

On AGI architecture

December 18, 2019 mid-term report

YKY

Independent researcher, Hong Kong

generic.intelligence@gmail.com

Table of contents

- 3 The simplest AGI architecture
- 4 Some musings on No Free Lunch (NFL)
- 5 “Double loop” architecture
- 7 Connection between reinforcement learning & quantum mechanics
- 9 Topos theory
- 10 Permutation invariance

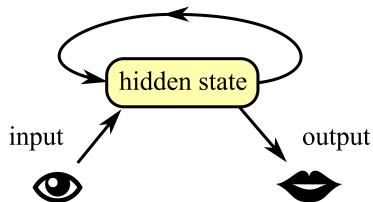
Hello friends 😊

I have made some intermediate progress recently, which I share below.
I am also looking for collaborators.

The simplest AGI architecture

- ▶ The simplest AGI architecture consists of a single recurrent loop:

rewrite / update / transition function = F

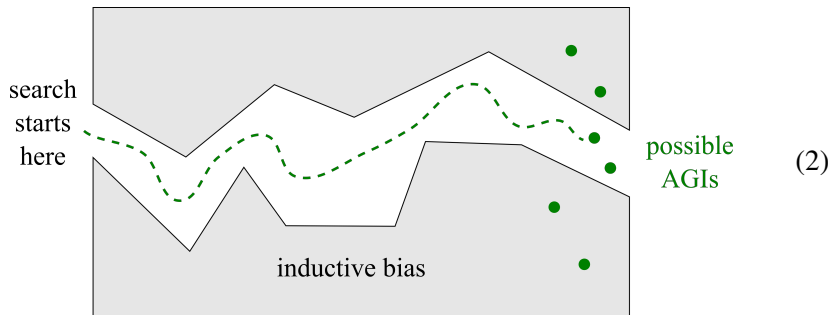


(1)

- ▶ It operates under reinforcement learning, maximizing rewards by the Bellman optimality condition
- ▶ The transition function F can be implemented by a neural network
- ▶ According to No Free Lunch theorem, problem with this architecture is lack of inductive bias, learning is too slow

Some musings on No Free Lunch (NFL)

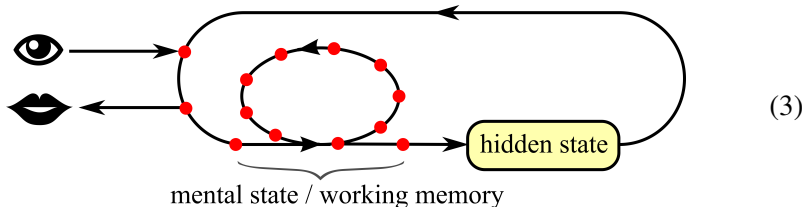
- ▶ According to NFL, there is no such things as “good” or “bad” inductive bias
- ▶ As long as it accelerates learning, and still accomodates AGI, it is good bias



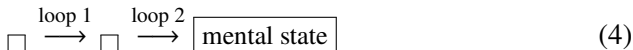
- ▶ For example, the neural network F can be made **sparse** while preserving deepness
- ▶ Yet, I proposed earlier to use logic as bias. Is that redundant? 🤔

“Double loop” architecture

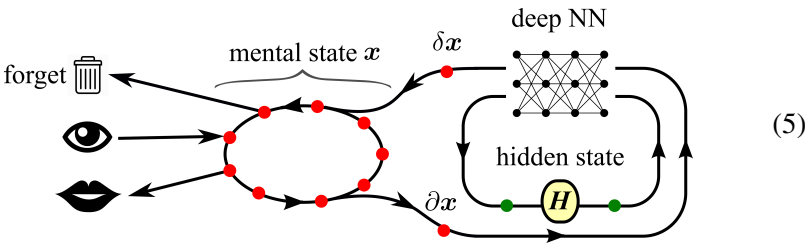
- Assume **working memory** consists of disparate propositions (\bullet), residing in an inner loop. As this loop is iterated, the propositions are condensed into the hidden state. Hence the “double-loop” architecture



