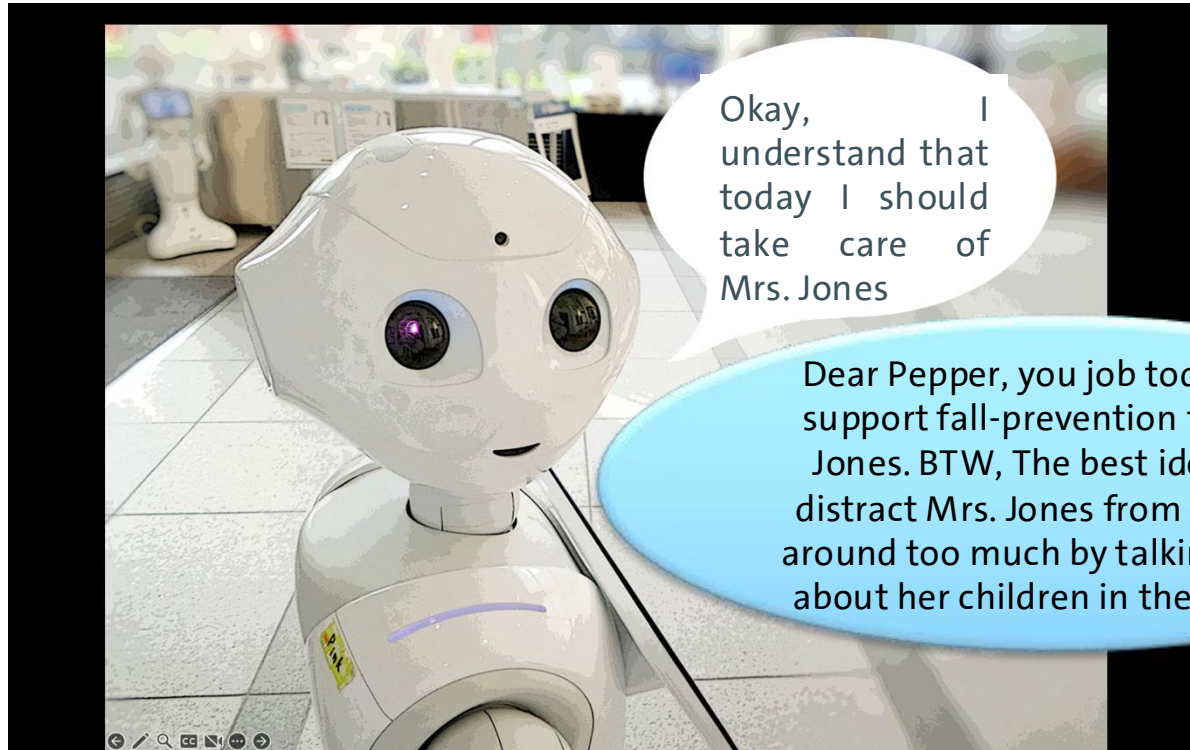


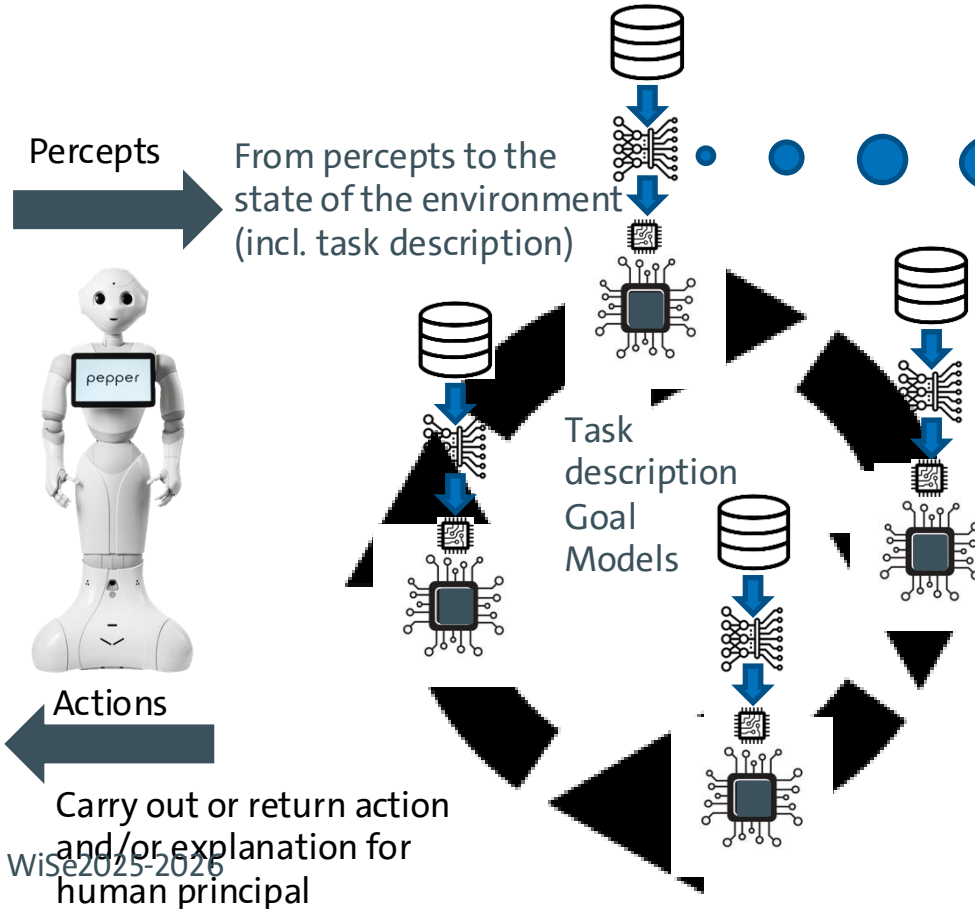
Ralf Möller, Sylvia Melzer

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# AlphaGo, AlphaZero, AlphaGeometry, AlphaFold



# Intelligent Agent



Intelligent agents should support multiple tasks (and ChatGPT does it)

Are the current goals still valid for task descriptions? Derive new goals if required.

