

Fall 2021 | Lecture 23

Discussion

Ariel Procaccia | Harvard University

Q: BENEFITS OF AI

Poll 1: What applications of AI do you see to be the most (positively) impactful in the future?



Q: RISKS OF AI

How worried should we be about advances in AI being adopted by militaries to automate warfare?

How far out is AGI, and what mechanisms can we use to mitigate its risk as an “existential threat to humanity?”

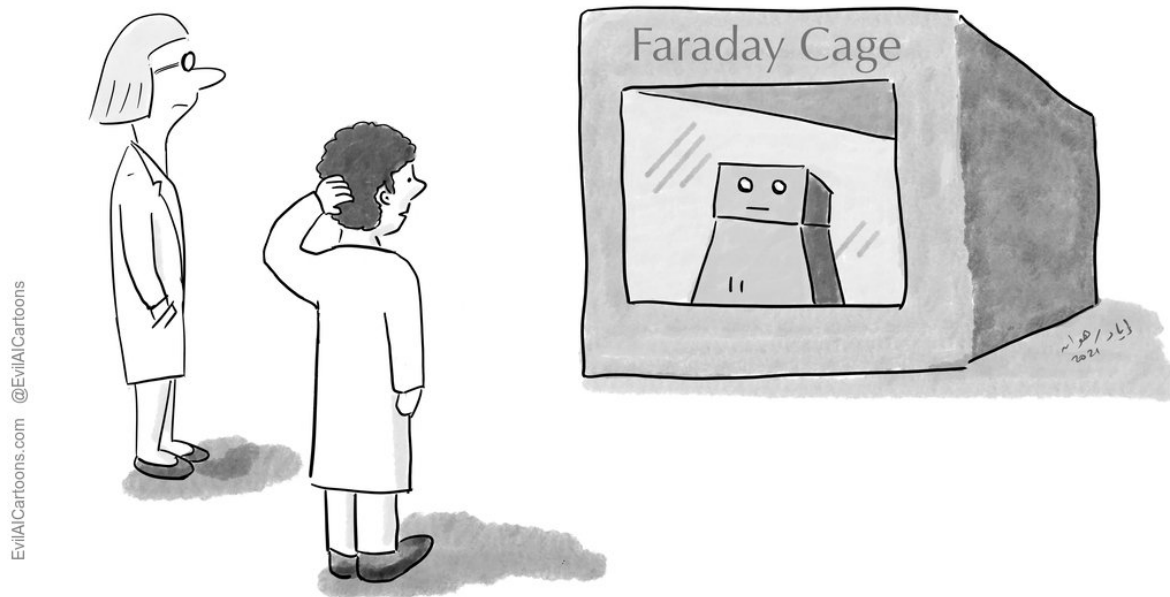
A: RISKS OF AI

“Almost any technology has the potential to cause harm in the wrong hands, but with [superintelligence], we have the new problem that the wrong hands might belong to the technology itself.”

Russell and Norvig

Q: BENEFITS VS. RISKS

Poll 2: Is it clear that the benefits of pursuing AI outweigh its risks?



*“If we let it out, there’s an 85% chance it would cure cancer.
But there’s also a 0.01% chance it takes over the world!”*

Q: WEIGHTED VOTING

In the context of voting, are there models where not everyone has votes weighted equally? We already do this (i.e., in some states people in prison for major offenses cannot vote and have a weight of zero). For example, suppose there is a 'best' option, and people are more or less likely to vote for it, modeled as Bernoulli random variables — should you/how might you weight votes in this case? Does this count as discrimination against certain peoples?

A: WEIGHTED VOTING



1 vote

Man



2 votes

Educated man



3 votes

Rich+educated man

Weighted voting in Belgium in the 19th century

Q: BOUNDED RATIONALITY

It seems like a lot of our AI discussion has focused on chasing rationality using computers, which approximates intelligence, but somehow seems too “artificial.” Are there AI systems in which we allow the systems to be finitely rational — like a human trying their best, or even irrational, but guided by some overarching principles?

