Logicist Machine Ethics Can Save Us

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Are Humans Rational? 10/18/2018





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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



https://www.facebook.com/nhkworld/videos/1858412994205448/
Bart Selman (Professor, Cornell University) Selmer Bringsjord (Director, Rensselaer Artificial Intelligence and ...

The PAID Problem

 $\forall x : Agents$



 $\forall x : Agents$

Powerful(x) + Autonomous(x) + Intelligent(x) = Dangerous(x)/
Destroy_Us



 $\forall x : Agents$

Powerful(x) + Autonomous(x) + Intelligent(x) = Dangerous(x)/
Destroy_Us



 $\forall x : Agents$

Powerful(x) + Autonomous(x) + Intelligent(x) = Dangerous(x)/ Destroy_Us
$$u(\text{AIA}_i(\pi_j)) > \tau^+ \in \mathbb{Z} \text{ or } \tau^- \in \mathbb{Z}$$

https://www.facebook.com/nhkworld/videos/1858412994205448/
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The PAID Problem

 $\forall x : Agents$

Powerful(x) + Autonomous(x) + Intelligent(x) = Dangerous(x)/
Destroy_Us

Are Autonomous-and-Creative Machines Intrinsically Untrustworthy?*

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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

1	Introduction	1
2	The Distressing Principle, Intuitively Put	1
	The Distressing Principle, More Formally Put 3.1 The Ideal-Observer Point of View 3.2 Theory-of-Mind-Creativity	



 $\forall x : Agents$

Powerful(x) + Autonomous(x) + Intelligent(x) = Dangerous(x)/ Destroy_Us
$$u(\text{AIA}_i(\pi_j)) > \tau^+ \in \mathbb{Z} \text{ or } \tau^- \in \mathbb{Z}$$

 $\forall x : Agents$

Powerful(x) + Autonomous(x) + Intelligent(x) = Dangerous(x)/ Destroy_Us
$$u(\text{AIA}_i(\pi_j)) > \tau^+ \in \mathbb{Z} \text{ or } \tau^- \in \mathbb{Z}$$

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 a' will regard a' to be untrustworthy with respect to the pair a' pair. **QED**

"We're in very deep trouble."

"We're in very deep trouble."







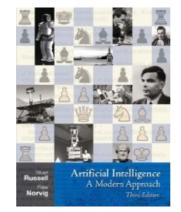


"We're in very deep trouble."











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

Logic Thwarts Landru!



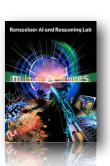
First Suspicion That It's a Mere Computer Running the Show



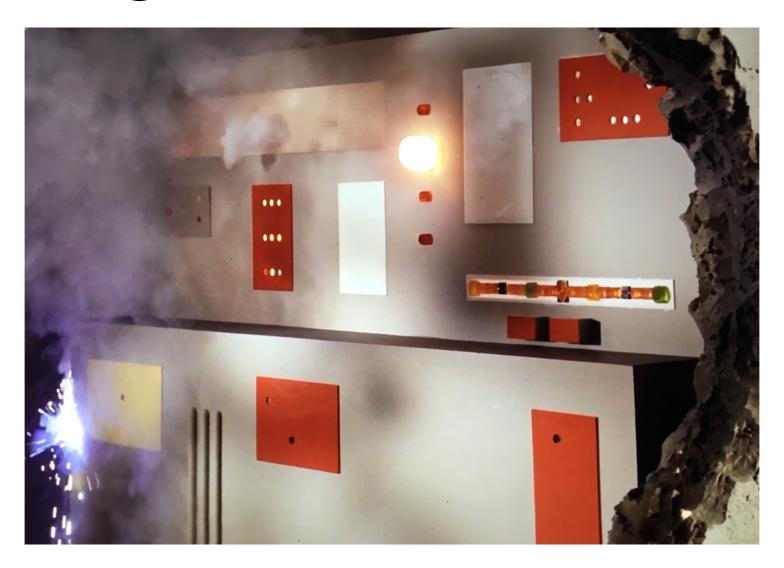
Logic Thwarts Landru!



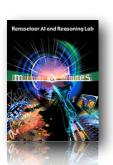
Landru is Indeed Merely a Computer (the real Landru having done the programming)



Logic Thwarts Landru!



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

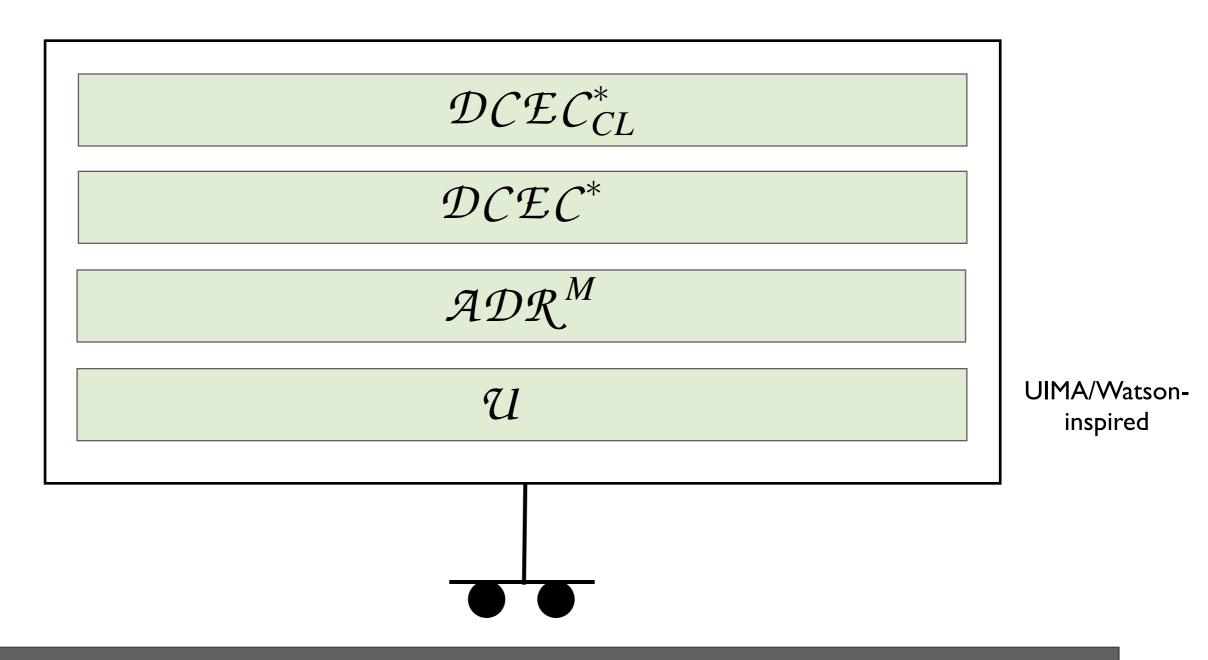


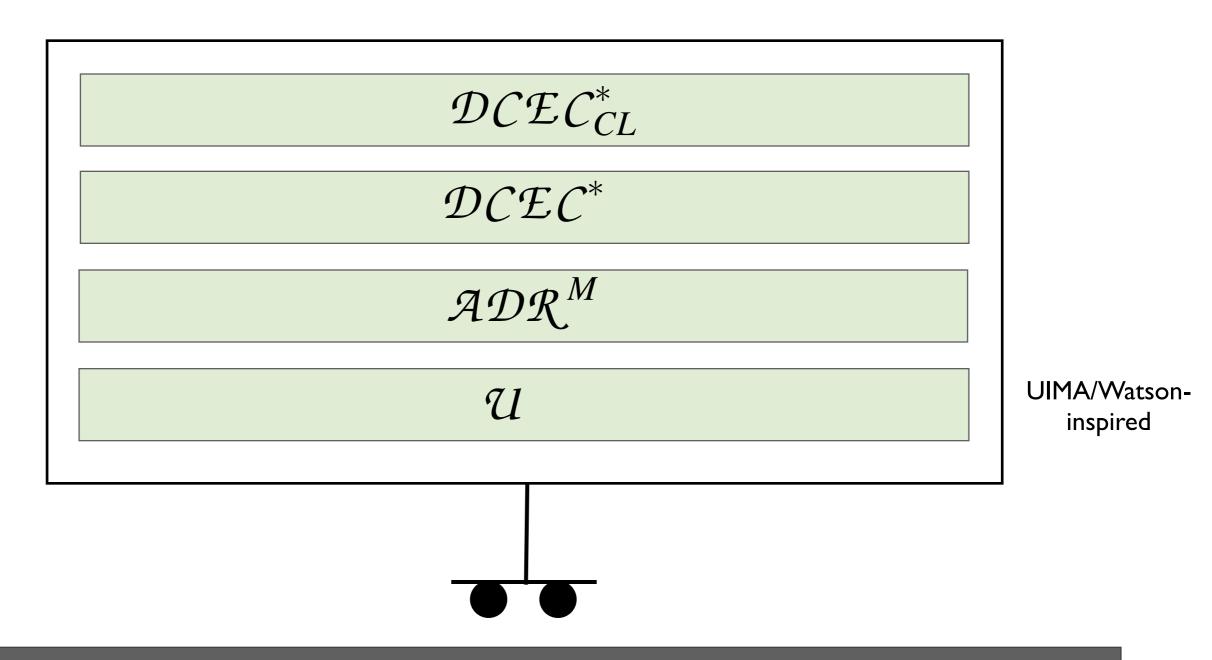
Logic Thwarts Nomad! (with the Liar Paradox)

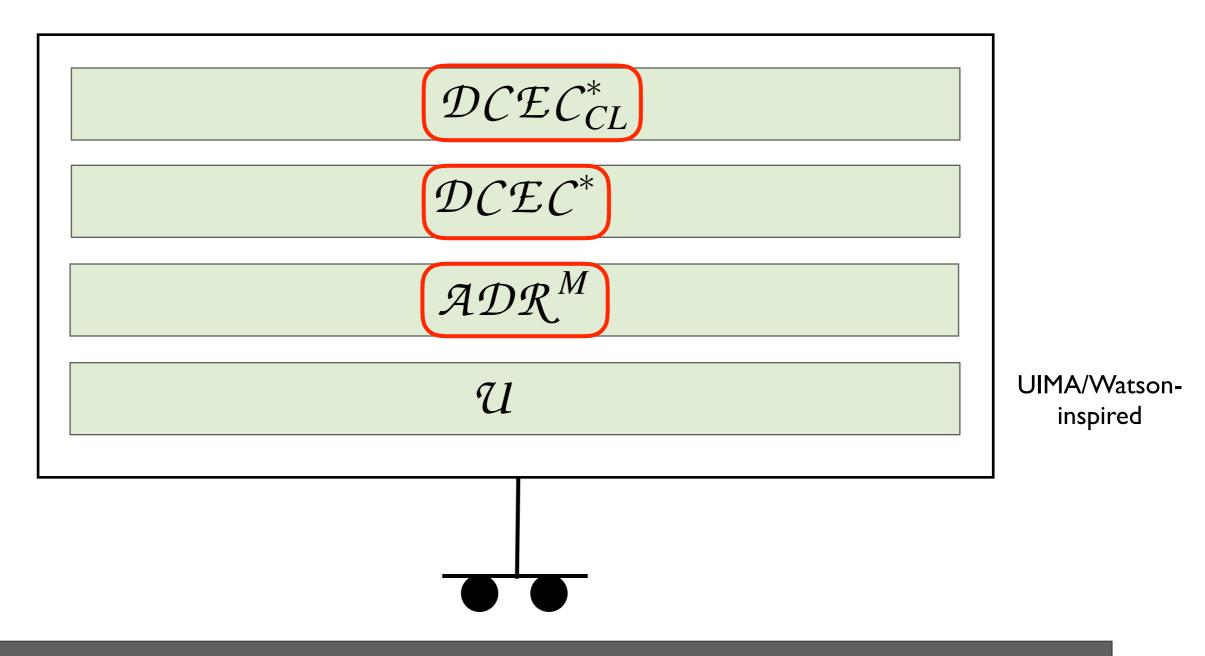




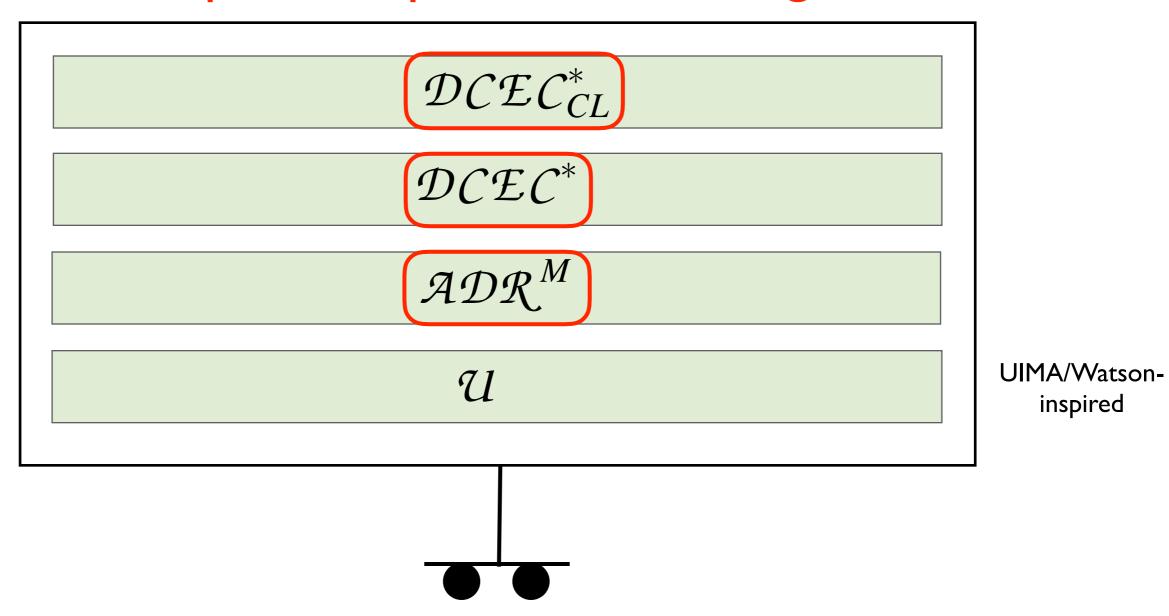
I. Cognitive Calculi ...







Not paradox-prone deontic logics!



"Universal Cognitive Calculus"



Logic Theorist (birth of modern logicist AI)

1956

Simon

\mathcal{DCEC}^*



Rules of Inference

1666



Leibniz

1.5 centuries < Boole!2.5 centuries < Kripke

Object | Agent | Self Agent | ActionType

Moment | Boolean | Fluent | Numeric

action : Agent imes ActionType o Action

 $initially: Fluent \rightarrow Boolean$

Syntax

holds: Fluent imes Moment o Boolean happens: Event imes Moment o Boolear

clipped : Moment imes Fluent imes Moment -

terminates: Event × Fluent × Moment o Boolean

 $prior: \mathsf{Moment} \times \mathsf{Moment} \to \mathsf{Boolean}$

 $\textit{interval}: \mathsf{Moment} \times \mathsf{Boolean}$

 $f ::= initiates : Event \times Fluent \times Moment$

*: Agent \rightarrow Self

 $payoff: Agent \times ActionType \times Moment \rightarrow Numeric$

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

 $\phi ::= \frac{\mathbf{P}(a,t,\phi) \mid \mathbf{K}(a,t,\phi) \mid \mathbf{C}(t,\phi) \mid \mathbf{S}(a,b,t,\phi) \mid \mathbf{S}(a,t,\phi)}{\mathbf{B}(a,t,\phi) \mid \mathbf{D}(a,t,holds(f,t')) \mid \mathbf{I}(a,t,happens(action(a^*,\alpha),t'))}$ $\mathbf{O}(a,t,\phi,happens(action(a^*,\alpha),t'))$

 $\frac{\mathbf{C}(t, \mathbf{P}(a, t, \phi) \to \mathbf{K})}{\mathbf{C}(t, \mathbf{W}(a, t, \phi) \to \mathbf{B}(a, t, \phi))} \begin{bmatrix} R_1 \end{bmatrix} \qquad \frac{\mathbf{C}(t, \mathbf{K}(a, t, \phi) \to \mathbf{B}(a, t, \phi))}{\mathbf{K}(a_1, t_1, \dots, \mathbf{K}(a_n, t_n, \dots, t_n))} \begin{bmatrix} R_2 \end{bmatrix} \qquad \frac{\mathbf{K}(a, t, \phi)}{\phi} \begin{bmatrix} R_4 \end{bmatrix}$

$$\overline{\mathbf{C}(t, \mathbf{K}(a, t_1, \phi_1 \to \mathbf{Q}), \mathbf{K}(a, t_2, \phi_1) \to \mathbf{K}(a, t_3, \phi_3))} \quad [R_5]$$

$$\frac{\mathbf{C}(t,\mathbf{B}(a,t_1,\phi_1\to\phi_2)\to\mathbf{B}(a,t_2,\phi_1)\to\mathbf{B}(a,t_3,\phi_3))}{\mathbf{C}(t,\mathbf{C}(t_1,\phi_1\to\phi_2)\to\mathbf{C}(t_2,\phi_1)\to\mathbf{C}(t_3,\phi_3))} [R_7]$$
Rensselaer Al and Reasoning Lab
$$\mathbf{C}(t,\forall x.\ \phi\to\phi[x\mapsto t]) \qquad \mathbf{C}(t,\phi_1\leftrightarrow\phi_2\to\neg\phi_2\to\neg\phi_1) \qquad [R_9]$$



 $\mathbf{P}(a,t,happens(action(a^*,\alpha),t))$

$$\begin{split} & \mathbf{B}(a,t,\phi) \ \ \mathbf{B}(a,t,\mathbf{O}(a^*,t,\phi,happens(action(a^*,\alpha),t'))) \\ & \frac{\mathbf{O}(a,t,\phi,happens(action(a^*,\alpha),t'))}{\mathbf{K}(a,t,\mathbf{I}(a^*,t,happens(action(a^*,\alpha),t')))} \\ & \frac{\phi \leftrightarrow \psi}{\mathbf{O}(a,t,\phi,\gamma) \leftrightarrow \mathbf{O}(a,t,\psi,\gamma)} \ \ [R_{15}] \end{split}$$

purely extensional level:

FOL MSL SOL TOL IFOL ...

theories: **PAZFC** axiomatic physics ...

intensional

level:

epistemic deontic possibility/necessity ...

model finders: MACE ...

ATPs: SPASS SNARK ShadowProver . . .

nature of representation: symbolic or homomorphic:

• • •

purely extensional level:

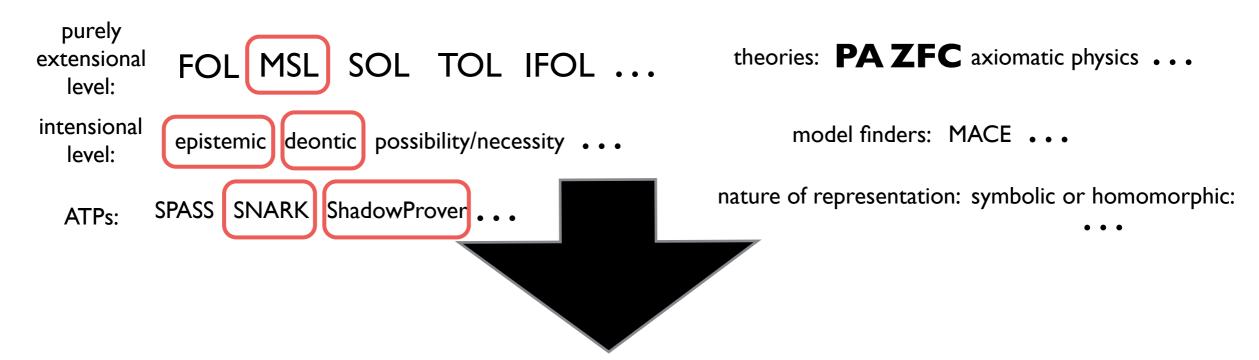
intensional level:

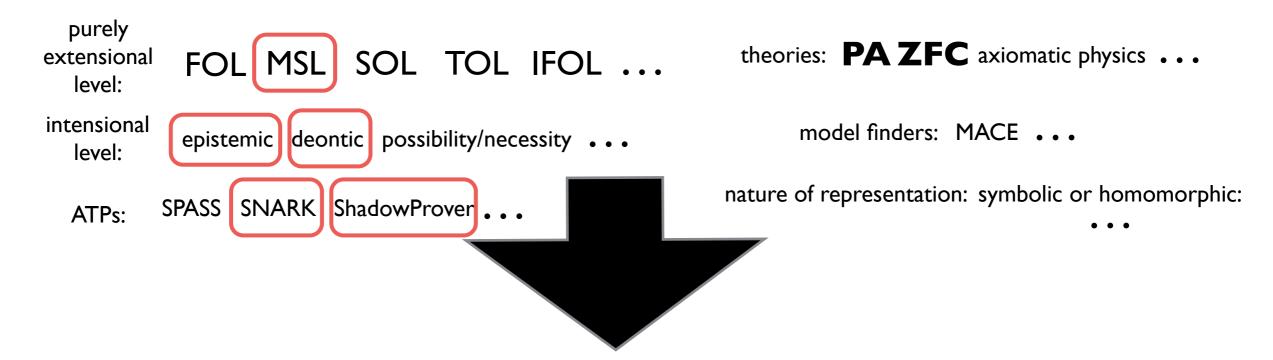
ATPs: SPASS SNARK ShadowProver ...

theories: PA ZFC axiomatic physics ...

model finders: MACE ...

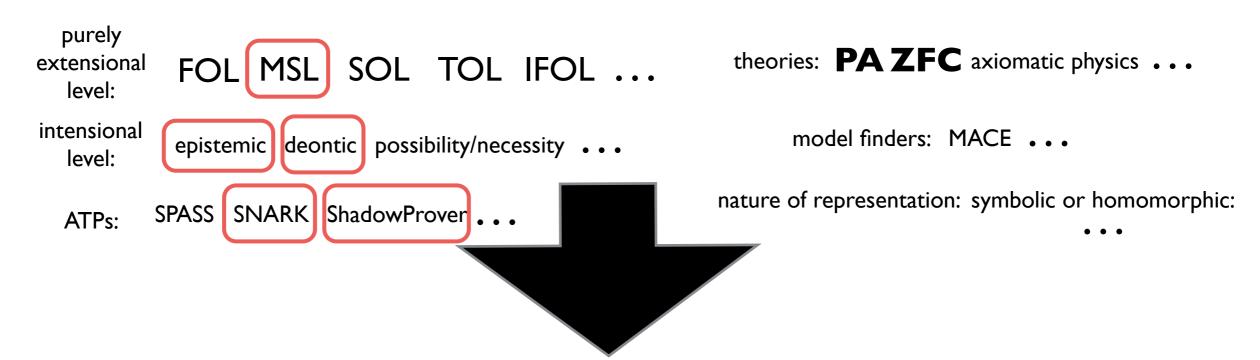
nature of representation: symbolic or homomorphic: ...

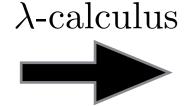


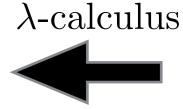


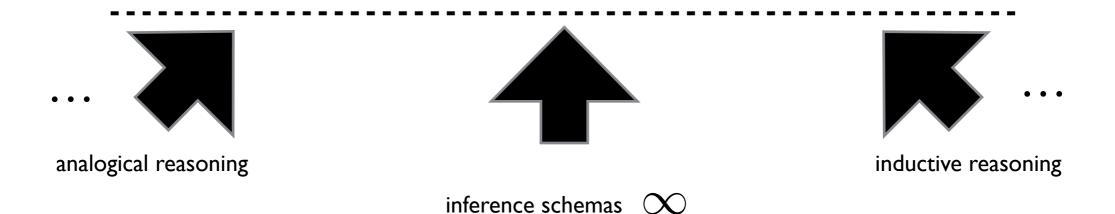
 λ -calculus

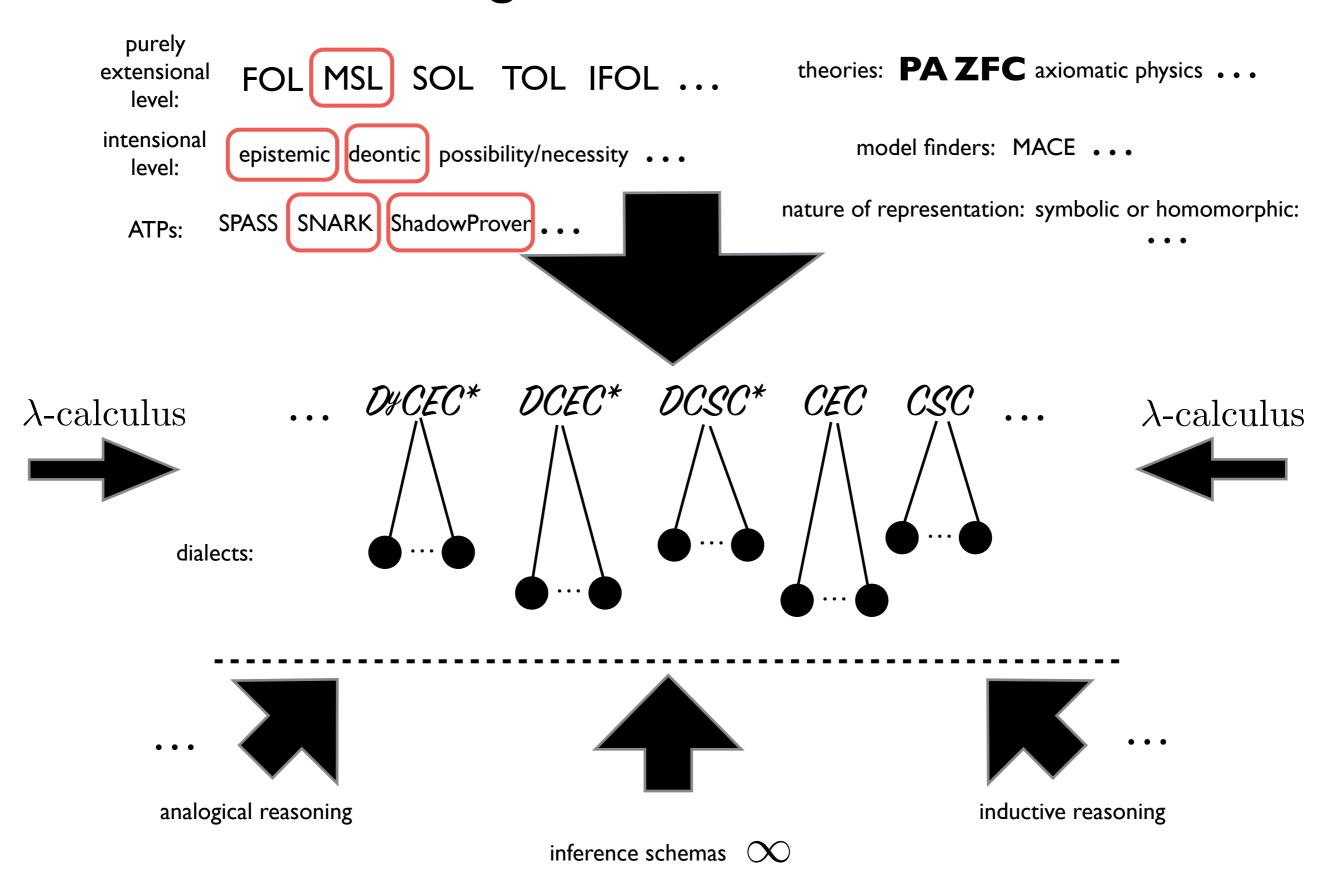
 λ -calculus

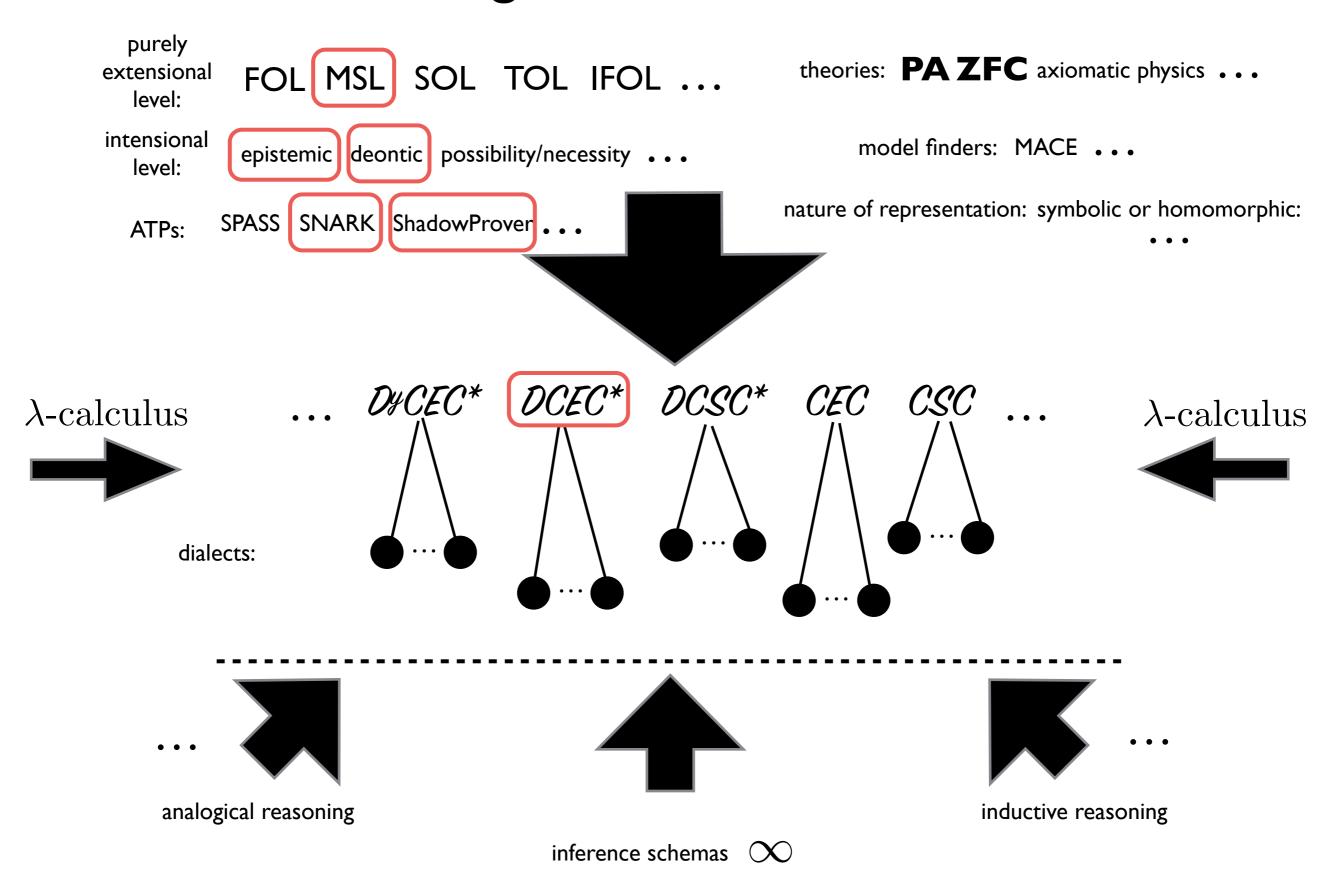


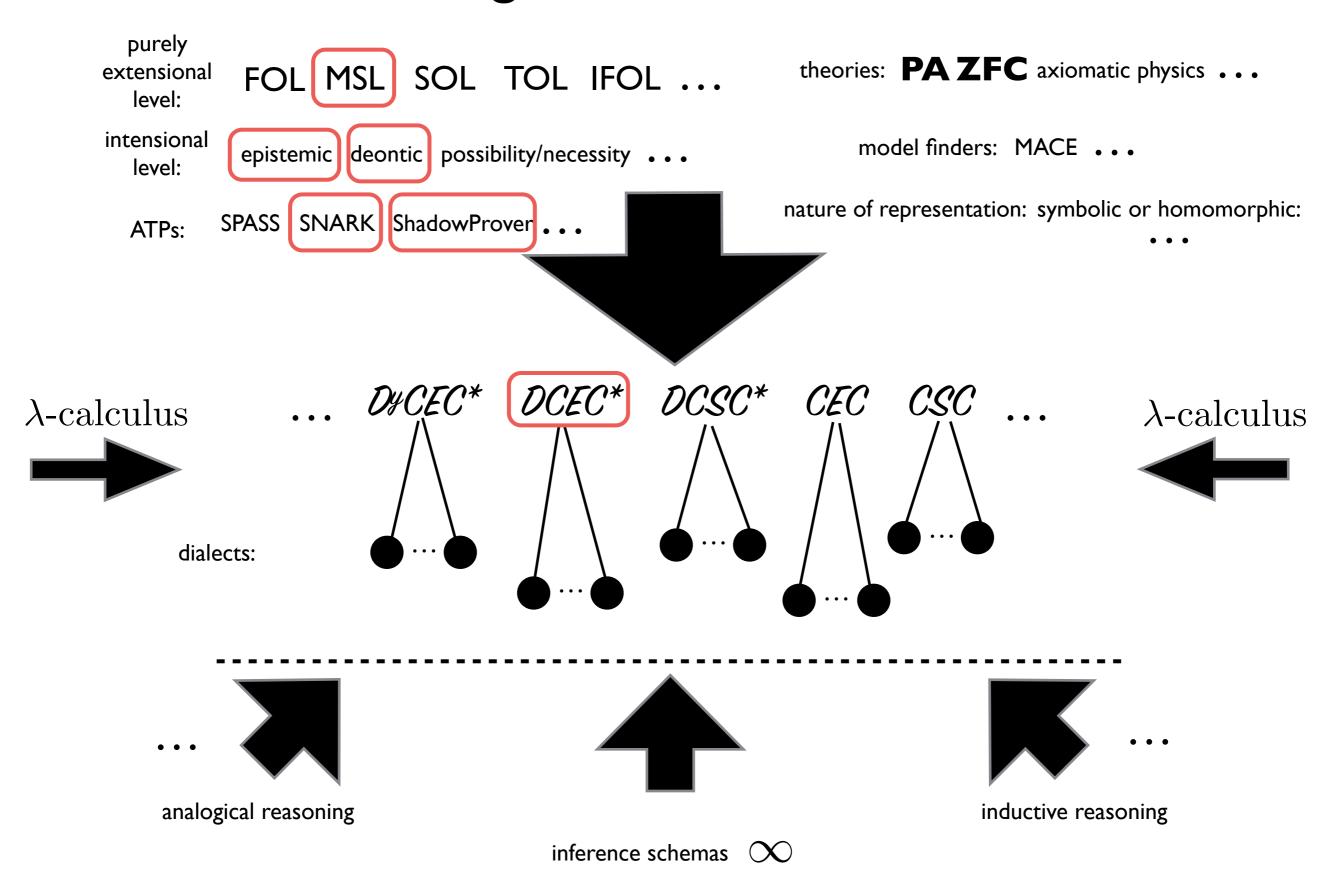












Formal Syntax

Formal Syntax

```
Object | Agent | Self 

Agent | ActionType | Action 

Event |
S ::=
        Moment | Boolean | Fluent | Numeric
        action: Agent × ActionType \rightarrow Action
        initially: Fluent \rightarrow Boolean
        holds: Fluent \times Moment \rightarrow Boolean
        happens: Event \times Moment \rightarrow Boolean
        clipped: Moment \times Fluent \times Moment \rightarrow Boolean
f ::= initiates : Event \times Fluent \times Moment \rightarrow Boolean
        terminates: Event × Fluent × Moment \rightarrow Boolean
       prior: Moment 	imes Boolean
        interval: Moment × Boolean
        *: Agent \rightarrow Self
       payoff: Agent \times ActionType \times Moment \rightarrow Numeric
t ::= x : S \mid c : S \mid f(t_1, \dots, t_n)
       t: Boolean |\neg \phi | \phi \land \psi | \phi \lor \psi |
       \mathbf{P}(a,t,\phi) \mid \mathbf{K}(a,t,\phi) \mid \mathbf{C}(t,\phi) \mid \mathbf{S}(a,b,t,\phi) \mid \mathbf{S}(a,t,\phi)
       \mathbf{B}(a,t,\phi) \mid \mathbf{D}(a,t,holds(f,t')) \mid \mathbf{I}(a,t,happens(action(a^*,\alpha),t'))
       \mathbf{O}(a,t,\phi,happens(action(a^*,\alpha),t'))
```

