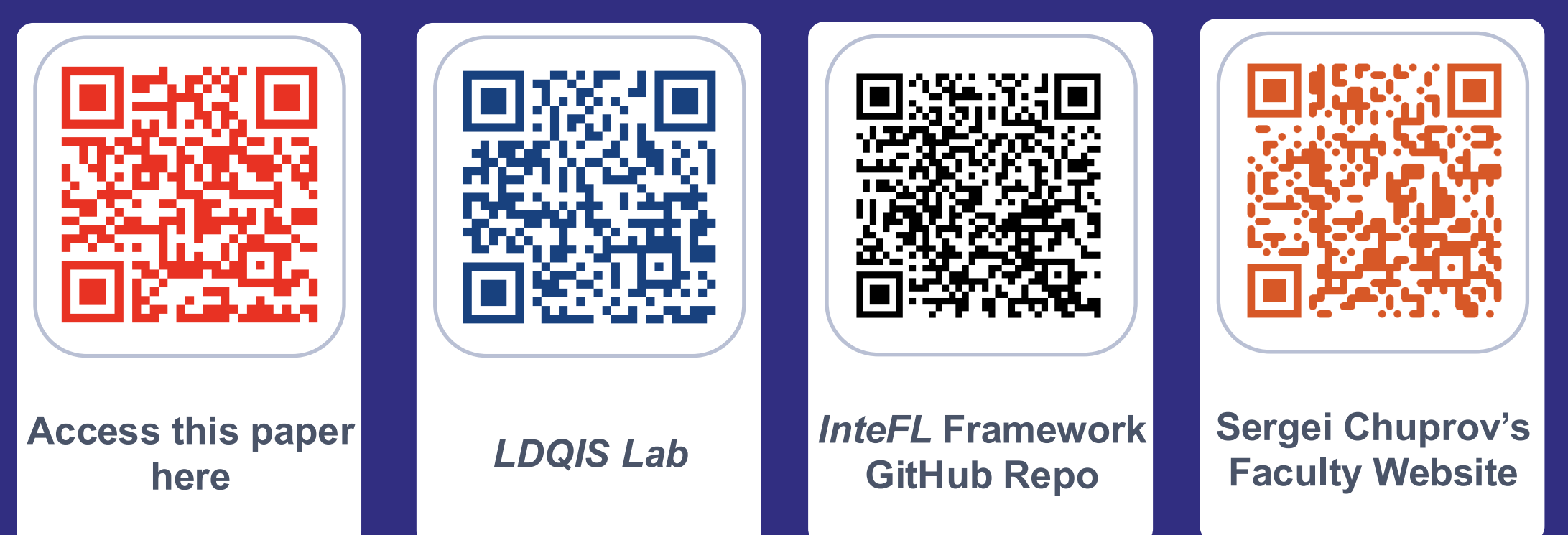


Artificial Intelligence Needs **Meta Intelligence**

The Case for *Metacognitive AI* — self-monitoring plus resource-rational control as a design principle

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POSITION OF THIS PAPER

Metacognition, encompassing self-monitoring and resource-allocation inspired by cognitive science, should be a **general design principle for AI systems**. Further, we call for a **theoretical framework** to unify current efforts, and **actionable strategies** to translate metacognition research into practical AI.

Why this matters now

Recent gains in inference and training come at a **soaring computational cost**. Reasoning LLMs and large-scale training strain time, memory, and energy, yet give few guarantees on correctness or robustness — and the way we decide how much computation a problem deserves stays crude, usually a fixed budget set by hand.

The same pressure appears everywhere compute is finite and stakes vary across inputs: from perception on the edge to multi-step reasoning in the cloud. Treating every input the same wastes effort on the easy ones and starves the hard ones.

Humans tend to do better in this: we *sense* when a task is hard, *deliberate* longer when it matters, and *stop* when it does not. A century of cognitive science calls this **metacognition**. A metacognitive system spends resources **up front**, per instance (Fig. 1).

