

# Table of Contents

Preface to the 2 <sup>nd</sup> Edition.....	1
Preface.....	3
Foreword.....	5
What is the point of this book? .....	5
AI today.....	6
Why not yet? AI to AGI.....	6
Bringing it all together.....	7

## **SECTION I: Are Super-Intelligent Machines In Your Future? .. 11**

What's in Section I.....	12
The outline of the argument.....	12
Chapter 1: Could You Become a Computer?.....	15
Automating your brain.....	15
Faster and bigger.....	18
Brain in the basement.....	20
Backups and the passage of time .....	21
Distributed intelligence.....	22
Body swapping.....	23
Immortality .....	24
Ideas to consider .....	26
Chapter 2: What is Intelligence?.....	29
A Special Theory of Intelligence.....	30
The General Theory of Intelligence.....	31
An example.....	33
A few more details .....	35
Robots .....	35
How today's AI stacks up.....	36
AGI vs brain simulation.....	38
Video Links.....	38
Chapter 3: Are Intelligent Machines Possible? .....	39
Computer horsepower .....	39
Computer software.....	43
Conclusion .....	46
Video Links.....	46
Chapter 4: Are Intelligent Machines Inevitable?.....	49
A few scenarios .....	51
Will self-driving cars kill people?.....	52
Can AI be regulated?.....	53
Video Links.....	53
Chapter 5: Won't AGI be Dangerous?.....	55
Doom and gloom.....	55
The Future of Life.....	57
Short-term issues .....	57

Longer term.....	58
The elephant in the room.....	59
Bugs and unintended consequences.....	60
Is there any good news? .....	61
Video Links .....	61
<b>SECTION II: What Is Intelligence? .....</b>	<b>65</b>
What's in Section II .....	66
The structure of this section.....	66
Video Links .....	67
Chapter 6: Evolving Intelligence.....	69
The basics of evolution .....	69
Pros and cons of development by evolution.....	72
The evolution of intelligence .....	75
DNA .....	75
Viruses.....	77
Memes and the evolution of civilization .....	77
Evolution in computer hardware.....	78
Sex and the single CPU.....	80
Evolved immortality.....	80
Evolution in software.....	81
Chapter 7: Synapses, Brains, Transistors, and CPUs.....	83
Brains.....	83
The brainstem.....	84
The cerebellum.....	85
The neocortex.....	87
Computers.....	90
Neurons and synapses .....	93
Transistors.....	98
Video Links .....	100
Chapter 8: Protozoans, Insects, and Computers.....	101
The black box control system.....	102
Reactions .....	104
Goals.....	105
A hypothetical protozoan.....	106
Ants.....	108
Basically smart .....	108
Chapter 9: "The ability to recognize meaning from partial input" .....	111
Senses .....	112
Pattern recognition.....	113
Sound vs. sight, time vs. space.....	116
Neurons as pattern-recognition units .....	119
Closest match.....	121
The two-way street.....	122
Behavior sequences .....	123
Goals.....	125
Video Links .....	127
Chapter 10: Memory, Learning, and Knowledge.....	129
The brain's memory hierarchy.....	130

