

A Recap of Proof Planning and “Hawkins Neuroscience 101”

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What You Will See

- Part 1 (the “boring stuff” by Matt):
 - Very brief recap of proof planning
 - What came of the original plan
 - An intro to Hawkins neuroscience
- Part 2 (the “interesting stuff” by Brendan):
 - Relating brain function to proof planning
 - A link to “understanding”
 - A bit about CONSCS

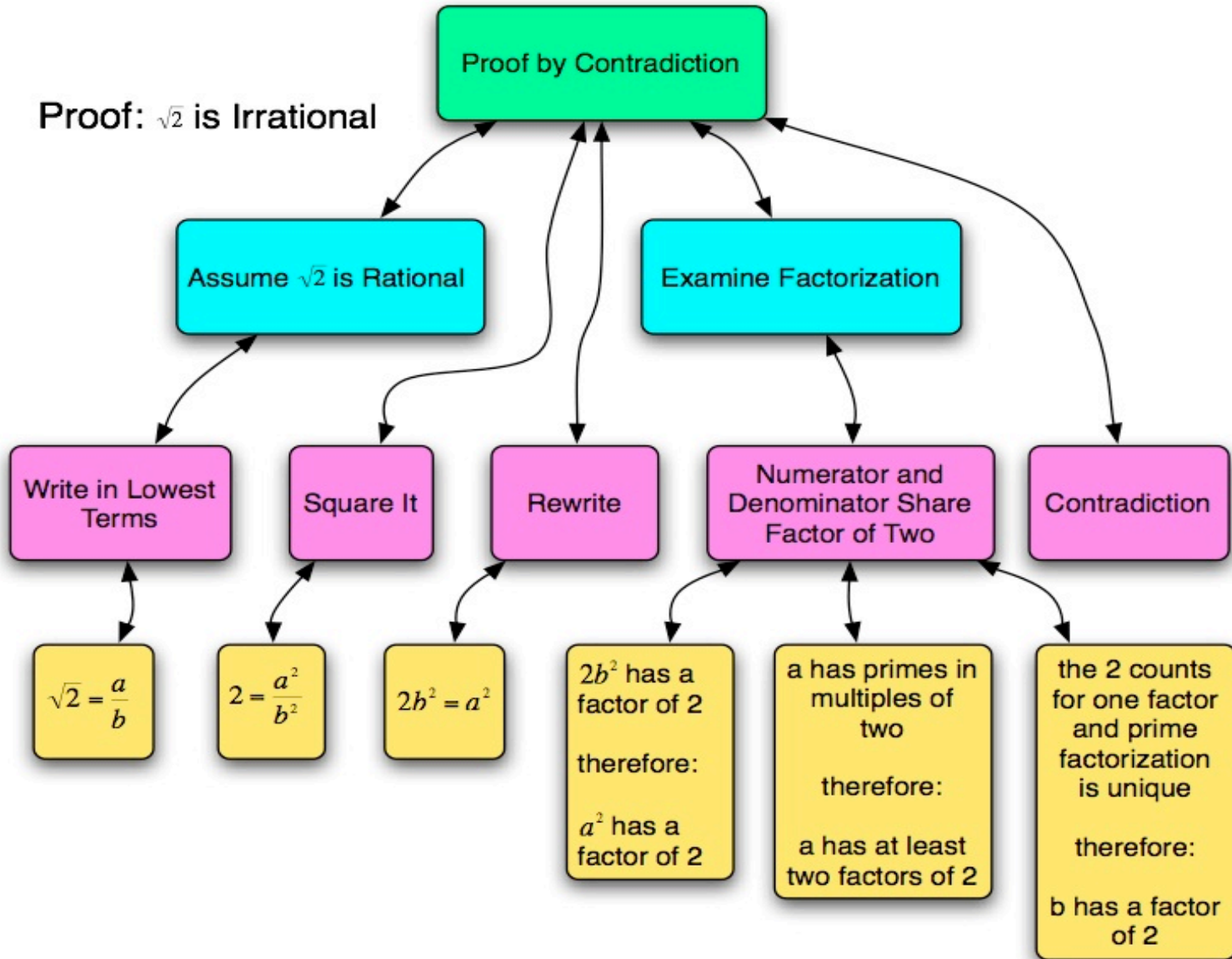
And now to quickly recap...

An 'elevator talk' about proof planning

What is a proof plan?

- Anything that guides a proof search
 - Should narrow the search space
 - Should give some idea of what will happen
 - Can be formal or informal, detailed or not
 - “Proof by contradiction”
 - “Use rule A, B, then C some number of times”

A More Concrete Example



Proof Clustering

- The idea
 - Cluster similar proofs together
 - Analyze similarity between the proofs
 - Generalize a rule, technique, or strategy
- Useful in proof planning as the rules are reused for proofs of new theorems
- New rules are more tools on your belt

Our Goal

- Implement automatic proof clustering for the Ω mega theorem prover
 - This implied working with extended regular expressions
 - $[a,a,b,c], [a, b, d], [a, a, a, b, c] = (a^*)b(c|d)$
 - Wanted the smallest sparse regular expression that generated the cluster

The Outcome

- Generating these regular expressions was not easy to do
- Regular expressions were arbitrary
- Were they even appropriate?
- Instead, we looked for some real inspiration...
 - ...and so the brain was found

Welcome Class...

to “Hawkins Neuroscience 101”

Who is Jeff Hawkins anyway?

- Founder: Palm Computing, Handspring
- Deep interest in the brain all his life
- Redwood Neuroscience Institute
- “On Intelligence”
 - Variety of neuroscience research as input
 - Includes his own ideas, theories, guesses
 - Increasingly accepted view of the brain

The Cortex

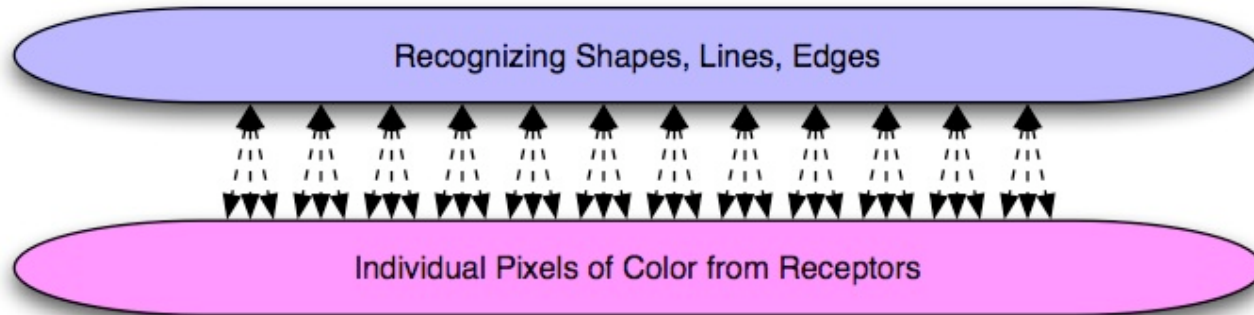
- Hawkins's point of interest in the brain
 - “Where the magic happens”
- Hierarchically-arranged in regions
- Communication up the hierarchy
 - Regions classify patterns of their inputs
 - Regions output a ‘named’ pattern up the hierarchy
- Communication down the hierarchy
 - A high-level region has made a prediction
 - Alerts lower-level regions what to expect

