

Automated Solving of Triangle Construction Problems

— ongoing work —

Vesna Marinković Predrag Janičić

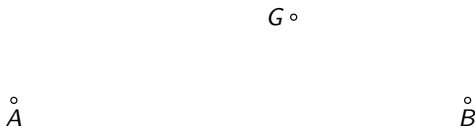
Faculty of Mathematics, University of Belgrade, Serbia

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Constructions with Straightedge and Compass

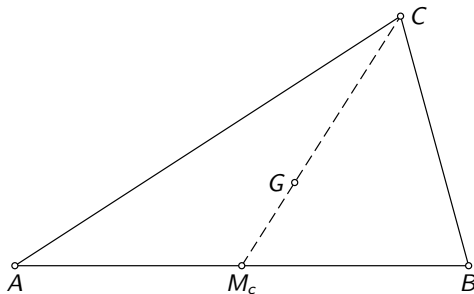
- Goal: construct a triangle that meets given constraints
- Widely studied on all education levels
- Main obstacle: combinatorial explosion — huge search space:
 - many different construction steps
 - plenty of objects that each step could be applied to
- The construction has to be accompanied by a proof that it meets the given specification

Example Problem



Problem: *Construct a triangle ABC given vertices A and B and the barycenter G*

Problem Solution



Solution: Construct the midpoint M_c of the segment AB ; then construct the vertex C such that $M_cG : M_cC = 1/3$

Existing Approaches

- Just a couple of existing approaches, including:
 - Gao and Chou (1998)
 - Schreck (2001)
 - Gulwani et.al (2011)

Wernick's Problems

- Created in 1982, some variants in the meanwhile
- **Task:** construct a triangle given three located points selected from the following list:
 - A, B, C – vertices
 - I, O – incenter and circumcenter
 - H, G – orthocenter and barycenter
 - M_a, M_b, M_c – the side midpoints
 - H_a, H_b, H_c – feet of vertices on the opposite sides
 - T_a, T_b, T_c – intersections of the internal angles bisectors with the opposite sides

Wernick's Problems (2)

139 non-trivial, significantly different, problems; 25 redundant (R)
or locus-restricted (L); some solvable (S), some unsolvable (U); 15
still with unknown status

1. A, B, O	L	57. A, H, I	S [9]	85. M_a, M_b, H_a	S	113. M_a, T_b, T_c	
2. A, B, M_a	S	A, T_a, T_b	S [9]	86. M_a, M_b, H_c	S	114. M_a, T_b, I	U [9]
3. A, B, M_c	R	T_a, I	L	87. M_a, M_b, H	S [9]	115. G, H_a, H_b	U [9]
4. A, B, G	S	T_b, T_c	S	88. M_a, M_b, T_a	U [9]	116. G, H_a, H	S
5. A, B, H_a	L	I	S	89. M_a, M_b, T_c	U [9]	117. G, H_a, T_a	S
6. A, B, H_c	L	M_b	S	90. M_a, M_b, I	U [10]	118. G, H_a, T_b	
7. A, B, H	S	G	S	91. M_a, G, H_a	L	119. G, H_a, I	
8. A, B, T_a	S	H_a	L	92. M_a, G, H_b	S	120. G, H, T_a	U [9]
9. A, B, T_c	S	b	S	93. M_a, G, H	S	121. G, H, I	U [9]
		S		94. M_a, G, T_a	S	122. G, T_a, T_b	
		L		95. M_a, G, T_b	U [9]	123. G, T_a, I	
		U [9]		96. M_a, G, I	S [9]	124. H_a, H_b, H_c	S
		S		97. M_a, H_a, H_b	S	125. H_a, H_b, H	S
		S		98. M_a, H_a, H	L	126. H_a, H_b, T_a	S
		R		99. M_a, H_a, T_a	L	127. H_a, H_b, T_c	
		U [9]		100. M_a, H_a, T_b	U [9]	128. H_a, H_b, I	
		U [9]		101. M_a, H_a, I	S	129. H_a, H, T_a	L
		H_b	U [9]	102. M_a, H_b, H_c	L	130. H_a, H, T_b	U [9]
		H	S	103. M_a, H_b, H	S	131. H_a, H, I	S [9]
		H_a, T_a	S	104. M_a, H_b, T_a	S	132. H_a, T_a, T_b	
		H_a, T_b	S	105. M_a, H_b, T_b	S	133. H_a, T_a, I	S
		J, H_a, I		106. M_a, H_b, T_c	U [9]	134. H_a, T_b, T_c	
		P, O, H, T_a	U [9]	107. M_a, H_b, I	U [9]	135. H_a, T_b, I	
		$80. O, H, I$	U [9]	108. M_a, H, T_a	U [9]	136. H, T_a, T_b	
		25. A, O, T_a, T_b		109. M_a, H, T_b	U [10]	137. H, T_a, I	
		26. A, M_a, I	S [9]	82. O, T_a, I	S [9]	110. M_a, H, I	U [10]
		27. A, M_a, I	S [9]	83. M_a, M_b, M_c	S	111. M_a, T_a, T_b	U [10]
		28. A, M_b, M_c	S	84. M_a, M_b, G	S	112. M_a, T_a, I	S
						138. T_a, T_b, T_c	U [11]
						139. T_a, T_b, I	S

