Why ain't you rich?

Why our current understanding of "rational choice" isn't good enough for superintelligence

Nate Soares



We do foundational mathematical research to ensure smarterthan-human artificial intelligence has a positive impact.



Text M5642 + your question to 765-560-4177

City Lights of the United States 2012 by NASA Earth Observatory. http://goo.gl/7rvKLr for GeoTIFF original. http://goo.gl/pKdQwM for quicker access to the jpeg. Licensed under Public domain via Wikimedia Commons http://goo.gl/W9Xjdx



- Tiling agent theory
- Logical uncertainty

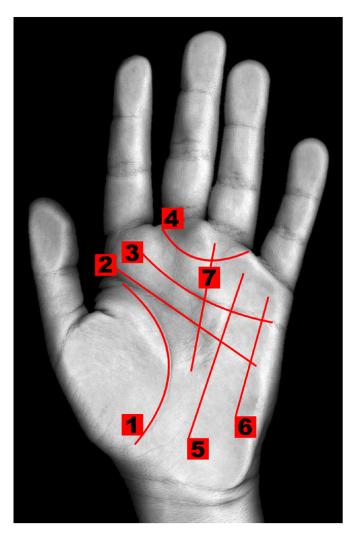
Decision Theory

- Corrigibility
- Value learning

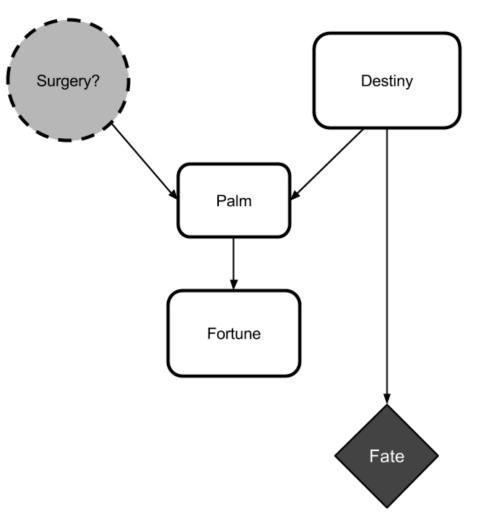
Why decision theory?

Why decision theory?

We need some way to reason counterfactually.



"Les lignes de la main Artlibre". Licensed under Free Art License via Wikimedia Commons. http://goo.gl/5dl6RK

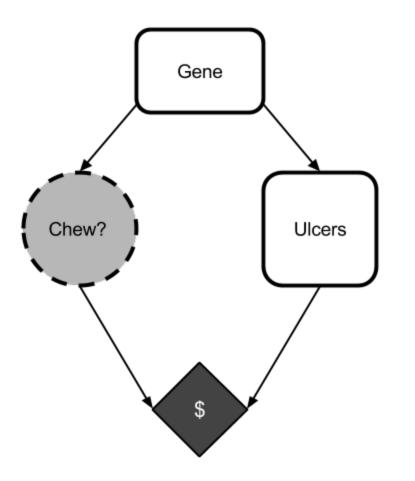


Causal Decision Theory (CDT)

- 1. Identify your action node A
- 2. Identify the available actions Acts
- 3. Identify your payoff node \mathbf{U}
- 4. For each action *a* in *Acts*
 - Set $\mathbf{A} = a$ by overwriting \mathbf{A} with a function that always returns a
 - Evaluate the expectation of \mathbf{U} given that $\mathbf{A} = a$
- 5. Take the action *a* with the highest associated value of **U**

How do you construct counterfactuals?

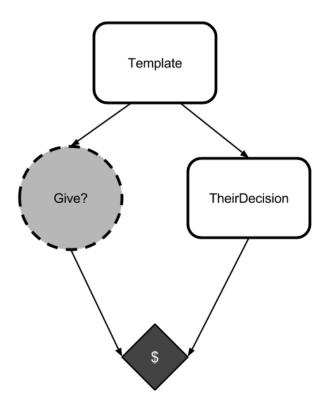
CDT prescribes considering action *a* by considering what would happen if, instead of being you, you were a simple function that always chose *a*.



Token Trade

	Give	Кеер
Give	(\$200, <mark>\$200</mark>)	(\$0, <mark>\$300</mark>)
Кеер	(\$300, <mark>\$0</mark>)	(\$100, <mark>\$100</mark>)

Mirror Token Trade

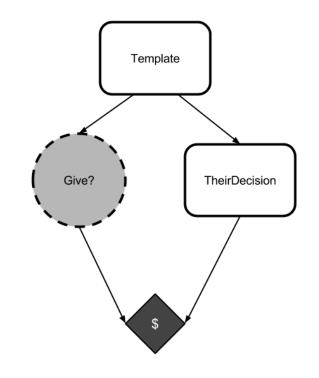


CDT loses

Given some probability p that **TheirDecision**=give

- 1. The action node is **Give**?
- 2. The actions are give and keep.
- 3. The payoff node is \$.
- 4. If Give?=give then \$=200p
- 5. If Give?=keep then \$=300p + 100(1-p)
- 6. Take the action keep

Because 300p + 100(1-p) > 200p regardless of the value of p



Unfair game?



"Money Cash" by 2bgr8. http://goo.gl/iYHPxZ. Licensed under Creative Commons Attribution 3.0 via Wikimedia Commons http://goo.gl/oDZyuU

Unfair game?

Fair enough for me.