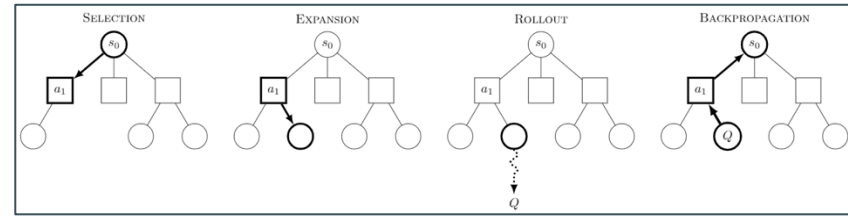
Planning vs. Routine

What is the best action to reach the goals (carry out tasks)

# Graceful degradation?

- AlphaGo – First program to defeat a professional Go player
- AlphaZero – More board games, less human feedback
- MuZero – Now playing Atari games, with not even the rules

<https://youtu.be/IVMgxtm5L-U>

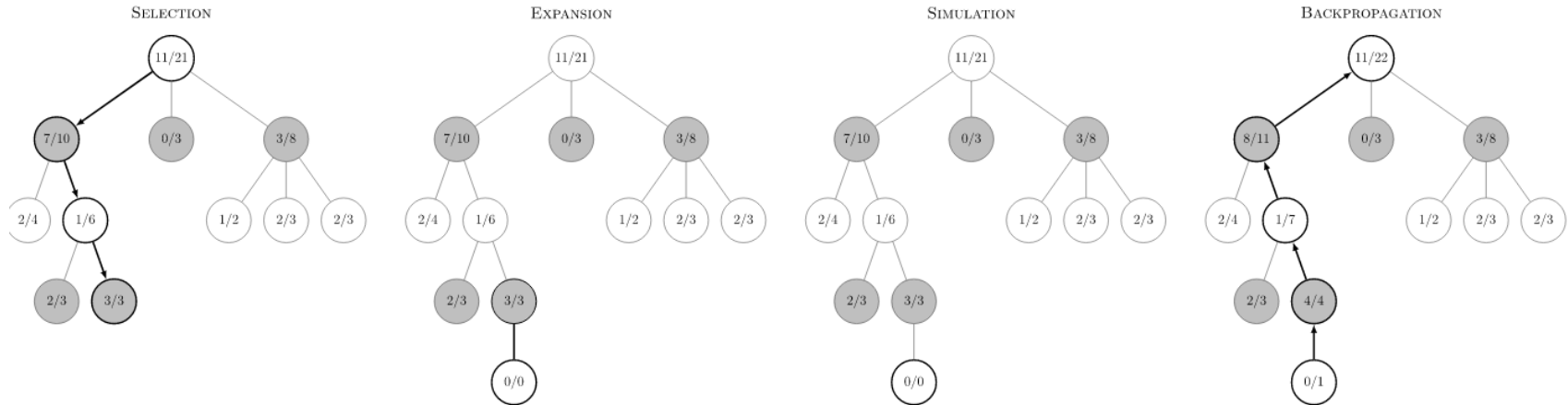


# Monte Carlo Tree Search (MCTS)

- **Selection:** Start from root  $R$  and select successive child nodes until a leaf node  $L$  is reached. The root is the current game state and a leaf is any node that has a potential child from which no simulation (playout) has yet been initiated. The section below says more about a way of biasing choice of child nodes that lets the game tree expand towards the most promising moves, which is the essence of Monte Carlo tree search.
- **Expansion:** Unless  $L$  ends the game decisively (e.g. win/loss/draw) for either player, create one (or more) child nodes and choose node  $C$  from one of them. Child nodes are any valid moves from the game position defined by  $L$ .
- **Simulation:** Complete one random playout from node  $C$ . This step is sometimes also called playout or rollout. A playout may be as simple as choosing uniform random moves until the game is decided (for example in chess, the game is won, lost, or drawn).
- **Backpropagation:** Use the result of the playout to update information in the nodes on the path from  $C$  to  $R$ . [https://en.wikipedia.org/wiki/Monte\\_Carlo\\_tree\\_search](https://en.wikipedia.org/wiki/Monte_Carlo_tree_search)

# Monte Carlo Tree Search (MCTS)

## ■ Example:



By Robert Moss - Own work, CC BY-SA 4.0,  
<https://commons.wikimedia.org/w/index.php?curid=88889583>

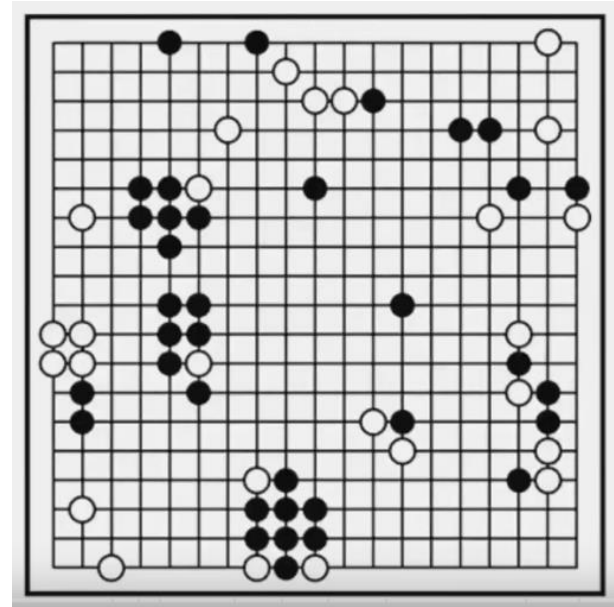
[https://en.wikipedia.org/wiki/Monte\\_Carlo\\_tree\\_search](https://en.wikipedia.org/wiki/Monte_Carlo_tree_search)

