

Outline

- Task: Integration
- Examine the method
- Examine the knowledge
- Understand how SAINT, a program from 1960 worked. (1960!)
- Why failures are wonderful
- What do you need to know to be good at something?







$$\int \frac{-5 x^{4}}{(1-x^{2})^{5/2}} dx \implies -5 \int \frac{x^{4}}{(1-x^{2})^{5/2}} dx \implies -5 \int \frac{\sin^{4}(y)}{\cos^{4}(y)} dy$$

$$\int \tan^{4} y \, dy \qquad \int \frac{1}{\cot^{4} y} \, dy \qquad \int \frac{1}{\cot^{4} y} \, dy \qquad \int \frac{z^{2}}{(1+z^{2})(1-z^{2})^{4}} dz$$

$$\int \frac{z^{4}}{1+z^{2}} \, dz \qquad -\int \frac{dz}{z^{4}(1+z^{2})}$$
Divide
$$\int (-1+z^{2}+\frac{1}{1+z^{2}}) dz$$

$$-z+\frac{z^{3}}{3}+\int \frac{dz}{1+z^{2}} \qquad \text{try } w = \arctan z$$

$$-z+\frac{z^{3}}{3}+\int \frac{dz}{1+z^{2}} \qquad \text{try } w = \arctan (x) + \frac{1}{3}\tan^{3}(\arcsin(x))$$



$$\int \frac{-5 x^4}{(1-x^2)^{5/2}} \, dx =$$

$$-5 * (\arcsin(x) - \tan(\arcsin(x)) + \frac{1}{3} \tan^3(\arcsin(x)))$$

(Why) Is This Interesting?

- Notion of problem reduction
- Goal tree
- And-node, or-node

And What Of It?

- Evaluating performance
 - □ 54 of 56
 - Misstakes are wonderful

The Power of Naming Things

- (Folklore)
 - a Ancient Egypt, Jewish tradition, Rumplestiltskin
- (Literature)
 - □ The Nine Billion Names of God, Clarke
 - □ A Wizard of Earthsea, Le Guin
 - ...
- Engineering
 - □ *Reify* a vague notion into a concrete concept
 - Call on it when and how you will.



Knowledge

How much

24 transforms

- 12 safe
- 12 heuristic

An Important Lesson The power of building models Especially *executable* models

The Mindset Of SAINT

- Worked like the average engineer, i.e., lots of search and backtracking
- Conceived of in terms of search, worked because of that. The power comes from:
 - Problem decomposition
 - Methodical exploration of alternatives
 - Looking far, wide, and deep
 - Speedy tree construction, search, backtracking
- Success is just a matter of trying enough alternatives

Some Stats & An Inconvenient Truth

- Statistics
 - Max depth of tree: 7
 - Average depth: ~3
 - Unused branches: ~1
- How many rules on average applicable to an expression?
 - 1
- In consequence of that truth: SIN
 - We ...mainly desired a powerful integration program which behaved closely to our conception of <u>expert human integrators</u>.

Technical papers are often badly written Saint's Average Performance Unused Unused Subgoals Subgoals Level Heuristic Level 32 Author problem 6.4 2.0 3.5 1.0 52 MIT Problems 4.7 0.8 2.9 .8 4 Problems 5.3 1.25 3.0 .9 Be bold	Another Inco	onve	nient Ti	ruth	
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<pre>davis@ai.mit.edu wrote: > Is "heuristic level" a count of the max *number* of heuristics used > in a successful branch (as your previous example suggests), or > is it the max *depth* at which a heuristic was used on a successful branch? > thanks > R. It is the former. More precisely, over all paths (branches) in the solution tree found by</pre>	Subject:	Randy Davis <davis@ai.mit.edu> Re: blast from the past</davis@ai.mit.edu>
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