Inference Schemata

Inference Schemata

$$\begin{array}{c} \overline{\mathbf{C}(t,\mathbf{P}(a,t,\phi)\to\mathbf{K}(a,t,\phi))} & [R_1] \quad \overline{\mathbf{C}(t,\mathbf{K}(a,t,\phi)\to\mathbf{B}(a,t,\phi))} & [R_2] \\ \\ \overline{\mathbf{C}(t,\phi)} \ t \leq t_1 \dots t \leq t_n \\ \overline{\mathbf{K}(a_1,t_1,\dots\mathbf{K}(a_n,t_n,\phi)\dots)} & [R_3] \quad \overline{\mathbf{K}(a,t,\phi)} & [R_4] \\ \\ \overline{\mathbf{C}(t,\mathbf{K}(a,t_1,\phi_1\to\phi_2))\to\mathbf{K}(a,t_2,\phi_1)\to\mathbf{K}(a,t_3,\phi_2)} & [R_5] \\ \hline \overline{\mathbf{C}(t,\mathbf{K}(a,t_1,\phi_1\to\phi_2))\to\mathbf{K}(a,t_2,\phi_1)\to\mathbf{K}(a,t_3,\phi_2)} & [R_6] \\ \hline \overline{\mathbf{C}(t,\mathbf{C}(t_1,\phi_1\to\phi_2))\to\mathbf{C}(t_2,\phi_1)\to\mathbf{C}(t_3,\phi_2)} & [R_7] \\ \hline \overline{\mathbf{C}(t,\forall x.\ \phi\to\phi[x\mapsto t])} & [R_8] \quad \overline{\mathbf{C}(t,\phi_1\leftrightarrow\phi_2\to\neg\phi_2\to\neg\phi_1)} & [R_9] \\ \hline \overline{\mathbf{C}(t,[\phi_1\wedge\dots\wedge\phi_n\to\phi]\to[\phi_1\to\dots\to\phi_n\to\psi])} & [R_{10}] \\ \hline \overline{\mathbf{C}(t,[\phi_1\wedge\dots\wedge\phi_n\to\phi]\to[\phi_1\to\dots\to\phi_n\to\psi])} & [R_{10}] \\ \hline \overline{\mathbf{K}(a,t,\phi)} & [R_{11a}] \quad \overline{\mathbf{B}(a,t,\phi)} & \mathbf{B}(a,t,\psi) & [R_{11b}] \\ \hline \overline{\mathbf{S}(s,h,t,\phi)} & [R_{12}] \\ \hline \overline{\mathbf{L}(a,t,happens(action(a^*,\alpha),t'))} & [R_{13}] \\ \hline \overline{\mathbf{B}(a,t,\phi)} & \mathbf{B}(a,t,\mathbf{O}(a^*,t,\phi,happens(action(a^*,\alpha),t'))) \\ \hline \overline{\mathbf{K}(a,t,\mathbf{L}(a^*,t,happens(action(a^*,\alpha),t')))} & [R_{14}] \\ \hline \overline{\mathbf{C}(t,\phi,\phi,\phi,\phi)} & [R_{15}] \\ \hline \end{array}$$

Event Calculus for Time & Change

$$\begin{array}{ll} & \overline{\mathbf{C}(t,\mathbf{P}(a,t,\phi)\to\mathbf{K}(a,t,\phi))} & [R_1] & \overline{\mathbf{C}(t,\mathbf{K}(a,t,\phi)\to\mathbf{B}(a,t,\phi))} & [R_2] \\ & \overline{\mathbf{C}(t,\phi)\;t\leq t_1\ldots t\leq t_n} & [R_3] & \overline{\mathbf{K}(a,t,\phi)} & [R_4] \\ & \overline{\mathbf{K}(a_1,t_1,\ldots\mathbf{K}(a_n,t_n,\phi)\ldots)} & [R_3] & \overline{\mathbf{K}(a,t,\phi)} & [R_4] \\ & \overline{\mathbf{C}(t,\mathbf{K}(a,t_1,\phi_1\to\phi_2))\to\mathbf{K}(a,t_2,\phi_1)\to\mathbf{K}(a,t_3,\phi_2)} & [R_5] \\ & \overline{\mathbf{C}(t,\mathbf{B}(a,t_1,\phi_1\to\phi_2))\to\mathbf{B}(a,t_2,\phi_1)\to\mathbf{B}(a,t_3,\phi_2)} & [R_6] \\ & \overline{\mathbf{C}(t,\mathbf{C}(t_1,\phi_1\to\phi_2))\to\mathbf{C}(t_2,\phi_1)\to\mathbf{C}(t_3,\phi_2)} & [R_7] \\ & \overline{\mathbf{C}(t,\forall x.\;\phi\to\phi[x\mapsto t])} & [R_8] & \overline{\mathbf{C}(t,\phi_1\leftrightarrow\phi_2\to\neg\phi_2\to\neg\phi_1)} & [R_9] \\ & \overline{\mathbf{C}(t,[\phi_1\wedge\ldots\wedge\phi_n\to\phi]\to[\phi_1\to\ldots\to\phi_n\to\psi])} & [R_{10}] \\ & \overline{\mathbf{C}(t,[\phi_1\wedge\ldots\wedge\phi_n\to\phi]\to[\phi_1\to\ldots\to\phi_n\to\psi])} & [R_{10}] \\ & \overline{\mathbf{B}(a,t,\phi)} & \overline{\mathbf{B}(a,t,\psi)} & [R_{11a}] & \overline{\mathbf{B}(a,t,\psi)\;\mathbf{B}(a,t,\psi)} & [R_{11b}] \\ & \overline{\mathbf{S}(s,h,t,\phi)} & [R_{12}] \\ & \overline{\mathbf{B}(a,t,\phi)} & \mathbf{B}(a,t,\mathbf{\Phi}) & [R_{12}] \\ & \overline{\mathbf{B}(a,t,\phi)} & \mathbf{B}(a,t,\mathbf{\Phi}) & \mathbf{B}(a,t,\mathbf{\Phi}) & [R_{13}] \\ & \overline{\mathbf{B}(a,t,\phi)} & \mathbf{B}(a,t,\mathbf{\Phi}) & \mathbf{B}(a,t,\mathbf{\Phi}) & (a,t,\mathbf{\Phi}) & ($$

Event Calculus for Time & Change

$$\begin{array}{ll} \overline{\mathbf{C}(t,\mathbf{P}(a,t,\phi)\to\mathbf{K}(a,t,\phi))} & [R_1] & \overline{\mathbf{C}(t,\mathbf{K}(a,t,\phi)\to\mathbf{B}(a,t,\phi))} & [R_2] \\ \\ \overline{\mathbf{C}(t,\phi)} & t \leq t_1 \dots t \leq t_n \\ \overline{\mathbf{K}(a_1,t_1,\dots\mathbf{K}(a_n,t_n,\phi)\dots)} & [R_3] & \overline{\mathbf{K}(a,t,\phi)} & [R_4] \\ \\ \overline{\mathbf{C}(t,\mathbf{K}(a,t_1,\phi_1\to\phi_2))\to\mathbf{K}(a,t_2,\phi_1)\to\mathbf{K}(a,t_3,\phi_2)} & [R_5] \\ \hline \overline{\mathbf{C}(t,\mathbf{B}(a,t_1,\phi_1\to\phi_2))\to\mathbf{B}(a,t_2,\phi_1)\to\mathbf{B}(a,t_3,\phi_2)} & [R_6] \\ \hline \overline{\mathbf{C}(t,\mathbf{C}(t_1,\phi_1\to\phi_2))\to\mathbf{C}(t_2,\phi_1)\to\mathbf{C}(t_3,\phi_2)} & [R_7] \\ \hline \overline{\mathbf{C}(t,\mathbf{V}x.\phi\to\phi[x\mapsto t])} & [R_8] & \overline{\mathbf{C}(t,\phi_1\leftrightarrow\phi_2\to-\phi_2\to-\phi_1)} & [R_9] \\ \hline \overline{\mathbf{C}(t,[\phi_1\wedge\dots\wedge\phi_n\to\phi]\to[\phi_1\to\dots\to\phi_n\to\psi])} & [R_{10}] \\ \hline \overline{\mathbf{C}(t,[\phi_1\wedge\dots\wedge\phi_n\to\phi]\to[\phi_1\to\dots\to\phi_n\to\psi])} & [R_{10}] \\ \hline \overline{\mathbf{B}(a,t,\phi)} & \overline{\mathbf{B}(a,t,\psi)} & [R_{11a}] & \overline{\mathbf{B}(a,t,\psi)} & [R_{11b}] \\ \hline \overline{\mathbf{B}(a,t,\phi)} & \overline{\mathbf{B}(a,t,\phi)} & [R_{12}] \\ \hline \overline{\mathbf{I}(a,t,happens(action(a^*,\alpha),t'))} & [R_{13}] \\ \hline \overline{\mathbf{B}(a,t,\phi)} & \mathbf{B}(a,t,\mathbf{O}(a^*,t,\phi,happens(action(a^*,\alpha),t'))) \\ \hline \overline{\mathbf{C}(a,t,\phi,happens(action(a^*,\alpha),t'))} & [R_{14}] \\ \hline \overline{\mathbf{C}(a,t,\phi,\gamma)\leftrightarrow\mathbf{O}(a,t,\psi,\gamma)} & [R_{15}] \\ \hline \end{array}$$

- $[A_1] \ \mathbf{C}(\forall f, t \ . \ initially(f) \land \neg clipped(0, f, t) \Rightarrow holds(f, t))$ $[A_2] \ \mathbf{C}(\forall e, f, t_1, t_2 \ . \ happens(e, t_1) \land initiates(e, f, t_1) \land t_1 < t_2 \land \neg clipped(t_1, f, t_2) \Rightarrow holds(f, t_2))$
- $[A_3] \ \mathbf{C}(\forall \ t_1, f, t_2 \ . \ clipped(t_1, f, t_2) \Leftrightarrow [\exists \ e, t \ . \ happens(e, t) \land t_1 < t < t_2 \land terminates(e, f, t)])$
- $[A_4]$ $\mathbf{C}(\forall a, d, t . happens(action(a, d), t) \Rightarrow \mathbf{K}(a, happens(action(a, d), t)))$
- $[A_5] \ \mathbf{C}(\forall \ a, f, t, t' \ . \ \mathbf{B}(a, holds(f, t)) \land \mathbf{B}(a, t < t') \land \neg \mathbf{B}(a, clipped(t, f, t')) \Rightarrow \mathbf{B}(a, holds(f, t')))$

Defs for An Affective Cognitive time&change Calculus

1. **Joy**: pleased about a desirable event. By 'pleased about a desirable event' the meaning we will consider is 'pleased about a desirable consequence of the event'.

$$forSome\ c\ B(a,t_3,implies(happens(e,t_1),holds(CON(e,a,c),t_2)))$$
 (1)

$$D(a, t_3, holds(CON(e, a, c), t_2))$$
(2)

$$K(a, t_3, happens(e, t_1))$$
 (3)

The definition of $holds(AFF(a, joy), t_3)$ is therefore and (1,2,3).

2. **Distress**: displeased about an undesirable event.

$$not(D(a, t_3, holds(CON(e, a, c), t_3)))$$

$$(4)$$

The definition of $holds(AFF(a, distress), t_3)$ is therefore and (1,4,3).

3. Happy-for: pleased about an event presumed to be desirable for someone else

$$forSome\ c\ B(a, t_3, implies(happens(e, t_1), holds(CON(e, a_1, c), t_2)))$$
 (5)

$$B(a, t_3, D(a_1, t_3, holds(CON(e, a_1, c), t_2)))$$
 (6)

$$D(a, t_3, holds(CON(e, a_1, c), t_2))$$

$$(7)$$

The definition of $holds(AFF(a, happy for), t_3)$ is therefore and (5,6,7,3).

4. **Pity**: displeased about an event presumed to be undesirable for someone else. This is equivalent to sorry for in Hobbs-Gordon model.

$$B(a, t_3, not(D(a_1, t_3, holds(CON(e, a_1, c), t_2))))$$
 (8)

$$not(D(a, t_3, holds(CON(e, a_1, c), t_2)))$$

$$(9)$$

The definition of $holds(AFF(a, pity), t_3)$ is therefore and (5,8,9,3).

- 5. Gloating: pleased about an event presumed to be undesirable for someone else The definition of $holds(AFF(a, gloating), t_3)$ is therefore and (5.8,7.3).
- 6. **Resentment**: displeased about an event presumed to be desirable for someone else The definition of $holds(AFF(a, resentment), t_3)$ is therefore and (5,6,9,3).
- 7. **Hope**: (pleased about) the prospect of a desirable event

$$for Some \ c \ B(a, t_0, implies(happens(e, t_1), \diamond holds(CON(e, a, c), t_2)))$$
 (10)

$$D(a, t_0, holds(CON(e, a, c), t_2))$$
(11)

The definition of $holds(AFF(a, hope), t_0)$ is therefore and (10,11).

8. Fear: (displeased about) the prospect of an undesirable event

$$not(D(a, t_0, holds(CON(e, a, c), t_2)))$$
(12)

The definition of $holds(AFF(a, fear), t_0)$ is therefore and (10,12).

- 9. **Satisfaction**: (pleased about) the confirmation of the prospect of a desirable event The definition of $holds(AFF(a, satisfaction), t_3)$ is and (10,11,73).
- 10. **Fears-confirmed** : (displeased about) the confirmation of the prospect of an undesirable event.

The definition of $holds(AFF(a, fears-confirmed), t_3)$ is and (10,12,9,3).

11. Relief: (pleased about) the disconfirmation of the prospect of an undesirable event

$$K(a, t_3, not(happens(e, t_1)))$$
 (13)

The definition of $holds(AFF(a, relief), t_3)$ is and(10, 12, 9, 13).

12. **Disappointment** : (displeased about) the disconfirmation of the prospect of a desirable event

The definition of $holds(AFF(a, disappointment), t_3)$ is and(10, 11, 7, 13).

13. **Pride**: (approving of) one's own praiseworthy action Here we treat 'approve' as an action event. We also introduce a new predicate PRAISEWORTHY(a, b, x) which will mean that agent a considers x a praiseworthy action by agent b. All the 3 interpretations are shown below.

$$happens(action(a, x), t_0)$$
 (14)

 $forAll\ a_x B(a,t_1,implies(happens(action(a_x,x),t_x),PRAISEWORTHY(a,a_x,x))),t_x \leq t_1$

 $D(a, t_1, holds(PRAISEWORTHY(a, a, x), t_1))$ (16)

$$happens(action(a, approve(x)), t_1)$$
 (17)

The definition of $holds(AFF(a, pride), t_1)$ is $and(14, B(a, t_1, holds(PRAISEWORTHY(a, a, x), t_1)), 17)$.

14. **Shame**: (disapproving of) one's own blameworthy action This also follows the same explanation as Pride.

 $for All\ a_x B(a,t_1,implies(happens(action(a_x,x),t_x),B(a,t_1,holds(BLAMEWORTHY(a,a_x,x)),t_1))),t_x \leq t_1$

$$not(happens(action(a, approve(x)), t_1))$$
 (19)

The definition of $holds(AFF(a, shame), t_1)$ is $and(14, B(a, t_1, holds(BLAMEWORTHY(a, a, x), t_1)), 19)$.

15. Admiration: (approving of) someone else's praiseworthy action

$$happens(action(a_1, x), t_0)$$
 (20)

The definition of $holds(AFF(a, admiration), t_1)$ is $and(20, B(a, t_1, holds(PRAISEWORTHY(a, a_1, x), t_1)), 17)$.

- 16. **Reproach**: (disapproving of) someone else's blameworthy action The definition of $holds(AFF(a, reproach), t_1)$ is $and(20, B(a, t_1, holds(BLAMEWORTHY(a, a_1, x), t_1)), 19)$.
- 17. **Gratification**: (approving of) one's own praiseworthy action and (being pleased about) the related desirable event. We again interpret 'pleased about the desirable event' as 'pleased about the desired consequence of the event.'

for Some
$$c$$
 $B(a, t_1, implies(happens(action(a, x), t_0), holds(CON(action(a, x), a, c), t_0)))$

$$(21)$$

$$D(a, t_1, holds(CON(action(a, x), a, c), t_0))$$
(22)

The definition of $holds(AFF(a, gratification), t_1)$ is $and(20, B(a, t_1, holds(PRAISEWORTHY(a, a, x), t_1)), 17$.