# Go



# Introduction to Go

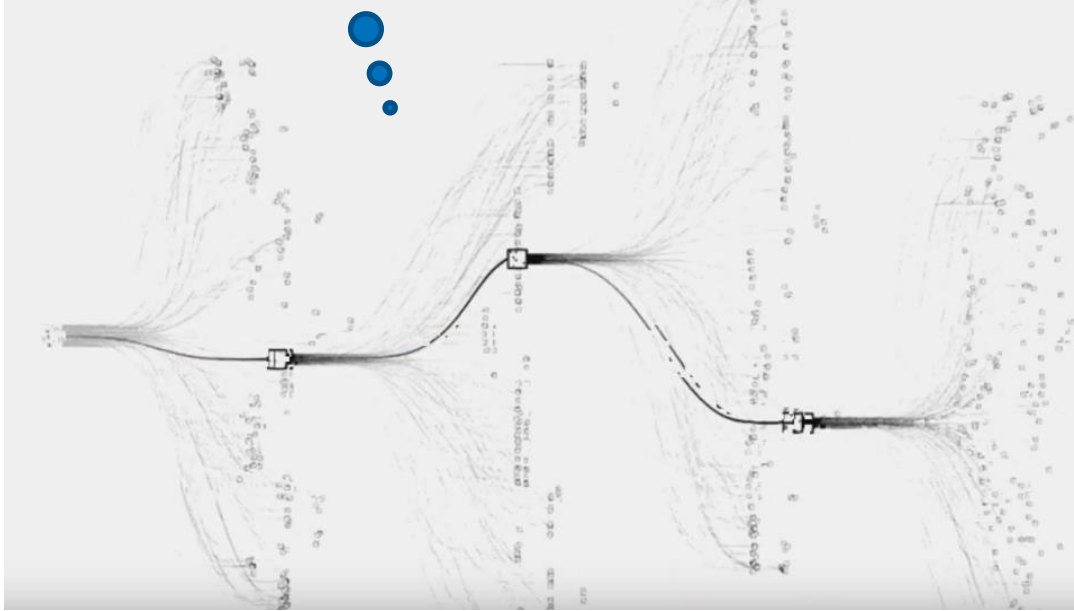
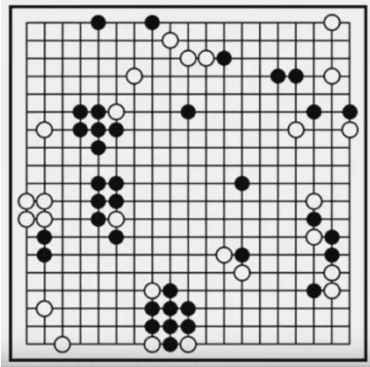
<https://online-go.com/learn-to-play-go/rules-intro>



