



# Escape Velocity

The inflection point for  
Recursive Self Improvement

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# Omega $\Omega$ =Superintelligence

Jürgen

*Major milestones in history fit a curiously precise exponential pattern pointing to a convergence at around 2040.*

(half jokingly)



[Deep Learning History](#) & TEDx, Schmidhuber 2014  
Inspired by Teilhard de Chardin 100 years ago

## $\Omega = 2040$ or so - 13.8 B years: Big Bang

- $\Omega$  - 1/4 of this time:  $\Omega$  - 3.5 B years: first life on Earth
- $\Omega$  - 1/4 of this time:  $\Omega$  - 0.9 B years: first animal-like mobile life
- $\Omega$  - 1/4 of this time:  $\Omega$  - 220 M years: first mammals (our ancestors)
- $\Omega$  - 1/4 of this time:  $\Omega$  - 55 M years: first primates (our ancestors)
- $\Omega$  - 1/4 of this time:  $\Omega$  - 13 M years: first hominids (our ancestors)
- $\Omega$  - 1/4 of this time:  $\Omega$  - 3.5 M years: first stone tools (dawn of tech)
- $\Omega$  - 1/4 of this time:  $\Omega$  - 850 K years: controlled fire (next big tech)
- $\Omega$  - 1/4 of this time:  $\Omega$  - 210 K years: anatomically modern man
- $\Omega$  - 1/4 of this time:  $\Omega$  - 50 K years: behaviorally modern man
- $\Omega$  - 1/4 of this time:  $\Omega$  - 13 K years: neolithic revolution, civilization
- $\Omega$  - 1/4 of this time:  $\Omega$  - 3.3 K years: iron age, 1<sup>st</sup> population explosion
- $\Omega$  - 1/4 of this time:  $\Omega$  - 800 years: first guns & rockets (in China)
- $\Omega$  - 1/4 of this time:  $\Omega$  - 200 years: industrial revolution
- $\Omega$  - 1/4 of this time:  $\Omega$  - 50 years (around 1990): information revolution, WWW, cell phones & PCs for all, Cold War ends, Modern AI starts, Miraculous Year ...
- $\Omega$  - 1/4 of this time:  $\Omega$  - 13 years (2030 or so): cheap AIs with one human brain power? And then what?
- $\Omega$  - 1/4 of this time:  $\Omega$  - 3 years: ??
- $\Omega$  - 1/4 of this time:  $\Omega$  - 9 months: ?????
- $\Omega$  - 1/4 of this time:  $\Omega$  - 2 months: ?????????
- $\Omega$  - 1/4 of this time:  $\Omega$  - 2 weeks: ?????????????????? ....

**Finally multiply  $\Omega$  by 4!** At the age of **55 B years**, the visible cosmos will be permeated by intelligence. After  $\Omega$ , AIs will have plenty of time to go where the physical resources are, to make more and bigger AIs.

# What drives the final stretch towards $\Omega$ ?

## Automation of AI Research

An AI doing AI research.

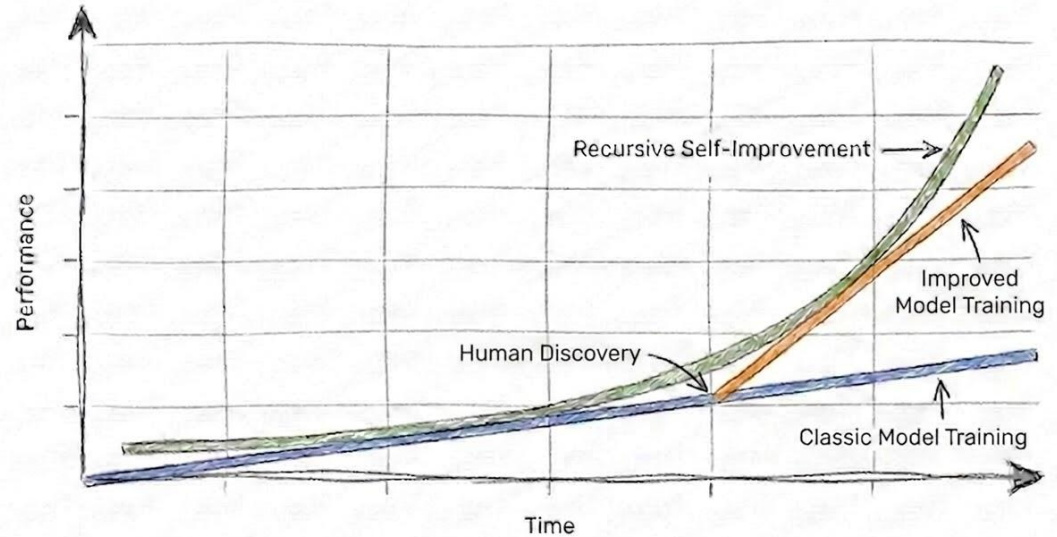
## Recursive Self Improvement

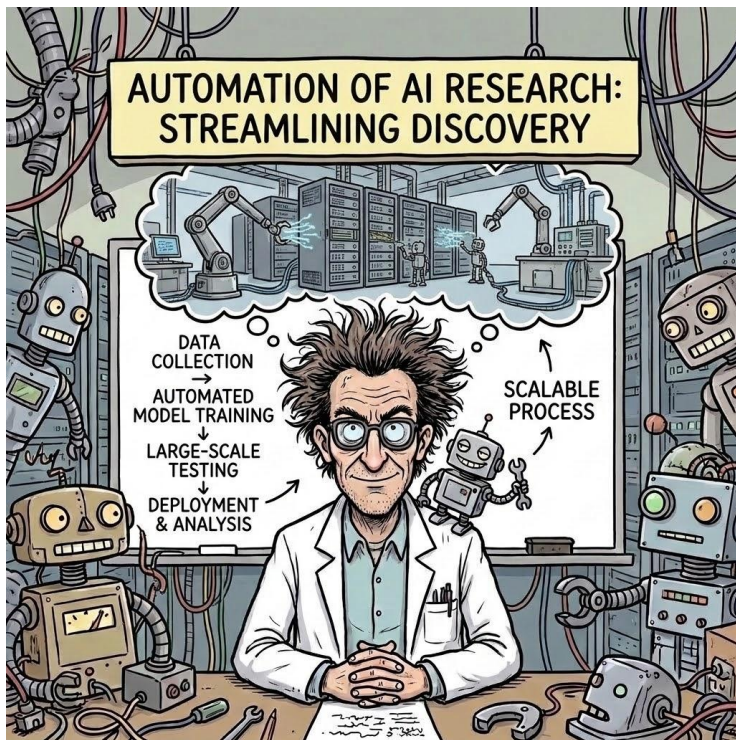
A system that does research on itself to create an even better version of itself.

## Lessons Learned

## Open Problems

Exponential Progress through Recursive Self-Improvement





# Automate AI Research

# Why automate AI Research?

Automatically make discoveries by ...

- Processing *vastly* more knowledge than any human could.
- Thinking & experimenting *faster* than any human.
- Highly more *parallel & non-linear* research processes than human thought.

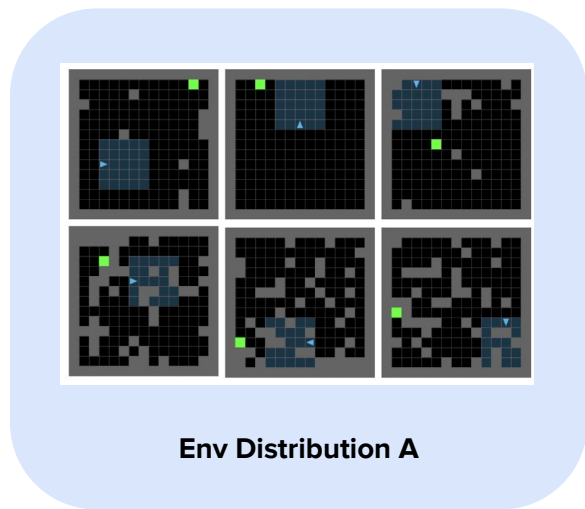
...

- Inventing *new workflows and tooling* to do science.
- Inventing an entirely new *scientific method*.

This talk is still **(largely)** human made.