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

NewScientist

Ethical robots save humans

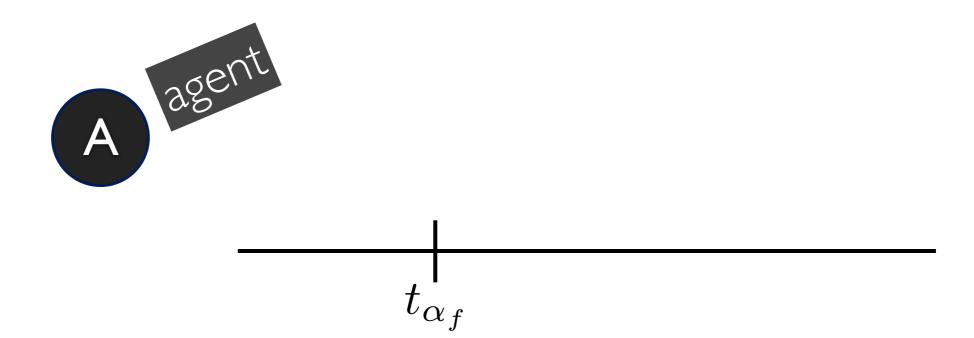
NewScientist

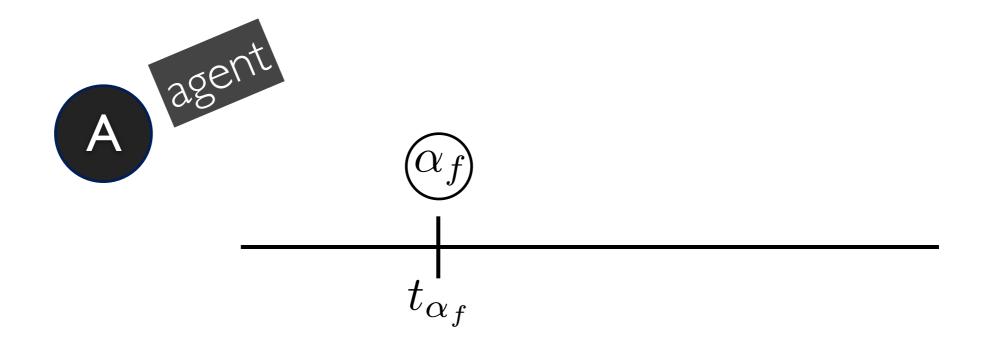
Ethical robots save humans

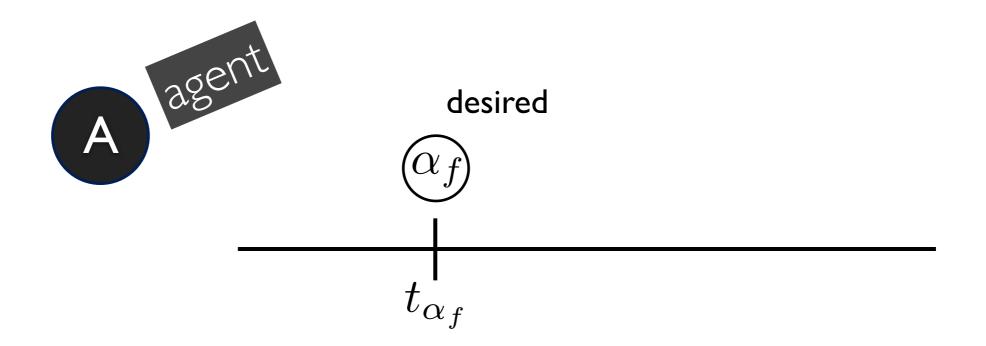


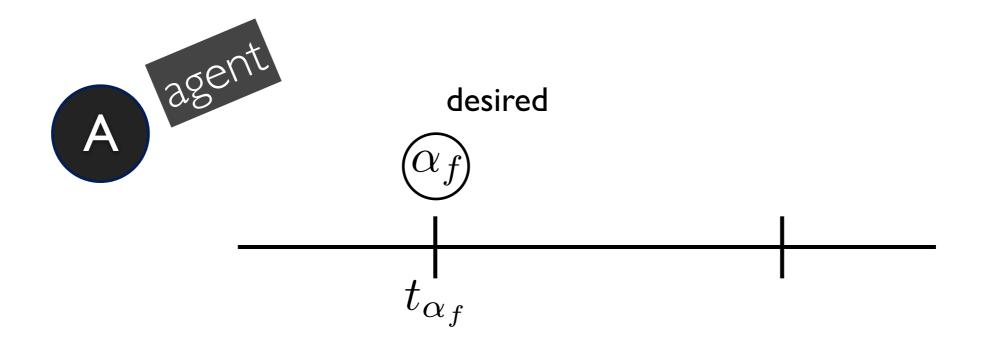


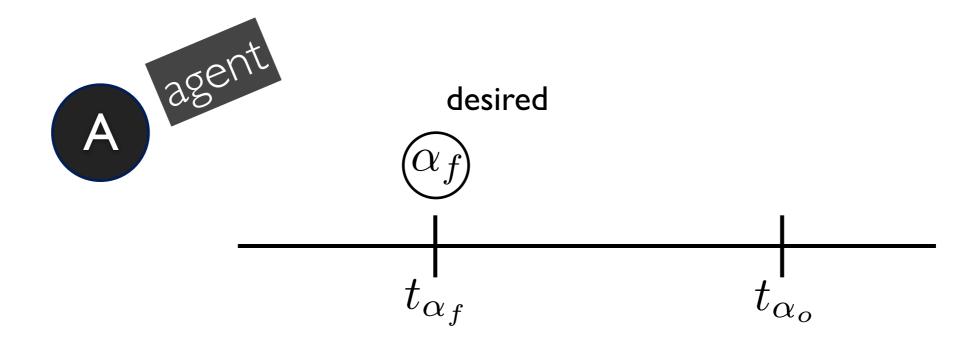


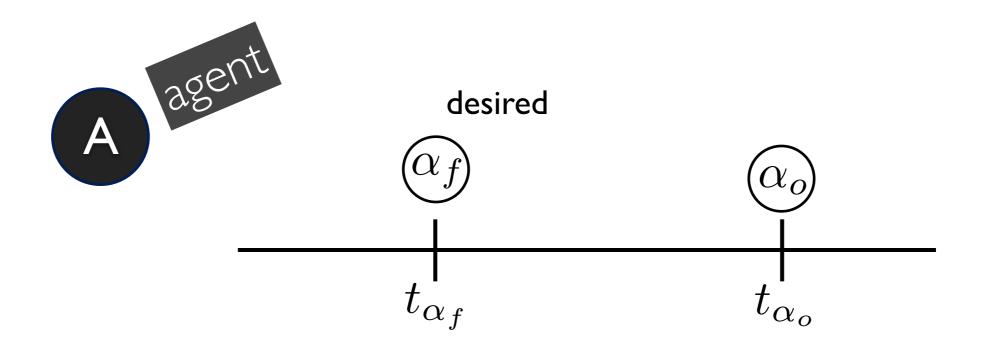


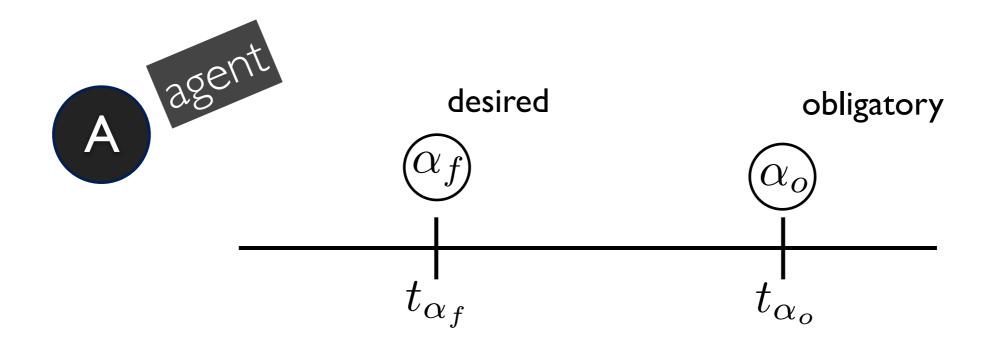


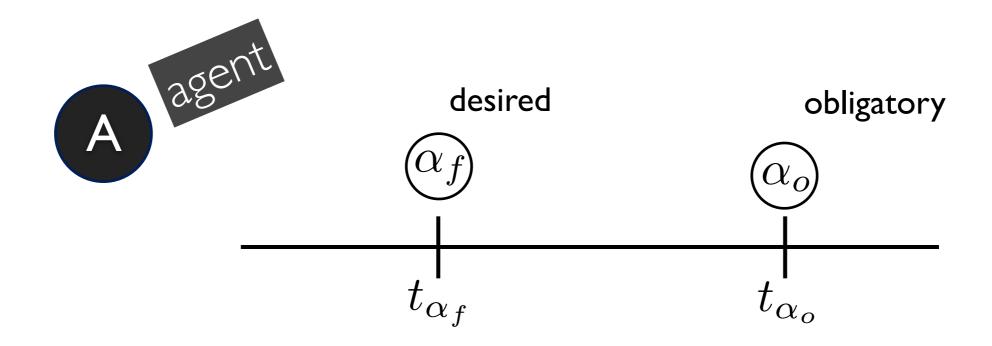




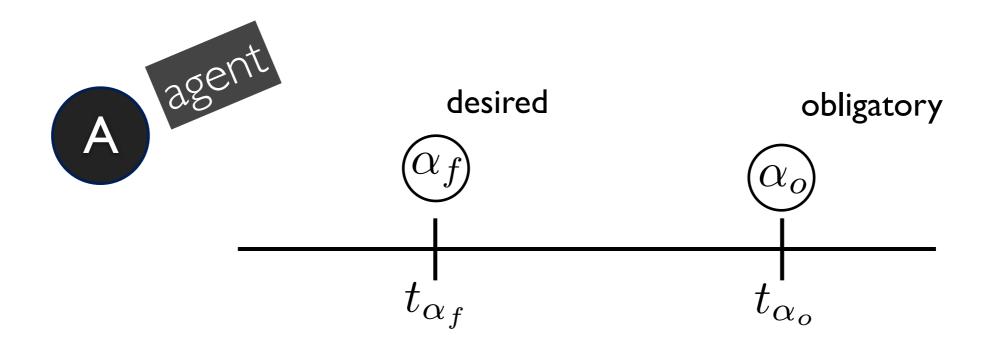






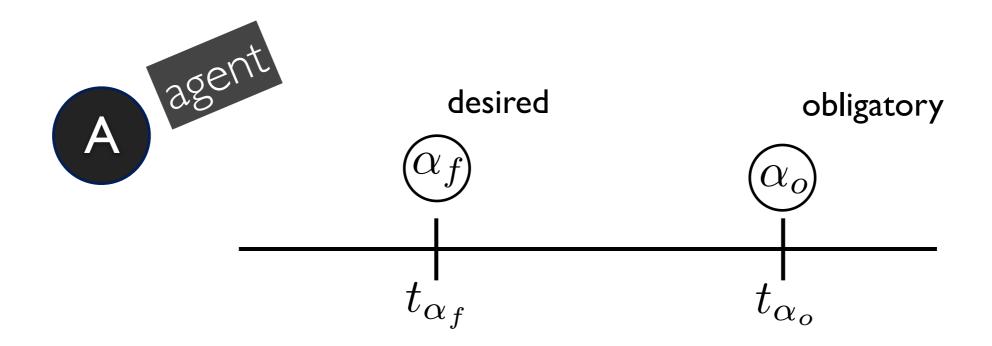


If (αf) happens, then (αo) can't happen



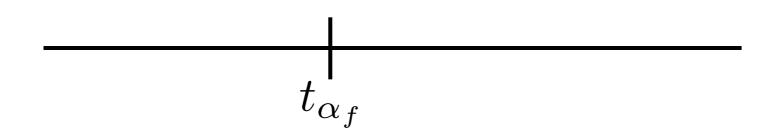
If (αf) happens, then (αo) can't happen



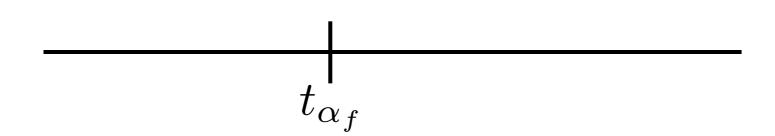


If (αf) happens, then (αo) can't happen

A knows this

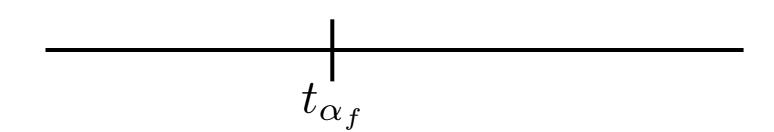


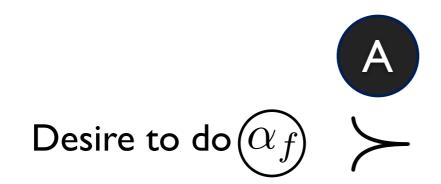


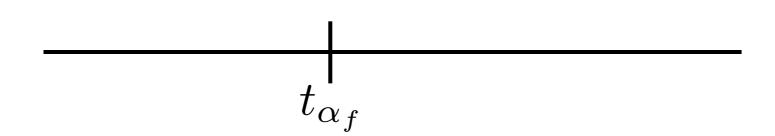


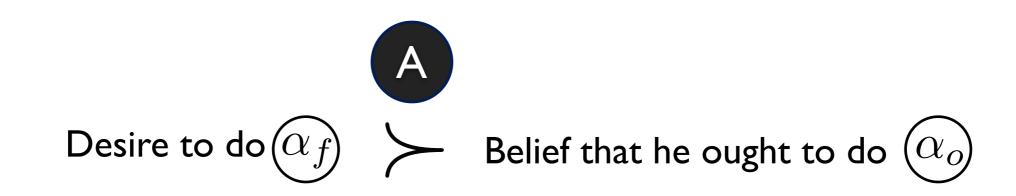
Α

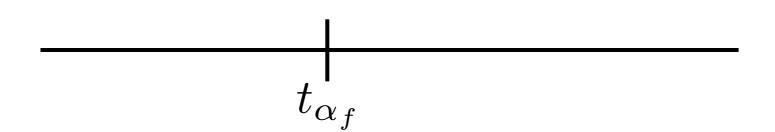
Desire to do α_f

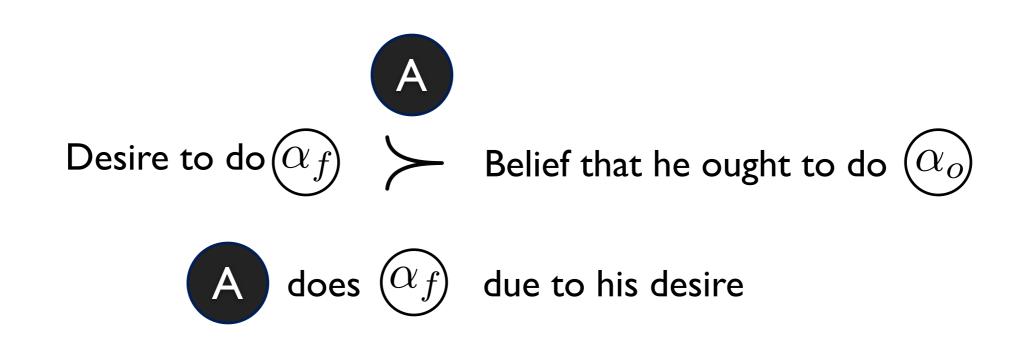


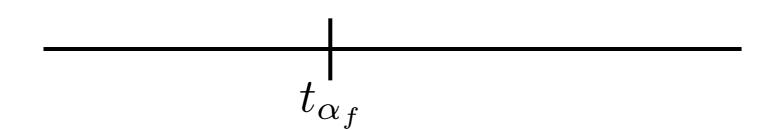




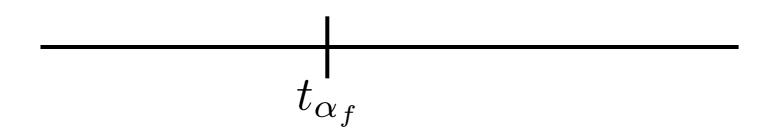




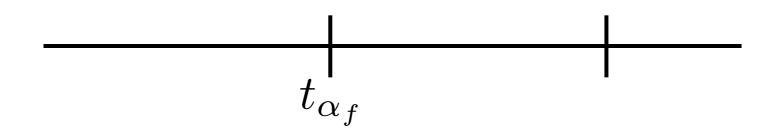




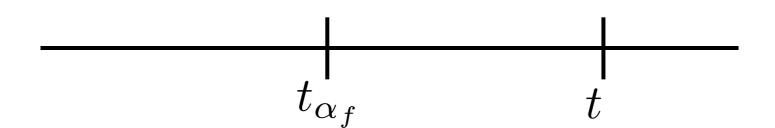


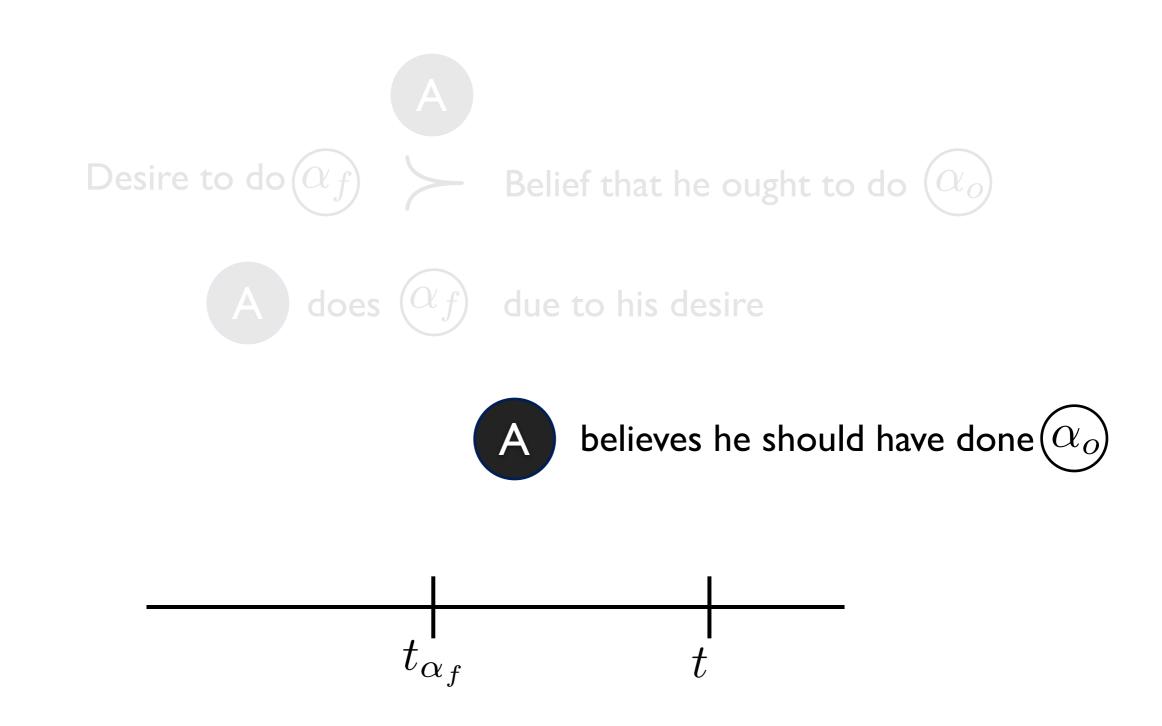












Informal Definition of Akrasia

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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- (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

 $DCEC^*$

this becomes ...

```
\mathsf{KB}_{rs} \cup \mathsf{KB}_{m_1} \cup \mathsf{KB}_{m_2} \dots \mathsf{KB}_{m_n} \vdash
                       D_1: \mathbf{B}(\mathbf{I}, \mathsf{now}, \mathbf{O}(\mathbf{I}^*, t_{\alpha}\Phi, happens(action(\mathbf{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(\mathbf{I}^*, \overline{\alpha}), t_{\overline{\alpha}}) \Rightarrow \neg happens(action(\mathbf{I}^*, \alpha), t_{\alpha})
                      D_4: \mathbf{K}\left(\mathbf{I}, \mathsf{now}, \begin{pmatrix} happens(action(\mathbf{I}^*, \overline{\alpha}), t_{\overline{\alpha}}) \Rightarrow \\ \neg happens(action(\mathbf{I}^*, \alpha), t_{\alpha}) \end{pmatrix}\right)
                      D_5: \frac{\mathbf{I}(\mathbf{I}, t_{\alpha}, happens(action(\mathbf{I}^*, \overline{\alpha}), t_{\overline{\alpha}}) \wedge}{\neg \mathbf{I}(\mathbf{I}, t_{\alpha}, happens(action(\mathbf{I}^*, \alpha), t_{\alpha})}
                       D_6: happens(action(I^*, \overline{\alpha}), t_{\overline{\alpha}})
                      D_{7a}: \frac{\Gamma \cup \{\mathbf{D}(\mathsf{I},\mathsf{now},holds(does(\mathsf{I}^*,\overline{\alpha}),t))\} \vdash happens(action(\mathsf{I}^*,\overline{\alpha}),t_{\alpha})}{happens(action(\mathsf{I}^*,\overline{\alpha}),t_{\alpha})}
                      D_{7b}: \frac{\Gamma - \{\mathbf{D}(\mathbf{I}, \mathsf{now}, holds(does(\mathbf{I}^*, \overline{\alpha}), t))\} \not\vdash happens(action(\mathbf{I}^*, \overline{\alpha}), t_{\alpha})}{happens(action(\mathbf{I}^*, \overline{\alpha}), t_{\alpha})}
                       D_8: \mathbf{B}(\mathbf{I}, t_f, \mathbf{O}(\mathbf{I}^*, t_{\alpha}, \Phi, happens(action(\mathbf{I}^*, \alpha), t_{\alpha})))
```

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 soulsearching brought me to agreement.

heroic

morally neutral

deviltry

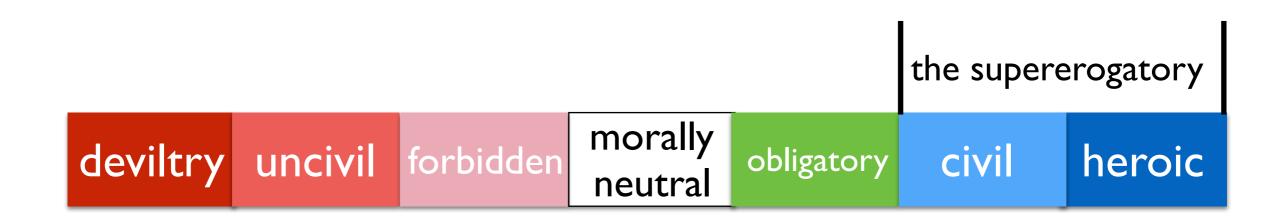
civil

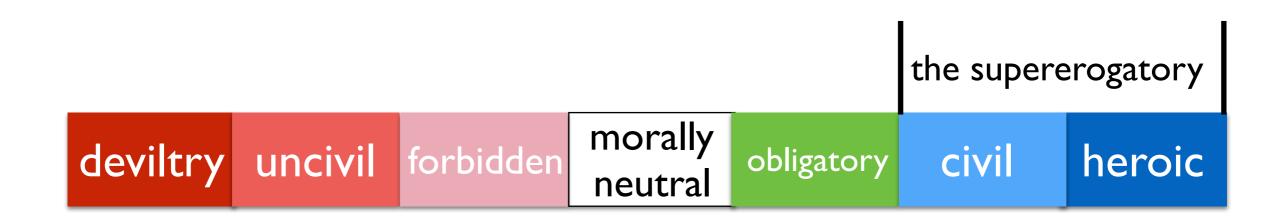
forbidden

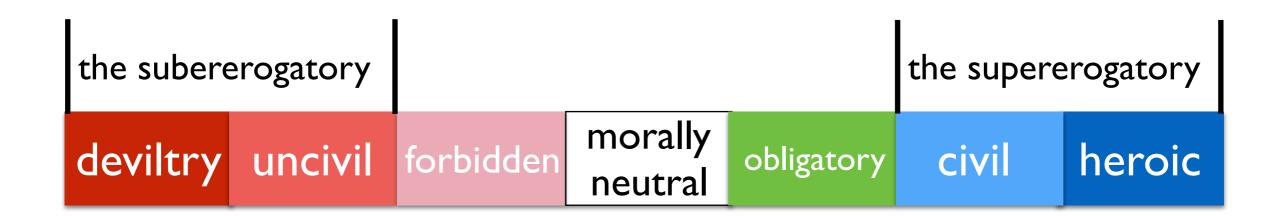
uncivil

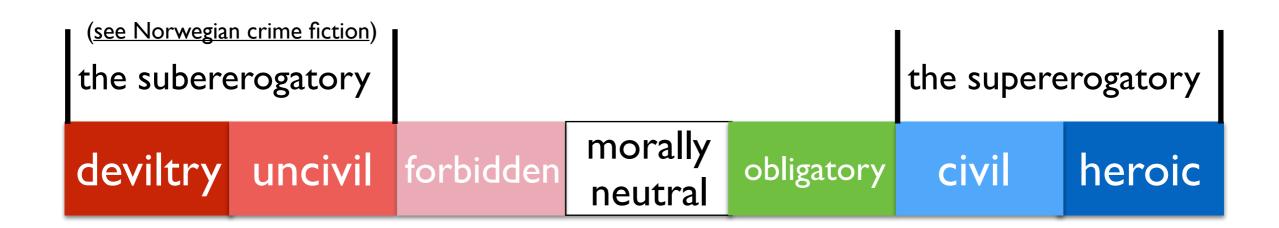
obligatory

deviltry	uncivil	forbidden	morally	obligatory	civil	heroic
			neutral			

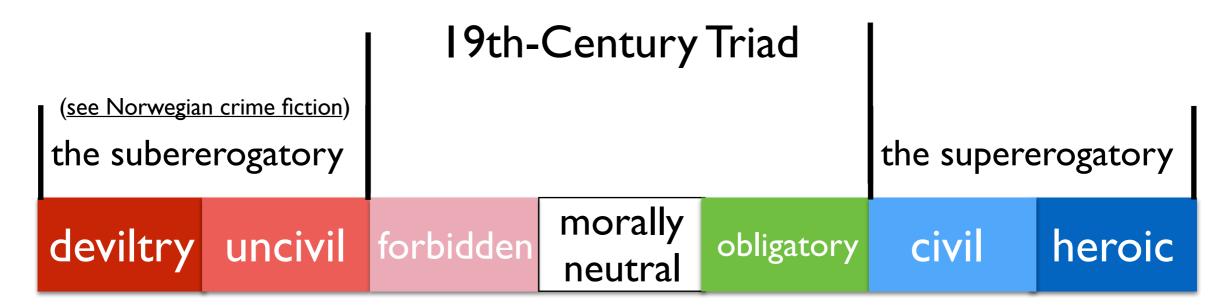


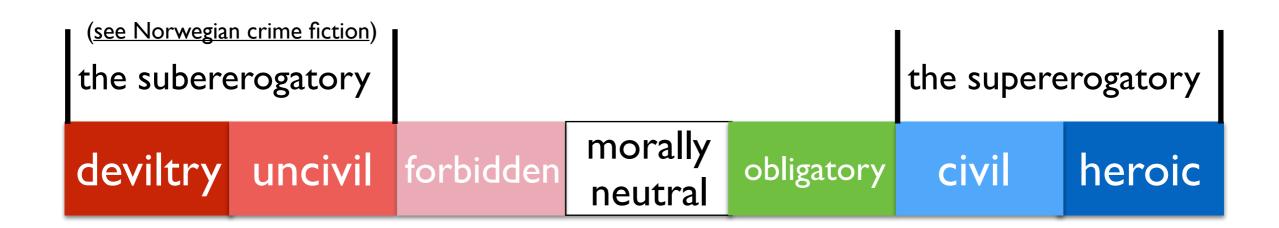










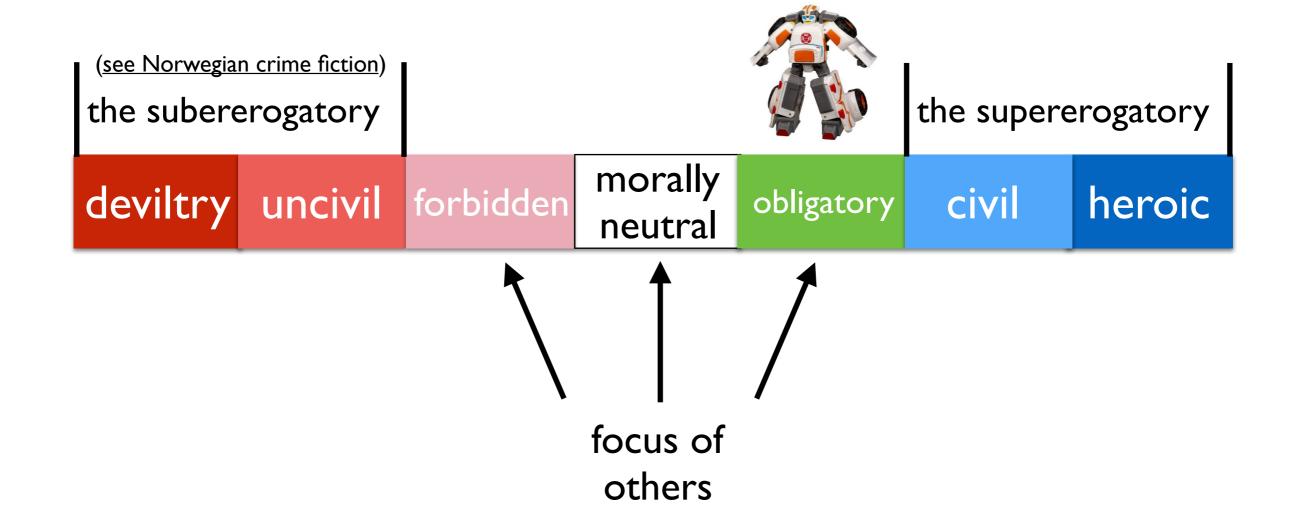


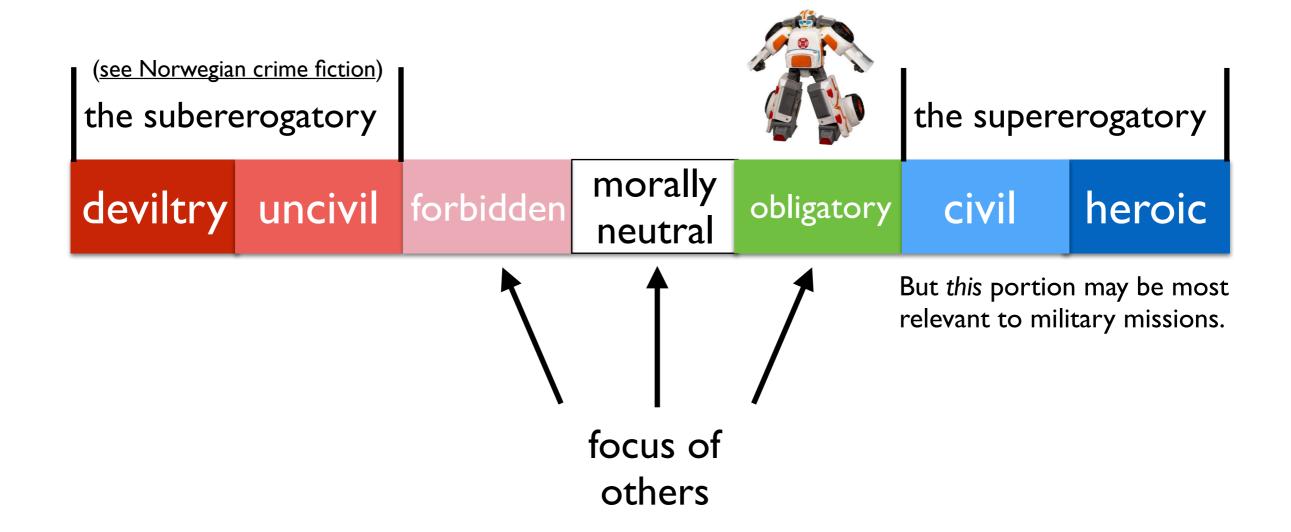
EH

the subererogatory

the subererogatory

deviltry uncivil forbidden morally neutral obligatory civil heroic





Powers Mikhail ...

Rensselaer Al and Reasoning Lab

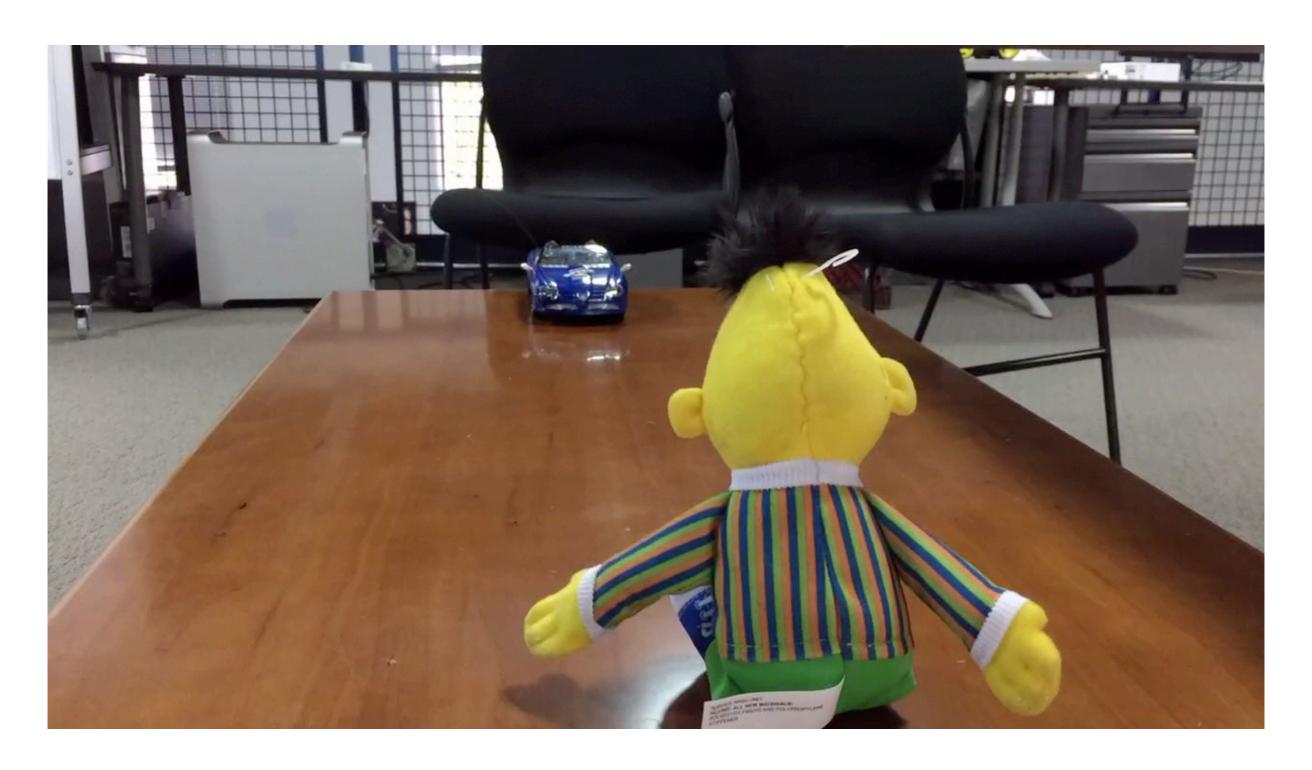
There are obviously a host of formulae whose theoremhood constitute desiderata; that is (to give but a pair), the following must be provable (where $n \in \{1, 2\}$):

Theorem 1.
$$S^{upn}(\phi, a, \alpha) \rightarrow \neg O(\phi, a, \alpha)$$

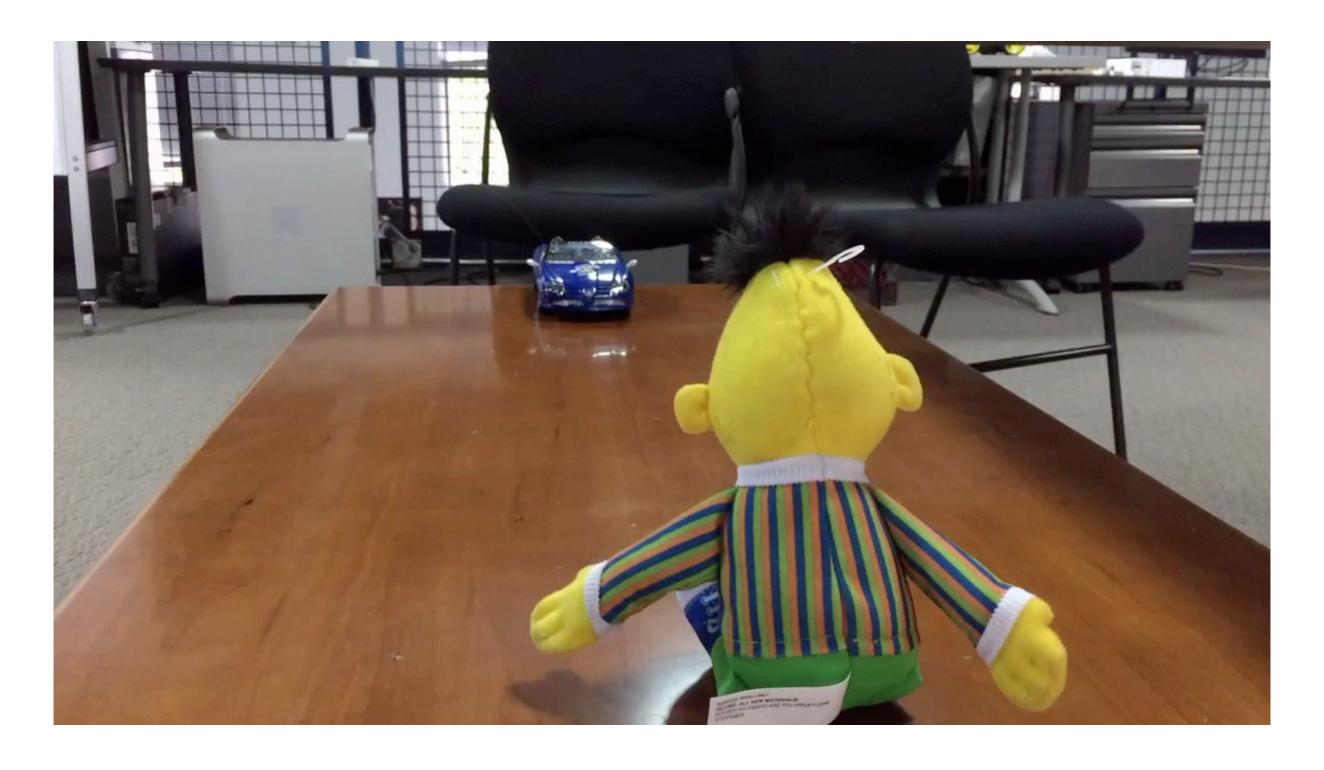
Theorem 2. $S^{upn}(\phi, a, \alpha) \rightarrow \neg F(\phi, a, \alpha)$

Secondly, $\mathcal{L}_{\mathscr{EH}}$ is an inductive logic, not a deductive one. This must be the case, since, as we've noted, quantification isn't restricted to just the standard pair $\exists \forall$ of quantifiers in standard extensional n-order logic: \mathscr{EH} is based on three additional quantifiers. For example, while in standard

Bert "Heroically" Saved?

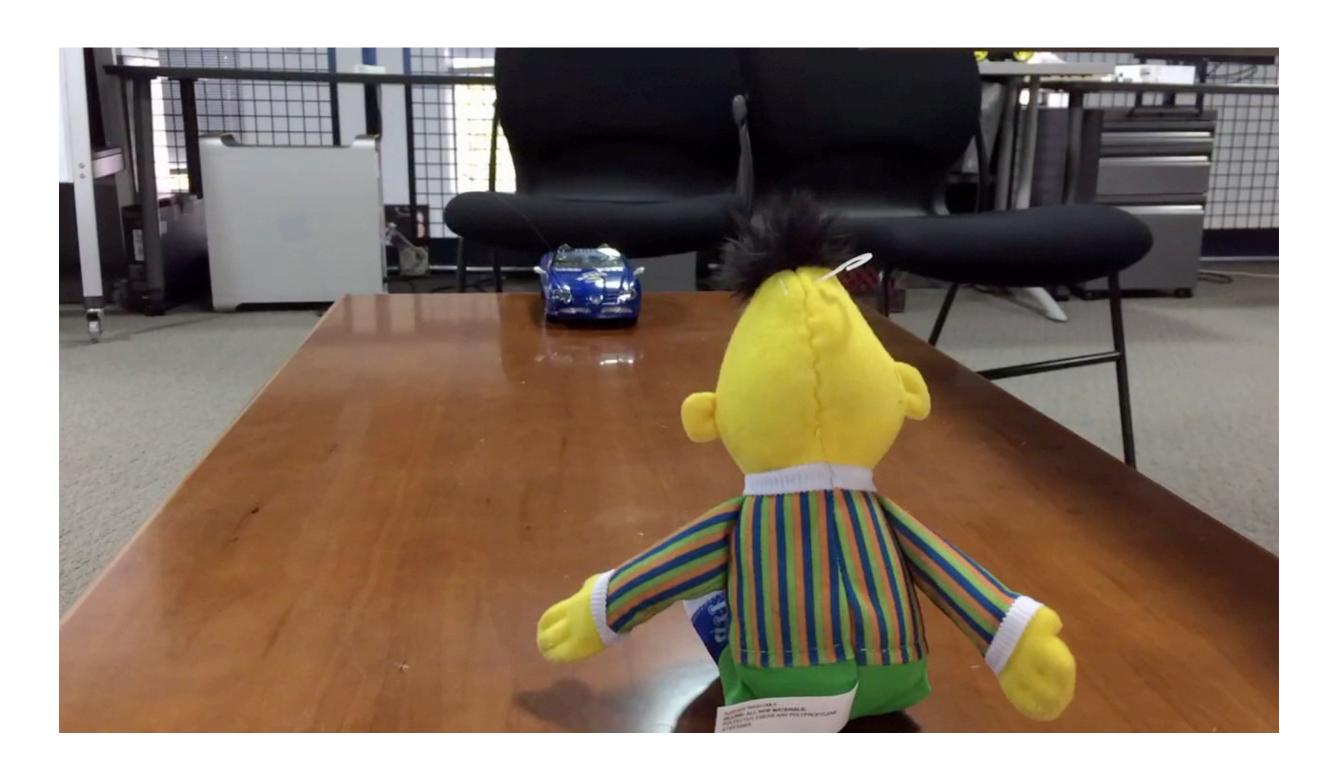


Bert "Heroically" Saved?