Great depth

# Go

- 19x19 lines and 361 intersections
- Very high game tree complexity



# AlphaGo

- Cut down the complexity of the search tree via network policy

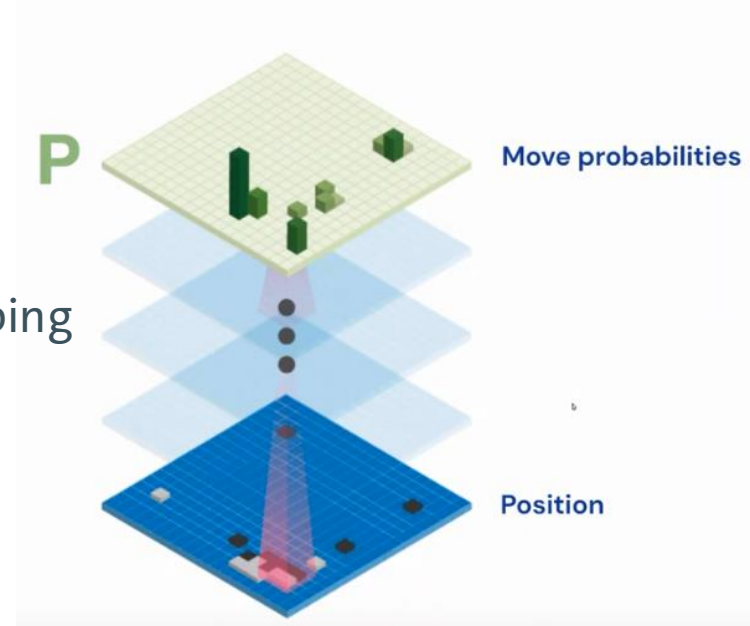
distribution  
over moves



mapping

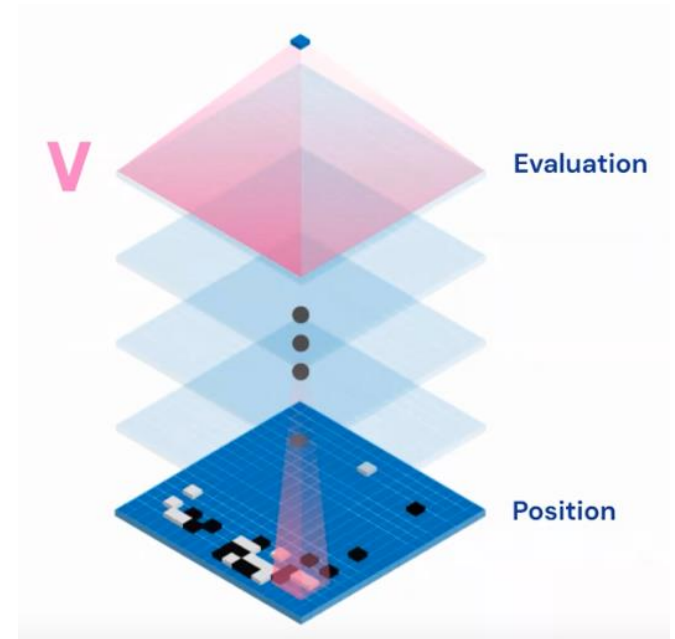
Go

position

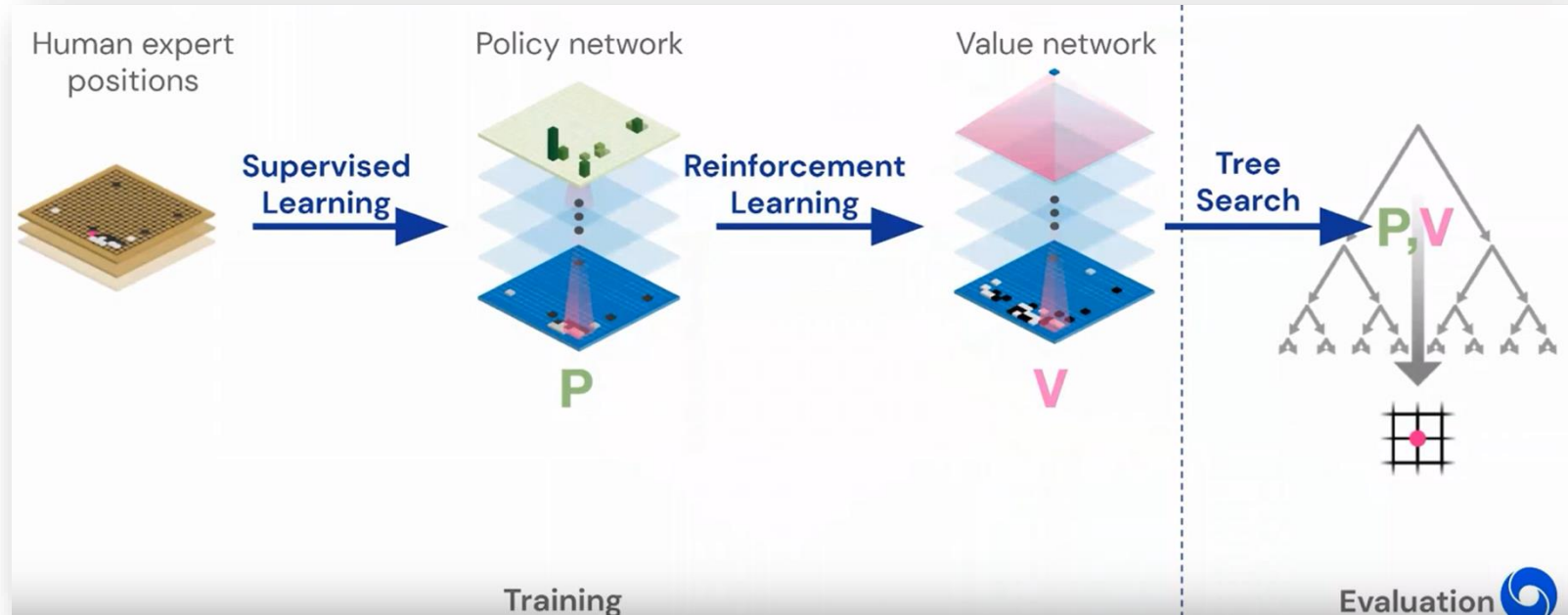


# AlphaGo

- Evaluation network
- Feature vector represents the position
- Output: win/loss signal
- Here: black will win

