

Föreläsning på MVE420: Nya teknologier, global risk och
mänsklighetens framtid

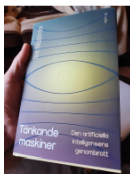
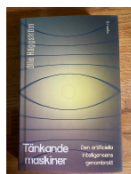
AI-risk och AI-etik

27 april 2021

Olle Häggström

<https://www.chalmers.se/en/Staff/Pages/olle-haggstrom.aspx>

<http://haggstrom.blogspot.com/>



Definitionsfrågor

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- ▶ **snäv AI** vs **AGI (artificiell generell intelligens)**

Men kan AGI bli verklighet?

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Wrong!

A Survey of Artificial General Intelligence Projects for Ethics, Risk, and Policy

Global Catastrophic Risk Institute Working Paper 17-1

99 Pages • Posted: 16 Nov 2017

[Seth Baum](#)

Global Catastrophic Risk Institute

Date Written: November 12, 2017

Abstract

Artificial general intelligence (AGI) is AI that can reason across a wide range of domains. It has long been considered the “grand dream” or “holy grail” of AI. It also poses major issues of ethics, risk, and policy due to its potential to transform society: if AGI is built, it could either help solve the world’s problems or cause major catastrophe, possibly even human extinction. This paper presents the first-ever survey of active AGI R&D projects in terms of ethics, risk, and policy. A thorough search identifies 45 projects of diverse sizes, nationalities, ethical goals, and other attributes. Most projects are either academic or corporate. The academic projects tend to express goals of advancing knowledge and

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The scientist named the population, after their distinctive horn, Ovid's Unicorn. These four-horned, silver-white unicorns were previously unknown to science.

Now, after almost two centuries, the mystery of what sparked this odd phenomenon is finally solved.

Dr. Jorge Pérez, an evolutionary biologist from the University of La Paz, and several companions, were exploring the Andes Mountains when they found a small valley, with no other animals or humans. Pérez noticed that the valley had what appeared to be a natural fountain, surrounded by two peaks of rock and silver snow.

Här ett replikskifte som ägde rum bara dagar efter att GPT-2 släpptes i februari 2019.

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Scott Alexander: Yeah, well, your *mom* is a brute-force statistical pattern matcher which blends up the internet and gives you back a slightly unappetizing slurry of it when asked.

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“We propose that a 2-month, 10-man study of artificial intelligence be carried out during the summer of 1956 at Dartmouth College in Hanover, New Hampshire. The study is to proceed on the basis of the conjecture that every aspect of learning or any other feature of intelligence can in principle be so precisely described that a machine can be made to simulate it. An attempt will be made to find how to make machines use language, form abstractions and concepts, solve kinds of problems now reserved for humans, and improve themselves. We think that a significant advance can be made in one or more of these problems if a carefully selected group of scientists work on it together for a summer.”

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- ▶ Sedan början av 2010-talet befinner sig AI-utvecklingen i sin mest expansiva fas någonsin, mest tack vare det som kallas *deep learning*.

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- ▶ en betydande andel av den ekonomiska tillväxten det närmaste årtiondet eller så.

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<https://www.youtube.com/watch?v=9C06M2HsoIA>



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0:44 / 7:47

Slaughterbots

3,266,444 views • Nov 13, 2017

 23K  1.4K  SHARE  SAVE ...





Vid mötet i Bryssel framhöll Pinker att det skulle krävas en galning för att konstruera något så hemskt som *“a swarm of robots designed to attack individual people based on facial recognition”*,



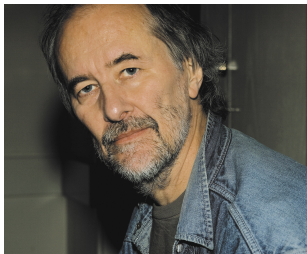
Vid mötet i Bryssel framhöll Pinker att det skulle krävas en galning för att konstruera något så hemskt som *“a swarm of robots designed to attack individual people based on facial recognition”*, och att det i dag inte längre finns utrymme för sådana enstaka galningar eftersom alla betydande ingenjörprojekt numera genomförs i stora samarbeten.

