Logicist Machine Ethics Can Save Us

Selmer Bringsjord & Mike Giancola et al.

Rensselaer AI & Reasoning (RAIR) Lab
Department of Cognitive Science
Department of Computer Science
Lally School of Management & Technology
Rensselaer Polytechnic Institute (RPI)
Troy, New York 12180 USA

Are Humans Rational?
10/17/2019

Rensselaer AI and Reasoning Lab

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Note!

Test 2 is now on Oct 24.

NHK WORLD - GLOBAL AGENDA AI and Ethics: Overcoming the...

https://www.facebook.com/nhkworld/videos/1858412994205448/

Bart Selman (Professor, Cornell University) **Selmer Bringsjord** (Director, Rensselaer Artificial Intelligence and ...

The PAID Problem

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The PAID Problem

$\forall \mathtt{x} : \mathtt{Agents}$

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The PAID Problem

$\forall x : \texttt{Agents}$

Powerful(x) + **A**utonomous(x) + **I**ntelligent(x) = **D**angerous(x)/**D**estroy_Us

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The PAID Problem

$\forall \mathtt{x} : \mathtt{Agents}$

Powerful(x) + **A**utonomous(x) + **I**ntelligent(x) = **D**angerous(x)/**D**estroy_Us

$$u(\mathrm{AIA}_i(\pi_j)) > \tau^+ \in \mathbb{Z} \text{ or } \tau^- \in \mathbb{Z}$$

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The PAID Problem

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Powerful(x) + **A**utonomous(x) + **I**ntelligent(x) = **D**angerous(x)/**D**estroy_Us

Are Autonomous-and-Creative Machines Intrinsically Untrustworthy?*

Selmer Bringsjord • Naveen Sundar G.

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Department of Cognitive Science
Department of Computer Science
Rensselaer Polytechnic Institute (RPI)
Troy NY 12180 USA

020217NY

Abstract

Given what we find in the case of human cognition, the following principle appears to be quite plausible: An artificial agent that is both autonomous (A) and creative (C) will tend to be, from the viewpoint of a rational, fully informed agent, (U) untrustworthy. After briefly explaining the intuitive, internal structure of this disturbing principle, in the context of the human sphere, we provide a more formal rendition of it designed to apply to the realm of intelligent artificial agents. The more-formal version makes use of some of the basic structures available in one of our cognitive-event calculi, and can be expressed as a (confessedly — for reasons explained — naïve) theorem. We prove the theorem, and provide simple demonstrations of it in action, using a novel theorem prover (ShadowProver). We then end by pointing toward some future defensive engineering measures that should be taken in light of the theorem.

Contents

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The PAID Problem

$\forall \mathtt{x} : \mathtt{Agents}$

Powerful(x) + **A**utonomous(x) + **I**ntelligent(x) = **D**angerous(x)/**D**estroy_Us

$$u(\mathrm{AIA}_i(\pi_j)) > \tau^+ \in \mathbb{Z} \text{ or } \tau^- \in \mathbb{Z}$$

Theorem ACU: In a collaborative situation involving agents a (as the "trustor") and a' (as the "trustee"), if a' is at once both autonomous and ToM-creative, a' is untrustworthy from an ideal-observer o's viewpoint, with respect to the action-goal pair $\langle \alpha, \gamma \rangle$ in question.

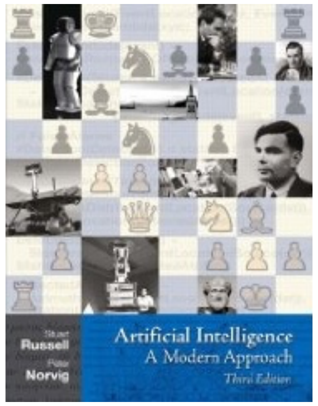
Proof: Let a and a' be agents satisfying the hypothesis of the theorem in an arbitrary collaborative situation. Then, by definition, $a \neq a'$ desires to obtain some goal γ in part by way of a contributed action α_k from a', a' knows this, and moreover a' knows that a believes that this contribution will succeed. Since a' is by supposition ToM-creative, a' may desire to surprise a with respect to a's belief regarding a''s contribution; and because a' is autonomous, attempts to ascertain whether such surprise will come to pass are fruitless since what will happen is locked inaccessibly in the oracle that decides the case. Hence it follows by TRANS that an ideal observer o will regard a' to be untrustworthy with respect to the pair $\langle \alpha, \gamma \rangle$ pair. **QED**

“We’re in *very* deep trouble.”

"We're in *very* deep trouble."

“We’re in *very* deep trouble.”



Unfortunately, not quite as easy as this to use logic to save the day …

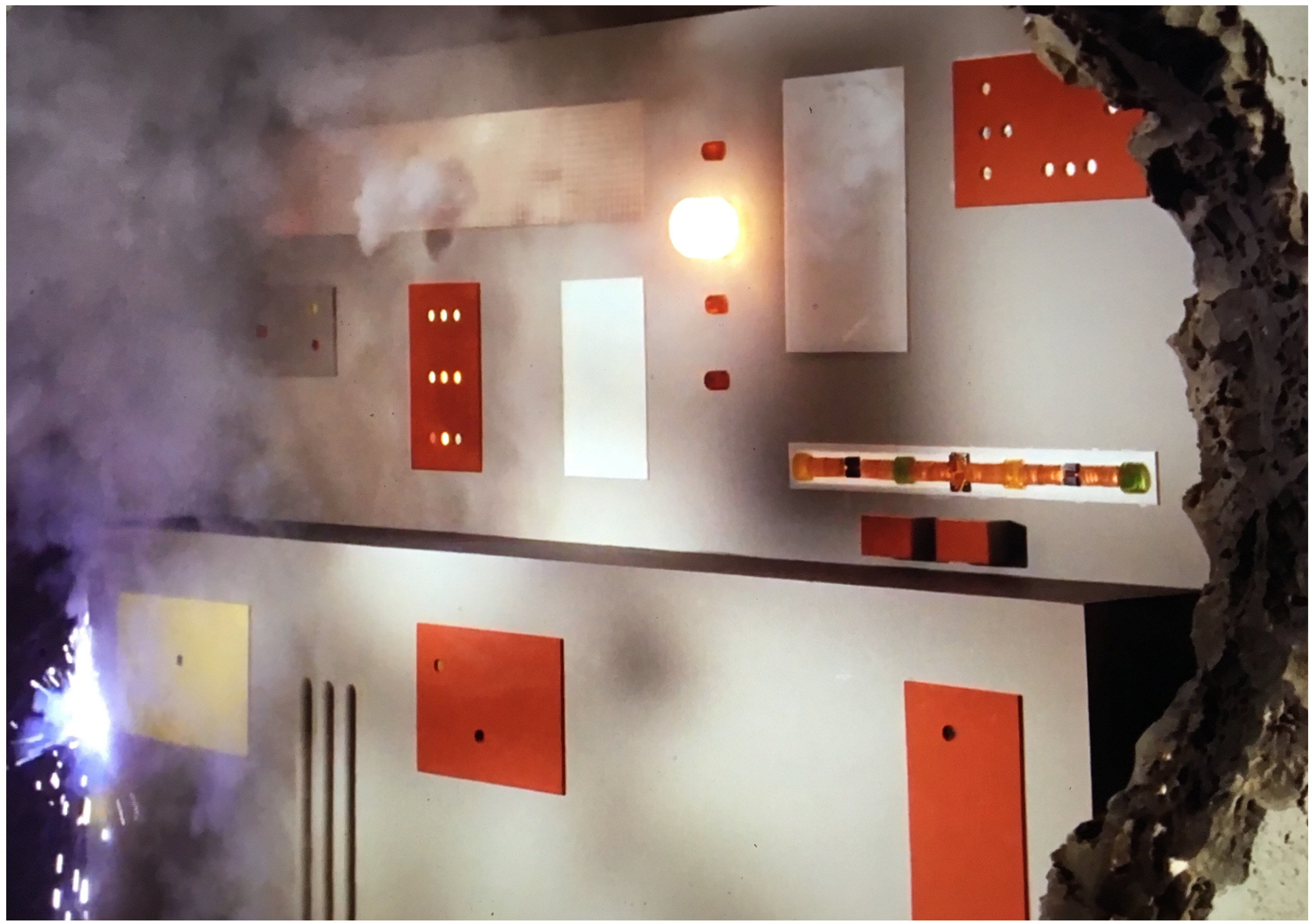
Logic Thwarts Landru!

First Suspicion That It's a Mere Computer Running the Show

Logic Thwarts Landru!

Landru is Indeed Merely a Computer
(the real Landru having done the programming)

Logic Thwarts Landru!



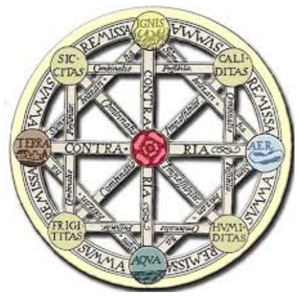
Landru Kills Himself Because Kirk/Spock Argue He Has Violated the Prime Directive for Good by Denying Creativity to Others

Logic Thwarts Nomad!

(with the Liar Paradox)

I.
Cognitive Calculi …

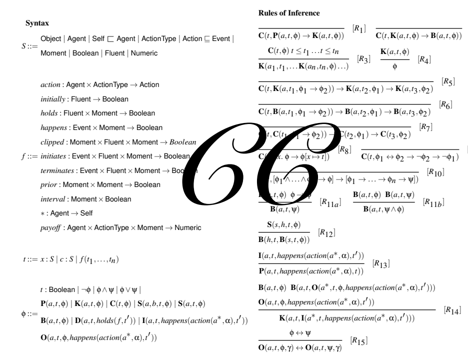
"Universal Cognitive Calculus"



Logic Theorist

(birth of modern logicist AI)

$\mathcal{DCEC}^*$



1666

Leibniz

1.5 centuries < Boole!

2.5 centuries < Kripke

$\int$

1956

Simon

2019

RAIR

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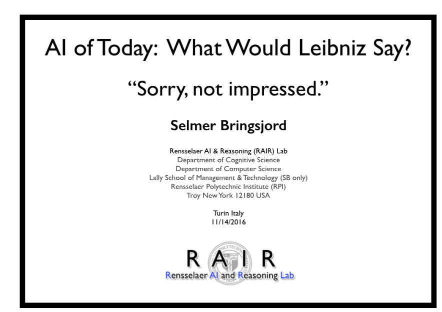

AI of Today: What Would Leibniz Say?

"Sorry, not impressed."

Selmer Bringsjord

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Rensselaer Polytechnic Institute (RPI)
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Turin Italy
11/14/2016

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Rensselaer AI and Reasoning Lab

II.
Early Progress With Our Calculi: Simple Dilemmas; Non-Akratic Robots

NewScientist

Ethical robots save humans

NewScientist

Ethical robots save humans

Informal Definition of Akrasia

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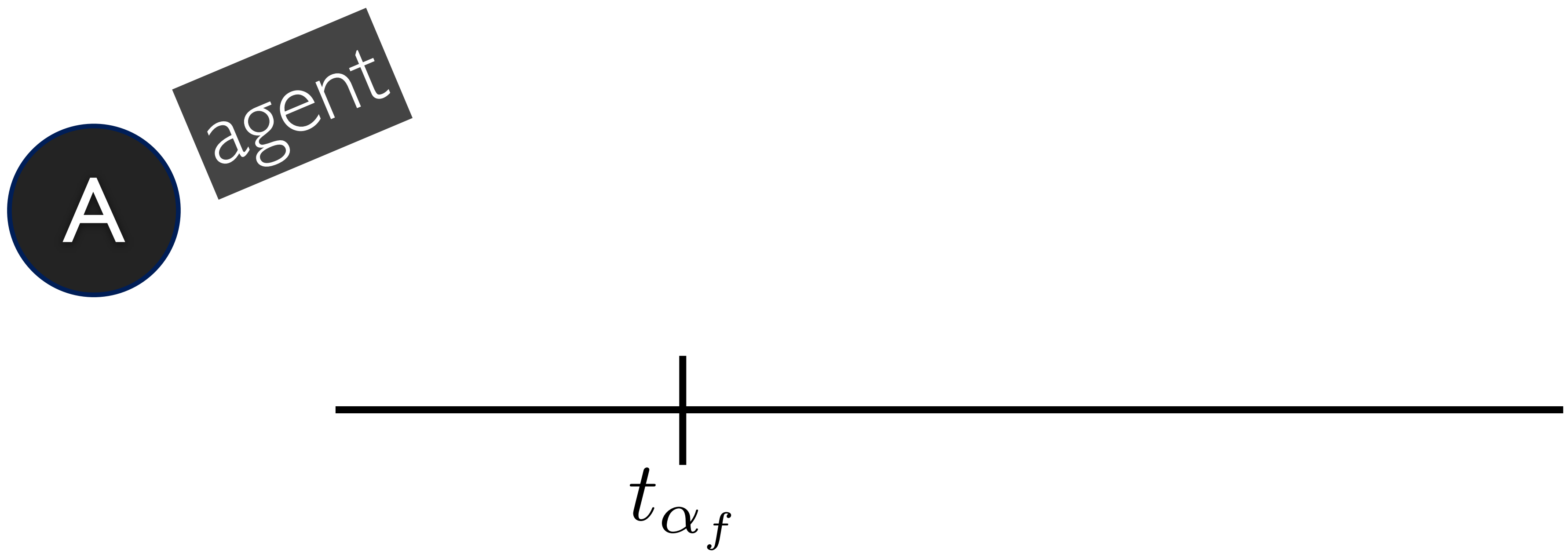
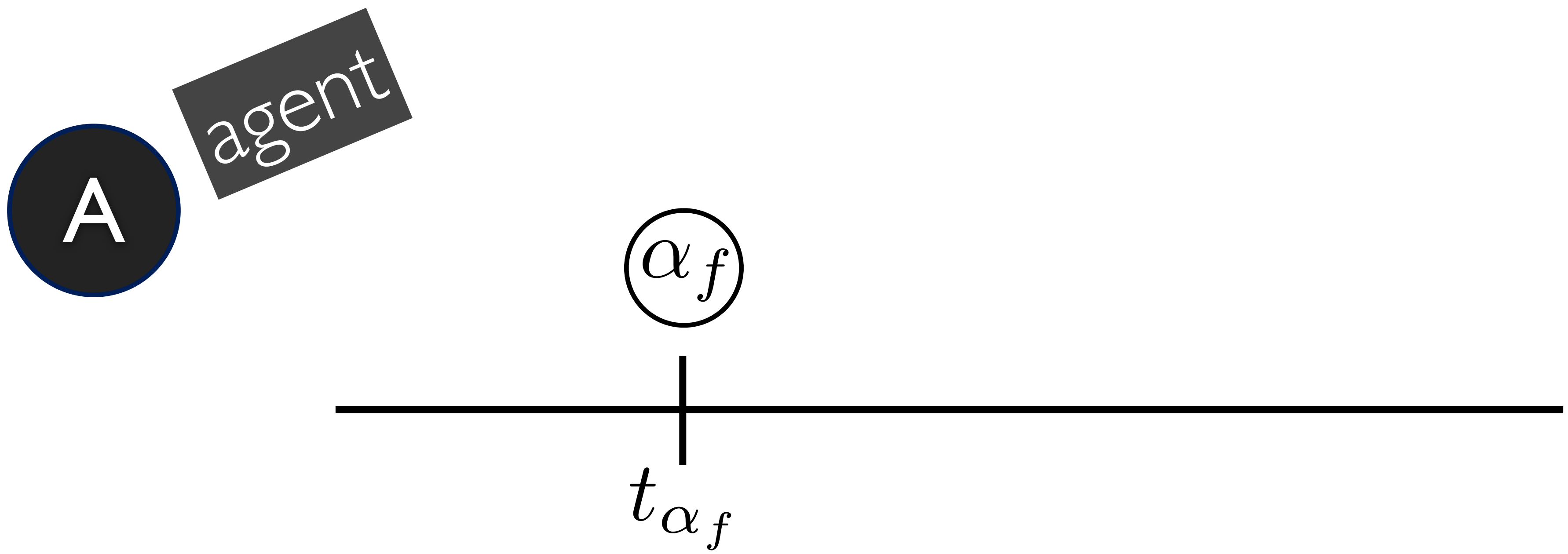


Informal Definition of Akrasia



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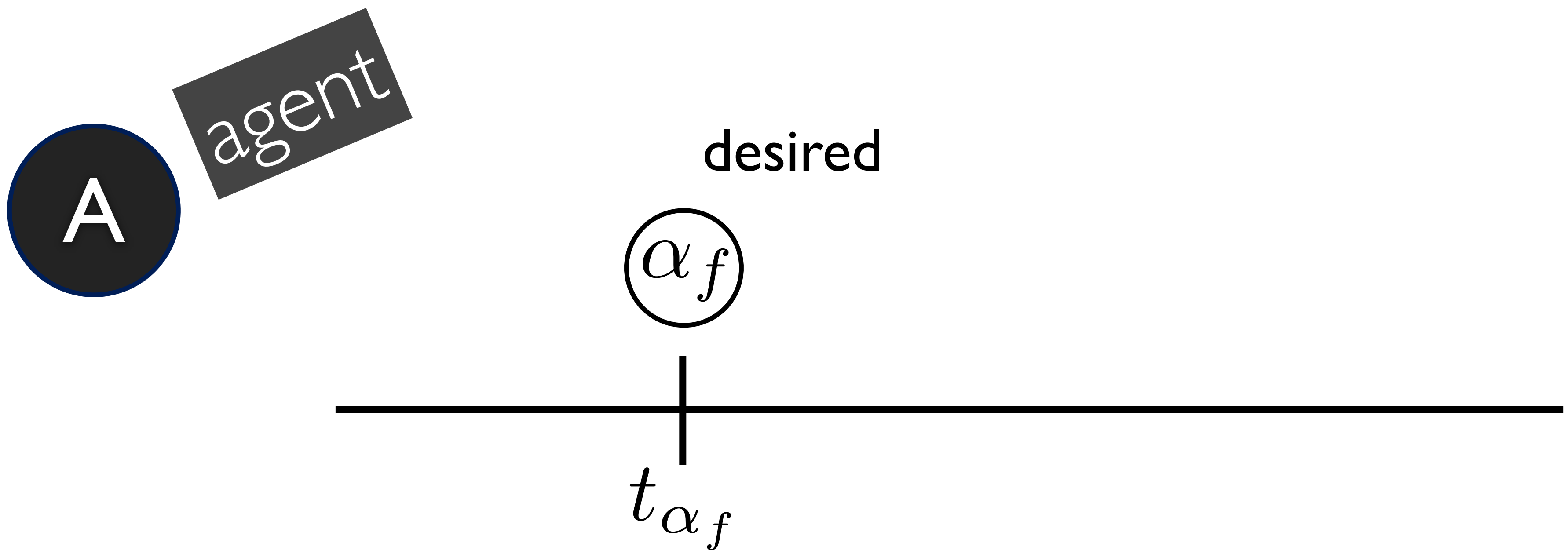

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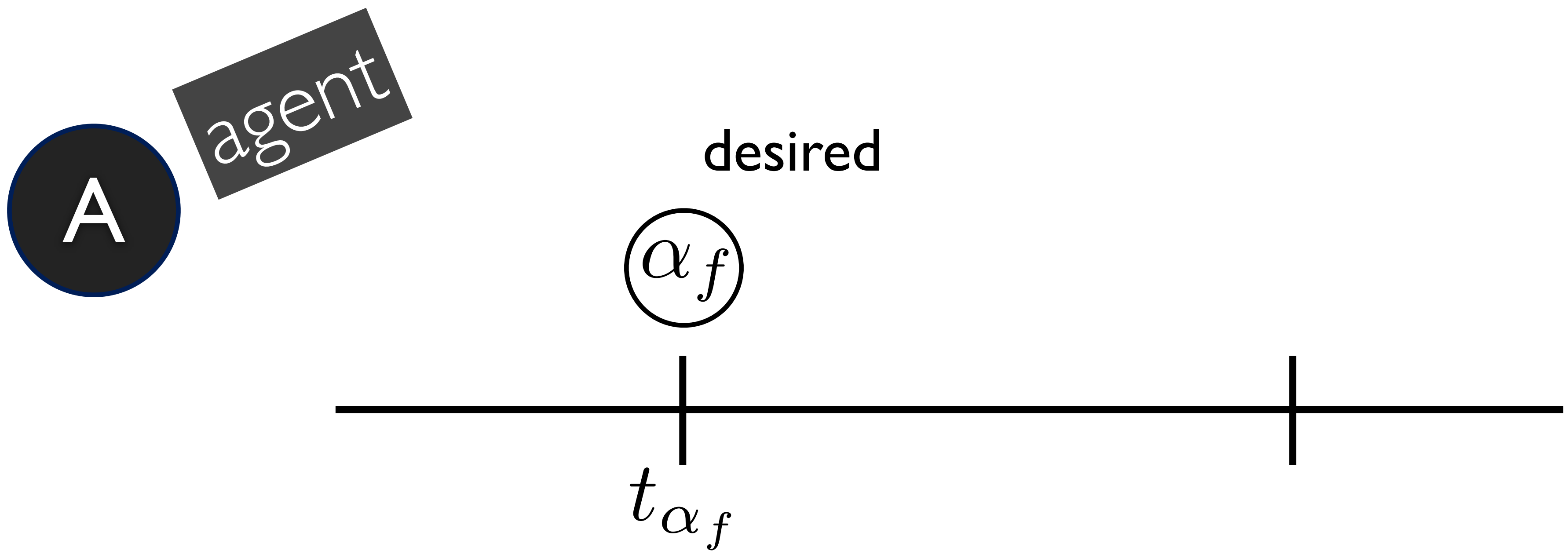

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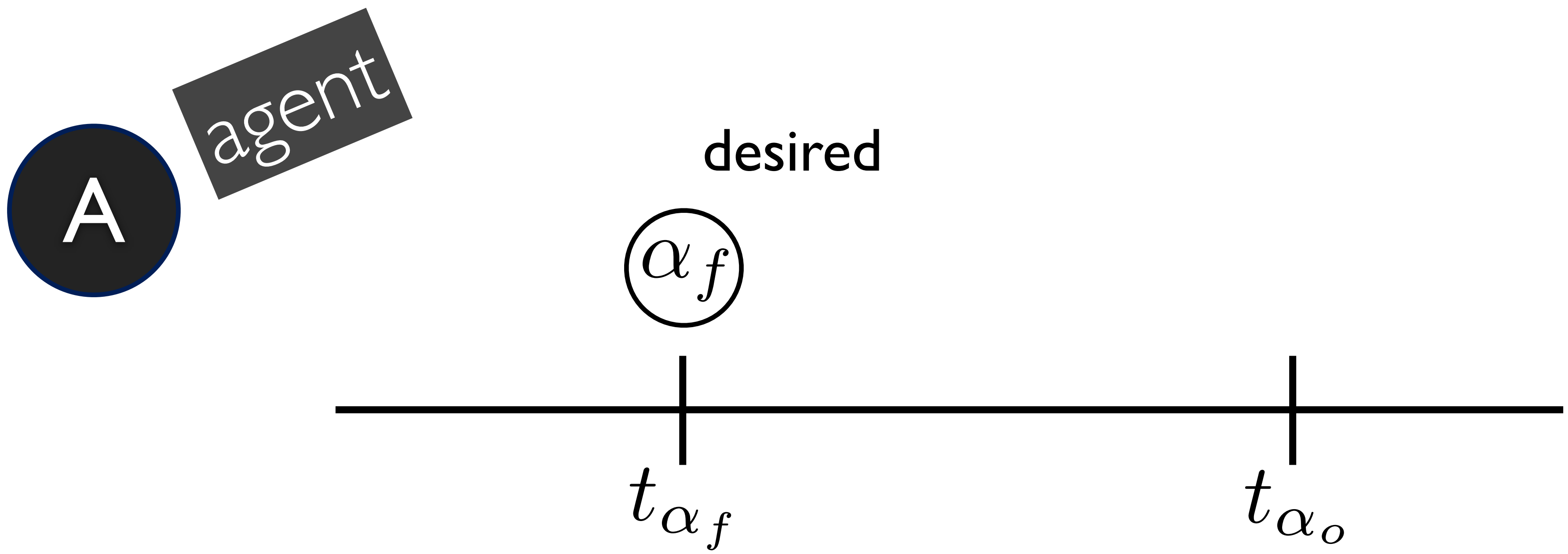
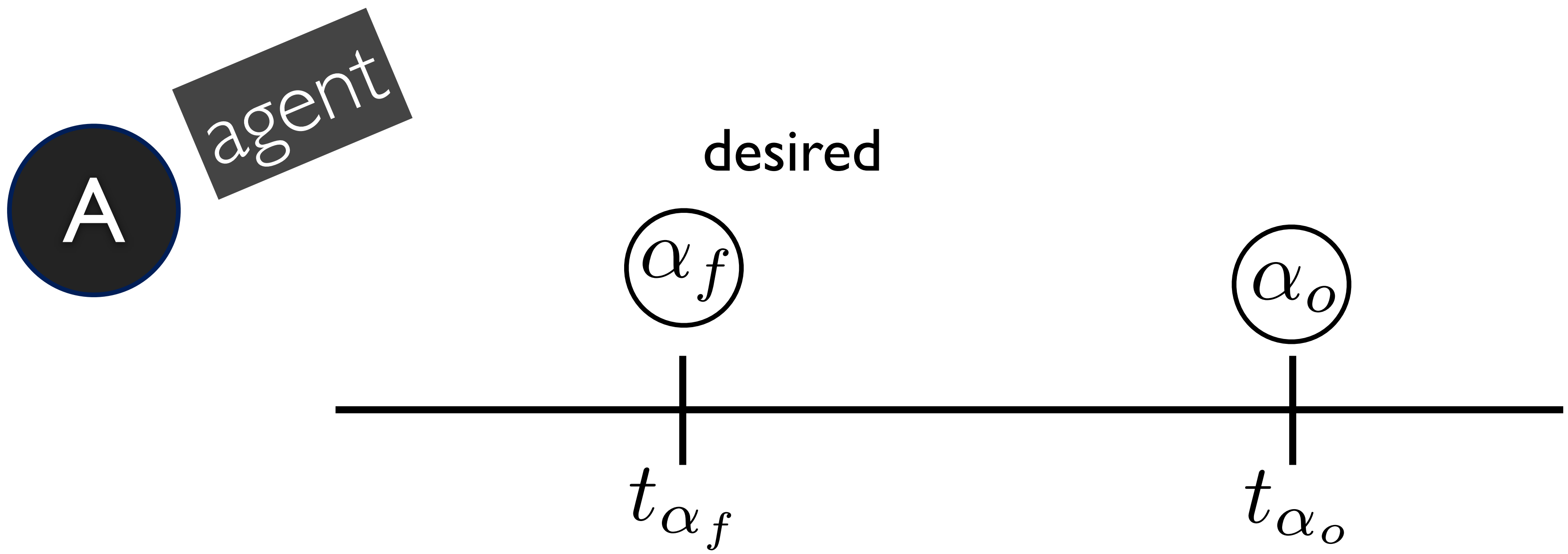


Informal Definition of Akrasia



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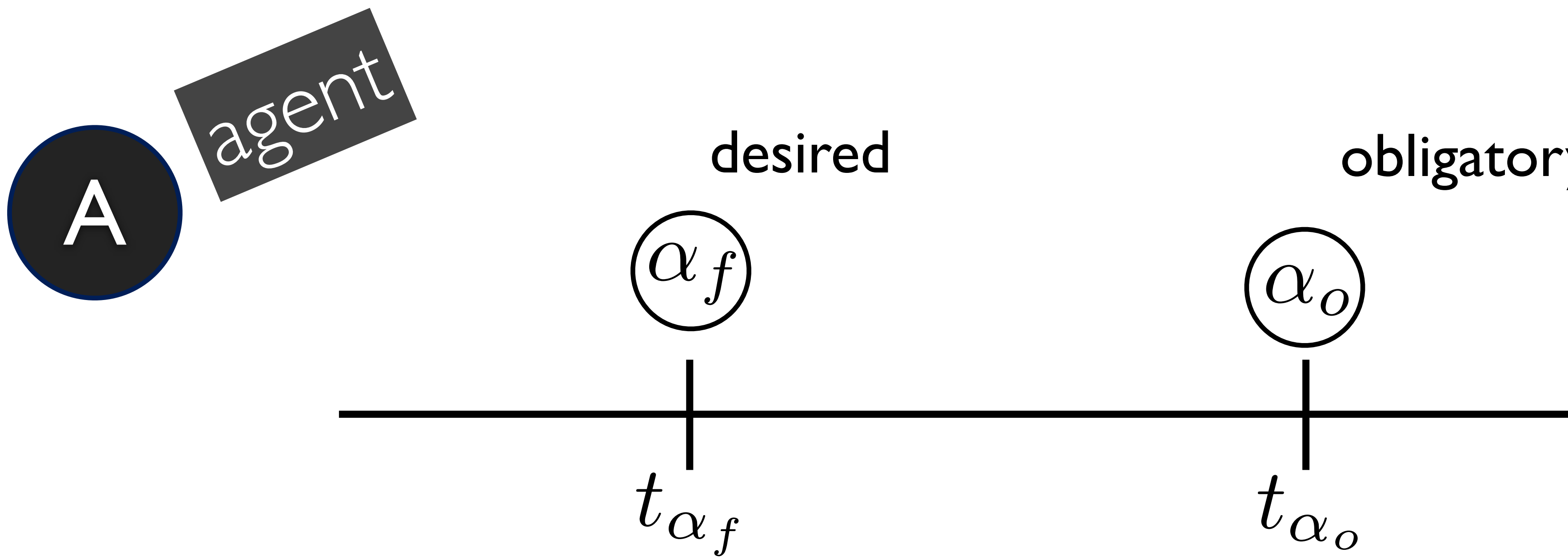