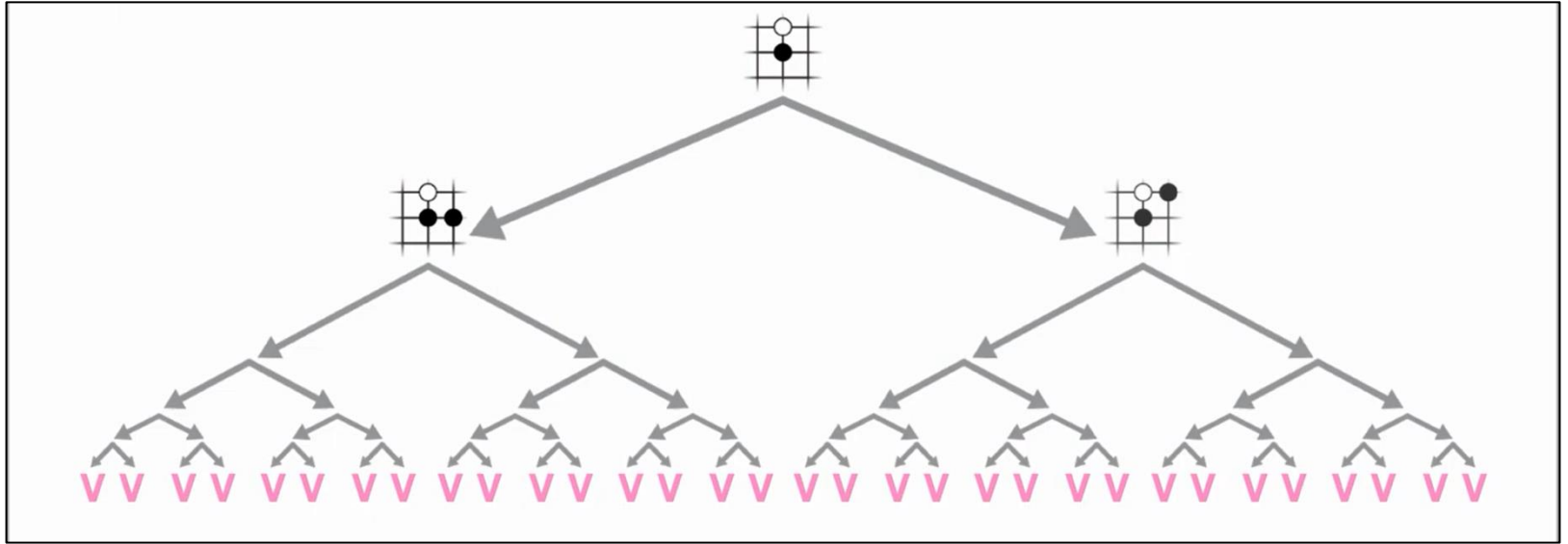


# AlphaGo





# AlphaGo



## AlphaZero: One Algorithm, Three Games



Chess



Shogi

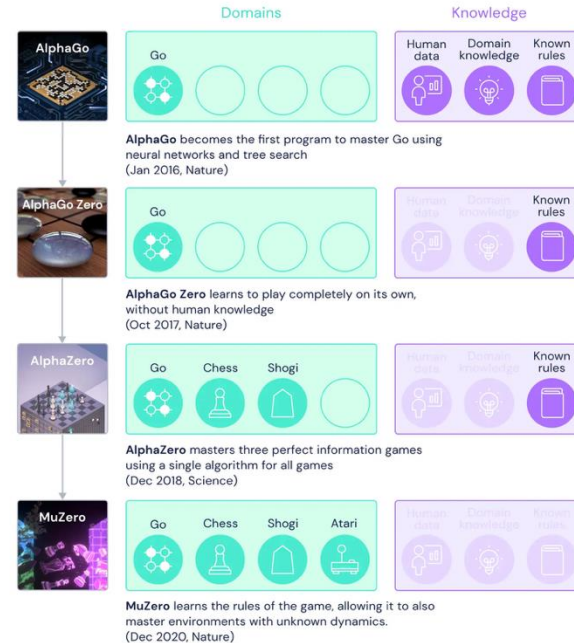


Go

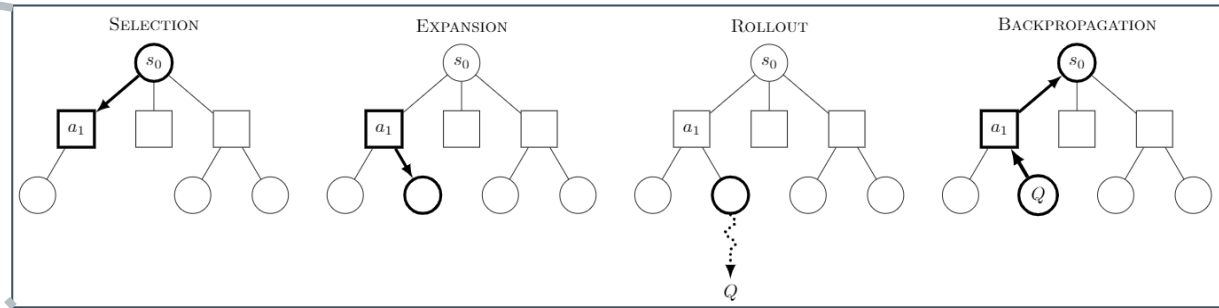
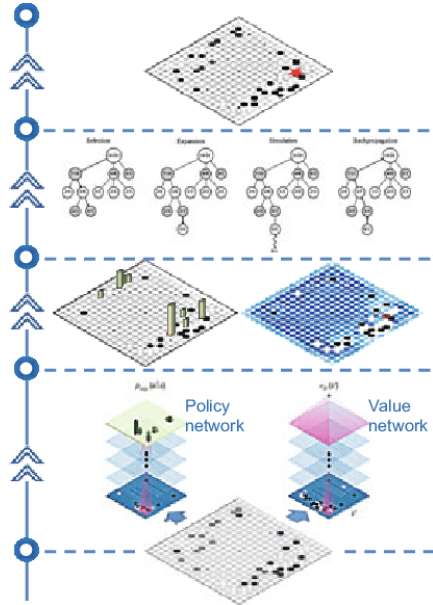
*Silver, D., Schrittwieser, J., Simonyan, K. et al. Mastering the game of Go without human knowledge. Nature 550, 354–359 (2017).*

*Silver, D., Hubert, T., Schrittwieser, J. et al. A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play. Science 362(6419), pp. 1140–1144 (2018).*

# Graceful degradation?



# Monte Carlo Tree Search (MCTS)

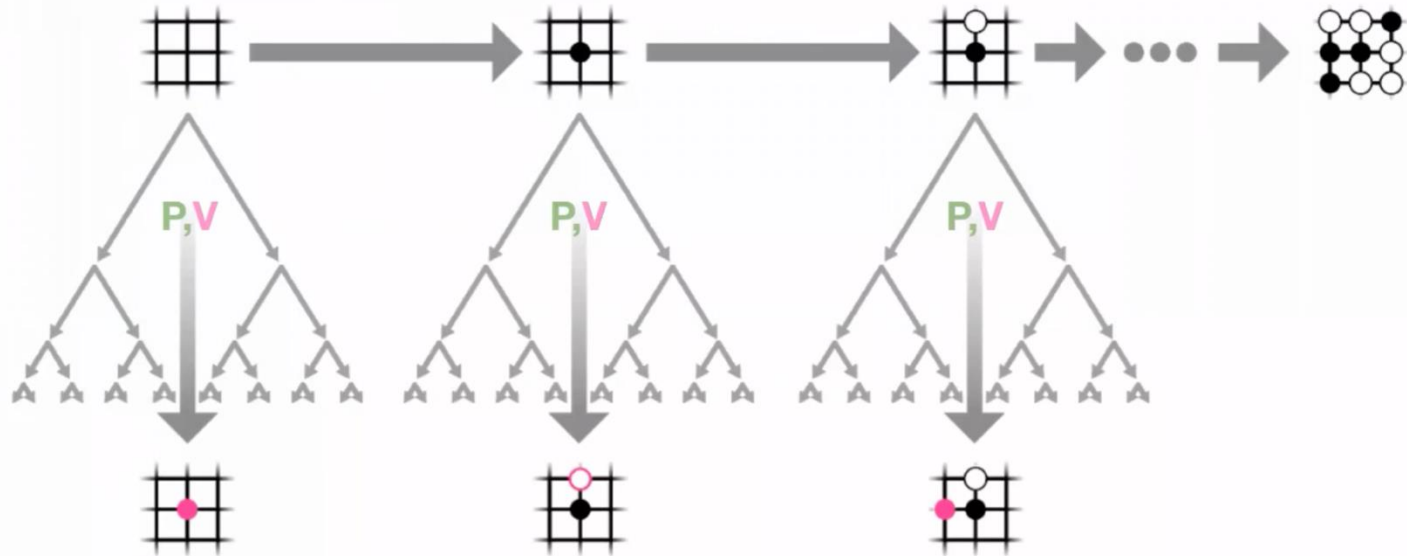


[https://en.wikipedia.org/wiki/Monte\\_Carlo\\_tree\\_search](https://en.wikipedia.org/wiki/Monte_Carlo_tree_search)