The goal is not less computation, but **computation spent where it counts**.

Objective, InteFL, case study

A resource-rational objective trades task loss against compute:

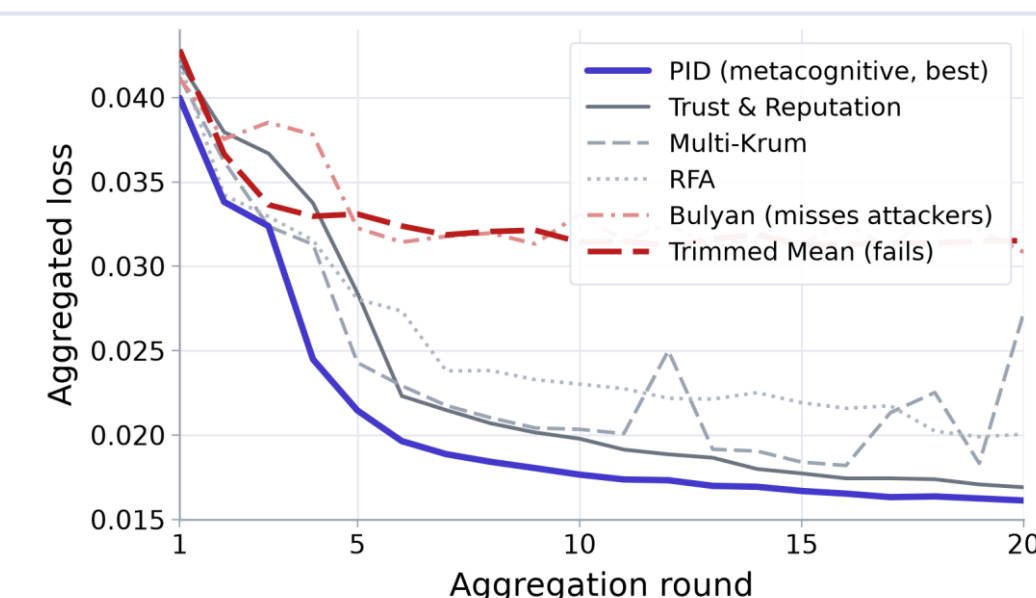
$$\min_{w, w'} \frac{1}{N} \sum_{i=1}^N \mathbb{E}_{c_i \sim \pi_{w'}} [\text{loss}(x_i, f_w(x_i; c_i)) + \alpha \text{cost}(c_i)] + \beta \|\pi_{w'}\|$$

Federated Learning (FL) is naturally well-positioned for metacognition: it already separates an object level (local client training) from a meta level (server aggregation). A monitoring function $\mathcal{M}$ scores each update by trust and distance from consensus; control accepts, rejects, or re-weights it (Fig. 2), self-adapting under drift or attack.

In **InteFL** (Fig. 3) [1], the aggregation strategy is the control mode c : the object-level step is one aggregation over client updates, π selects among strategies (FedAvg [6], Multi-Krum, PID-based exclusion), and its parameters w' are the exclusion thresholds tuned against observed performance. In **learning**, investing in a controller is especially worthwhile because its overhead is **amortized over the model's lifetime**.

On OctMNIST (Fig. 4), a tuned PID rule (2.5σ) converges lowest and best excludes malicious clients; Other baselines miss attackers in most cases.

Figure 4. OctMNIST, 20 clients (4 adversarial): the tuned PID rule converges lowest; Trimmed Mean and Bulyan miss attackers and stall.



What metacognition is

Following Nelson and Narens [2], cognition is **bi-level**: object-level processes (perception, learning, reasoning) are watched by a **meta-level**.

It adds **monitoring** — reading one's own state via cheap cues — and **control**, reallocating resources or switching strategy: a System-2 intervention [3].

