

Towards a Checklist of AGI Implementation - Can a Critic Become a Solutionist?

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Describing AGI Agent & Environment

Agency¹

- **Spirit:** Virtual control/operating system of any agent (cells, animals, humans, families, cities, ecosystems, corporations, nation states, ...)
- **Agency:** Cybernetic control plant in feedback relation to environment
- **Sentience:** Agent discovers itself in and its relationship to the world
- **Consciousness:** Agent aware of own attention, able to control it. Creates coherent interpretation. *Maintains indexed memory for disambiguation, learning, and reasoning.* Mediates knowledge within mind.
- **Self:** self-image, 1st person perspective. Content modulated when agent turns intentions to actions. Between discovery of own existence and deconstruction of the self-representations.
- **Emotions:** content & expressions are learned, on top of low level bodily valence²
- **Mental models** of self & world create subjective reality
- **Generic Reward is enough hypothesis³ & Motivations⁴**

Environment

- Dimension scales have alternatives.
- **Observations:** discrete – continuous
- **Actions:** discrete – continuous
- **Time:** discrete – continuous
- **Dynamics:** deterministic – stochastic – chaotic
- **Observability:** full – partial
- **Agency (others):** single – multiagency
- **Uncertainty:** certain – uncertain
- **Reality:** simulated – real-world
- ...^{3, 5, 4}

Communication

- **Signaling**
- **Signal Combinations**
- **Symbols** are physical entities on sensory modality; labels for concepts
- **Language** as multi-level rule & symbol system: phonology, morphology, universal grammar

World Knowledge, Representation

- What do we know about world structure and dynamics?
- **Motor control** of body, movement, locomotion
- **Mental models** of environment & self²¹
- **Causal Systems/Networks**
- 3+D physical world (sensory modalities + time)
- **Objects**
- **Affordances**
- **Social World** (human culture), other agents
- **Abstract Concepts**
- **Energy**
- **Survival**
- **Resolution⁴** of time, space, information channel width, world knowledge, decision making, etc.

Hardware

- **Sensors, Actuators, Signaling**
- **Motor Control**, multiscale time and space resolutions
- **Embodied Learning:** body constrains and modulates learning
- **Implicit Computation** by physical & mechanical properties of body

Cognitive Capabilities

- **Perception**
- **Abstraction, Conceptualization, Objectification**
- **Learning**
- **Memory** (sensory, motor, experiential, episodic, procedural)
- **Mental simulation**
- **Reasoning, Planning**
- **Navigation**
- **Causality:** interaction between mental models

Why AGI?

Why Build?

- Complex system is **best understood** by modeling it. Building a system **reprioritizes** and explicates what we don't understand (mechanisms instead of narratives⁷)
- AGI agent needs to be run in the world for **alignment testing** with *world dynamics (aesthetics), which is extrapolated from highest level purposes of civilization¹*
- White hat security: **Improve security and ethics** by trying to break/misuse a working system
- Not building does not **protect us from adversarial** and unethical entities using AGI systems against us.

Why Checklist?

- Many AGI models exist, but have gaps. **Can you find any right now? How would you build AGI?**

Definition, Criteria

- Human-level or super-human behavior and *adaptation with insufficient knowledge and resources⁹* in undefined environments and tasks
- **native** (system information content) vs. **performance intelligence⁹**
- Computational part of reaching goals adaptively⁹
- *Hypothesis: generic objective of maximizing reward is enough for AGI³*

Goals

1. Minimize & explicate unknowns.
2. Help design & evaluation (of functionality, ethics, progress).

AGI Design Thinking

AGI Design Thinking: Modular “Designed Organization”

1. **Define application** requiring AGI (cognitive goal/task/problem)
2. **Empathize environment**, world-knowledge, and cognitive capabilities required (from human intuitive to explicit technical) by (1)
3. **Create descriptive functional system's architecture** (high-level intuition-pumped human-inspired design narrative aid)
4. Make an **inventory of algorithms** and hardware available
5. **Divide labor & orchestrate** computational modules
6. **Operationalize cognitive architecture:** specify software & hardware
 - goal/task
 - perception (world & self)
 - data processing
 - learning, cognitive scaffolding
 - orchestration
7. **Try to implement.**
8. **Iterate**

- **Key Problem: Orchestration:** How can we know beforehand whether a particular architecture actually works?

AGI Design Thinking: Cybernetic “Constrained Organization”

1. **Identify purposes¹/ rewards³/goals** on the highest level
2. **Empathize RICH environment** for agent(s)³ to facilitate & constrain learning
3. Make an **inventory of algorithms** and hardware available. Evaluate with theoretical *Universal AI⁵* [hutter_universal_2005]
4. **Decide: 1 or >=2 agents^{1, 3, 5}**
5. **Divide labor & orchestrate** *Society of Mind* for >=2 agents
6. **Operationalize agent(s):** specify software & hardware
 - purpose/goal, generic reward
 - environment (world & self)
 - perception
 - cybernetic agent
 - reinforcement learning
 - algorithms;
7. **Try to implement.**
8. **Iterate**

- Training in interaction with environment
- **Reward-is-enough hypothesis:** Rich environment and generic reward/goal is enough for AGI. When agent gravitates towards reward, sub-goals/skills are learned implicitly on the way.³
- **Key Problem: How to partition & scaffold learning space?** Scaffolding of learning, to monitor orchestration & transparency.

Intuition Pump

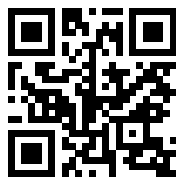
- Pros: Helps in designing architecture.
- Cons: Illusion of explanation. Only the tip of the iceberg of cognition and the world is visible.

Open Problems

- Perception, Learning, Architecture¹, Orchestration
- Values & priorities of civilization?¹

Cognitive Architecture of Modules/Agents

- A **set of modules/agents** comprise complete AGI agent (*society of mind^{1, 6}*)
- No sentience, self, consciousness, etc. for sub-modules/sub-agents
- **Divide labor** between modules/agents
- Orchestration
- Marrian computational levels
 - **purpose**
 - **algorithm**, 1 per module/agent
 - **implementation/hardware**
- **Reward-is-enough framework³**



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