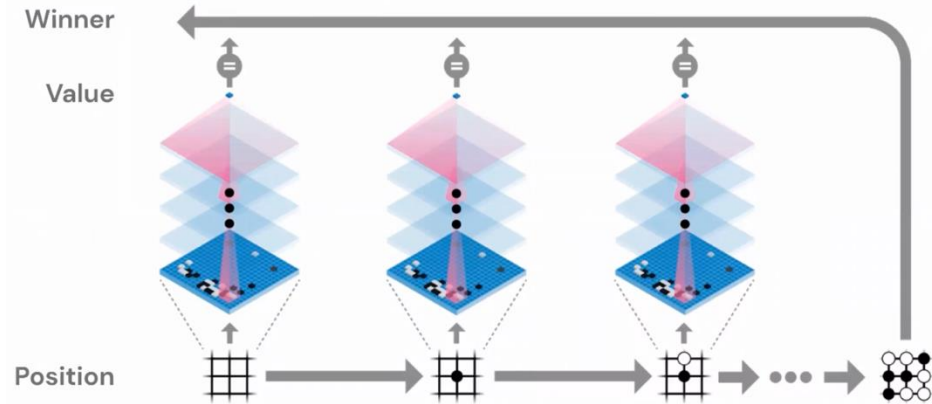
# AlphaZero plays games against itself

Position

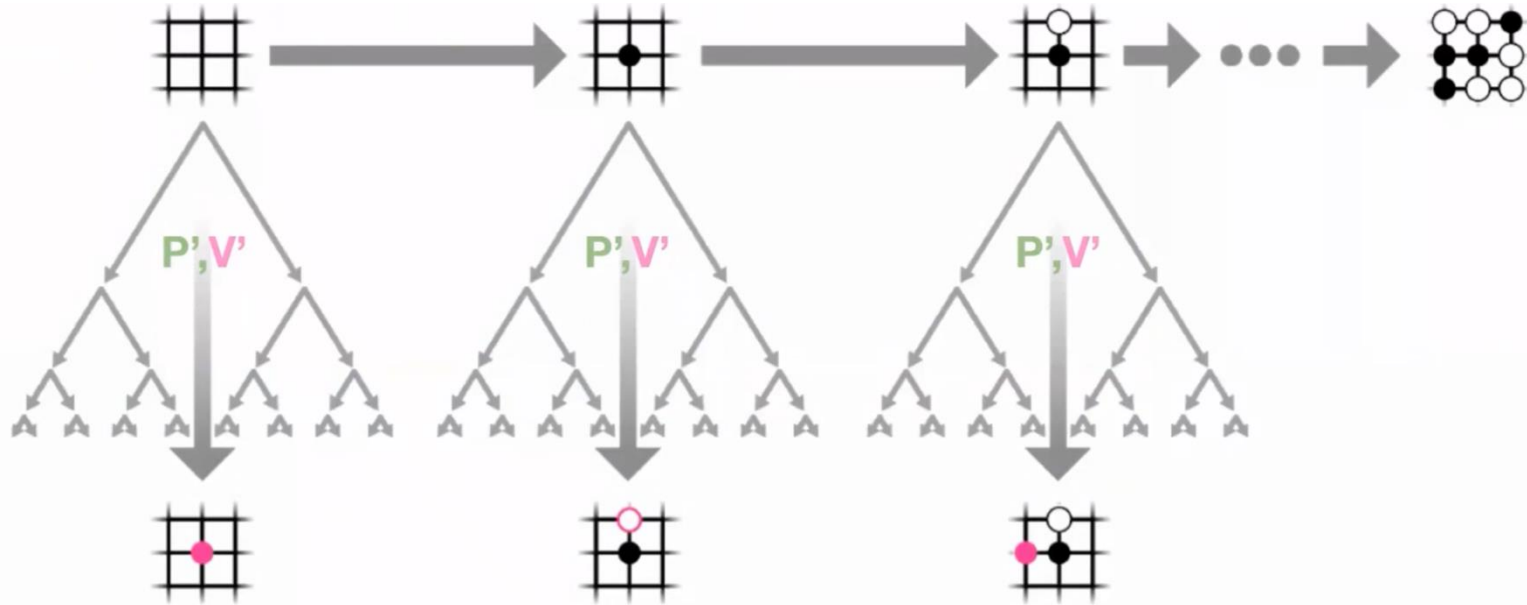


# Reinforcement Learning in AlphaZero

New value network  $V'$  is trained to predict winner



Position

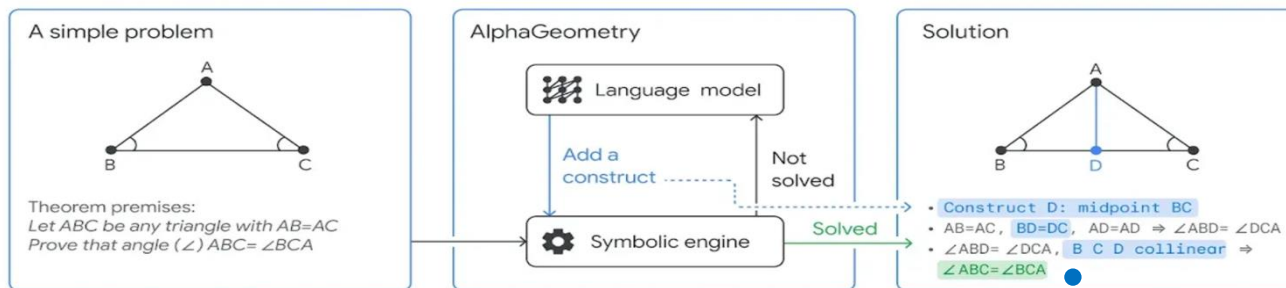


Move

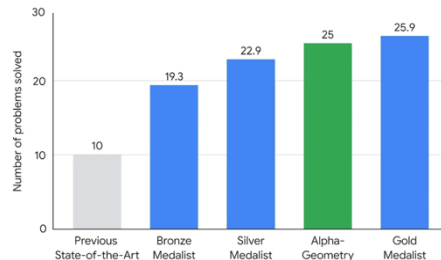
# Representation Learning

- What is a good representation for the environment given a set of task descriptions
- There might be representations suggested from task descriptions
- There might be things to be added for supporting specific problem solving strategies effectively

# Find representation augmentations: AlphaGeometry



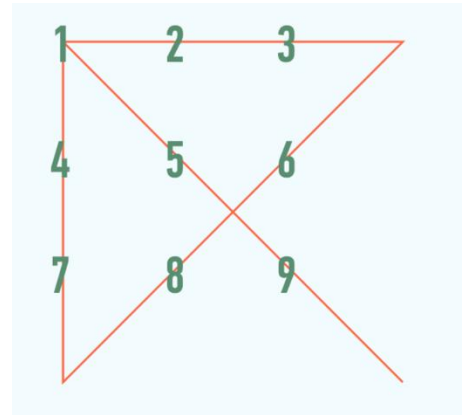
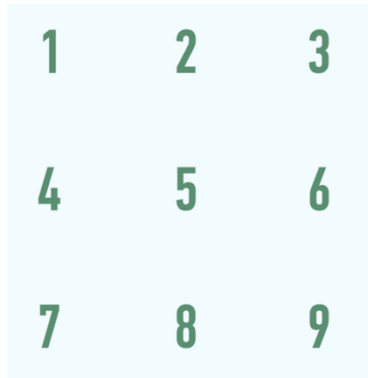
Approaching the Olympiad gold-medalist standard



No chain of thought  
 (CoT) reasoning  
 Need to deal with case  
 distinctions!