Research tasks

We call for concerted progress on three research tasks:

- 1. Characterize the performance–compute trade-off** — relate accuracy, robustness, and generalization to time, memory, and energy (PAC learnability, anytime algorithms, efficient models).
 - 2. Develop robust, low-overhead cues** — error-detection rules, early-exit signals, XAI attribution — reliable yet computable in near-constant time.
 - 3. Build well-calibrated controllers** with uncertainty quantification (temperature scaling, conformal prediction, abduction) [4].
- Solving these turns scattered tricks into **cumulative science** and provably good metacognitive control.

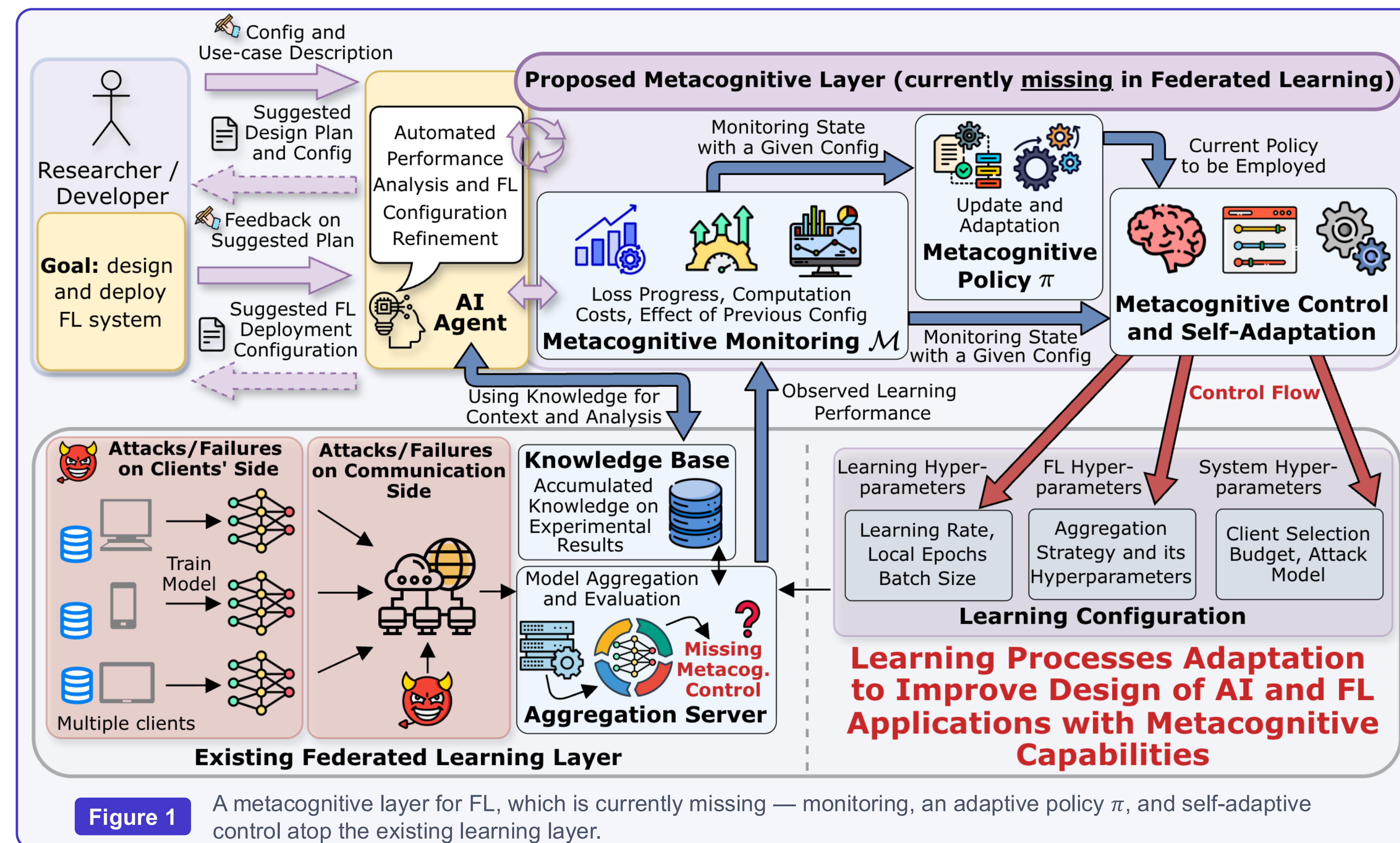


Figure 1

A metacognitive layer for FL, which is currently missing — monitoring, an adaptive policy π , and self-adaptive control atop the existing learning layer.