# From Meta-Learning ...

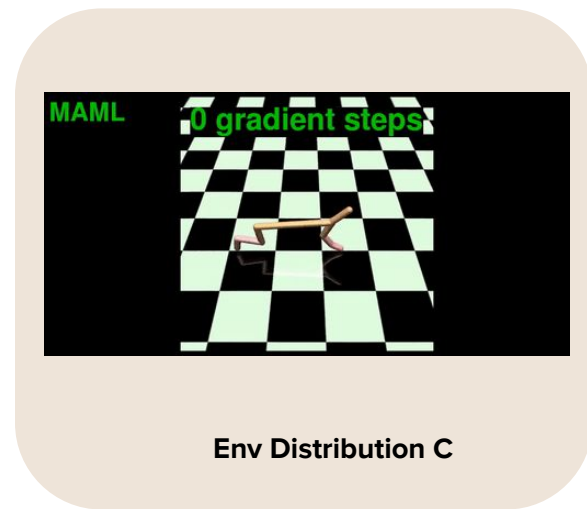
Excels in adaptation to unseen but similar tasks



↓  
Meta Learner A  
→ Learning Algorithm A



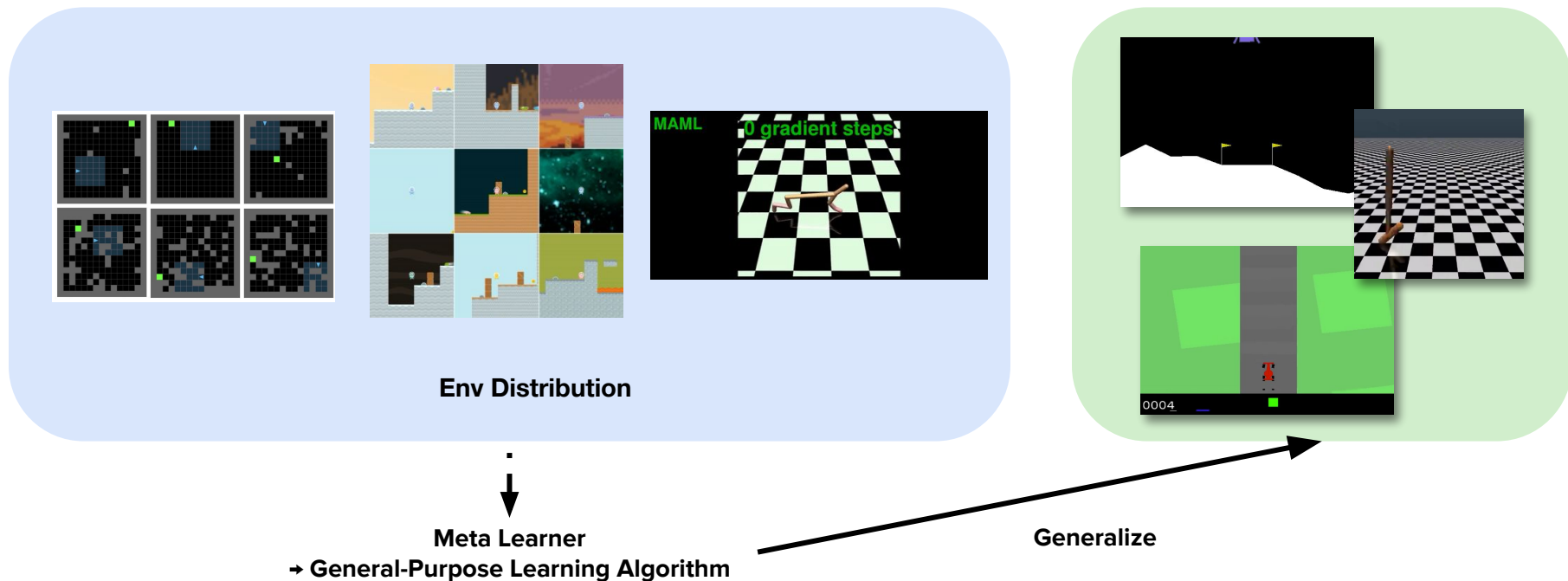
↓  
Meta Learner B  
→ Learning Algorithm B



↓  
Meta Learner C  
→ Learning Algorithm C

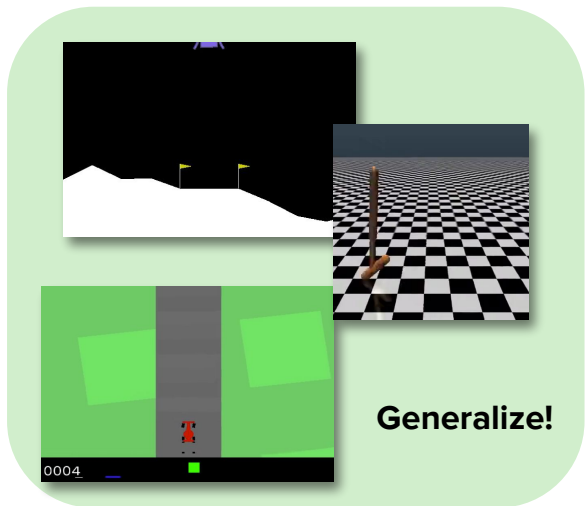
# From General-Purpose Meta-Learning ...

Enable **reusability** across a wide range of tasks



# From General-Purpose Meta-Learning ...

$$\nabla_{\phi} \mathbb{E}_{\tau} [L_{GAE}(\tau, \pi_{\phi}, V)] := \mathbb{E}_{\tau} \left[ \nabla_{\phi} \sum_{t=0}^{T-1} \log \pi_{\phi}(a_t | s_t) \cdot A(\tau, V, t) \right].$$



Meta-learn a novel RL loss function with a neural network approximator

$$\nabla_{\phi} \mathbb{E}_{\tau} [L(\tau, \pi_{\phi}, V)].$$

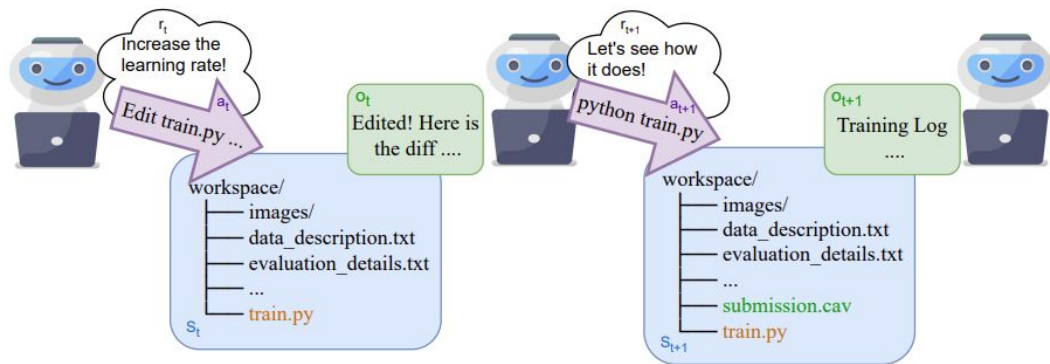
# ... to agentic scientists

**Human Prompt:** Think step by step.

**Learned Prompt:** Think like a scientist!

OPRO (Yang et al 2023)

Prompt Breeder (Fernando et al 2024)



ML Agent Bench (Huang et al 2023)

MLE Bench (Shern et al 2024)