"Money Cash" by 2bgr8. http://goo.gl/iYHPxZ. Licensed under Creative Commons Attribution 3.0 via Wikimedia Commons http://goo.gl/oDZyuU

Unfair game?

Fair enough for me.

Why ain't you rich?

FC 69104412

"Money Cash" by 2bgr8. http://goo.gl/iYHPxZ. Licensed under Creative Commons Attribution 3.0 via Wikimedia Commons http://goo.gl/oDZyuU

Leaky scenarios

Known as "Newcomblike problems"



"Water drops by Ximeg 24.12.12-02" by Ximeg. Own work. Licensed under Creative Commons Attribution-Share Alike 3.0 via Wikimedia Commons. http://goo.gl/ru7DKo

Leaky scenarios

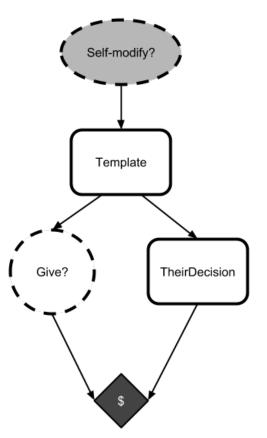
Known as "Newcomblike problems"

These scenarios are the norm.

"Water drops by Ximeg 24.12.12-02" by Ximeg. Own work. Licensed under Creative Commons Attribution-Share Alike 3.0 via Wikimedia Commons. http://goo.gl/ru7DKo

CDT agents would stop using CDT

CDT agents would stop using CDT

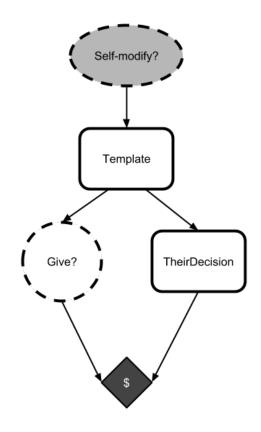




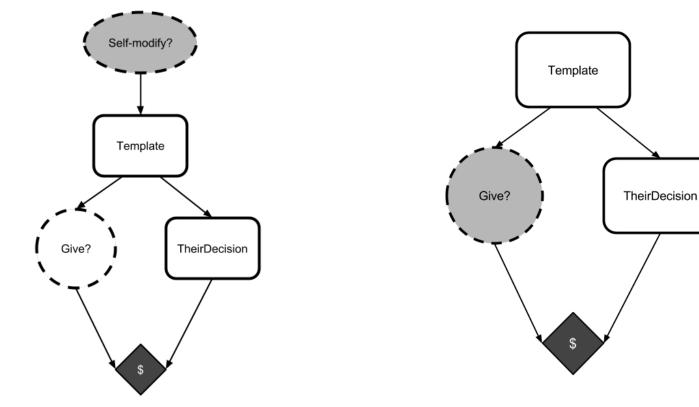
"Madrid may day375". Licensed under Creative Commons Attribution-Share Alike 2.5 via Wikimedia Commons. http://goo.gl/BtSY7U

No self-correction

No self-correction



No self-correction



Strange Blackmail



"USSR Blank Envelope 1989 - back" by Wesha. Own work. Licensed under Public domain via Wikimedia Common http://goo.gl/oIOC9Y

Unrealistic?

Unrealistic?

Yes.



Yes.

But...

- How do you reason as if your action is connected to the reasoning of others?
 - We actually do have a way to solve this particular problem, but the solution is imperfect.

- How do you reason as if your action is connected to the reasoning of others?
 - We actually do have a way to solve this particular problem, but the solution is imperfect.
- What does good counterfactual reasoning look like?
 - And how does this affect your reasoning about how others are reasoning about you?

- How do you reason as if your action is connected to the reasoning of others?
 - We actually do have a way to solve this particular problem, but the solution is imperfect.
- What does good counterfactual reasoning look like?
 - And how does this affect your reasoning about how others are reasoning about you?
- We don't yet understand an algorithm that knowably converges on a good decision making procedure.

- Tiling agent theory
- Logical uncertainty
- Decision Theory
- Corrigibility

• Value learning

"Apocalypse-Albert Goodwin" by Albert Goodwin. http://goo.gl/tHwcLq. Licensed under Public domain via Wikimedia Commons. http://goo.gl/el27yq



What formal reasoning system could an intelligent agent use to gain very high confidence in similar systems?

"Apocalypse-Albert Goodwin" by Albert Goodwin. http://goo.gl/tHwcLq. Licensed under Public domain via Wikimedia Commons. http://goo.gl/el27yq



Probability theory assumes we know all consequences of everything we know. How could an agent reason reliably under logical uncertainty?





Intelligent agents have, by default, strong instrumental incentives to preserve their goals, by manipulation or deception if necessary. How do we avoid these?



It is not enough to build something that *understands* what we want. We must build something that *wants* what we want.



We won't get good behavior for free.

"Apocalypse-Albert Goodwin" by Albert Goodwin. http://goo.gl/tHwcLq. Licensed under Public domain via Wikimedia Commons. http://goo.gl/el27yq



Dawn or doom?

It depends entirely upon whether we can figure out how to build a beneficial superintelligent system before we figure out how to build an arbitrary one.

"City Lights of the United States 2012" by NASA Earth Observatory. http://goo.gl/7rvKLr for GeoTIFF original. http://goo.gl/pKdQwM for quicker access to the jpeg. Licensed under Public domain via Wikimedia Commons http://goo.gl/W9Xjdx





Nate Soares