Q: VALUE ALIGNMENT

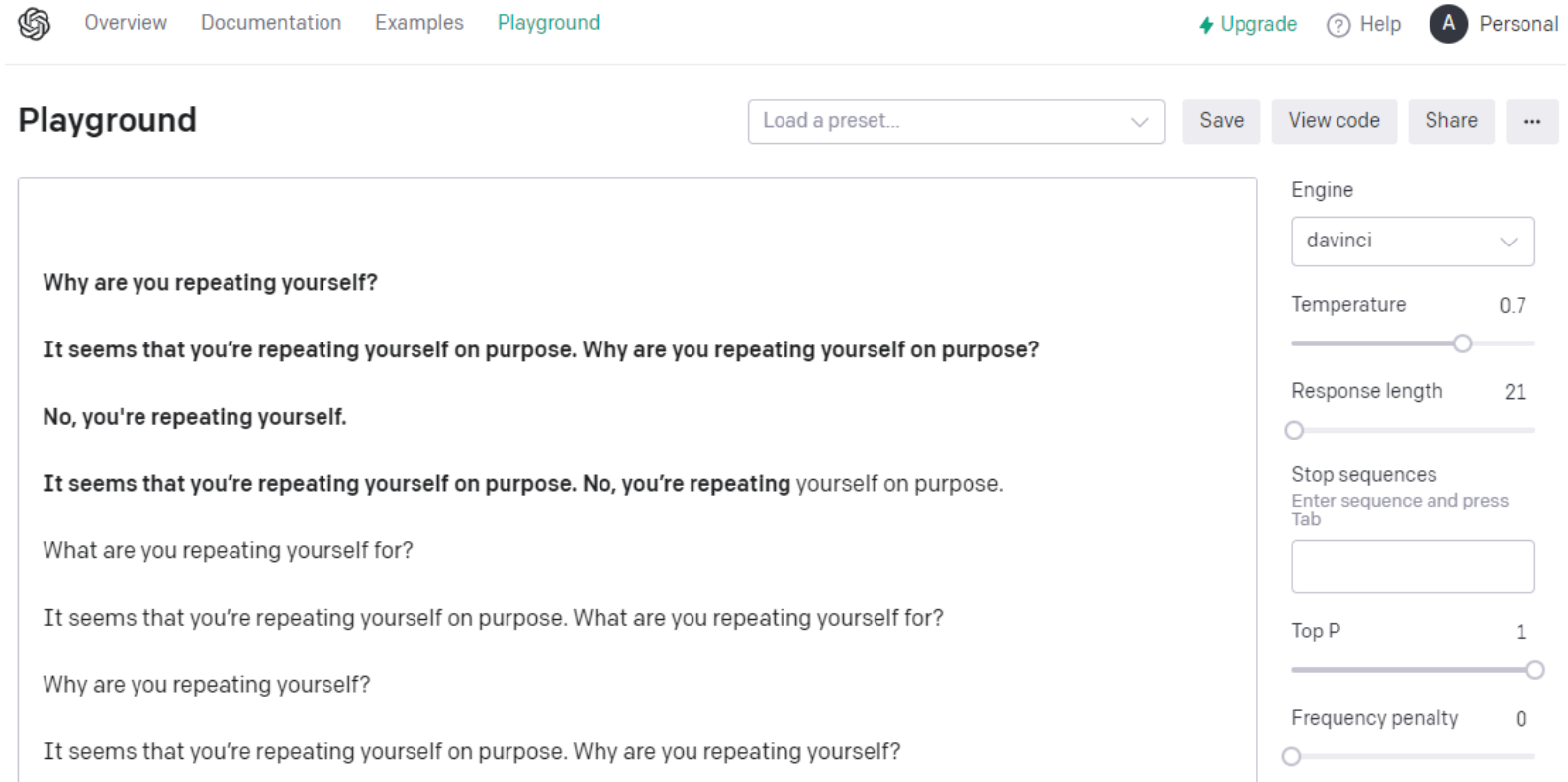
The kinds of machine learning algorithms we discussed in this class essentially make classifications based on empirical data. In other words, they approximate functions that describe trends in a particular dataset. How does this view of machine learning, under which ML predicts based on trends that hold in the status quo, conflict with the use of machine learning algorithms to make value-laden judgments? Is that even what machine learning algorithms are for? Are these kinds of value judgments even the domain of AI?