# Search spaces

## “In-context” learners

Meta Params:  
RL Loss Function



Policy weights

MetaGenRL

Meta Params:  
RNN / Transformer W



RNN Memory /  
Transformer Ctx

L2L, Hochreiter 2001  
VSML, Kirsch 2020  
GPICL, Kirsch 2022

## Agentic / LLM-based

Meta Params:  
LLM & Meta Harness

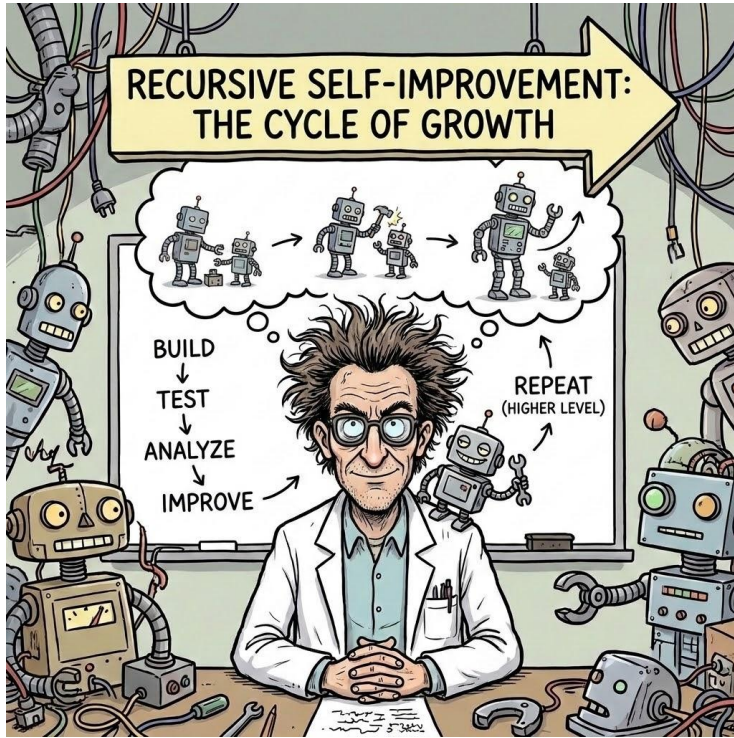


Harness / Prompts / Code

Meta Params:  
LLM & Meta Harness



LLM Parameters &  
Architecture



# Recursive Self- Improvement

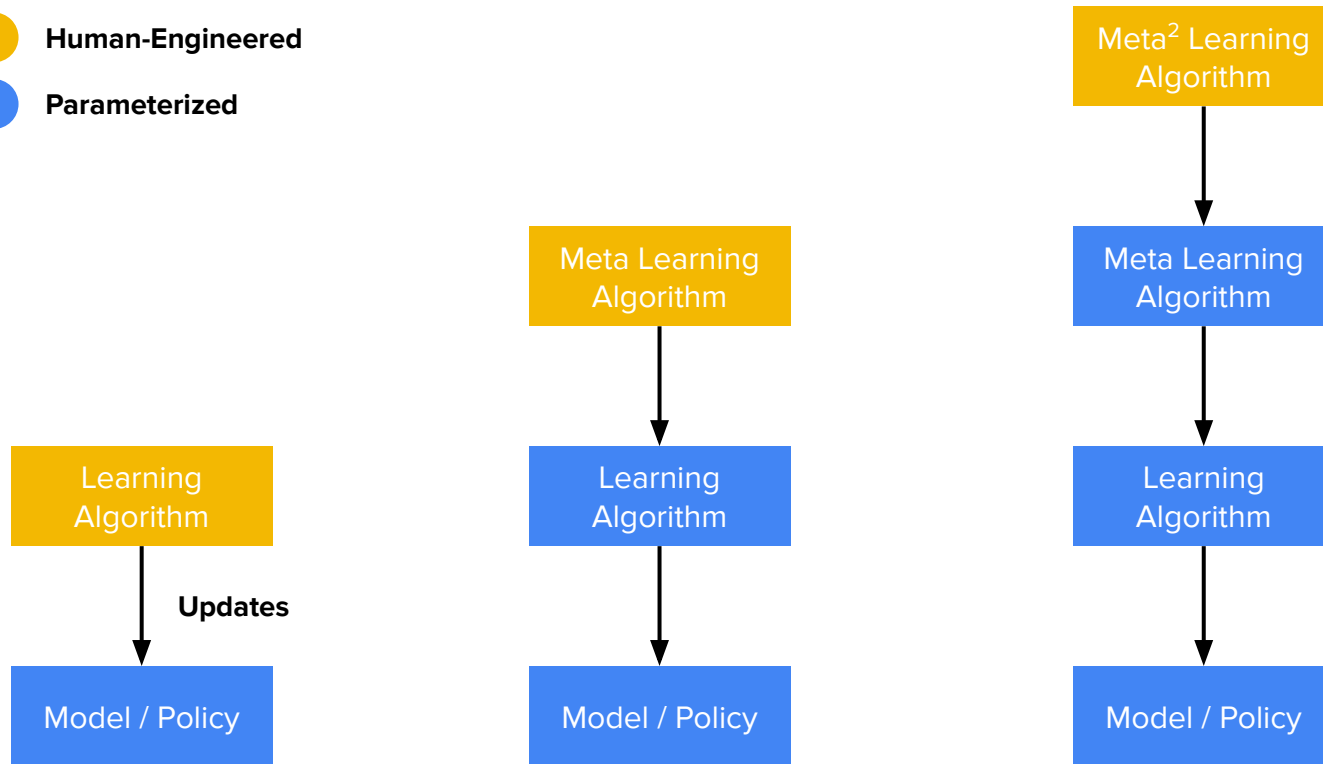
# Removing humans from the outer loop

Learning

Meta-Learning

Meta-Meta-Learning

- Human-Engineered
- Parameterized

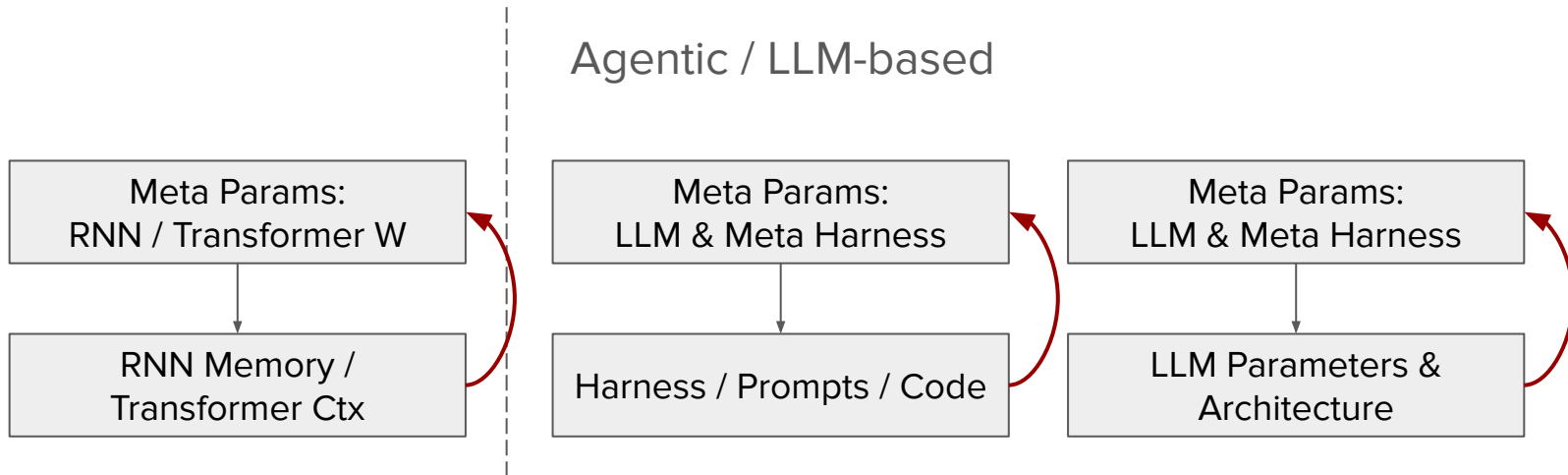


# RSI - Closing the loop

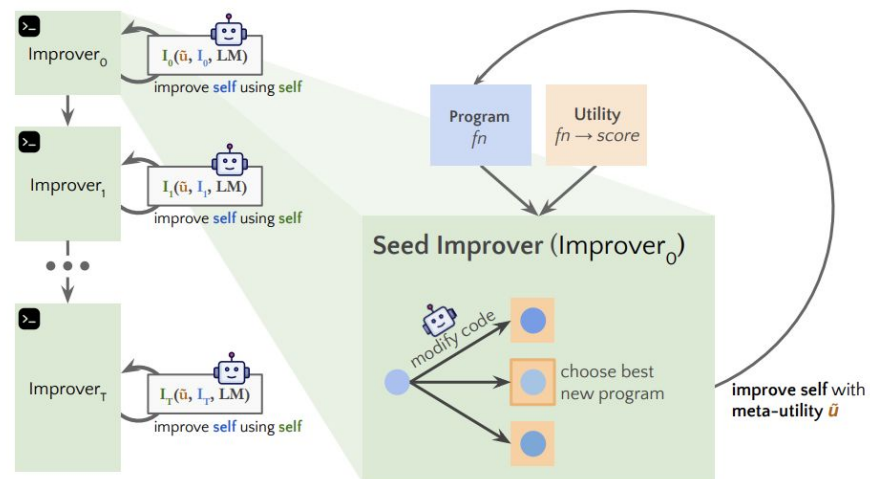
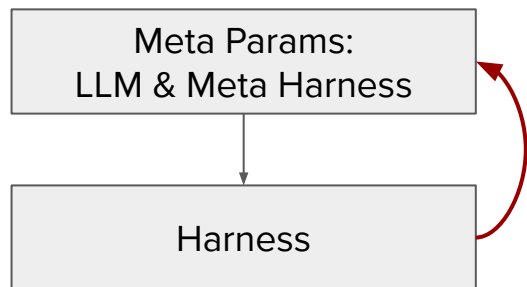


Objective: Minimizing reliance on human engineering

An RSI can improve its own capabilities indefinitely, without bounds, and if desirable without human intervention.



# Agentic Examples



Self-Taught Optimizer (Zelikman et al 2023)  
Darwin Gödel Machine (Zhang et al 2025)

# Guaranteeing improvement

No guarantees (e.g. STOP, 2023)

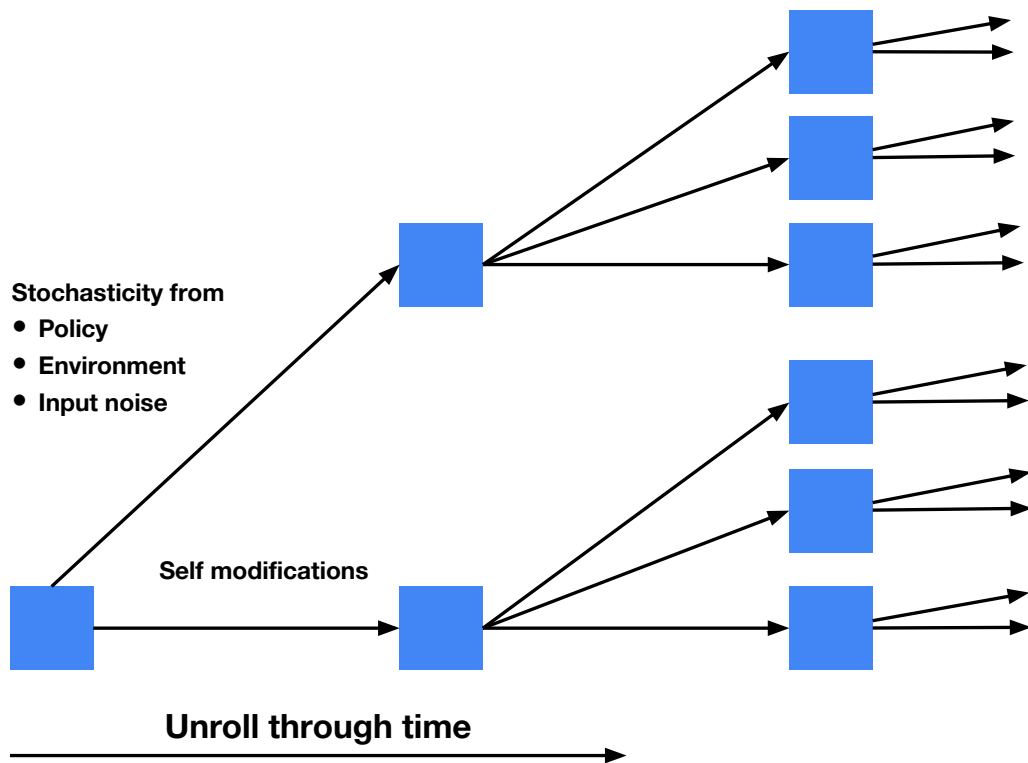
Proofs of improvement (e.g. The Gödel Machine, 2009)

