《AGI general theory》

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Summary

• AGI

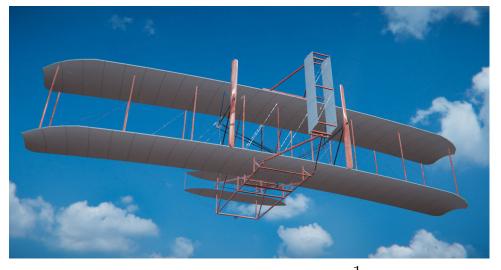
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-1.1 飞机比喻

最早的飞机,使用 **平面** 做机翼,而不是模仿**飞鸟**的拍翼。它使用 **螺旋桨** 作为动力,因为当时最强的动力装置 是**内燃引擎**:



(-1.1.1)

深度学习是现时**最强**的学习算法,它可以学习非常复杂的非线性函数。问题是怎样利用这件「武器」。我提出的 architecture 就是 (??), 这也是 Richard Sutton 提出的基於 强化学习 的模型。*

时至今日,飞机仍然叫"plane",而这个设计基本上奠定了 100 多年以来 飞机的模式。在技术的进化上,这种主导模式的现象称为 dominant design.

我提议利用 逻辑结构,约束 F 的搜寻空间(这叫 inductive bias),令它可以更快地学习到人类水平的智能。这是不是达到 AGI 的最好的方法呢?不实践是无法知晓的。Sutton 甚至认为,不需要人为的 bias,纯粹增加**计算力**就可以了。

Richard Sutton (1949-)

O Associative attention / recommendation of inference

The word "attention" is used here alternatively, not the same as Attention in BERT or Transformers.

It may be advantageous to use a graph neural network (GNN) as the **state** of our AI system and such that the transition function F maps the current-state GNN to the next-state GNN.

The size of the GNN is the "working memory" size and may be moderately large. So we need an algorithm to select a subset of nodes in the GNN as **candidates** for applying deduction:

$$A_1 \wedge A_2 \wedge \dots A_n \Rightarrow B. \tag{0.0.1}$$

^{*}AGI 的架构还可以包括 episodic memory 等部分,现在我们考虑的是 minimalist architecture. 如果不用高度抽象的理论,很多时会迷失在支节里。

There are $\binom{M}{N}$ ways of choosing a cluster of N nodes from a total of M nodes. Finding such subsets is akin to what **recommendation engines** do, where our problem can be regarded as the recommendation of candidates for logic rules application.

Perhaps an efficient algorithm is to calculate scores of something....

References

欢迎提问和讨论 ②