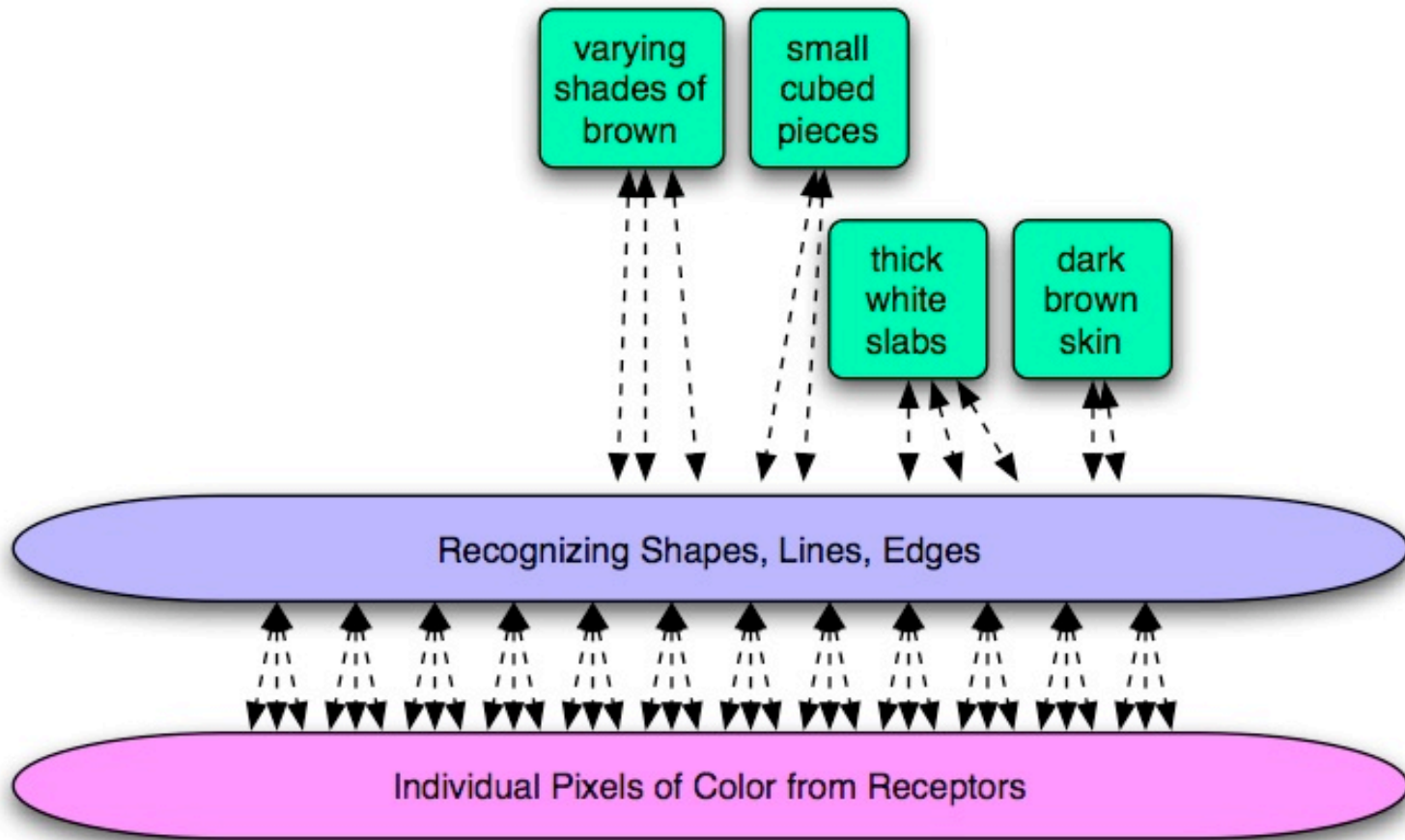
Examples Would Be Nice

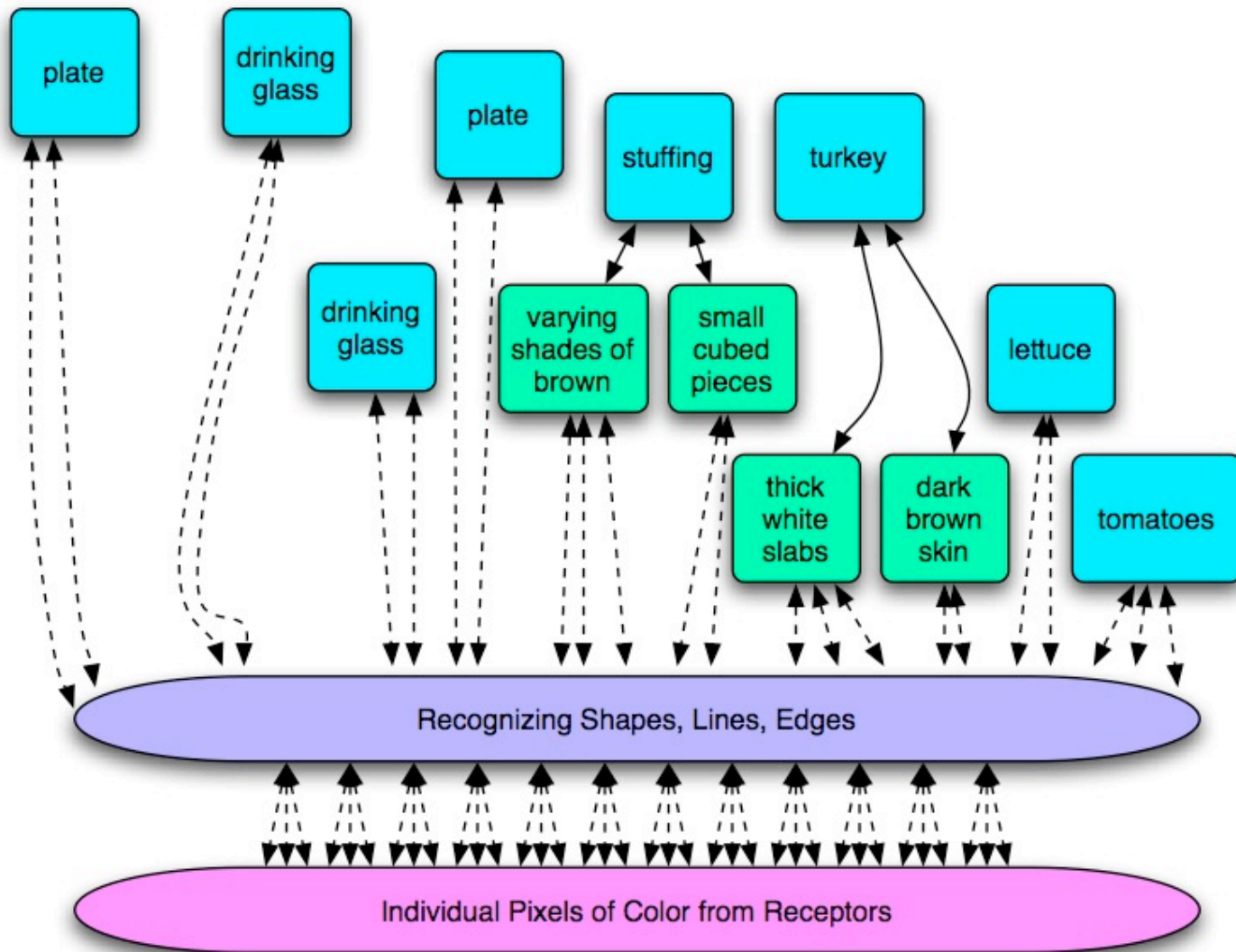
First, a basic picture recognition...