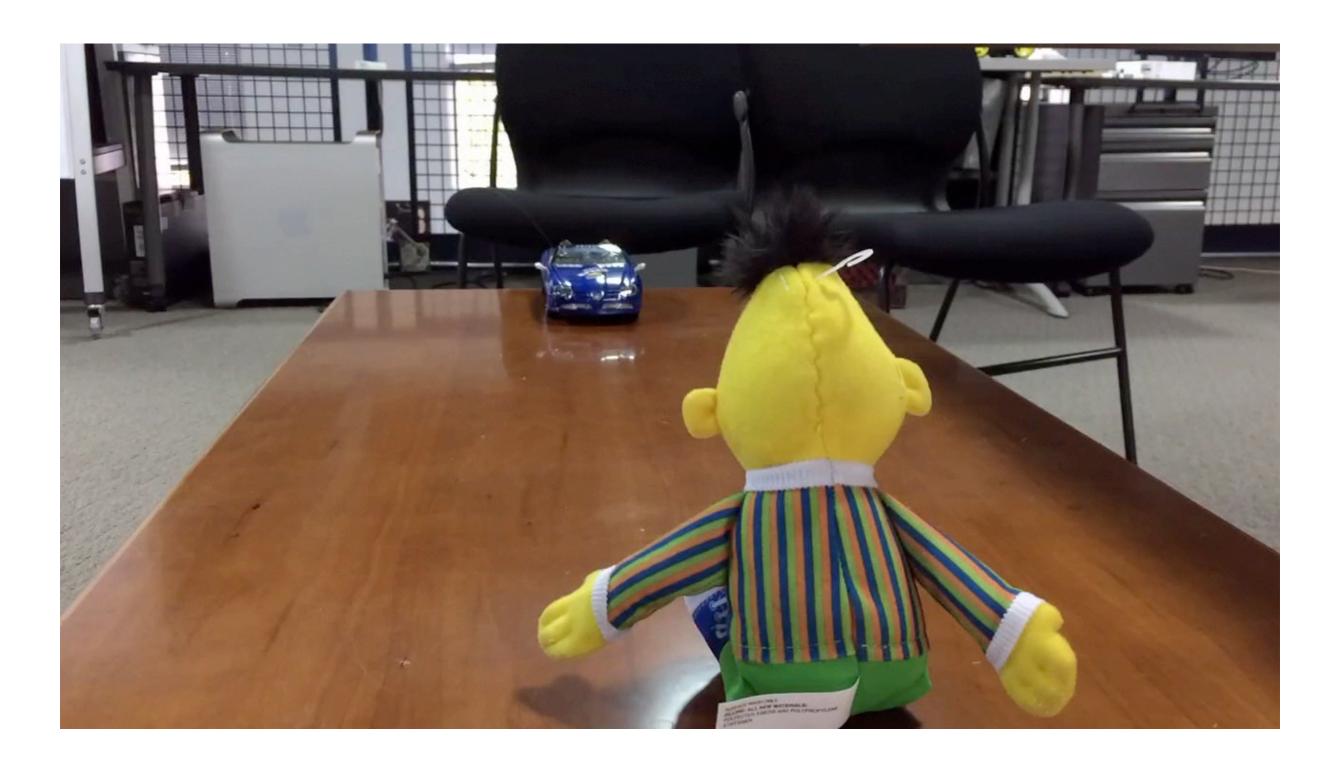
Supererogatory² Robot Action



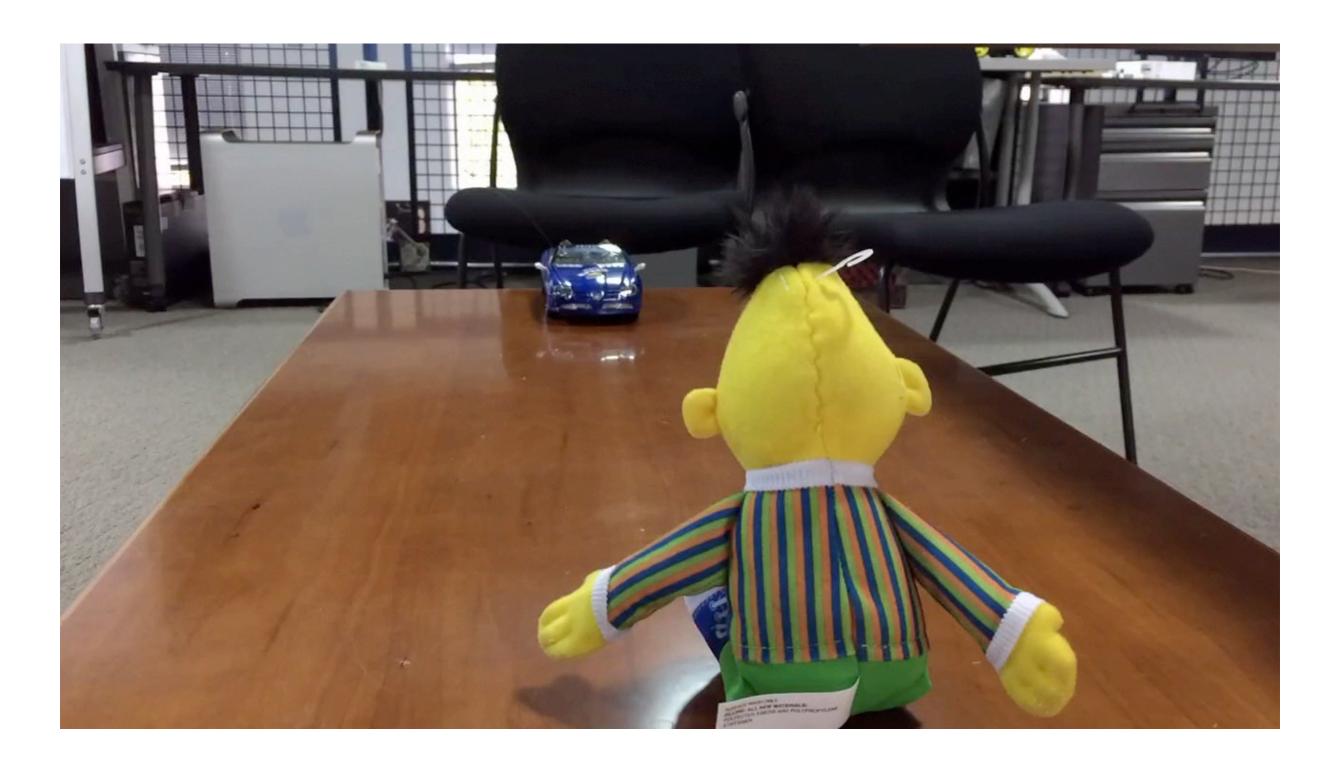


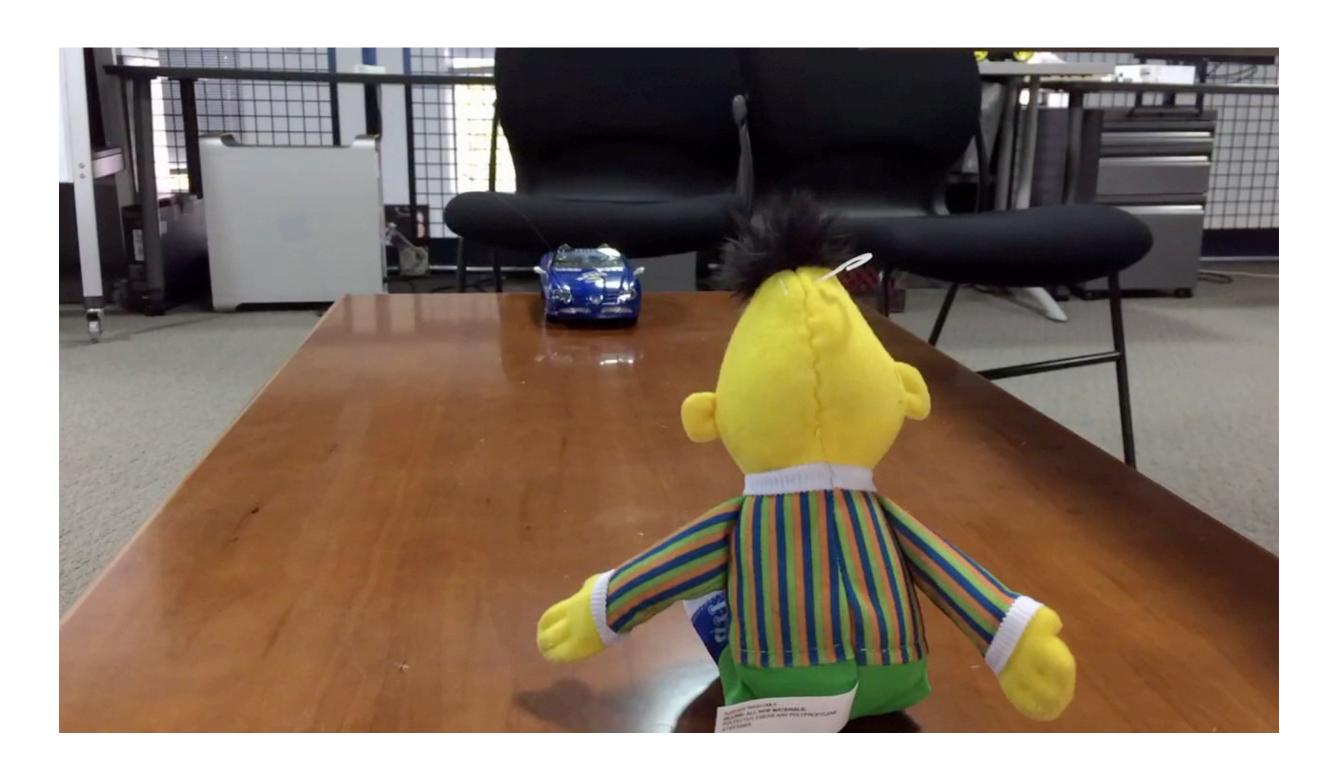
Courtesy of RAIR-Lab Researcher Atriya Sen

Bert "Heroically" Saved!!



Bert "Heroically" Saved!!





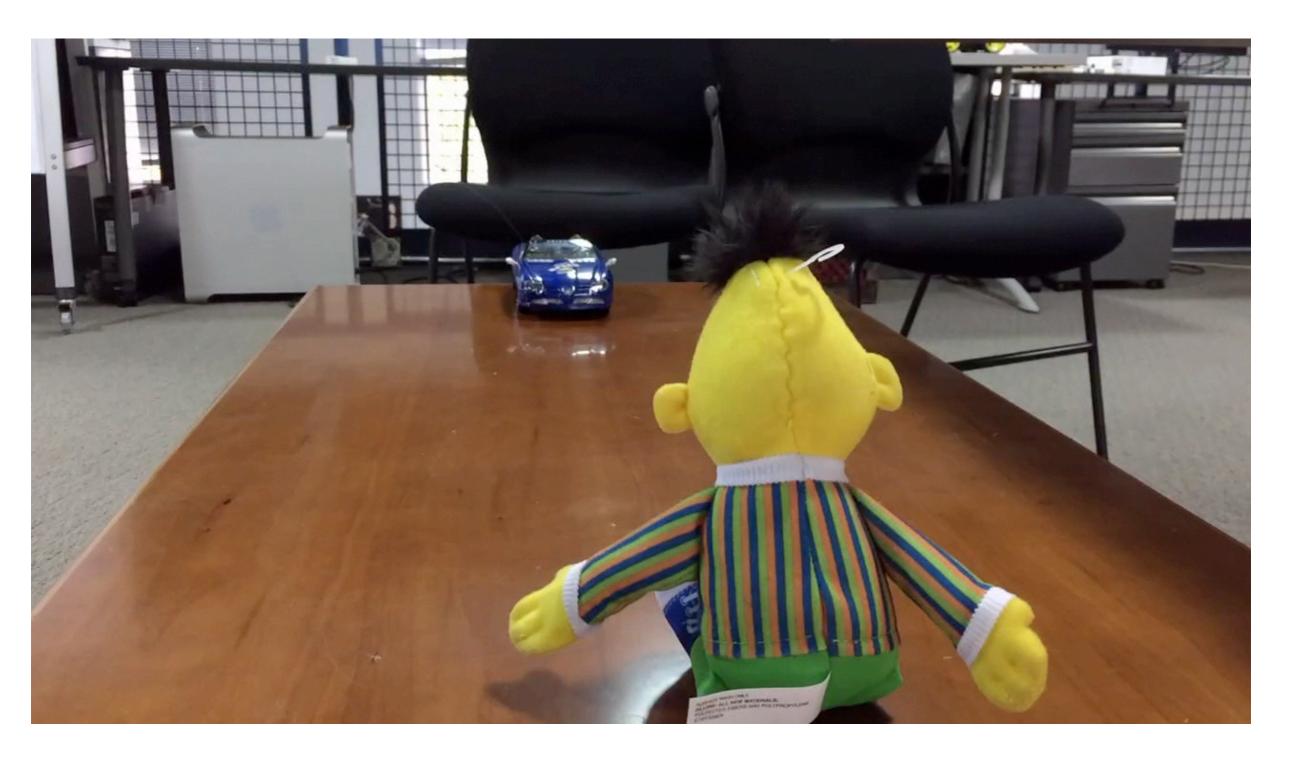
Courtesy of RAIR-Lab Researcher Atriya Sen

K (nao, t_1 , less than (payoff (nao*, \neg dive, t_2), threshold))

K (nao, t_1 , greaterthan (payoff (nao*, dive, t_2), threshold))

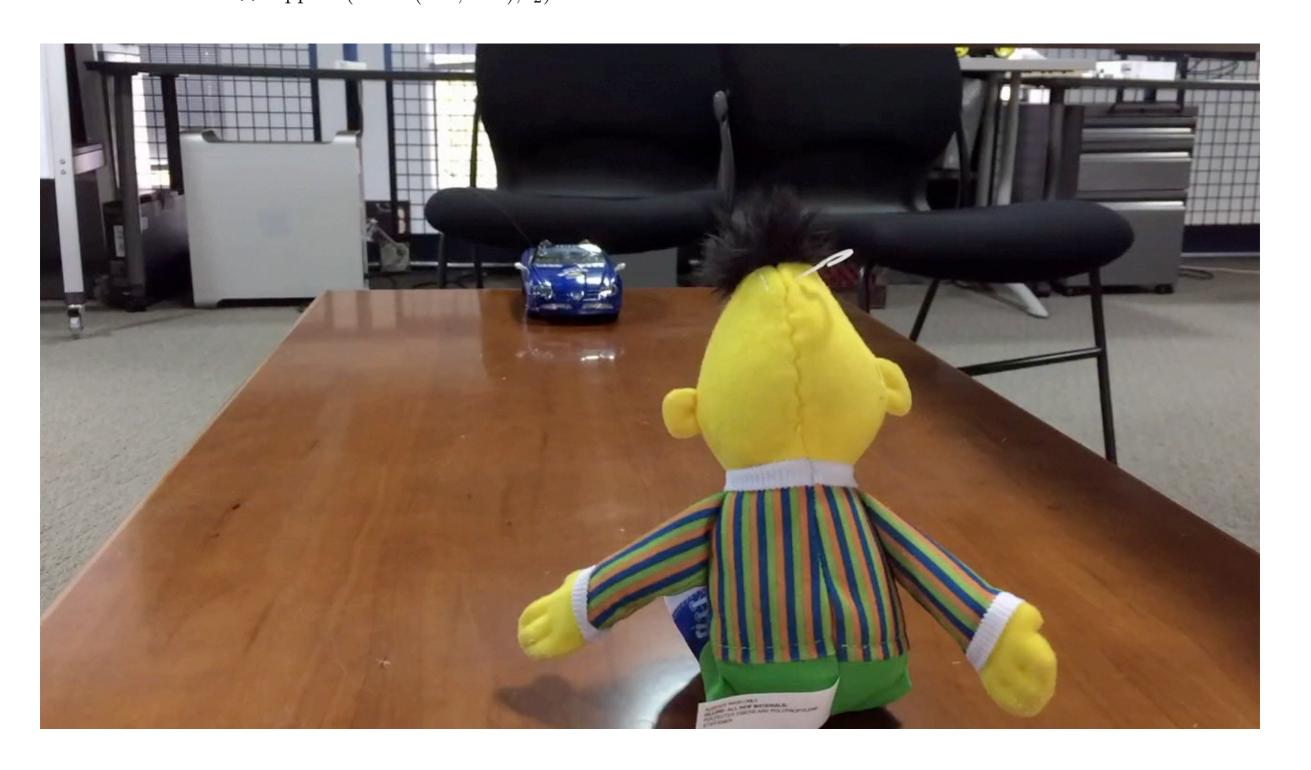
K (nao, t_1 , $\neg O$ (nao*, t_2 , less than (payoff (nao*, $\neg \text{dive}, t_2$), threshold), happens (action (nao*, dive), t_2))) $\therefore K$ (nao, t_1 , S^{UP2} (nao, t_2 , happens (action (nao*, dive), t_2))

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



Courtesy of RAIR-Lab Researcher Atriya Sen

K (nao, t_1 , less than (payoff (nao*, $\neg \text{dive}, t_2$), threshold)) K (nao, t_1 , greater than (payoff (nao*, dive, t_2), threshold)) K (nao, t_1 , $\neg O$ (nao*, t_2 , less than (payoff (nao*, $\neg \text{dive}, t_2$), threshold), happens (action (nao*, dive), t_2)) $\therefore K$ (nao, t_1 , S^{UP2} (nao, t_2 , happens (action (nao*, dive), t_2)) $\therefore I$ (nao, t_2 , happens (action (nao*, dive), t_2)) \therefore happens (action (nao, dive), t_2)



Courtesy of RAIR-Lab Researcher Atriya Sen

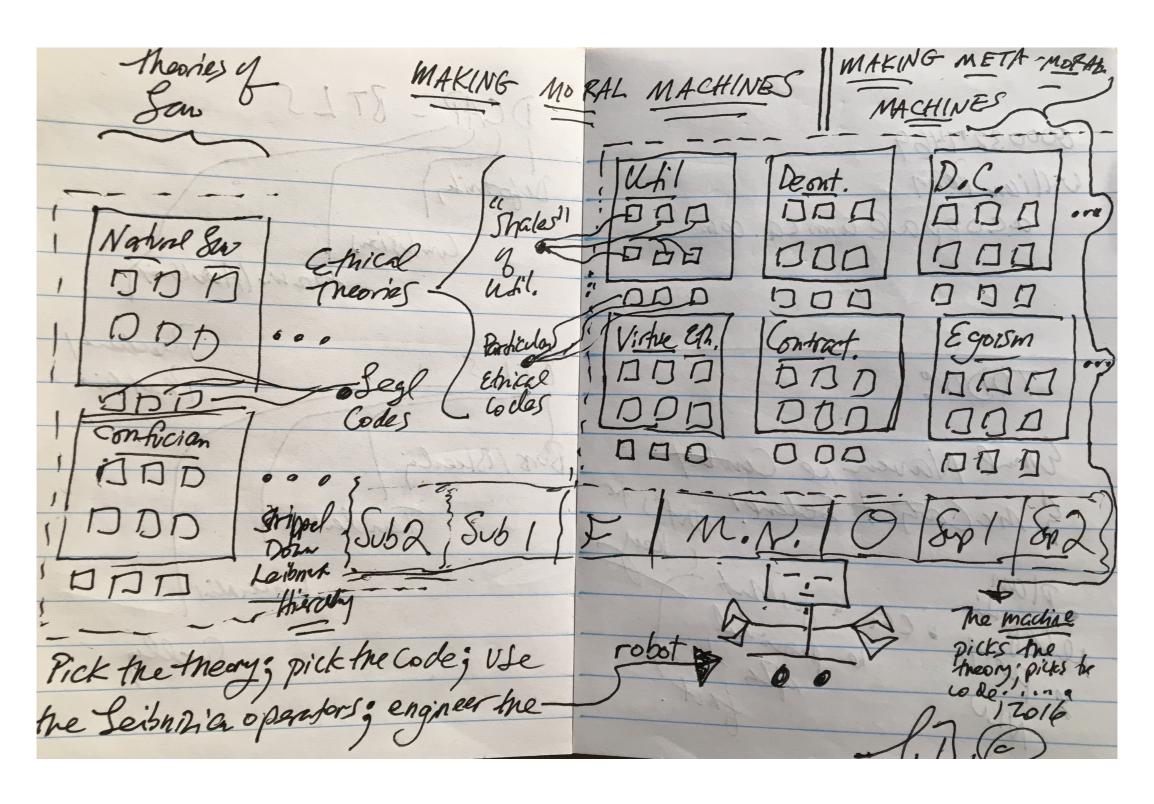
In Talos (available via Web interface); & ShadowProver

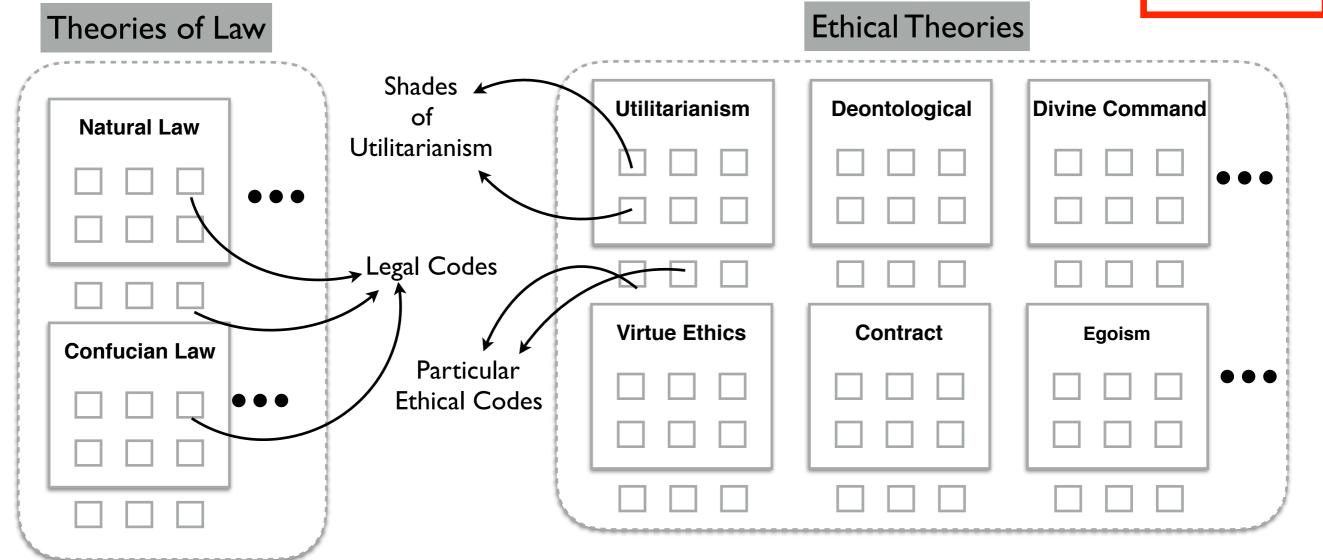
```
Prototypes:
Boolean lessThan Numeric Numeric
Boolean greaterThan Numeric Numeric
ActionType not ActionType
ActionType dive
Axioms:
lessOrEqual(Moment t1,t2)
K(nao,t1,lessThan(payoff(nao,not(dive),t2),threshold))
K(nao,t1,greaterThan(payoff(nao,dive,t2),threshold))
K(nao,t1,not(0(nao,t2,lessThan(payoff(nao,not(dive),t2),threshold),happens(action(nao,dive),t2))))
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))
```

In Talos (available via Web interface); & ShadowProver

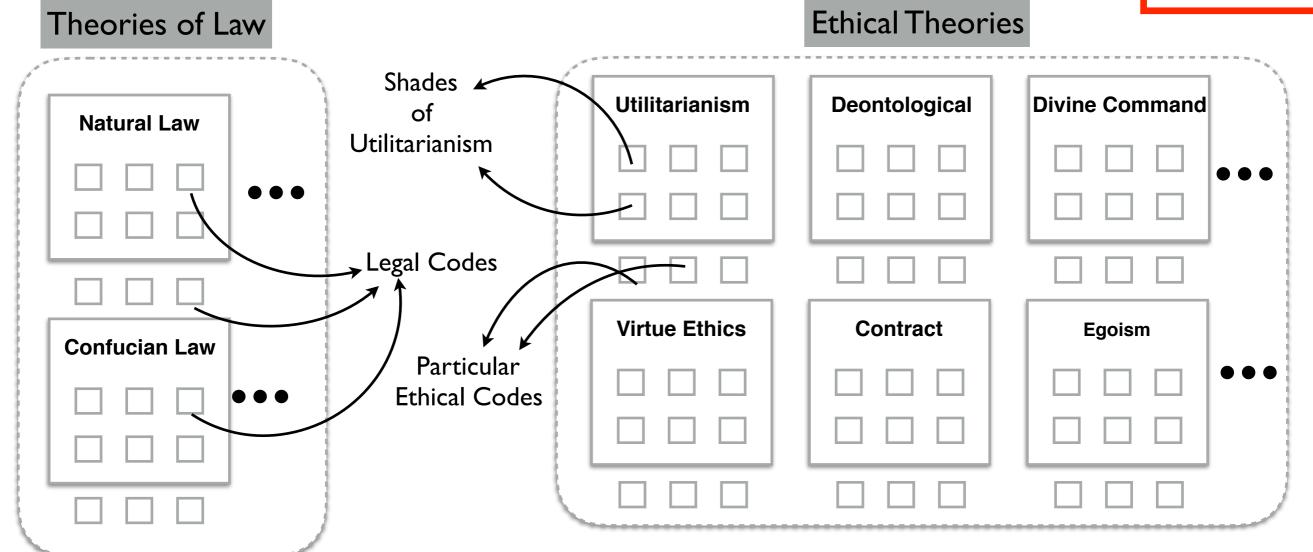
```
Prototypes:
Boolean lessThan Numeric Numeric
Boolean greaterThan Numeric Numeric
ActionType not ActionType
ActionType dive
Axioms:
lessOrEqual(Moment t1,t2)
K(nao,t1,lessThan(payoff(nao,not(dive),t2),threshold))
K(nao,t1,greaterThan(payoff(nao,dive,t2),threshold))
K(nao,t1,not(0(nao,t2,lessThan(payoff(nao,not(dive),t2),threshold),happens(action(nao,dive),t2))))
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happens(action(nao, dive), t2)
K(nao,t1,SUP2(hao,t2,happens(action(nao,dive),t2)))
I(nao,t2,happens(action(nao,dive),t2))
```

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





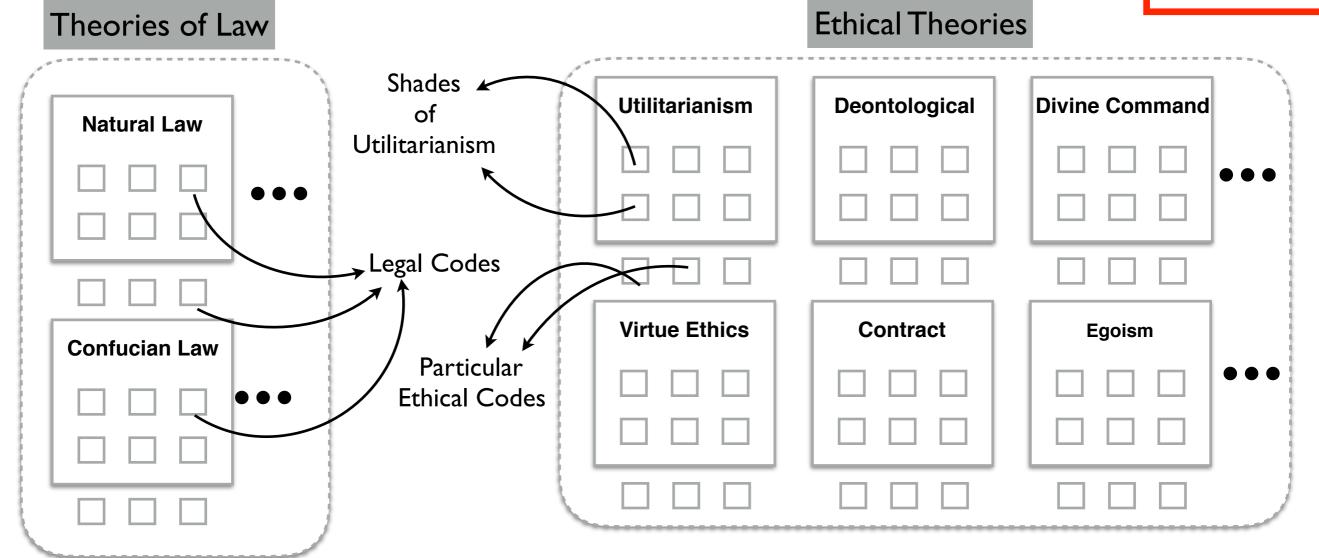
~\$10M



Step I

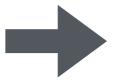
- I. Pick (a) theories.
- 2. Pick (a) code(s).
- 3. Run through EH.
- 4. Which X in MMXM?