Learning.....	134
Content-addressable and associative memory .....	138
Knowledge .....	142
Video Links .....	153
Chapter 11: Modeling, Simulation, Imagination, and Attention.....	155
Simulation/imagination.....	160
Abstract reasoning.....	163
Acting on your imagination.....	165
Paying attention.....	165
Conclusion .....	167
Video Links .....	168
Chapter 12: Free Will and Consciousness .....	169
Free will.....	170
Consciousness .....	172
The feeling objection: “How can a machine feel?” .....	177
The Chinese Room objection: “Where is the consciousness?” .....	179
The simulation objection: “Will it be <i>real</i> consciousness?”...	180
Video Links.....	181
Chapter 13: How Will AGI Systems Act? .....	183
Sensation/perception, actions, and goals .....	183
Recognition and the knowledge store.....	184
Modeling the world.....	184
Imagining the world and choosing actions.....	188
Being conscious or happy or sad.....	188
Summation.....	189
Useful shortcuts.....	190
<b>SECTION III: <i>Brain Simulator II</i> .....</b>	<b>193</b>
What’s in Section III.....	194
What makes the <i>Brain Simulator</i> unique?.....	195
The structure of this section.....	195
Getting the <i>Brain Simulator</i> .....	196
Chapter 14: <i>Brain Simulator II</i> Strategy OR How to Create AGI.....	199
Development philosophy.....	200
The reasoning behind the <i>Brain Simulator</i> .....	200
The intelligence model.....	201
The Neuron Engine, user interface, & modules.....	203
What? No backpropagation?.....	203
Video Links .....	204
Chapter 15: Modeling Neurons and Synapses .....	205
The biological neuron .....	206
The Integrate and Fire model.....	207
Adding leakage .....	210
Randomness and noise.....	211
Random neurons .....	212

Burst neurons .....	212
The Hebbian synapse .....	213
Adding timing (refractory & propagation delays).....	215
Short-cut models.....	217
Differences between <i>Brain Simulator</i> & biological neurons ..	218
Conclusion.....	221
Video Links .....	221
Chapter 16: Applications of Neurons .....	223
Digital logic in neurons.....	224
Spike frequency/rate detection.....	226
Four memory mechanisms.....	229
Axon delays.....	232
Conclusion.....	234
Video Links .....	234
Chapter 17: Networks .....	235
What's in a network file.....	236
The clipboard.....	236
List of current networks (v1.0).....	237
Chapter 18: Modules.....	239
What's in a module?.....	240
Using modules for interfaces to the world.....	241
Using modules for computational efficiency.....	241
Using modules for functions difficult in neurons.....	242
Current modules (v1.0).....	242
Chapter 19: The Universal Knowledge Store.....	243
A brief introduction to knowledge in neurons .....	244
Enter the Universal Knowledge Store (UKS).....	252
The UKS and AGI .....	256
Summary and future development.....	258
Video Links .....	258
Chapter 20: World Simulator, Mental Model, and Planning.....	259
The World Simulator .....	260
The internal mental model.....	261
Imagination.....	262
Planning.....	262
Application 1: Vision / associating words and objects .....	263
Application 2: Maze / learning, goals, and planning.....	265
Conclusion.....	266
Video Links .....	267
Chapter 21: Future Development.....	269
<b>SECTION IV: The Future of Intelligent Machines .....</b>	<b>273</b>
What's in Section IV .....	274
Chapter 22: The Future of AI.....	275
Symbolic AI.....	276
Neural networks / connectionism .....	278
An analogy.....	279
Why aren't we further along?.....	280
The future of AI and AGI.....	281

Chapter 23: Genius.....	283
The Nutty Professor .....	286
IQ and testing.....	286
The IQ of a machine .....	289
Chapter 24: Asimov Revisited .....	291
Are “Laws of Robotics” necessary?.....	291
The simplest law.....	293
Curiosity: a basic drive .....	293
Unintended consequences .....	294
The power of laws.....	295
Nature vs. nurture.....	296
Some possible AGI laws.....	296
Rights for computers.....	297
Summary .....	298
Chapter 25: Beyond the Turing Test.....	299
Issues with the Turing test.....	299
Proposed adjustments.....	300
Alternative tests.....	302
Summary .....	302
Chapter 26: Will Computers Revolt?.....	303
Scenario 1: the peaceful-coexistence scenario.....	304
Scenario 2: the mad-man scenario .....	306
Scenario 3: the mad-machine scenario .....	307
Scenario 4: the mad-mankind scenario .....	310
Longer-term outcome: the end result.....	312
Conclusion .....	319
Video Links.....	319
Afterword: Memoirs of a Computer (Fiction).....	321
Glossary of terms and abbreviations .....	325
Index .....	329