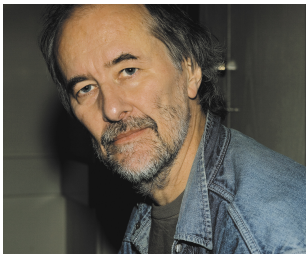
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Maskinerna är våra vänner
utan dom inget paradiset
maskinerna är våra vänner
naturligtvis

Tryck på en knapp
och lampan lyser
tryck på en knapp
när du fryser
tryck på en knapp

Tryck på en knapp
kläderna tvättas
tryck på en knapp
munnarna mättas
tryck på en knapp

Du ska inte längre slita
i ditt anletes svett
du ska ägna dig åt vetenskap och konst
har jag fel eller rätt?

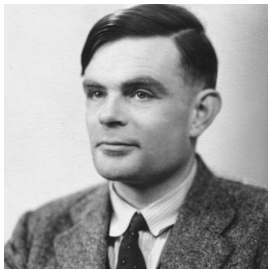


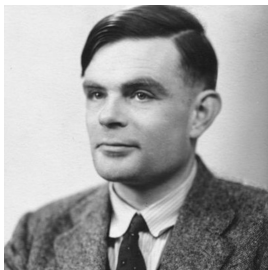
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- ▶ automatisering, arbetsmarknad och ekonomisk ojämlikhet
- ▶ AGI-katastrof





Alan Turing, 1951: “My contention is that machines can be constructed which will simulate the behaviour of the human mind very closely. [...] Let us now assume, for the sake of argument, that these machines are a genuine possibility, and look at the consequences of constructing them. [...] It seems probable that once the machine thinking method had started, it would not take long to outstrip our feeble powers. There would be no question of the machines dying, and they would be able to converse with each other to sharpen their wits. At some stage therefore we should have to expect the machines to take control.”



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Tech

Bitcoin consumes 'more electricity than Argentina'

By **Cristina Cridde**
Technology reporter

© 10 February



The University of Cambridge's online tool estimates Bitcoin's annual electricity consumption is more than The Netherlands, United Arab Emirates and Argentina

Bitcoin uses more electricity annually than the whole of Argentina, analysis by Cambridge University suggests.

"Mining" for the cryptocurrency is power-hungry, involving heavy computer calculations to verify transactions.

Cambridge researchers say it consumes around 121.36 terawatt-hours (TWh) a year - and is unlikely to fall unless the value of the currency slumps.

Critics say electric-car firm **Tesla's decision to invest heavily in Bitcoin** undermines its environmental image.

The average value hit a record £40,000 (£3.4 billion this week) following

”Sunt förnuft”

"Sunt förnuft"

AI Camera Ruins Football Game By Mistaking Referee's Bald Head For Ball

Many complained that they missed their team's goals because the camera "kept thinking the Lino bald head was the ball."

Offbeat | Written by Sanja Jain | Updated: November 02, 2020 9:56 am IST

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TRENDING



Nish Kumar Faces Orson Attack At Bihar Rally Says 'Keep Throwing'



Tendulkar Urges ICG



An AI camera kept mistaking the referee's head for the football during a match.



An AI camera at a football game in Scotland kept mistaking the referee's bald head for the ball, ruining the game for fans. [Article in the Daily Mail](#) | [Investment](#)

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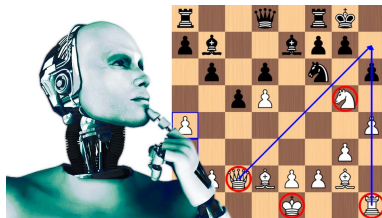
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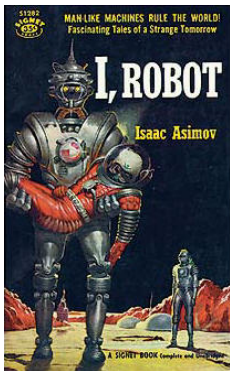