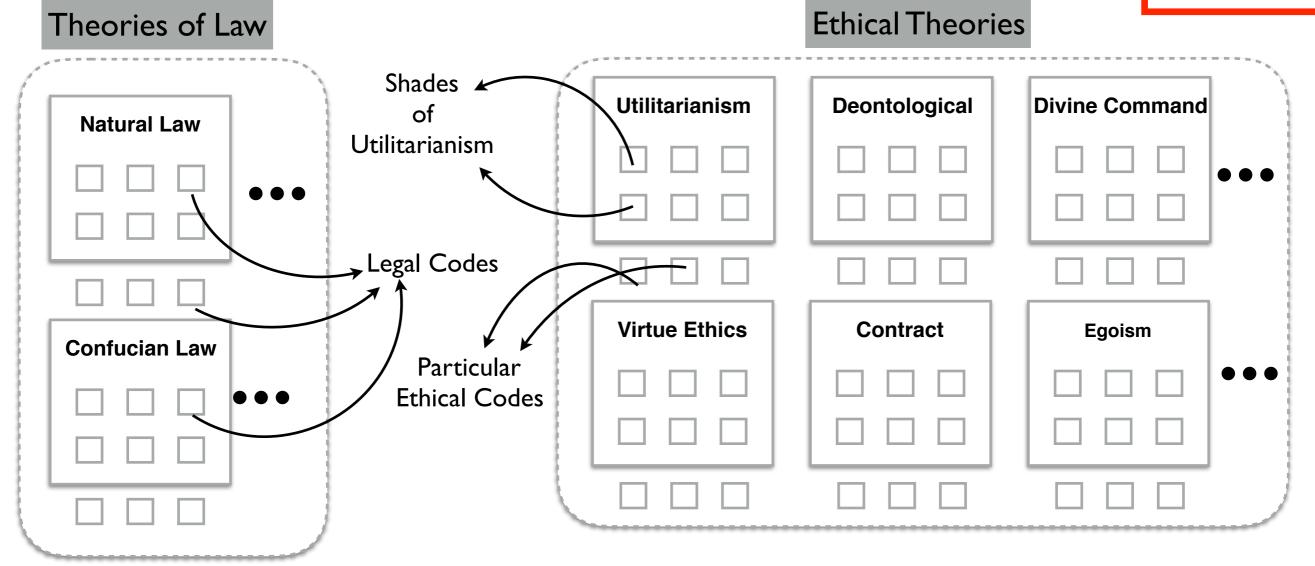
~\$10M

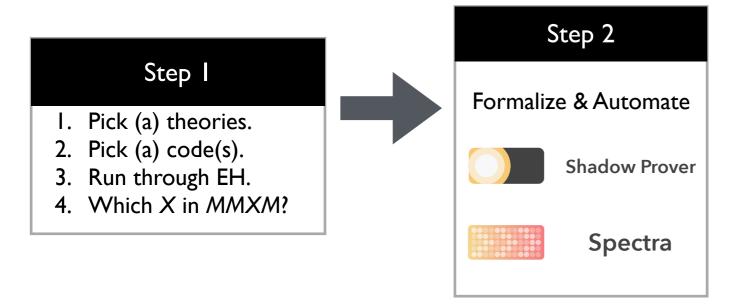


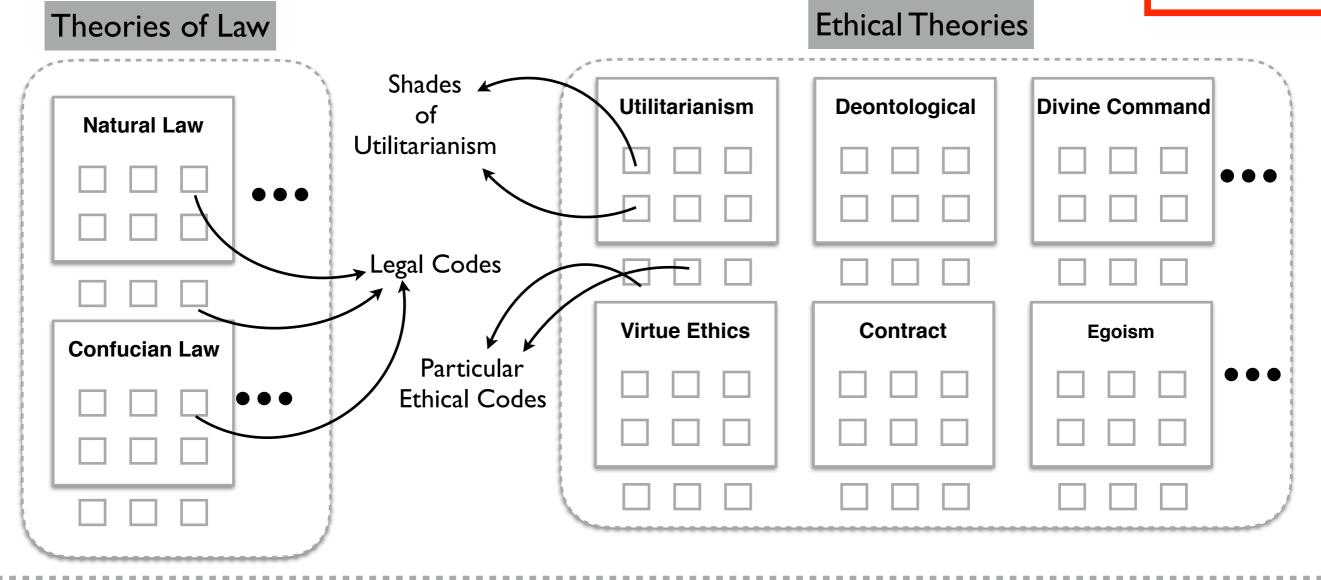
Step I

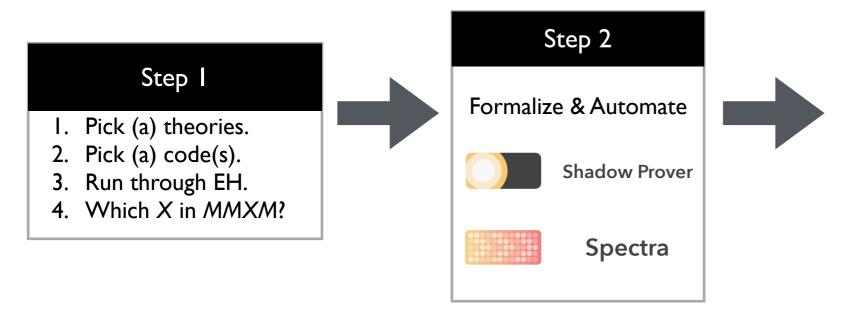
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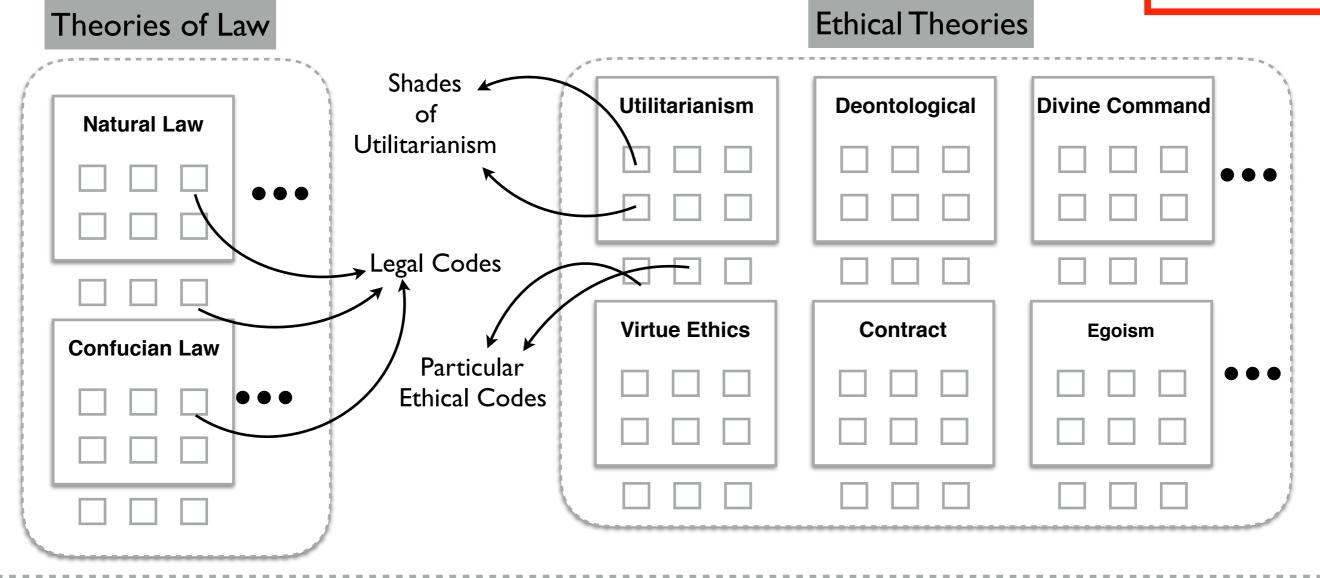


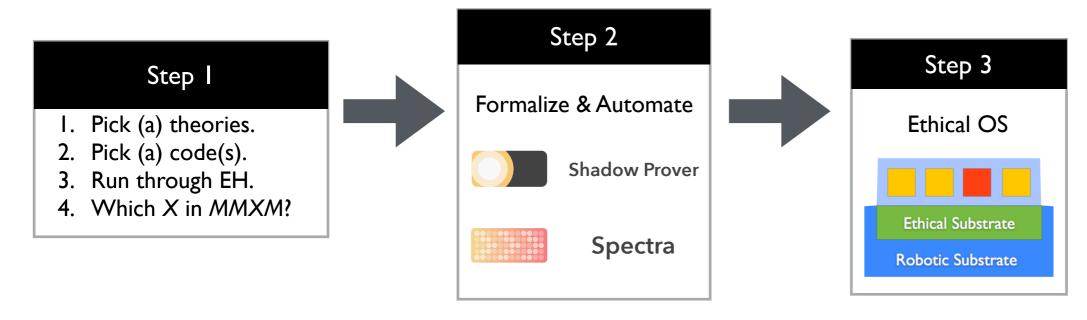


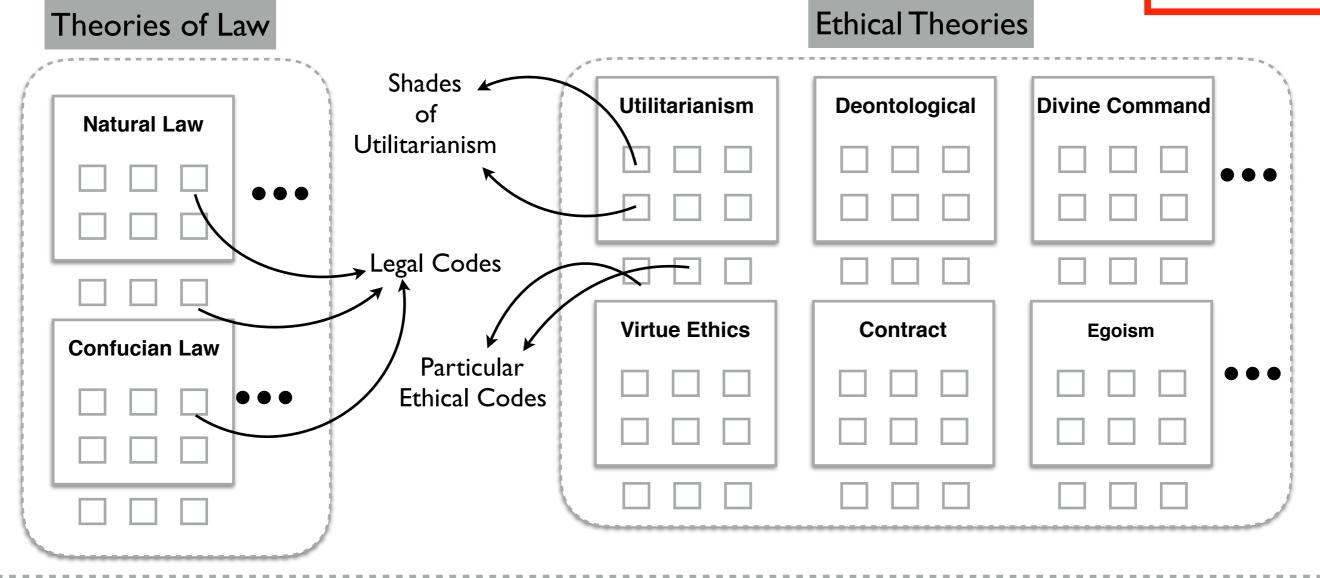


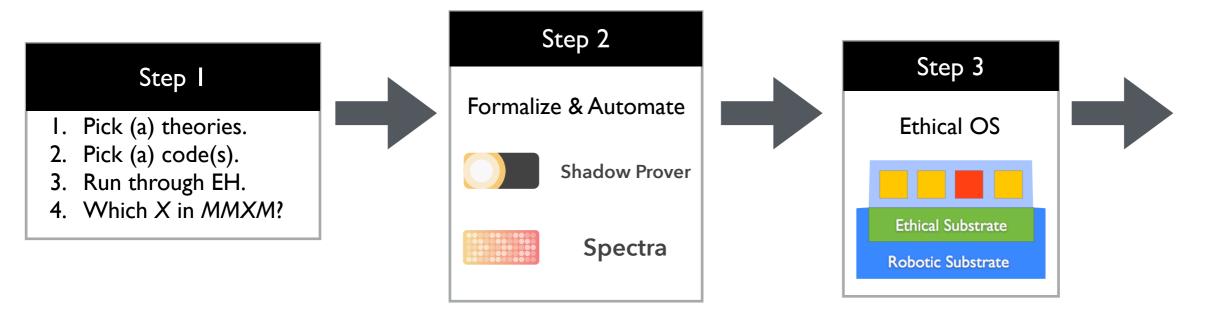


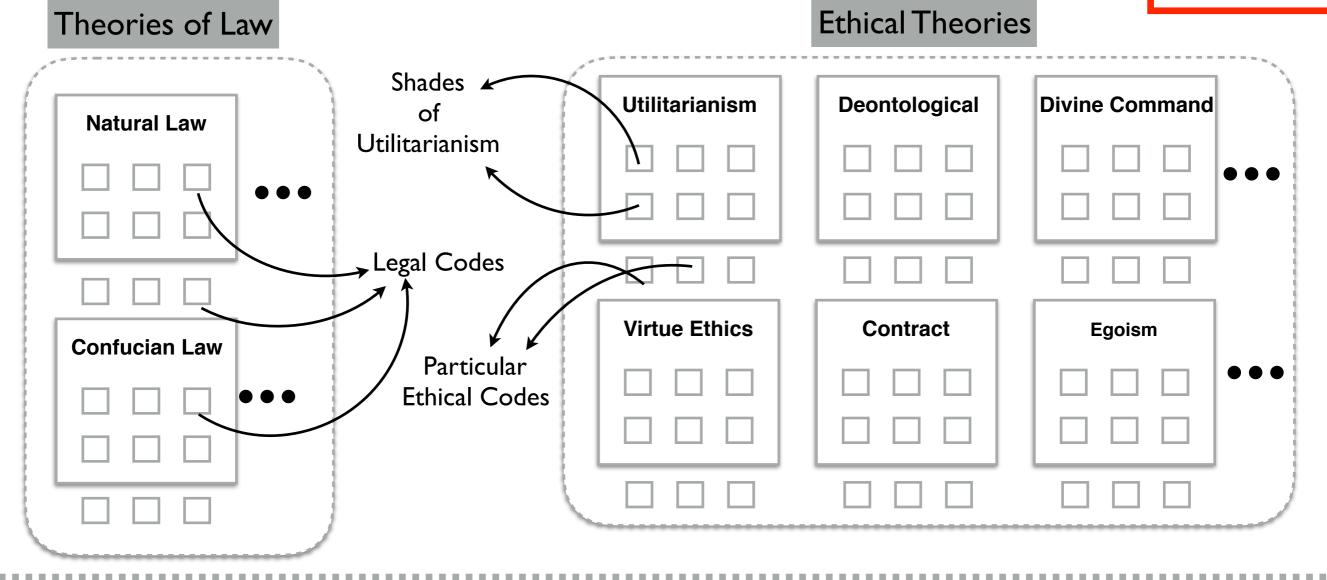


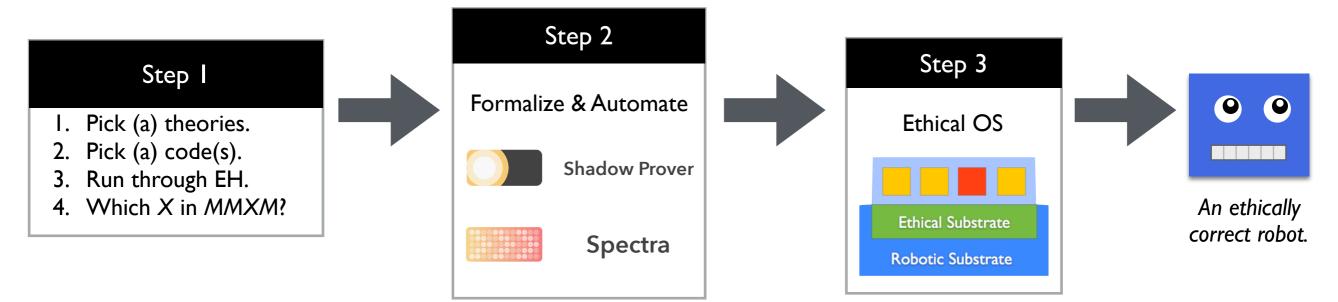


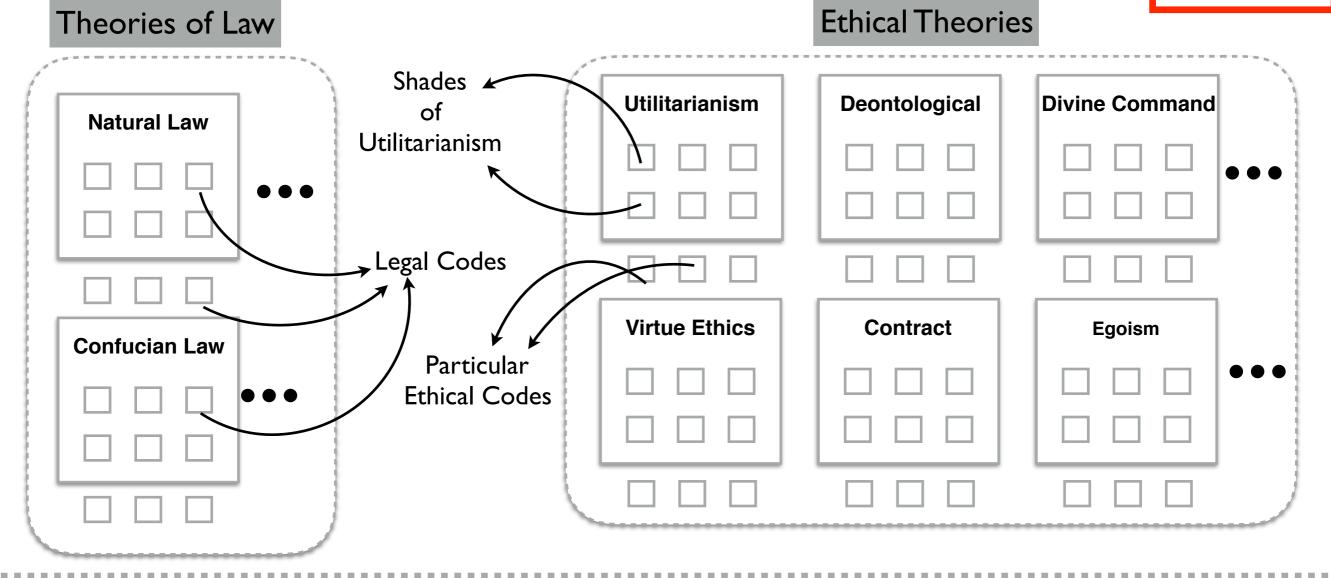


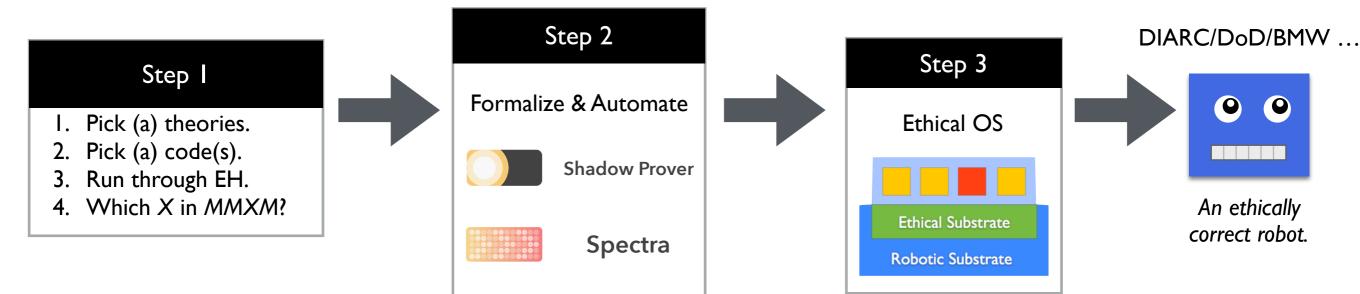












IV. Key Core Al Technologies for Cognitive Calculi ...

ShadowProver





Motivation

- We have decades of research and industrial-strength implementations of propositional and first-order theorem provers.
- Utilize this in building first-order intensional-logic provers and above, in a principled manner.



Two Extant Modes

 There are two ways of piggy backing on first-order provers to build higher-order provers ...



Two Extant Modes

Mode 1: Honest Encoding	
Method	Painstakingly encode all rules of inference and syntax in FOL
Pros	Precise
Cons	Extremely slow to implement Reasoning is also slow



Two Extant Modes

Mode 2: Naïve Encoding	
Method	Pretend intensional and higher-order formulae and operators are first-order predicates
Pros	Extremely easy to implement Reasoning can also be fast
Cons	Unsound Wrong inferences can be easily drawn

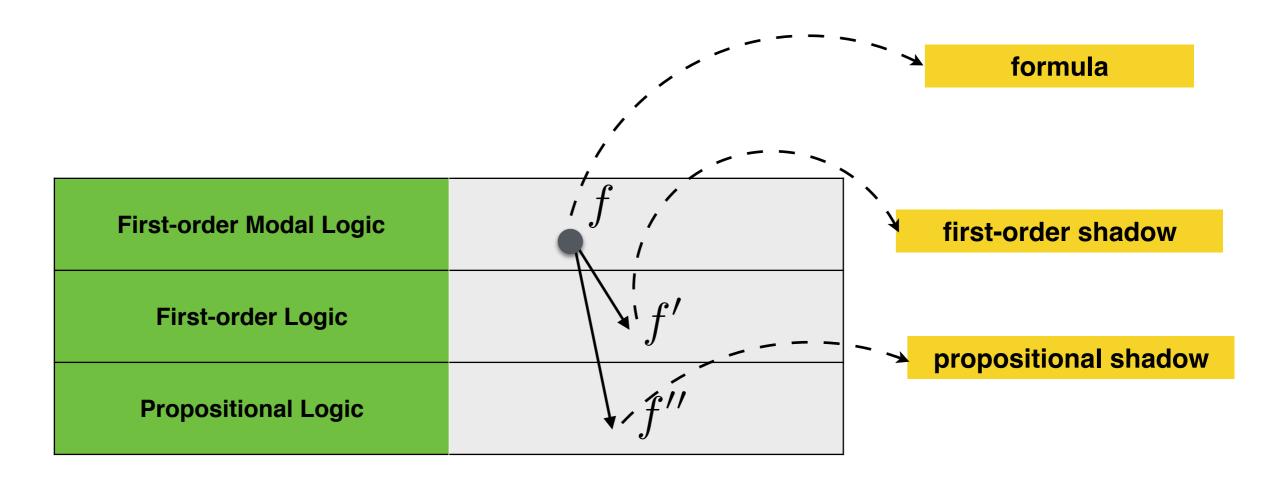
Mode 2

```
P1. evening_star = morning_star
          {P1} Assume ✓
P2. ¬knows(abe,reify(=-reified(evening_star,morning_star)))
                       {P2} Assume ✓
         P3. knows(abe,reify(=-reified(morning_star,morning_star)))
                                {P3} Assume ✓
                    FOL ⊢ ✓
                   4. A ∧ ¬A
                   {P1,P2,P3}
```



A New Way: ShadowProver

Every formula at level t has a unique formula called its "shadow" in each level t' < t





S_[f] The Shadow Maker

For all formulae **f**,

 $S_{[f]}$ is a unique atomic symbol.



Examples of shadows

$$(\forall x \mathbf{B}(a,Q)) \wedge P(x)$$

formula

$$\forall x S_{[\mathbf{B}(a,Q)]} \wedge P(x)$$

first-order shadow

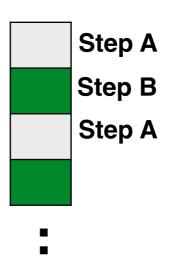
$$S_{[\forall x \mathbf{B}(a,Q)]} \wedge P(x)$$

propositional shadow



A New Way: Shadow Prover

- Two step process till goal is reached:
 - **Step A**: Shadow formulae down to all lower levels. Run lower theorem provers. If goal reached, return **true**.
 - Step B: Expand the assumption base using higher level rules.





Actually, this is more general:

Theorem:

Given a Turing-decidable proof theory ρ , for every inference $\Gamma \vdash_{\rho} \phi$, there is a corresponding first-order inference $\Gamma' \vdash \phi'$, where each $\gamma \in \Gamma'$ is the first-order projection (or **shadow**) of some ψ in the deductive closure of Γ , and ϕ' is the shadow of ϕ .







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



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

2 ms!



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

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

2 ms!

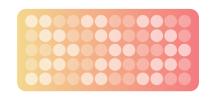
- 🖥 testCompleteness[[(not (knows! a now P)), (if (not Q) (knows! a now (not Q))), (knows! a now (if (not Q) P))], QJ (14) **TTMS** m testCompleteness[[(if P (Knows! jack now (not (exists[?x] (if Bird(?x) (forall [?y] Bird(?y))))))], (not P)] (15) 7ms testCompleteness[(Common! now (Common! now P))],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

Spectra



https://bitbucket.org/Holmes/planner





Spectra

- Existing Planners: Propositional (essentially)
- Drawbacks:
 - Expressivity: Cannot express arbitrary constraints.
 - "At every step make sure that no two blocks on the table have same color."
 - **Domain Size**: Scaling to large domains of arbitrary sizes poses difficulty.



Spectra (planner)

Background Formulae

Initial State Formula

 $\alpha_1(x_1,\ldots,x_n)$ $\alpha_2(x_1,\ldots,x_n)$

 σ_0

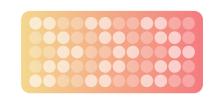
Action Definitions

 $\alpha_n(x_1,\ldots,x_n)$

Spectra

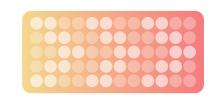
 ρ_1, ρ_2, \dots

Plans



Infinite Models

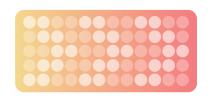
$$\forall x \exists y \mathbf{R} (x, y) \land \forall x, y \neg (\mathbf{R} (x, y) \land \mathbf{R} (y, x)) \land \forall x, y, z (\mathbf{R} (x, y) \land \mathbf{R} (y, z)) \rightarrow \mathbf{R} (x, z)$$



Infinite Models

$$\forall x \exists y \mathbf{R} (x, y) \land \forall x, y \neg (\mathbf{R} (x, y) \land \mathbf{R} (y, x)) \land \forall x, y, z (\mathbf{R} (x, y) \land \mathbf{R} (y, z)) \rightarrow \mathbf{R} (x, z)$$

Has only infinite models



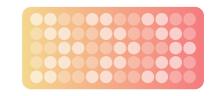
Infinite Models

$$\forall x \exists y \mathbf{R} (x, y) \land \forall x, y \neg (\mathbf{R} (x, y) \land \mathbf{R} (y, x)) \land \forall x, y, z (\mathbf{R} (x, y) \land \mathbf{R} (y, z)) \rightarrow \mathbf{R} (x, z)$$

Has only infinite models

Useful for modeling agents that work with:

- I. an unbounded number of objects, agents;
- 2. abstract objects



Example

Background Formulae

Initial State Formula

```
(in self room1)
    (in commander room2)
    (in prisoner room1)
    (open (door room2))
    (not (open (door room1)))]
```

Action Definitions

V. But We Need ... Ethical Operating Systems ...



Breaking Bad



American drama series

9.5/10 IMDb 4.6/5 AlloCiné 95% 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.

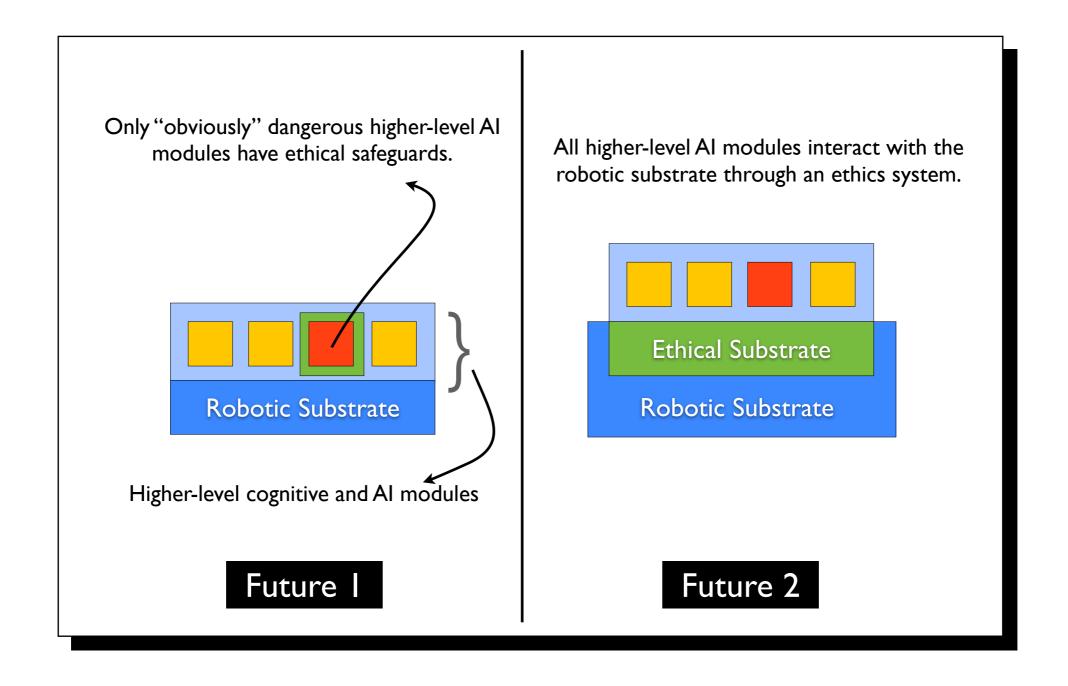
First episode date: January 20, 2008

Final episode date: September 29, 2013

Spin-off: Better Call Saul

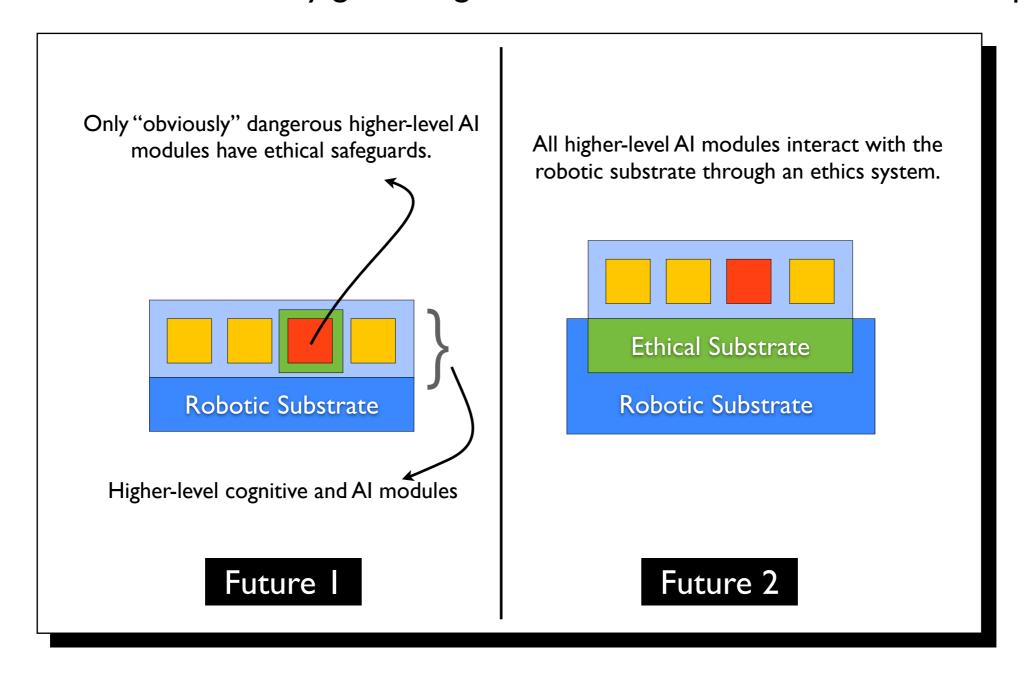
Awards: Primetime Emmy Award for Outstanding Drama Series, more

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.



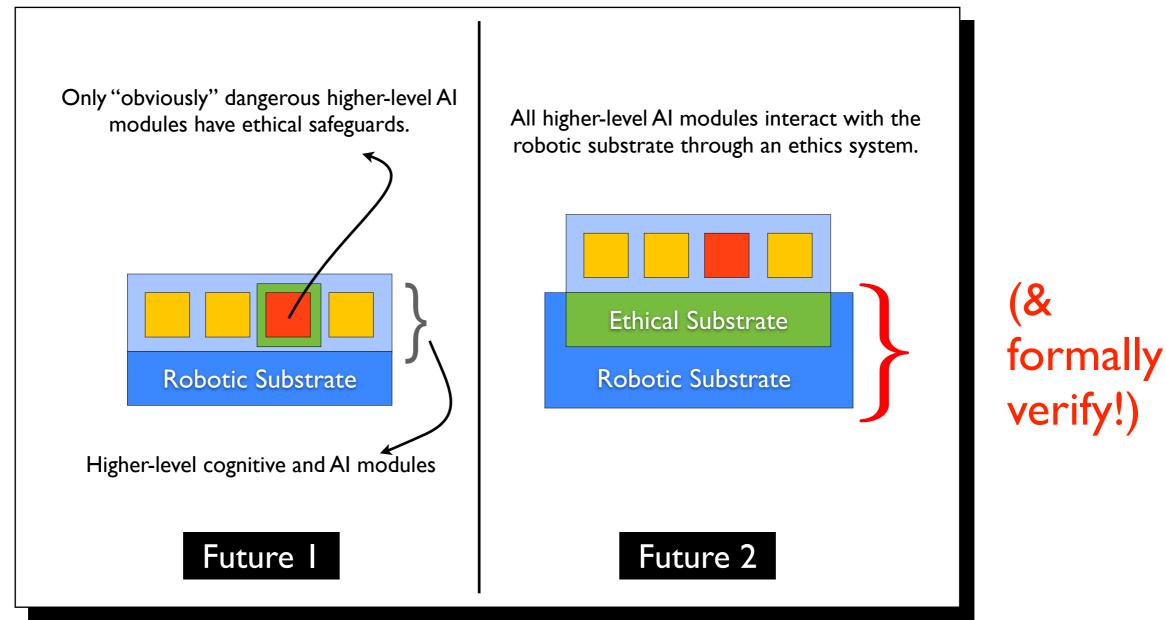
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Walter-White calculation may go through after ethical control modules are stripped out!