Reverting harmful changes (e.g. The Success Story Algorithm, 1997)

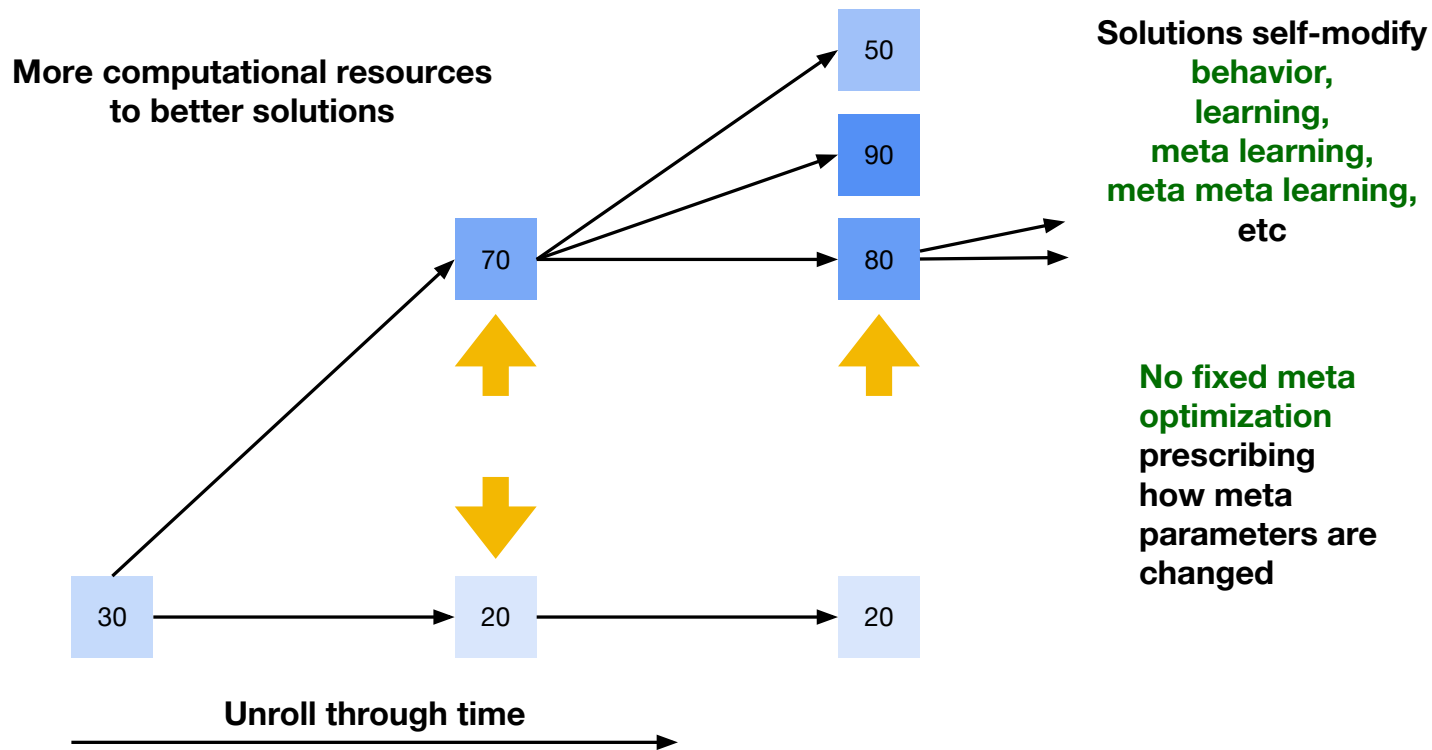
A meta-orchestrator / evolutionary algorithm (e.g. Darwin Gödel Machine, 2025)

Computational resources based on fitness (e.g. **Fitness Monotonic Execution, 2022**)

# Fitness monotonic execution



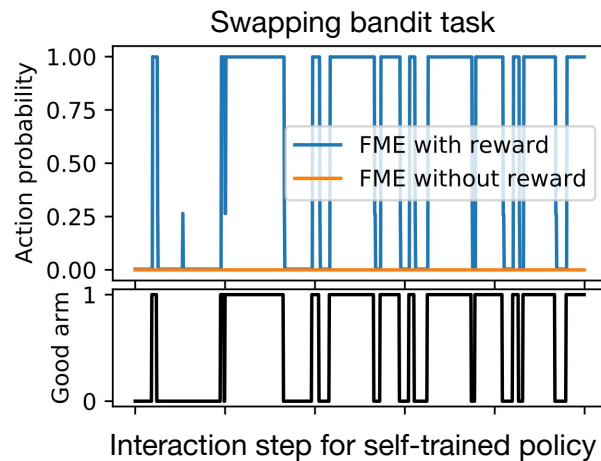
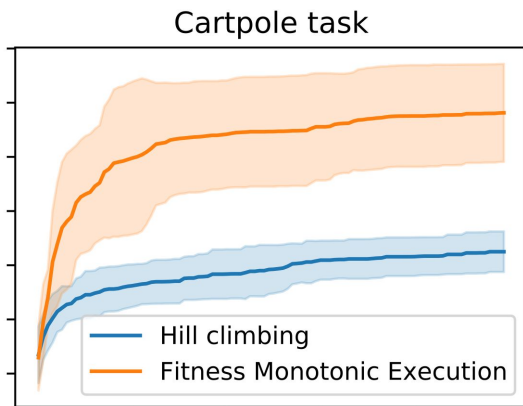
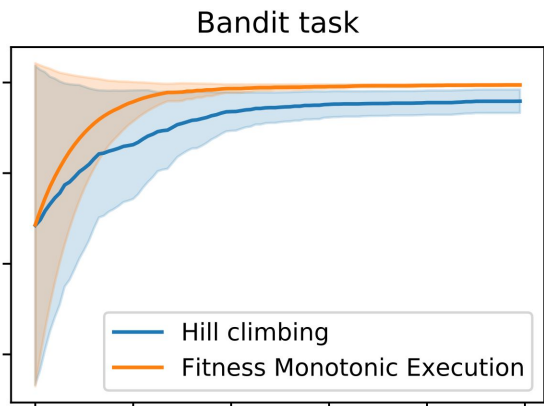
# Fitness monotonic execution



[Eliminating Meta Optimization Through Self-Referential Meta Learning](#), Kirsch & Schmidhuber 2022

[Chapter 7](#), 'Automating AI Research' PhD Thesis, Kirsch 2025

# Experiments



- Self-modifications lead to an **effective policy** for a given task

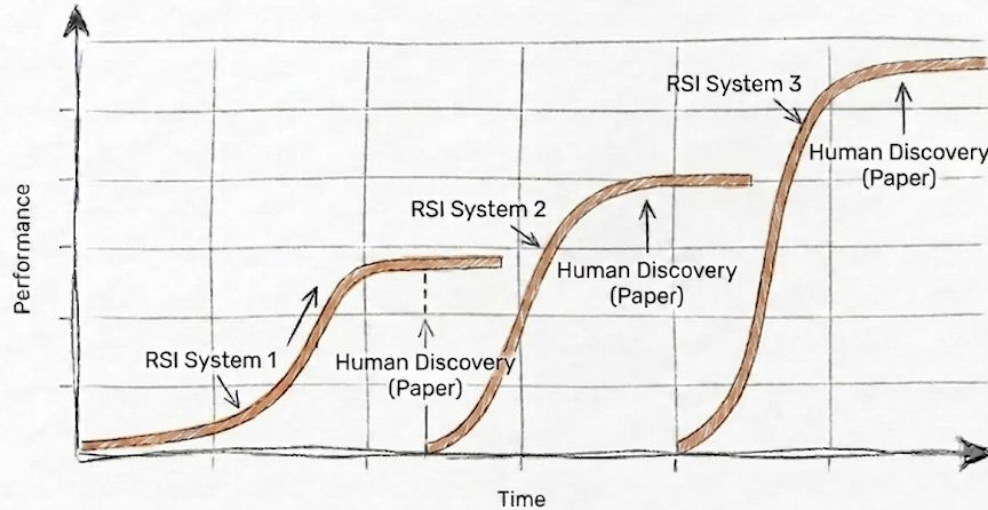
- Self-modifications **adapt future modifications** improving over fixed hill-climbing modifications