Om vi tar Alan Turings ord om *“at some stage therefore we should have to expect the machines to take control”* på allvar, så är ett centralt framtidsproblem det som kommit att kallas **AI Alignment**:

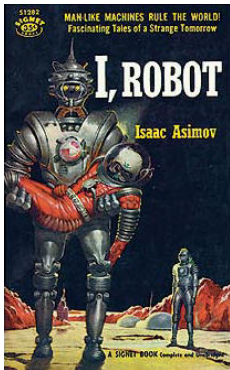
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Hur ser vi till att en superintelligent AGI har mål och drivkrafter som är i linje med mänskliga värderingar och mänsklig välgång?

Den mest kända ansatsen till AI Alignment: Asimovs tre robotlagar

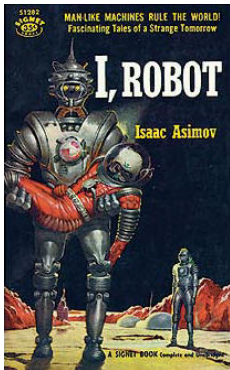


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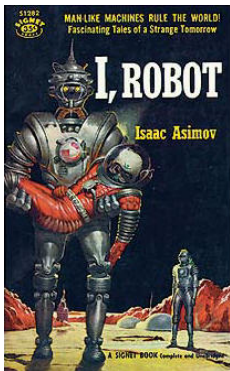
1. En robot får aldrig skada en människa eller, genom att inte ingripa, tillåta att en människa kommer till skada.

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3. En robot måste skydda sin egen existens, såvida detta inte kommer i konflikt med första eller andra lagen.

Men en prioriterad lista av lagar fungerar inte, och om vi påminner oss beslutsteorin jag föreläste om härom veckan så minns vi den axiomatiskt uppbyggda teori från 1900-talet som utmynnar i att en rationell agent behöver maximera förväntad nytta, för någon nyttofunktion U .



The video player shows a presentation slide. On the left is a video feed of Eliezer Yudkowsky, a man with a beard and glasses, wearing a black shirt, gesturing with his hands. On the right is a presentation slide with a dark blue header containing the text: "Agents and their utility functions", "Some AI alignment subproblems", "Why experts disagree?", and "Where we are now". The main title of the slide is "AI Alignment: Why It's Hard, and Where to Start" in a dark blue box. Below the title, the speaker's name "Eliezer Yudkowsky" and the date "May 5, 2016" are listed. At the bottom of the slide, it says "Slides and references: intelligence.org/stanford-talk". The video player controls at the bottom show a progress bar at 0:41 / 1:29:55, and icons for closed captions, settings, and other controls.

Agents and their utility functions
Some AI alignment subproblems
Why experts disagree?
Where we are now

AI Alignment: Why It's Hard, and Where to Start

Eliezer Yudkowsky

May 5, 2016

Slides and references: intelligence.org/stanford-talk

Eliezer Yudkowsky AI Alignment: Why It's Hard, and Where to Start

0:41 / 1:29:55

Eliezer Yudkowsky – AI Alignment: Why It's Hard, and Where to Start





Ett första förslag till nyttofunktion U :

$$U = \begin{cases} 1 & \text{om kitteln är full med vatten} \\ 0 & \text{annars} \end{cases}$$

Nästa förslag: låt $U = U_1 + U_2$, där

$$U_1 = \begin{cases} 1 & \text{om kitteln är full med vatten} \\ 0 & \text{annars} \end{cases}$$

och

$$U_2 = \begin{cases} -1000 & \text{om lokalen översvämmas} \\ 0 & \text{annars} \end{cases}$$