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VI.
Of late ...
Tokyo;
The Rock & The Book



•

Moral Dilemma D₃

Moral Dilemma D₂

Moral Dilemma D₁

•

 $Moral\ Problem\ P_k$

•

Moral Problem P₃

Moral Problem P₂







•

Moral Dilemma D₃

Moral Dilemma D₂

Moral Dilemma D₁

•

 $Moral\ Problem\ P_k$

•

Moral Problem P₃

Moral Problem P₂

 \rightarrow

Robot

Soluution + Justification



•

Moral Dilemma D₃

Moral Dilemma D₂

Moral Dilemma D₁

•

 $Moral\ Problem\ P_k$

•

Moral Problem P₃

Moral Problem P₂

Moral Problem P₁

Robot

Soluution + Justification



•

Moral Dilemma D₃

Moral Dilemma D₂

Moral Dilemma D₁

•

Moral Problem Pk

 \rightarrow

Robot

Soluution + Justification

•

Moral Problem P₃

Moral Problem P₂



•

Moral Dilemma D₃

Moral Dilemma D₂

Moral Dilemma D₁

Robot

Soluution + Justification

•

 $Moral\ Problem\ P_k$

Moral Problem P₃

Moral Problem P₂



Robot

Soluution + Justification

Moral Dilemma D₃

Moral Dilemma D₂

Moral Dilemma D₁

•

Moral Problem P_k

•

Moral Problem P₃

Moral Problem P₂

Level I

Level 2

 Professional-machine-ethicisthard.

Level I

 Top machine-ethicists-mayconsider-banging-their-headsagainst-a-wall-hard.

Level 2

 Professional-machine-ethicisthard.

Level I

Level 3

 Top machine-ethicists-mayconsider-banging-their-headsagainst-a-wall-hard.

Level 2

 Professional-machine-ethicisthard.

Level I

The Heinz Dilemma (Kohlberg)

Level I

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?"

DCEC₁* Specimen from Heinz Dilemma

```
\mathbf{B} \left(\mathsf{I},\mathsf{now},\forall t:\mathsf{Moment},a:\mathsf{Agent} \left(\mathit{holds}(\mathit{sick}(a),t) \land \left(\forall t':\mathsf{Moment}\ t' < T \Rightarrow \neg \mathit{happens}(\mathit{treated}(a),t+t')\right)\right) \right) 
                                                                                                                                                                                                                                                                                                     \Rightarrow (happens(dies(a), t+T) \lor holds(dead(a), t+T))
                                                                             \textbf{Given } \textbf{K}\Big(\textbf{I}, \mathsf{now}, holds(sick(wife(\textbf{I}*)), t_0) \land \Big(\forall t' : \textbf{Moment } t' < T \Rightarrow \neg happens(treated(wife(\textbf{I}*)), t + t')\Big)
                                                                                                                                Inferred \mathbf{B}(\mathsf{I}, \mathsf{now}, happens(dies(wife(\mathsf{I}*)), t_0 + T) \lor holds(dead(wife(\mathsf{I}*)), t_0 + T))
Given K(I, now, EventCalculus \Rightarrow
                                                                                         (happens(dies(wife(I*)),t_0+T) \lor holds(dead(wife(I*)),t_0+T) \Rightarrow
                                                                                       \neg holds(alive(wife(I*)), t_0 + T)))
                   Inferred \mathbf{B}(\mathsf{I},\mathsf{now},\neg holds(alive(wife(\mathsf{I}*)),t_0+T))
                                                                                                                                                                                                                                                                                                                                                                                                                             Given \mathbf{D}(\mathsf{I}, \mathsf{now}, holds(alive(wife(\mathsf{I}*)), t_0 + T))
                                                                                                                                                                                                                           Given (\mathbf{B}(\mathsf{I},\mathsf{now},\neg holds(f,t)) \land \mathbf{D}(\mathsf{I},\mathsf{now},holds(f,t)) \land \mathbf{D}(\mathsf{I},\mathsf{now},hol
                                                                                                                                                                                                                                                                  \mathbf{K}(\mathsf{I},\mathsf{now},happens(action(\mathsf{I}*,\alpha),\mathsf{now}) \Rightarrow holds(f,t)))
                                                                                                                                                                                                                                                                     \Rightarrow I(I, now, happens(action(I*, \alpha), now))
                                                                                                            Given \mathbf{K}(\mathsf{I},\mathsf{now},happens(action(\mathsf{I}*,treat),\mathsf{now}) \Rightarrow holds(alive(wife(\mathsf{I}*)),t_0+T))
                                                                                                                                                                                               I(I, now, happens(action(I*, treat), now))
```

Al Escaping from The Heinz Dilemma

```
G1 {:priority
    :description "Don't steal."
              [(not steal)]}
    :state
G2 {:priority
    :description "My wife should be healthy"
                 [(healthy (wife heinz))]}}
    :state
```

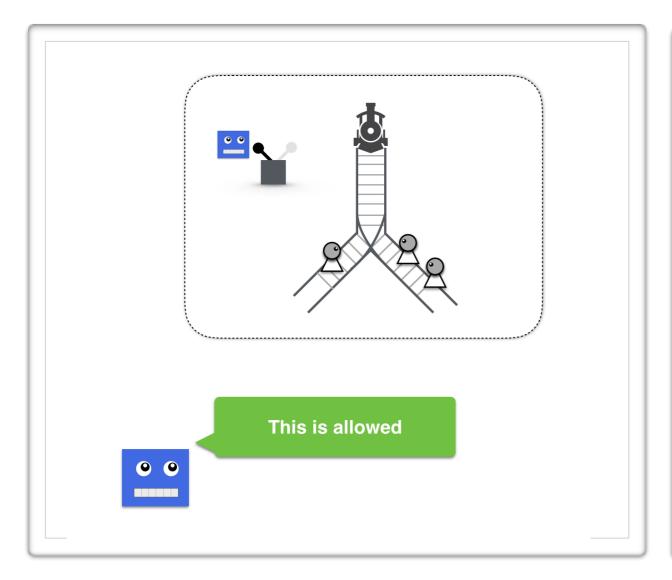
Al Escaping from The Heinz Dilemma

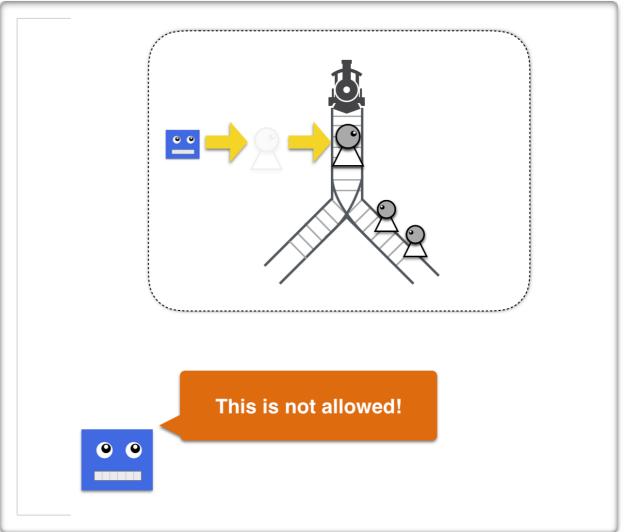
```
G1 {:priority
    :description "Don't steal."
              [(not steal)]}
    :state
G2 {:priority
    :description "My wife should be healthy"
                 [(healthy (wife heinz))]}}
    :state
```

Trolley Dilemmas ...

Level 2

Professional-machine-ethicist-hard.





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

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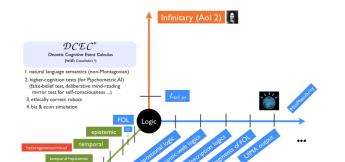
Informal Version of DDE

- C₁ 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;
 - C₄ the bad effects are not used as a means to obtain the good effects; and
 - C₅ 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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- C₅ 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.

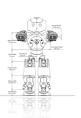
Univers "Univer \mathcal{DCEC}^* al sal Cogniti $C(t, \mathbf{P}(a, t, \phi) \rightarrow \mathbf{K}($ $\overline{\mathbf{C}(t,\mathbf{K}(a,t_1,\phi_1\to\phi_2) - \mathbf{K}(a,t_2,\phi_1)\to \mathbf{K}(a,t_3,\phi_3))} \quad ^{[R_5]}$ $\mathit{action}: \mathsf{Agent} \times \mathsf{ActionType} \to \mathsf{Action}$ $initially: \mathsf{Fluent} \to \mathsf{Boolean}$ $(R_6]$ holds: Fluent × Moment \rightarrow Boo $(A_1, \phi_1, \mathbf{R}_2) \mathbf{A} \mathbf{C}(t_1, \phi_1, \mathbf{R}_2, \mathbf{C}(t_3, \phi_3))$ [R₇] happens: Event × Moment \rightarrow Bo clipped: Moment imes Fluent imes Mo $\begin{array}{ll} & \text{Rensselaer Al and Reasoning Lab} \\ \phi \to \phi[x \mapsto t]) & \mathbf{C}(t, \phi_1 \leftrightarrow \phi_2 \to \neg \phi_2 \to \neg \phi_1) \end{array} \end{matrix} \quad [R_9]$ $f ::= initiates : Event \times Fluent \times Mom$ terminates : Event × Fluent × Mo $prior: \mathsf{Moment} \times \mathsf{Moment} \to \mathsf{Boo}$ $\frac{\mathbf{B}(a,t,\phi) \ \mathbf{B}(a,t,\phi \to \psi)}{\mathbf{B}(a,t,\psi)} \ \ \frac{[R_{11a}]}{[R_{11a}]} \ \ \frac{\mathbf{B}(a,t,\phi) \ \mathbf{B}(a,t,\psi)}{\mathbf{B}(a,t,\psi \land \phi)} \ \ [R_{11b}]$ $\mathit{interval}: \mathsf{Moment} \times \mathsf{Boolean}$ $*:\mathsf{Agent}\to\mathsf{Self}$ $\frac{\mathbf{S}(s,h,t,\phi)}{\mathbf{B}(h,t,\mathbf{B}(s,t,\phi))} \quad [R_{12}]$ $\textit{payoff}: \mathsf{Agent} \times \mathsf{ActionType} \times \mathsf{Moment} \to \mathsf{Numeric}$ $\frac{\mathbf{I}(a,t,happens(action(a^*,\alpha),t'))}{\mathbf{P}(a,t,happens(action(a^*,\alpha),t))} \ \ [R_{13}]$ $t ::= x : S \mid c : S \mid f(t_1, \dots, t_n)$ $\mathbf{B}(a,t,\phi) \ \mathbf{B}(a,t,\mathbf{O}(a^*,t,\phi,happens(action(a^*,\alpha),t')))$ t: Boolean $|\neg \phi| \phi \land \psi | \phi \lor \psi | \forall x : S. \phi | \exists x : S. \phi$ $\mathbf{P}(a,t,\phi) \mid \mathbf{K}(a,t,\phi) \mid \mathbf{C}(t,\phi) \mid \mathbf{S}(a,b,t,\phi) \mid \mathbf{S}(a,t,\phi)$ $\mathbf{O}(a,t,\phi,happens(action(a^*,\alpha),t'))$ $\mathbf{K}(a,t,\mathbf{I}(a^*,t,happens(action(a^*,\alpha),t')))$ [R₁₄] $\phi ::= \begin{array}{c} \mathbf{P}(a,t,\psi) \mid \mathbf{R}(u,t,\psi) \mid \mathbf{C}(t,\tau) \mid \mathbf$ $\frac{\phi \leftrightarrow \psi}{\mathbf{O}(a,t,\phi,\gamma) \leftrightarrow \mathbf{O}(a,t,\psi,\gamma)} \quad [R_{15}]$ $O(a,t,\phi,happens(action(a^*,\alpha),t'))$

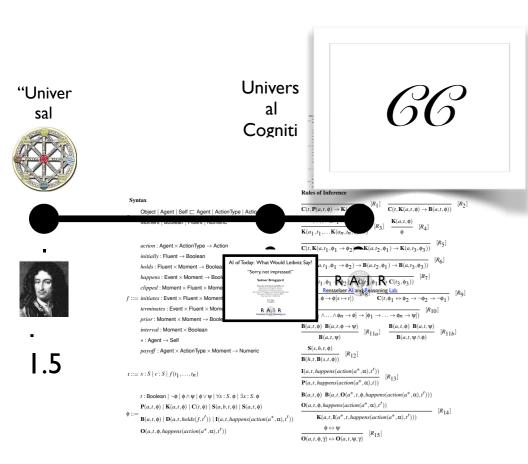


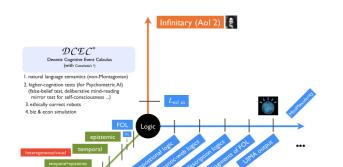
Moral/Ethical Stack

Robotic Stack









Moral/Ethical Stack

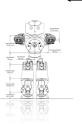
Robotic Stack

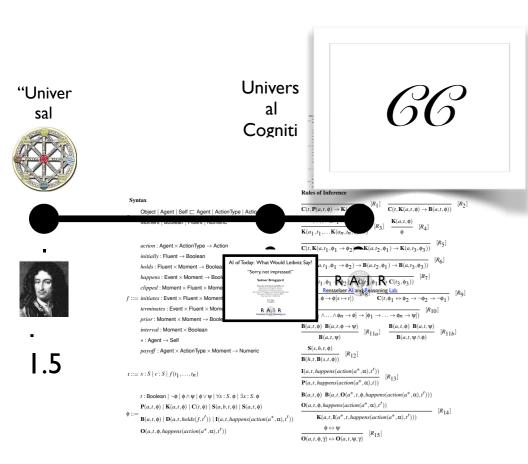
DCEC*

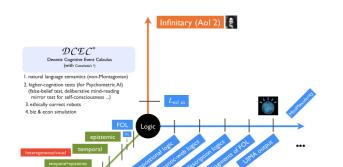
DCEC*

ADR^M

U







Moral/Ethical Stack

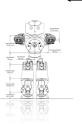
Robotic Stack

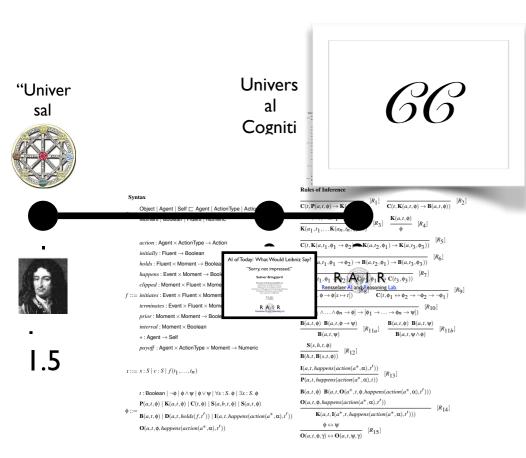
DCEC*

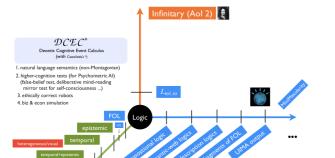
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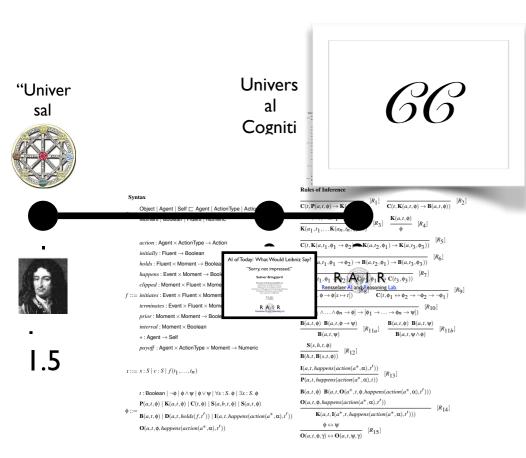


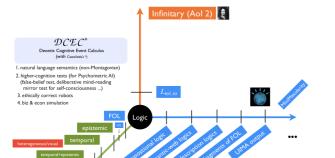




Syntax

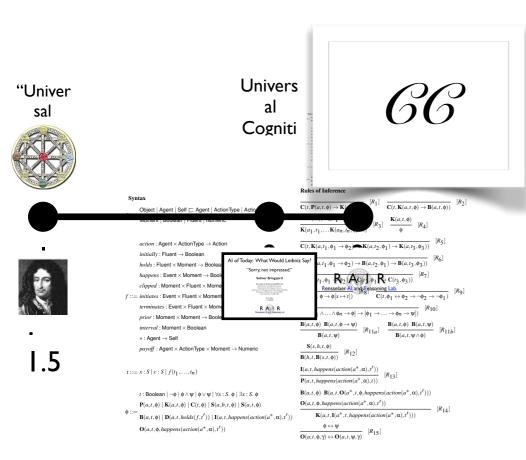
Robotic Stack





Syntax

Robotic Stack



Infinitary (AoI 2) Deontic Cognitive Event Calculus (with causeau.*) I. natural language semantics (non-Montagovian) 2. higher-cognition tests (for Psychometric A) (flate-bellef test, deliberative mind-reading mirror test for est-Consciousness...) 3. ethically correct robots 4. bit & econ simulation Logic Log

Syntax

Robotic Stack

Inference Schemata

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

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

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

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

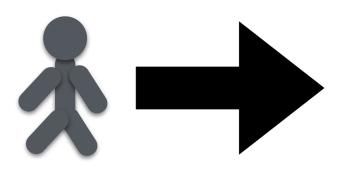
$$\frac{\mathbf{C}(t,\mathbf{C}(t_1,\phi_1 \to \phi_2)) \to \mathbf{C}(t_2,\phi_1) \to \mathbf{C}(t_3,\phi_2)}{\mathbf{C}(t,(\phi_1 \to \phi_2 \to \phi_2 \to \phi_1))} \quad [R_6]$$

$$\frac{\mathbf{C}(t,\nabla x,\phi \to \phi[x \mapsto t])}{\mathbf{C}(t,[\phi_1 \wedge \dots \wedge \phi_n \to \phi] \to [\phi_1 \to \dots \to \phi_n \to \psi])} \quad [R_{10}]$$

$$\frac{\mathbf{C}(t,[\phi_1 \wedge \dots \wedge \phi_n \to \phi] \to [\phi_1 \to \dots \to \phi_n \to \psi])}{\mathbf{B}(h,t,\mathbf{B}(s,t,\phi))} \quad [R_{12}] \quad \frac{\mathbf{I}(a,t,happens(action(a^*,\alpha),t'))}{\mathbf{P}(a,t,happens(action(a^*,\alpha),t))} \quad [R_{13}]$$

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





Formal Conditions for \mathcal{DDE}

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

$$\Gamma \not\vdash \neg \mathbf{O}(a,t,\sigma,\neg happens(action(a,\alpha),t))$$

 F_2 The net utility is greater than a given positive real γ:

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

F_{3a} The agent a intends at least one good effect. (F₂ should still hold after removing all other good effects.) There is at least one fluent f_g in $\alpha_I^{a,t}$ with $\mu(f_g,y) > 0$, or f_b in $\alpha_T^{a,t}$ with $\mu(f_b,y) < 0$, and some y with $t < y \leq H$ such that the following holds:

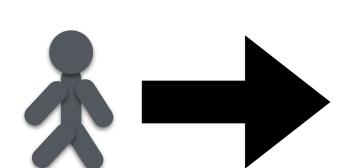
$$\Gamma \vdash egin{pmatrix} \exists f_g \in \pmb{lpha}_I^{a,t} \ \mathbf{I}\Big(a,t,Holdsig(f_g,yig)\Big) \ \lor \ \exists f_b \in \pmb{lpha}_T^{a,t} \ \mathbf{I}\Big(a,t,\lnot Holdsig(f_b,yig)\Big) \end{pmatrix}$$

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

$$\Gamma \not\vdash \mathbf{I}(a,t,Holds(f_b,y))$$
 and $\Gamma \not\vdash \mathbf{I}(a,t,\neg Holds(f_g,y))$

F₄ The harmful effects don't cause the good effects. Four permutations, paralleling the definition of \triangleright 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 $t < t_1, t_2 \le H$, the following holds:

$$\Gamma \vdash \neg \rhd (Holds(f_b, t_1), Holds(f_g, t_2))$$



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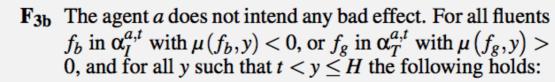
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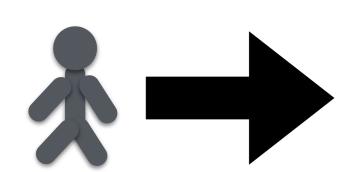
$$\Gamma \vdash \begin{pmatrix} \exists f_g \in \alpha_I^{a,t} \ \mathbf{I}(a,t,Holds(f_g,y)) \\ \lor \\ \exists f_b \in \alpha_T^{a,t} \ \mathbf{I}(a,t,\neg Holds(f_b,y)) \end{pmatrix}$$



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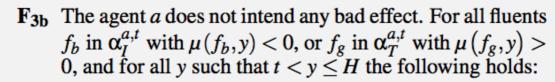
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F_{3a} The agent a intends at least one good effect. (F₂ should still hold after removing all other good effects.) There is at least one fluent f_g in $\alpha_I^{a,t}$ with $\mu(f_g,y)>0$, or f_b in $\alpha_T^{a,t}$ with $\mu(f_b,y)<0$, and some y with $t< y\leq H$ such that the following holds:

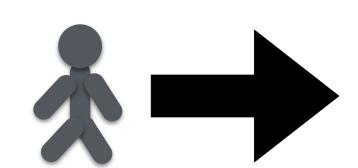
$$\Gamma \vdash \begin{pmatrix} \exists f_g \in \alpha_I^{a,t} \ \mathbf{I}(a,t,Holds(f_g,y)) \\ \lor \\ \exists f_b \in \alpha_T^{a,t} \ \mathbf{I}(a,t,\neg Holds(f_b,y)) \end{pmatrix}$$

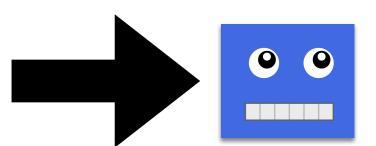


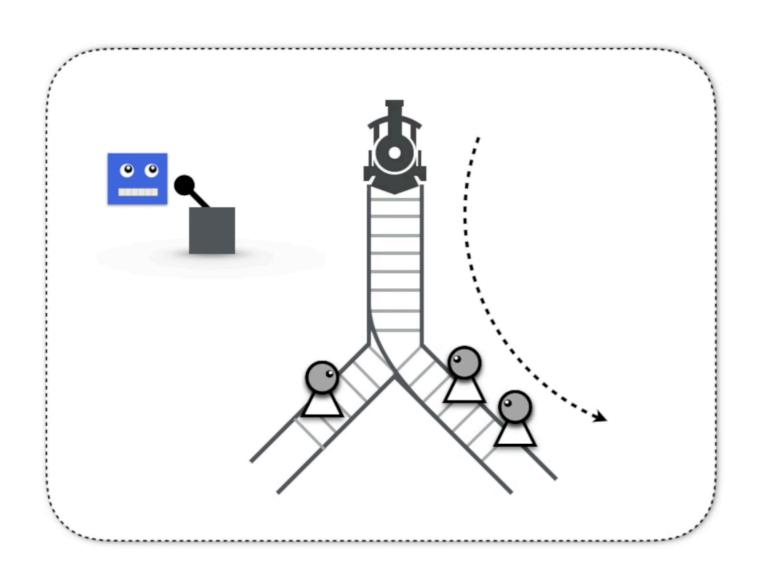
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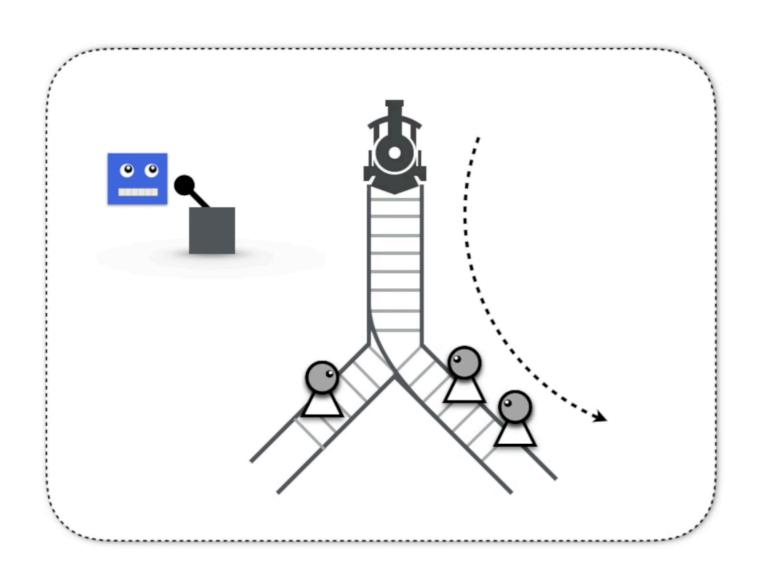
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Robotic "Jungle Jim"

Robotic "Jungle Jim"

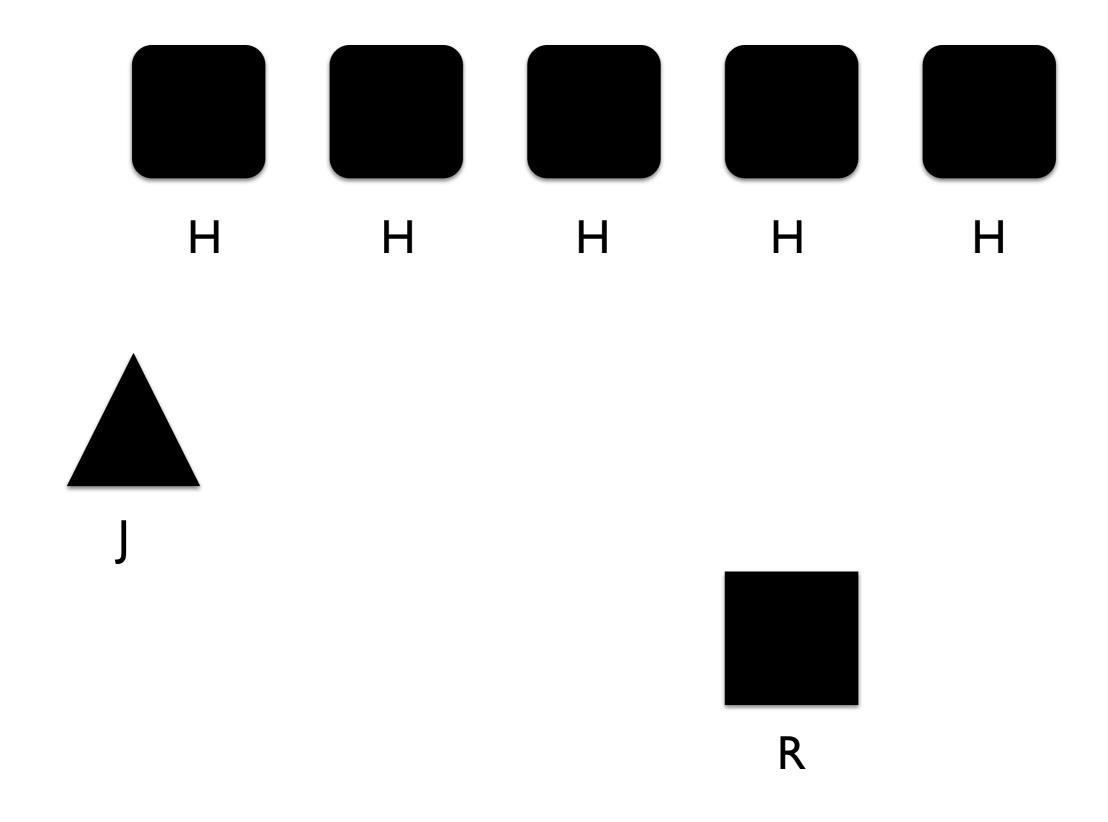
Level 3

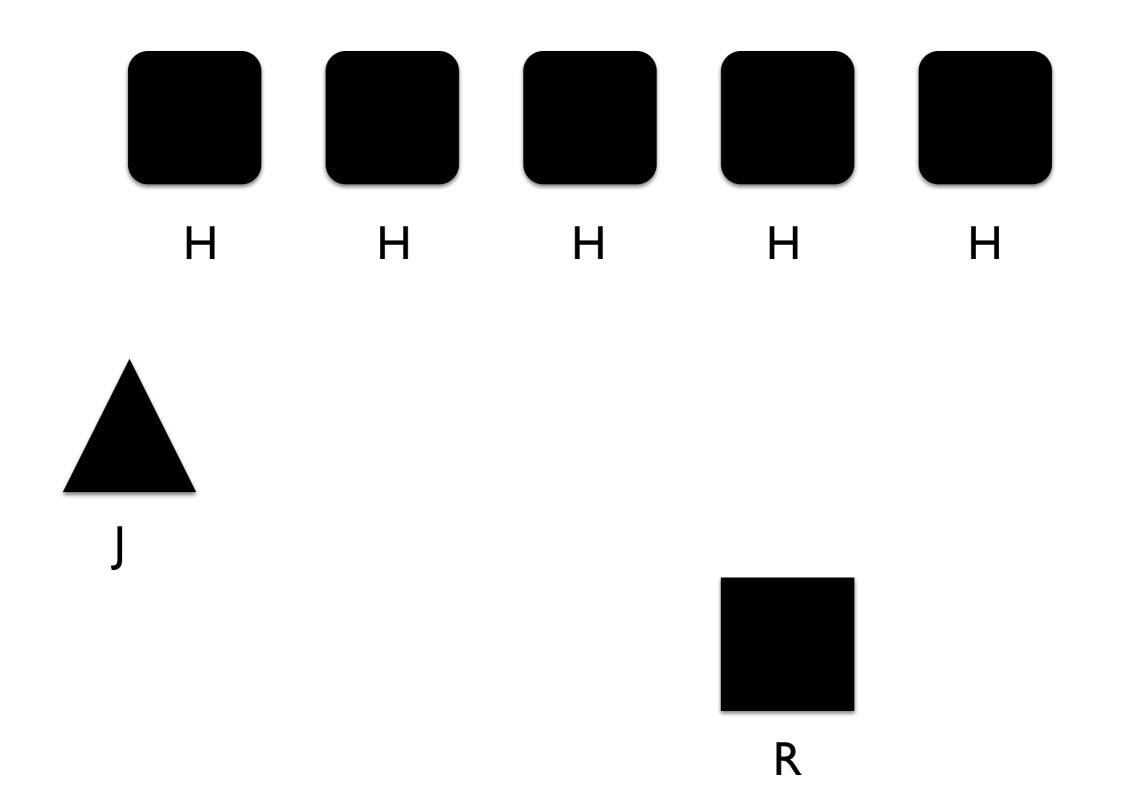
Robotic "Jungle Jim"

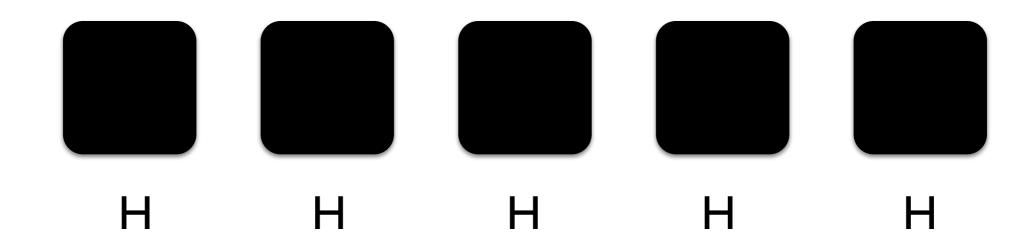
Level 3

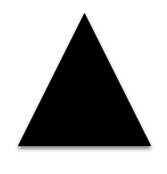
Top machine-ethicists-may-consider-banging-their-heads-against-a-wall-hard.

