## Automated Conjecturing and Collaborative Mathematics

Neal Bushaw<sup>1\*</sup>, Craig Larson<sup>1</sup>, Nico Van Cleemput<sup>2</sup>, and Workshop Participants

The Graph Brain Project is an experiment in how the use of automated mathematical discovery software, databases, large collaboration, and systematic investigation provide an experimental model for collaborative mathematics, with mathematicians and students of varying backgrounds. During the summer of 2017, a group of high school students, undergraduates, graduate students, and faculty made use of a program capable of generating invariant-relation and property-relation conjectures in many areas of mathematics. While this program is remarkably general (and, open source!), we used this program to generate conjectures the software makes, how to remove false conjectures, and, consequentially, how to generate better conjectures in (nearly) real time.

Keywords: Automated Conjecturing, Graph Theory, Independence Numbers <sup>1</sup> =Virginia Commonwealth University; <sup>2</sup> = Ghent University