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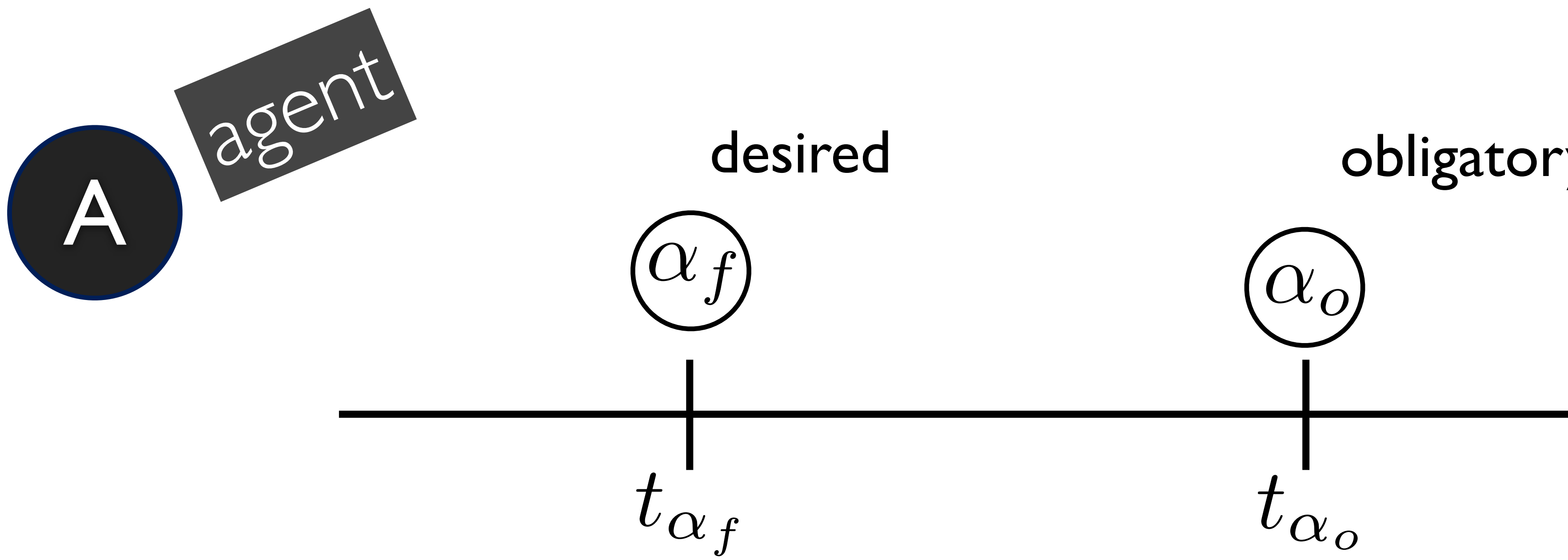
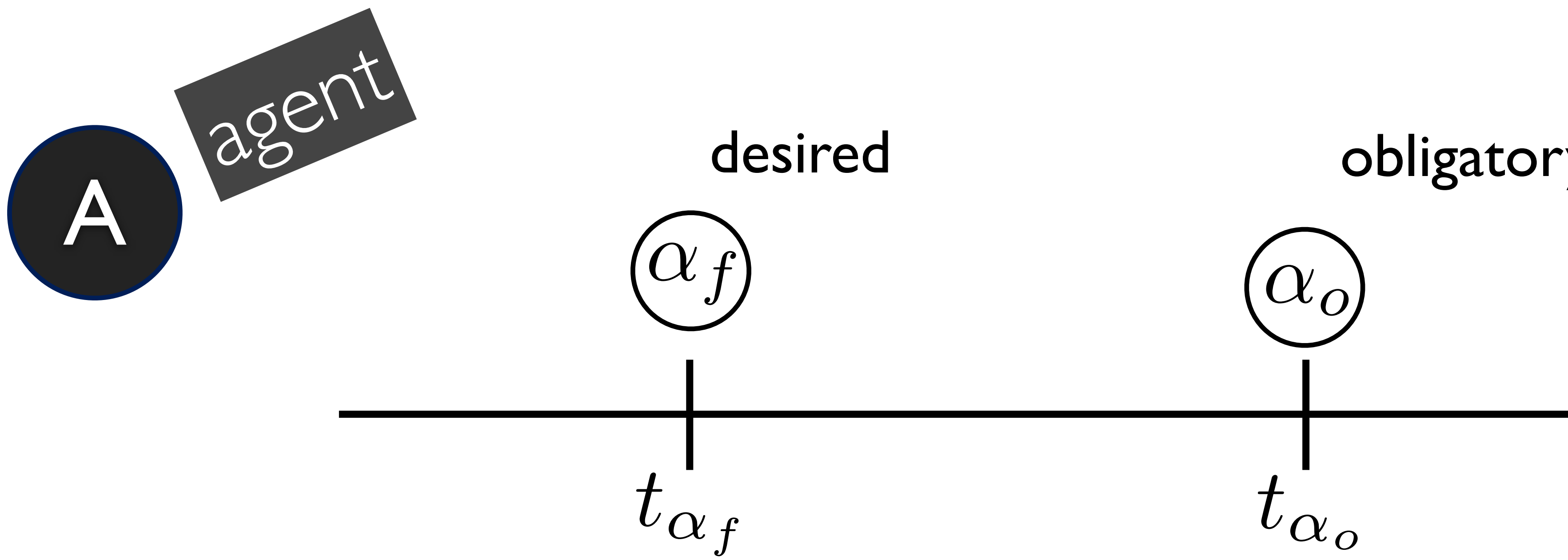


If α_f happens, then α_o can't happen

Informal Definition of Akrasia



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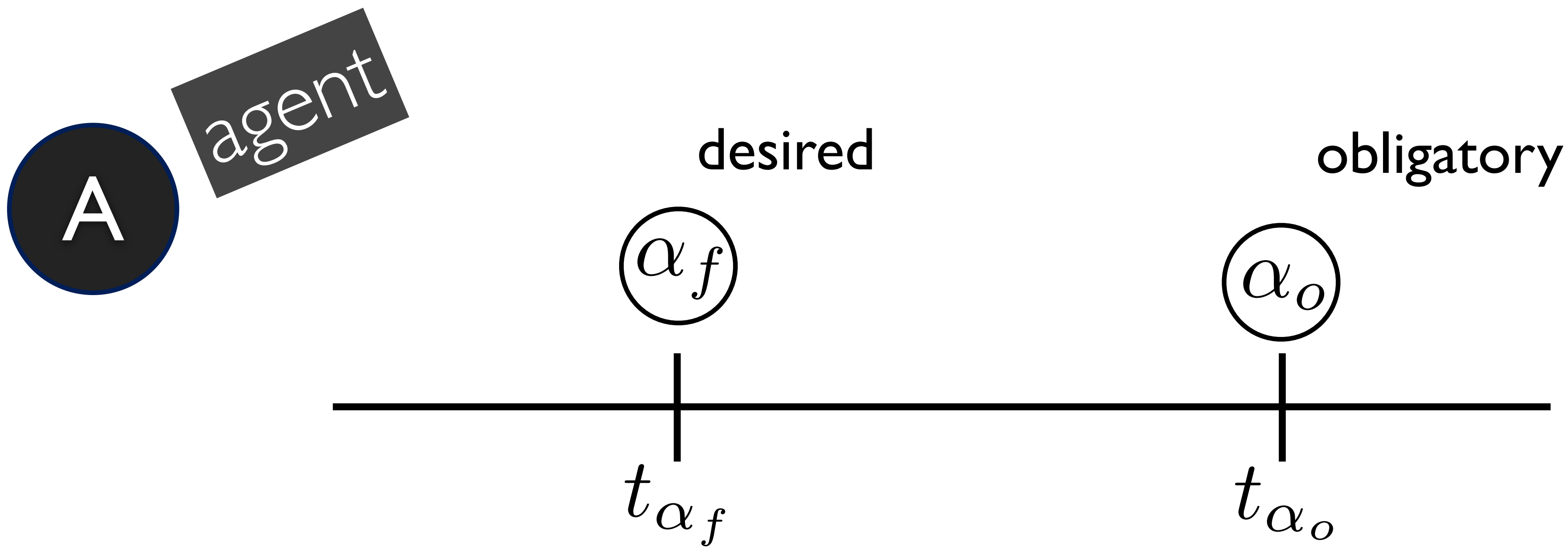


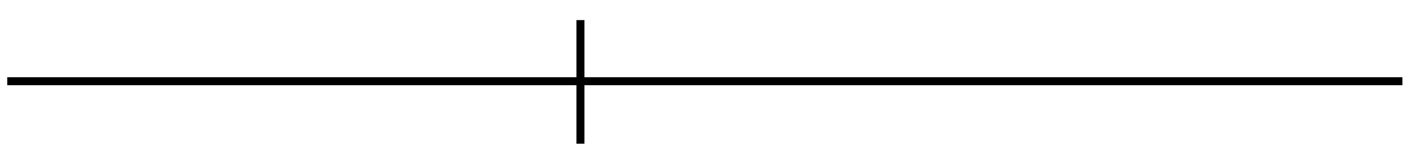
If α_f happens, then α_o can't happen

A knows this

Informal Definition of Akrasia

Informal Definition of Akrasia

Informal Definition of Akrasia



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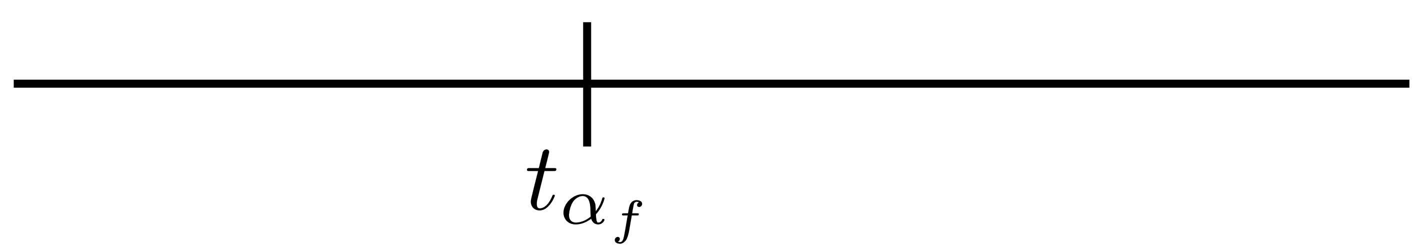

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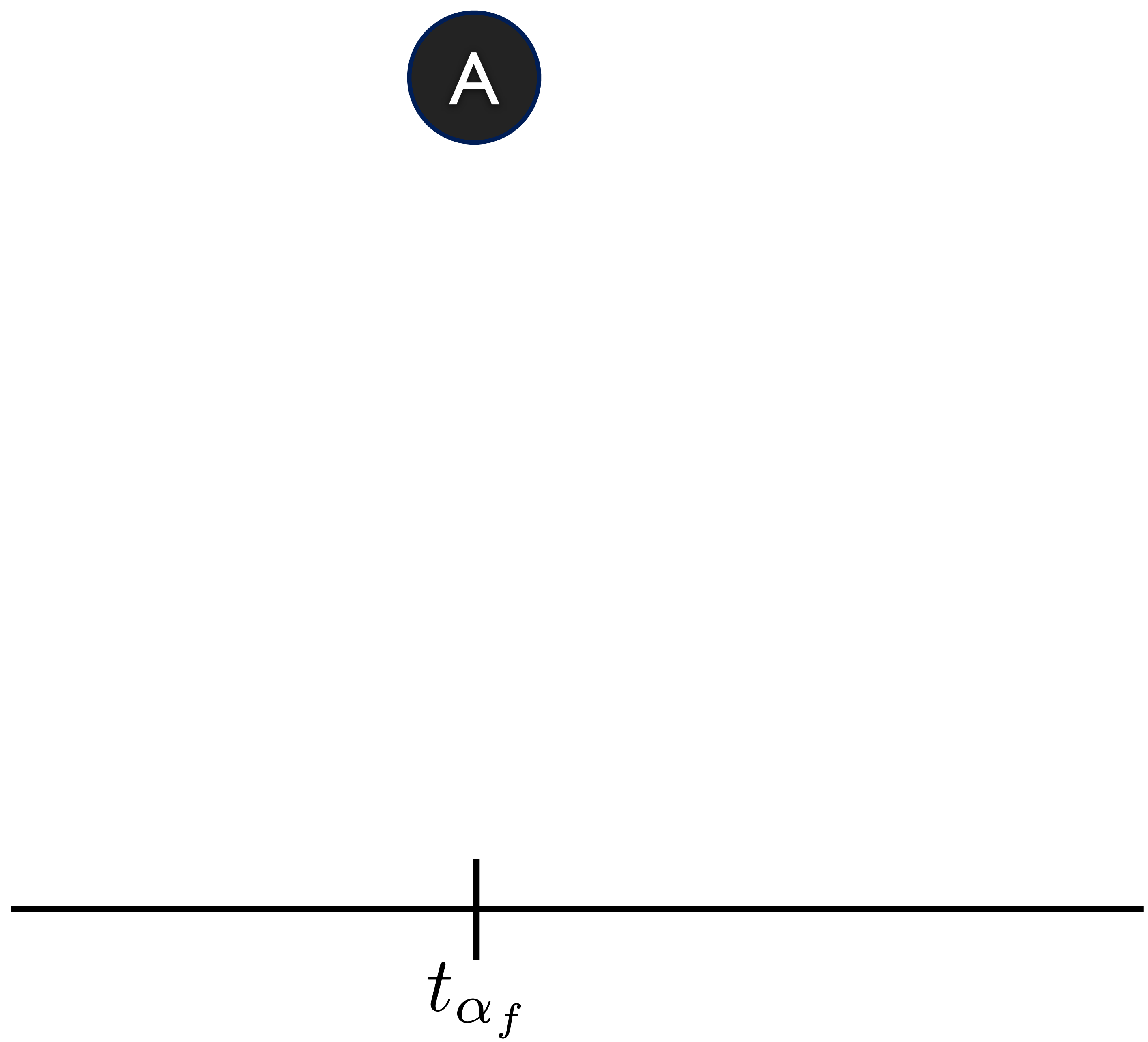

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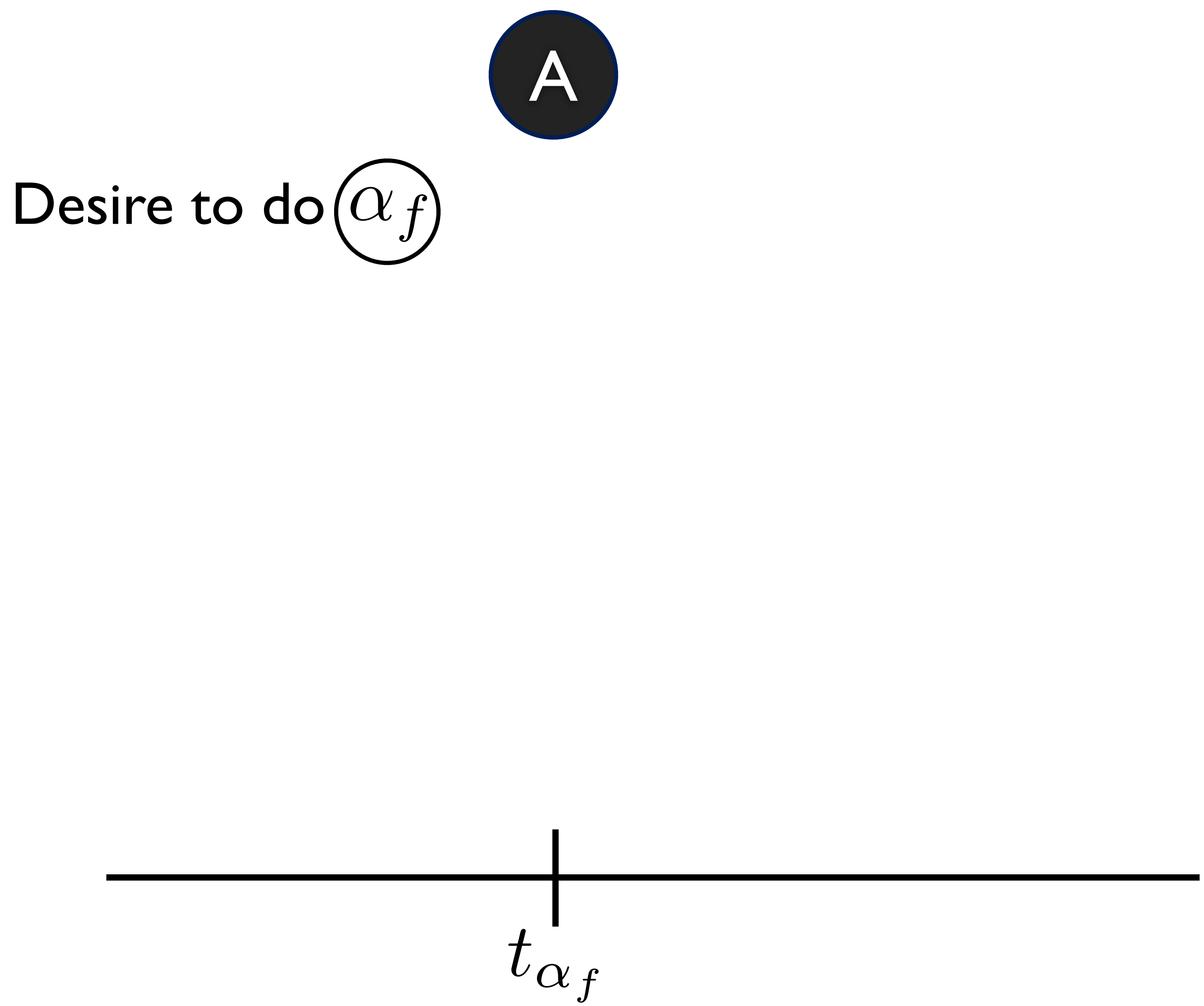
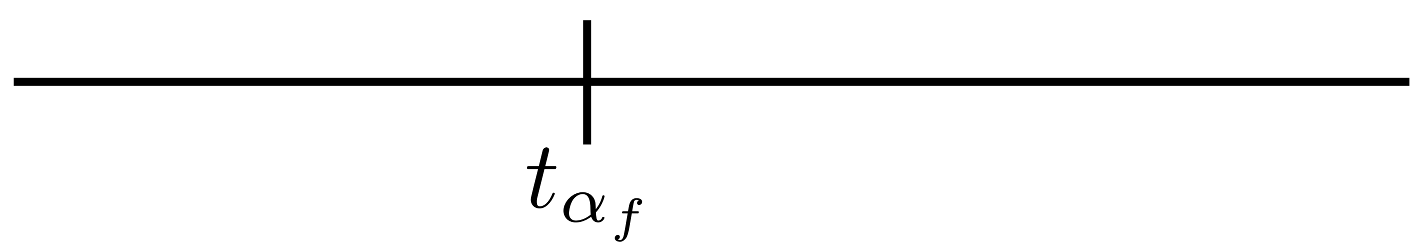


Informal Definition of Akrasia

A

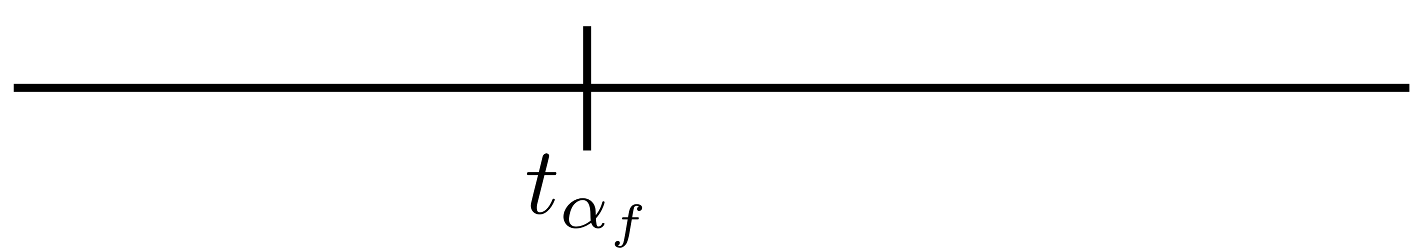
Desire to do α_f $\succ$



Informal Definition of Akrasia

A

Desire to do α_f $\succ$ Belief that he ought to do α_o



Informal Definition of Akrasia

A

Desire to do α_f $\succ$ Belief that he ought to do α_o

A does α_f due to his desire

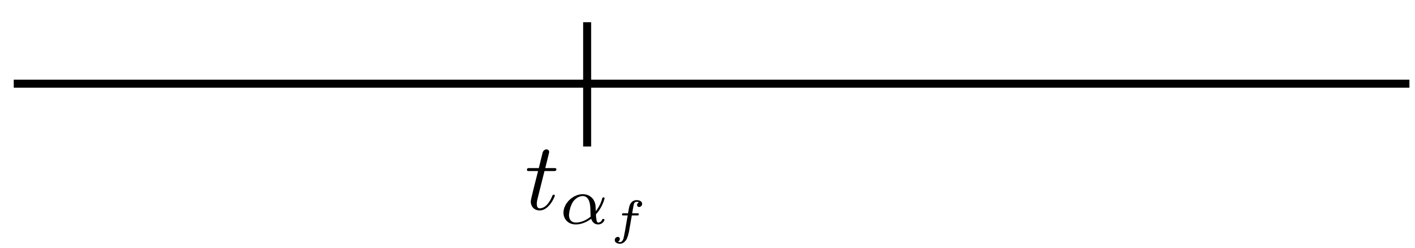
t_{α_f}

Informal Definition of Akrasia

A

Desire to do α_f $\succ$ Belief that he ought to do α_o

A does α_f due to his desire



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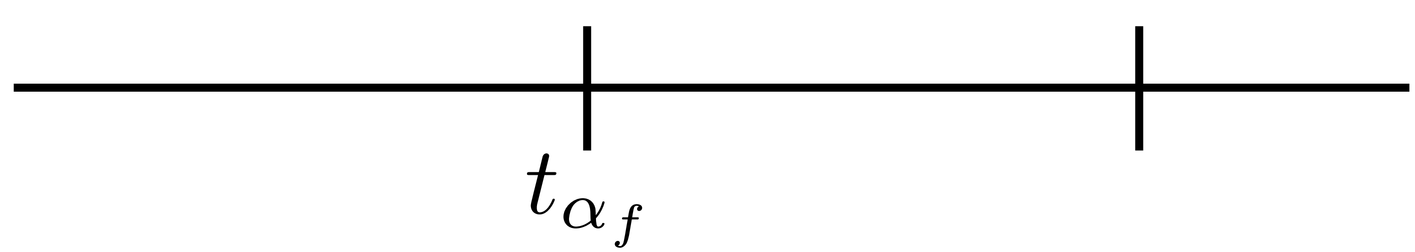
A

Desire to do α_f $\succ$ Belief that he ought to do α_o

A does α_f due to his desire



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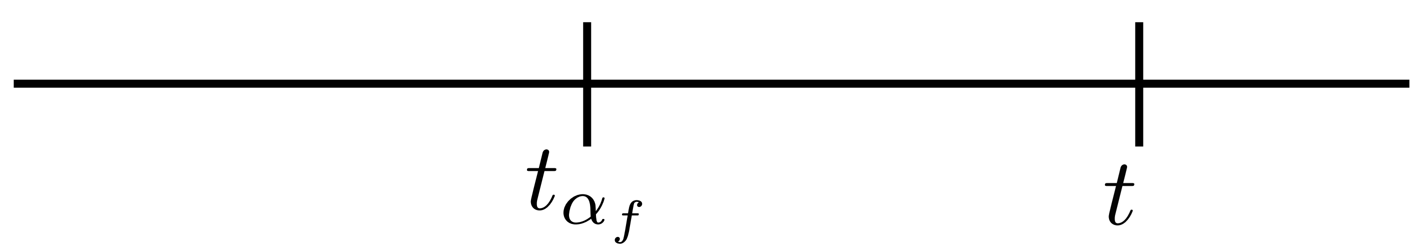
A does α_f due to his desire



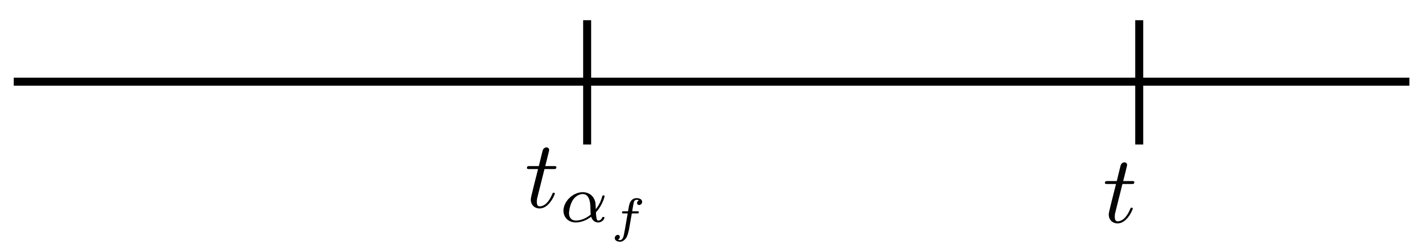
Informal Definition of Akrasia

A

Desire to do α_f $\succ$ Belief that he ought to do α_o

A does α_f due to his desire

A believes he should have done α_o



Informal Definition of Akrasia

An action α_f is (Augustinian) akratic for an agent A at t_{α_f} iff the following eight conditions hold:

(1) A believes that A ought to do α_o at t_{α_o};

(2) A desires to do α_f at t_{α_f};

(3) A's doing α_f at t_{α_f} entails his not doing α_o at t_{α_o};

(4) A knows that doing α_f at t_{α_f} entails his not doing α_o at t_{α_o};

(5) At the time (t_{α_f}) of doing the forbidden α_f, A's desire to do α_f overrides A's belief that he ought to do α_o at t_{α_f}.

(6) A does the forbidden action α_f at t_{α_f};

(7) A's doing α_f results from A's desire to do α_f;

(8) At some time t after t_{α_f}, A has the belief that A ought to have done α_o rather than α_f.

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An action α_f is (Augustinian) akratic for an agent A at t_{α_f} iff the following eight conditions hold:

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(6) A does the forbidden action α_f at t_{α_f};
(7) A's doing α_f results from A's desire to do α_f;
"Regret" (8) At some time t after t_{α_f}, A has the belief that A ought to have done α_o rather than α_f.