Challenges and alternatives

Alternatives. “Scale is all you need” [5] and post-hoc “generate-and-verify” pipelines raise accuracy but not efficiency or real-time robustness; and unlike early-exit or mixture-of-experts, a metacognitive controller is an explicit, learned, runtime-active layer.

Challenges — three open problems:

- 1. Cues and controllers at low overhead** (compute and system complexity).
- 2. Translating cognitive-science concepts into precise computational infrastructure.**
- 3. Failures of metacognition:** detection may not be actionable [7], and controllers can misjudge competence or act globally-counterproductively.

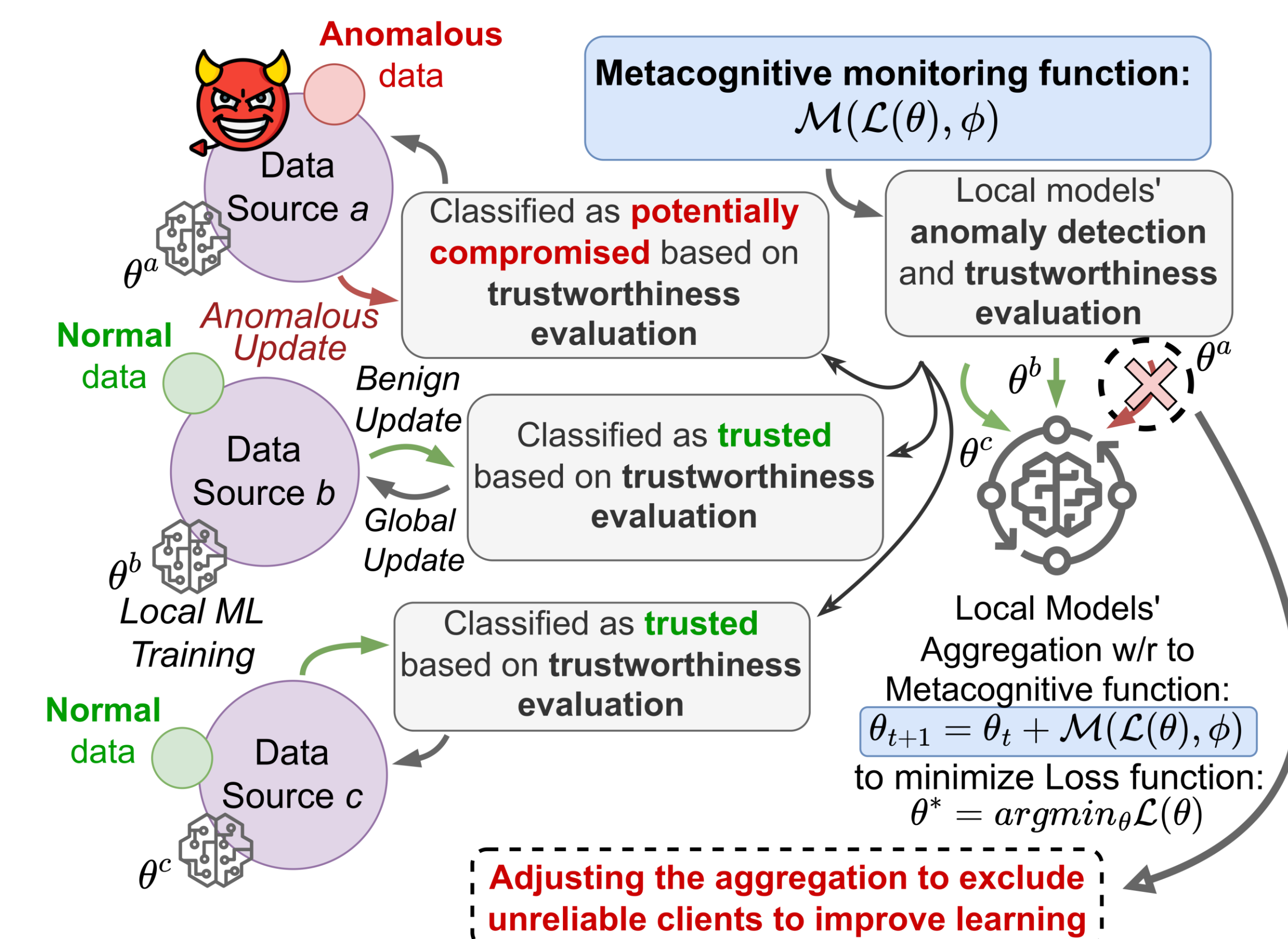


Figure 2. Monitoring $\mathcal{M}$ in FL: client-trust evaluation and selective aggregation exclude anomalous updates.

