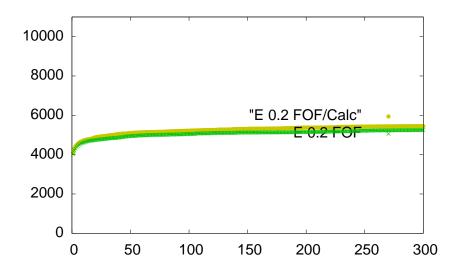
Driving the State of the Art



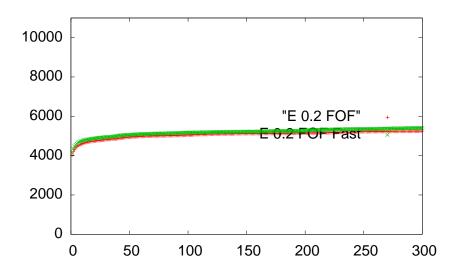
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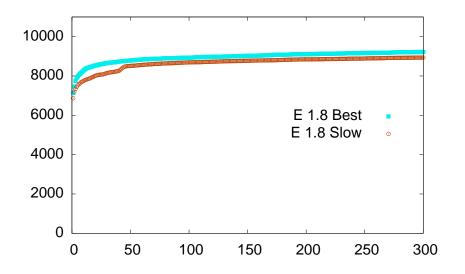
Evolution of Calculus



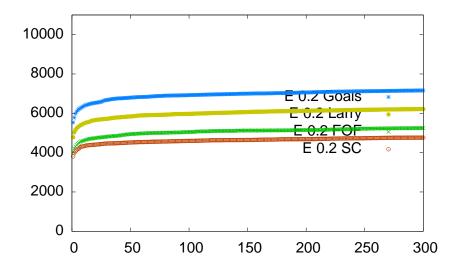
Evolution of Implementation



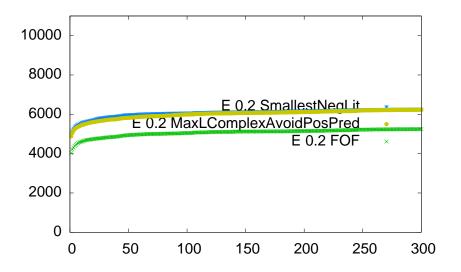
Evolution of Implementation



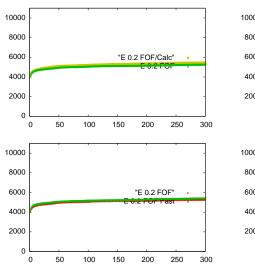
Evolution of Search Control/Clause Selection

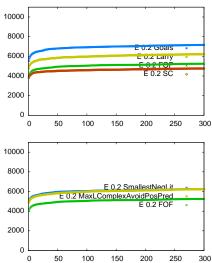


Evolution of Search Control/Literal Selection



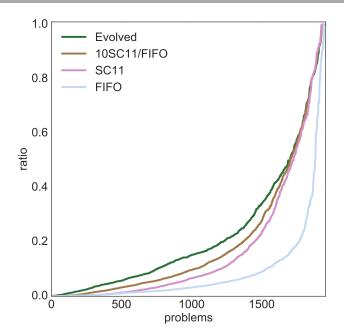
Compare and Contrast





Improving heuristics has been the main source of progress in proof search!

...and our heuristics still suck!



Humans are Inadequate!

- ► We are not good at keeping large amounts of data in our head
- ► We are not good at analysing large amounts of data without help
- ► We are not good visualising complex relationships

Compare "The Magical Number Seven, Plus or Minus Two"

► Chess

- State: Different pieces on an 8x8 board
- Choice point: Which piece moves where
 - ► (Opening)
- Success: Capture of the king



▶ Chess

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► Go

- State: Configuration of stones on a 19x19 board
- Choice point: Where to place the next stone
- Success: Control of larger area of the board





▶ Chess

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 - ► (Opening)
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- ▶ State: Configuration of stones on a 19x19 board
 - ► Choice point: Where to place the next stone
 - ▶ Success: Control of larger area of the board
- Saturating theorem proving
 - State: Set of clauses
 - Choice point: Which clause to process next?
 - ► Pick term ordering, literal selection strategy
 - Success: Derivation of the empty clause







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Grand Challenge



Discussion

- ► Should we target domain-specific or more general search control knowledge?
- ► Deep learning or hand-selected features which is better for learning search control knowledge?
- ► What is a better source for learning: Meta-information (success/failure, time to success, ...), full proofs, or even full search protocols?

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Discuss away!