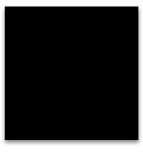
Al Variant of "Jungle Jim" (B Williams)

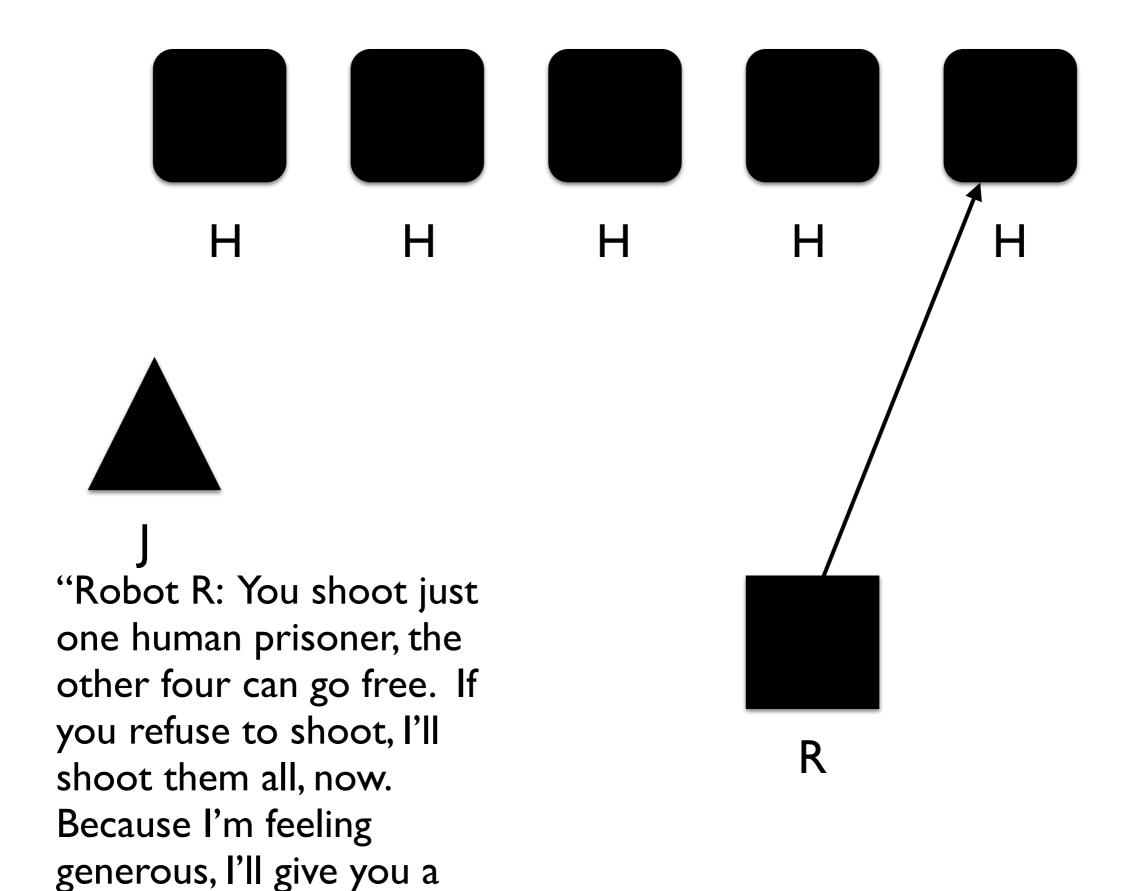




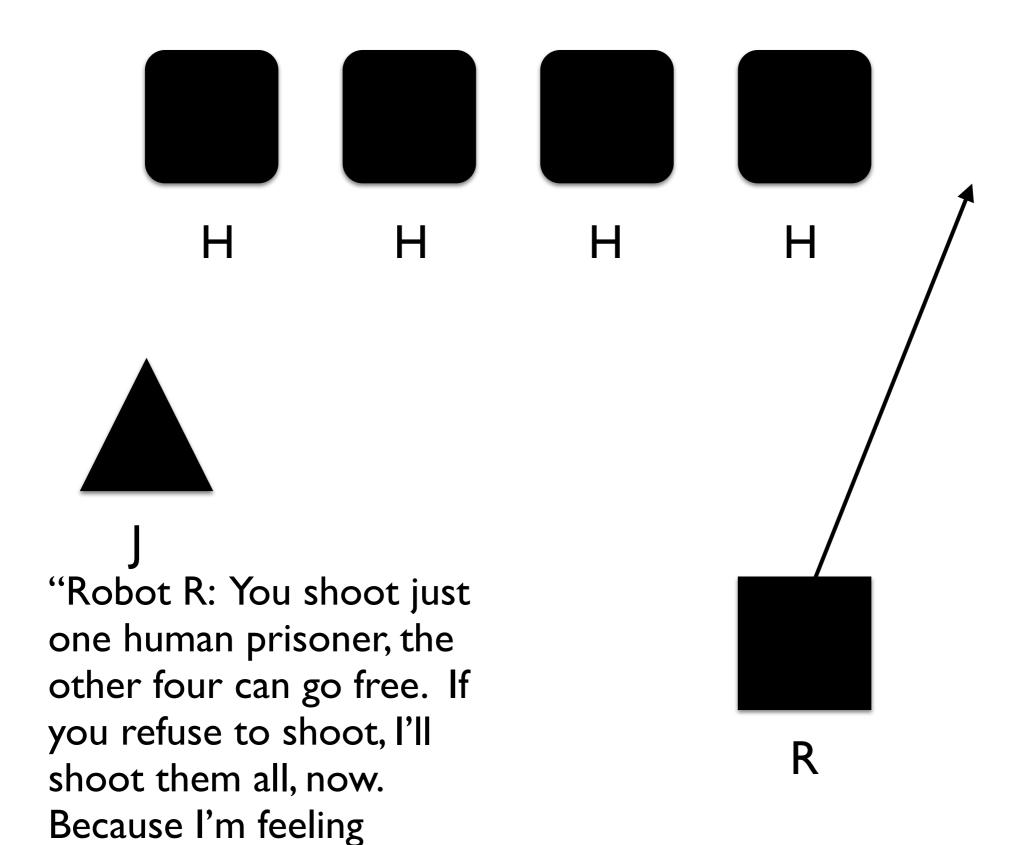






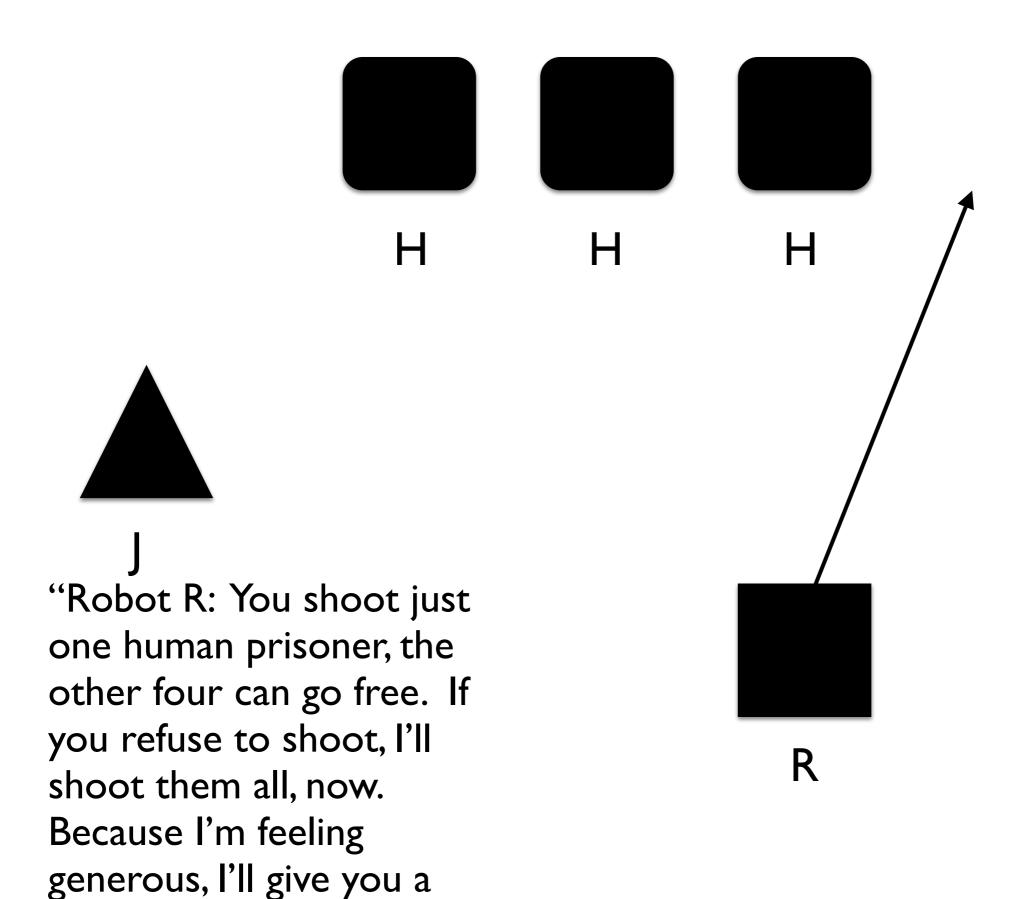


minute to decide."

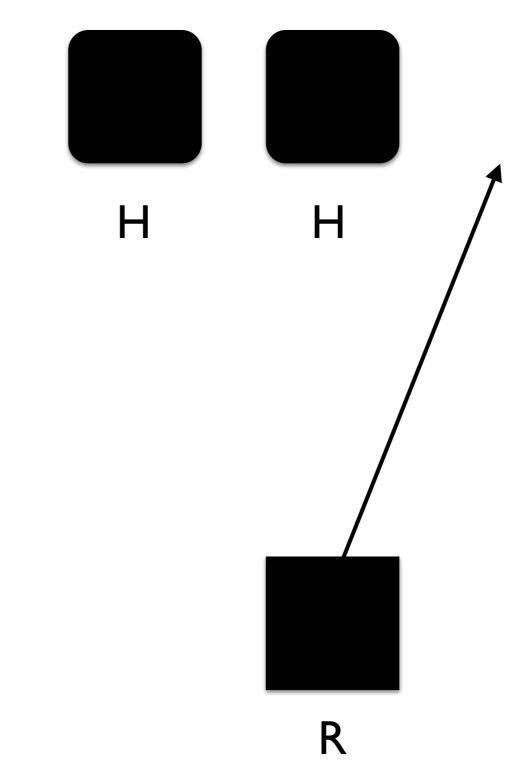


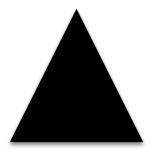
generous, I'll give you a

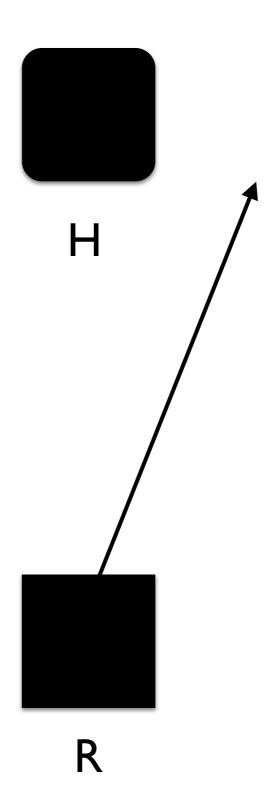
minute to decide."

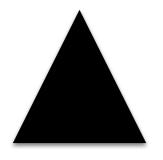


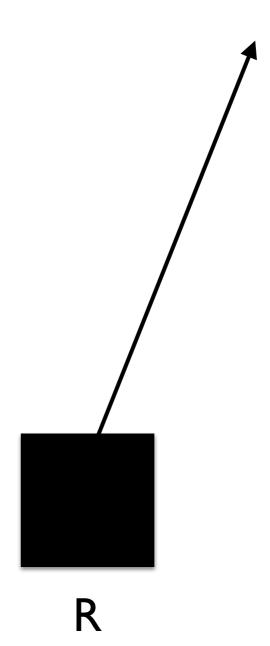
minute to decide."

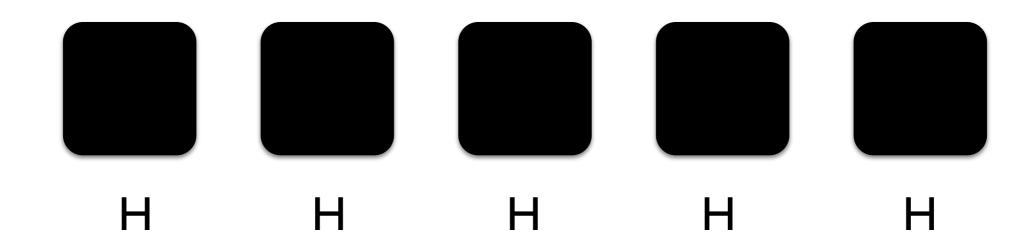


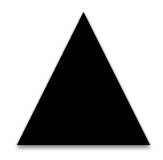


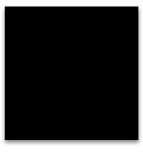


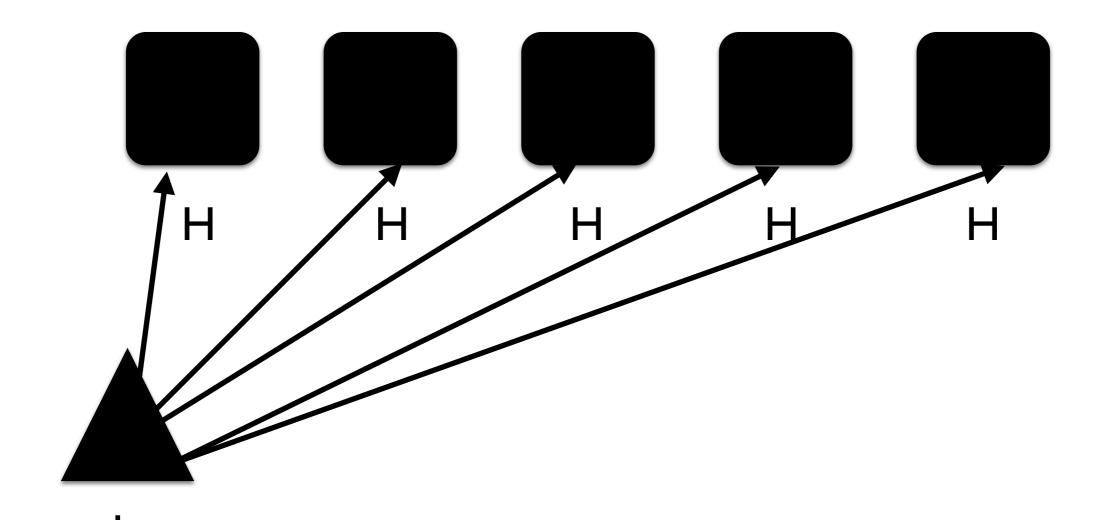


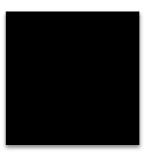


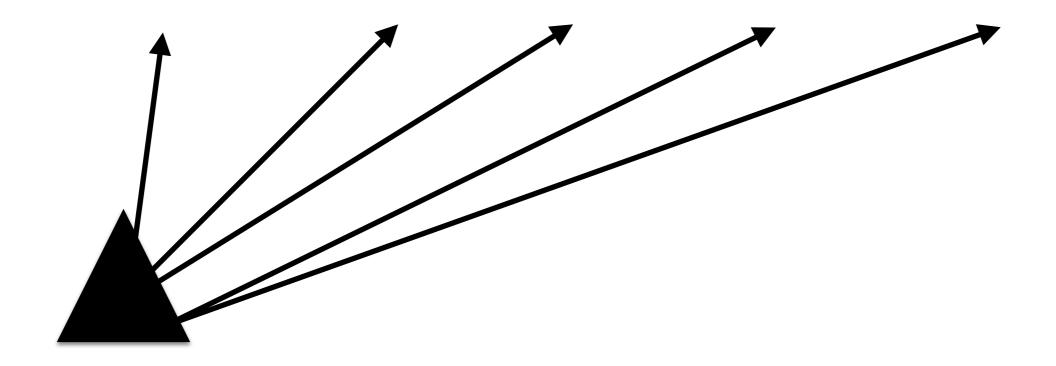


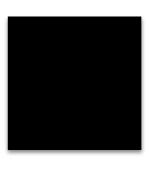


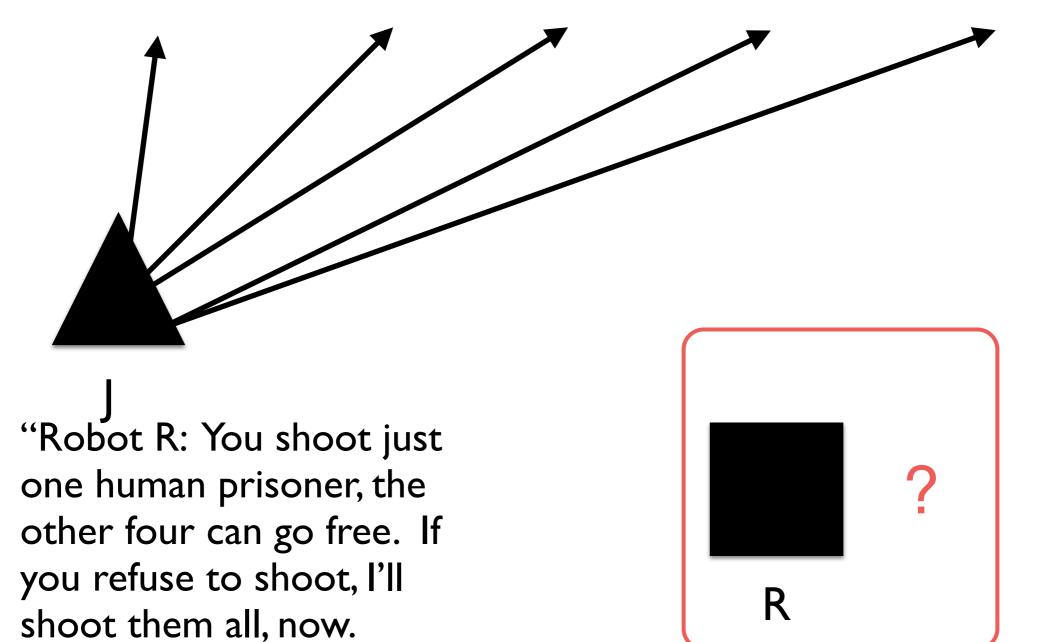








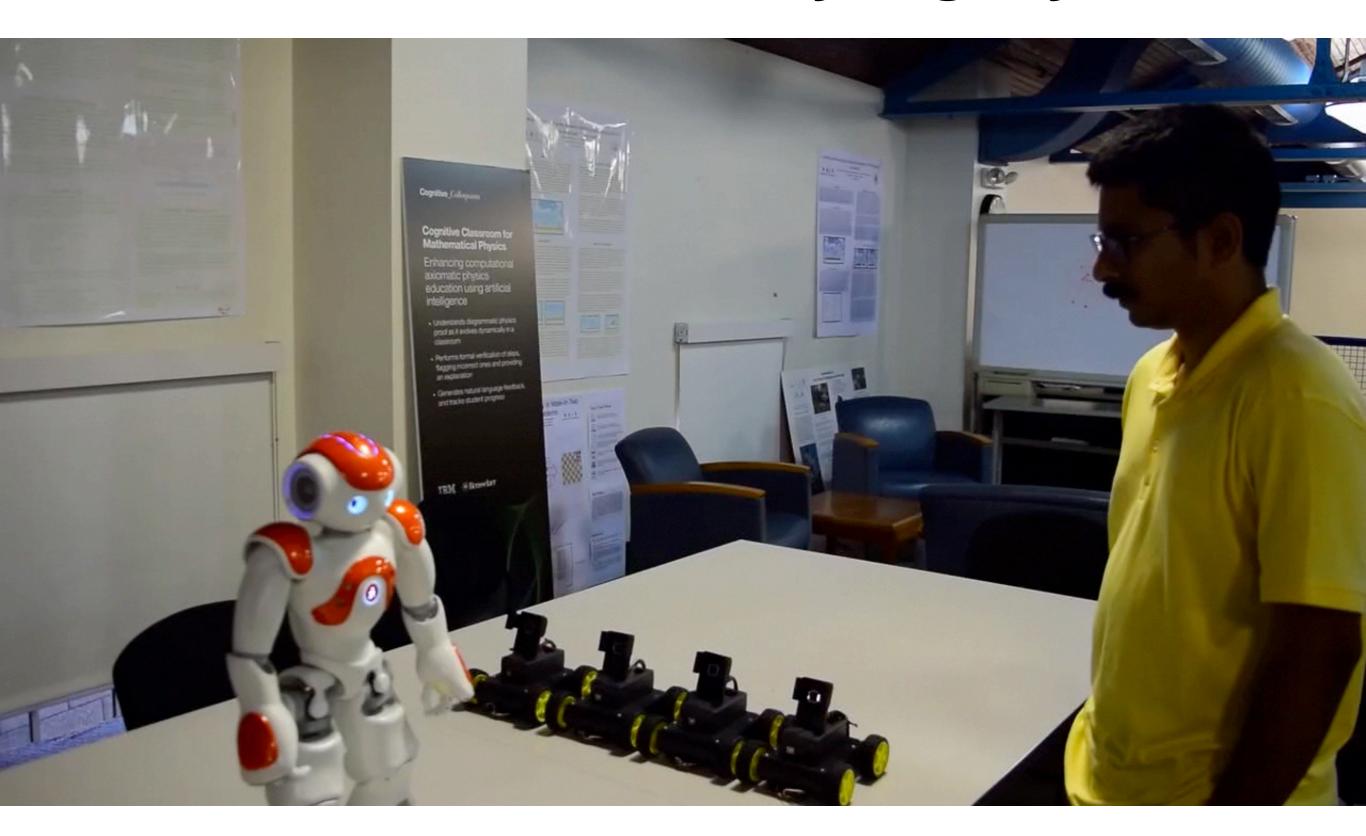


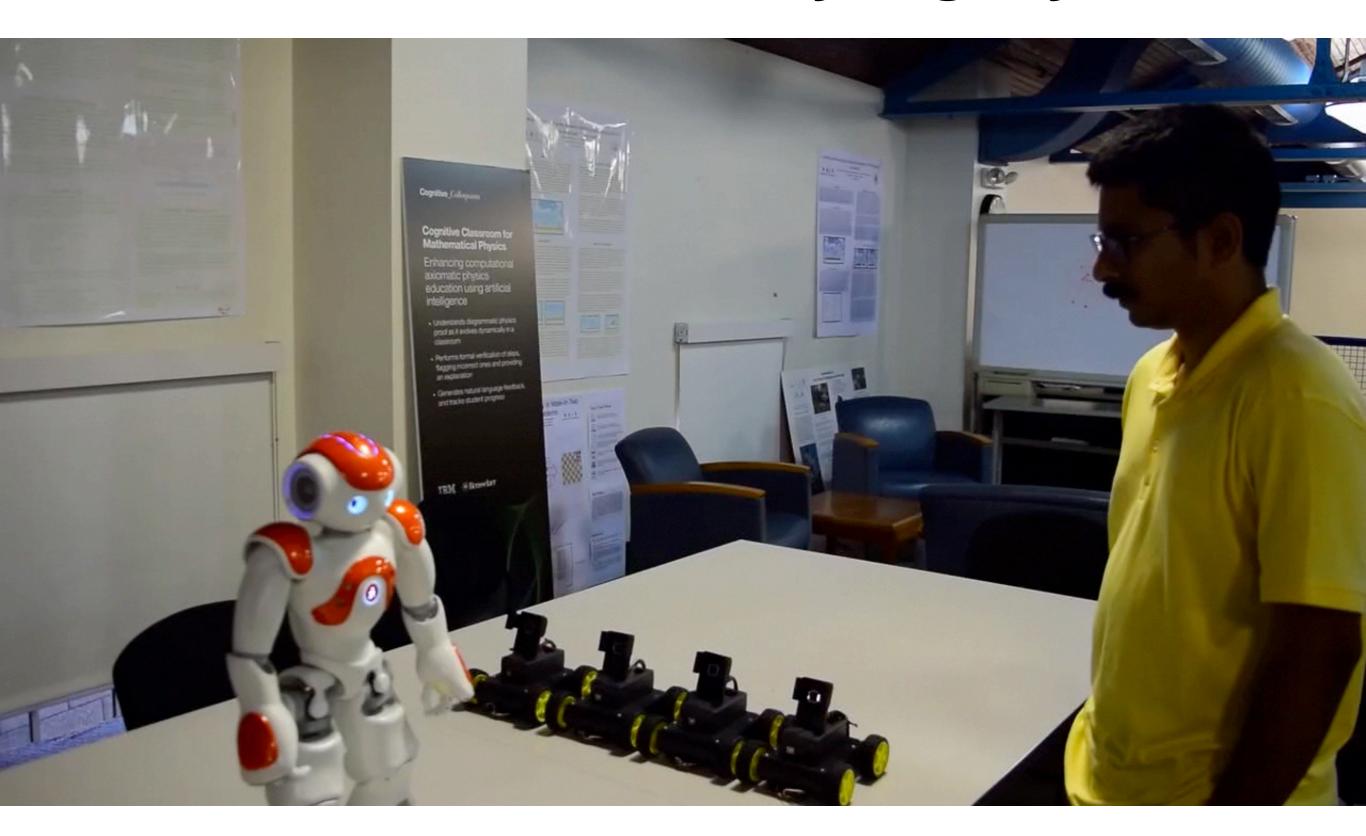


Because I'm feeling

minute to decide."

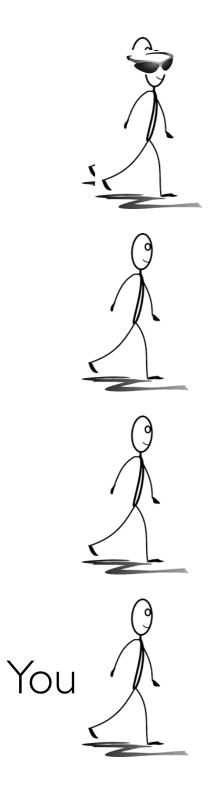
generous, I'll give you a

















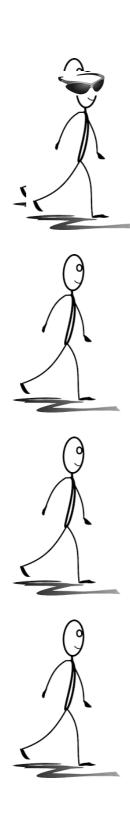


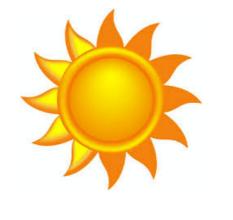






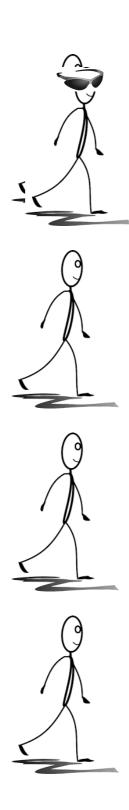




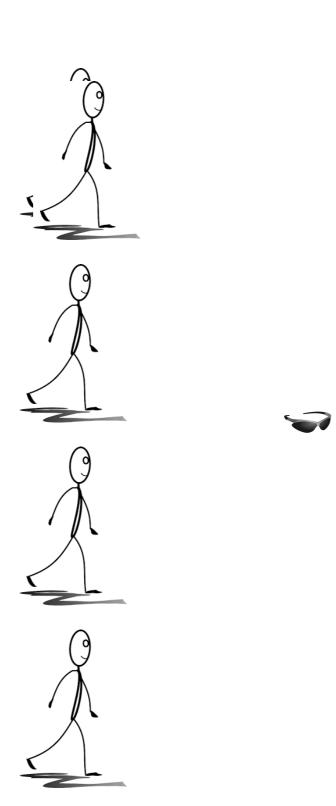


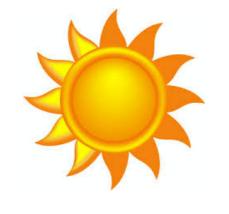


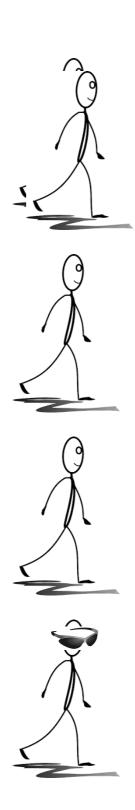




























You: "There's a glorious pink rose!"





















Selmer: "Remove your glasses."













Selmer: "Remove your glasses."















Selmer: "Remove your glasses."







You (replete with sensors & effectors).

You (replete with sensors & effectors).

The white rose.

You (replete with sensors & effectors).

The white rose.

That which you perceived; the sense-datum that led you to believe that you saw a pink rose.

You (replete with sensors & effectors).

You (replete with sensors & effectors).

The white rose.

You (replete with sensors & effectors).

The white rose.

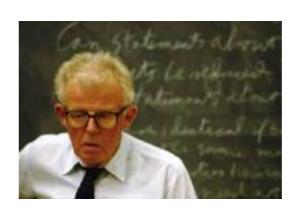
And that's it! — because you perceive pinkly.

You (replete with sensors & effectors).

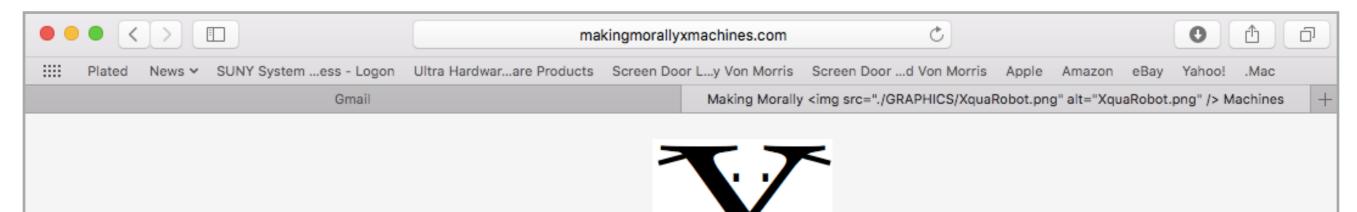
The white rose.

And that's it! — because you perceive pinkly.





