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 Hoyes

- 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)