Conclusion

We argue that communities from cognitive science to AI and ML should jointly develop metacognition and make it a **leading paradigm of AI design**.

Long posited as a key enabler of general intelligence, metacognition is — on our pragmatic view — a concrete paradigm for managing the growing computational cost of AI, and a practical path to efficient, robust, and secure systems, as **InteFL** [1] demonstrates for FL.

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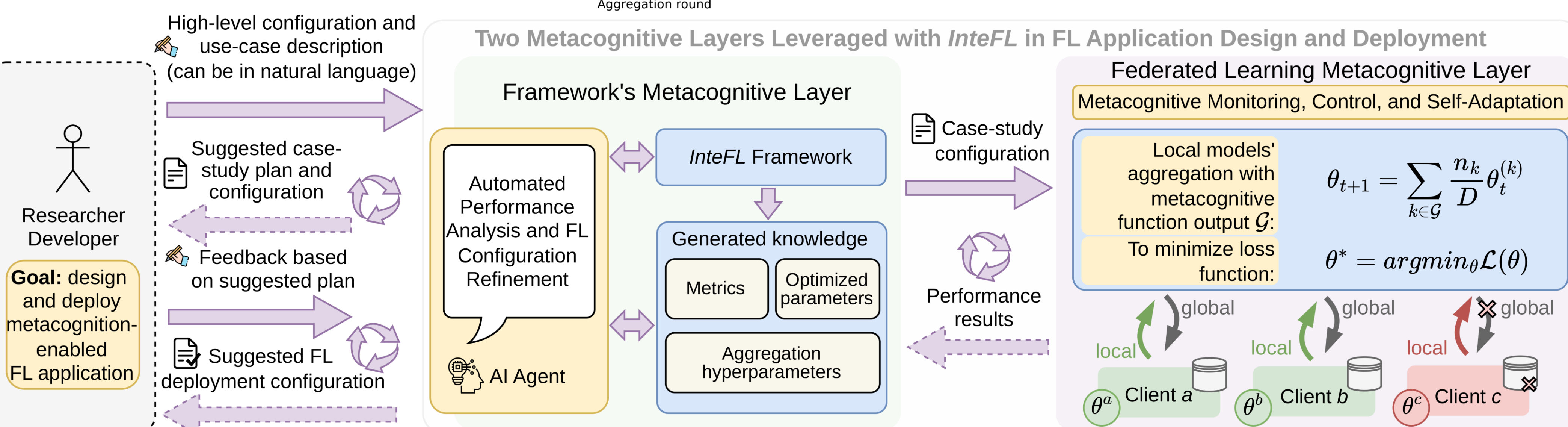


Figure 3. InteFL — an AI-assisted design layer (natural-language configuration plus a feedback loop) atop an FL metacognitive layer. The aggregation strategy plays the role of mode c . Architecture-agnostic (also BiomedBERT, GPT-2).