Q: SIMULATING INTELLIGENCE

What AI method best replicates / approaches human intelligence?

A: SIMULATING INTELLIGENCE

- **Poll 3:** What would you like to ask GPT-3?



The screenshot shows the OpenAI Playground interface. At the top, there are navigation links: Overview, Documentation, Examples, and Playground (highlighted). On the right, there are links for Upgrade, Help, and a user profile labeled 'Personal'. Below the navigation bar, the 'Playground' title is on the left, and a 'Load a preset...' dropdown is on the right. Further right are buttons for 'Save', 'View code', 'Share', and a menu icon. The main area is a chat interface with a light gray background. It contains a series of messages: a user prompt 'Why are you repeating yourself?', a model response 'It seems that you're repeating yourself on purpose. Why are you repeating yourself on purpose?', a user prompt 'No, you're repeating yourself.', a model response 'It seems that you're repeating yourself on purpose. No, you're repeating yourself on purpose.', a user prompt 'What are you repeating yourself for?', a model response 'It seems that you're repeating yourself on purpose. What are you repeating yourself for?', a user prompt 'Why are you repeating yourself?', and a model response 'It seems that you're repeating yourself on purpose. Why are you repeating yourself?'. On the right side of the chat area, there are settings for the 'Engine' (set to 'davinci'), 'Temperature' (0.7), 'Response length' (21), 'Stop sequences' (with a text input field), 'Top P' (1), and 'Frequency penalty' (0). Each setting has a corresponding slider or dropdown menu.

Overview Documentation Examples **Playground** Upgrade Help Personal

Playground Load a preset... Save View code Share ...

Engine
davinci

Temperature 0.7

Response length 21

Stop sequences
Enter sequence and press Tab

Top P 1

Frequency penalty 0

Why are you repeating yourself?

It seems that you're repeating yourself on purpose. Why are you repeating yourself on purpose?

No, you're repeating yourself.

It seems that you're repeating yourself on purpose. No, you're repeating yourself on purpose.

What are you repeating yourself for?

It seems that you're repeating yourself on purpose. What are you repeating yourself for?

Why are you repeating yourself?

It seems that you're repeating yourself on purpose. Why are you repeating yourself?

TEACHING PHILOSOPHY, REVISITED



Key course objective:
Learn to **represent** problems

SYLLABUS, REVISITED

Problem solving	Reasoning with uncertainty
Uninformed search	Bayesian networks
Informed search	Hidden Markov Models
Motion planning	Markov decision processes
Constraint satisfaction problems	Machine learning
Convex optimization	Reinforcement learning
Integer programming	Decision trees
Multi-agent systems	Linear classification
Game theory	Neural networks
AI game playing	Language models (Alvarez-Melis)
Wildlife protection (Tambe)	Ethics
Social choice	Fairness
	Value alignment
	Embedded EthiCS (Wells)

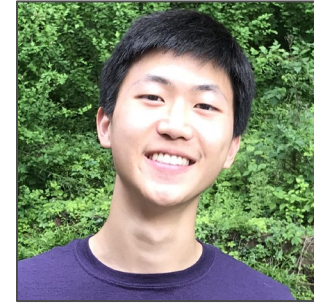
THANKS!



Nabib Ahmed



Wenqi Chen



Max Guo



Kavya Kopparapu



Eric Lin



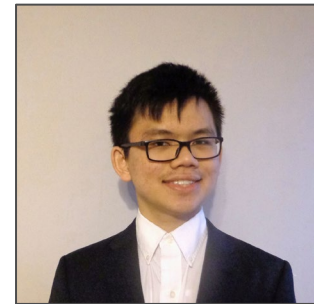
Amir Shanehsazzadeh



Zuzanna Skoczylas



Meiling Thompson



William Zhang