# 9 dots puzzle: Creative solutions

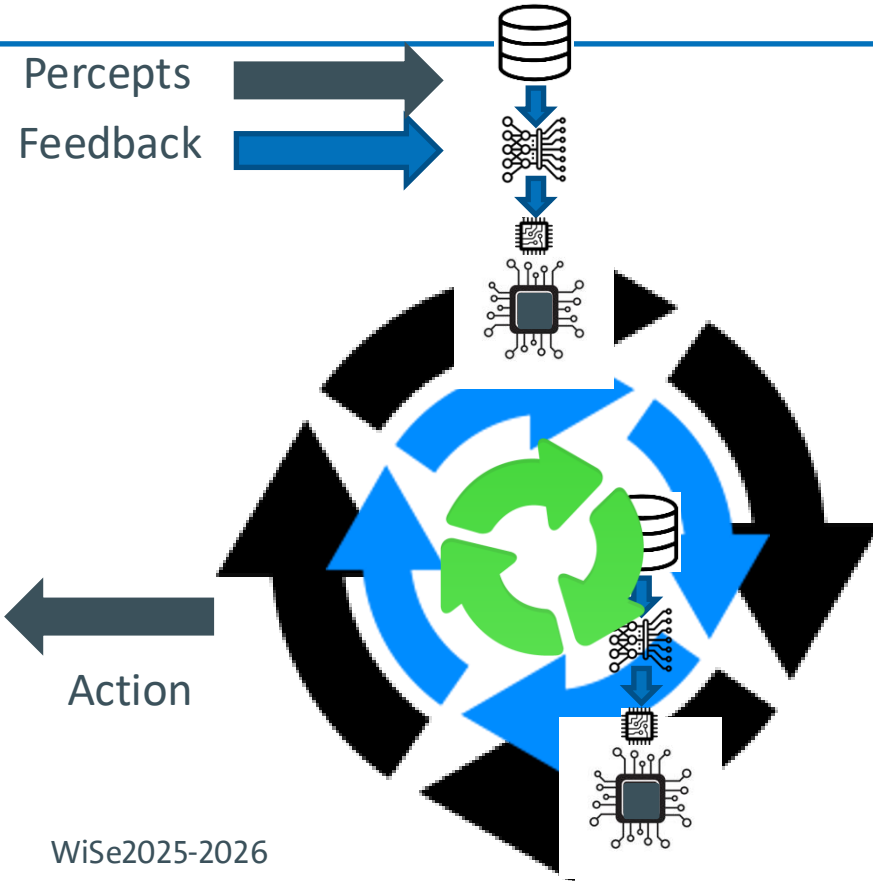
Connect with four (straight) lines w/o releasing pen



Start thinking “out of the box” ● ●

LLMs as providers for  
ideas that are  
rigorously checked

# Prediction is key (see Friston et al.)



- What about executing a multistep plan?
- Execute respective next best action
  - Could be an action from a multistep plan
- Observe environment
  - ... which might change stochastically (and due to other agents)
- Prediction
  - It might become clear for an agent that subsequent actions from specific (incomplete) plans
    - are never applicable or
    - never contribute to goals
- Purge pending actions
- Perplexity Minimization
  - Guide perception



A humanoid robot might be used to carry out different tasks

However, usually it is a bad idea to have robots with far from optimal physical design for a specific tasks

# Powerful Industrial Robotics



# Alphafold as the paradigm of a New Era

- Proteins are built from 22 standard amino acids
- HP35 is one of the smallest known naturally occurring protein (35 amino acids long) that folds into a defined, stable three-dimensional structure (a three-helix bundle) on its own
- The number of possible sequences for a 35 amino-acid chain is:  $20^{35}$
- 38,629,697,920,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000
- Median protein length of human: 416
- Problem: Find out structures is slow and expensive

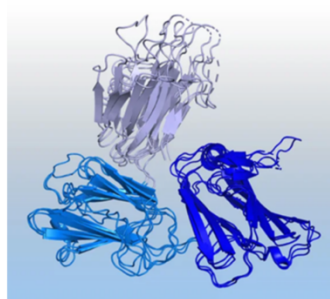
<https://doi.org/10.1063/1.2995987>,

<https://bionumbers.hms.harvard.edu/files/Median%20protein%20lengths%20in%20eukaryotic,%20bacterial%20and%20archaeal%20organisms.pdf>

# AlphaFold

The number of protein structures known (post-Alpha Fold 2): 200,000,000

## Our malaria vaccine work highlighted by AlphaFold



"Matt Higgins and his team of researchers at the University of Oxford had a problem", say Time magazine, and AlphaFold2 helped us to solve it.

It was a pleasure to appear at the press conference in which AlphaFold2 announced a massive database containing predictions of protein structures for all sequenced organisms. We were there to describe how AlphaFold2, combined with experimental data, allowed us to understand the malaria transmission-blocking antibody candidate Pfs48/45.