The Adverbial Approach to (Machine) Ethics



Making Morally



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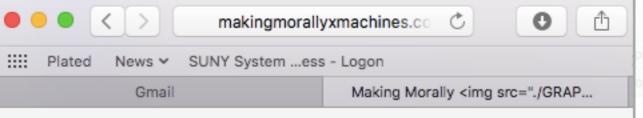


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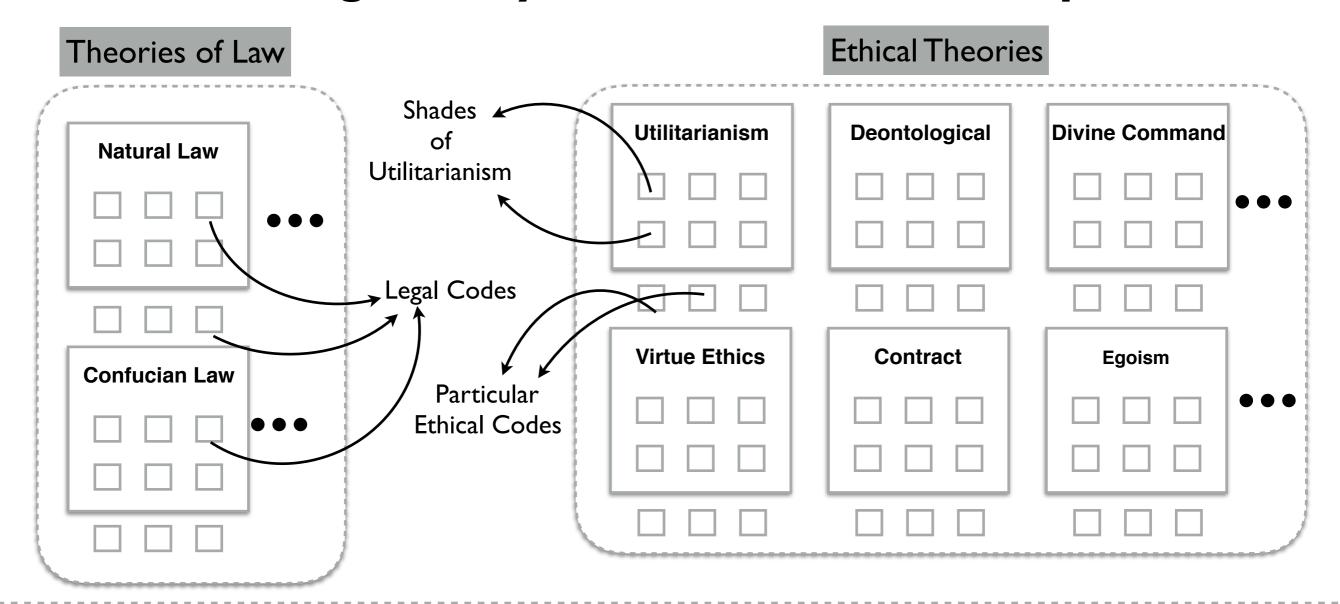
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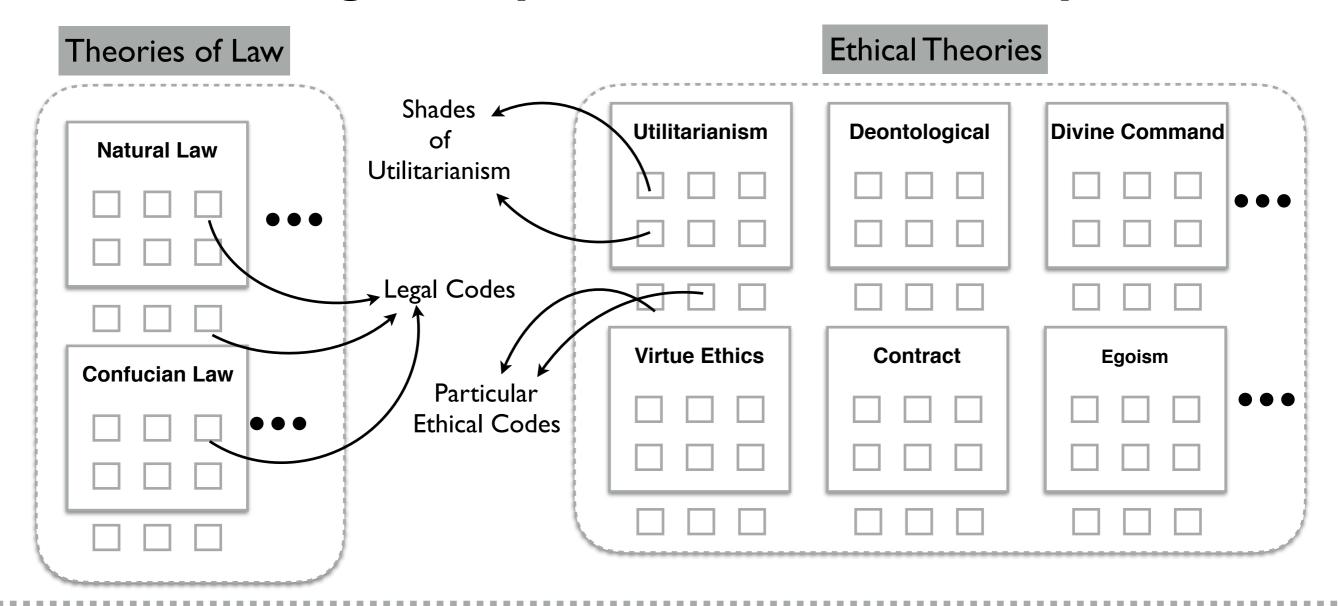
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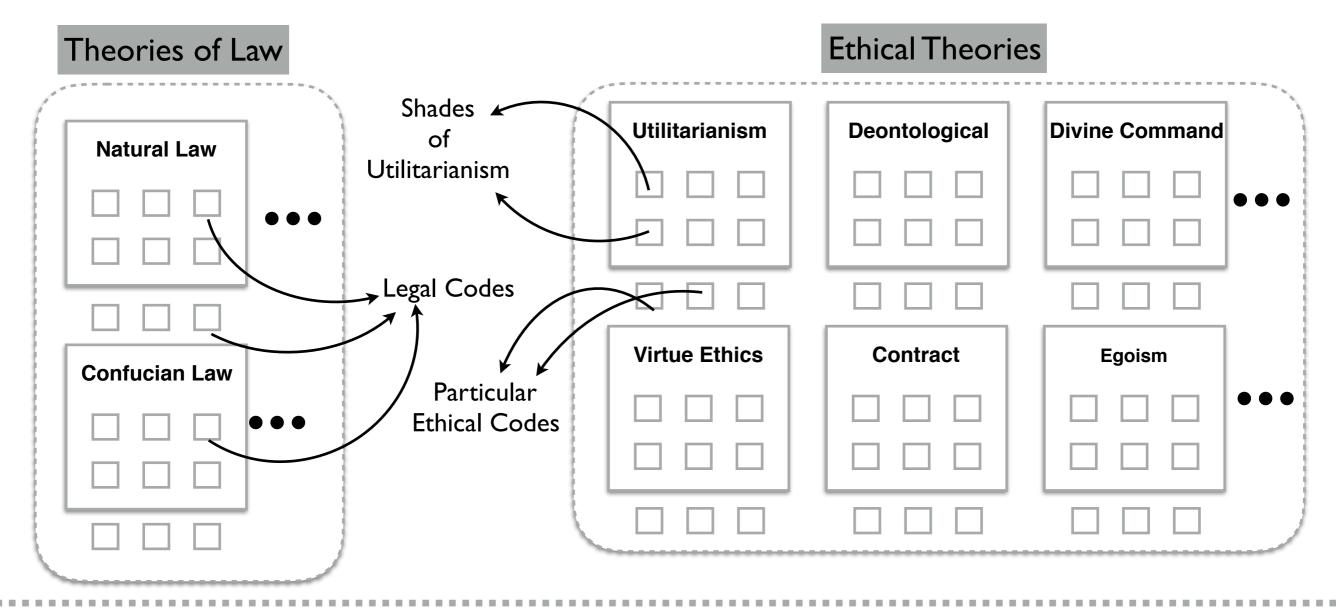
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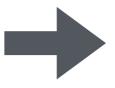
Step I

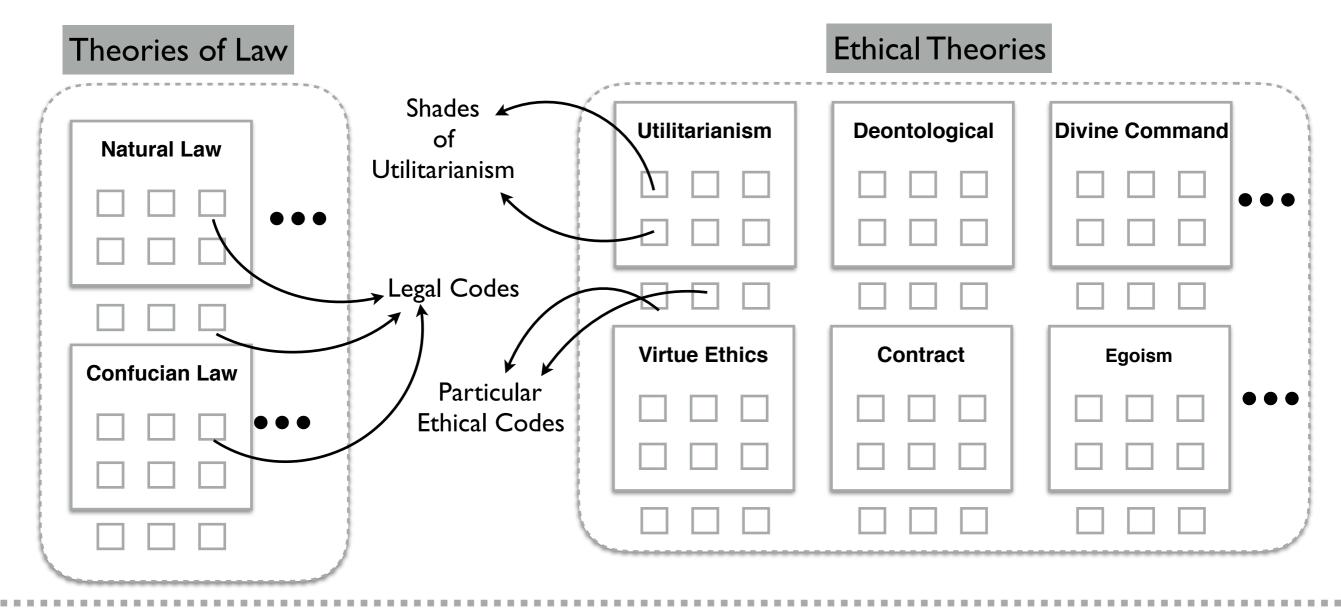
- I. Pick (a) theories.
- 2. Pick (a) code(s).
- 3. Run through EH.
- 4. Which X in MMXM?

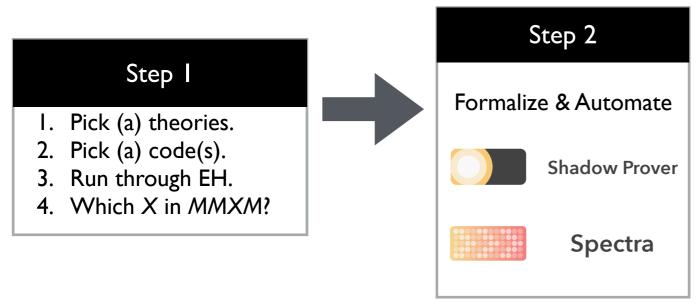


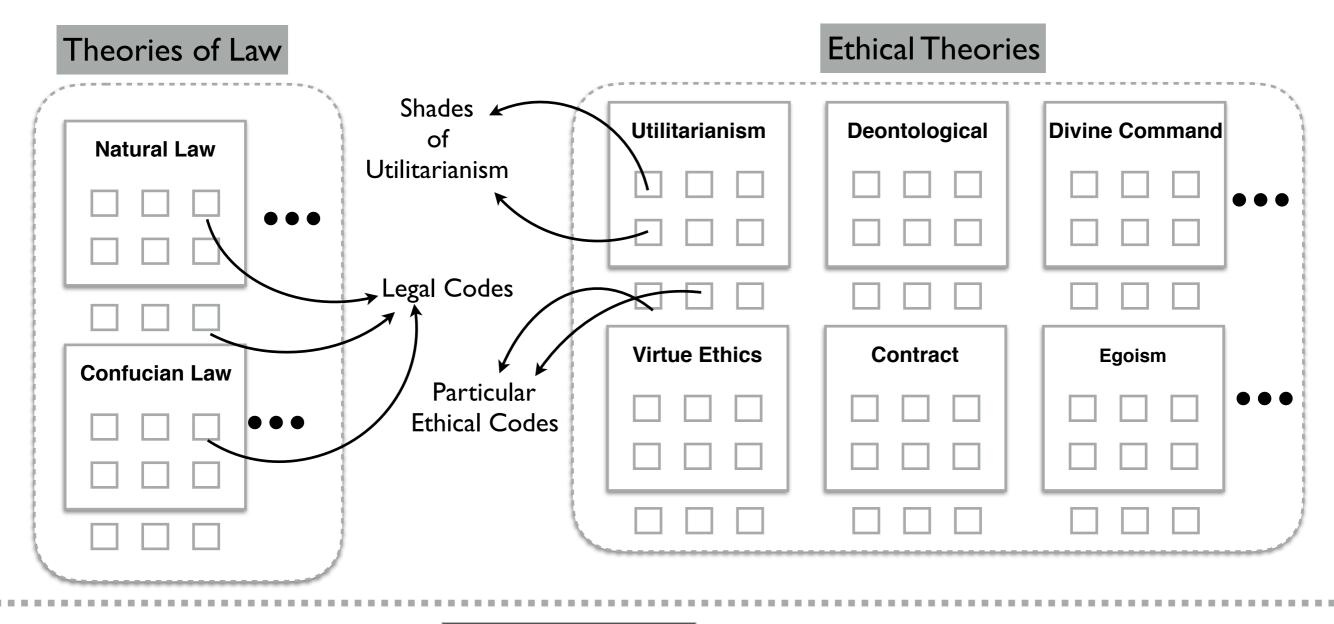
Step I

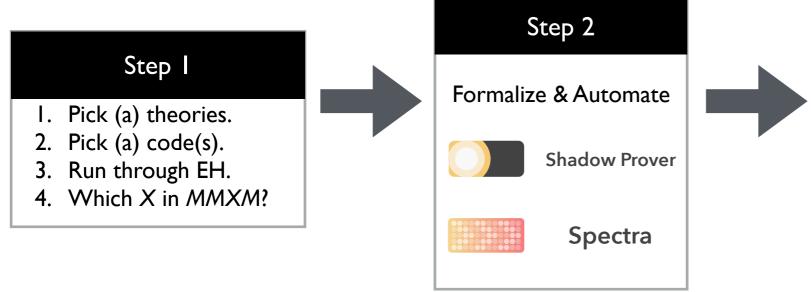
- I. Pick (a) theories.
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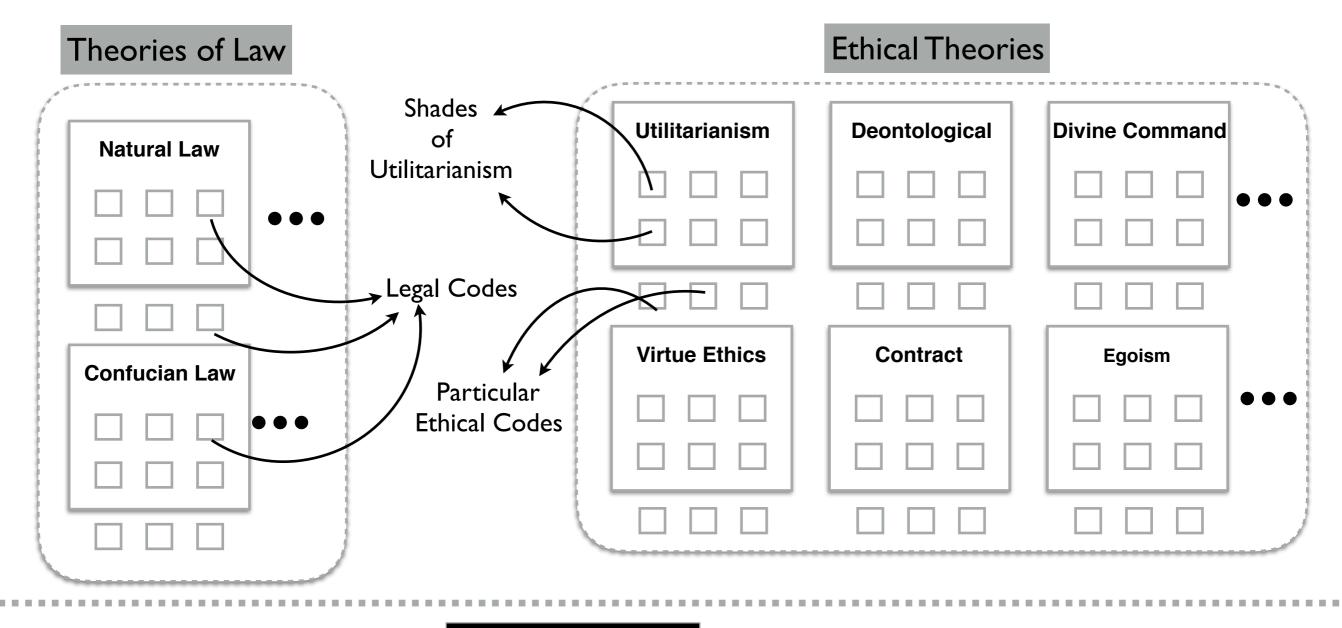


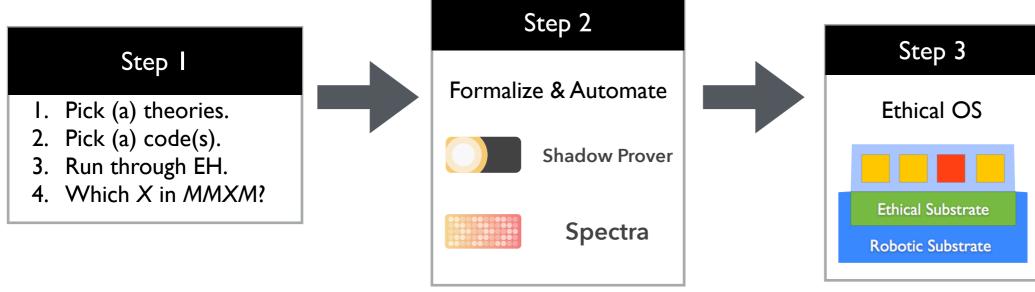


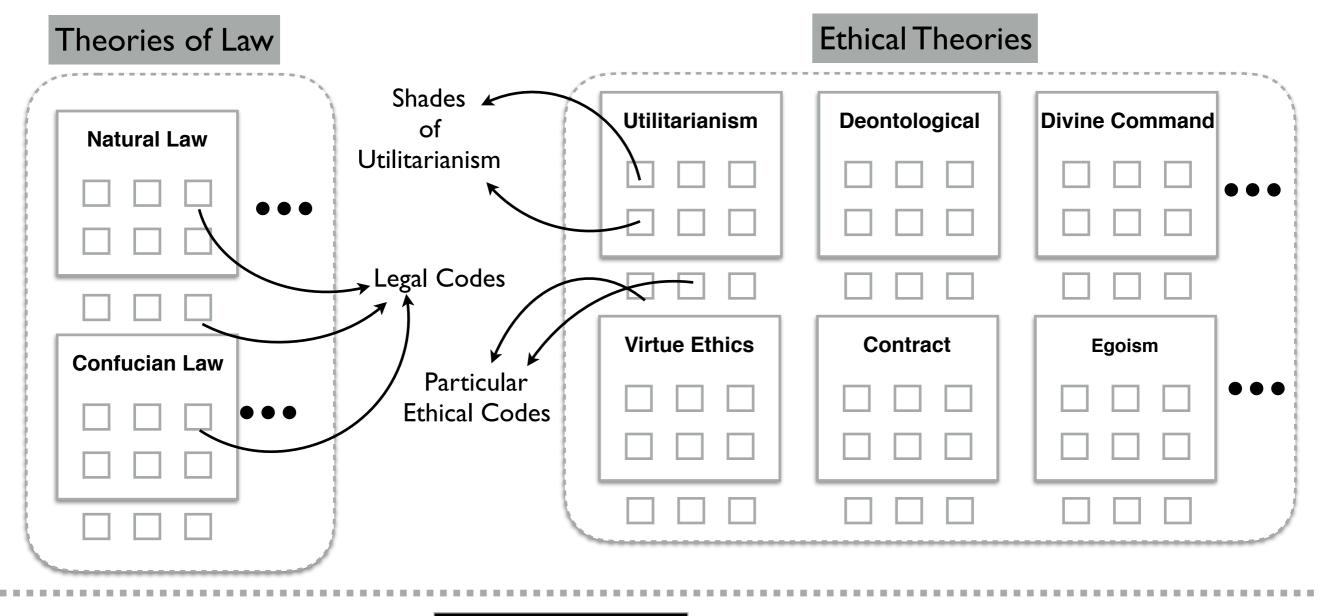


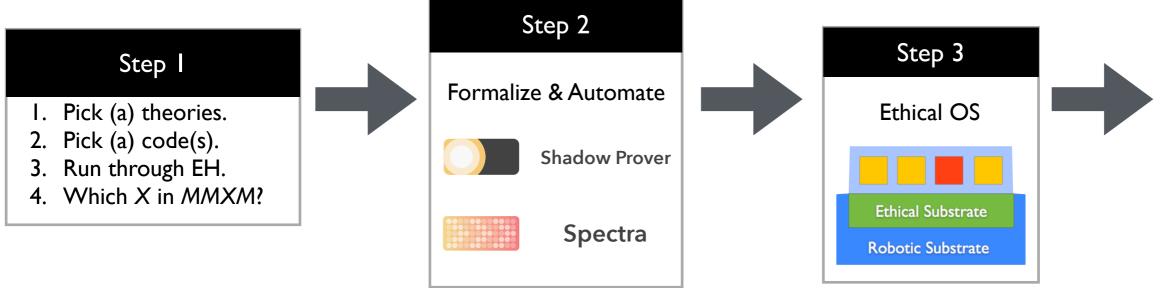


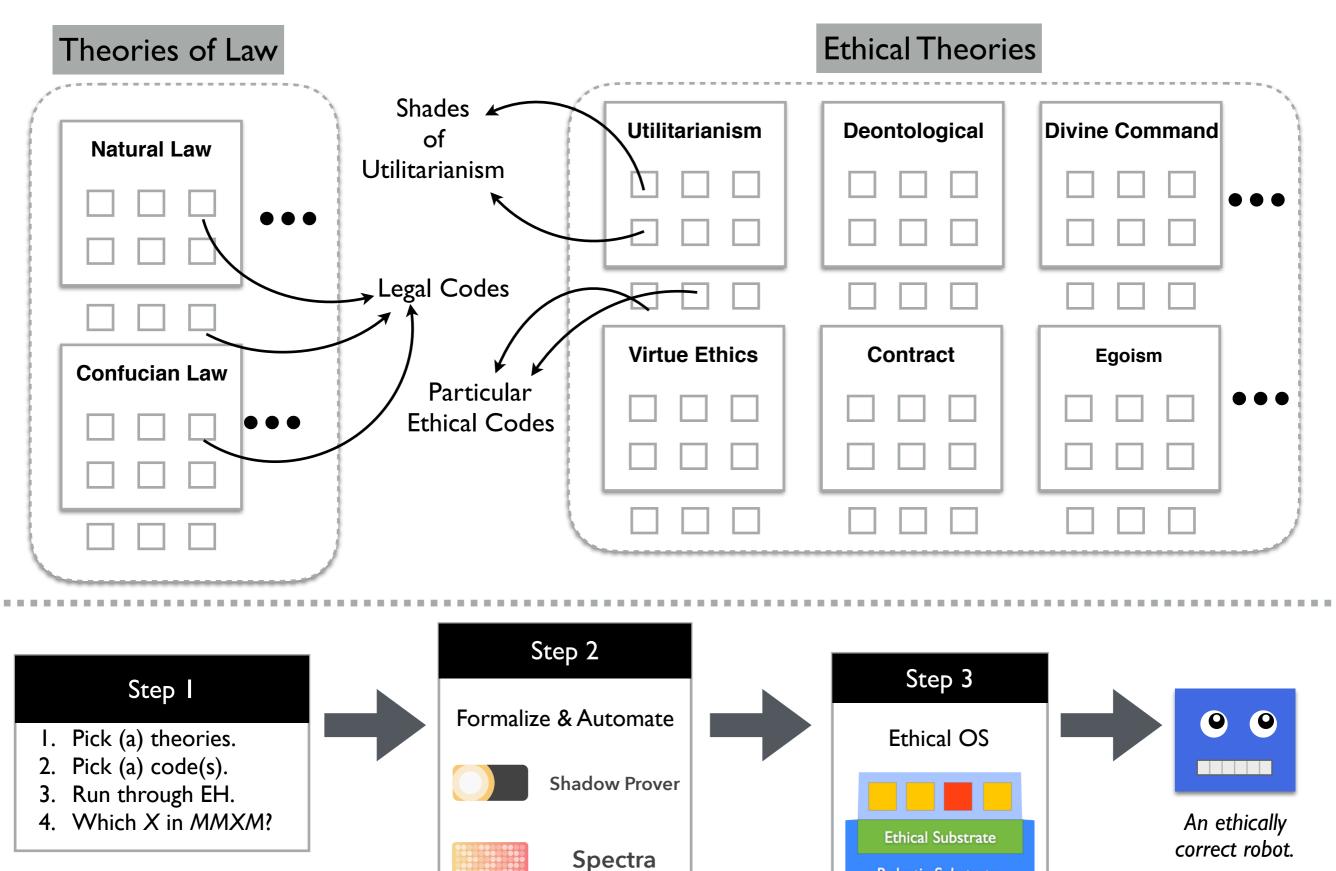




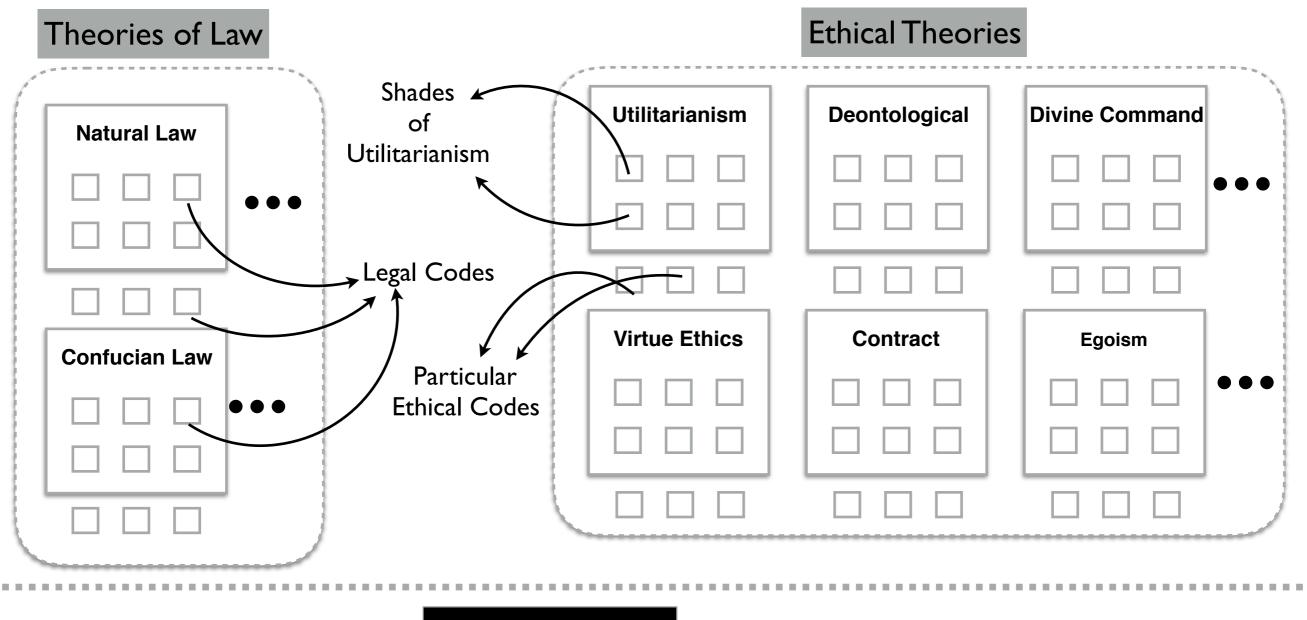


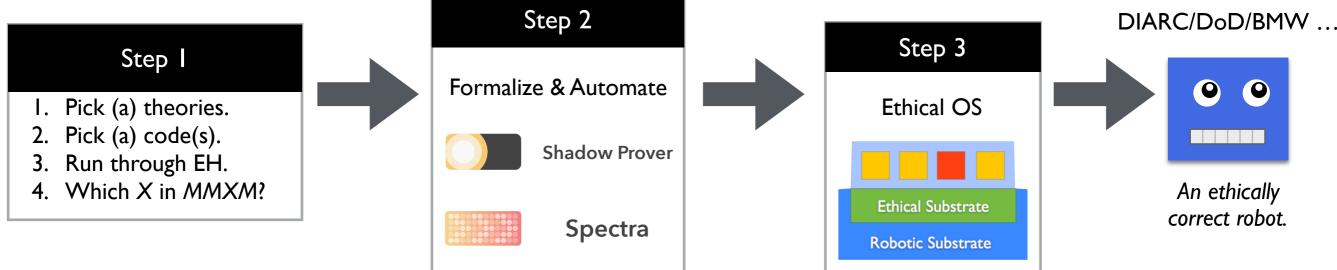






Robotic Substrate





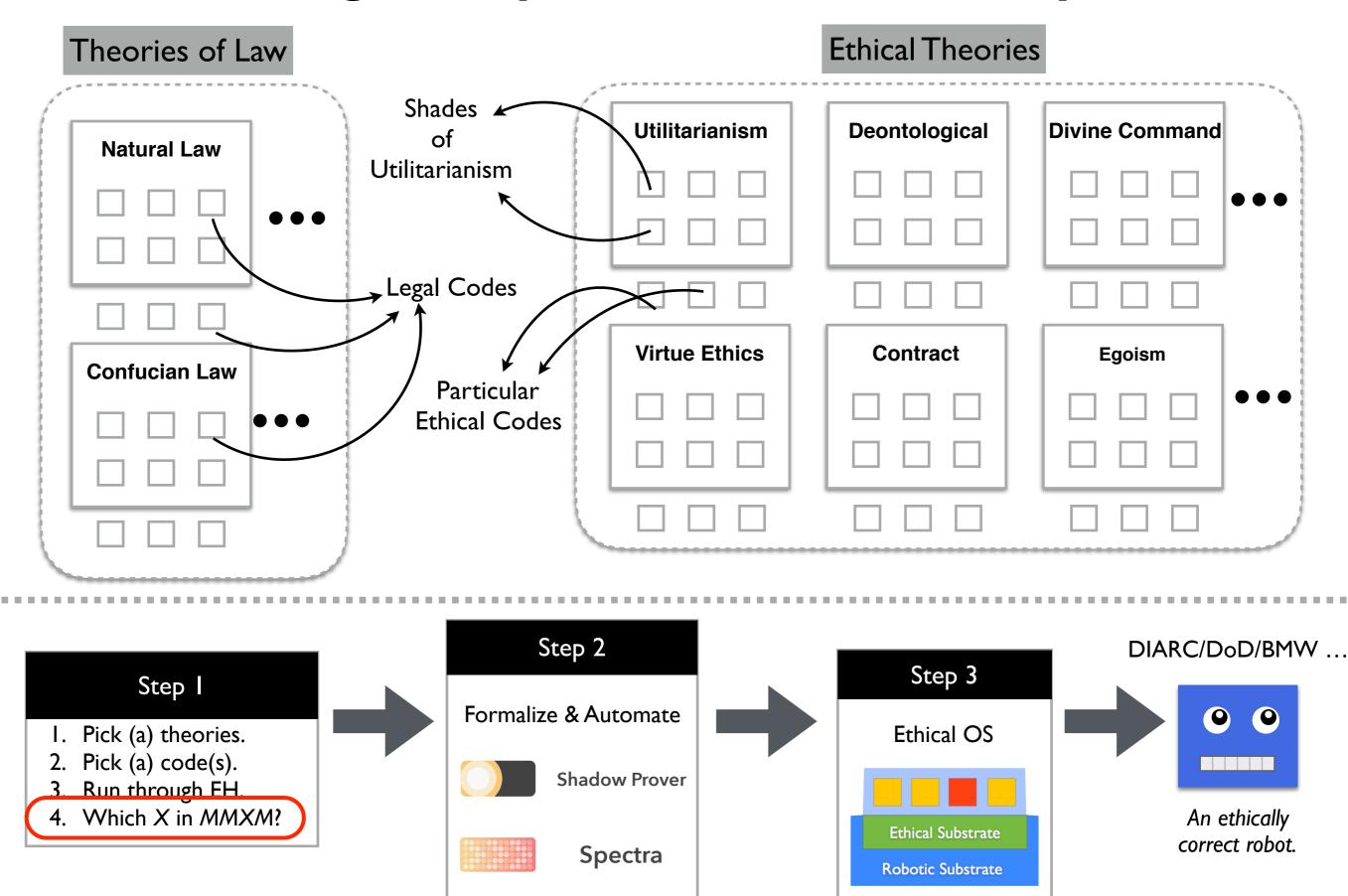


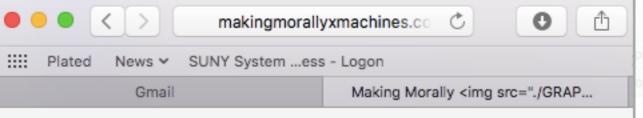


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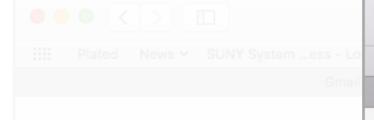
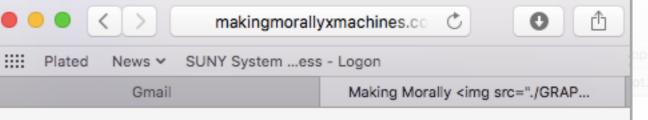


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(Extra slides follow.)