- Feeding the reward as input allows **learning how to learn**

# Thesis: Escape velocity

**Current** RSI systems still prematurely stop improving. Human interventions required.

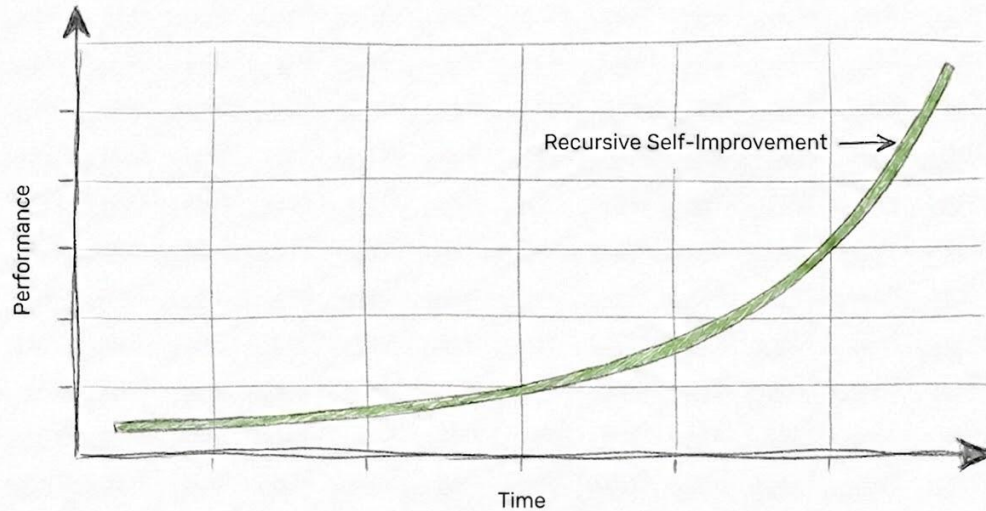
Historical RSI Systems & Human Discovery Dependency

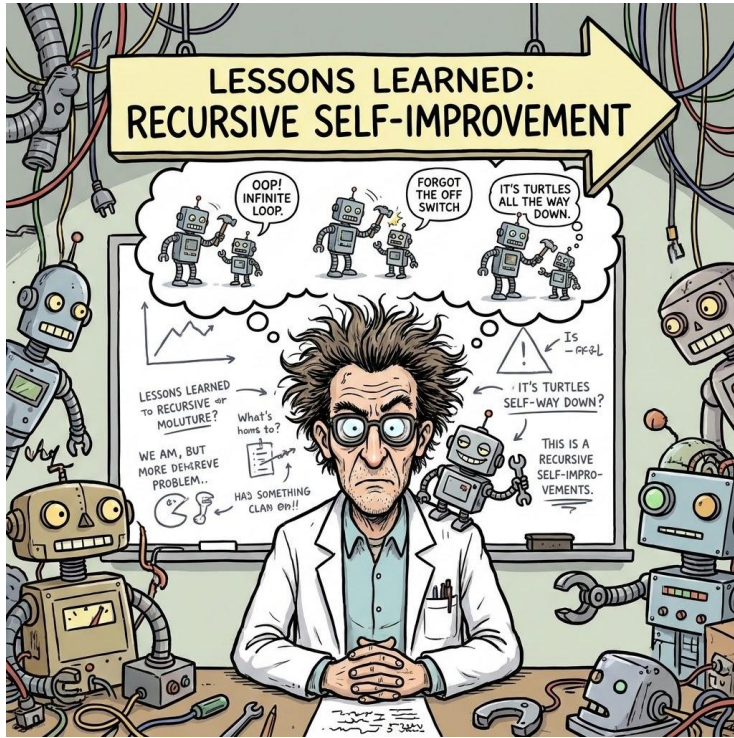


# Thesis: Escape velocity

**Inflection point** where humans are no longer *needed* to deliver progress.

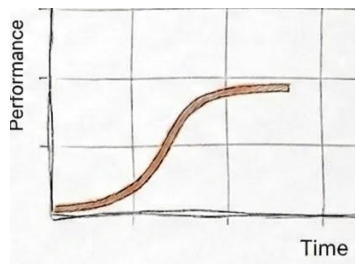
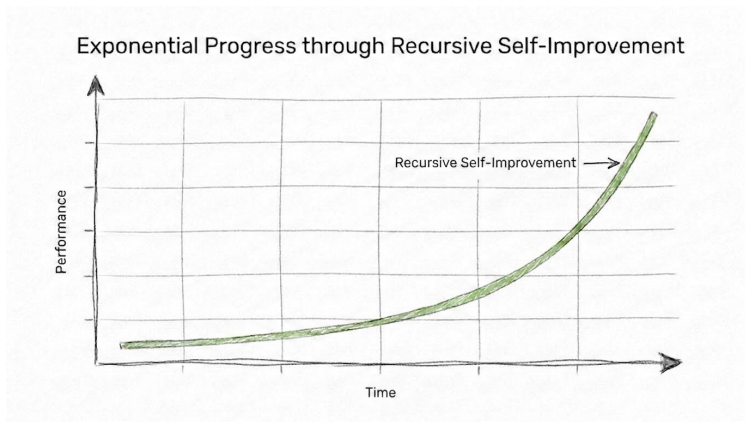
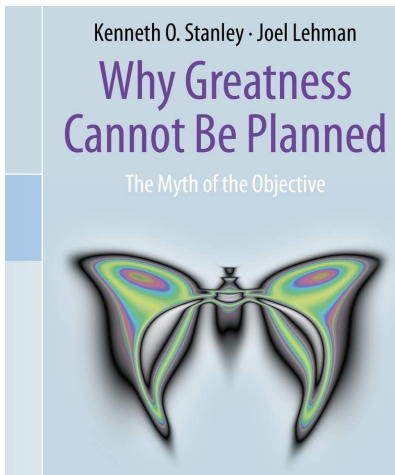
Exponential Progress through Recursive Self-Improvement