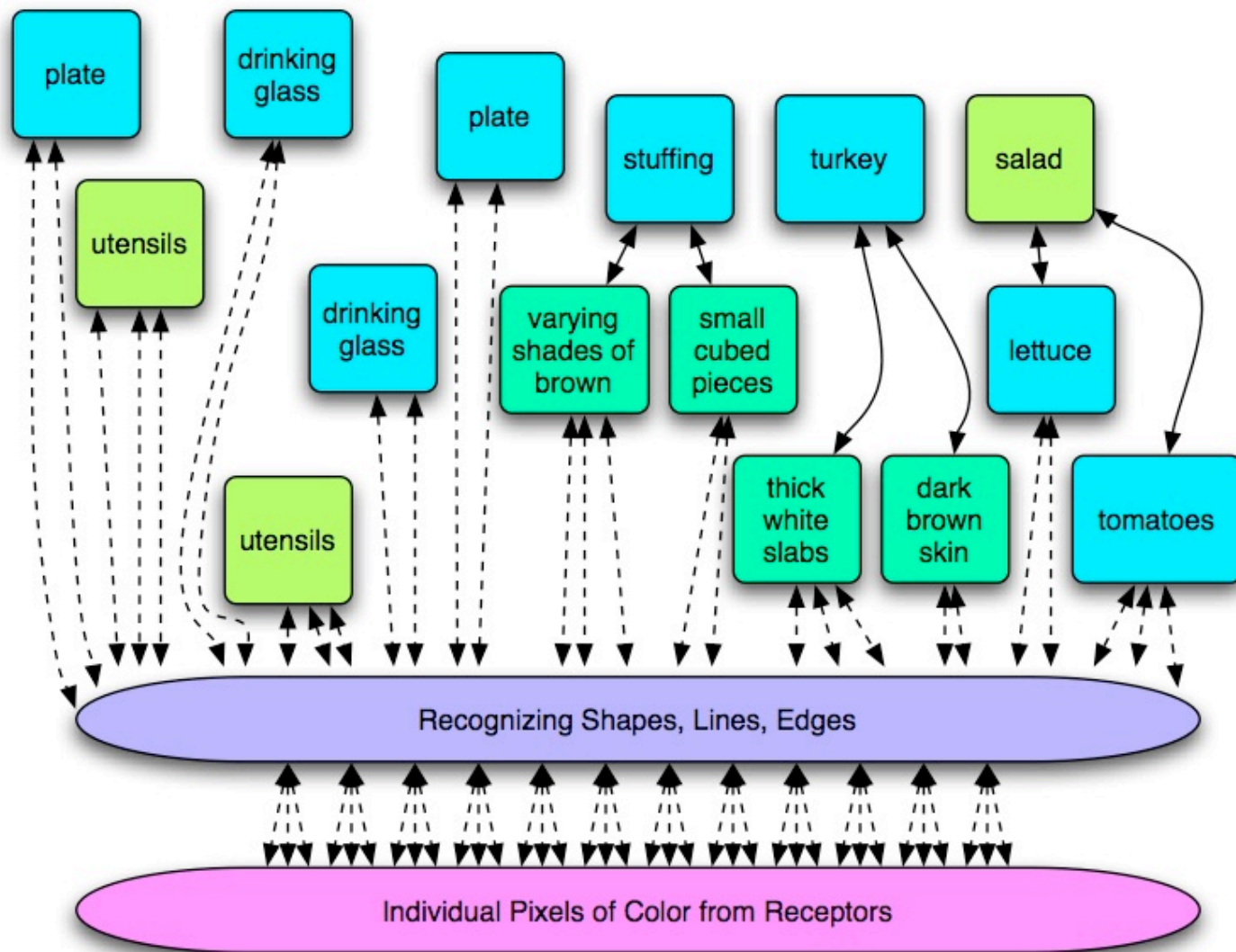


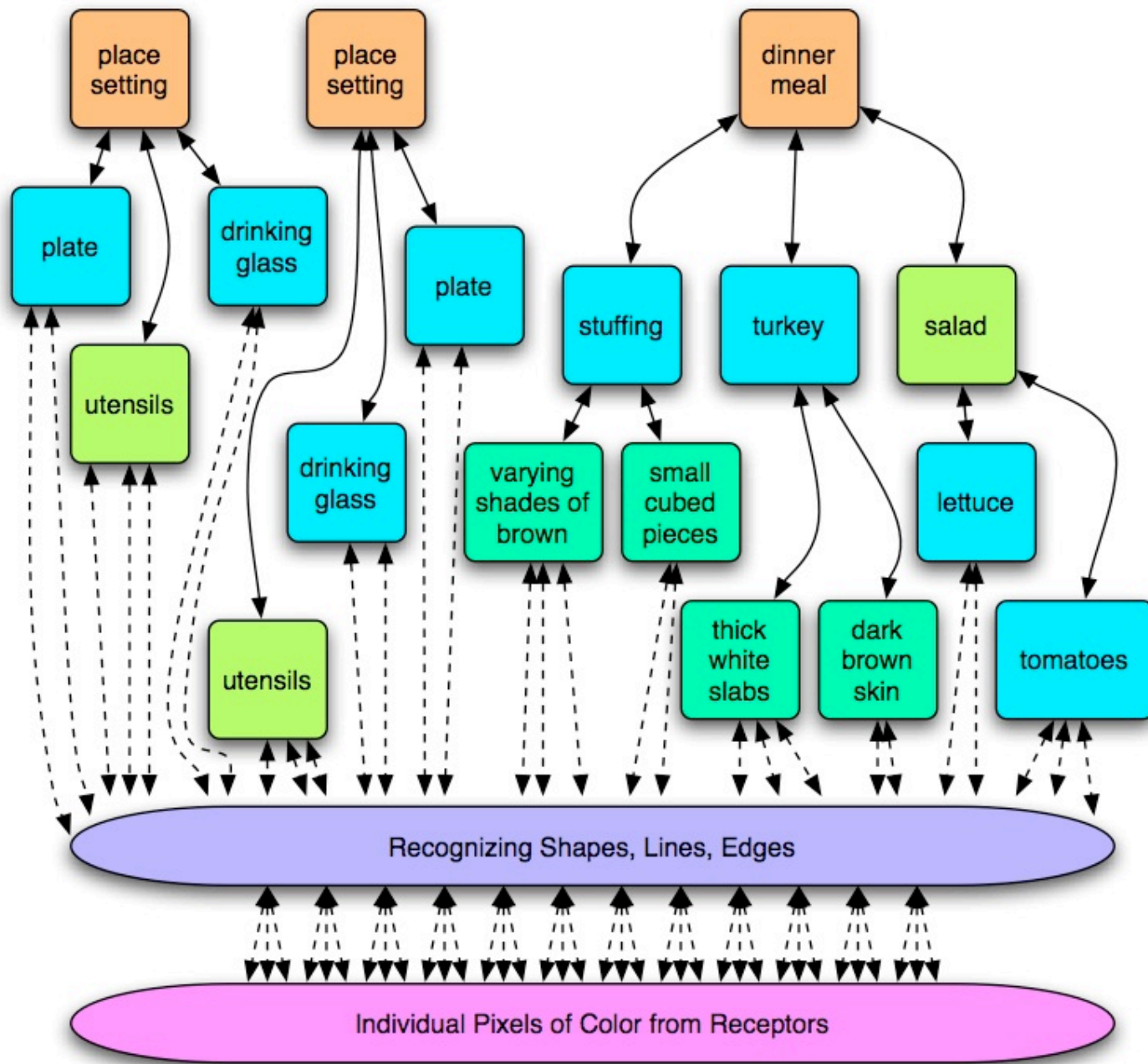
Individual Pixels of Color from Receptors

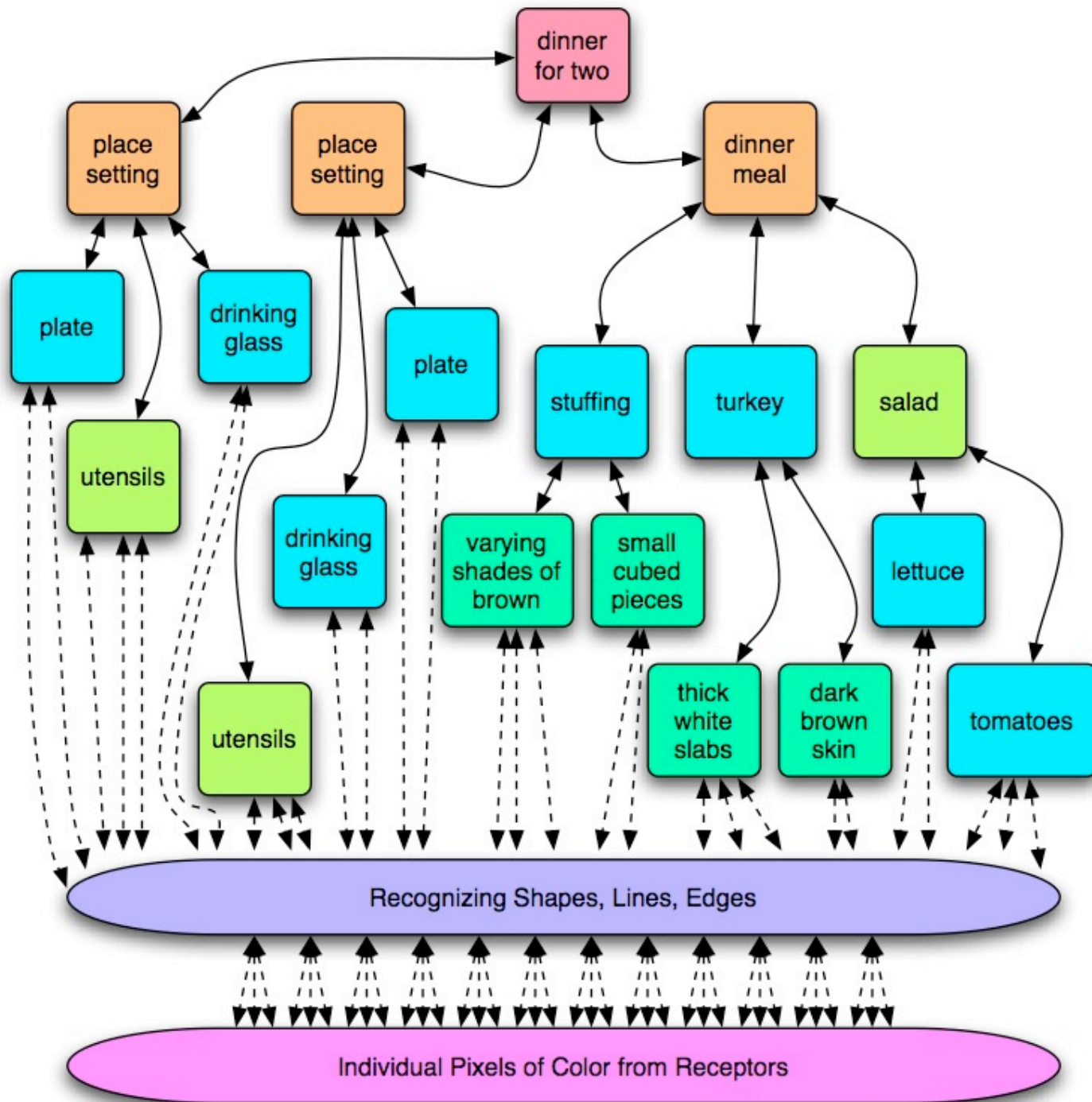












Wait A Minute

- Don't the higher levels have much, much, much more data to interpret?
 - Not really
 - Maybe even less
- But isn't it harder to recognize 'dinner' than it is to recognize 'fork'?
 - Surprisingly, no

Back to the Hierarchy

- Lowest visual level inputs **pixels**
- Second level recognizes **edges, lines, etc** from known patterns of **pixels**
- Third level recognizes **shapes** from known patterns of **edges, lines, etc**
- Fourth level recognizes objects from known patterns of **shapes**

One Step at a Time

- The jump between levels is one 'unit of abstraction' in a sense
- Patterns of level 16 output are classified and outputted by level 17 as input to 18
- Level X inputs level $X-1$ data and outputs a classification to level $X+1$
- Patterns of patterns of patterns of...

Naming is Powerful

- Some region of level 48 inputs 'fork', 'knife', 'plate', 'glass', 'meat', 'potatoes'
- That region outputs 'dinner'
- Not too hard for a brain

Without Names, All is Lost

- The raw data for 'fork' was:
 - '100110101110111000101011011...'
 - Could be a million bits of data
- Without names, level 48 is a mess
 - 'dinner' = '[fork=100...101], [knife=111...110], [plate=001...100], ...'
- Before, we had 6 names
- Now, we have to decipher millions of bits