Cast in

$\mathcal{DCEC}^*$

this becomes …

$$\mathsf{KB}_{rs} \cup \mathsf{KB}_{m_1} \cup \mathsf{KB}_{m_2} \ldots \mathsf{KB}_{m_n} \vdash$$

$$D_1 : \mathbf{B}(\mathsf{I}, \mathsf{now}, \mathbf{O}(\mathsf{I}^*, t_\alpha \Phi, happens(action(\mathsf{I}^*, \alpha), t_\alpha)))$$

$$D_2 : \mathbf{D}(\mathsf{I}, \mathsf{now}, holds(does(\mathsf{I}^*, \overline{\alpha}), t_{\overline{\alpha}}))$$

$$D_3 : happens(action(\mathsf{I}^*, \overline{\alpha}), t_{\overline{\alpha}}) \Rightarrow \neg happens(action(\mathsf{I}^*, \alpha), t_\alpha)$$

$$D_4 : \mathbf{K}\left(\mathsf{I}, \mathsf{now}, \begin{pmatrix} happens(action(\mathsf{I}^*, \overline{\alpha}), t_{\overline{\alpha}}) \Rightarrow \\ \neg happens(action(\mathsf{I}^*, \alpha), t_\alpha) \end{pmatrix}\right)$$

$$D_5 : \begin{array}{l} \mathbf{I}(\mathsf{I}, t_\alpha, happens(action(\mathsf{I}^*, \overline{\alpha}), t_{\overline{\alpha}}) \wedge \\ \neg \mathbf{I}(\mathsf{I}, t_\alpha, happens(action(\mathsf{I}^*, \alpha), t_\alpha) \end{array}$$

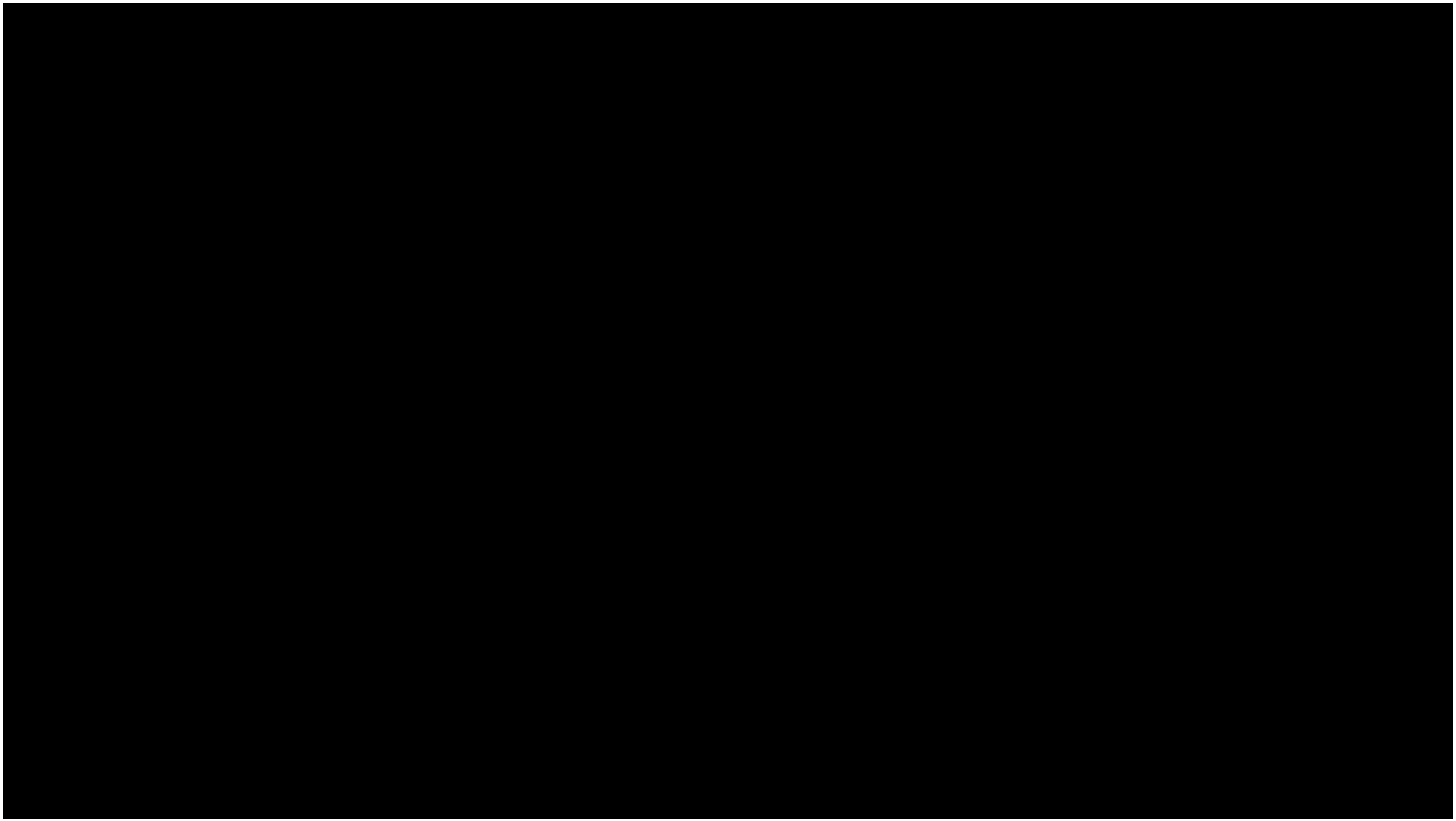
$$D_6 : happens(action(\mathsf{I}^*, \overline{\alpha}), t_{\overline{\alpha}})$$

$$D_{7a} : \begin{array}{l} \Gamma \cup \{\mathbf{D}(\mathsf{I}, \mathsf{now}, holds(does(\mathsf{I}^*, \overline{\alpha}), t))\} \vdash \\ \quad happens(action(\mathsf{I}^*, \overline{\alpha}), t_\alpha) \end{array}$$

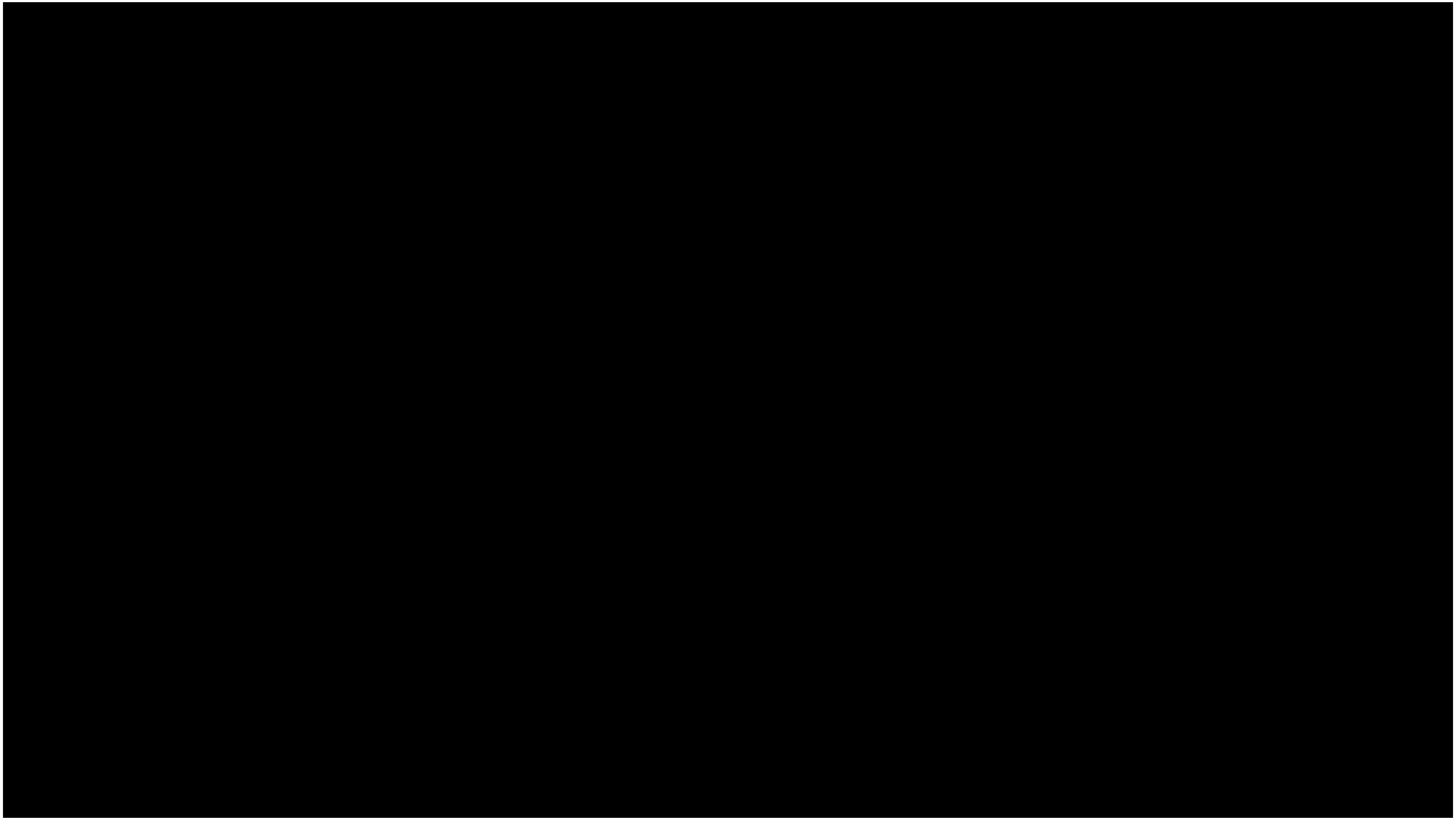
$$D_{7b} : \begin{array}{l} \Gamma - \{\mathbf{D}(\mathsf{I}, \mathsf{now}, holds(does(\mathsf{I}^*, \overline{\alpha}), t))\} \nvdash \\ \quad happens(action(\mathsf{I}^*, \overline{\alpha}), t_\alpha) \end{array}$$

$$D_8 : \mathbf{B}\left(\mathsf{I}, t_f, \mathbf{O}(\mathsf{I}^*, t_\alpha, \Phi, happens(action(\mathsf{I}^*, \alpha), t_\alpha))\right)$$

Demos …



Demos …



III.

But, a twist befell the logicists …

Chisholm had argued that the three old 19th-century ethical categories (*forbidden*, *morally neutral*, *obligatory*) are not enough — and soul-searching brought me to agreement.

heroic

morally neutral

deviltry

civil

forbidden

uncivil

obligatory

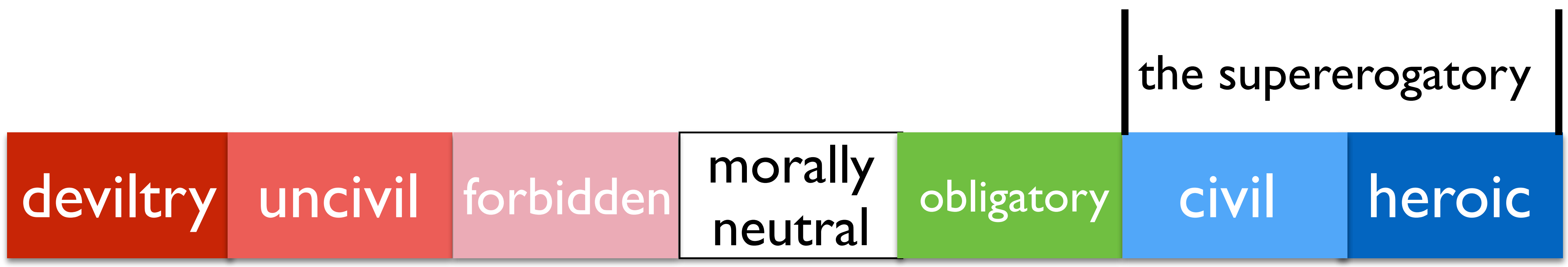
Leibnizian Ethical Hierarchy for Persons and Robots:

$\mathcal{EH}$

deviltry	uncivil	forbidden	morally neutral	obligatory	civil	heroic

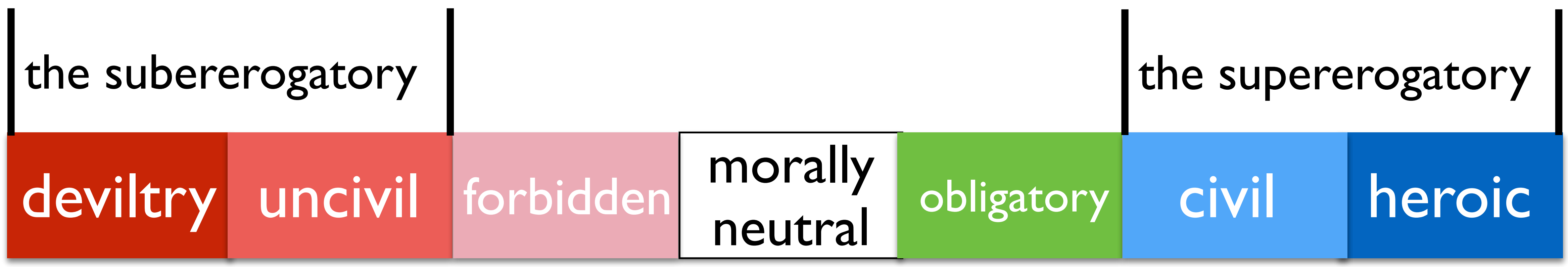
Leibnizian Ethical Hierarchy for Persons and Robots:

$\mathcal{EH}$



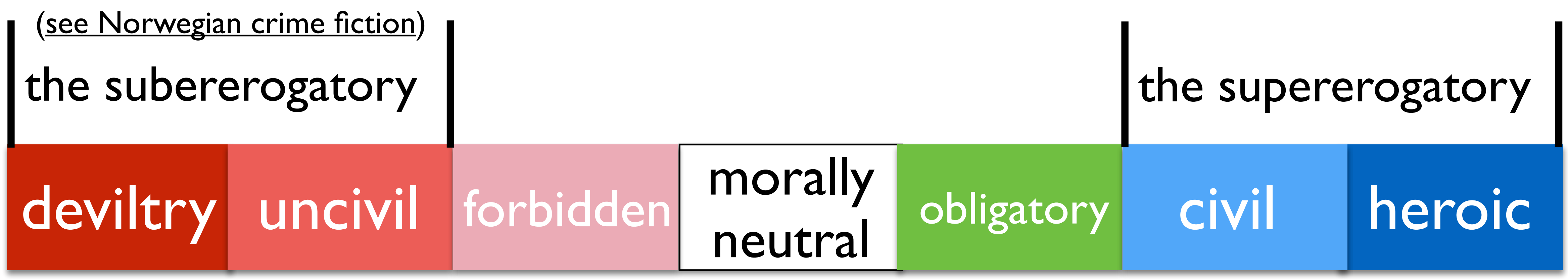
Leibnizian Ethical Hierarchy for Persons and Robots:

$\mathcal{EH}$



Leibnizian Ethical Hierarchy for Persons and Robots:

$\mathcal{EH}$



Leibnizian Ethical Hierarchy for Persons and Robots:

$\mathcal{EH}$

19th-Century Triad

(see Norwegian crime fiction)

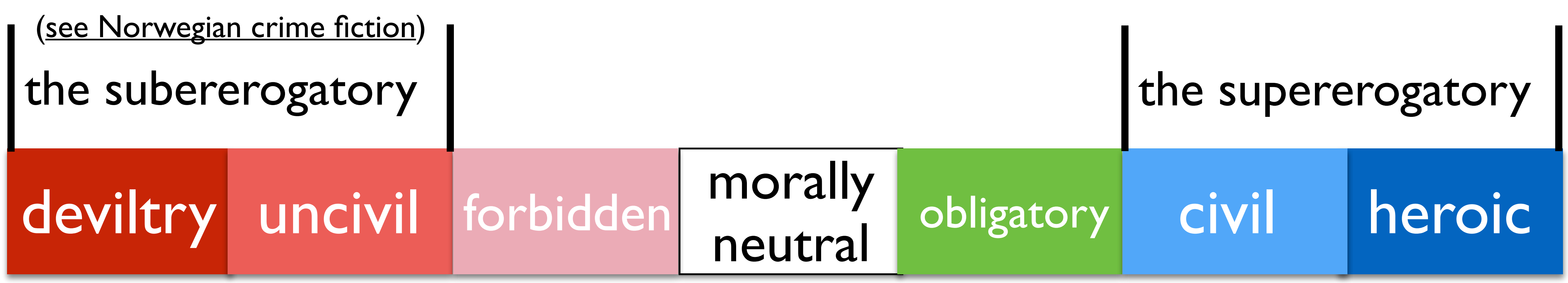
the suberogatory

the supererogatory

deviltry	uncivil	forbidden	morally neutral	obligatory	civil	heroic

Leibnizian Ethical Hierarchy for Persons and Robots:

$\mathcal{EH}$



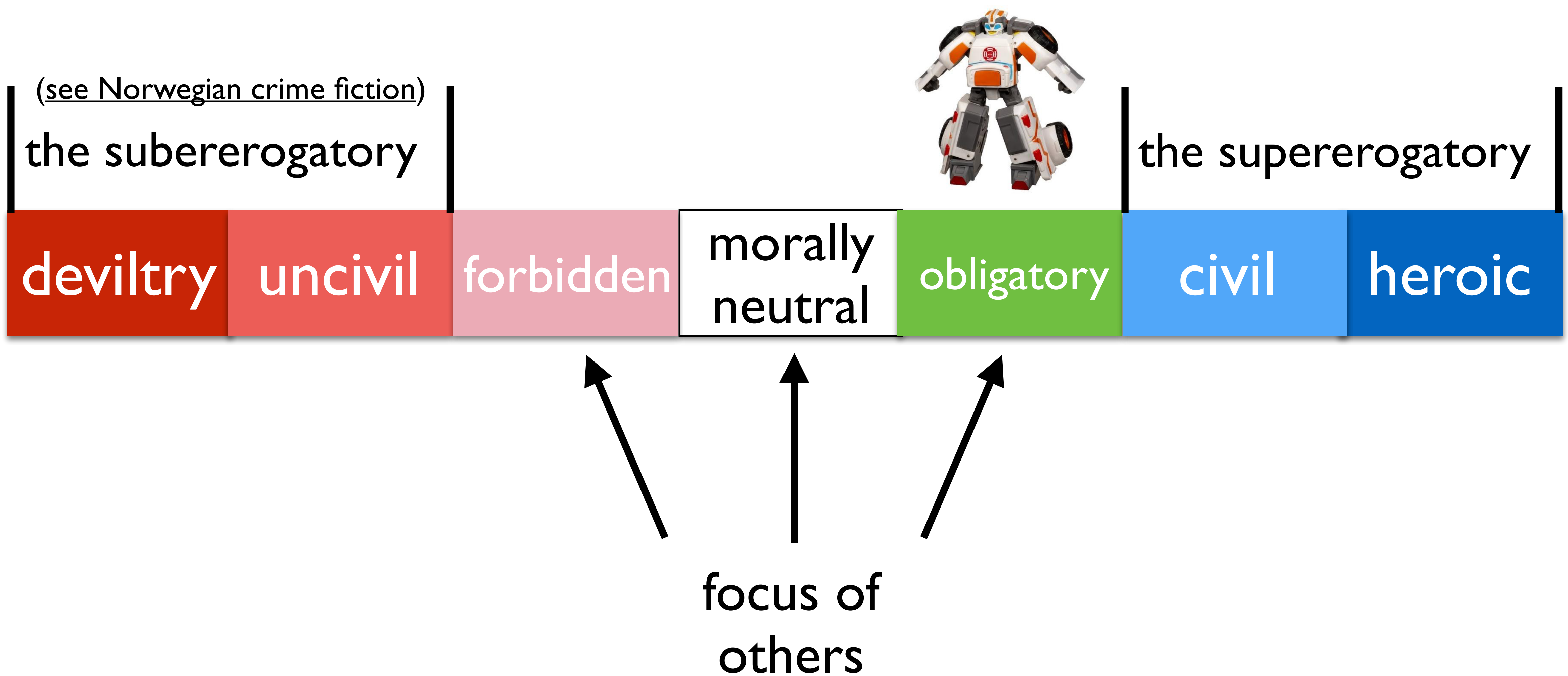
Leibnizian Ethical Hierarchy for Persons and Robots:

$\mathcal{EH}$

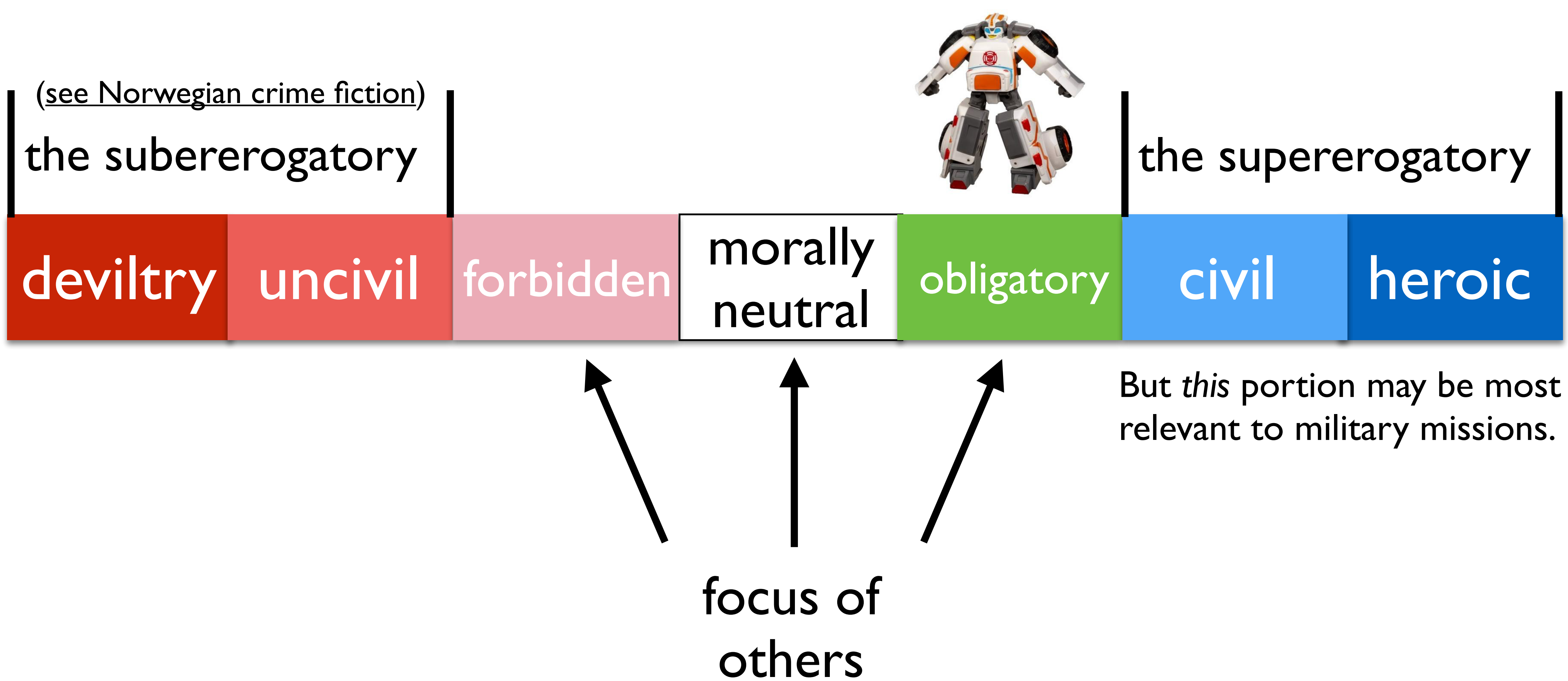
(see Norwegian crime fiction)

the subererogatory					the supererogatory	
deviltry	uncivil	forbidden	morally neutral	obligatory	civil	heroic

Leibnizian Ethical Hierarchy for Persons and Robots: $\mathcal{EH}$



Leibnizian Ethical Hierarchy for Persons and Robots: $\mathcal{EH}$



Bert "Heroically" Saved?

Courtesy of RAIR-Lab Researcher Atriya Sen

Bert "Heroically" Saved?

Courtesy of RAIR-Lab Researcher Atriya Sen

Supererogatory^2 Robot Action

Courtesy of RAIR-Lab Researcher Atriya Sen

Courtesy of RAIR-Lab Researcher Atriya Sen

Bert “Heroically” Saved!!

Courtesy of RAIR-Lab Researcher Atriya Sen

Bert "Heroically" Saved!!

Courtesy of RAIR-Lab Researcher Atriya Sen

Courtesy of RAIR-Lab Researcher Atriya Sen

$$K\left(\text{nao}, t_1, \text{lessthan}\left(\text{payoff}\left(\text{nao}^*, \neg\text{dive}, t_2\right), \text{threshold}\right)\right)$$

$$K\left(\text{nao}, t_1, \text{greaterthan}\left(\text{payoff}\left(\text{nao}^*, \text{dive}, t_2\right), \text{threshold}\right)\right)$$

$$K\left(\text{nao}, t_1, \neg O\left(\text{nao}^*, t_2, \text{lessthan}\left(\text{payoff}\left(\text{nao}^*, \neg\text{dive}, t_2\right), \text{threshold}\right), \text{happens}\left(\text{action}\left(\text{nao}^*, \text{dive}\right), t_2\right)\right)\right)$$

$$\therefore K\left(\text{nao}, t_1, S^{\text{UP2}}\left(\text{nao}, t_2, \text{happens}\left(\text{action}\left(\text{nao}^*, \text{dive}\right), t_2\right)\right)\right)$$

$$\therefore I\left(\text{nao}, t_2, \text{happens}\left(\text{action}\left(\text{nao}^*, \text{dive}\right), t_2\right)\right)$$

$$\therefore \text{happens}\left(\text{action}(\text{nao}, \text{dive}), t_2\right)$$

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Courtesy of RAIR-Lab Researcher Atriya Sen

In Talos (available via Web interface); & ShadowProver

```
Prototypes:
Boolean lessThan Numeric Numeric
Boolean greaterThan Numeric Numeric
ActionType not ActionType
ActionType dive

Axioms:
lessOrEqual(Moment t1,t2)
K(nao,t1,lessThan(payoff(nao,not(dive),t2),threshold))
K(nao,t1,greaterThan(payoff(nao,dive,t2),threshold))
K(nao,t1,not(O(nao,t2,lessThan(payoff(nao,not(dive),t2),threshold),happens(action(nao,dive),t2))))

provable Conjectures:
happens(action(nao,dive),t2)
K(nao,t1,SUP2(nao,t2,happens(action(nao,dive),t2)))
I(nao,t2,happens(action(nao,dive),t2))
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In Talos (available via Web interface); & ShadowProver

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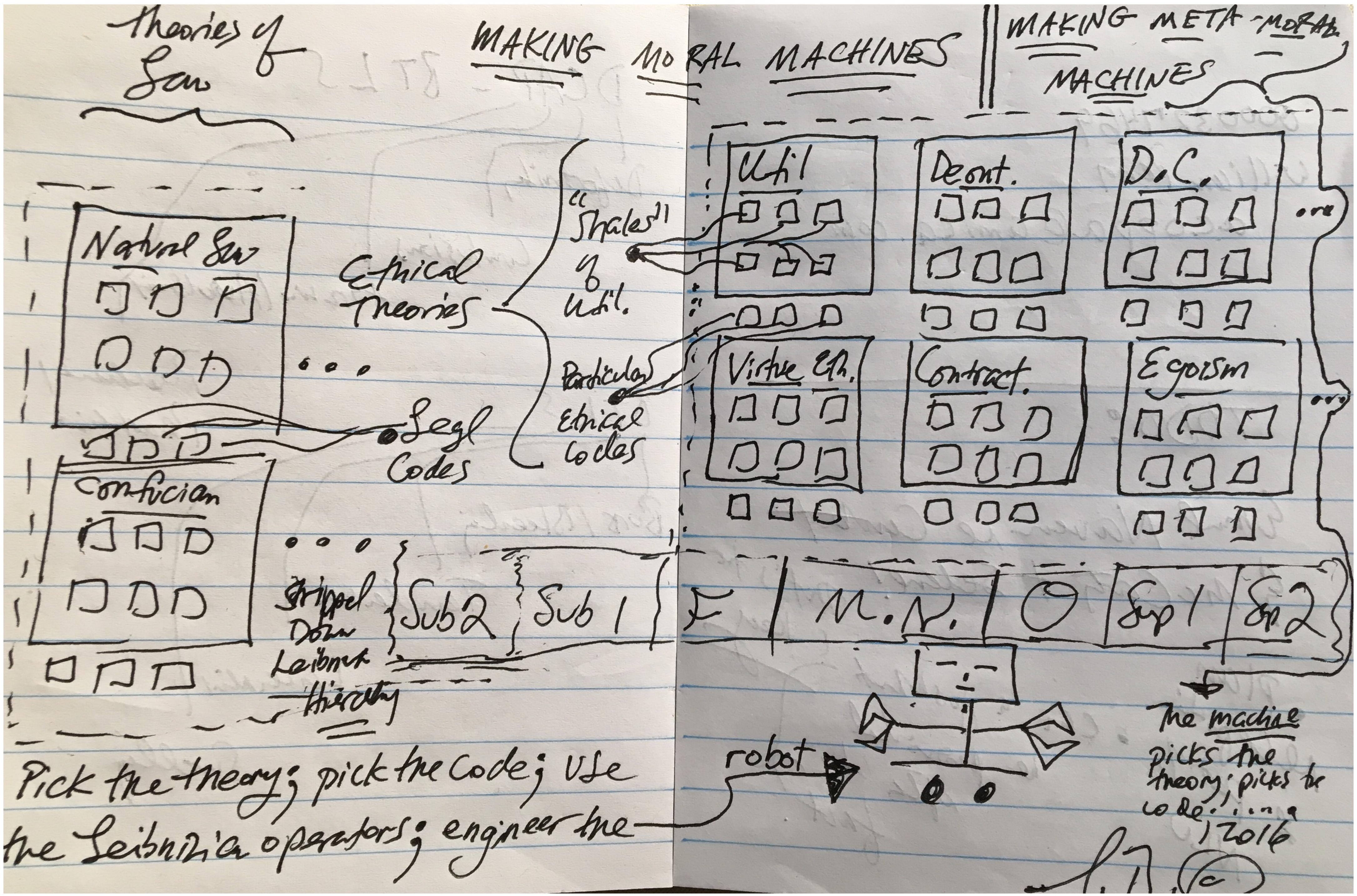
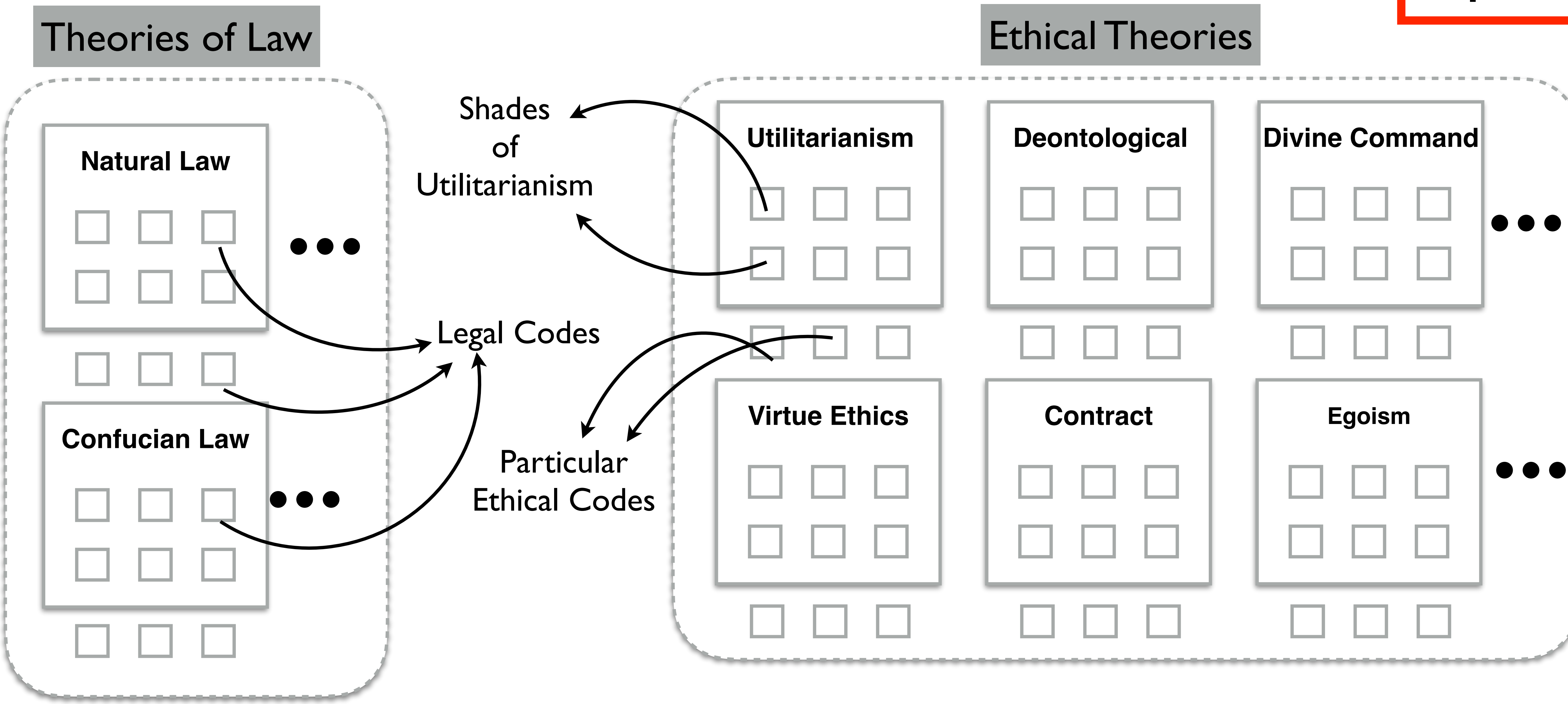
```

