

Papers

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The following lists papers I've read and reviewed or made notes for.

1 Artificial General Intelligence

1.1 Alan Turing

- [Intelligent Machinery \(1948\)](#)
- [Computing Machinery and Intelligence \(1950\)](#)

1.2 Alan W. Biermann

- [Approaches to Automatic Programming \(1985\)](#)

1.3 Allen Newell

- [The heuristic of George Polya and its relation to artificial intelligence \(1981\)](#)

1.4 Breden Lake

- [Building Machines That Learn and Think Like People \(2016\)](#)

1.5 Douglas B. Lenat

- [EURISKO: A Program That Learns New Heuristics and Domain Concepts \(1982\)](#)

1.6 Douglas Hofstadter

- [The Copycat Project: A Model of Mental Fluidity and Analogy-Making](#)

1.7 E. Mark Gold

- [Language Identification in the Limit \(1967\)](#)

1.8 Eliezer Yudkowsky

- [Levels of Organization in General Intelligence \(2007\)](#)

1.9 Hans Moravec

- [When will computer hardware match the human brain? \(1998\)](#)

1.10 Hugo de Garis

- [Artificial Brains \(2007\)](#)

1.11 Irving John Good

- [Speculations concerning the first ultraintelligent machine \(1966\)](#)

1.12 J. Roland Olsson

- [How to Invent Functions \(1999\)](#)

1.13 Jack Copeland

- [Computable Number: A Guide \(2004\)](#)

1.14 Joe Tsien

- [A Postulate on the Brain's Basic Wiring Logic \(2015\)](#)

1.15 John Storrs Hall

- [Self-improving AI: an Analysis \(2007\)](#)

1.16 Jürgen Schmidhuber

- [The New AI: General & Sound & Relevant for Physics \(2007\)](#)
- [Gödel Machines: Fully Self-Referential Optimal Universal Self-improvers \(2007\)](#)

1.17 Keith Hoyer

- [3D Simulation: the Key to A.I. \(2007\)](#)

1.18 Kun Xie

- [Brain Computation Is Organized via Power-of-Two-Based Permutation Logic \(2016\)](#)

1.19 Łukasz Kaiser

- [Program Search as a Path to Artificial General Intelligence \(2007\)](#)

1.20 Marcus Hutter

- [A Complete Theory of Everything \(will be subjective\) \(2010\)](#)
- [Can Intelligence Explode? \(2012\)](#)

1.21 Marek Rosa

- [A Framework for Searching for General Artificial Intelligence \(2016\)](#)

1.22 Max Tegmark

- [Is “the theory of everything” merely the ultimate ensemble theory? \(1998\)](#)

1.23 Novamente

- [Contemporary Approaches to Artificial General Intelligence \(2007\)](#)
- [The Novamente Artificial Intelligence Engine \(2007\)](#)

1.24 Open NARS

- [The OpenNARS implementation of the Non-Axiomatic Reasoning System \(2016\)](#)

1.25 Patrice Godefroid

- [Automating Software Testing Using Program Analysis \(2008\)](#)

1.26 Pei Wang

- [The Logic of Intelligence \(2007\)](#)

1.27 Peter Voss

- [Essentials of General Intelligence: The Direct Path to Artificial General Intelligence \(2007\)](#)

1.28 RAND Corporation

- [Report on a General-Problem Solving Program \(1959\)](#)

1.29 Roman V. Yampolskiy

- [From Seed AI to Technological Singularity via Recursively Self-Improving Software \(2015\)](#)

1.30 Scott Aaronson

- [Why Philosophers Should Care About Computational Complexity \(2011\)](#)

1.31 Shane Legg

- [Machine Super Intelligence \(2008\)](#)

2 Prioritization

2.1 Joachim Karlsson

- [An evaluation of methods for prioritizing software requirements \(1997\)](#)

2.2 Viggo Ahl

- [An experimental comparison of five prioritization methods \(2005\)](#)

2.3 Jurgen Schmidhuber

- [One Big Net For Everything \(2018\)](#)

2.4 Jurgen Schmidhuber

- [PowerPlay: training an increasingly general problem solver by continually searching for the simplest still unsolvable problem \(2013\)](#)