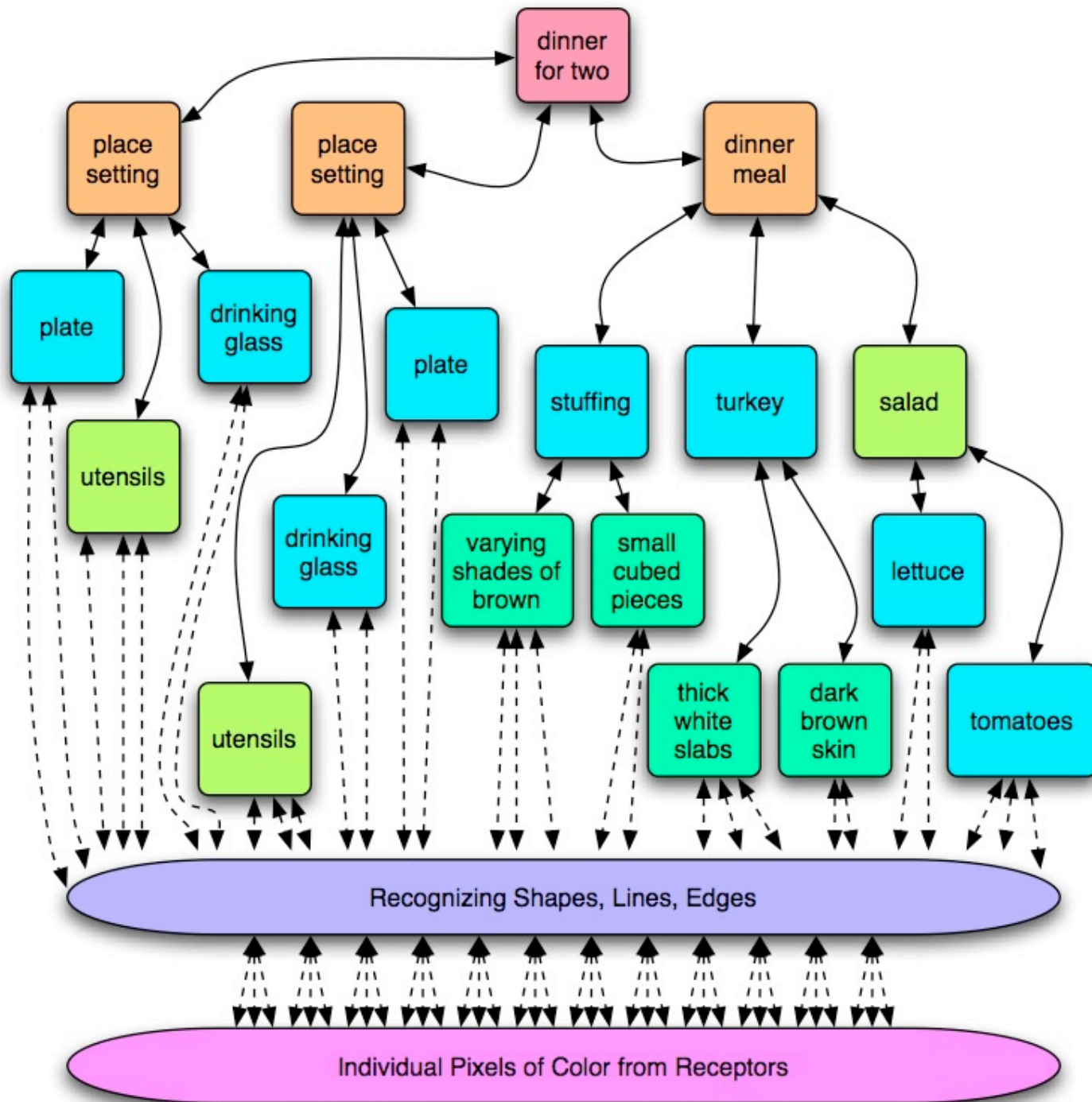
Names as Invariants

- If we look at a table from a 45 degree angle, we see 'dinner'
- If we look from a 60 degree angle, we still see 'dinner'
- BUT: all the raw visual data is different
- Still see 'knife', 'fork', etc so we still output 'dinner', but only due to naming
- Lower levels handle the small changes
- The bigger picture doesn't change