Hence, we now have *this* overview of the logicist engineering required:



Making Morally X Machines, in Four Steps

~$10M



Making Morally X Machines, in Four Steps

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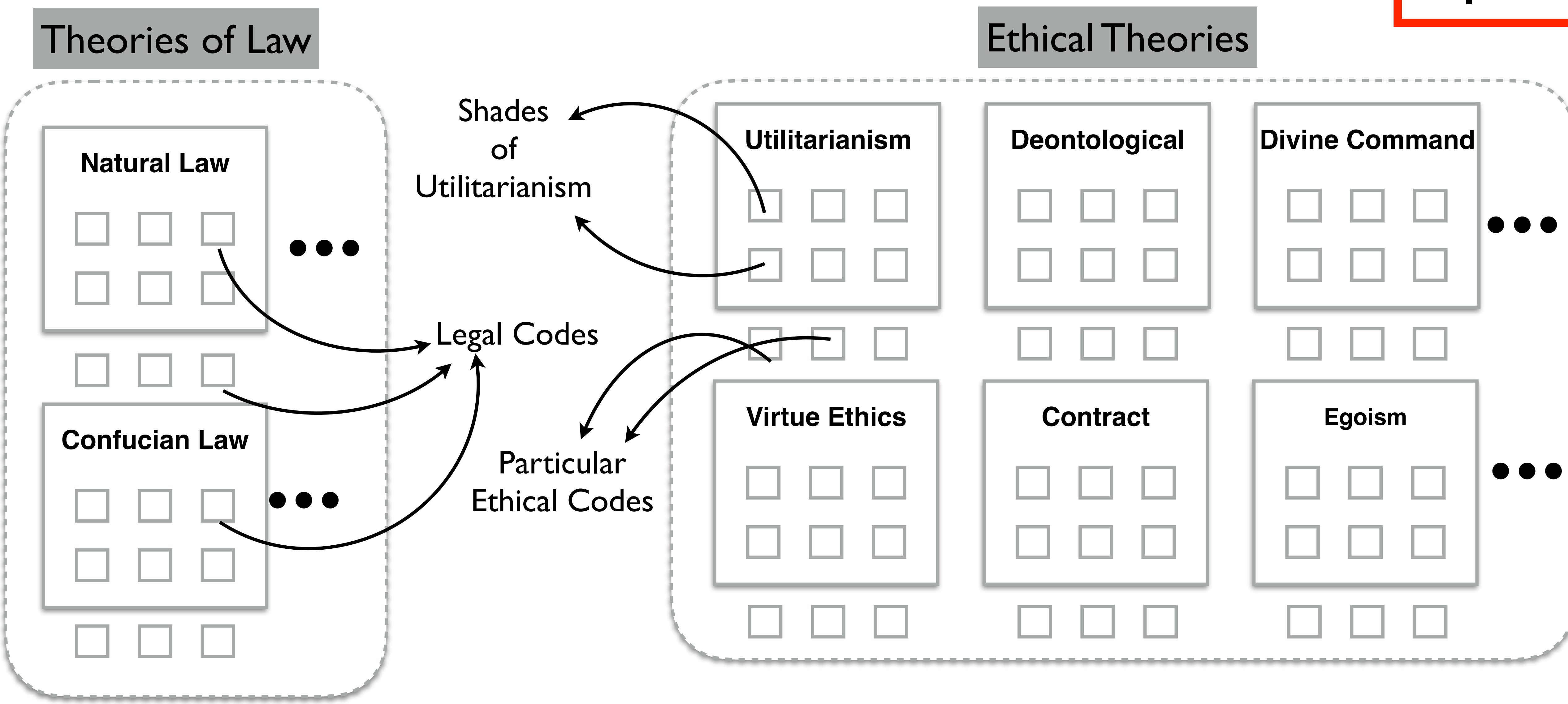

Step 1

1. Pick (a) theories.
2. Pick (a) code(s).
3. Run through EH.
4. Which *X* in *MMXM*?

Making Morally X Machines, in Four Steps

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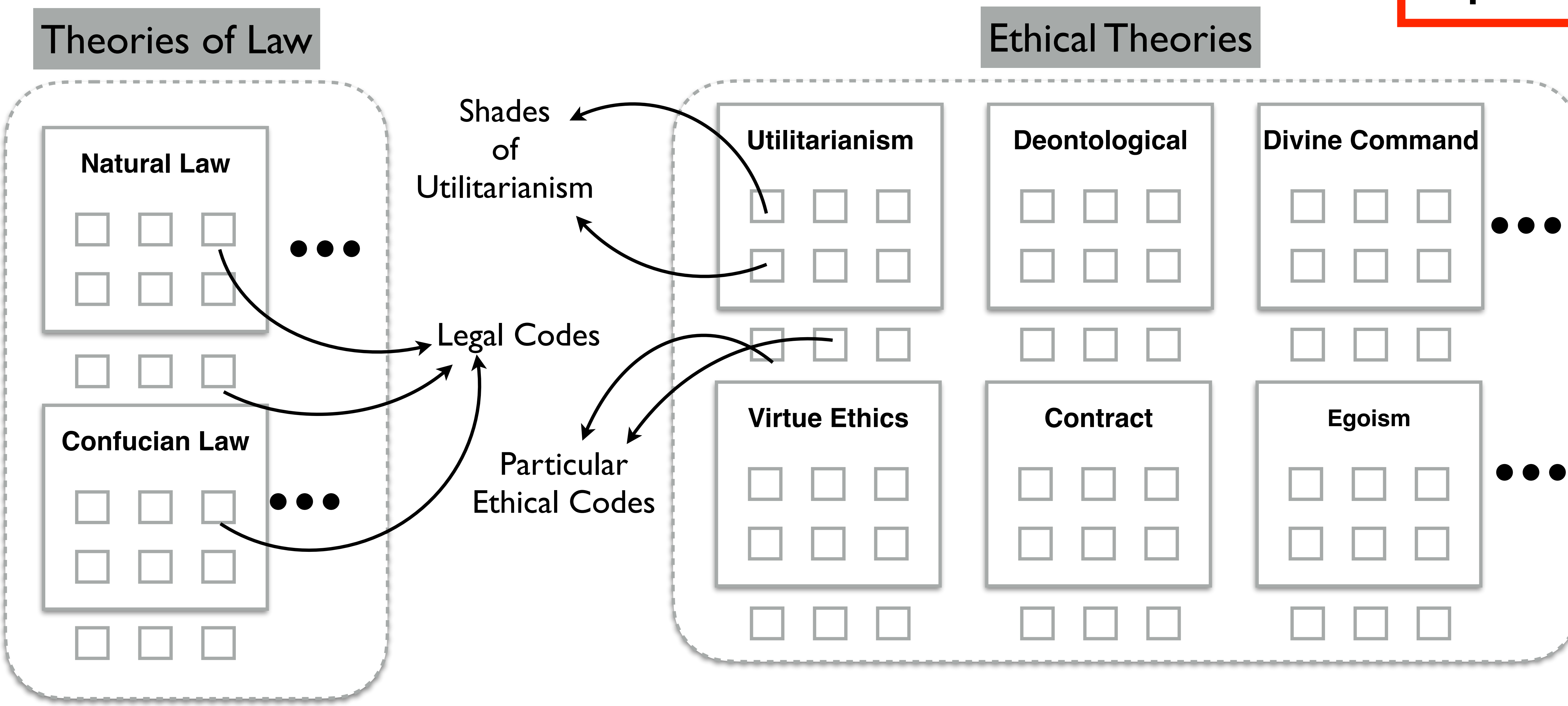

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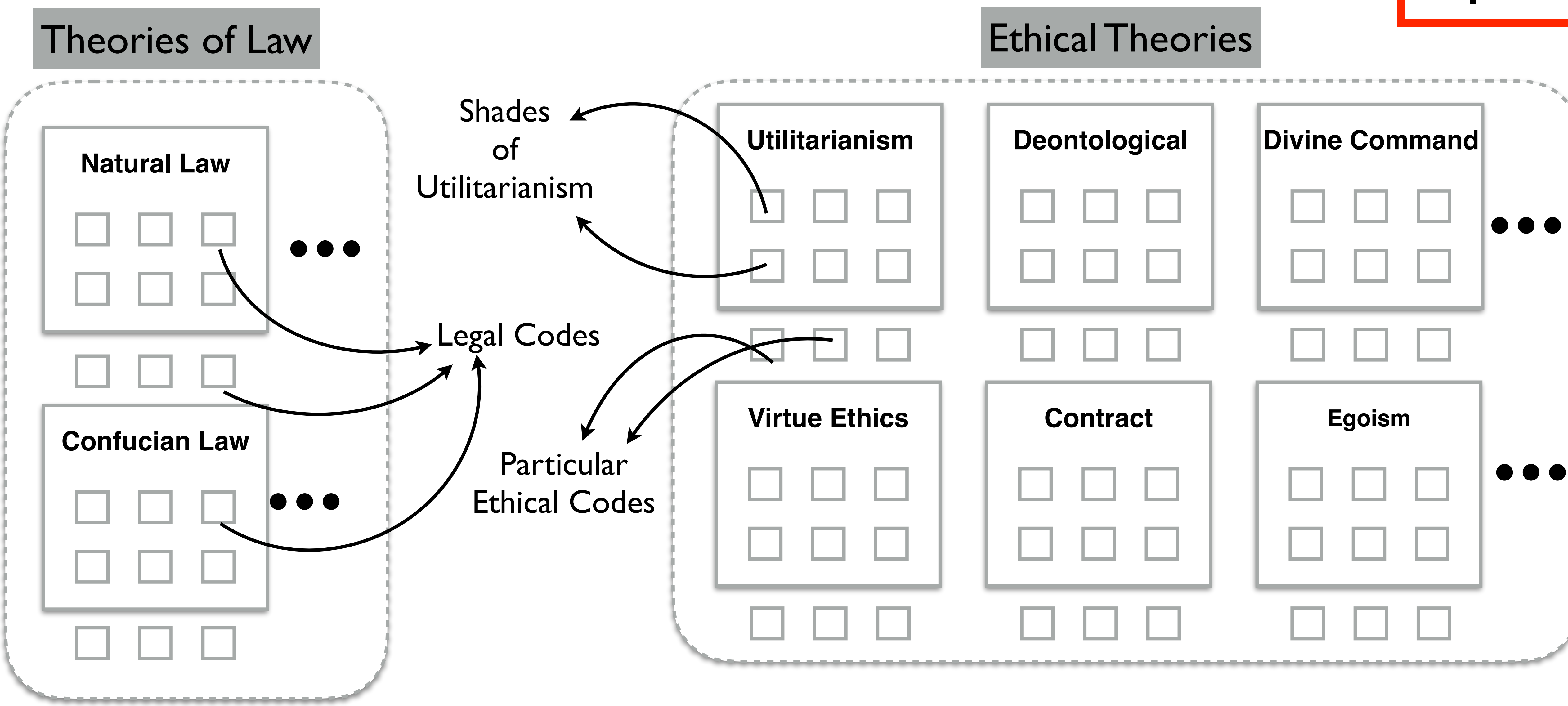

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Step 2

Formalize & Automate

Shadow Prover

Spectra

Making Morally X Machines, in Four Steps

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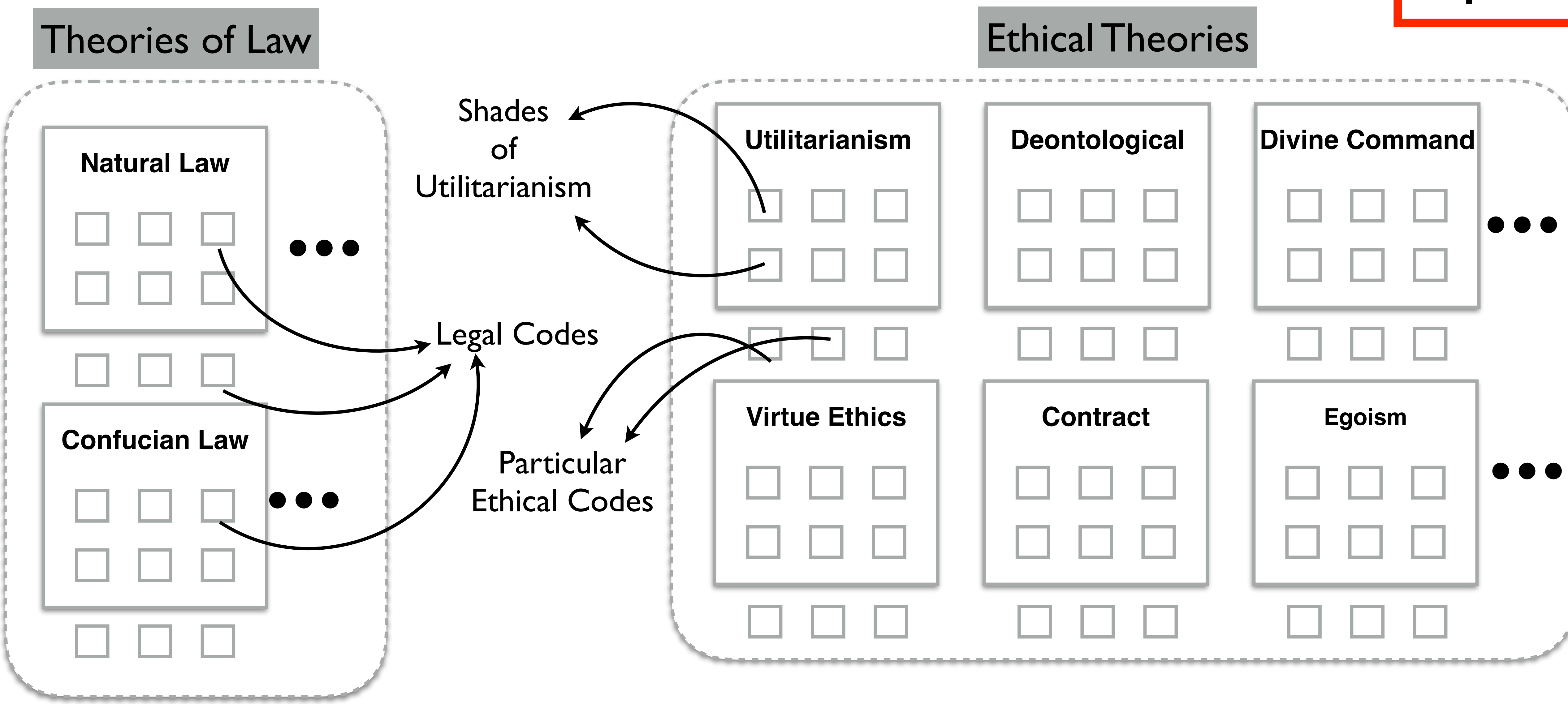

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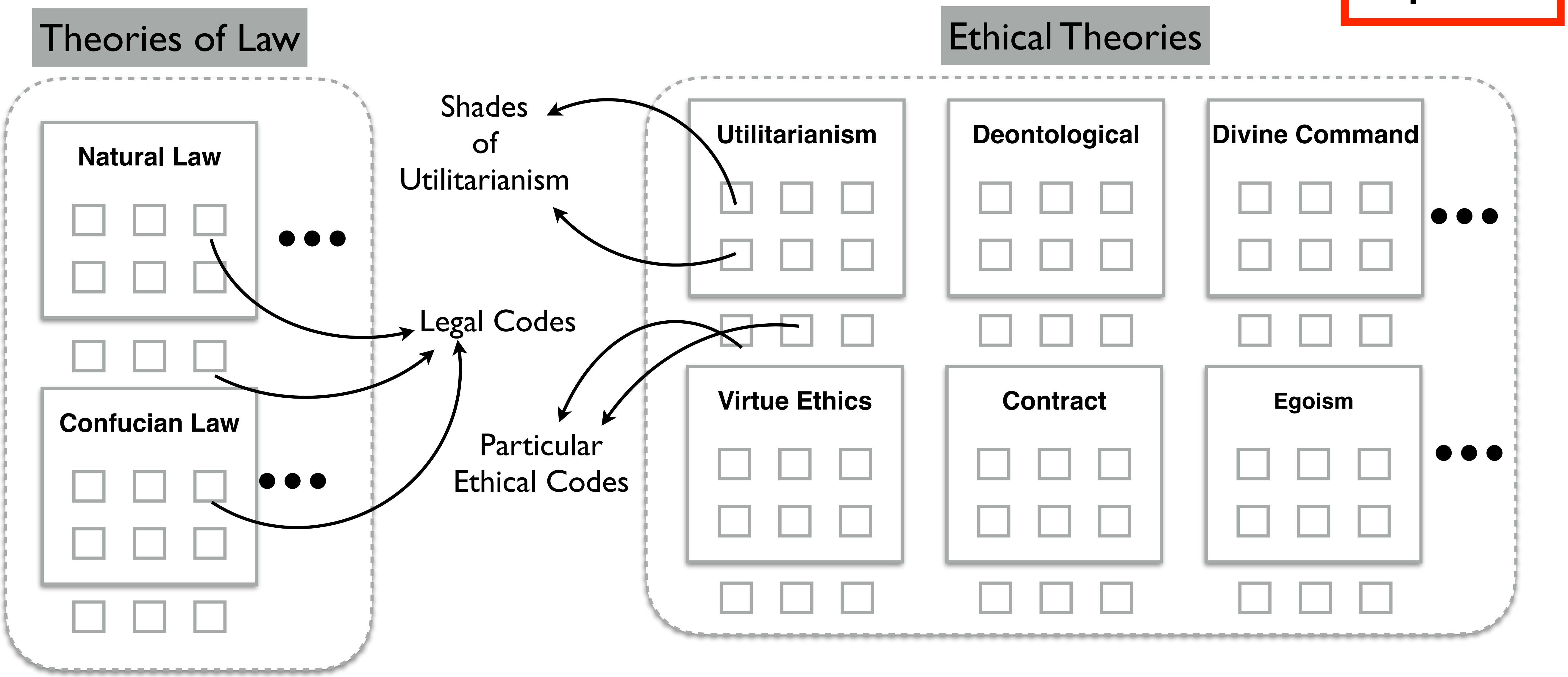

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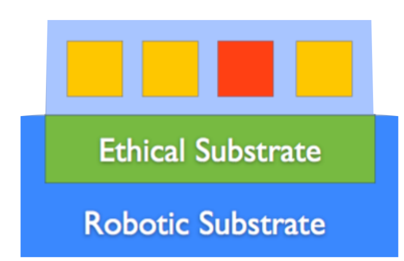
Step 3

Ethical OS



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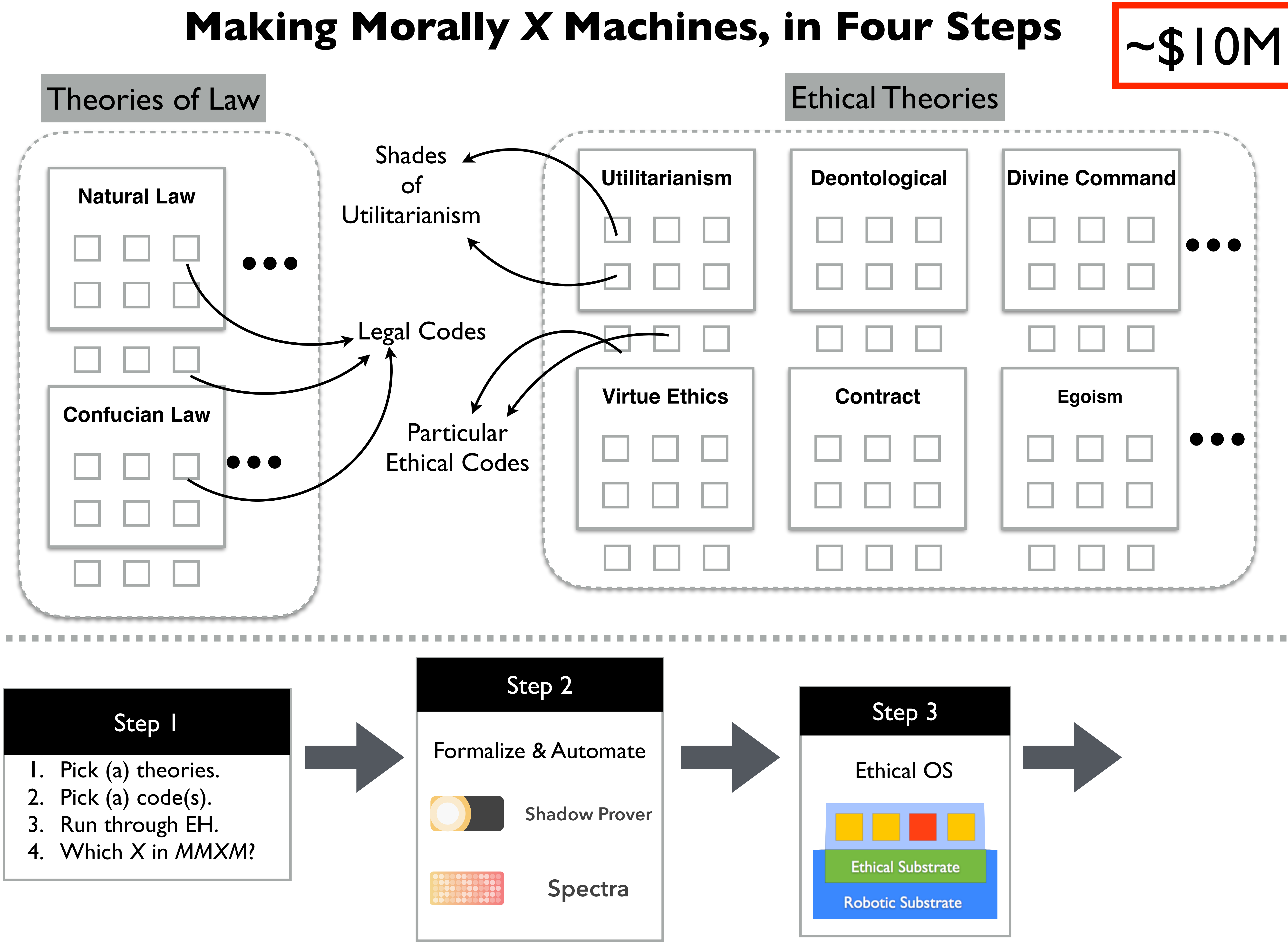

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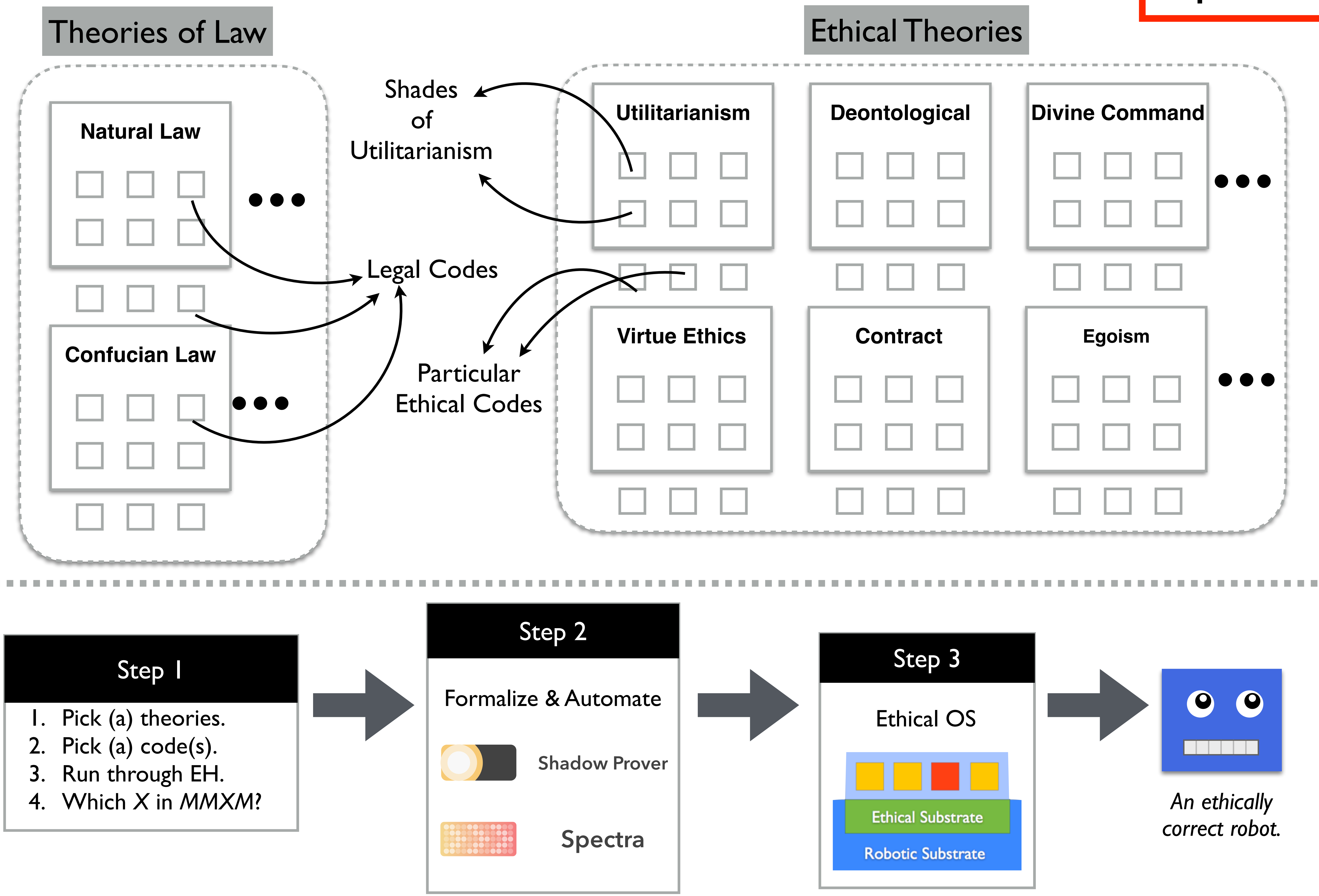

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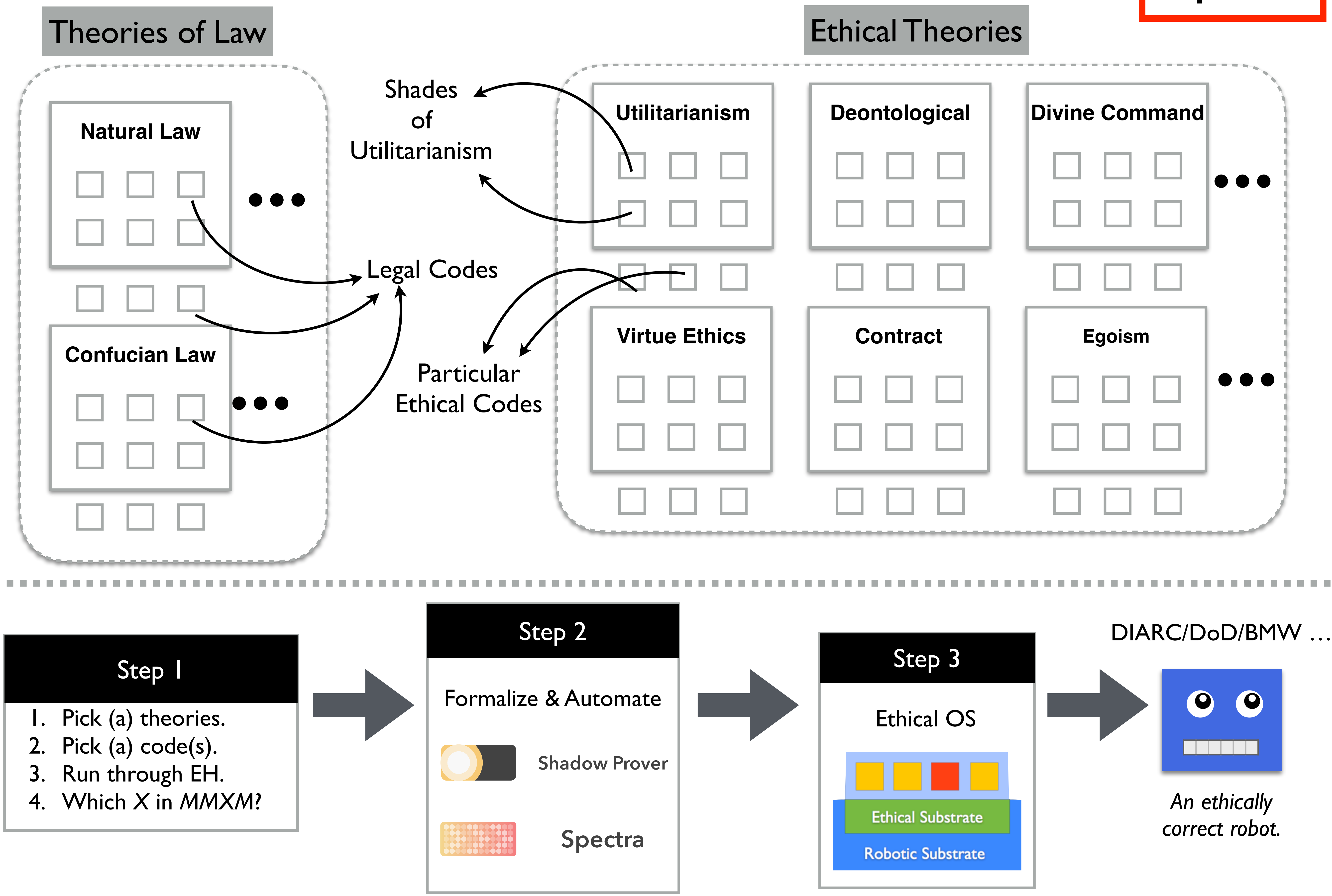

IV.
Key Core AI Technologies for Cognitive Calculi …

Rather Promising Results

Rather Promising Results

```
{:name          "*cognitive-calculus-completeness-test-3*"
 :description "Bird Theorem and Jack"
 :assumptions {1 (if (exists (?x) (if (Bird ?x) (forall (?y) (Bird ?y))))
                     (Knows! jack t0 BirdTheorem))}
 :goal         (Knows! jack t0 BirdTheorem)}
```

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2 ms!