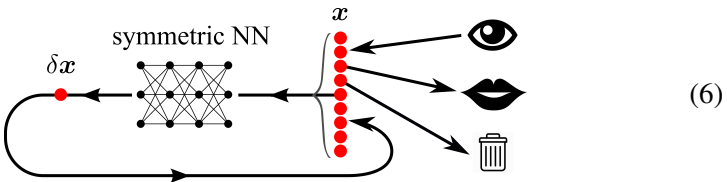
- This same architecture may be shared by the human brain, as its structure is simple and thus could have been evolved
- As far as I know, BERT also contains an implicit recurrence, where words in a sentence are condensed into a hidden state, from which target words are generated one by one
- So it seems that if we modify BERT to be a “double loop”, we can get an AGI:



► Diagram (3) is a bit inaccurate, here is a more detailed diagram:



► In contrast, one can use a **symmetric NN** to make the architecture even simpler:



► But it's not easy to decide whether (5) or (6) is faster 🤔

Connection between reinforcement learning & quantum mechanics

► Bellman

$$\boxed{\text{Bellman}} \quad S_t(x) = \max_u \{L(x, u) + \gamma S_{t+1}(x)\} \quad (7)$$

► Bellman **Hamilton-Jacobi** 1970s Kalman Pontryagin Hamilton-Jacobi-Bellman (HJB)

$$\boxed{\text{Hamilton-Jacobi}} \quad \frac{\partial S(x, t)}{\partial t} = -H \quad (8)$$

► Lagrangian L Hamiltonian H

$$L = \text{K.E.} - \text{P.E.} \quad , \quad H = \text{K.E.} + \text{P.E.} \quad (9)$$

K.E. = kinetic energy, P.E. = potential energy.



▶ Hamilton-Jacobi Schrödinger exact $\Psi = e^{-i\hbar S}$

Hamilton-Jacobi

$$\frac{\partial S}{\partial t} = -H \quad \Rightarrow \quad i\hbar \frac{\partial \Psi}{\partial t} = H\Psi$$

Schrödinger

(10)

▶ (quantization) [Field 2010]

▶ AI Hilbert Schrödinger

▶ Schrodinger (imaginary time) (diffusion)

wave eqn.

$$\frac{\partial \Psi}{\partial t} + i\Delta\Psi = 0 \quad \Leftrightarrow \quad \frac{\partial u}{\partial t} + \Delta u = 0$$

heat eqn.

(11)

▶ AI discrete Laplacian Δ discrete Schrödinger operators graph graph



Topos theory

Topos Lawvere 1950s

topos (objects)

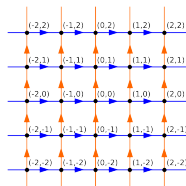
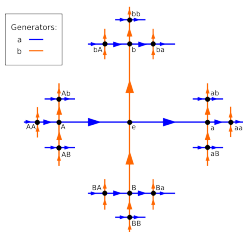
- ▶ Cartesian product $A \times B \rightarrow A \wedge B$
- ▶ exponentiation $A \rightarrow B = B^A \rightarrow A \Rightarrow B$
- ▶ subobject classifier $A \hookrightarrow B \rightarrow A \subseteq B$

Topos relation graphs algebras

$F : U \xrightarrow{F} V$ exponentiation V^U U, V $A \times B$ embed $A \times B = B \times A$ Abelian

Permutation invariance

- ▶ Word2Vec Poincaré disc / hyperbolic space [Nickel and Kiela 2017]
- ▶ vectors hyperbolic space
- ▶ F_2 Cayley Cayley



(12)

- ▶ F_n Cayley hyperbolic disc F_n Abelianization $F_n^{\text{Ab}} \cong \mathbb{Z}^n = \mathbb{Z} \times \dots \mathbb{Z}$ n - grid
- ▶ (representation theory) Abel 1- F_n^{Ab} n 1-

- ▶ \mathbb{Z}^n fractal fractals
- ▶ weights-sharing permutation invariant (= Symmetric NN)
- ▶ activation function = polynomial
- ▶ $1-2 = 2$
- ▶ sparse bias
- ▶

Field, JH (2010). “Derivation of the Schrödinger equation from the Hamilton-Jacobi equation in Feynman’s path integral formulation of quantum mechanics”. In: *European Journal of Physics*.

Nickel, Maximillian and Douwe Kiela (2017). “Poincaré embeddings for learning hierarchical representations”. In: *Advances in neural information processing systems*, pp. 6338–6347.

