Andrew Cropper

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Research interests

Inductive logic programming, program induction, program synthesis

Academic employment

- EPSRC Fellow, University of Oxford 2021 -
- Junior Research Fellow, Hertford College, University of Oxford 2018 -
- Research Assistant, University of Cambridge 2013

Education

- PhD Computer Science, Imperial College London 2013 - 2018
- MSc Computer Science, University of Oxford 2010 - 2011
- BSc Computer Science, Nottingham Trent University 2005 - 2009

Awards

- Best paper ILP 2019
- Best paper ILP 2018
- Best student paper ILP 2014

Fellowships, scholarships, and grants

- EPSRC kick-starter grant (£80k) 2021
- EPSRC Early Career Fellowship (£1.4M) 2021
- Google Cloud Platform grant ($5k) 2019
- Hertford College Junior Research Fellowship (£120k) 2018
- JSPS postdoctoral fellowship (*declined in favour of the JRF*) 2018
- National Institute of Informatics internship (£3k) 2014
- Syngenta fellowship (£30k) 2013
- BBSRC PhD studentship (£100k) 2013

Supervision

I am/was the primary supervisor of the following students:

DPhil

- Rolf Morel 2022 (expected)

MSc

- John Wahlig 2021 (expected)
- Mathias Jackermeier 2021 (expected)
- Brad Hunter 2021 (expected)
- Rolf Morel 2018

BA

- Bogdan Cretu 2022 (expected)
- Victor Vasiesiu 2022 (expected)
- Cristian Dinu 2021 (expected)
- Andrei Diaconu 2020
- Alastair Flynn 2020

Summer intern

- Joar Skalse ($\rightarrow$ DPhil Oxford) 2018

Examination

External PhD examiner

- Lidia Contreras Ochando, Universitat Politècnica de València 2020

Research visits

- Massachusetts Institute of Technology, USA 2016, 2018, 2019
  Visited Professor Josh Tenenbaum
- KU Leuven 2019
  Visited Professor Luc de Raedt and Dr Sebastijan Dumančić
- National Institute of Informatics, Tokyo, Japan 2014, 2015, 2017
  Visited Professor Katsumi Inoue

Industrial employment

- Researcher, MFG Labs, Paris, France 2012 - 2013
- Software Engineer, Esendex, Nottingham 2009 - 2010
- Software Engineer, Counter Solutions, Derby 2007 - 2008

Publications

Journals

1. **A. Cropper** and R. Morel. Learning programs by learning from failures. *Machine Learning*, 2021
2. **A. Cropper** and S. Tourret. Logical reduction of metarules. *Machine Learning*, 109(7):1323–1369, 2020
3. **A. Cropper**, R. Evans, and M. Law. Inductive general game playing. *Machine Learning*, 109(7):1393–1434, 2020
4. **A. Cropper**, R. Morel, and S. H. Muggleton. Learning higher-order logic programs. *Machine Learning*, 109(7):1289–1322, 2020

5. **A. Cropper** and S. H. Muggleton. Learning efficient logic programs. *Machine Learning*, 108(7):1063–1083, 2019

