Artificial General Intelligence

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The articles contained within this repository are mostly works in progress. I try to explore various topics that interest me and think through them at various points in time.

I try to explore the following topics:

- Artificial General Intelligence (AGI)
- Artificial Intelligence (AI)
- Intelligence Augmentation (IA)
- Intelligence
- Cognition
- Reality
- Humans as machines
- Computer architecture
- Chatbots
- Natural language processing
- and many more topics

Feel free to leave me comments, questions and feedback through github issues!

Tom

1 Index

1.1 Indexes

- Books
- Movies
- Presentations
- Stories
- Quotes

1.2 Exploratory activities

- Agent abilities
- Agent teaching
- Build an AGI using Polya's method
- ChatGPT
- Claude on Windows
- Communication medium
- Competitions
- Decision trees
- Dialog theory
- Entropy
- GlobaLLM

- Graph architectures
- Imitation based agents
- Intelligence
  - Definitions
  - Tests
- Internal monologue
- Isomorphism
- Knowledge base
- Knowledge transfer
- Learning
- Learning a language
- Life recording
- Mario
- Mathematics based AGI
- Memory
- Mental planning
- Natural language
- Natural language processing
- Problem resolution approaches
- Problem solving algorithm
- Problem solving questions
- Process assistant
- Reality model
- Recording information
- Resources limited agents
- Requirements and properties
- Senses
- Task tracking
- The dangers of a super AGI
- The philosophy of AGI
- Tom bot
- Understanding games
- What do I know about AI
- Wikipedia

1.2.1 Prototypes (in order of start date)

- PHP-Brain
- Sharp-Brain

1.2.2 Reverse engineering

- Black box
- Eurisko

1.3 Biology inspired exploration

- Abiogenesis
- Deconstruction of a mind
- Genetics based AGI
- Human development
- Humans as machines
- The brain

1.4 Computer/Software/Computer Science inspired exploration

- A procedure for writing programs
- AGI black box
- AGI through Turing machines
- Automated defect correction
- Automated machine learning
- Automated language learning
- Automated programming
- Automated project management
- Automated refactoring
- Automated requirements
- Automated research
- Automated risk management
- Automated test generator
- Automated time series project
- Automatic template extraction
- Constructing functions
- Databases
- EURISKO-like AGI
- Formal AGI
- Perfect storage medium
- Playing with data
- Program equivalence
- Seed AI
- Set relation language
- State machines
- Static analysis

1.4.1 Bots and swarms

- Chatbot
- Multi agent bot
- Wikibot

1.5 Structured learning

- Current approaches
- Getting started
- Papers
- Researchers

1.5.1 Concept maps

- AGI concept map
- Computer science concept map
- Machine learning concept map
- Mathematics concept map
- Neuroscience concept map

1.6 My approach

- My approach to AGI
- Practical AGI

1.7   Personal experience

- My AGI story
- My path to AGI
- My suggested path to AGI
- Structuring an AGI research