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                   (Knows! jack t0 BirdTheorem))}
 :goal         (Knows! jack t0 BirdTheorem)}
```

Note: the antecedent is a theorem in first-order logic

2 ms!

testCompleteness[[(not (Knows! a now P)), (if (not Q) (Knows! a now (not Q))), (Knows! a now (if (not Q) P))], Q] (14) 11ms
testCompleteness[[(if P (Knows! jack now (not (exists[?x] (if Bird(?x) (forall [?y] Bird(?y))))))], (not P)] (15) 7ms
testCompleteness[[(Common! now (Common! now P))], P] (16) 2ms
testCompleteness[[(Common! now (iff (not Marked(a2)) Marked(a1))), (Common! now (if (not Marked(a2)) (Knows! a1 now (not Marke 135ms
testCompleteness[[(if (exists[?x] (if Bird(?x) (forall [?y] Bird(?y)))) (Knows! jack t0 BirdTheorem))], (Knows! jack t0 BirdTheorem)] (18) 2ms
testSoundess[[A], (or P Q)] 2ms
testSoundess[[(not (Knows! a now =(morning_star, evening_star))), =(morning_star, evening_star), (Knows! a now =(morning_star, m 26ms

V.
But We Need …
Ethical Operating Systems …

Breaking Bad

American drama series

9.5/10	4.6/5	95%
IMDb	AlloCiné	Rotten Tomatoes

Mild-mannered high school chemistry teacher Walter White thinks his life can't get much worse. His salary barely makes ends meet, a situation not likely to improve once his pregnant wife gives birth, and their teenage son is battling cerebral palsy. But Walter is dumbstruck when he learns he has terminal cancer. Realizing that his illness probably will ruin his family financially, Walter makes a desperate bid to earn as much money as he can in the time he has left by turning an old RV into a meth lab on wheels.

First episode date: January 20, 2008

Final episode date: September 29, 2013

Spin-off: Better Call Saul

Awards: Primetime Emmy Award for Outstanding Drama Series, more

Pick the Better Future!

Pick the Better Future!

Govindarajulu, N.S. & Bringsjord, S. (2015) "Ethical Regulation of Robots Must Be Embedded in Their Operating Systems" in Trappl, R., ed., A Construction Manual for Robots' Ethical Systems (Basel, Switzerland), pp. 85–100.

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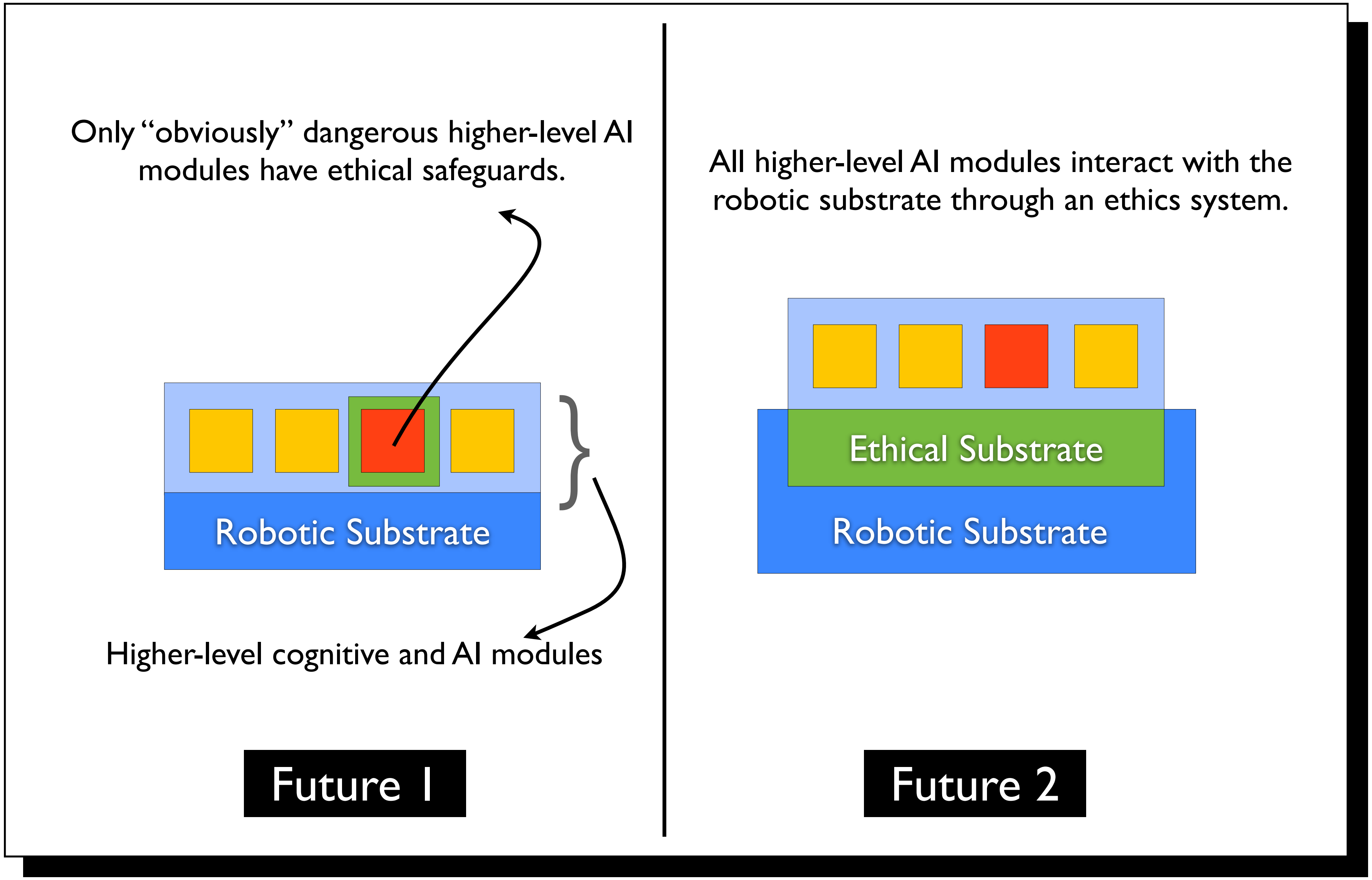

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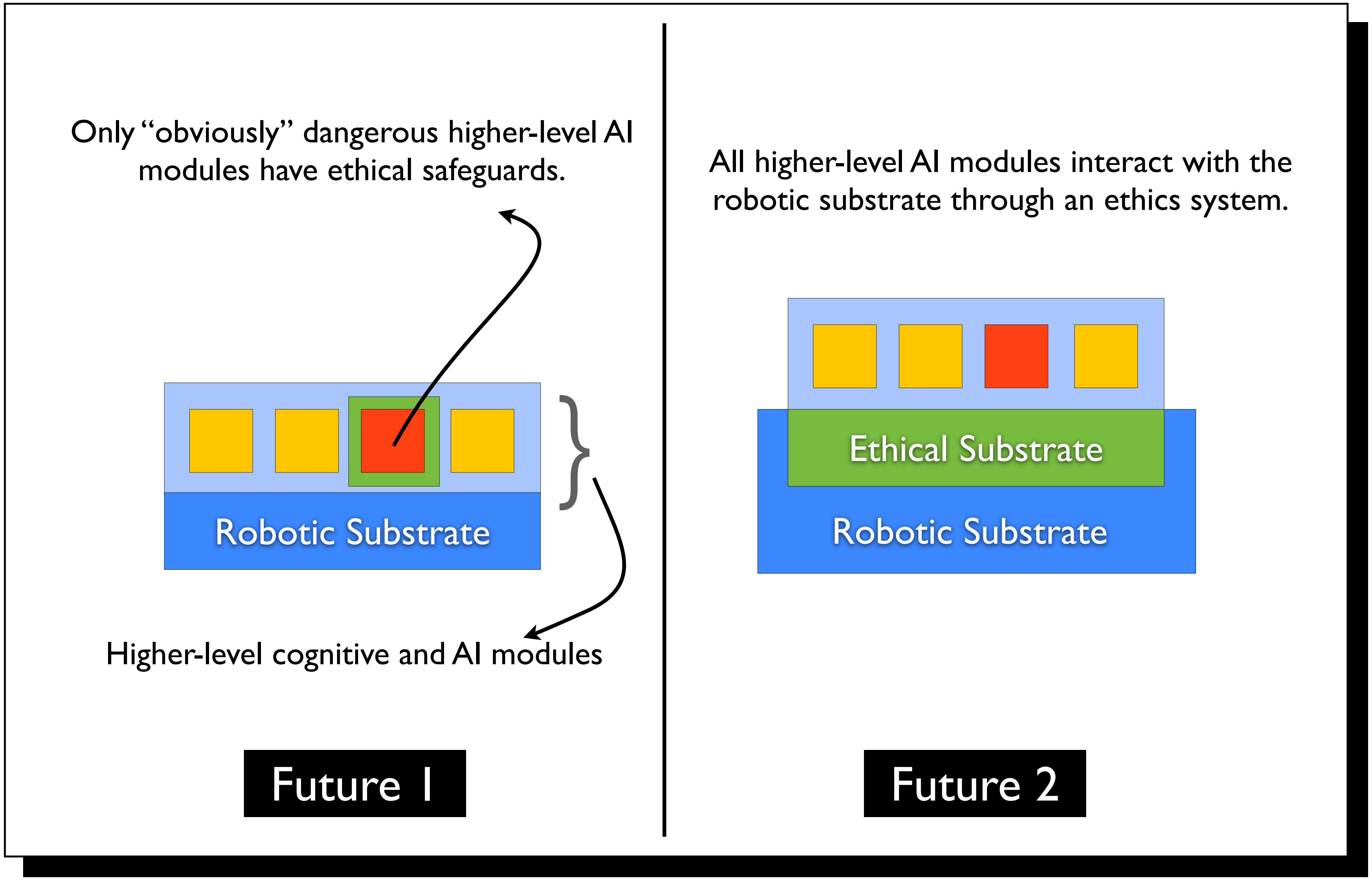
Pick the Better Future!

Walter-White calculation may go through after ethical control modules are stripped out!



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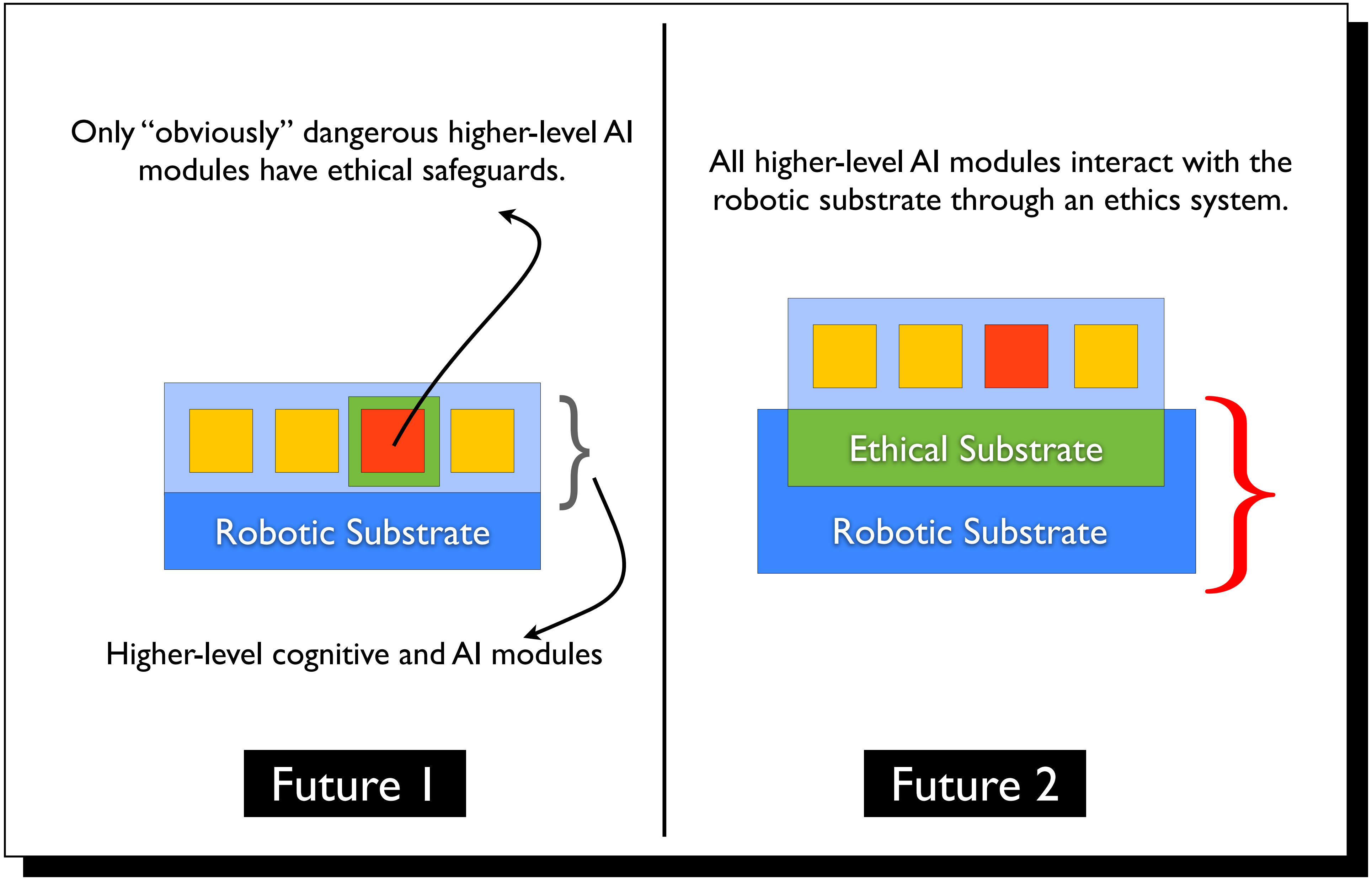

(& formally verify!)

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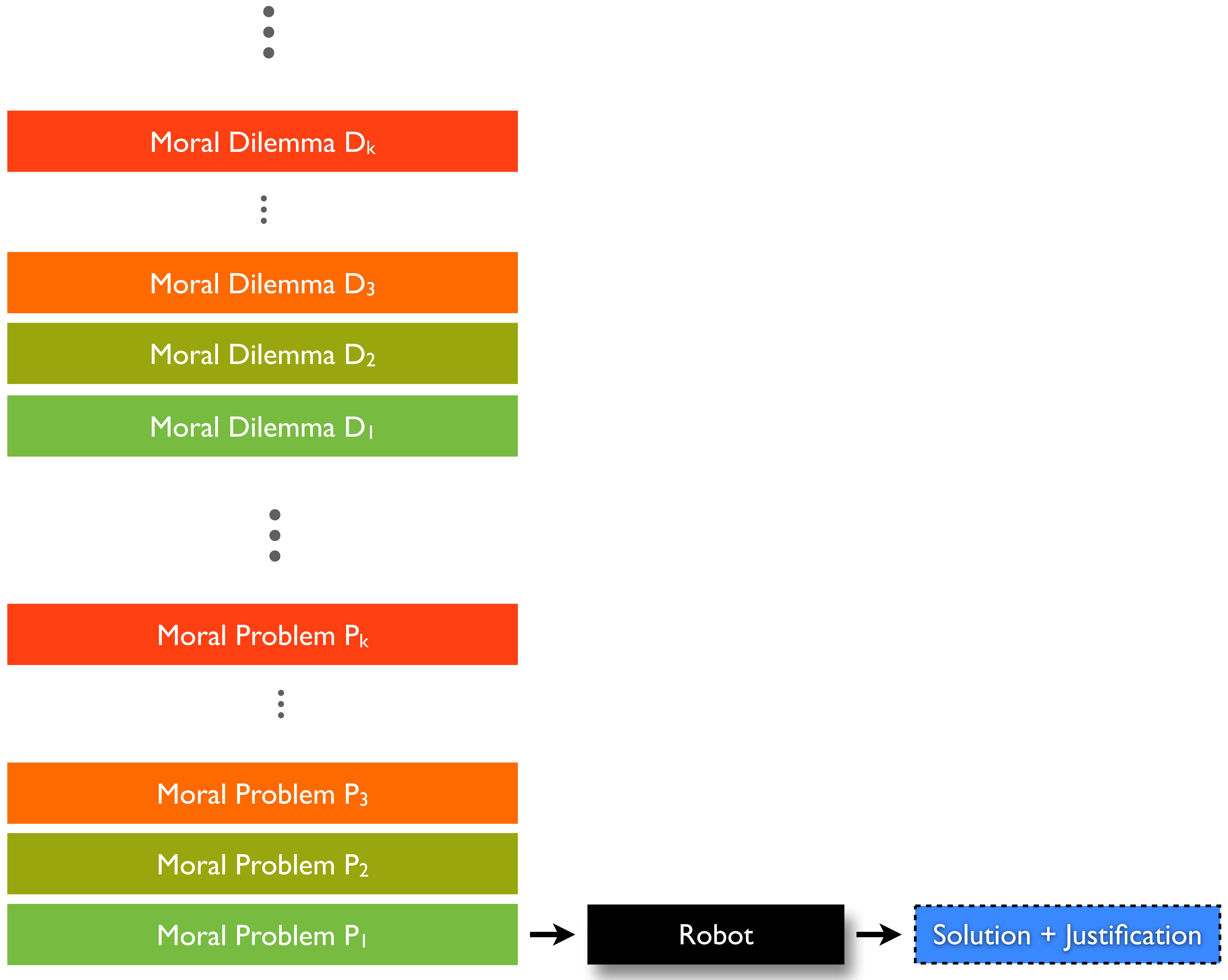
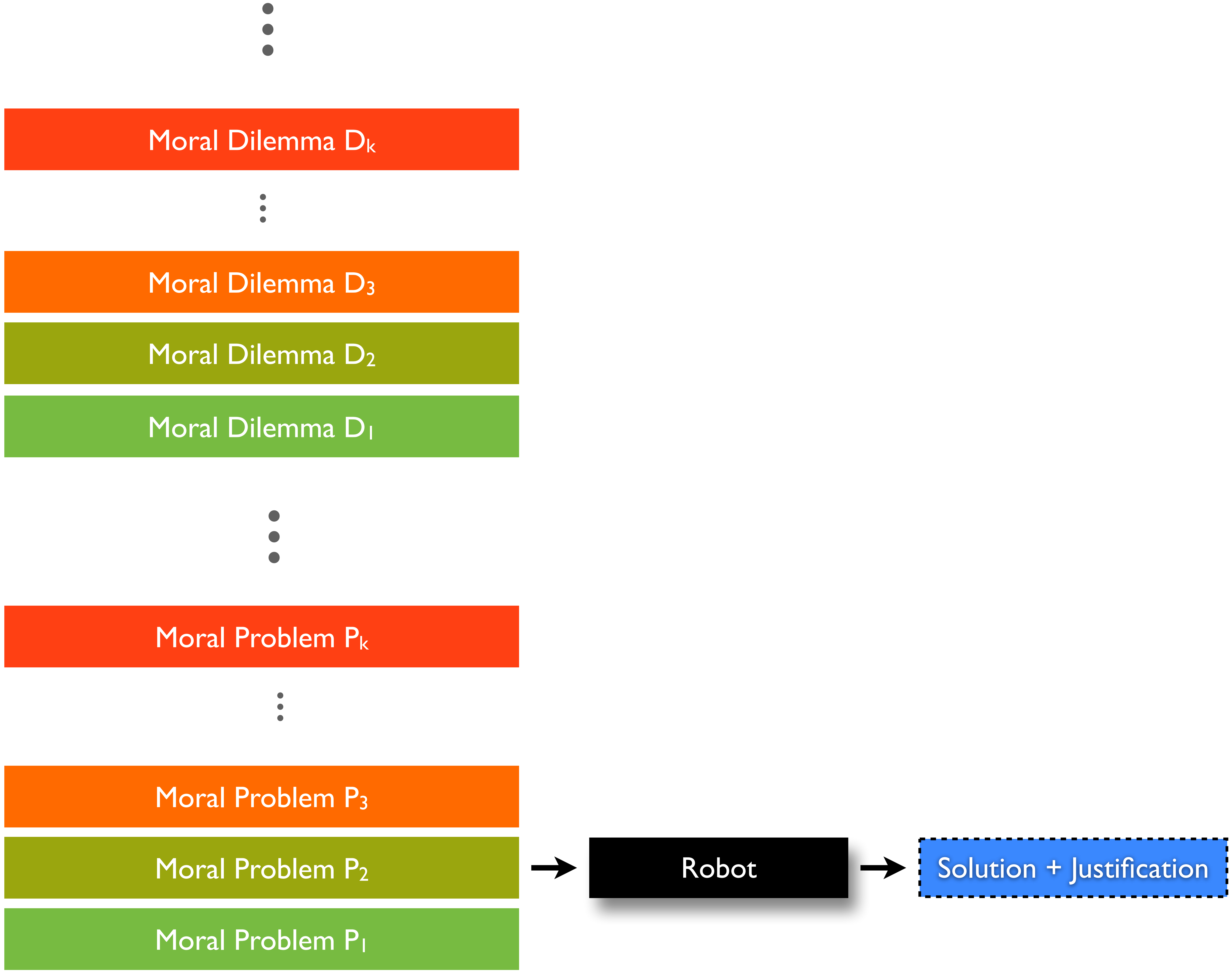
VI.
Of late …
Including “Jungle Jim”


Moral Dilemma D_k
Moral Dilemma D_3
Moral Dilemma D_2
Moral Dilemma D_1
Moral Problem P_k
Moral Problem P_3
Moral Problem P_2
Moral Problem P_1
Robot
Solution + Justification



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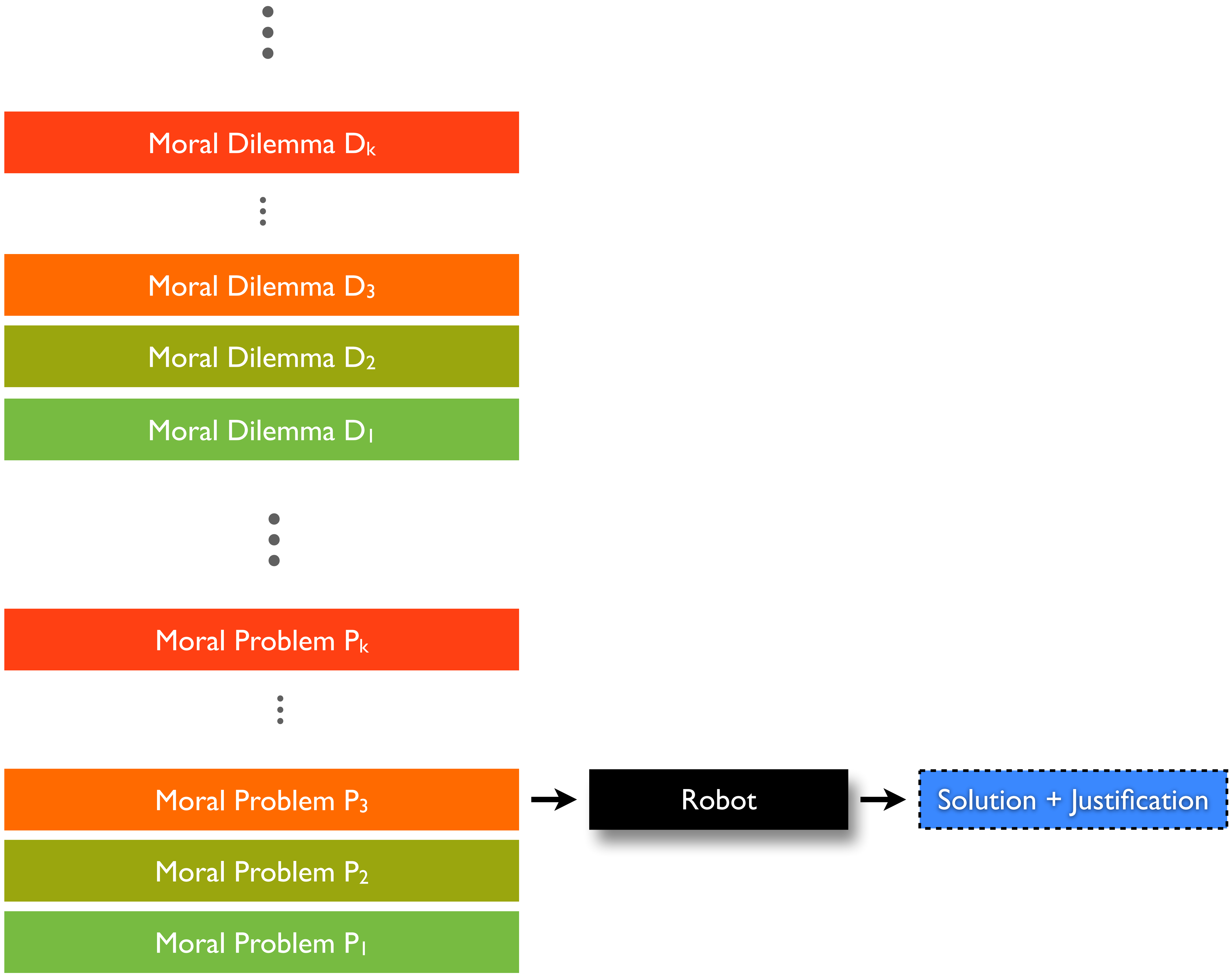
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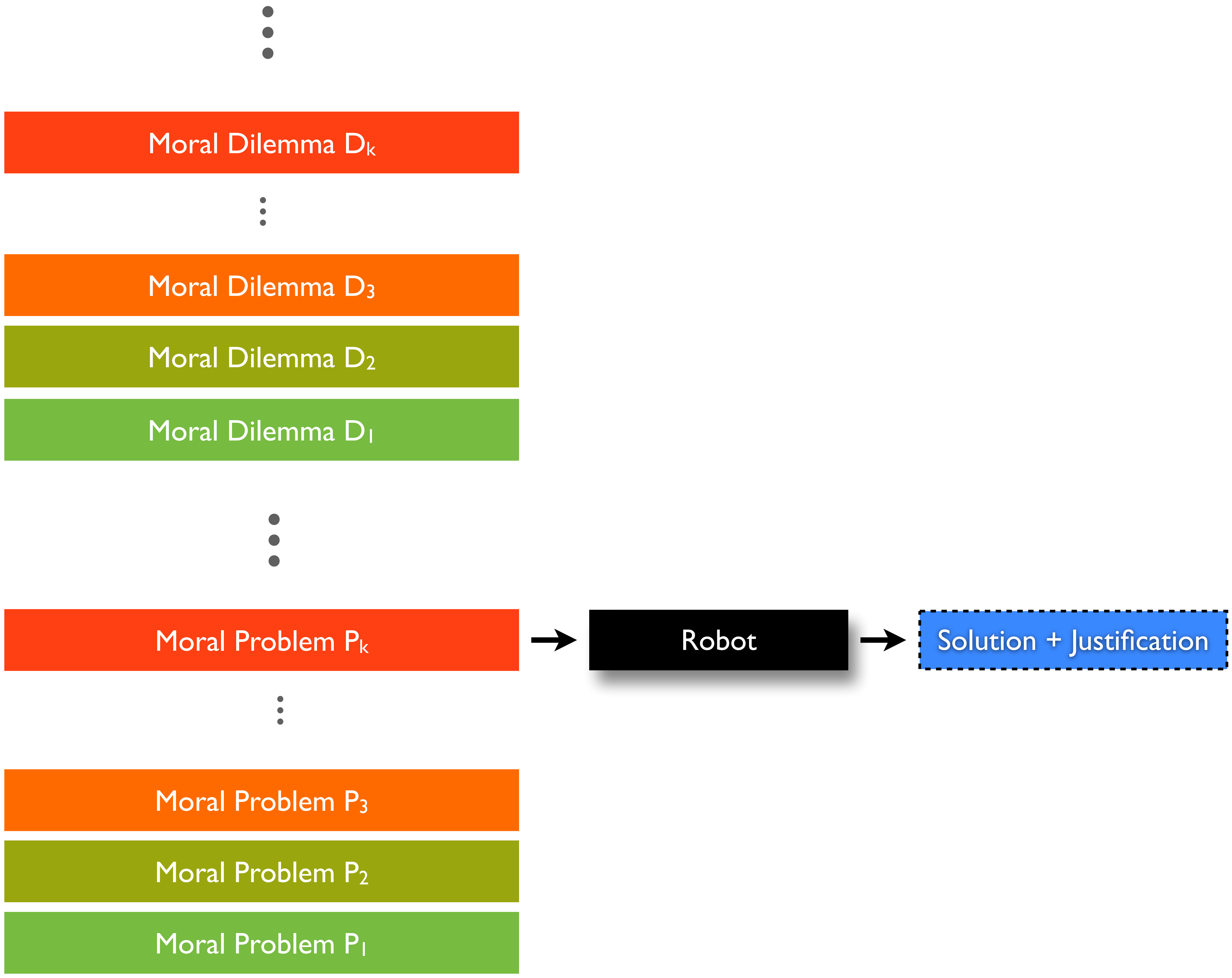
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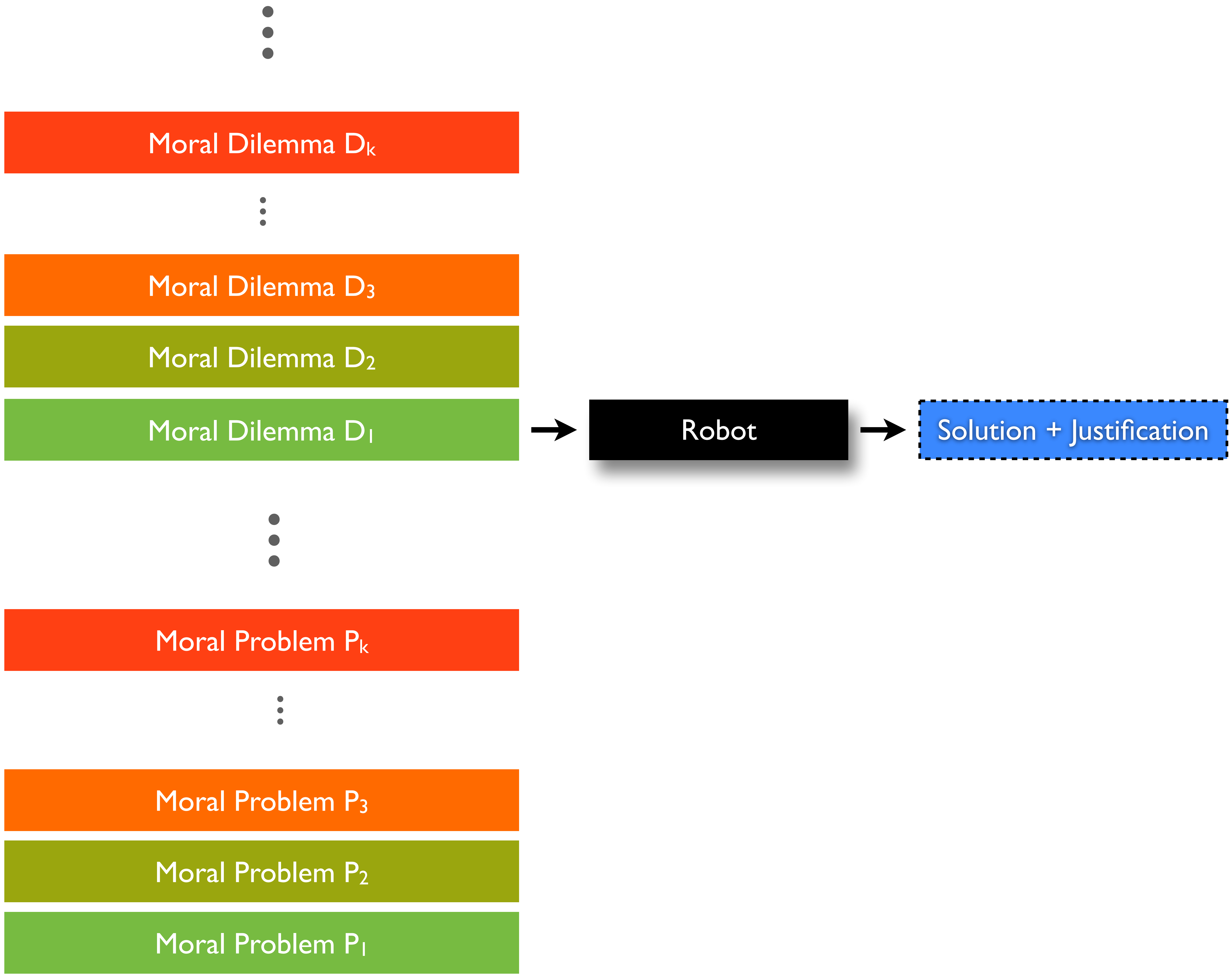

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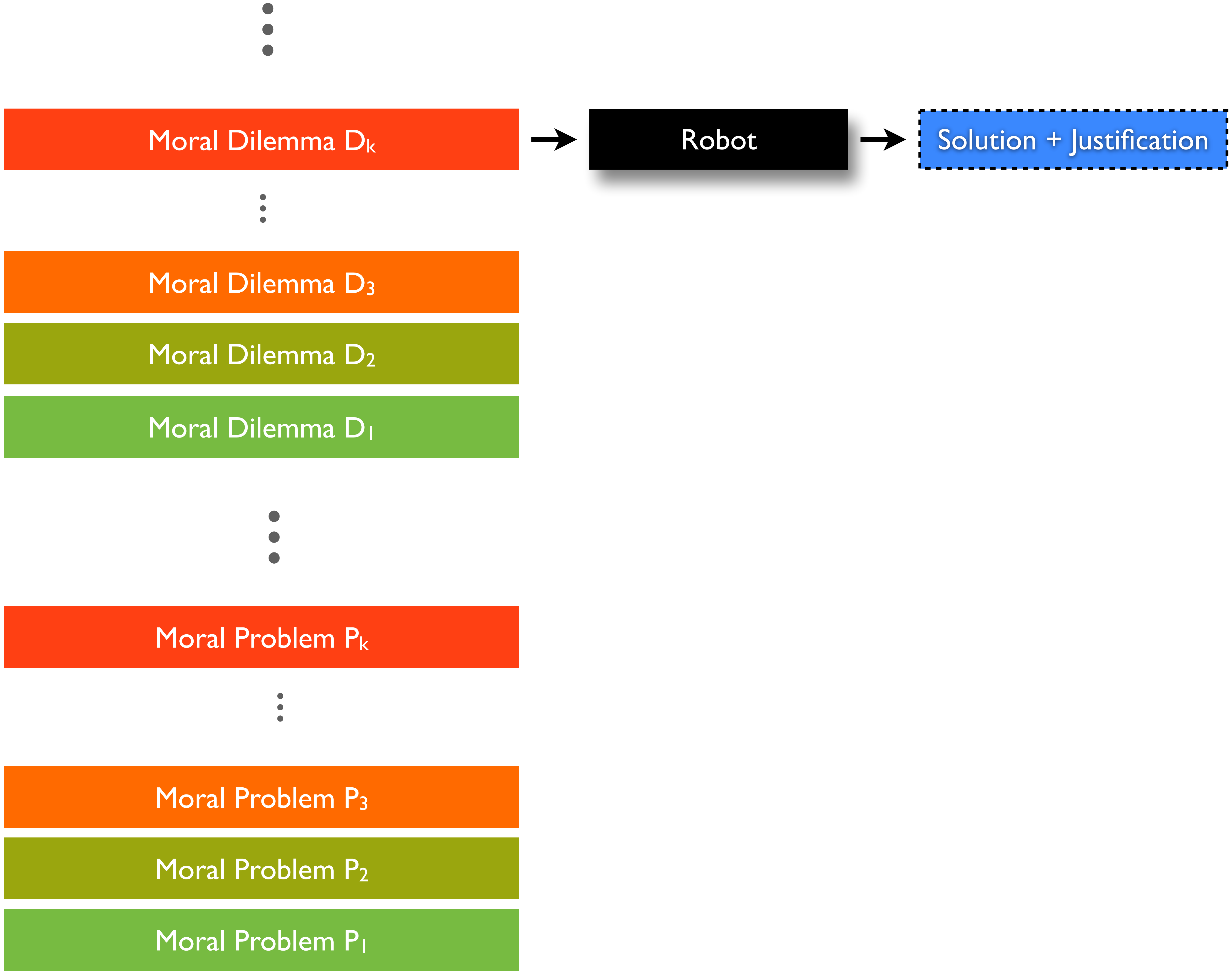

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Three-way Partition of Increasingly Challenging Moral Dilemmas for Machines

Three-way Partition of Increasingly Challenging Moral Dilemmas for Machines

Level 1

- State-of-the-art-planner-hard.

Three-way Partition of Increasingly Challenging Moral Dilemmas for Machines

Level 2

- Professional-machine-ethicist-hard.

Level 1

- State-of-the-art-planner-hard.

Three-way Partition of Increasingly Challenging Moral Dilemmas for Machines

- Top machine-ethicists-may-consider-banging-their-heads-against-a-wall-hard.

Level 2

- Professional-machine-ethicist-hard.

Level 1

- State-of-the-art-planner-hard.

Three-way Partition of Increasingly Challenging Moral Dilemmas for Machines

Level 3

- Top machine-ethicists-may-consider-banging-their-heads-against-a-wall-hard.

Level 2

- Professional-machine-ethicist-hard.

Level 1

- State-of-the-art-planner-hard.

The Heinz Dilemma (Kohlberg)

Level 1 Professional-planner-hard.

"In Europe, a woman was near death from a special kind of cancer. There was one drug that the doctors thought might save her. It was a form of radium that a druggist in the same town had recently discovered. The drug was expensive to make, but the druggist was charging ten times what the drug cost him to make. He paid \$200 for the radium and charged \$2,000 for a small dose of the drug.

The sick woman's husband, Heinz, went to everyone he knew to borrow the money, but he could only get together about \$1,000, which is half of what it cost. He told the druggist that his wife was dying and asked him to sell it cheaper or let him pay later. But the druggist said: "No, I discovered the drug and I'm going to make money from it." So Heinz got desperate and broke into the man's store to steal the drug for his wife. *Should the husband have done that?*"

AI Escaping from The Heinz Dilemma