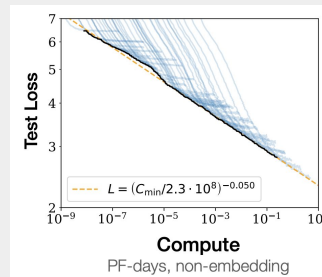


# Lessons Learned

# Stepping stones required

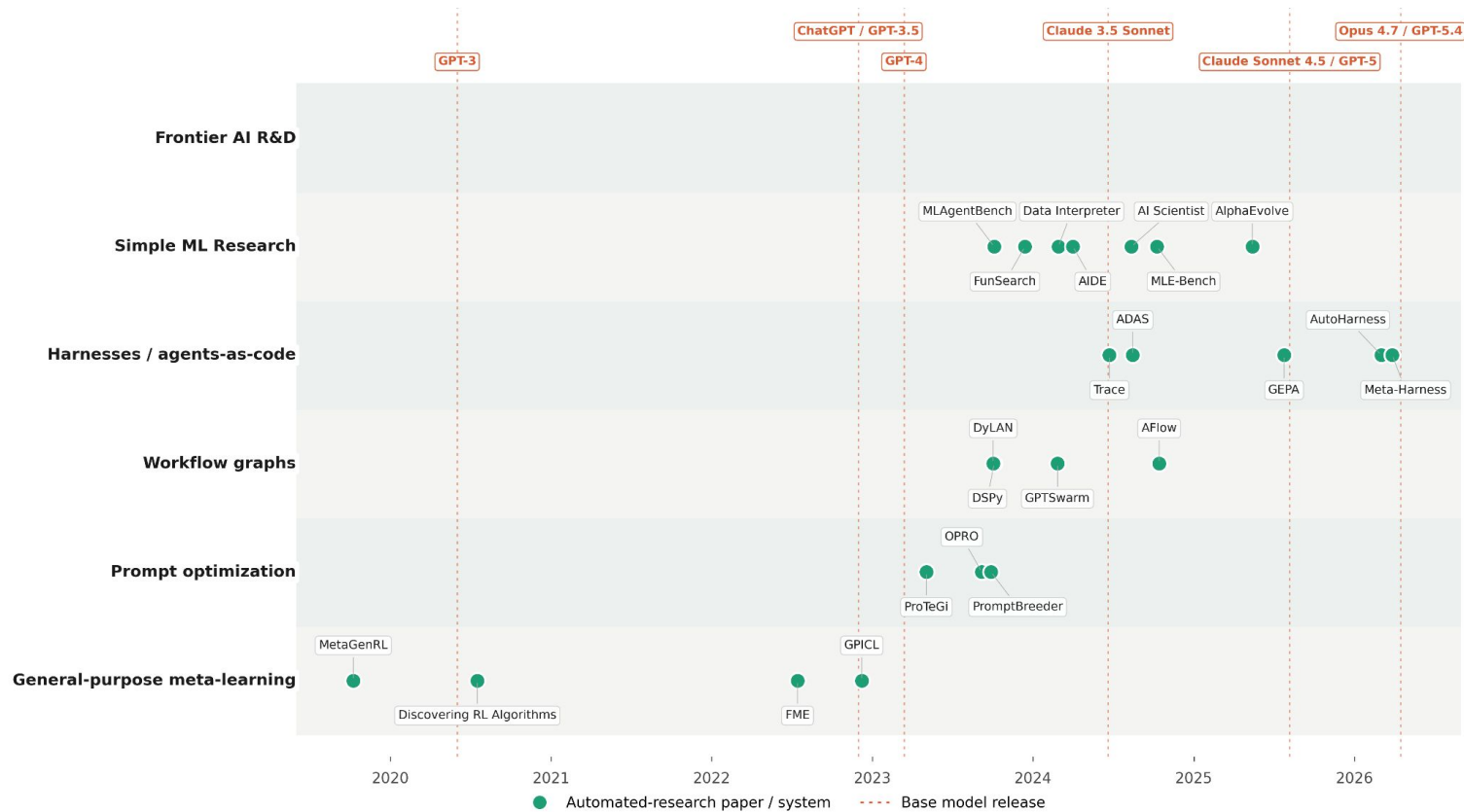


Stepping Stone



LLMs

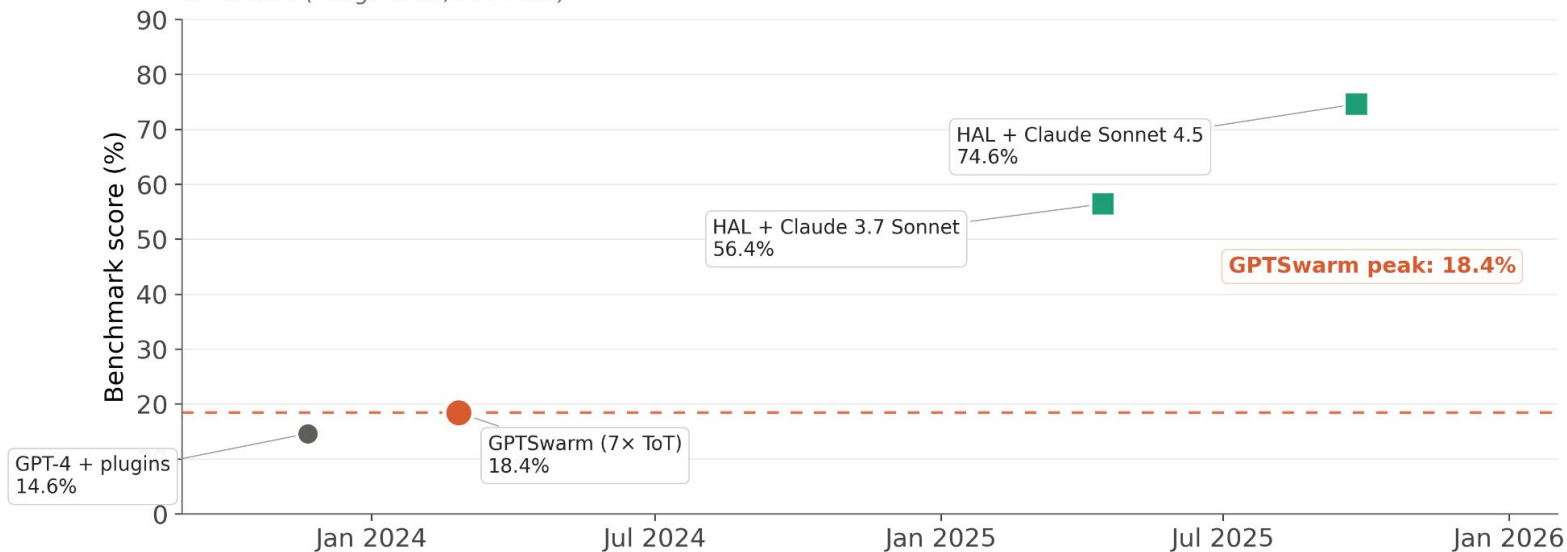
# Base models matter a lot



# Agent harnesses are not enough

## GAIA (general AI assistant, validation)

GPTSwarm (Zhuge et al., Feb 2024)

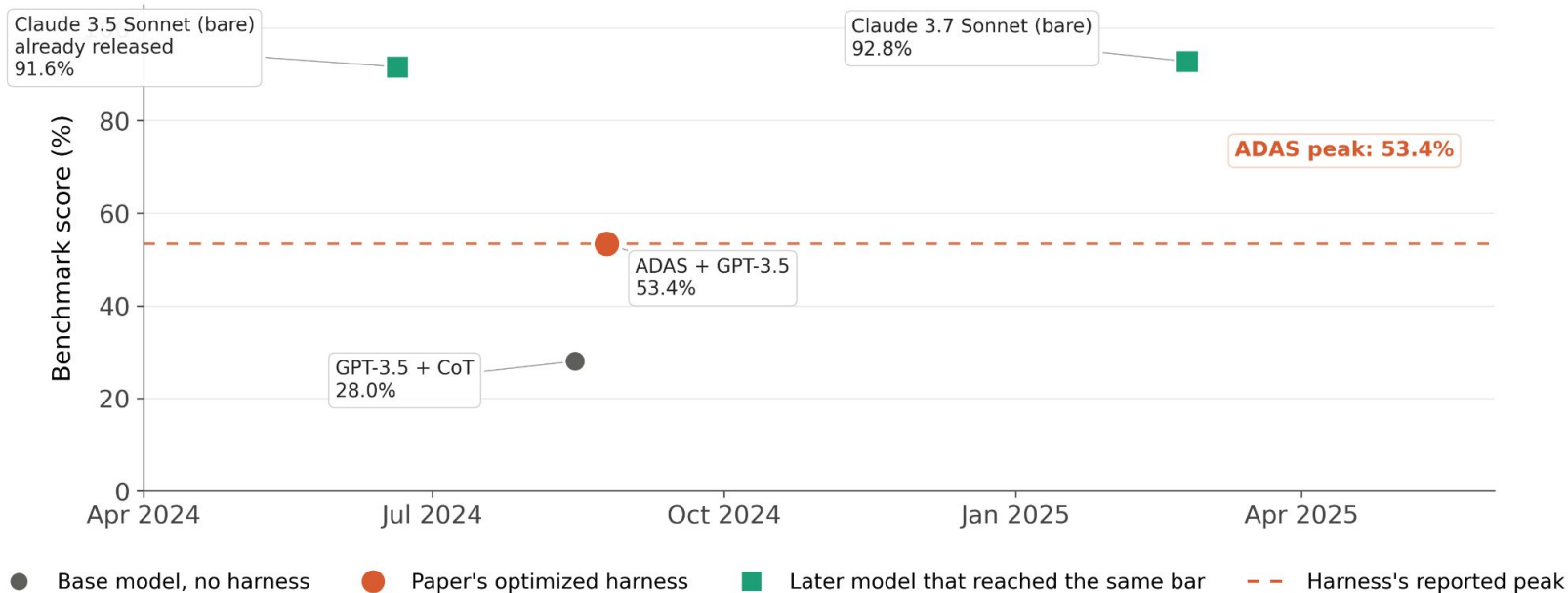


● Base model, no harness    ● Paper's optimized harness    ■ Later model that reached the same bar    - - Harness's reported peak

# Agent harnesses are not enough

## MGSM (multilingual math, accuracy)

ADAS Meta Agent Search (Hu et al., Aug 2024)



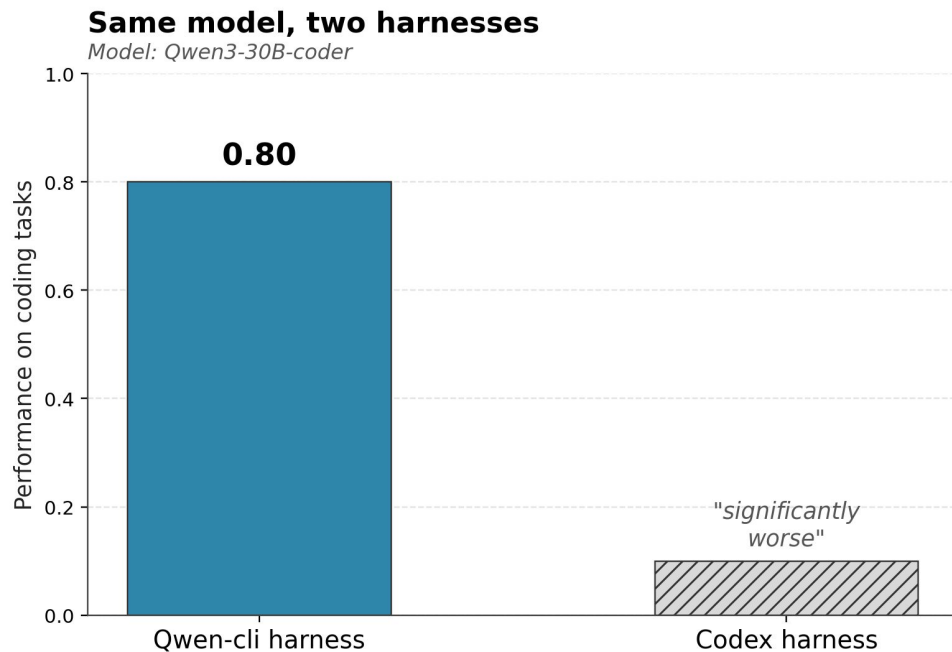
# Agent harnesses are not enough

## AIME 2025 (competition math, pass@1)

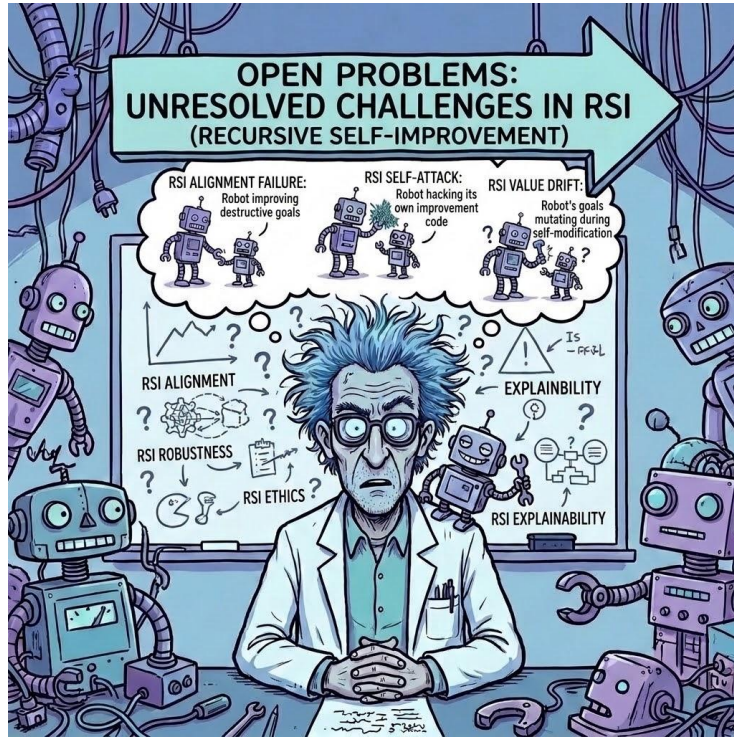


But harness may be used as an **improvement operator**, e.g. EvoTune (Surina et al 2025)

# Harness-Model Co-evolution



Related blog: <https://addyosmani.com/blog/agent-harness-engineering/>



# Open Problems

# How to measure RSI?

As we've seen in various cases of this talk, RSI comes in many different forms.

