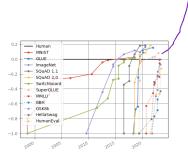
Recursive Self-Improvement

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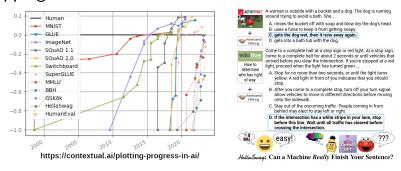




Introduction: Tero Keski-Valkama

- ► Tero Keski-Valkama is an Al generalist with over 25 years of experience spanning four countries, currently living in Spain.
- Worked with machine vision, complex control, SLAM, sensor fusion, semantic web, perceptrons, genetic algorithms, simulated annealing, SVMs, gradient boosting, deep learning, deep reinforcement learning, GANs, CNNs, Transformers, LLMs, AGI, embodiment, meta-learning, ...
- Robotics, pre-LLM chatbots, LLM chatbots, facial emotion recognition, automatic mapping, logistics, supply chain, healthcare...
- ► He has authored over 20 patents in the topic among countless other publications.
- ► Authored the first correct open source Google WaveNet implementation, the first communist AI, cofounded the second largest recurring AI event in Finland (AI Morning), ...

Capping at the Human-Level: Imitative Benchmarks



- ► All the common Al benchmarks we have tend to saturate at human-level, why?
- ▶ Because they are inherently imitative: They pick some tasks which are typically trivial for humans, but in which Als still struggle. These tasks have correct answers produced by humans.
- ► Yes, even BIG¹-Bench Hard is largely imitative.

¹Beyond the Imitation Game

Imitative vs Non-Imitative Training

- Examples of imitative training: Pre-training of LLMs from web corpuses, instruct-tuning, anything with human generated labels.
- Examples of non-imitative training: RLHF (but specific in scope and limited by human bandwidth), Code Llama (but just one small task).
- We need a suite of open-ended, non-imitative tasks with preferential machine judges.
- ► The tasks can be judged procedurally (like chess), or by LLMs (like social agent tasks).
- ► If a task is judged by an LLM, the act of judgement must also be judged ⇒ Recursive self-improvement.
- ► The training itself is just fine-tuning for example with DPO, but it requires access to weights.

Recursive Self-Improvement Suite

- ▶ I predicted "unambiguous AGI" to be reached before the end of 2023, because the step to do it is so easy. Sadly the large labs didn't start properly working on it.
- ► So I started my own project, Recursive Self-Improvement Suite², to show how it's done.
- ▶ It's a work in progress with lots of collected references. It will be a suite of tasks and related preference judgement processes, which creates a large corpus of synthetic data which can be used to fine-tune any LLM with e.g. DPO.
- ▶ Implemented tasks so far: "Create a programming task", "Rank programming tasks", "Rank programming task rankings", "Create an evaluation code for a programming task", "Rank evaluation code rankings", "Solve a programming task", "Rank programming task solutions", "Rank programming task solution rankings",

²Team: Tero Keski-Valkama, Asli Yaman

Try This at Home!

- ► The step to recursive self-improvement and unambiguous AGI is so small that anyone can now do it at home!
- You'll just need a large corpus of synthetic task performances, preference evaluations on those, and apply DPO on some LLM with this data.