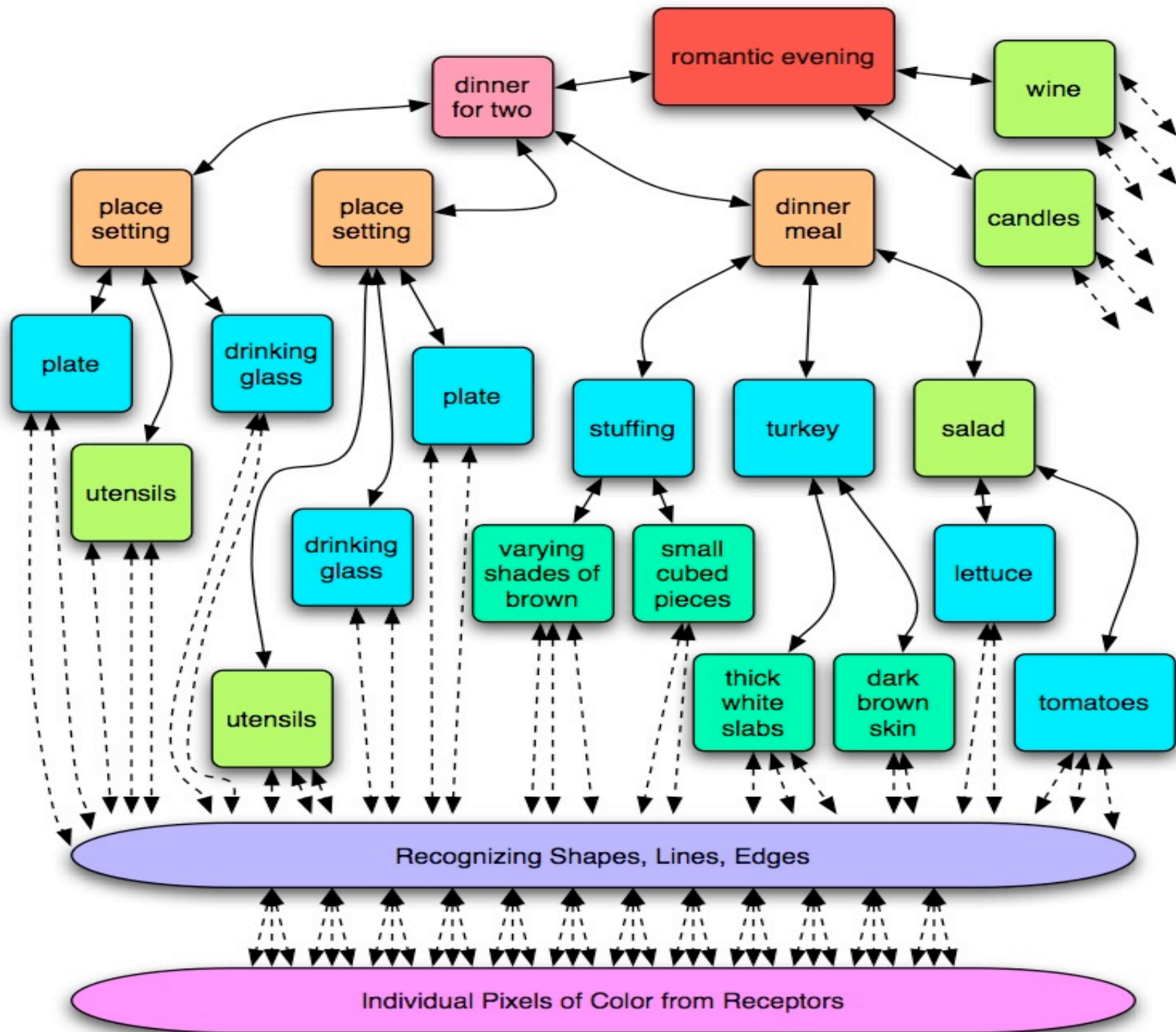
A Further Example

The cortex allows for extension of ideas

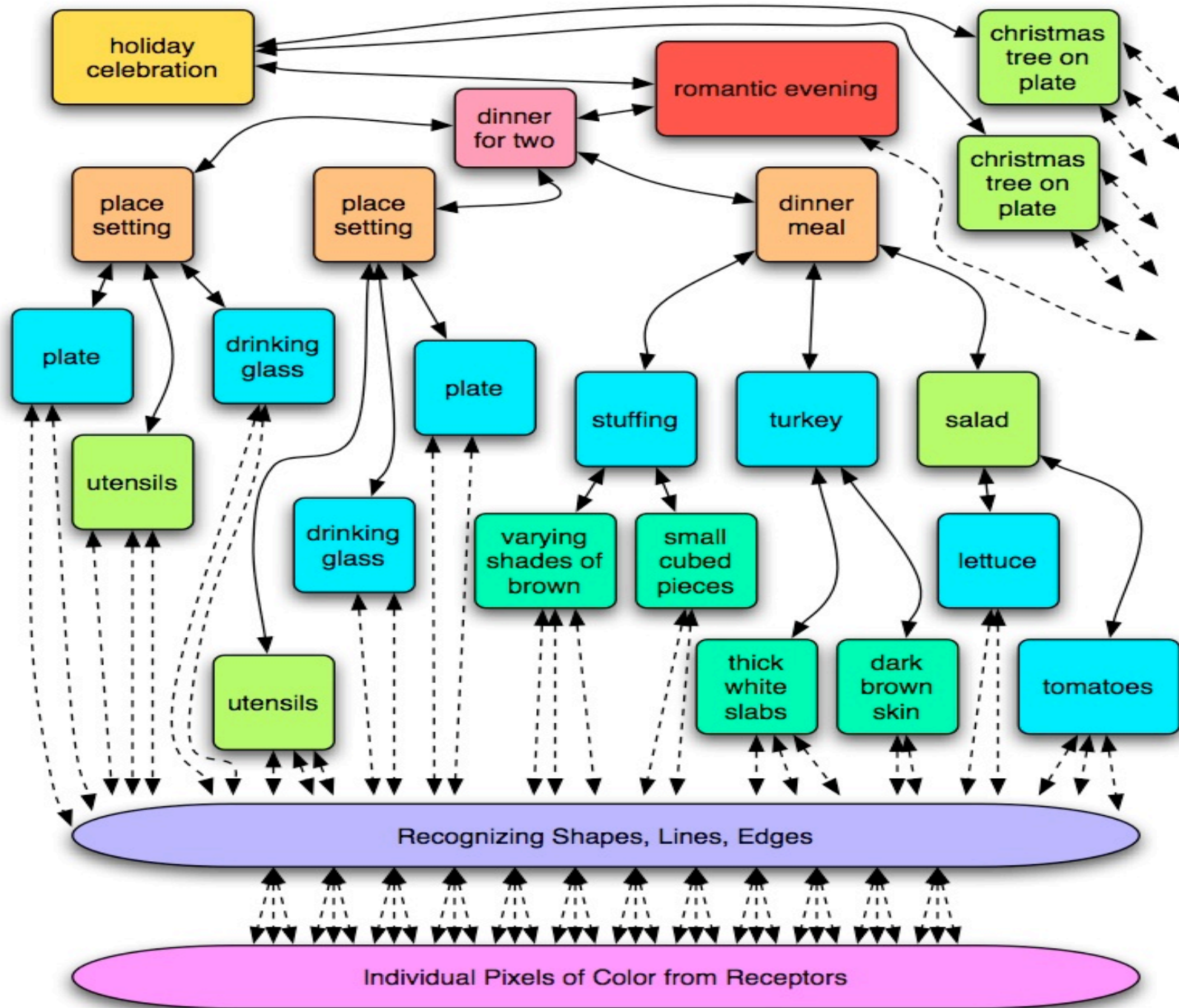












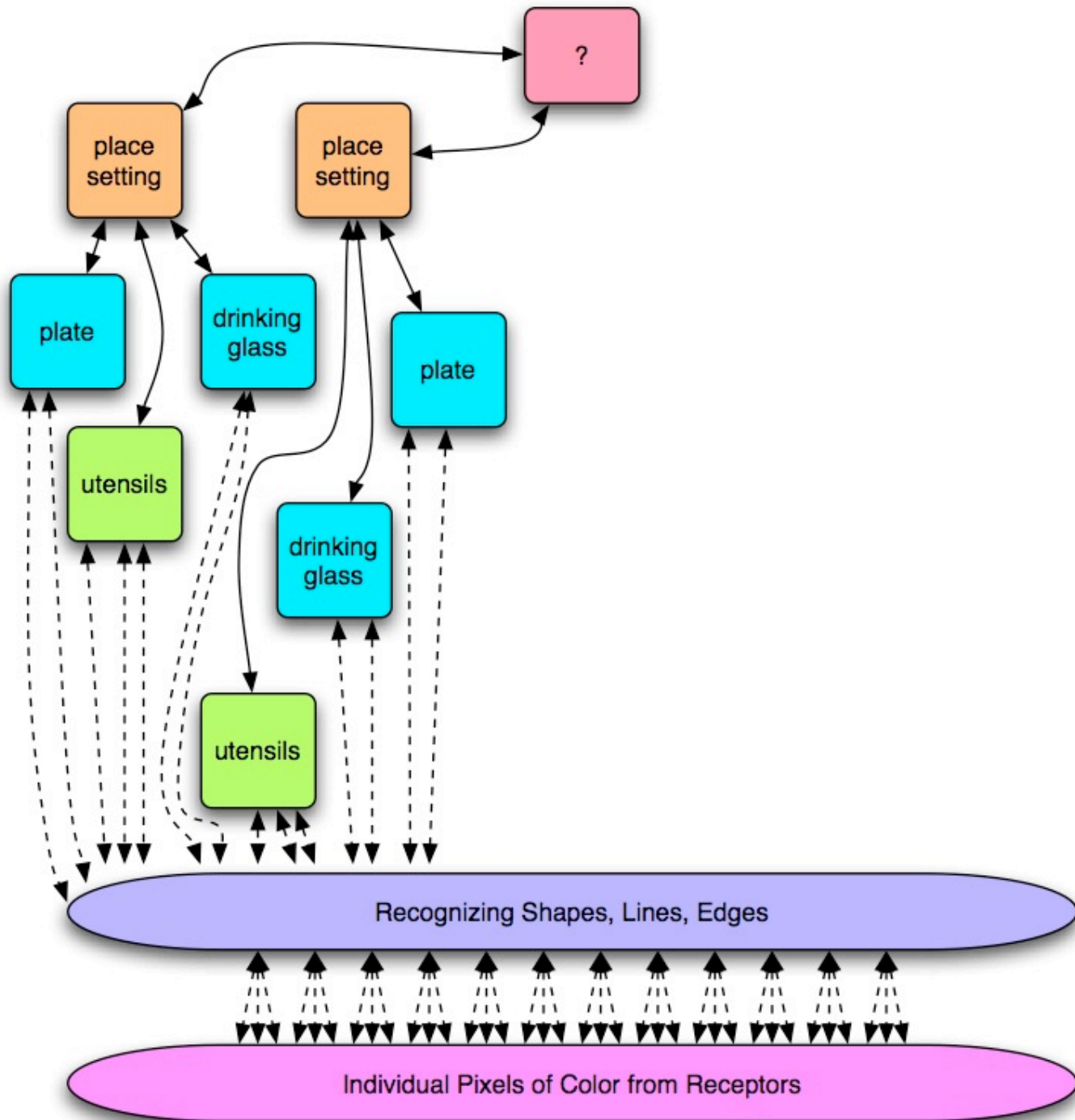
Memory-Prediction Model

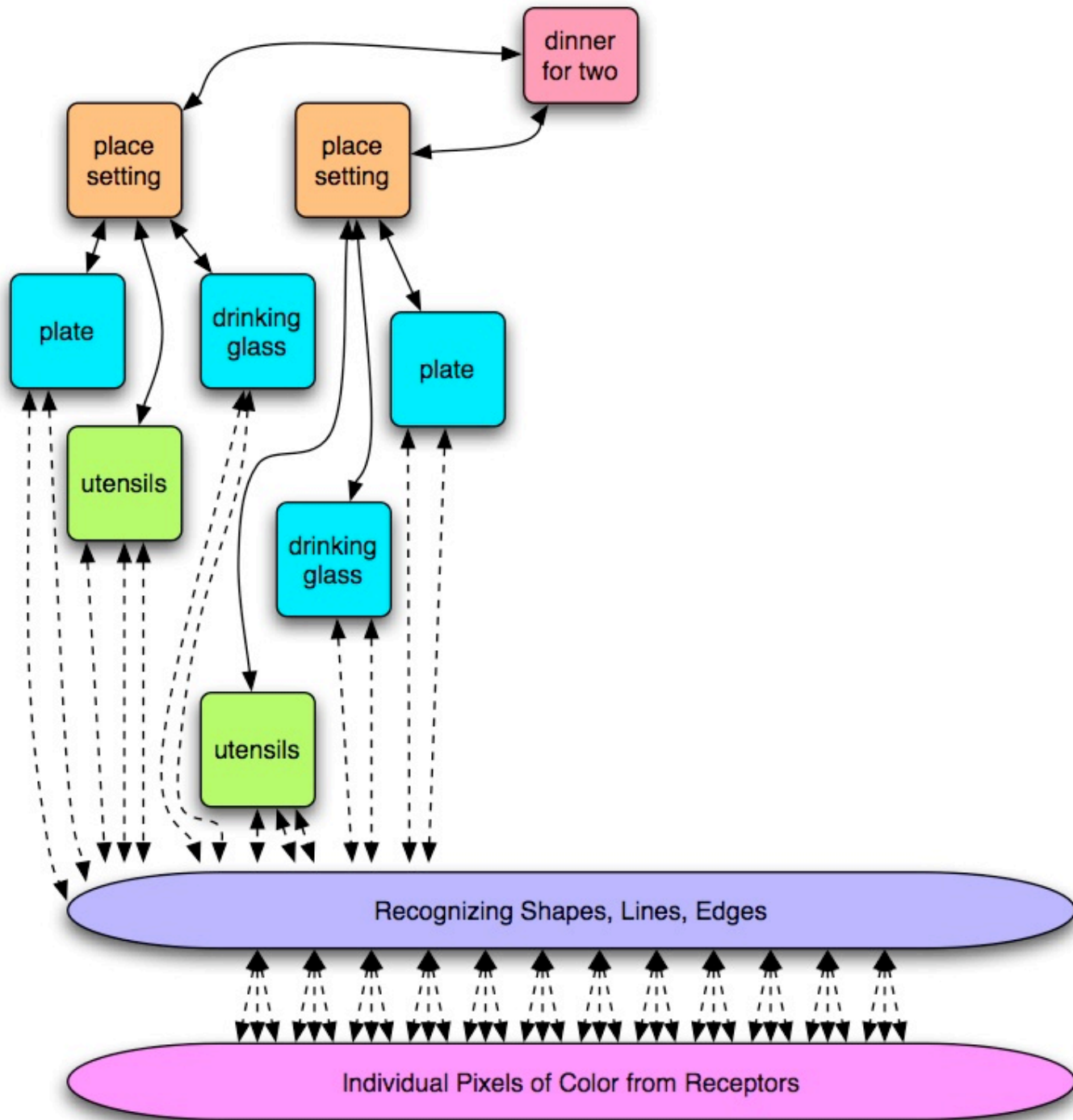