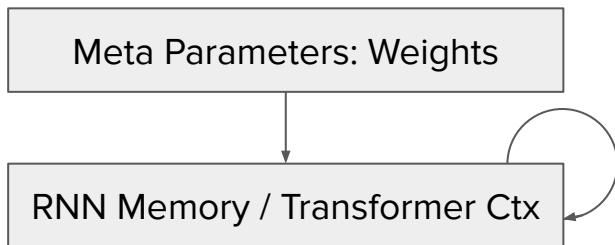
So far we have focused on a *whitebox* analysis.

Should we be more bitter lesson pilled?

How would we look for signatures of emergent RSI, solely looking at its behavior *blackbox*?

# How to measure RSI?

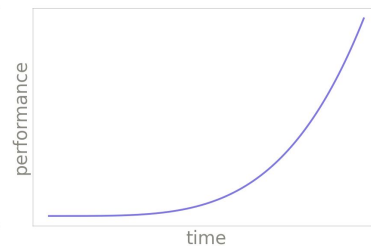
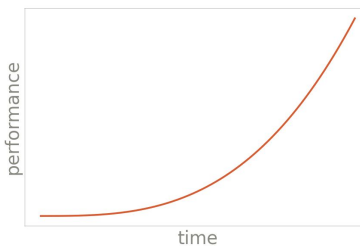
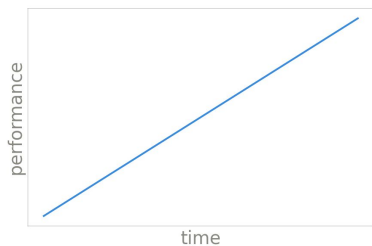
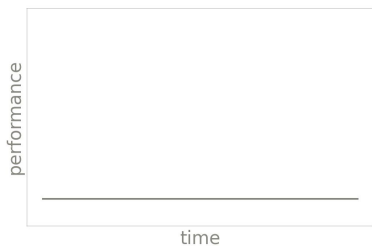
With a pure whitebox analysis, even an RNN can in principle self-improve arbitrarily.



Reference Turing Machine

# How to measure RSI?

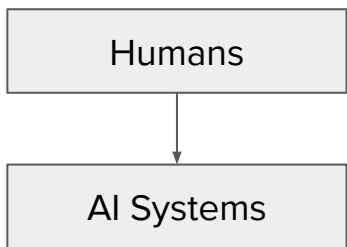
Zeroth order	First order	Second order	Third order	...
Performance / Set of current knowledge	Process of Innovation	Process of improving the process of innovation (meta-learning)	Meta-meta learning	...



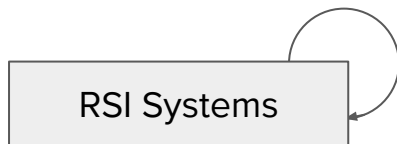
# Human Teaming

## Reinserting humans in the loop

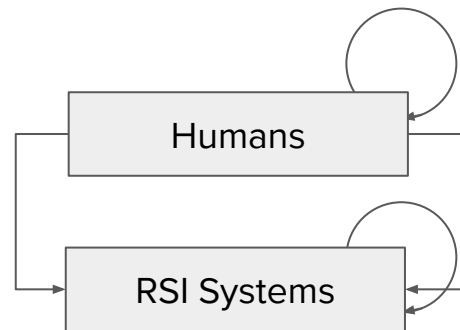
Human - Agent co-evolved system as a joint RSI system



Currently humans drive  
AI research



This could be the world  
we are moving to

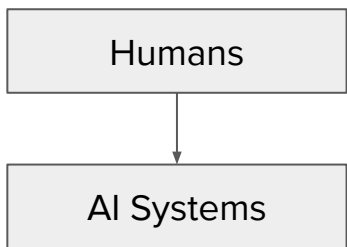


This is where we should  
be moving to

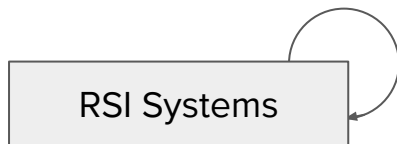
# Human Teaming

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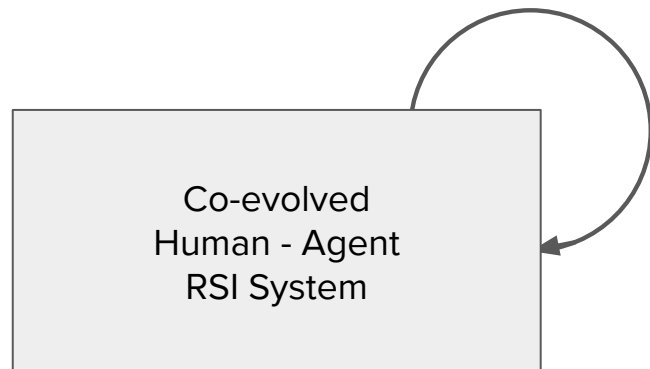
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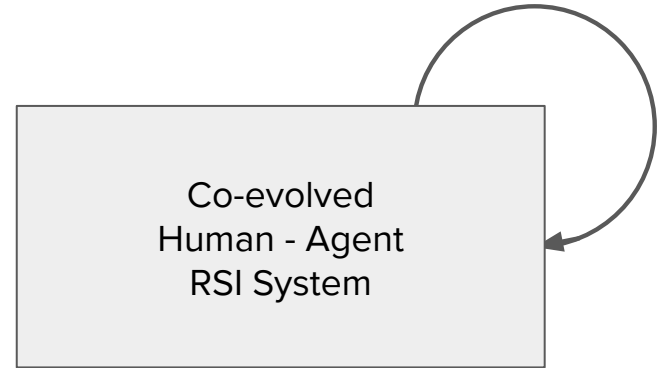
This could be the world  
we are moving to



This is where we should  
be moving to

# Safety implications

- Humans being 'part' of the RSI system
- Monitoring & proactive information sharing
- Automated safety research

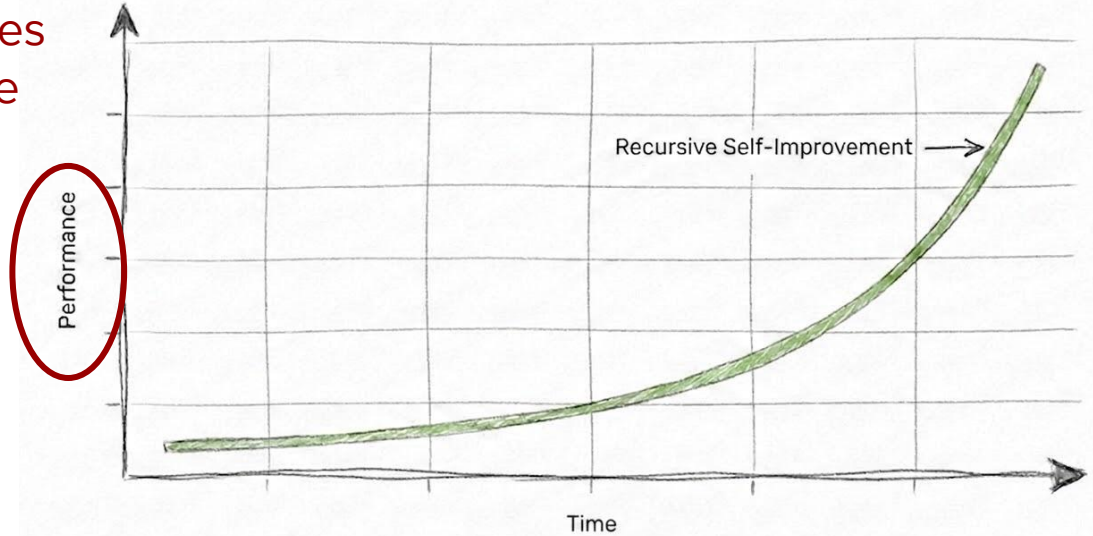


What is the reward (e.g. in FME)?

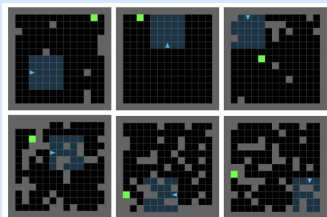
Where does  
this come  
from?