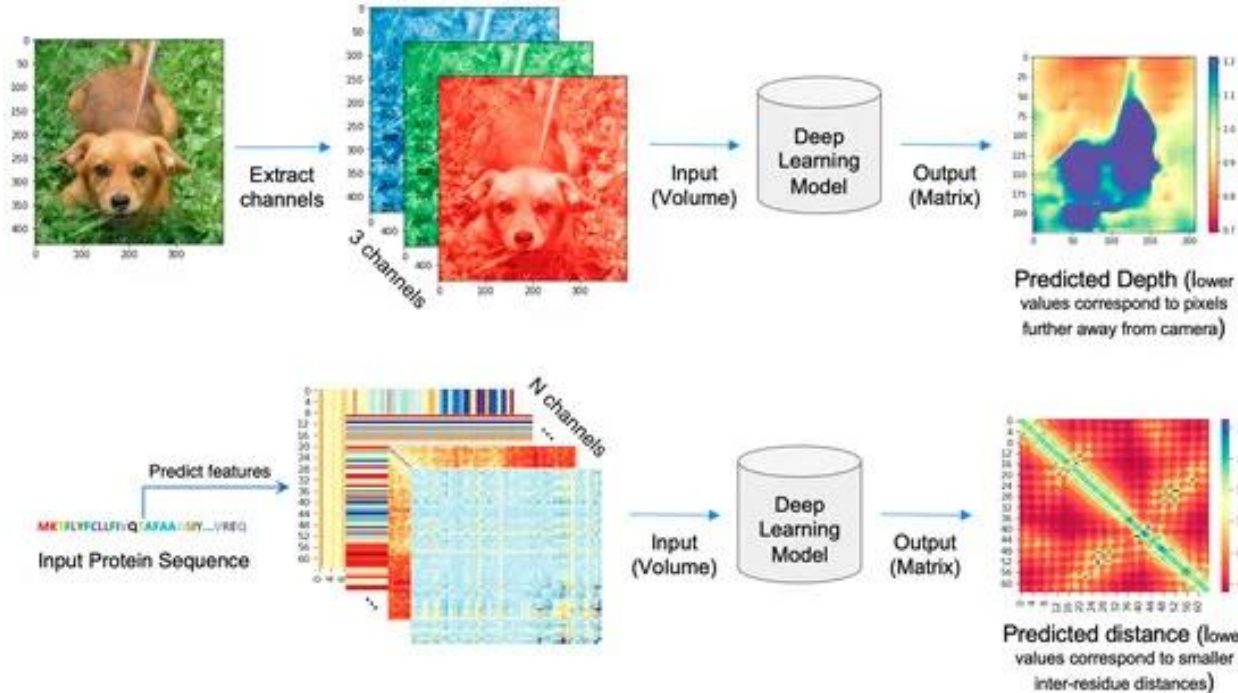
July 2022

This work is described in our preprint:

Ko, K.T., Lennartz, F., Mekhaieil, D., Guloglu, B., Marini, A., Deuker, D.J., Long, C.A., Jore, M.M., Miura, M., Biswas, S. and Higgins, M.K. (2022) Structure of the malaria vaccine candidate Pfs48/45 and its recognition by transmission blocking antibodies. Nature Communications 13 5603

Bertoline LMF, Lima AN, Krieger JE, Teixeira SK. Before and after AlphaFold2: An overview of protein structure prediction. Front Bioinform. 2023 Feb 28;3:1120370. doi: 10.3389/fbinf.2023.1120370. PMID: 36926275; PMCID: PMC10011655.

<https://higginslab.web.ox.ac.uk/our-malaria-vaccine-work-highlighted-alphafold>

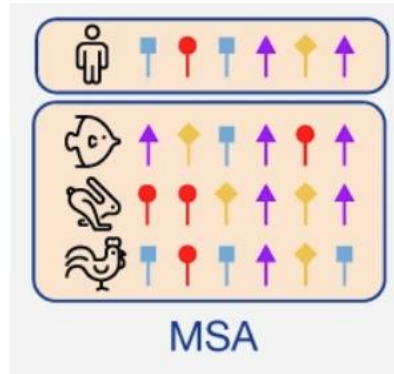


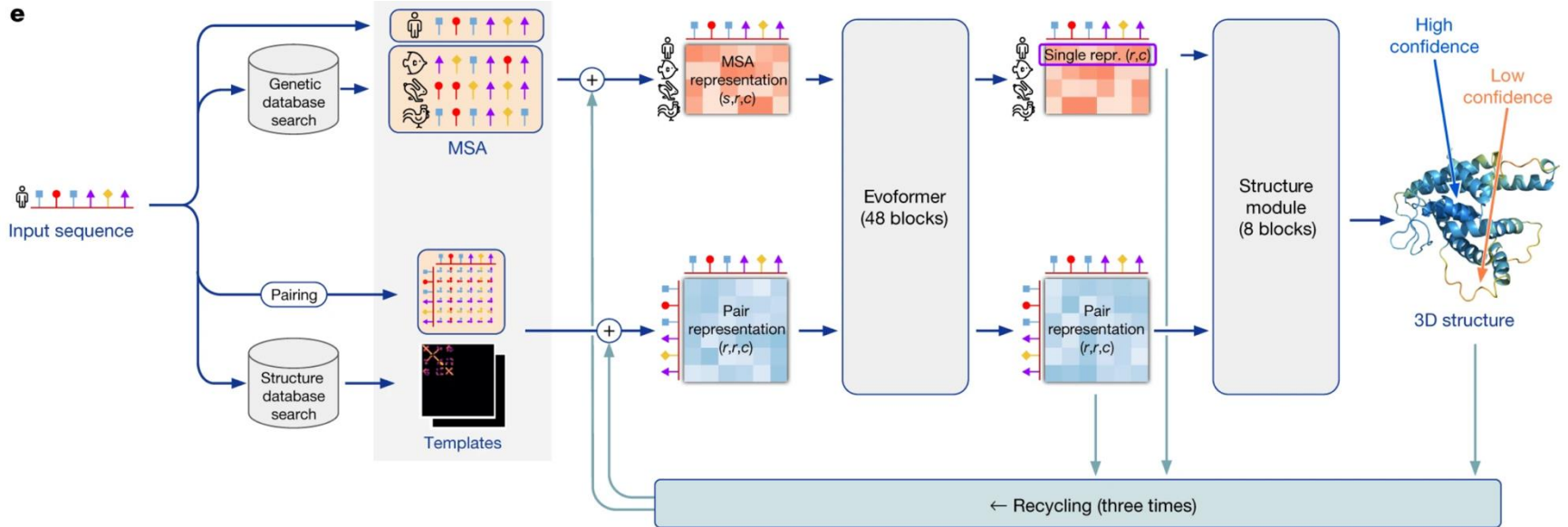
# AlphaFold 2

One sequence



Multiple Sequence Alignment (MSA)





Jumper, J., Evans, R., Pritzel, A. *et al.* Highly accurate protein structure prediction with AlphaFold. *Nature* **596**, 583–589 (2021).

<https://doi.org/10.1038/s41586-021-03819-2>

GenAI | Ralf Möller, Sylvia Melzer

# AlphaFold

Demo: <https://alphafold.com/>

- What does AlphaFold do well?
- What are its limitations?

# AlphaFold

## Strengths:

- Provides fast access to predicted protein structures.
- High accuracy for many proteins.
- No experimental work is required by the user.

## Limitations:

- Structures are **predictions**, not experimental measurements.
- Protein dynamics, ligand binding, and multi-protein complexes are not fully captured.
- Some regions have low prediction confidence.