- Term Hawkins gives to describe the workings of the cortex
- Memory refers mostly to classification as we go **up** the hierarchy
- Prediction allows us to make decisions in the world
- Prediction is related to the **'down'**

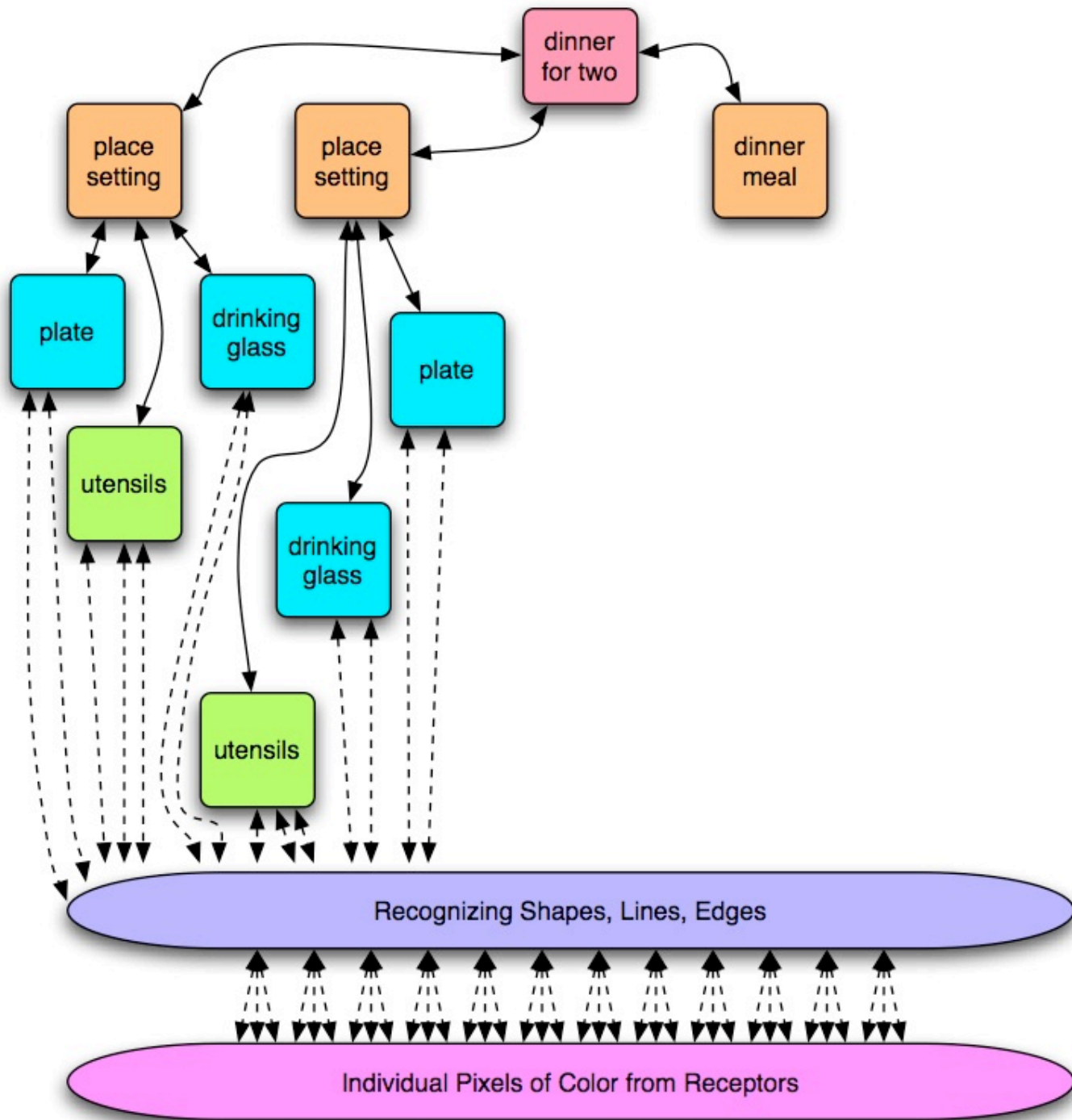
The Last Example (I promise)