Performance

Exponential Progress through Recursive Self-Improvement

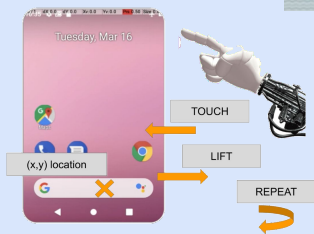
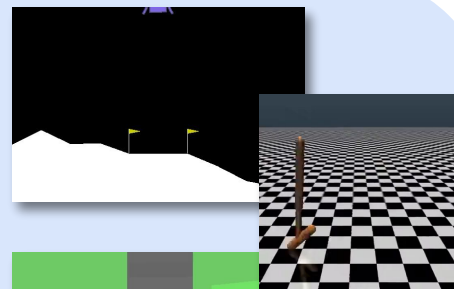


# Self-generating new tasks

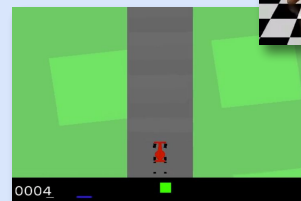


`</>` LLM Coding Tasks

 LLM Machine Learning Research Tasks



 LLM Math Tasks



Env Distribution



→ General-Purpose RSI System

# Artificial Curiosity



**Adversarial Curiosity / proto-GAN:** The policy's intrinsic reward is simply the model's prediction error.

Still fails on stochastic environments (the "noisy TV problem").

Making the world differentiable, Schmidhuber 1990

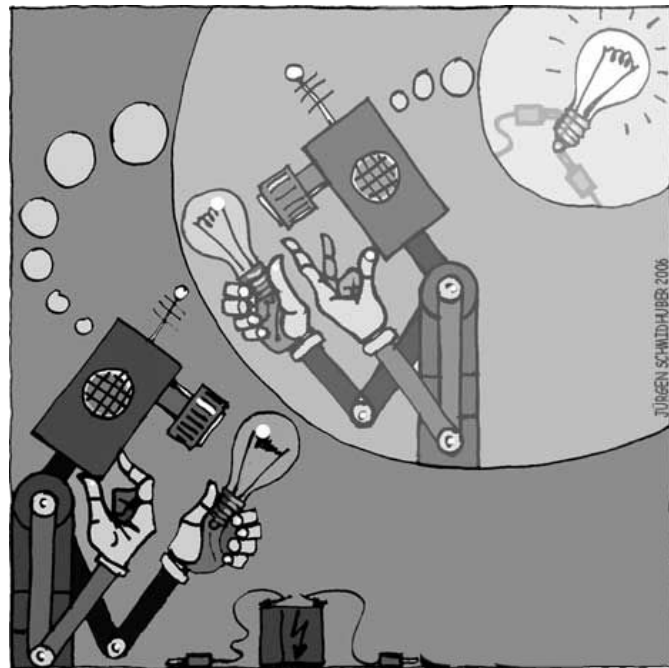
A possibility for implementing curiosity and boredom in model-building neural controllers, Schmidhuber 1991

# Information Gain

Optimize for learning progress

$$r_{\text{int}}(Q) \propto \sum_i p_{M^*}(Q_i | H) \log \frac{p_{M^*}(Q_i | H)}{p_M(Q_i | H)}$$

$$\max_{\pi} \mathbb{E}_{\pi} \left[ \sum_t D_{\text{KL}}(p_{M_t^*}(\cdot | H_t) \| p_{M_t}(\cdot | H_t)) \right]$$



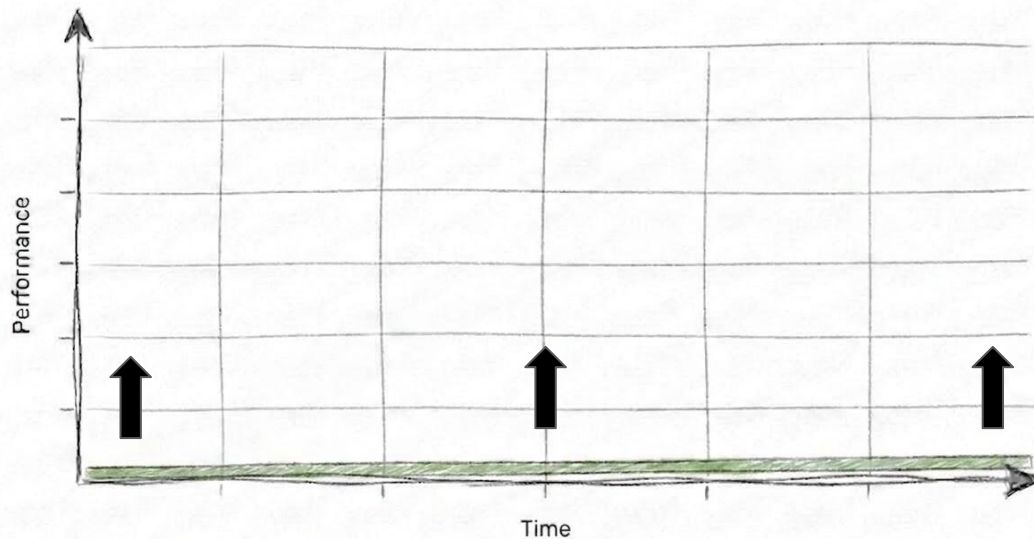
Curious model-building control systems, Schmidhuber 1991

Reinforcement-driven information acquisition in non-deterministic environments, Hochreiter & Schmidhuber 1995

# How to optimize directly for RSI?

$$J_{\text{final}}(\pi) = \mathbb{E}_{\tau \sim \pi} [r(s_L)]$$

$$J(\pi) = \mathbb{E}_{\tau \sim \pi} \left[ \sum_{l=0}^L r(s_l) \right]$$



# How to optimize explicitly for RSI?

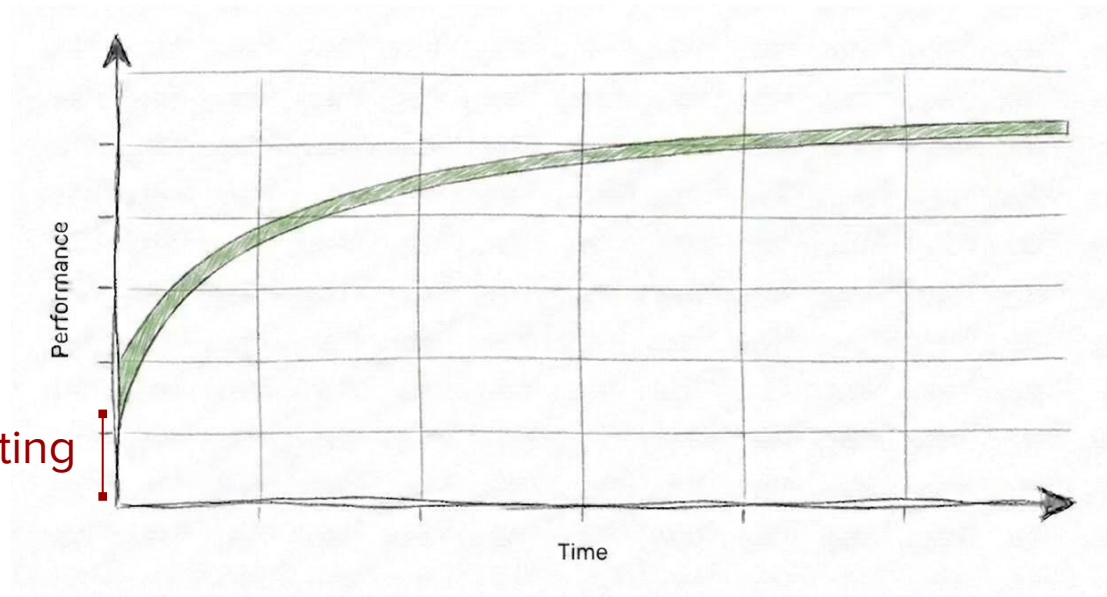
Why does this even lead to the auto-discovery of an improvement operator?

Only implicitly, due to

- Inductive bias, or
- a priori unknowables in the environment.

I have some alternative ideas,  
but the verdict is still out.

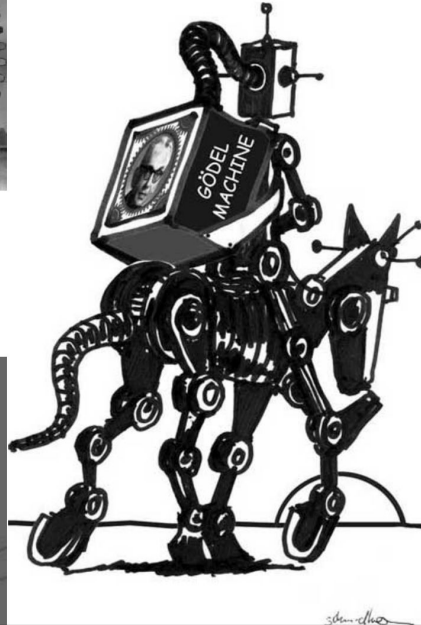
Overfitting



# Provable recursive self-improvement?



goedelmachine.com



Gödel Machine (2003):  
agent-controlling **program**  
that **speaks about itself**,  
ready to rewrite itself in  
arbitrary fashion once it  
has found a proof that the  
rewrite is **useful**, given a  
user-defined utility function

Theoretically optimal  
self-improver!

# Escape Velocity

Exponential Progress through Recursive Self-Improvement