Basic Approach (1)

- Following careful analysis of all solutions
- Constructions consist of high-level construction steps (for example: *if barycenter G and circumcenter O are known, then the orthocenter H can be constructed*)
- Simple forward chaining mechanism for search procedure
- Points - only basic objects; lines and circles defined as functions of their points
- Implemented in Prolog

Basic Approach (2)

- Around 70 general rules used
- Example: *if two triangle vertices are given, then the side bisector can be constructed*
- For symmetric predicates, no redundant facts are derived
- Solves 60 examples from Wernick's list, each in less than 1s and with the maximal search depth 9
- But... **there are too many rules!** (it is not problem to **search over them**, but to **invent them**)

Separation of concepts – definitions, lemmas, construction steps (1)

Motivating example: *Construct the midpoint M_c of AB and then construct C such that $M_cG : M_cC = 1 : 3$ uses the facts:*

- M_c is the side midpoint of AB
- G is the barycenter of ABC
- it holds that $M_cG = 1/3M_cC$
- given points X and Y , it is possible to construct the midpoint of the segment XY
- given points X and Y , it is possible to construct a point Z , such that: $XY : XZ = 1 : 3$

Separation of concepts – definitions, lemmas, construction steps (2)

Motivating example: *Construct the midpoint M_c of AB and then construct C such that $M_cG : M_cC = 1 : 3$ uses the facts:*

- M_c is the side midpoint of AB (definition of M_c)
- G is the barycenter of ABC (definition of G)
- it holds that $M_cG = 1/3M_cC$ (lemma)
- given points X and Y , it is possible to construct the midpoint of the segment XY (construction primitive)
- given points X and Y , it is possible to construct a point Z , such that: $XY : XZ = 1 : 3$ (construction primitive)

Advanced Approach

- **Task:** Derive high-level (instantiated) construction steps from the set of definitions, lemmas and construction primitives
 - From:
 - it holds that $M_c G = 1/3 M_c C$ (lemma)
 - given points X and Y , it is possible to construct a point Z , such that: $XY : XZ = 1 : r$ (construction primitive)
- we can derive:
- given M_c and G , it is possible to construct C

Rule derivation

- Limit instantiations of definitions/lemmas
- So far, half of the rules of the basic system are derived from:
 - around 15 definitions (including Wernick's notation)
 - around 10 lemmas
 - only 2 suitable construction primitives
- Deriving rules is performed once, in preprocessing phase (takes approx. 20s)

Discussion

- **Objection:** the approach is problem-tailored!
 - **Answer:** no system can invent all needed lemmas, so other systems are too problem-tailored
- **Objection:** how can the approach be used for other families of problems?
 - **Answer:** in analogy with this family (the knowledge may overlap partly)
- **Objection:** ...then, it might become inefficient?
 - **Answer:** It could automatically choose over domains

Future Work

- Complete the process of automated deriving of rules
- Automated generation of constructions and figures in GCLC (along with a construction description in \LaTeX)
- Proving (in GCLC) that the constructions meet specifications, using automated theorem provers
- Proving (in coherent logic, by ArgoCLP prover) that constructed points indeed exist (under some conditions)