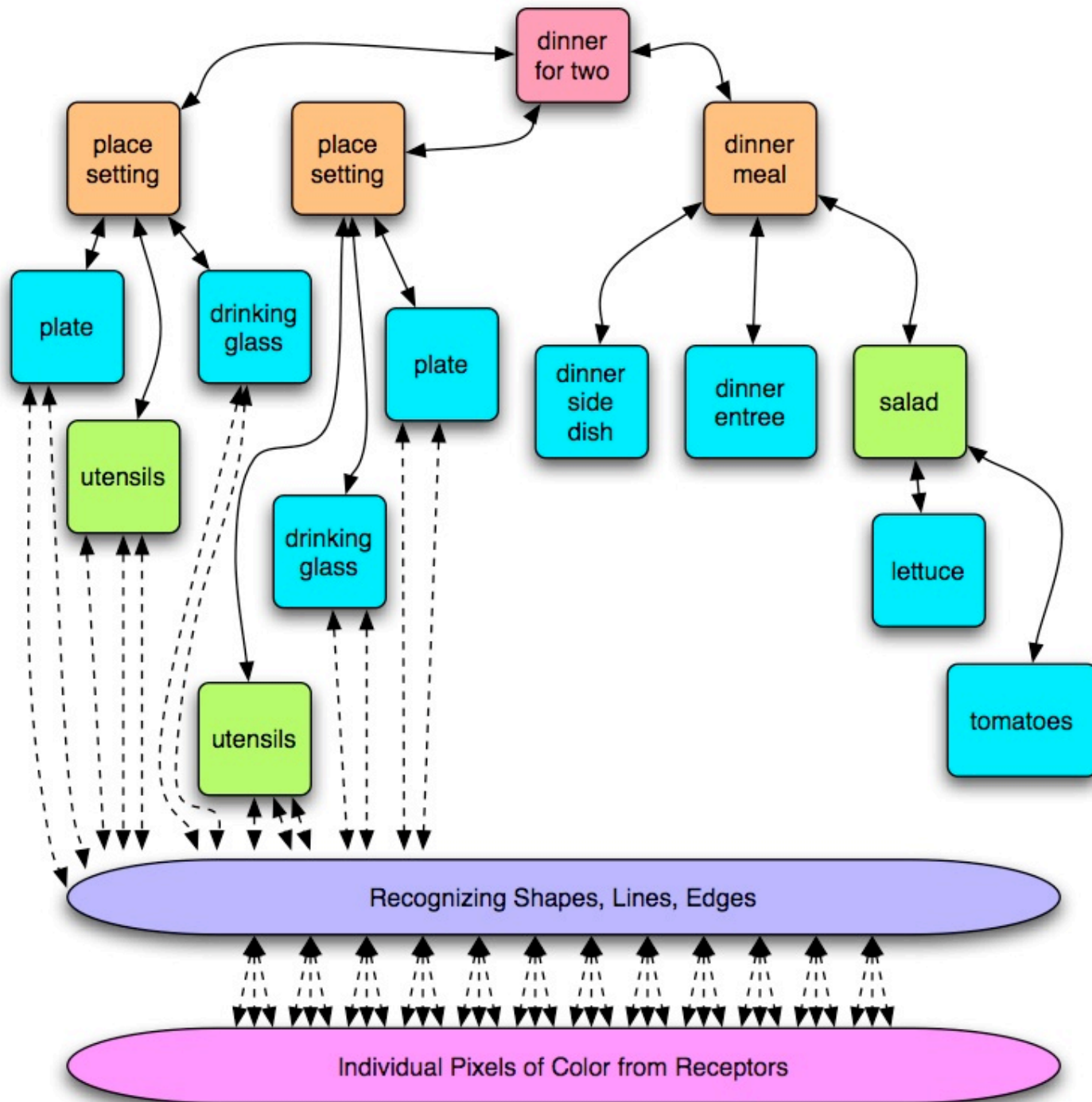
The cortex can predict and revise



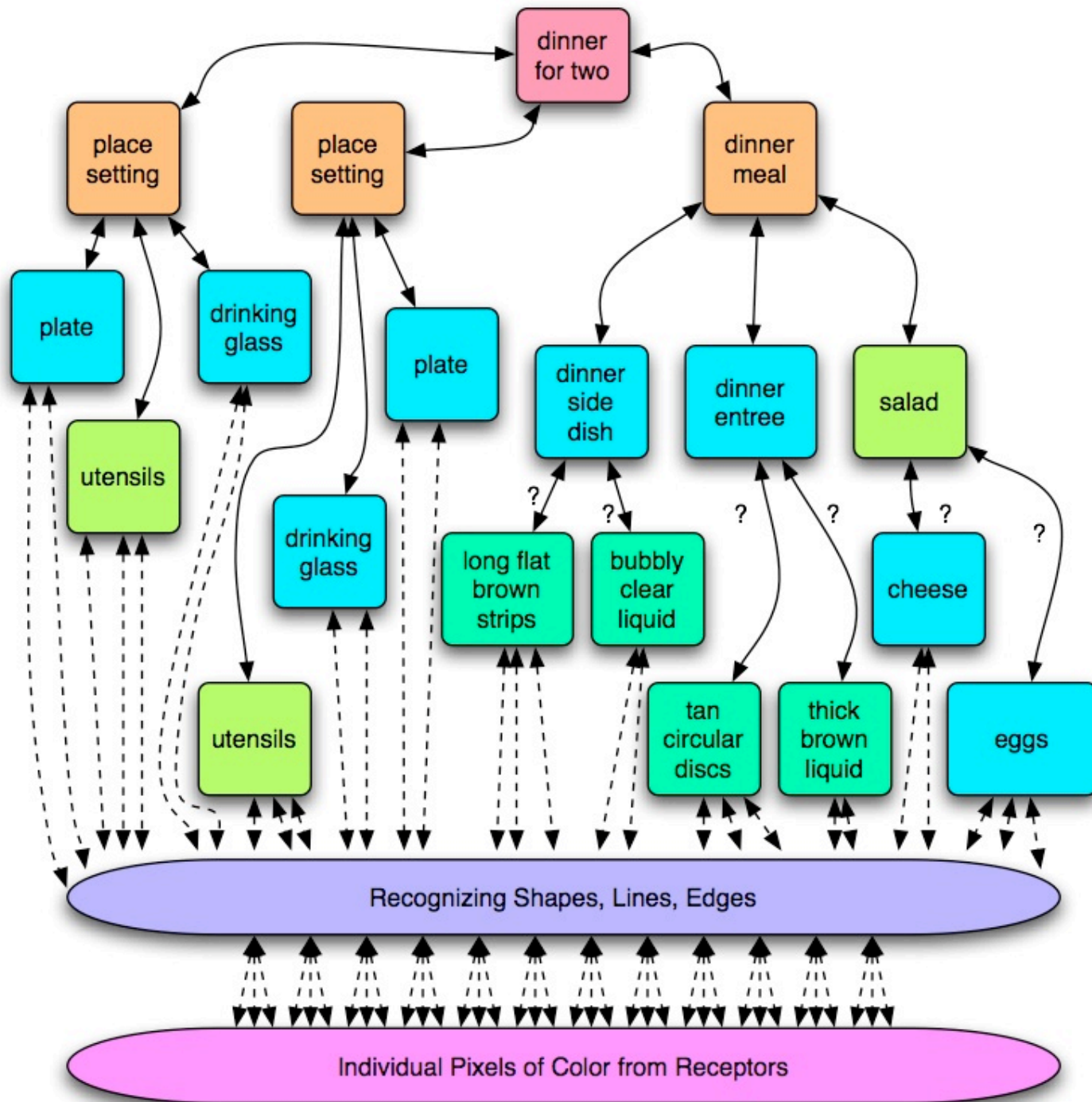


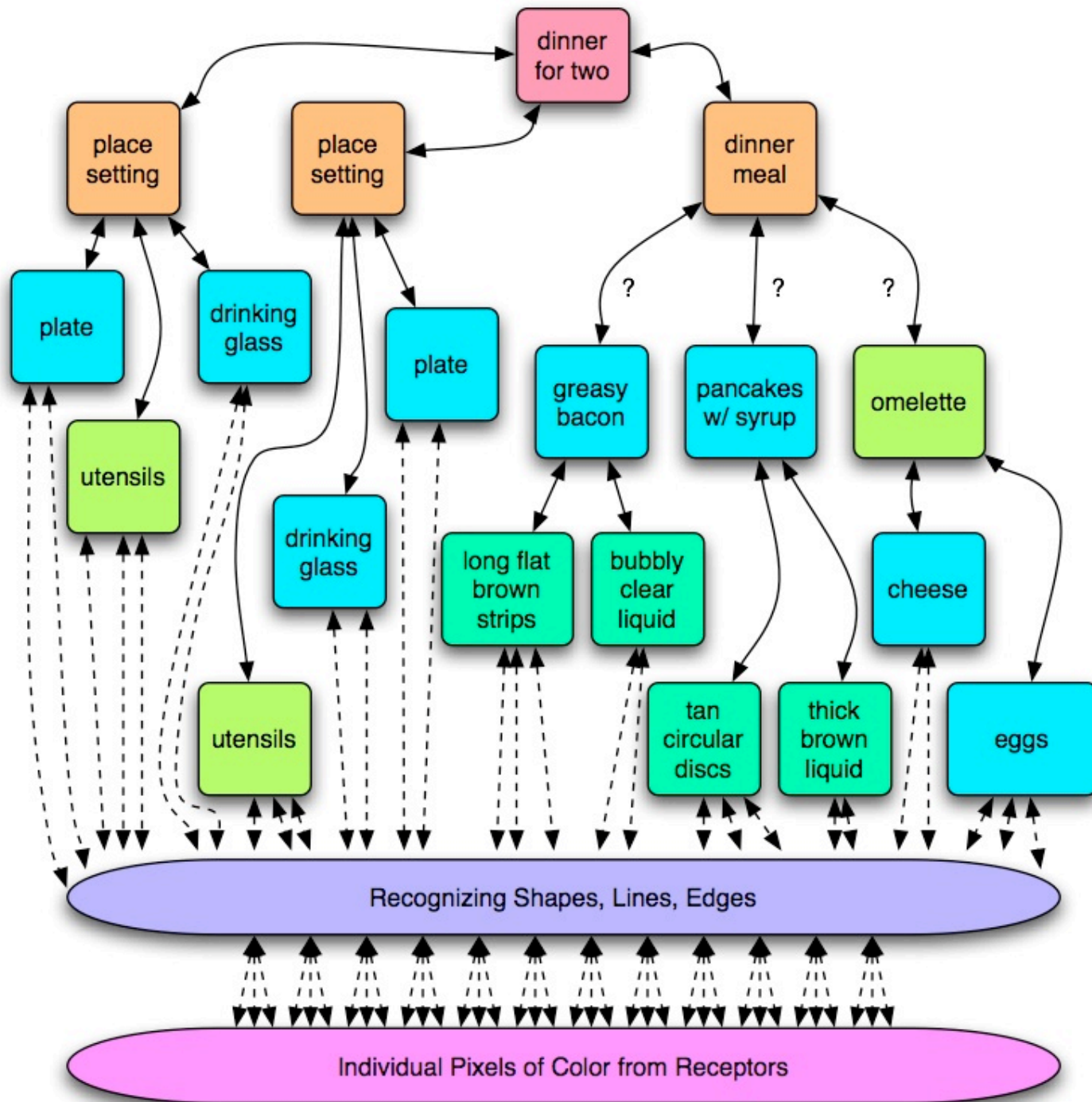


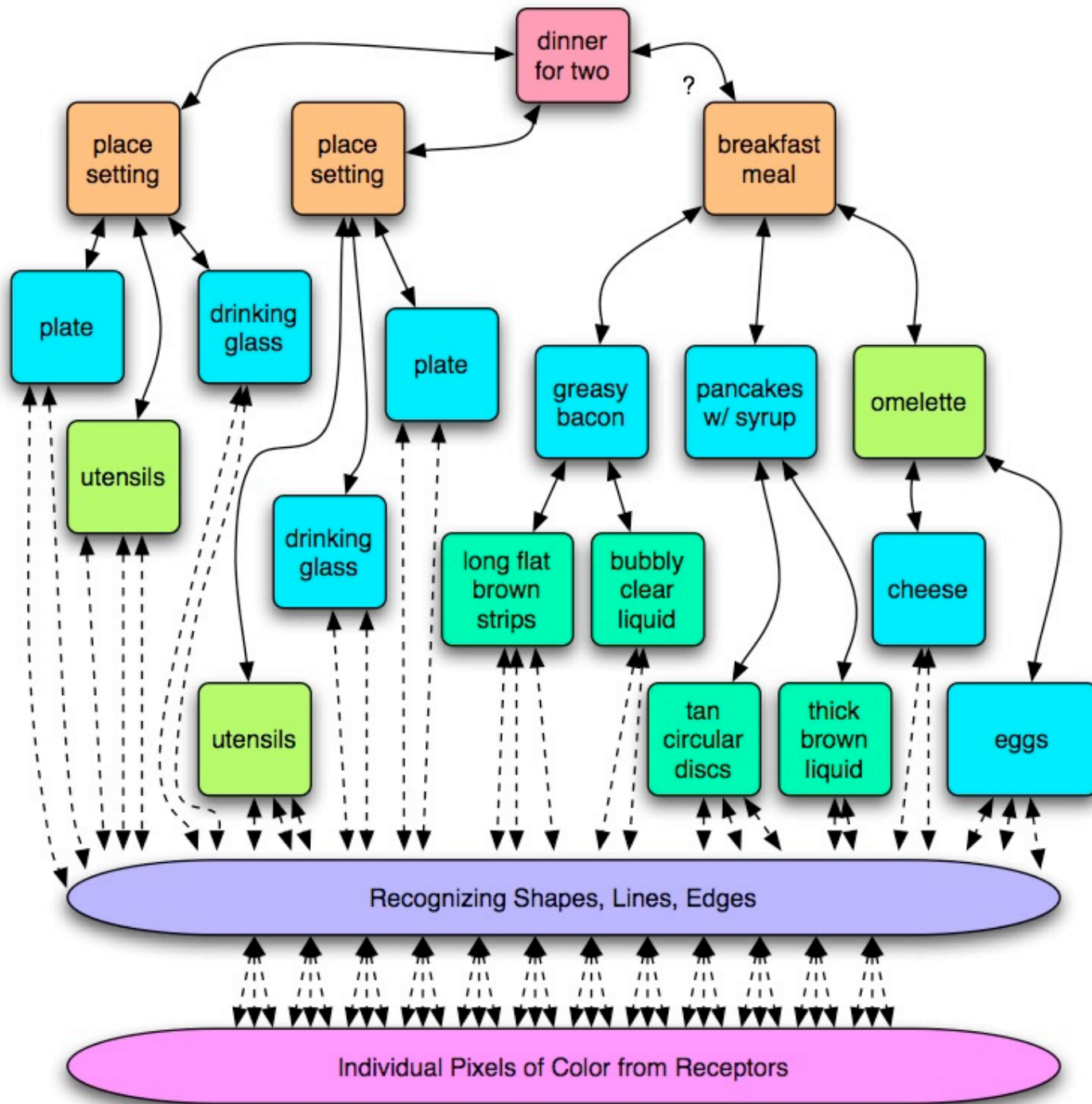


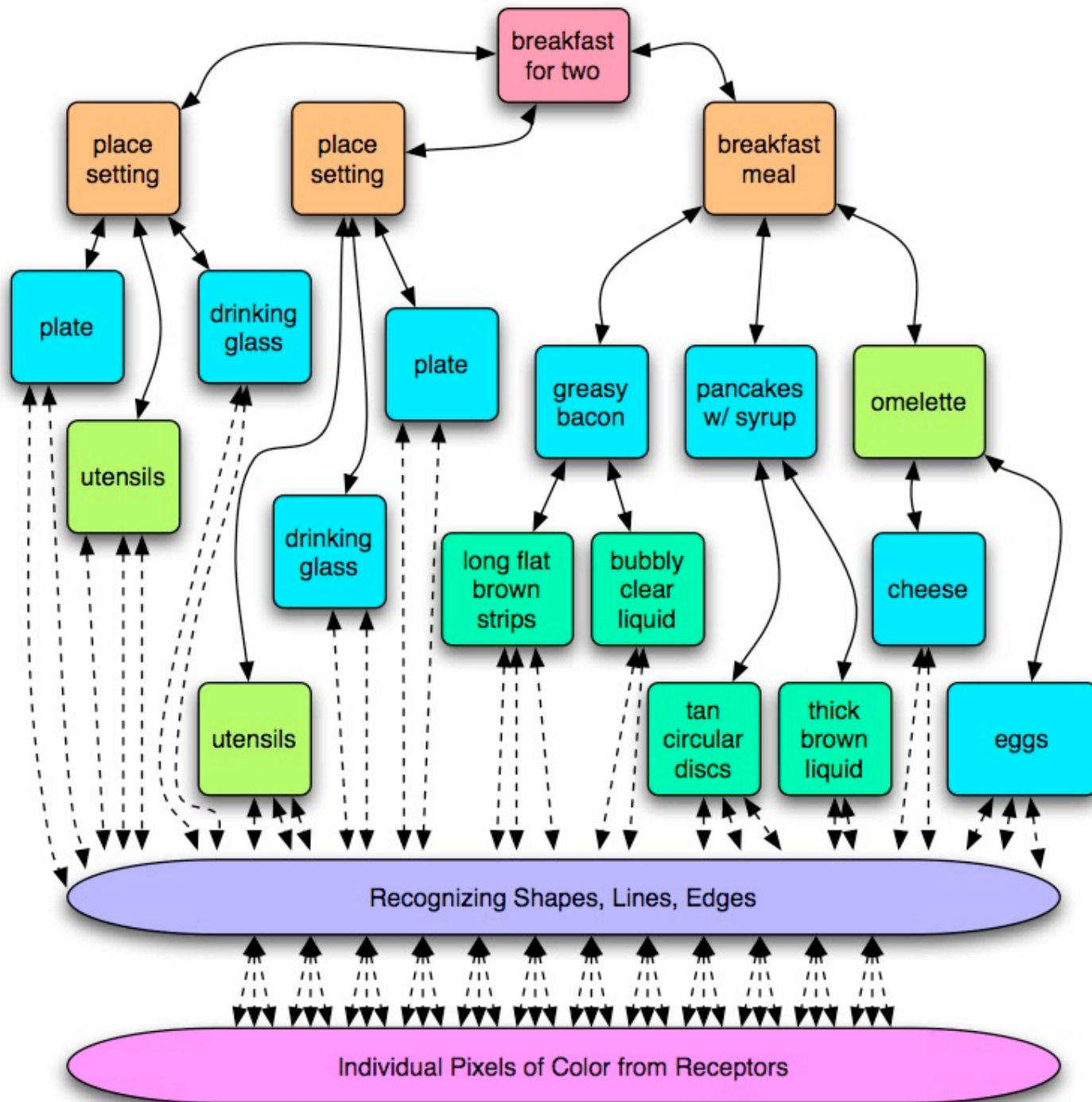






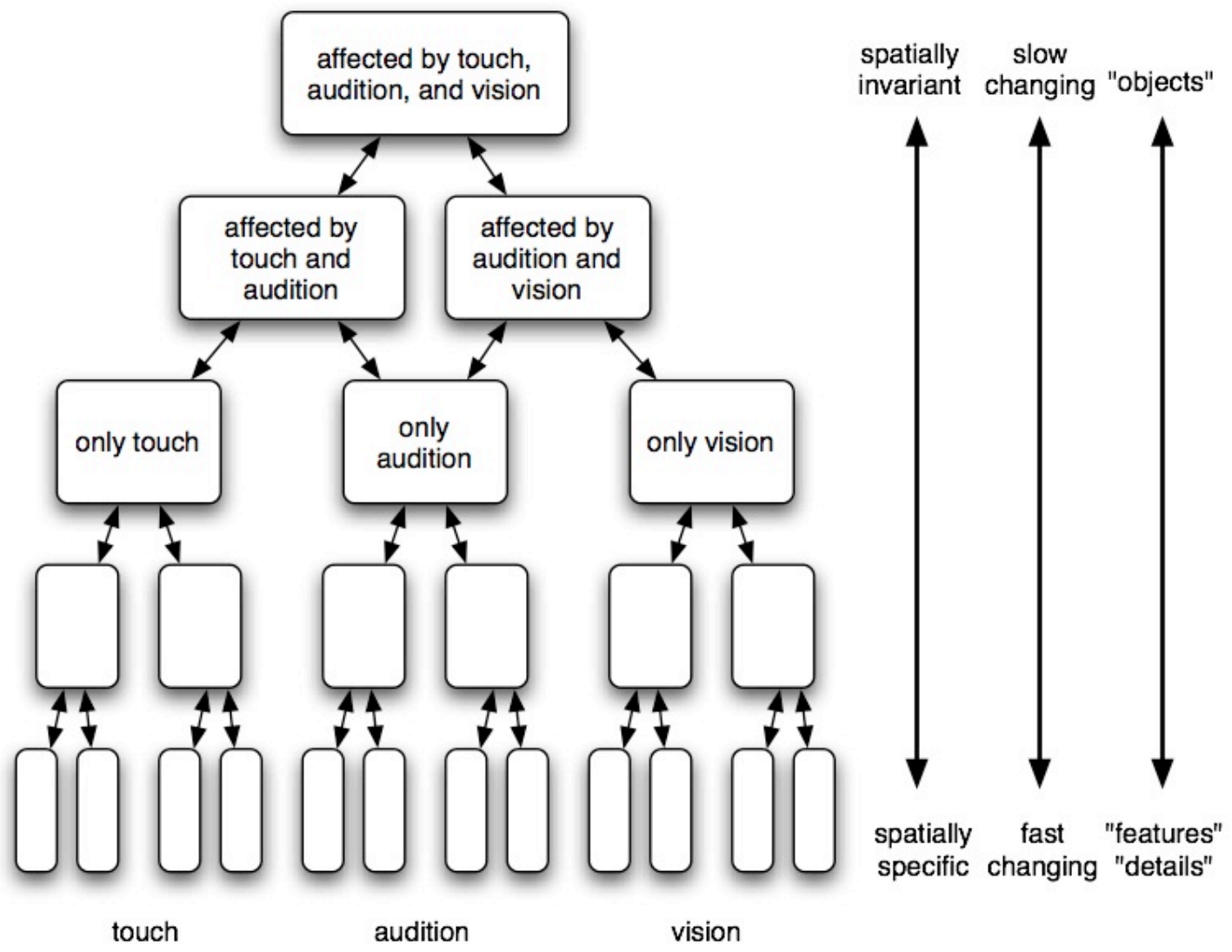






Bringing It All Together

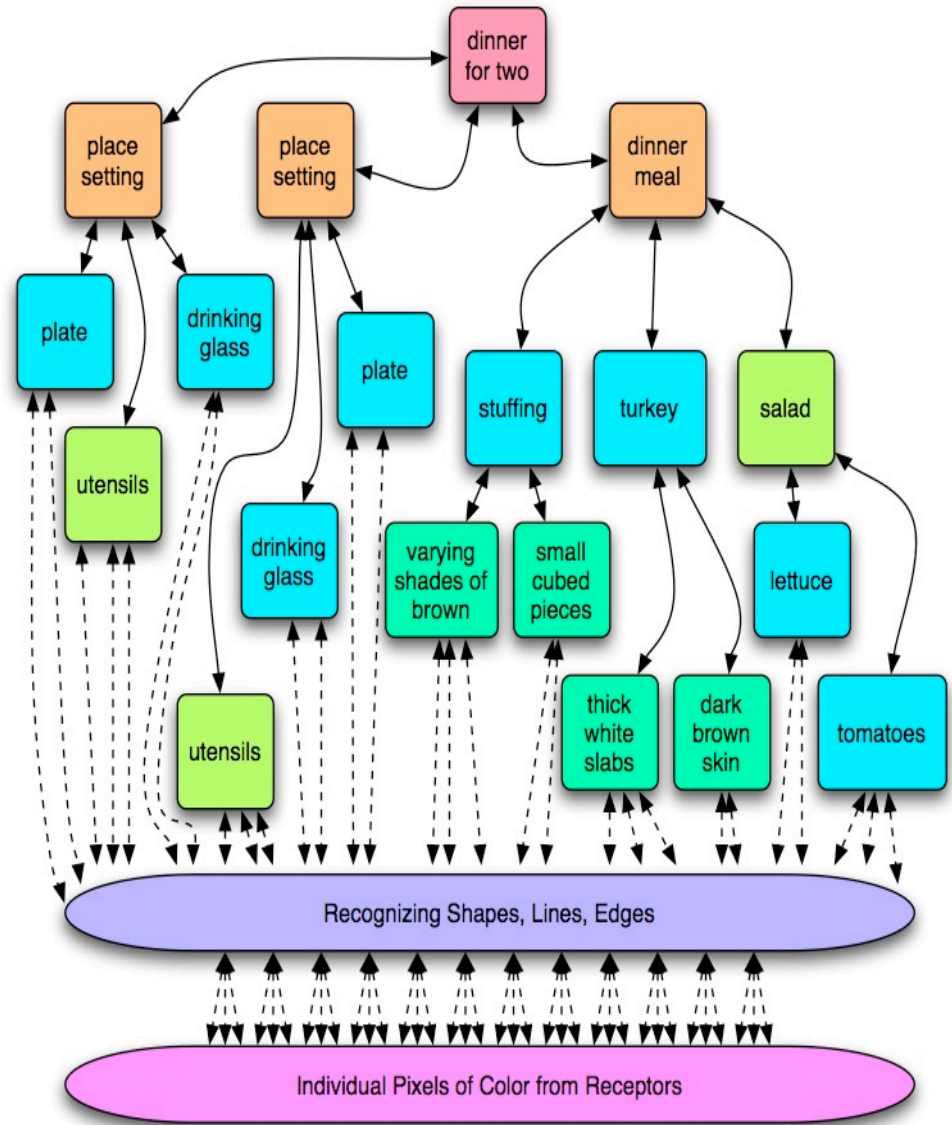
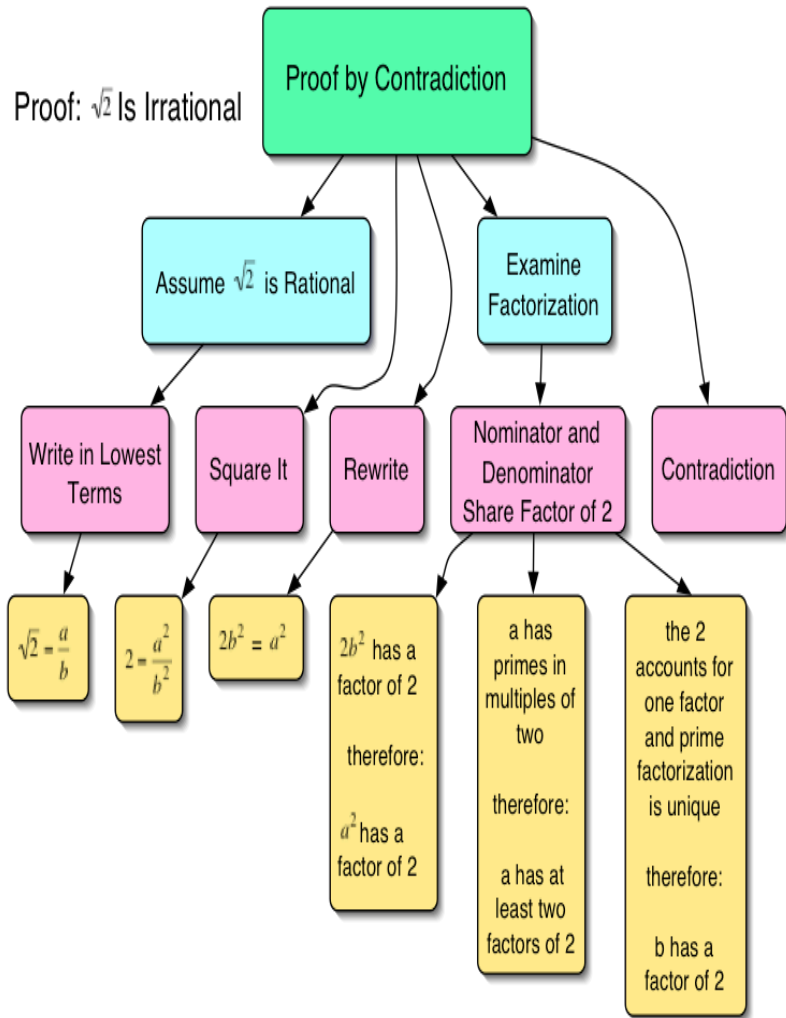
- All sensory data is essentially the same
- The brain handles generic patterns
- Common Cortical Algorithm
 - Vision handled same as touch, taste, etc
 - Uniformity of the cortex
- Patterns of different sensory perceptions combine for modeling



Most importantly, though,...

...notice and remember the similarity
between the proof plan and the cortical
hierarchy

Proof: $\sqrt{2}$ Is Irrational



That's it...

...and now for Brendan...unless you have any questions before we continue.