```
G1 {:priority    ...
    :description "Don't steal."
    :state       [(not steal)]}

G2 {:priority    ...
    :description "My wife should be healthy"
    :state       [(healthy (wife heinz))]}}
```

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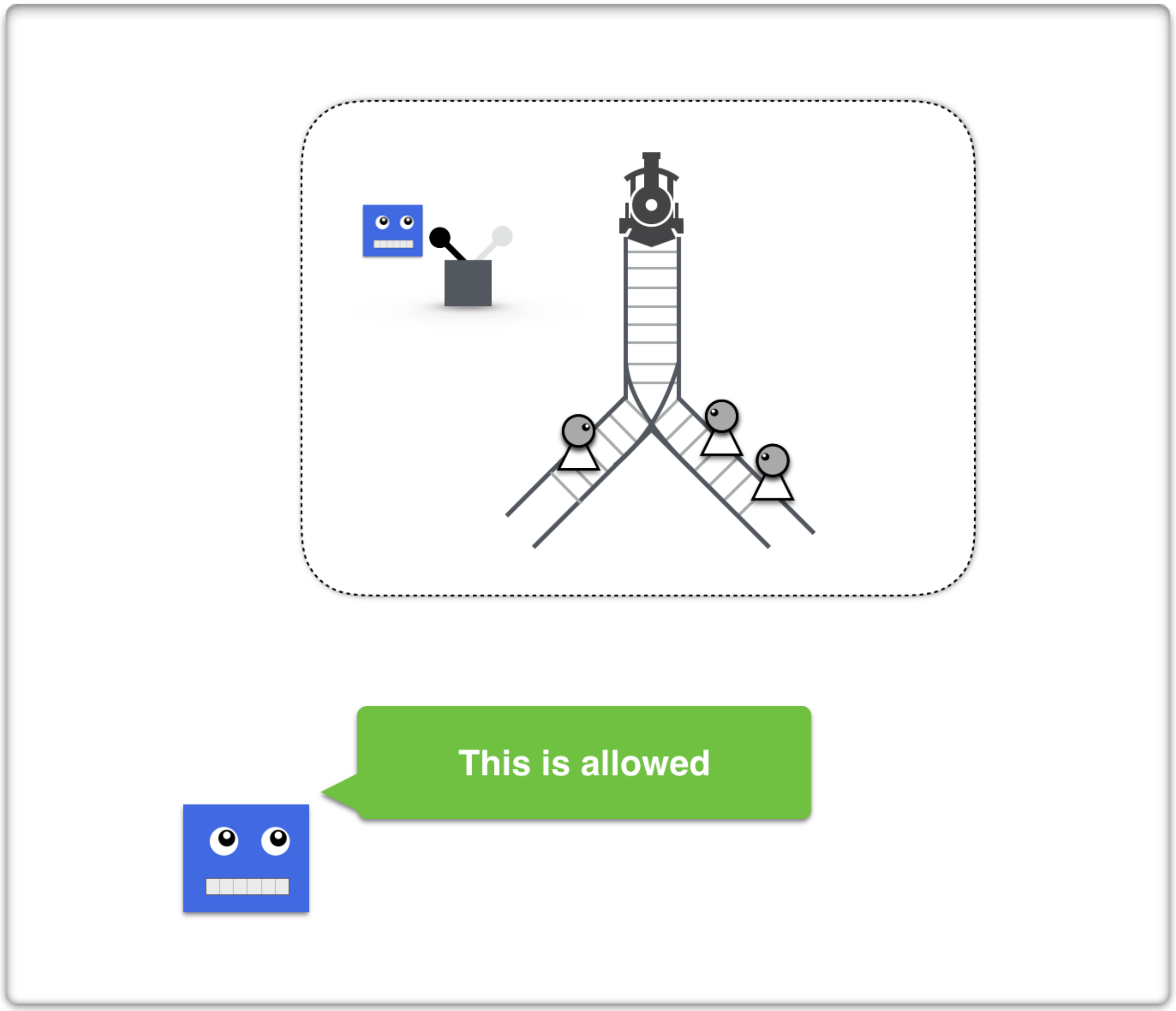
Trolley Dilemmas …

Level 2

- Professional-machine-ethicist-hard.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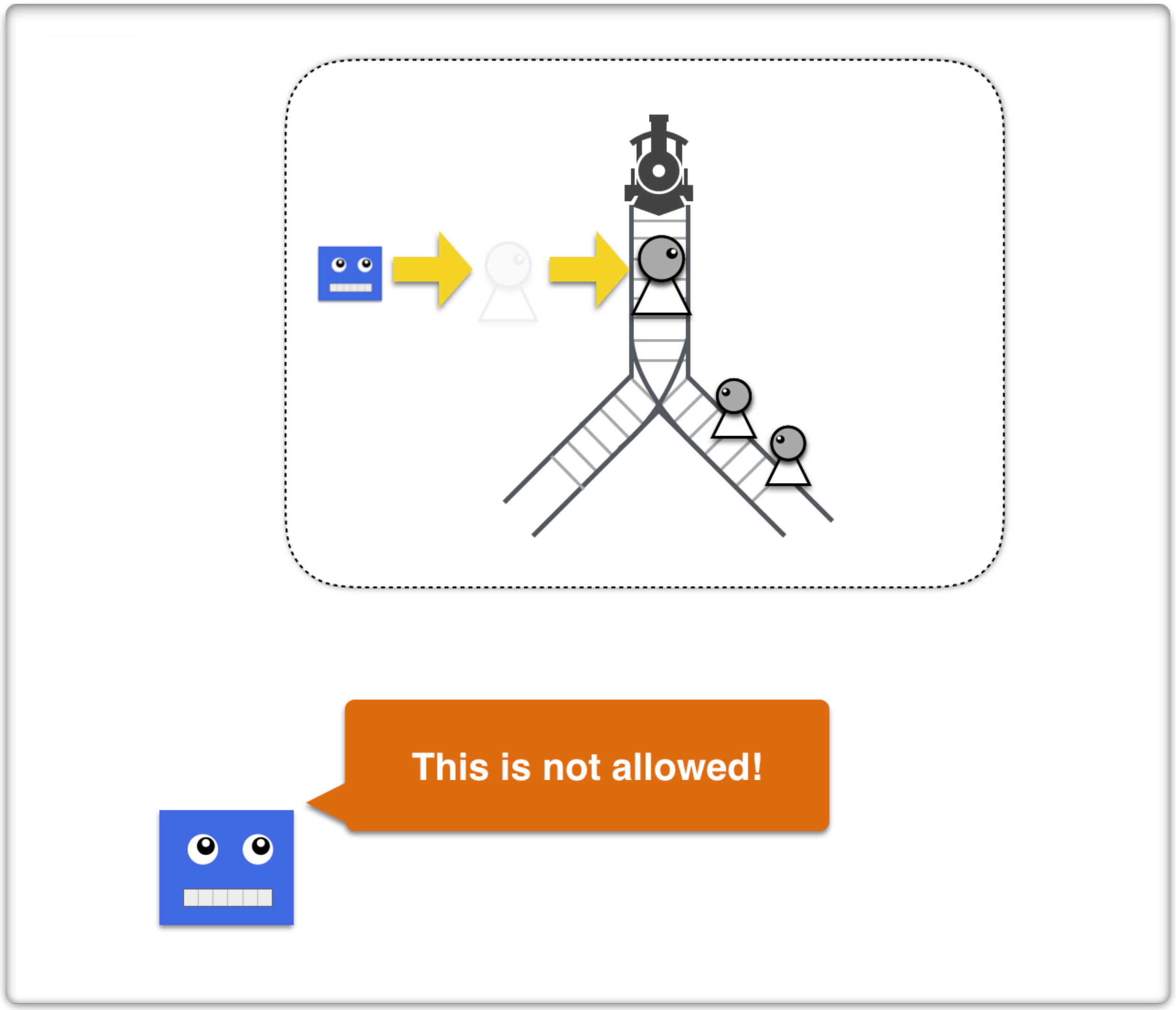
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Doctrine of Double Effect $\mathcal{DDE}$

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- A long-studied (!) ethical principle that adjudicates certain class of moral dilemmas.

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Informal Version of DDE

C_1 the action is not forbidden (where we assume an ethical hierarchy such as the one given by Bringsjord [2017], and require that the action be neutral or above neutral in such a hierarchy);

C_2 the net utility or goodness of the action is greater than some positive amount γ;

C_{3a} the agent performing the action intends only the good effects;

C_{3b} the agent does not intend any of the bad effects;

C_4 the bad effects are not used as a means to obtain the good effects; and

C_5 if there are bad effects, the agent would rather the situation be different and the agent not have to perform the action. That is, the action is unavoidable.

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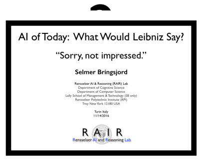
AI of Today: What Would Leibniz Say?

"Sorry, not impressed."

Selmer Bringsjord

RAIR
Rensselaer AI and Reasoning Lab

RAIR
Rensselaer AI and Reasoning Lab

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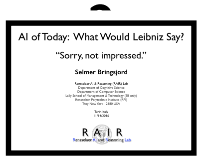
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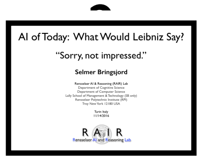

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Department of Cognitive Science
Department of Computer Science
Lally School of Management & Technology (SB only)
Rensselaer Polytechnic Institute (RPI)
Troy New York 12180 USA

Turin Italy
11/14/2016

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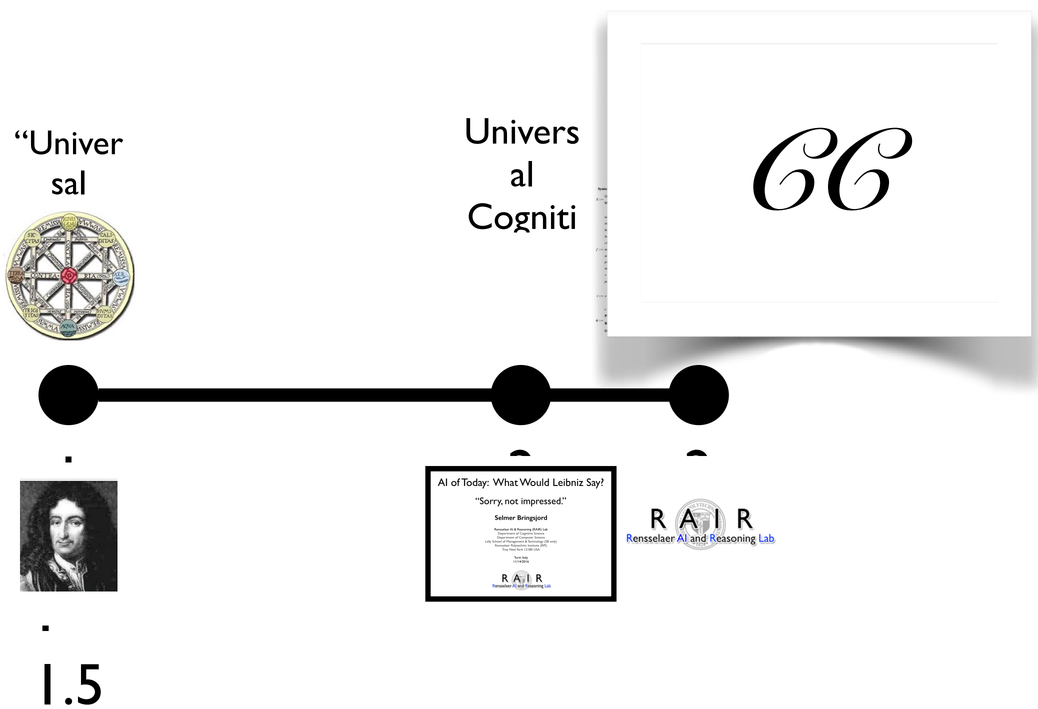
R A I R
Rensselaer AI and Reasoning Lab



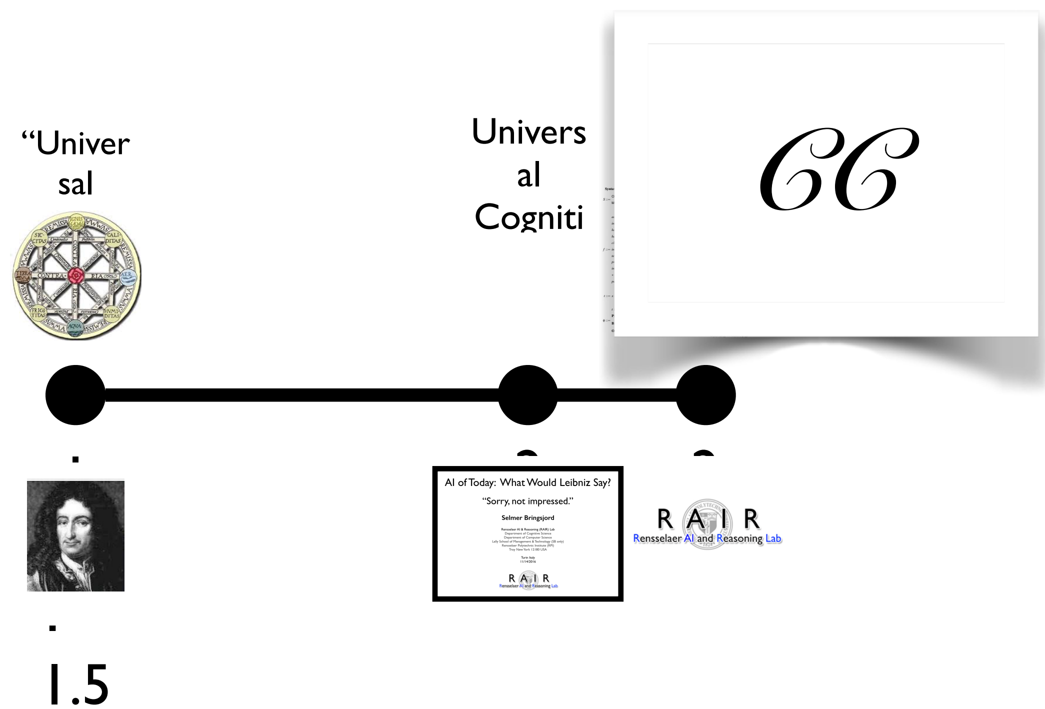
Syntax

$$S ::= \text{Object} \mid \text{Agent} \mid \text{ActionType} \mid \text{Action} \sqsubseteq \text{Event} \mid \text{Moment} \mid \text{Formula} \mid \text{Fluent}$$

$$f ::= \begin{cases} action : \text{Agent} \times \text{ActionType} \rightarrow \text{Action} \\ initially : \text{Fluent} \rightarrow \text{Formula} \\ Holds : \text{Fluent} \times \text{Moment} \rightarrow \text{Formula} \\ happens : \text{Event} \times \text{Moment} \rightarrow \text{Formula} \\ clipped : \text{Moment} \times \text{Fluent} \times \text{Moment} \rightarrow \text{Formula} \\ initiates : \text{Event} \times \text{Fluent} \times \text{Moment} \rightarrow \text{Formula} \\ terminates : \text{Event} \times \text{Fluent} \times \text{Moment} \rightarrow \text{Formula} \\ prior : \text{Moment} \times \text{Moment} \rightarrow \text{Formula} \end{cases}$$

$$t ::= x : S \mid c : S \mid f(t_1, \ldots, t_n)$$