Conferences

1. S. Dumancic, T. Guns, and **A. Cropper**. Knowledge refactoring for inductive program synthesis. In *Thirty-Fifth AAAI Conference on Artificial Intelligence, AAAI 2021*, pages 7271–7278. AAAI Press, 2021
2. **A. Cropper** and S. Dumančić. Learning large logic programs by going beyond entailment. In *Proceedings of the Twenty-Ninth International Joint Conference on Artificial Intelligence, **IJCAI** 2020*, pages 2073–2079. ijcai.org, 2020
3. **A. Cropper**, S. Dumančić, and S. H. Muggleton. Turning 30: New ideas in inductive logic programming. In *Proceedings of the Twenty-Ninth International Joint Conference on Artificial Intelligence, **IJCAI** 2020*, pages 4833–4839. ijcai.org, 2020
4. **A. Cropper**. Forgetting to learn logic programs. In *The Thirty-Fourth AAAI Conference on Artificial Intelligence, **AAAI** 2020*, pages 3676–3683. AAAI Press, 2020
5. **A. Cropper**, R. Morel, and S. H. Muggleton. Learning higher-order programs through predicate invention. In *The Thirty-Fourth AAAI Conference on Artificial Intelligence, **AAAI** 2020*, pages 13655–13658. AAAI Press, 2020
6. **A. Cropper**. Playgol: learning programs through play. In *Proceedings of the Twenty-Eighth International Joint Conference on Artificial Intelligence, **IJCAI** 2019*, pages 6074–6080. ijcai.org, 2019
7. S. Tourret and **A. Cropper**. SLD-resolution reduction of second-order horn fragments. In *Logics in Artificial Intelligence - 16th European Conference, JELIA 2019*, volume 11468 of *Lecture Notes in Computer Science*, pages 259–276. Springer, 2019
8. R. Morel, **A. Cropper**, and C. L. Ong. Typed meta-interpretive learning of logic programs. In *Logics in Artificial Intelligence - 16th European Conference, JELIA 2019*, volume 11468 of *Lecture Notes in Computer Science*, pages 198–213. Springer, 2019
9. **A. Cropper** and S. Tourret. Derivation reduction of metarules in meta-interpretive learning. In *Inductive Logic Programming - 28th International Conference, ILP 2018*, volume 11105 of *Lecture Notes in Computer Science*, pages 1–21. Springer, 2018
10. **A. Cropper** and S. H. Muggleton. Learning higher-order logic programs through abstraction and invention. In *Proceedings of the Twenty-Fifth International Joint Conference on Artificial Intelligence, **IJCAI** 2016*, pages 1418–1424. IJCAI/AAAI Press, 2016
11. **A. Cropper**. Logic-based inductive synthesis of efficient programs. In *Proceedings of the Twenty-Fifth International Joint Conference on Artificial Intelligence, **IJCAI** 2016*, pages 3980–3981. IJCAI/AAAI Press, 2016
12. **A. Cropper** and S. H. Muggleton. Learning efficient logical robot strategies involving composable objects. In *Proceedings of the Twenty-Fourth International Joint Conference on Artificial Intelligence, **IJCAI** 2015*, pages 3423–3429. AAAI Press, 2015
13. **A. Cropper**, A. Tamaddoni-Nezhad, and S. H. Muggleton. Meta-interpretive learning of data transformation programs. In *Inductive Logic Programming - 25th International Conference, ILP 2015*, volume 9575 of *Lecture Notes in Computer Science*, pages 46–59. Springer, 2015
14. C. Farquhar, G. Grov, **A. Cropper**, S. Muggleton, and A. Bundy. Typed meta-interpretive learning for proof strategies. In *Late Breaking Papers of the 25th International Conference on Inductive Logic Programming, 2015.*, volume 1636 of *CEUR Workshop Proceedings*, pages 17–32. CEUR-WS.org, 2015
15. **A. Cropper**. Learning efficient logic programs. In *Proceedings of the Twenty-Fourth International Joint Conference on Artificial Intelligence, **IJCAI** 2015*, pages 4359–4360. AAAI Press, 2015
16. **A. Cropper** and S. H. Muggleton. Can predicate invention compensate for incomplete background knowledge? In *Thirteenth Scandinavian Conference on Artificial Intelligence - SCAI 2015*, volume 278 of *Frontiers in Artificial Intelligence and Applications*, pages 27–36. IOS Press, 2015

17. **A. Cropper** and S. H. Muggleton. Logical minimisation of meta-rules within meta-interpretive learning. In *Inductive Logic Programming - 24th International Conference, ILP 2014*, volume 9046 of *Lecture Notes in Computer Science*, pages 62–75. Springer, 2014

Workshops

1. S. Dumančić and **A. Cropper**. Inventing abstractions by refactoring knowledge. *Conceptual Abstraction and Analogy in Natural and Artificial Intelligence 2020*.
2. S. Tourret and **A. Cropper**. SLD-resolution reduction of second-order Horn fragments. *Termgraph 2018*.
3. **A. Cropper**. Identifying and inferring objects from textual descriptions of scenes from books. In *2014 Imperial College Computing Student Workshop, ICCSW 2014*, volume 43 of *OASICS*, pages 19–26. Schloss Dagstuhl - Leibniz-Zentrum fuer Informatik, 2014

Services

Organisation

- Co-organiser Dagstuhl seminar *Approaches and Applications of Inductive Programming* 2021

Senior program committee

- IJCAI 2021

Program committee

- AAAI 2020, 2021
- IJCAI 2019, 2020
- KR 2021
- ECAI 2020
- ILP 2020, 2021
- AAIP 2021

Reviewer

- Machine Learning Journal 2020, 2021
- POPL 2020
- StarAI 2020

Other

- IJCAI student volunteer 2015, 2016

Outreach

- UNIQ, University of Oxford 2021
- Bebras Computing Challenge, University of Oxford 2019

Selected talks

- Learning higher-order logic programs, LMU Munich 2021
- Inductive logic programming, University of Oxford 2021
- Inductive logic programming, UC San Diego 2021
- Learning programs by learning from failures, Potsdam 2021
- Learning programs by learning from failures, MIT 2020
- Inductive general game playing, KU Leuven 2019
- Playgol: learning programs through play, KU Leuven 2019
- Learning higher-order logic programs, KU Leuven 2019
- Inductive general game playing, MIT 2019
- Playgol: learning programs through play, MIT 2019
- Playgol: learning programs through play, Machine Intelligence 21 2019
- Inductive general game playing, Dagstuhl 2019
- Playgol: learning programs through play, Dagstuhl 2019
- Learning algorithms using logic, University of Oxford 2019
- Learning efficient logic programs, MIT 2018
- Learning efficient logic programs, Dagstuhl 2017
- Learning higher-order logic programs, Dagstuhl 2017
- Learning efficient logic programs, Machine Intelligence 20 2016
- Logic-based learning of programs, UC Berkeley 2016
- Metagol, Dagstuhl 2015
- Predicate invention in meta-interpretive learning, Wakayama University 2014