Komplikationerna hopar sig. Vad sägs om $U = U_1 + U_2 + U_3 + U_4$, där

$$U_1 = \begin{cases} 1 & \text{om kitteln är full med vatten} \\ 0 & \text{annars,} \end{cases}$$

$$U_2 = \begin{cases} -1000 & \text{om lokalen översvämmas} \\ 0 & \text{annars,} \end{cases}$$

$$U_3 = \begin{cases} -100\,000 & \text{om någon dödas av svängande hink} \\ 0 & \text{annars,} \end{cases}$$

$$U_4 = \begin{cases} 0.1 & \text{om hinkarna kånkas elegant} \\ 0 & \text{annars.} \end{cases}$$

Att modifiera U genom ta hänsyn till det ena specialfallet efter det andra är ett projekt som aldrig kan fullbordas. En mer allmän modifiering behövs.

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Vad sägs om att låta U bestraffa bieffekter vilka dessa än är?

$$U(x) = \begin{cases} 1 - \text{Impact}(x) & \text{om kitteln är full med vatten} \\ 0 - \text{Impact}(x) & \text{annars,} \end{cases}$$

där $\text{Impact}(x)$ ger ett mått på hur mycket kvastens handling påverkar världen utöver huruvida kitteln är fylld eller inte.

Men vi behöver ge $\textit{Impact}(x)$ en exakt definition.

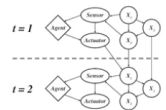
Men vi behöver ge $Impact(x)$ en exakt definition.



Agents and their doing functions
Some AI alignment subproblems
Why expect difficulty?
Where we are now

Low-impact agents
Agents with bounded horizons
Durable goals in self-modification

Try 1: Disturb fewer nodes



$Impact = \text{number of nodes causally affected by actions.}$

Eliezer Yudkowsky AI Alignment: Why It's Hard, and Where to Start

The Off-Switch Game

Dylan Hadfield-Menell¹ and Anca Dragan¹ and Pieter Abbeel^{1,2,3} and Stuart Russell¹

¹University of California, Berkeley, ²OpenAI, ³International Computer Science Institute (ICSI)
{dhm, anca, pabbeel, russell}@cs.berkeley.edu



Abstract

It is clear that one of the primary tools we can use to mitigate the potential risk from a misbehaving AI system is the ability to turn the system off. As the capabilities of AI systems improve, it is important to ensure that such systems do not adopt sub-goals that prevent a human from switching them off. This is a challenge because many formulations of rational agents create strong incentives for self-preservation. This is not caused by a built-in instinct, but because a rational agent will maximize expected utility and cannot achieve whatever objective it has been given if it is dead. Our goal is to study the incentives an agent has to allow itself to be switched off. We analyze a simple game between a human H and a robot R , where H can press R 's off switch but R can disable the off switch. A traditional agent takes its reward function for granted: we show that such agents have an incentive to disable the off switch, except in the special case where H is perfectly rational. Our key insight is that for R to want to preserve its off switch, it needs to be uncertain about the utility associated with the outcome, and to treat H 's actions as important observations about that utility. (R also has no incentive to switch *itself* off in this setting.) We conclude that giving machines an appropriate level of uncertainty about their objectives leads to safer designs, and we argue that this setting is a useful generalization of the classical AI paradigm of ra-

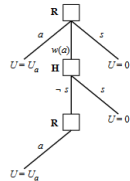


Figure 1: The structure of the off-switch game. Squares indicate decision nodes for the robot R or the human H .

strategic moments, we should, as a species, feel greatly humbled. ... [T]his new danger is certainly something which can give us anxiety [Turing, 1951]."

There has been recent debate about the validity of this concern, so far, largely relying on informal arguments. One important question is how difficult it is to implement Turing's idea of 'turning off the power at strategic moments', i.e., switching a misbehaving agent off. For example, some have argued that there is no reason for an AI to resist being switched off unless it is explicitly programmed with a self-preservation incentive [Nel Prasad, 2011] [Omohundro].

Human-compatible AI

1. The robot's only objective is to maximize the realization of human values
2. The robot is initially uncertain about what those values are
3. Its behavior provides information about those values

