

Inductive-deductive systems : learning mathematical theories

- ◆ Summary of statistical learning theory
- ◆ Inductive-deductive systems
- ◆ The VC-dimension of mathematical theories
- ◆ Consequences

Summary of statistical learning

What is learning ?

REPTILES DE L'ÈRE MÉSOZOÏQUE



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?



What is learning theory ?

Examples :

Wings,	small,	warm-blooded,	<i>bird</i>
Wings,	small,	warm-blooded,	<i>bird</i>
\neg wings,	big,	cold-blooded,	<i>dinosaur</i>
\neg wings,	small,	cold-blooded,	<i>dinosaur</i>

Goal :

mapping $f : \{W, \neg W\} \times [0,1] \times \{c,w\} \rightarrow \{b,d\}$

Prior knowledge :

$f \in F$

Goal : generalization

\implies No wings, medium, cold-blooded, dinosaur

What is statistical learning theory ?

if the sample is not too bad,

P (error) decreases as

number of examples \uparrow

prior knowledge \uparrow

with probability $1-\delta$

$$P(\text{error}) = O\left(\frac{V - \log(\delta)}{n}\right)$$

- n = number of examples

- V big si family of functions « big »

Inductive-deductive systems

Inductive / deductive systems

Deductive systems :

{ A, $A \implies B$ } hold
then B holds

(\implies expert systems)

Inductive systems :

{ A(2), A(4), $\neg A(7)$, $\neg A(5)$, A(6) } hold
then {A(2n), $\neg A(2n+1)$ } hold

(\implies inductive logic programming)

Inductive-deductive systems :

{ A(2), A(4), $\neg A(7)$, $\neg A(5)$, A(6), $A(n) \leftrightarrow B(n)$ } hold
then B(2n) and $\neg B(2n+1)$

Our framework

Hypothesis :

*e_1, e_2, \dots, e_n « examples » of a theory
(i.i.d., law P)*

Algorithm :

$e_1, e_2, \dots, e_n \rightarrow \text{theory } T$

efficiency :

$L_n = P (e(n+1) \in T)$

(L_n = random variable in $[0,1]$)

VC-dimension

F a family of functions with values in $\{0,1\}$

shattering coefficients :

$$S(F,n) = \sup \left| \left\{ (f(x_1), f(x_2), \dots, f(x_n)) ; f \in F \right\} \right|$$

$S(F,n)$ upper bounded by 2^n
equality if x_1, \dots, x_n is « shattered »

$$\text{VC-dim}(F) = \sup \{ n ; S(F,n) = 2^n \}$$

\implies *quantifies the difficulty of learning on F*

VC-dimension : consequences

◆ *VC-dim finite : fast convergence (faster if V small)*

◆ *VC-dim infinite :*

for any x, n , there exists P such that $E L_n > 1/4$

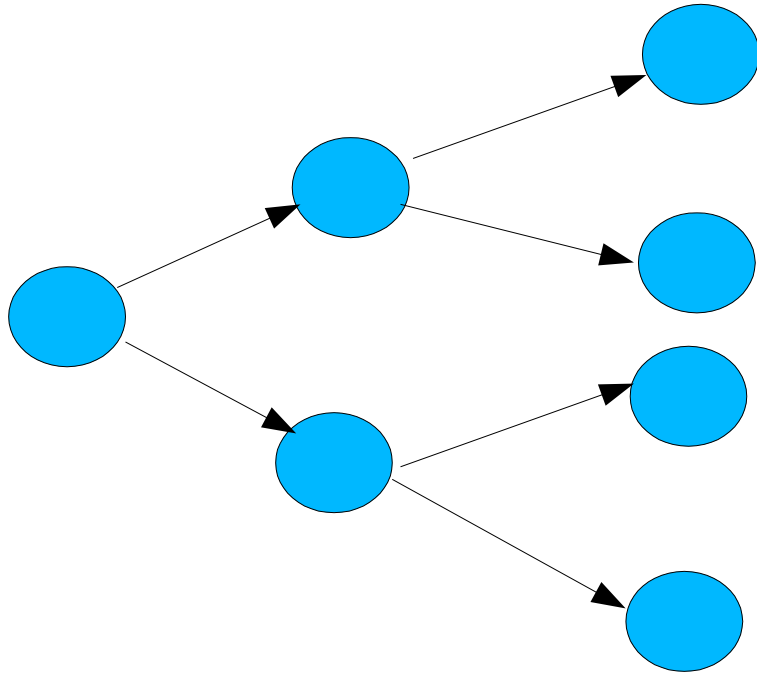
◆ *no infinite set shattered and a few technical properties :*

*$L_n \rightarrow 0$ almost surely nearly $O(1/n)$
by choosing the simplest*

◆ *at least one infinite set shattered*

$L_n \rightarrow 0$ still possible but arbitrarily slowly

VC-dimension of theories



→ *infinite VC-dimension*

Theories with finite description length

$$X \text{ shattered} \implies |F| \geq 2^{|X|}$$

*→ infinite VC-dimension
but no infinite set shattered*

*\implies if the number of examples is sufficient, then
the optimal theory is reached
 \implies the convergence is « fast »*

Consequences

$T = \{e_1, \dots, e_n\}$

*space complexity :-(
convergence rate :-(
)*

$T = \text{pruning } \{ e_1, \dots, e_n \}$

*space complexity :-(
convergence rate :-(
)*

$T = \text{shortest } \vdash \{ e_1, \dots, e_n \}$

*space complexity :-)
convergence rate :-)
)*

Consequences for algorithmic approximations

$T_{\text{shortest}} \vdash \{ e_1, \dots, e_n \}$ that does not prove \perp

= *non-Turing computable !*

\implies *idem within k steps ($k(n)$ quickly increasing)*

T converges also (same rate, same limit) !

Some questions : « finitely discrivable » theories

◆ *Finitely « discrivable » theories :*

$L_n \rightarrow 0$ quickly and the optimal theory is reached.

\implies extends to recursive theories ? (not sure)

◆ *Non-finitely « discrivable » theories :*

$L_n \rightarrow 0$ still possible but arbitrarily slowly and the optimal theory is never reached.

Some questions : theories with finite VC-dimension

Complete theories have VC-dim 0.

Essentially undecidable theories have infinite VC-dim

Are there interesting classes of theories such that the VC-dim is positive and finite ?

- ◆ *more easily computable classes of theories ?*
- ◆ *problem-specific classes of theories ?*