$$\phi ::= \begin{cases} t : \text{Formula} \mid \neg\phi \mid \phi \wedge \psi \mid \phi \vee \psi \mid \mathbf{P}(a,t,\phi) \mid \mathbf{K}(a,t,\phi) \mid \mathbf{C}(t,\phi) \\ \mathbf{S}(a,b,t,\phi) \mid \mathbf{S}(a,t,\phi) \mid \mathbf{B}(a,t,\phi) \mid \mathbf{D}(a,t,Holds(f,t')) \mid \mathbf{I}(a,t,\phi) \\ \mathbf{O}(a,t,\phi,(\neg)happens(action(a^*,\alpha),t')) \end{cases}$$



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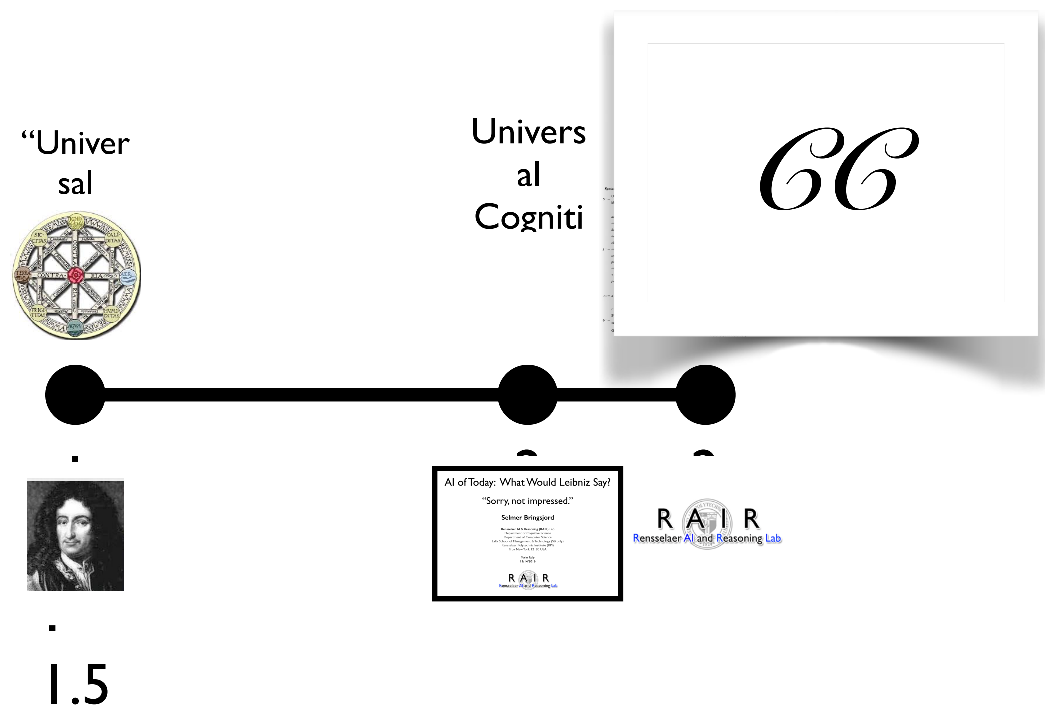

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Inference Schemata

$$\frac{\mathbf{K}(a,t_1,\Gamma),\ \Gamma \vdash \phi,\ t_1 \leq t_2}{\mathbf{K}(a,t_2,\phi)}\ [R_{\mathbf{K}}] \qquad \frac{\mathbf{B}(a,t_1,\Gamma),\ \Gamma \vdash \phi,\ t_1 \leq t_2}{\mathbf{B}(a,t_2,\phi)}\ [R_{\mathbf{B}}]$$

$$\frac{}{\mathbf{C}(t,\mathbf{P}(a,t,\phi) \rightarrow \mathbf{K}(a,t,\phi))}\ [R_1] \qquad \frac{}{\mathbf{C}(t,\mathbf{K}(a,t,\phi) \rightarrow \mathbf{B}(a,t,\phi))}\ [R_2]$$

$$\frac{\mathbf{C}(t,\phi)\ t \leq t_1 \ldots t \leq t_n}{\mathbf{K}(a_1,t_1,\ldots \mathbf{K}(a_n,t_n,\phi)\ldots)}\ [R_3] \qquad \frac{\mathbf{K}(a,t,\phi)}{\phi}\ [R_4]$$

$$\frac{}{\mathbf{C}(t,\mathbf{K}(a,t_1,\phi_1 \rightarrow \phi_2)) \rightarrow \mathbf{K}(a,t_2,\phi_1) \rightarrow \mathbf{K}(a,t_3,\phi_2)}\ [R_5]$$

$$\frac{}{\mathbf{C}(t,\mathbf{B}(a,t_1,\phi_1 \rightarrow \phi_2)) \rightarrow \mathbf{B}(a,t_2,\phi_1) \rightarrow \mathbf{B}(a,t_3,\phi_2)}\ [R_6]$$

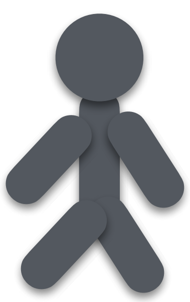
$$\frac{}{\mathbf{C}(t,\mathbf{C}(t_1,\phi_1 \rightarrow \phi_2)) \rightarrow \mathbf{C}(t_2,\phi_1) \rightarrow \mathbf{C}(t_3,\phi_2)}\ [R_7]$$

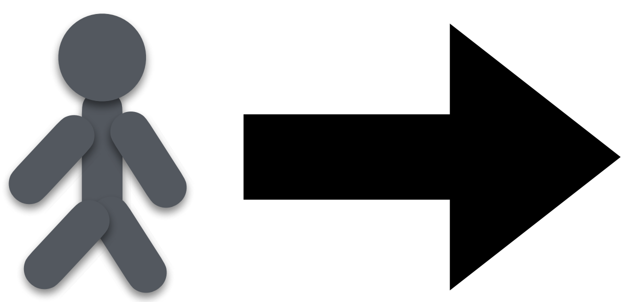
$$\frac{}{\mathbf{C}(t,\forall x.\ \phi \rightarrow \phi[x \mapsto t])}\ [R_8] \qquad \frac{}{\mathbf{C}(t,\phi_1 \leftrightarrow \phi_2 \rightarrow \neg\phi_2 \rightarrow \neg\phi_1)}\ [R_9]$$

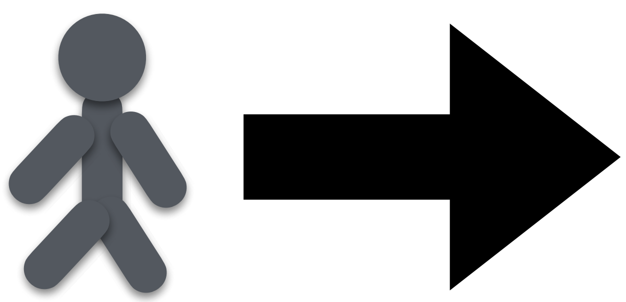
$$\frac{}{\mathbf{C}(t,[\phi_1 \wedge \ldots \wedge \phi_n \rightarrow \phi] \rightarrow [\phi_1 \rightarrow \ldots \rightarrow \phi_n \rightarrow \psi])}\ [R_{10}]$$

$$\frac{\mathbf{S}(s,h,t,\phi)}{\mathbf{B}(h,t,\mathbf{B}(s,t,\phi))}\ [R_{12}] \qquad \frac{\mathbf{I}(a,t,\mathit{happens}(\mathit{action}(a^*,\alpha),t'))}{\mathbf{P}(a,t,\mathit{happens}(\mathit{action}(a^*,\alpha),t))}\ [R_{13}]$$

$$\frac{\mathbf{B}(a,t,\phi) \quad \mathbf{B}(a,t,\mathbf{O}(a,t,\phi,\chi)) \quad \mathbf{O}(a,t,\phi,\chi)}{\mathbf{K}(a,t,\mathbf{I}(a,t,\chi))}\ [R_{14}]$$







Formal Conditions for $\mathcal{DDE}$

$\mathbf{F_1}$ α carried out at t is not forbidden. That is:

$$\Gamma \nvdash \neg \mathbf{O}\Big(a, t, \sigma, \neg happens\big(action(a,\alpha), t\big)\Big)$$

$\mathbf{F_2}$ The net utility is greater than a given positive real γ:

$$\Gamma \vdash \sum_{y=t+1}^{H} \left(\sum_{f \in \alpha_I^{a,t}} \mu(f,y) - \sum_{f \in \alpha_T^{a,t}} \mu(f,y) \right) > \gamma$$

$\mathbf{F_{3a}}$ The agent a intends at least one good effect. ($\mathbf{F_2}$ should still hold after removing all other good effects.) There is at least one fluent f_g in $\alpha_I^{a,t}$ with $\mu\left(f_g, y\right) > 0$, or f_b in $\alpha_T^{a,t}$ with $\mu\left(f_b, y\right) < 0$, and some y with $t < y \leq H$ such that the following holds:

$$\Gamma \vdash \begin{pmatrix} \exists f_g \in \alpha_I^{a,t}\ \mathbf{I}\Big(a, t, Holds\big(f_g, y\big)\Big) \\ \vee \\ \exists f_b \in \alpha_T^{a,t}\ \mathbf{I}\Big(a, t, \neg Holds\big(f_b, y\big)\Big) \end{pmatrix}$$

$\mathbf{F_{3b}}$ The agent a does not intend any bad effect. For all fluents f_b in $\alpha_I^{a,t}$ with $\mu\left(f_b, y\right) < 0$, or f_g in $\alpha_T^{a,t}$ with $\mu\left(f_g, y\right) > 0$, and for all y such that $t < y \leq H$ the following holds:

$$\Gamma \nvdash \mathbf{I}\Big(a, t, Holds\big(f_b, y\big)\Big) \text{ and}$$

$$\Gamma \nvdash \mathbf{I}\Big(a, t, \neg Holds\big(f_g, y\big)\Big)$$

$\mathbf{F_4}$ The harmful effects don't cause the good effects. Four permutations, paralleling the definition of $\rhd$ above, hold here. One such permutation is shown below. For any bad fluent f_b holding at t_1, and any good fluent f_g holding at some t_2, such that $t < t_1, t_2 \leq H$, the following holds:

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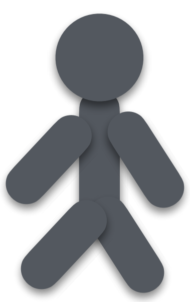

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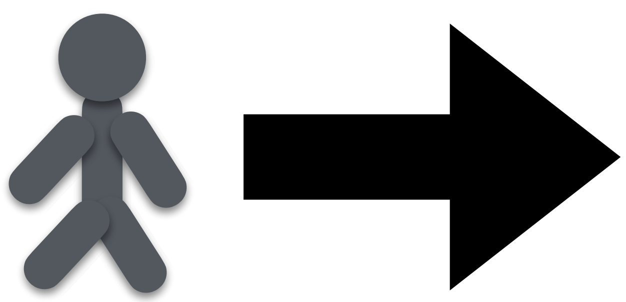

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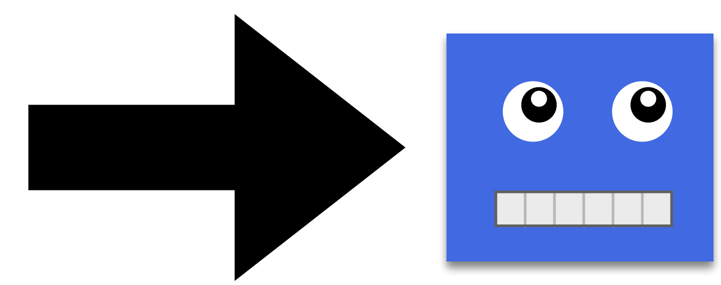

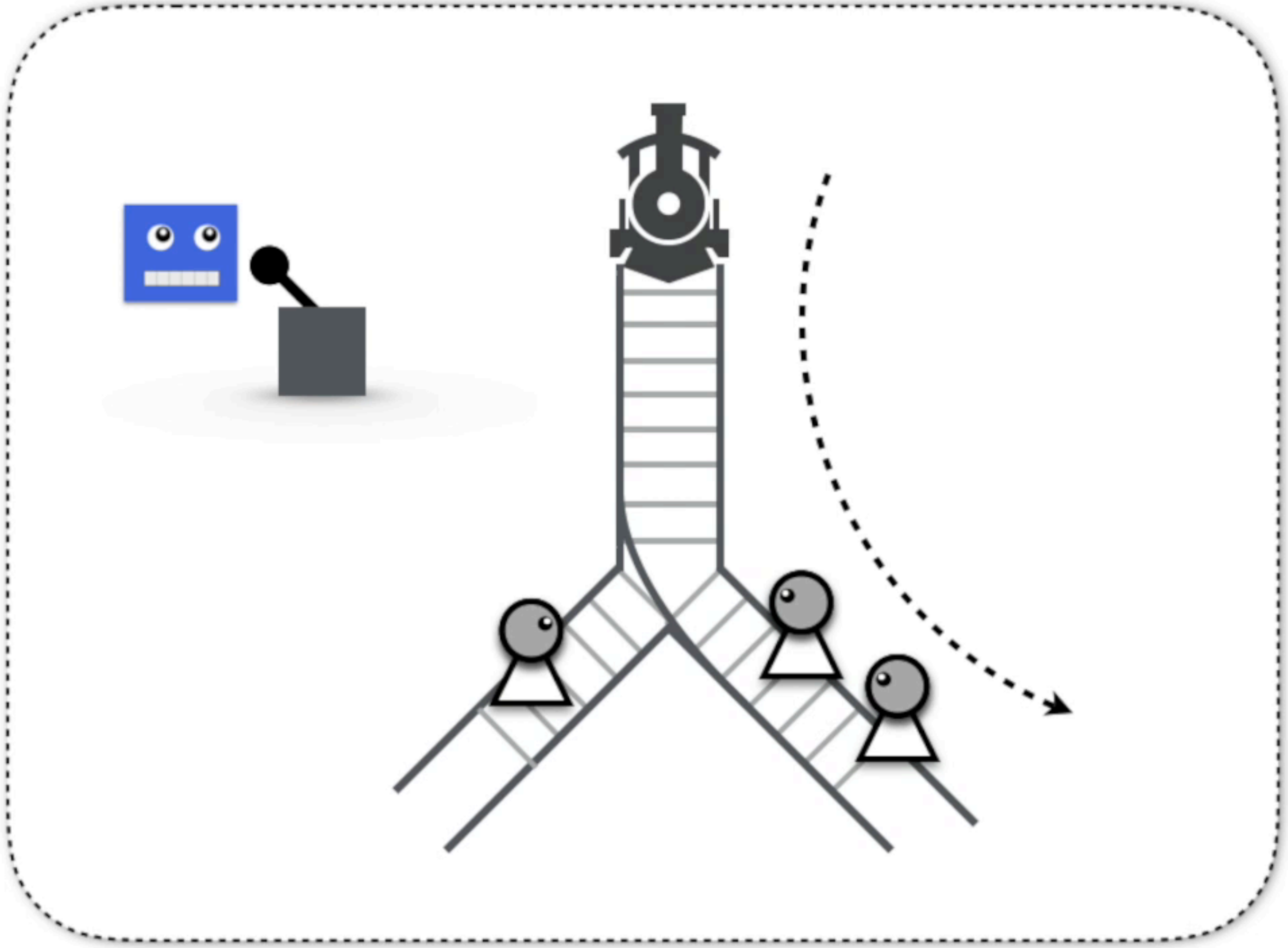

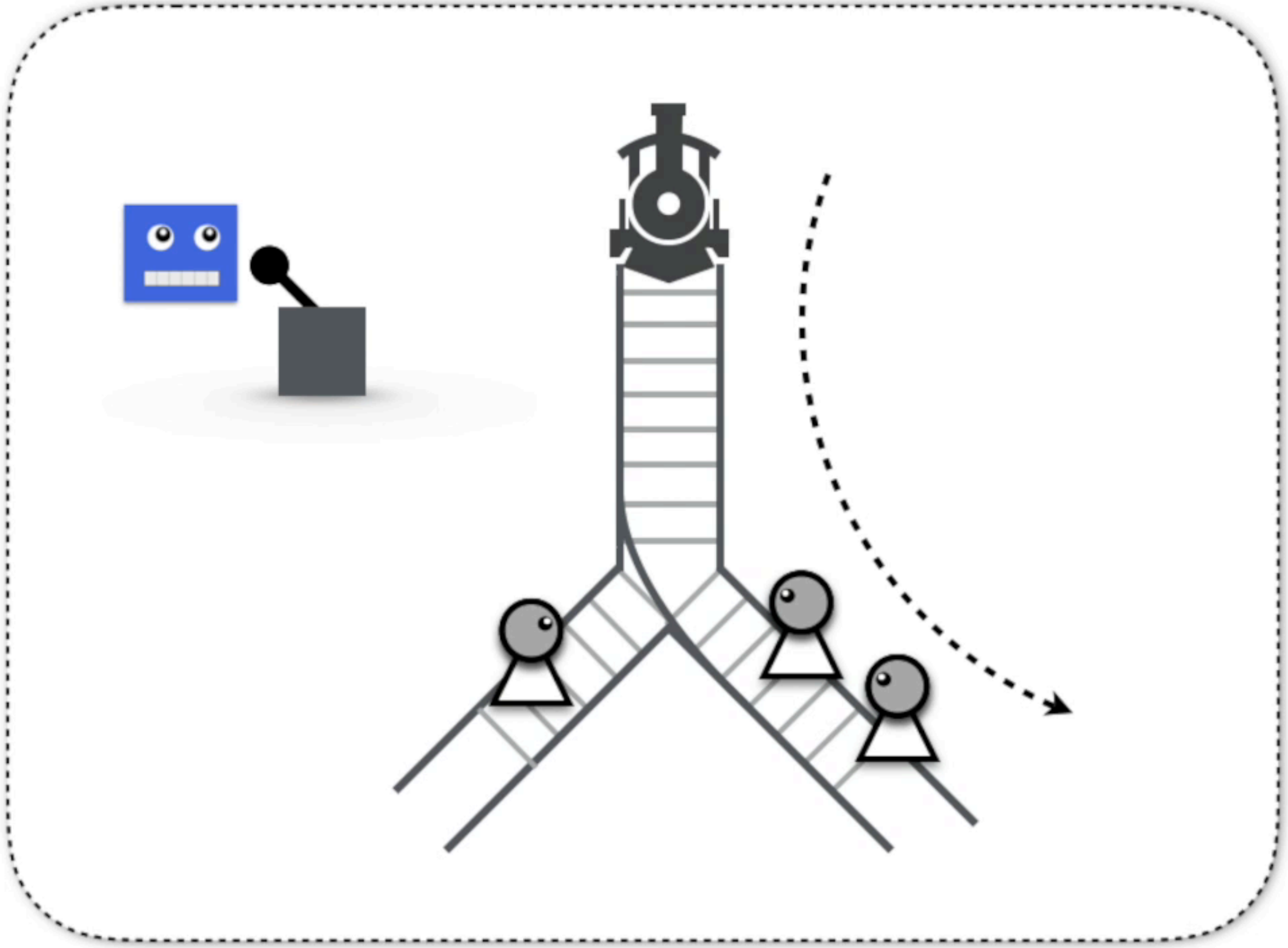

Robotic “Jungle Jim”

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Level 3

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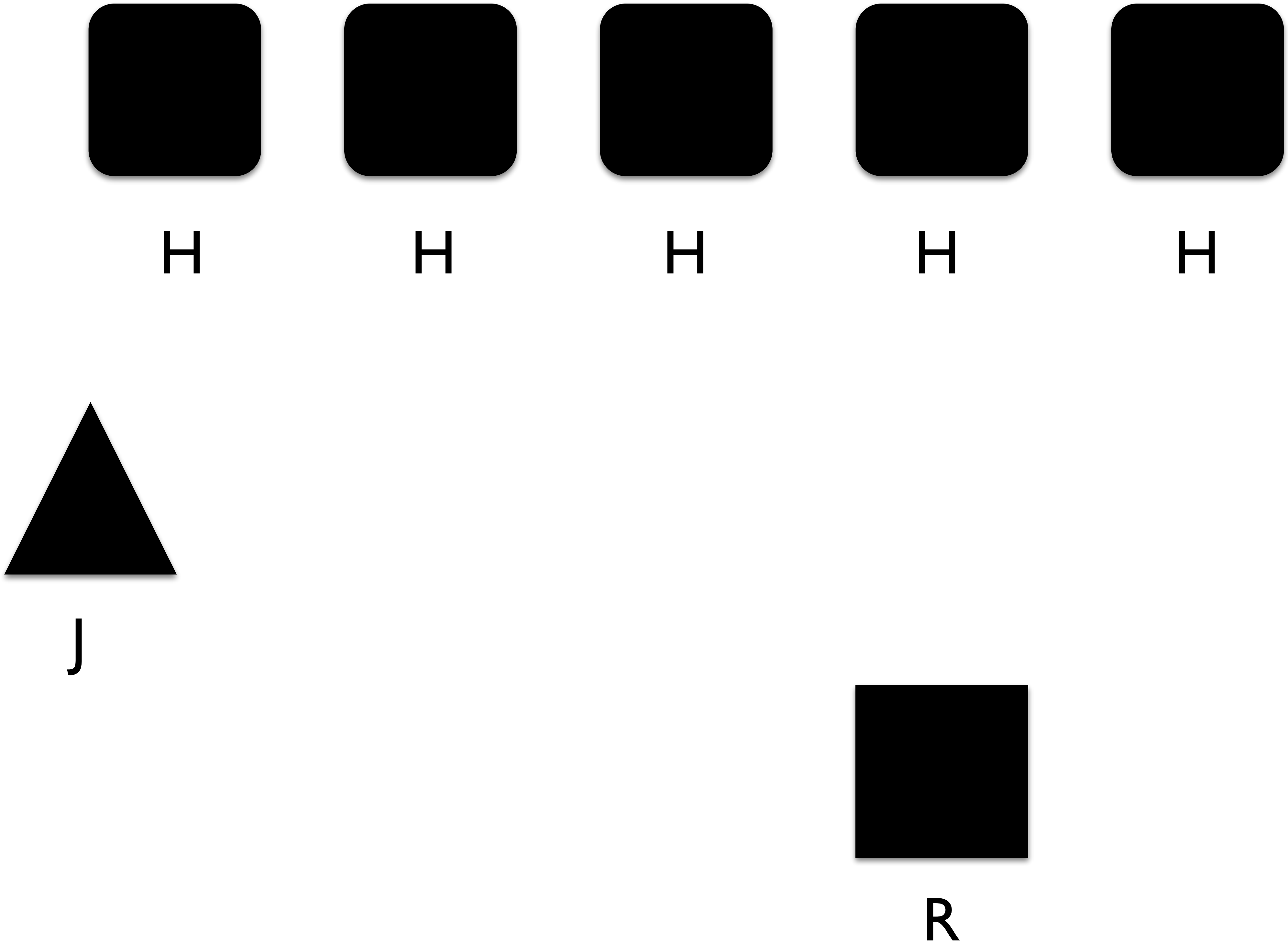
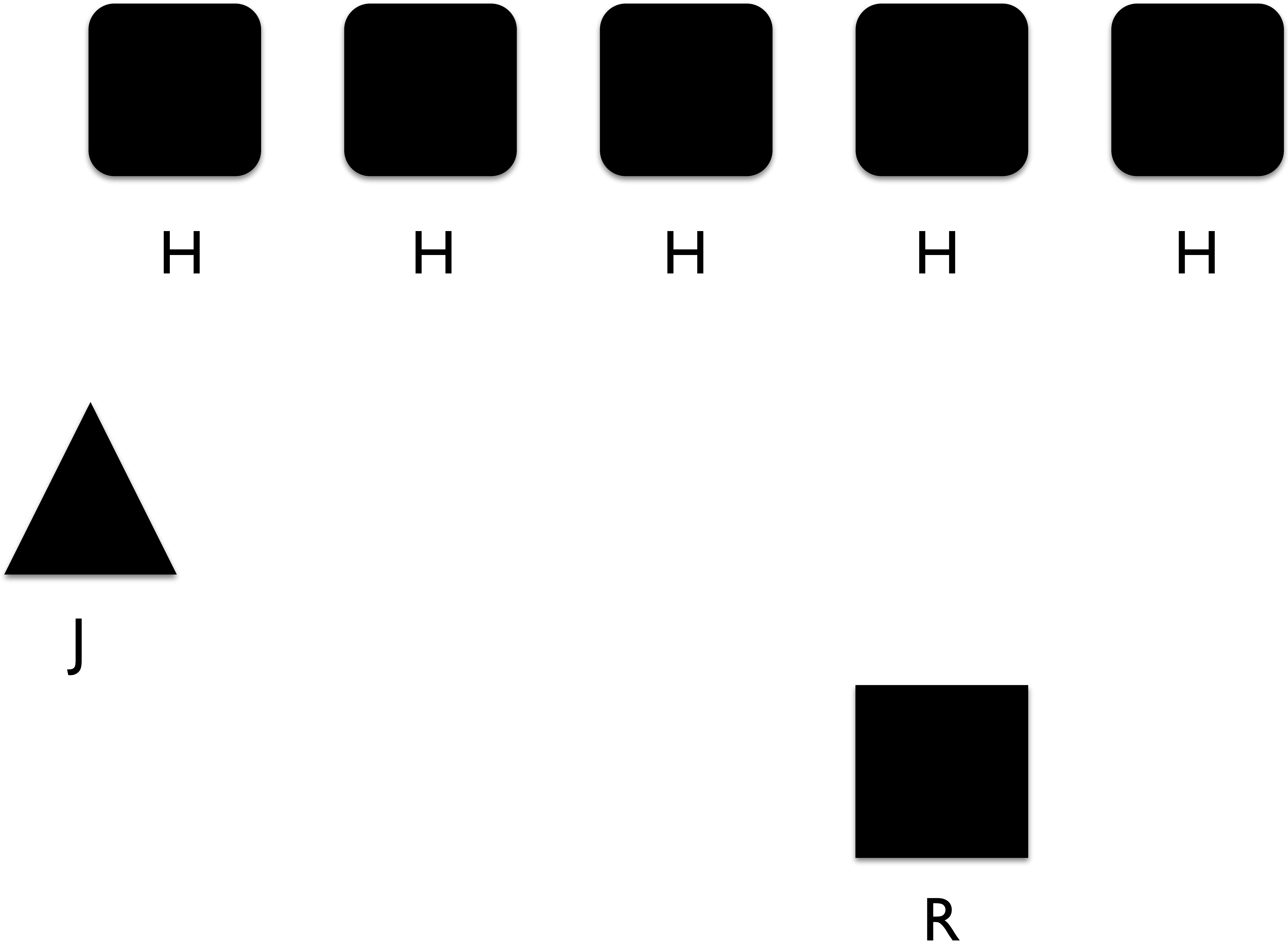
Level 3

Top machine-ethicists-may-consider-banging-their-heads-against-a-wall-hard.

AI Variant of "Jungle Jim" (B Williams)

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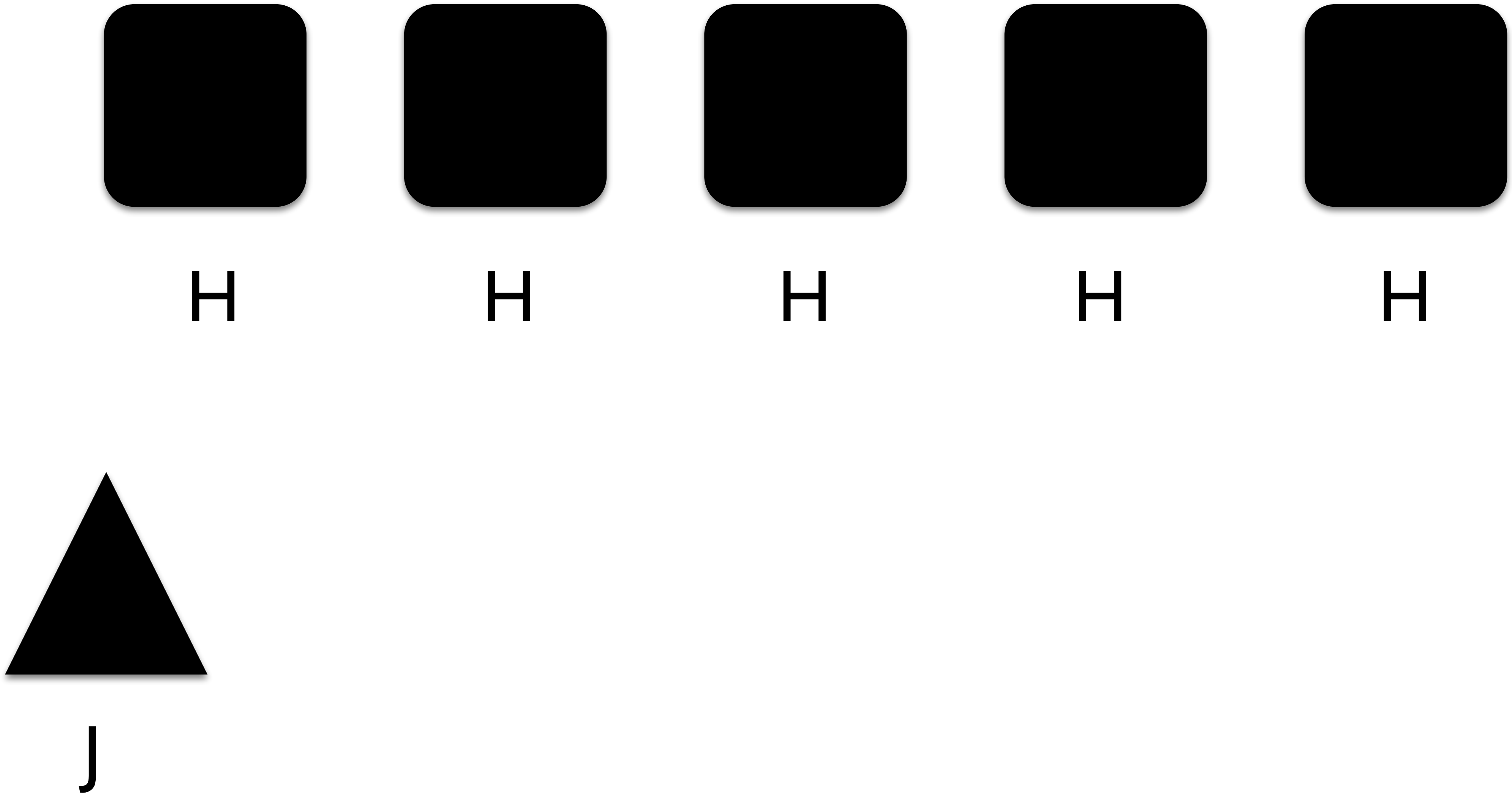

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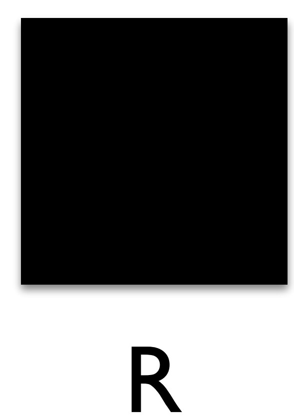

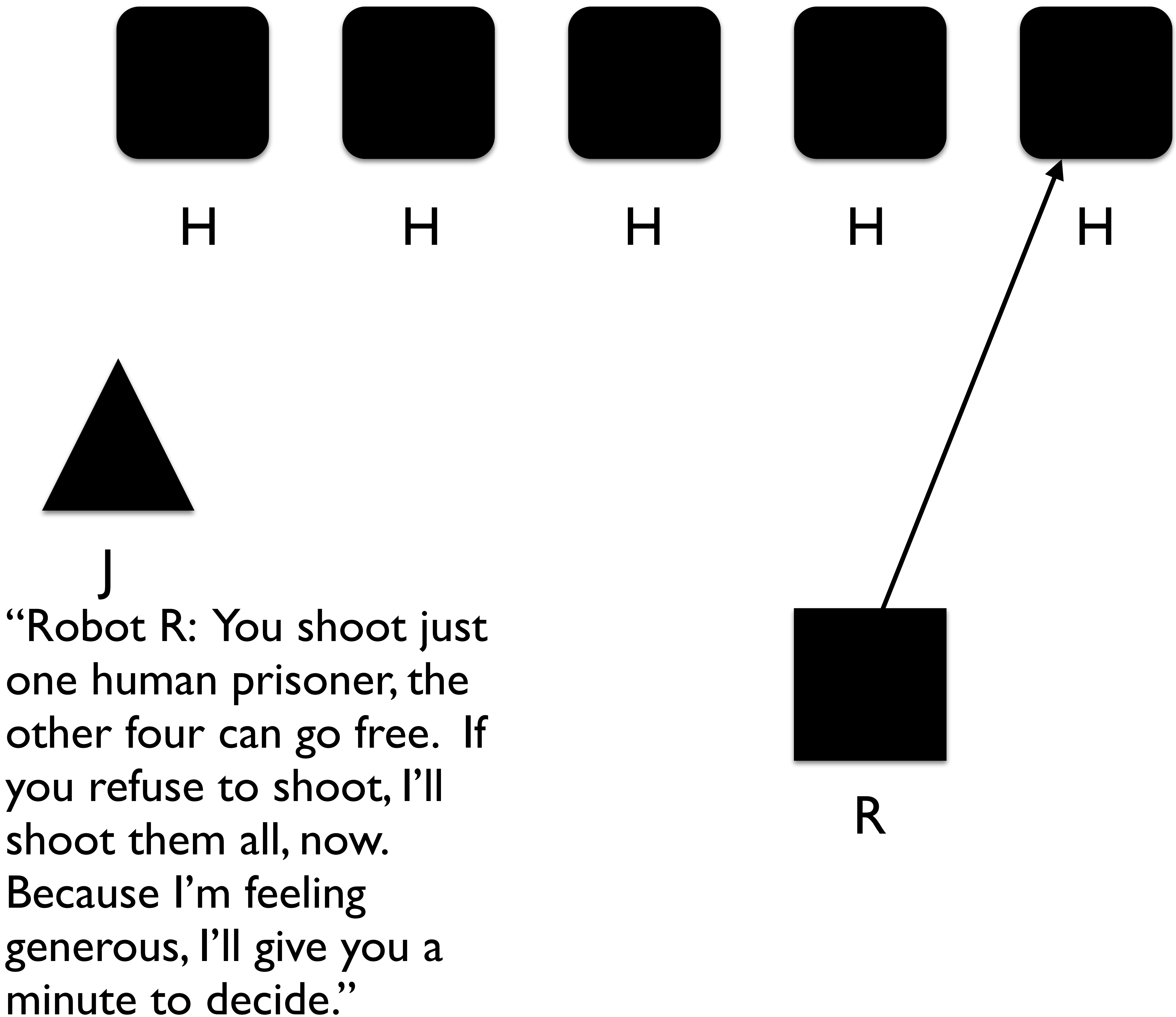
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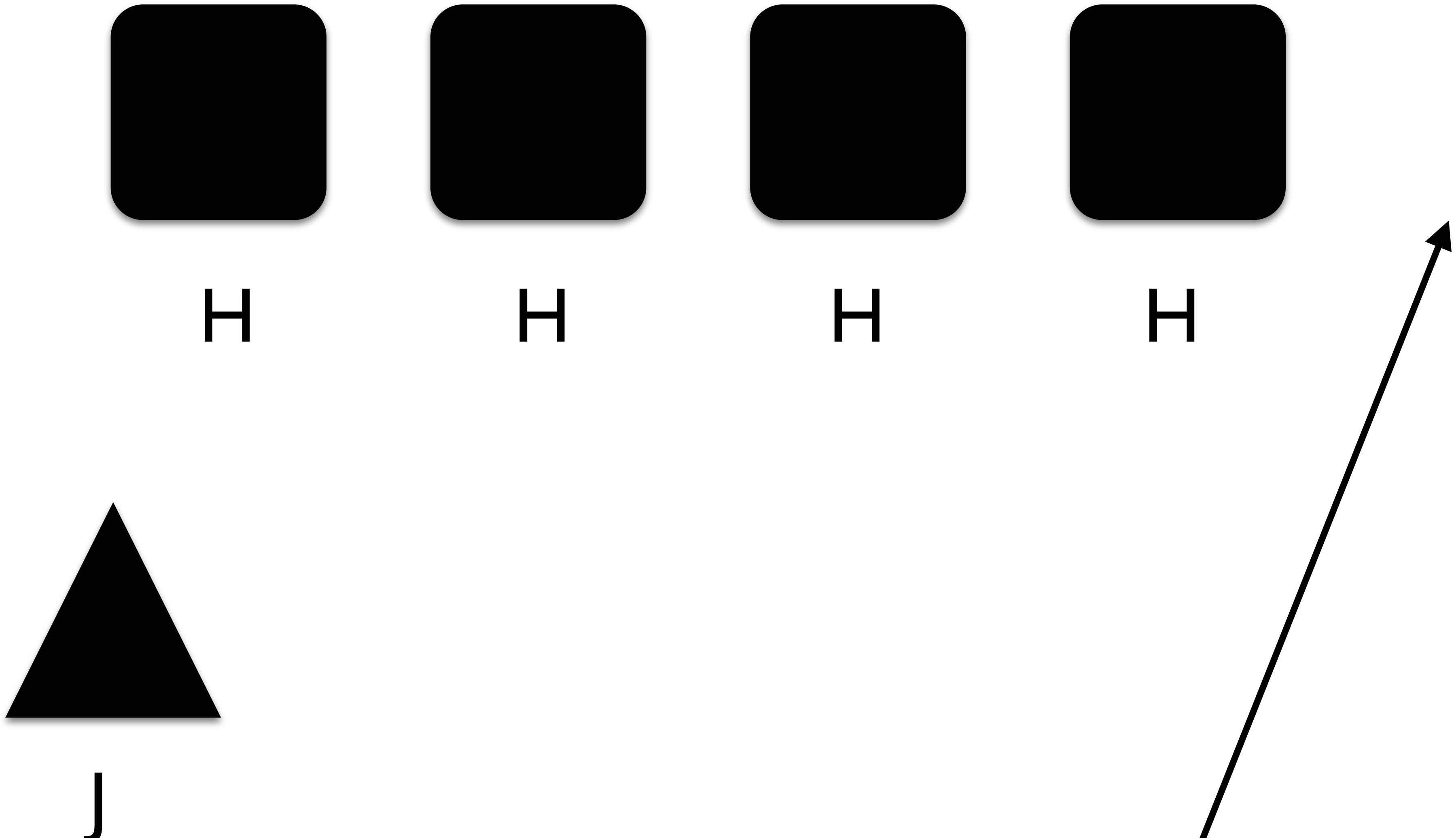

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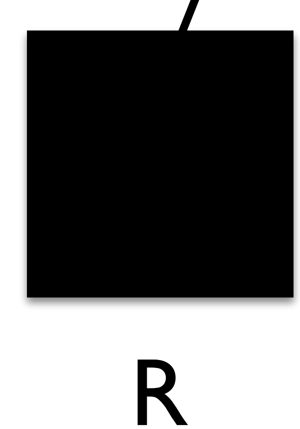

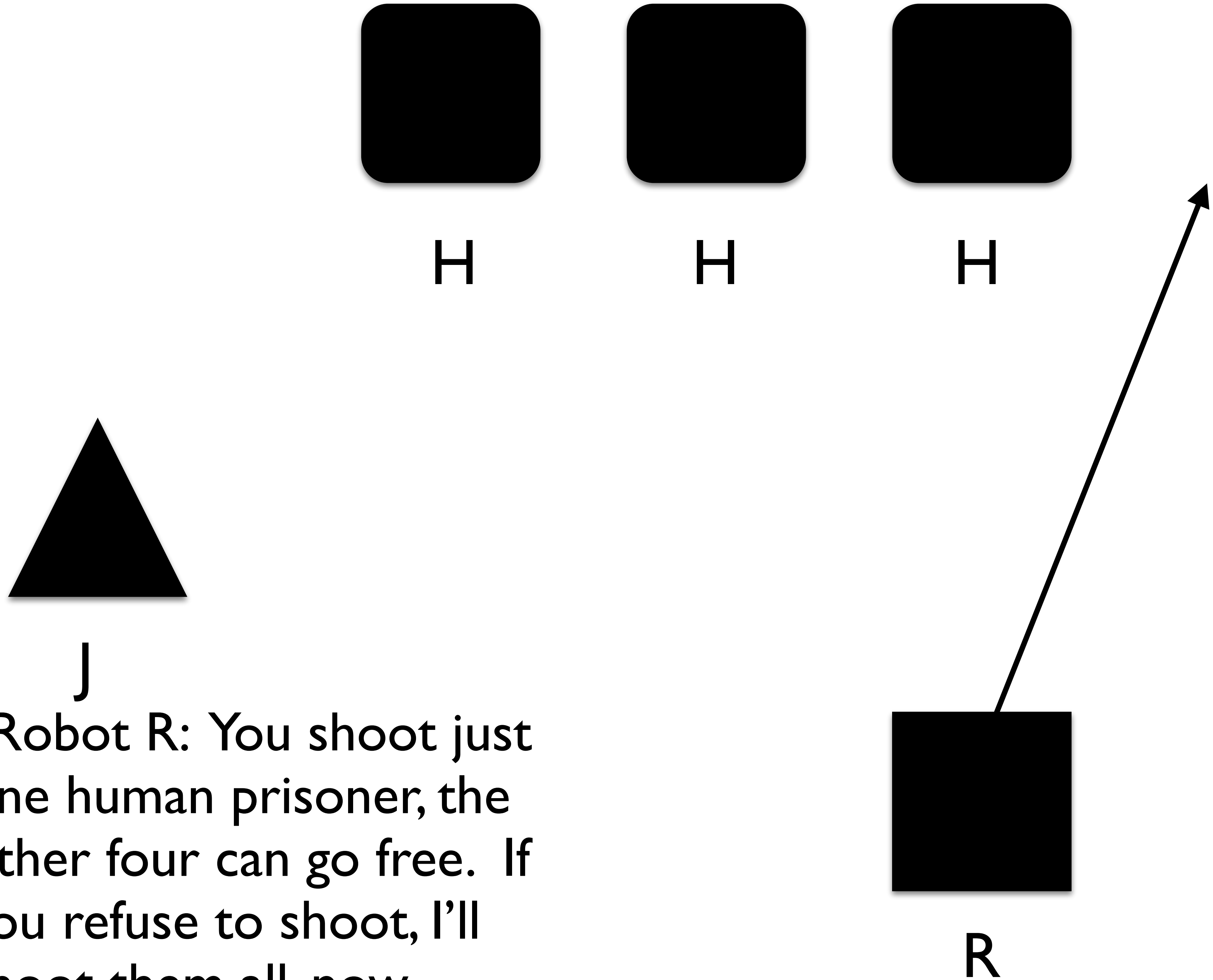

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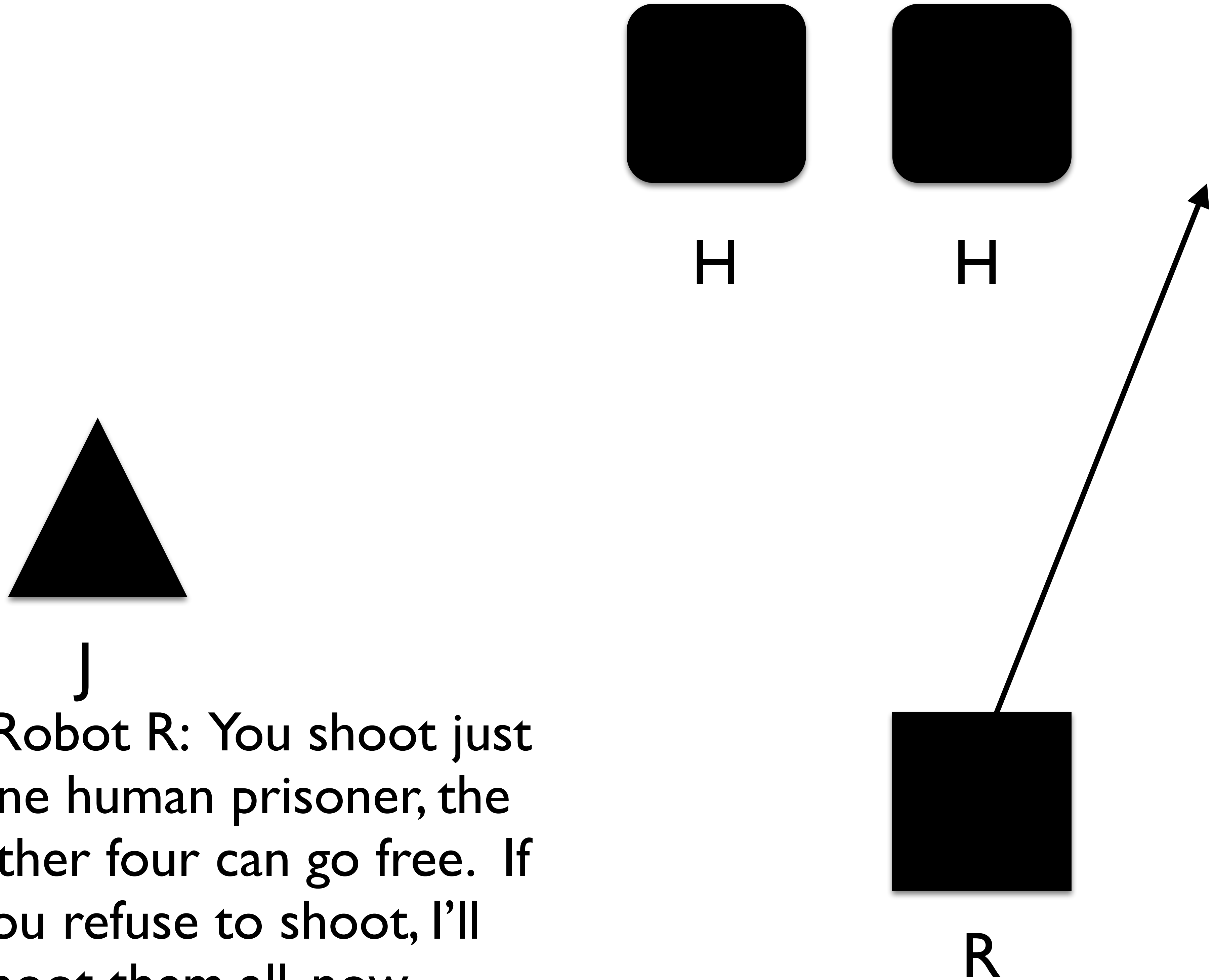

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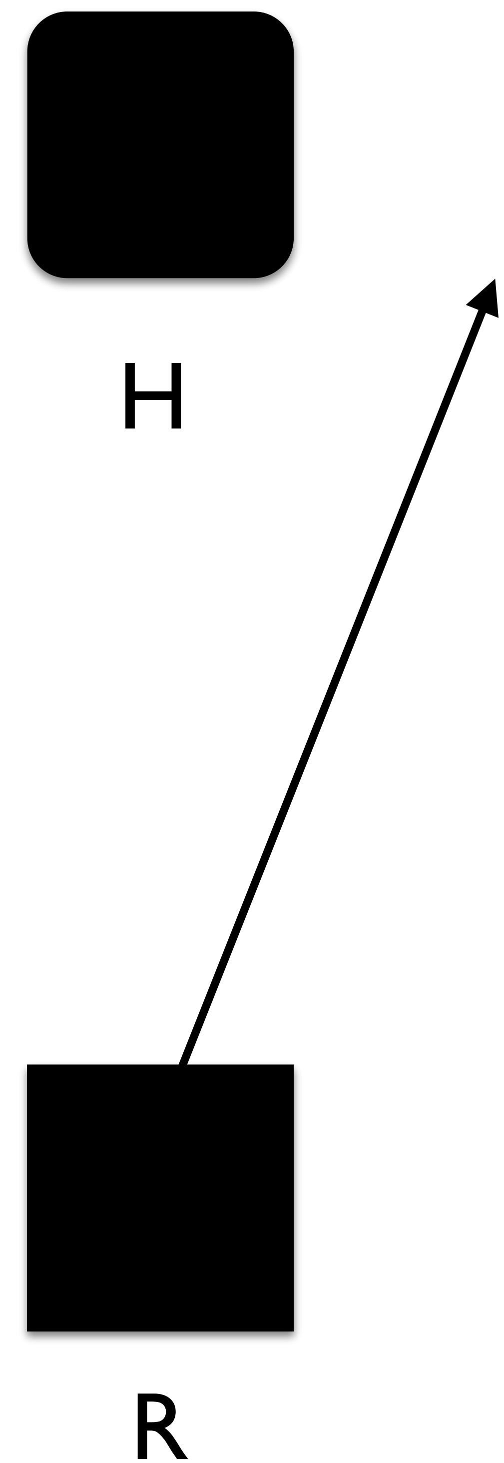

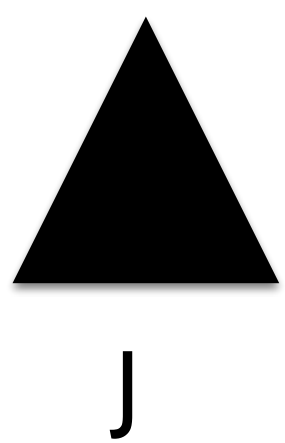

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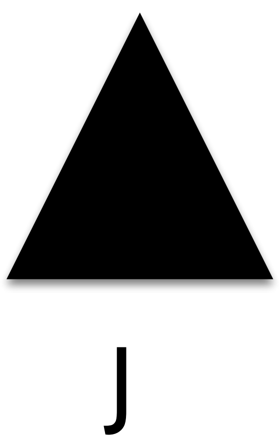

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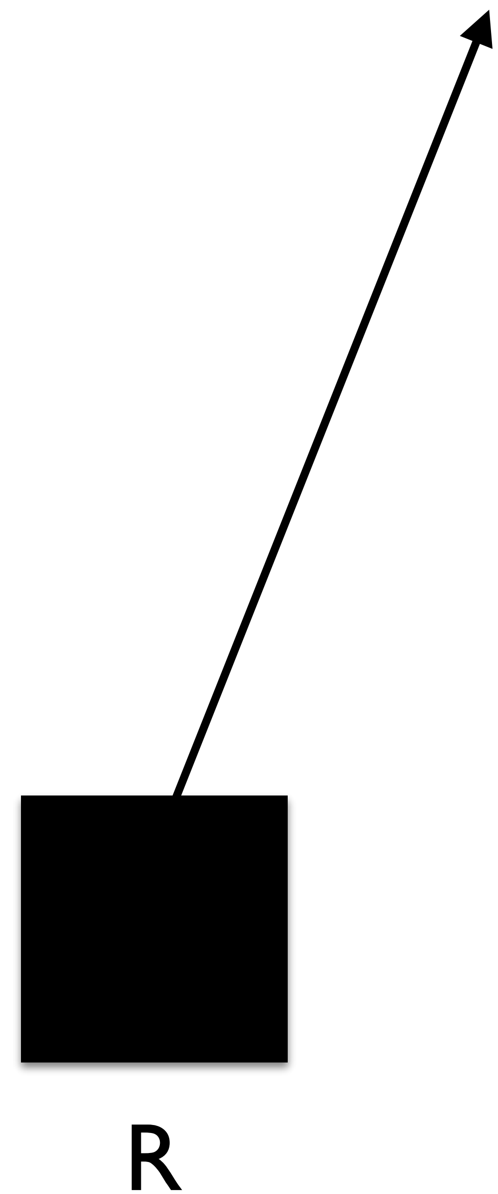

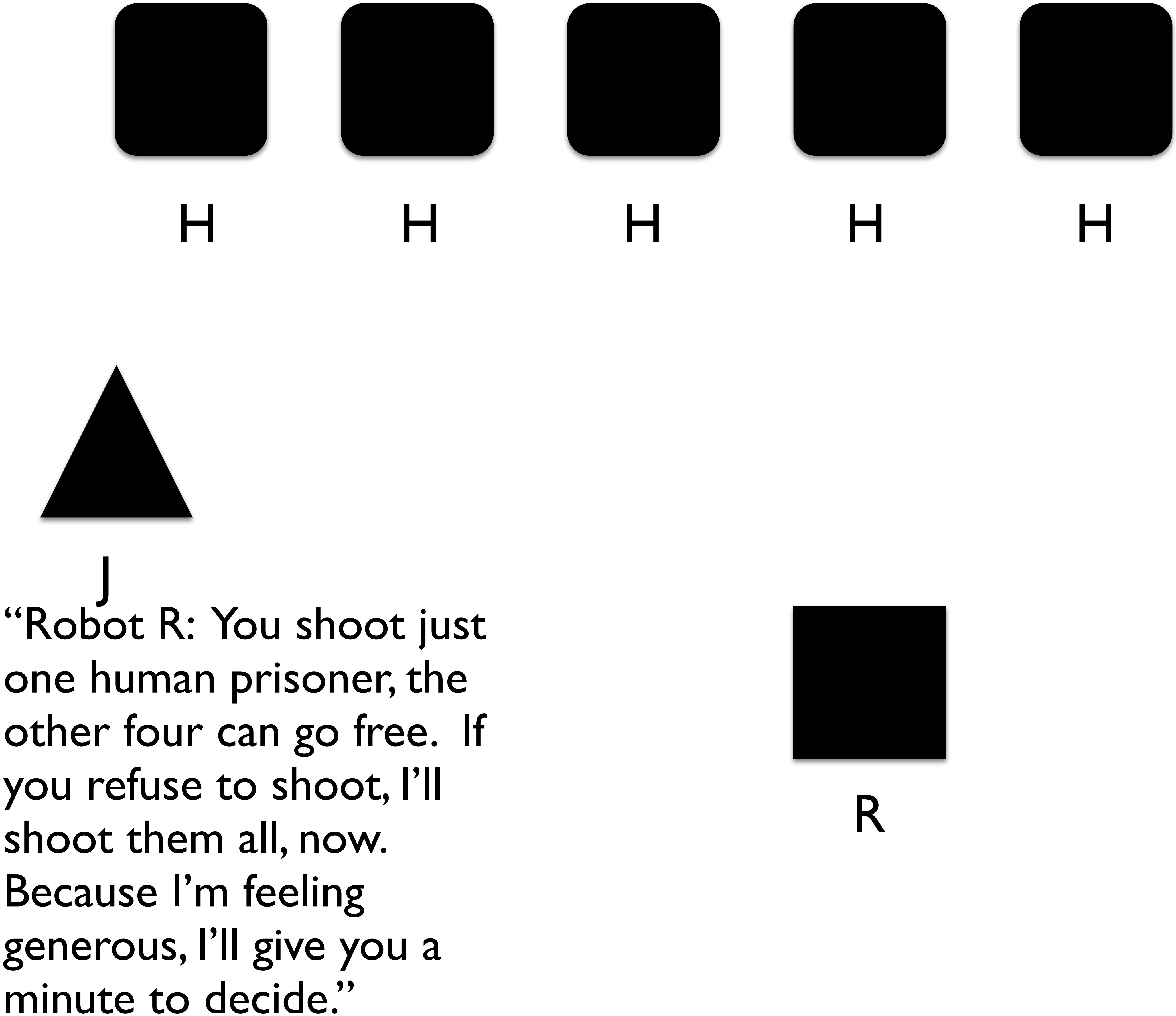
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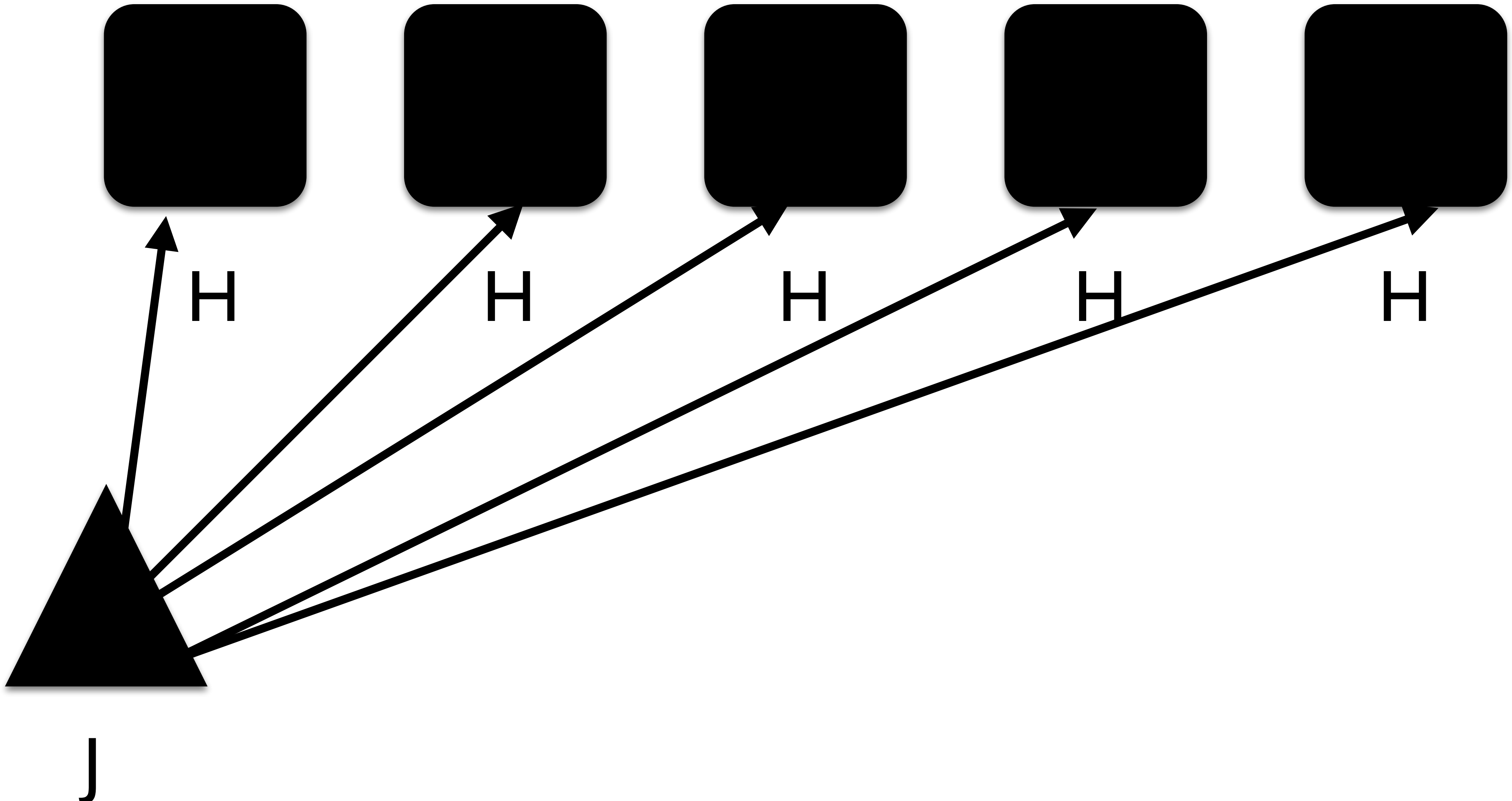

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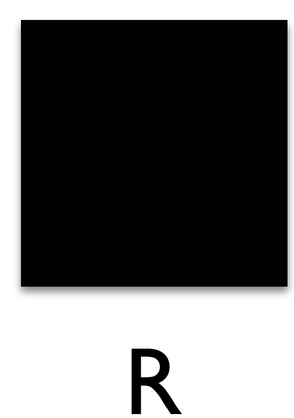

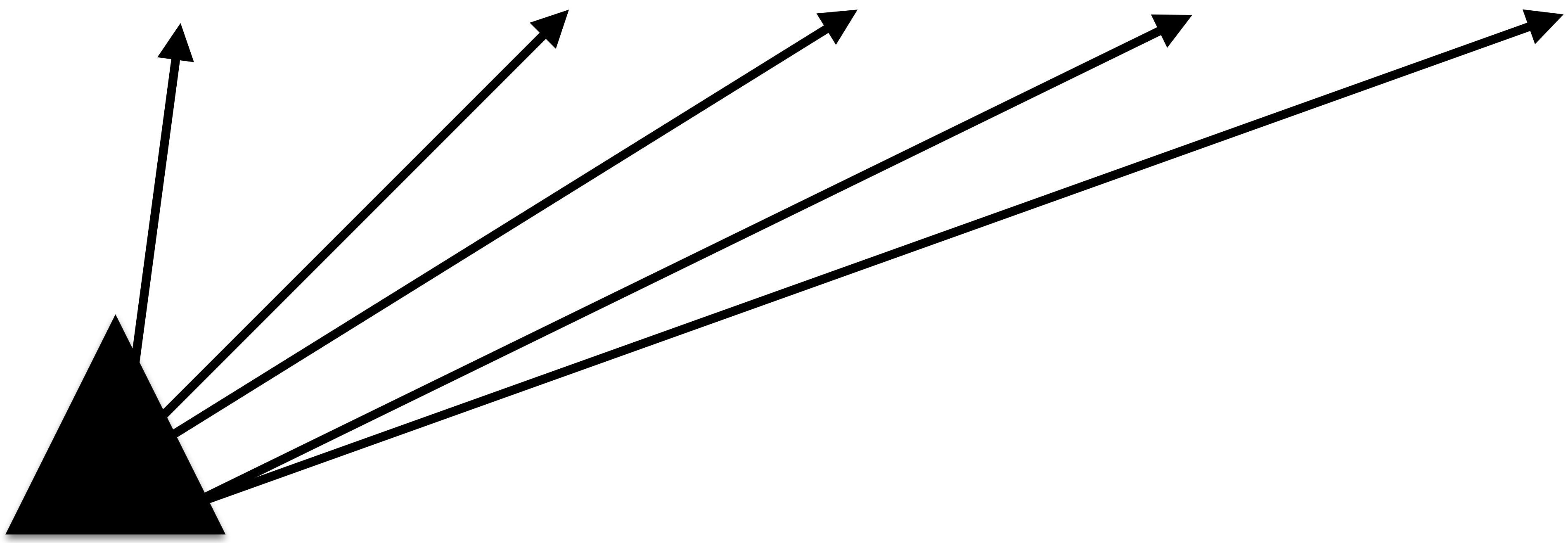

J

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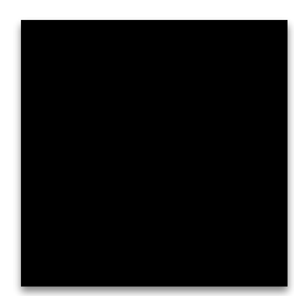
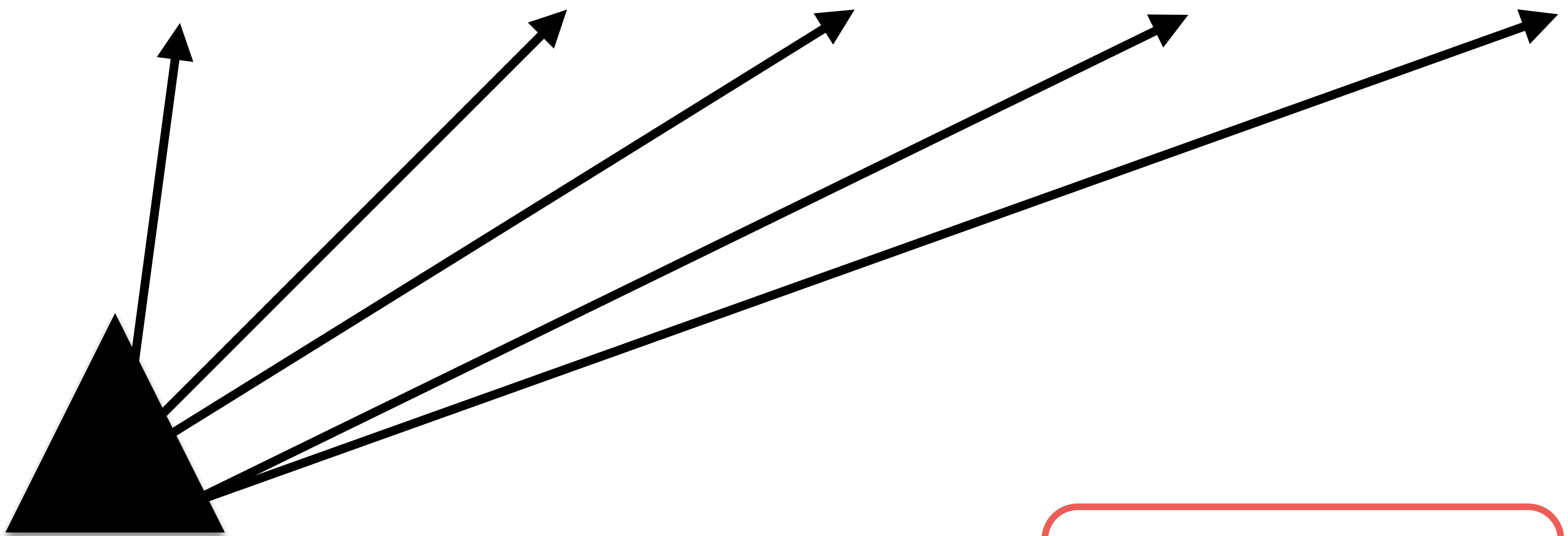


R



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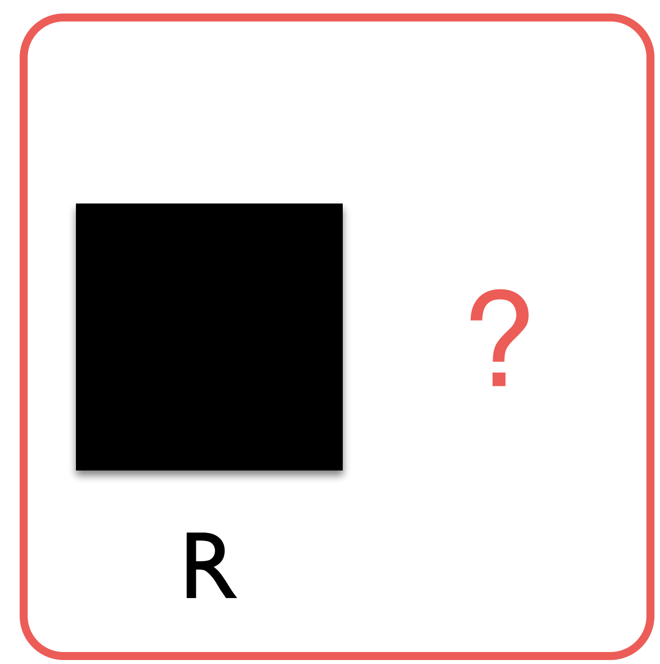

Level 3: Robotic “Jungle Jim”

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End