

Problems of self-reference in self-modifying AGI

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Motivation

- Can we create a **self-modifying** AGI...
 - ... that goes through a **billion modifications**...
 - ... *without ever going wrong*?
- Need **extremely reliable** way for an AI to reason **about itself**.
 - Much more reliable than a human!
- Is **self-referential** reasoning problematic?
 - See Gödel, the halting problem, etc. . .

- 1 The “procrastination paradox”
- 2 A formal toy model
- 3 Partial solutions

The “procrastination paradox”

- AGI in a deterministic, known world; discrete timesteps.
- In each timestep, the AI chooses whether to press a button:
 - If pressed in 1st round: Utility = $1/2$
 - If pressed in 2nd round (and not before): Utility = $2/3$
 - If pressed in 3rd round (and not before): Utility = $3/4$
 - ...
 - If never pressed: Utility = 0
- (No optimal strategy, but sure can beat 0!)
- The AGI is programmed to press the button immediately...
 - ... *unless* it finds a “good argument” that the button will get pressed *later*.

The AGI reasons:

- Suppose I don’t press the button now.
- Either I press the button in the next step, or I don’t.
 - If I *do*, the button gets pressed, good.
 - If I *don’t*, I must have found a good argument that the button gets pressed later. So the button gets pressed, good!
 - Either way, the button gets pressed.

So the AGI can always find a “good argument” that the button will get pressed later. . .

- . . . and therefore never presses the button!

*If we want to have **reliable self-referential reasoning**, we must understand how to **avoid this paradox** (and others like it).*

So what went wrong? (And how do we fix it?)


- The paradox doesn't go through with finite time horizons—
 - —or with temporal discounting:
 - Utility = $\sum_{t=0}^{\infty} \gamma_t \cdot R_t$, where $\sum_{t=0}^{\infty} \gamma_t < \infty$ and $R_t \in [0, 1]$.
- Does using temporal discounting fix all such problems?
- In our toy model:
 - **No**, not by itself.
 - Still get (more technical) paradoxes of self-reference.
 - But: there are ways to fix these problems. . .
 - . . . which work **if** we use finite horizons or discounting.
 - (Suggests this is key to avoiding the problem.)

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- **For our toy model**, use formal logic.
- But *not* because we think realistic AGIs work like this.
 - The **problem** seems to be much more general.
 - Any scheme for highly reliable self-referential reasoning will need to deal with it somehow.
- Rather: because we can prove theorems about it—
 - and then see what this tells us about the real problem.

- Write $P(n)$ for “the button is pressed in the n^{th} timestep”.
- Define computable function $f(n)$:
 - $f(n)$ searches for proofs
 - in Peano Arithmetic (PA)
 - of length $\leq 10^{100+n}$
 - of “ $\exists k > n. P(k)$ ” — i.e., “button pressed later”.
 - If proof found \implies returns 0 (“don’t press button”).
 - Else \implies returns 1 (“press button”).
- $\text{PA} \vdash P(n) \leftrightarrow [f(n) = 1]$.
 - (Self-referential definition by Kleene’s second recursion thm.)

- By looking at $f(n+1)$, can prove (in $\ll 10^{100+n}$ symbols):
 - "Either the button will be pressed in the next timestep or not":
 $PA \vdash P(n+1) \vee \neg P(n+1)$
 - "If button not pressed in next step, must have found proof it will be pressed later".¹
 $PA \vdash \neg P(n+1) \rightarrow \Box_{PA} \ulcorner \exists k > n+1. P(k) \urcorner$
 - (???) "If there's a proof that the button will be pressed, then it will indeed be pressed."
 $PA \vdash \Box_{PA} \ulcorner \exists k > n+1. P(k) \urcorner \rightarrow \exists k > n+1. P(k)$
 - "Hence, either way, the button is pressed."
 $PA \vdash P(n+1) \vee \exists k > n+1. P(k)$
 $PA \vdash \exists k > n. P(k)$
- Hence, $f(n) = 0$ (for all $n \in \mathbb{N}$)... button never pressed.
- \implies So $PA \not\vdash \Box_{PA} \ulcorner \varphi \urcorner \rightarrow \varphi$.

¹Notation: $\Box_{PA} \ulcorner \varphi \urcorner$ means " φ is provable in PA". 

- PA avoids the paradox since $PA \not\vdash \Box_{PA} \lceil \varphi \rceil \rightarrow \varphi$.
 - \rightarrow Generalize this beyond our logic-based toy example?
- Why do we think our AGI will work correctly?
 - We reason: "It will take only actions if it has very good reason to believe these actions will be safe — therefore, any actions it will take will be almost certainly safe."
 - An AGI should be able to use the same argument when reasoning about rewriting itself!
- Need *something* like $T \vdash \Box_T \lceil \varphi \rceil \rightarrow \varphi \dots$
 - Gödel/Löb: But that's inconsistent, finite time horizons or not!

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Partial solutions

- 1 Can have theories T_0, T_1, T_2, \dots s.t. $T_{n+1} \vdash \Box_{T_n} \lceil \varphi \rceil \rightarrow \varphi$.
 - AGI using T_{n+1} can rewrite into AGI using T_n .
 - Stops working when we reach T_0 .
 - Works for finite time horizons.
- 2 Can have theories s.t. $T_n \vdash \Box_{T_{n+1}} \lceil \varphi \rceil \rightarrow \varphi$ for all $\varphi \in \Pi_1$.
 - AGI using T_n can rewrite into AGI using T_{n+1} .
 - Can rewrite forever!
 - (**But:** AI doesn't know this! :-())
 - Works with temporal discounting (see paper).

Do these approaches generalize beyond formal logic?

Conclusions

- Gave example of self-referential reasoning gone wrong.
 - Any **reliable** system for self-referential reasoning will need to deal with this somehow.
- **Analyzed** the problem using a **toy model**,
 - and looked for solutions that generalize.
- In the paper:
 - Detailed proofs.
 - Extension to space-time embedded agents:
 - actions, observations, probabilities, utilities.
- Extremely reliable self-referential reasoning isn't trivial...
 - but we can make progress towards it! **Thanks for listening!**