DODO

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1 Intro

1.1 What is Dodo?

Dodo is/will be an agi (artificial general intelligence) experiment. For those who do not know what this is, artificial general intelligence is a computer program capable of human level intelligence. I.e., it can do anything a human can do, including learning new knowledge and even go to college :)

1.2 Why?

Why Dodo? Why forex? Human level intelligence is a large undertaking. No, that is a understatement! It is a *humongous* undertaking! Not only does one have to worry about the agi architecture, one has to worry about all the complex input that one has to support - particularly vision, which in itself involves a myriad of different ideas and concepts. So you have vision? How about relating all the objects in the world that it can see and making sense of all of that? It is large. It is complicated. Not that it cant be done, but why not eliminate this all together and focus on the agi architecture: problem solving, imagination, language, etc?

It is simple - reduce the input to one relatively uncomplicated object - streams of price data, particularly forex! But can this single input support all of the architecture that we need to demonstrate? Well, lets see...

1. Can it apply problem solving and imagination in forex ... yep! trading strategies, price action, order management, ...

2. Can it apply language ... yep! language is a convenient to represent ideas between 2+ entities and also useful to think in terms of

3. Can it demonstrate reflective thinking, consciousness, ... yep! sure, its a small world with it *only* knowing about price streams, but this form of thinking is needed for #1 ....

As we can see, using one sensory input wouldn't prevent us from fleshing out and demonstrating a whole architecture! What it *does* do is take out the complexity that complex sensory inputs would present to agi. This is highly desirable, because With complexity comes a tunnel like approach:

Will this awesome idea i just came up with about how to create agi work out? Well, lets see, i have all of these sensory inputs i have to have support for. Lets just work on this for months/years to see if my one idea works....

Or, equally worse, the idea would be tested on *toy problems* which really aren't representative of what an agi needs to be able to do. Forex is not a 'toy' problem. It is a world in which only one sensory input is needed - but, as we saw above, a relatively complete agi architecture will be needed in evolving from a 'baby' agi up to an 'adult' forex agi.

Another advantage of this approach is that it is fun! Forex=money if one is successful with Dodo! Not that the money is the fun part - it is getting a profit via AGI applied to a chaotic market that is fun! Best yet, there are plenty of free forex demo accounts using metatrader that one can use. And it is really trivial to get a live account. Of course, we will not use metatrader to program our AGI in! See https://github.com/Storkle/clj-forex. It will use the java platform, but not java (heck no!), probably clojure+scala.

2   Ideas to Implementation #1

3   Resources

Emotion Machine and *Society of Mind*
http://opencog.org/