
Review on AGI Safety Research

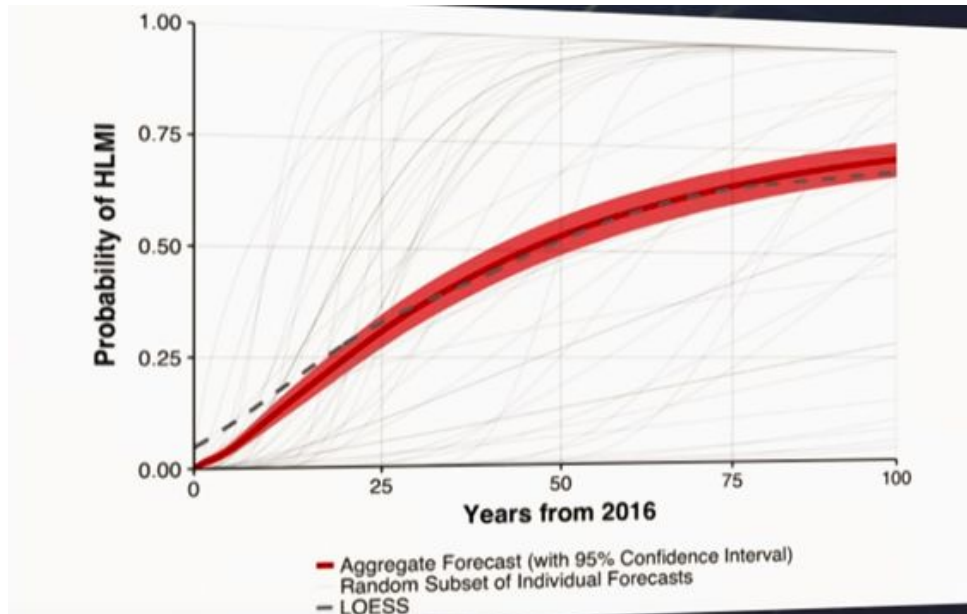
Turku AI Society
Juho Vaiste, 15.5.2018

Understanding AGI

- Defining intelligence: “Intelligence measures an agent’s ability to achieve goals in a wide range of environments.”
- Orthogonality thesis
- Instrumental goals
- Formalizing AGI (AIXI) and alternate views (not an agent)

Predicting AGI Development

- Estimations done also by others than Bostrom. Not specific change during the last 5 years?



Predicting AGI Development

- Estimations vary a lot
- One perspective for a more in-depth look:
 - Chalmers's analysis (2010) vs Dreyfus, Lucas, Penrose, Searle

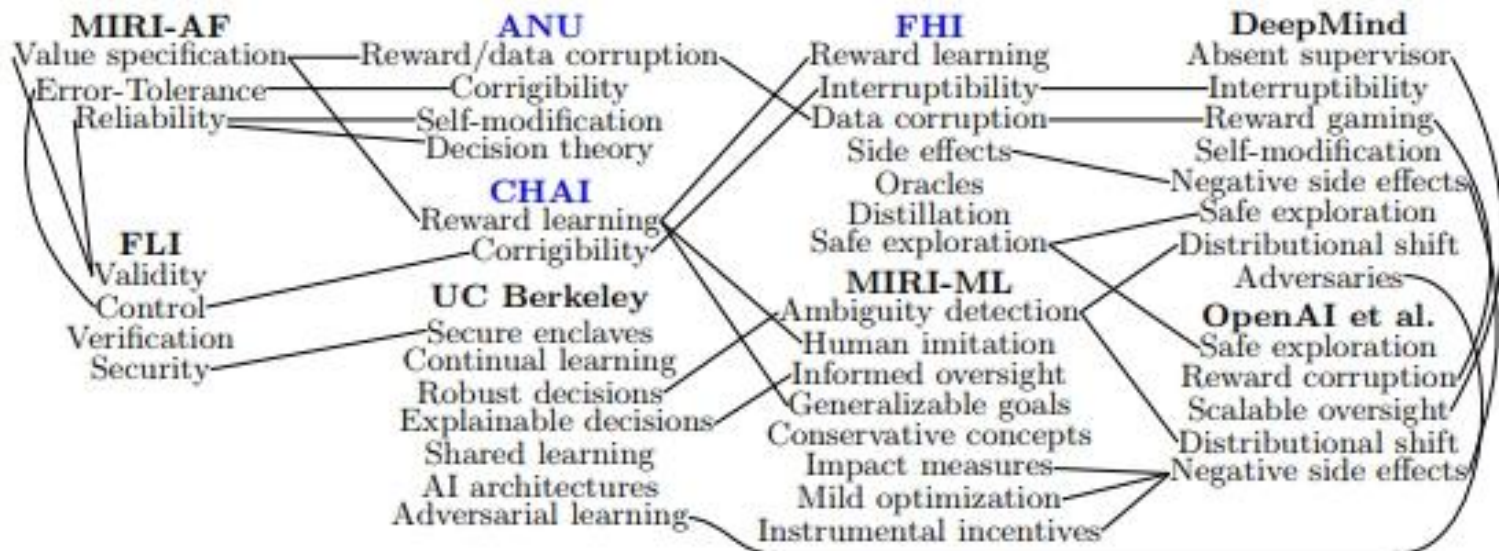
Predicting AGI Development: Singularity?

- Self-improvement as a instrumental goal → recursive self-improvement → intelligence explosion
(Bostrom, 2014; Good, 1966; Hutter, 2012a; Kurzweil, 2005; Vinge, 1993; Yudkowsky, 2008b)

Predicting AGI Development: Singularity?

- Against (Walsh, 2016)
 - How to measure intelligence?
 - How much smarter is faster thinking?
 - Why human intelligence level have some kind of special meaning?

Institutes on AGI Safety



Problems with AGI

- How do we get an AGI to work towards the right goals?
- How can we make an agent that keeps pursuing the goals we have designed it with?
- If we get something wrong in the design or construction of an agent, will the agent cooperate in us trying to fix it?
- How to design AGIs that are robust to adversaries and adversarial environments?
- Safe learning: AGIs should avoid making fatal mistakes during the learning phase.
- How can we build agent's whose decisions we can understand?
- Societal consequences: AGI will have substantial legal, economic, political, and military consequences.



Summary

- **A small but emerging field**
Still relatively easy to map the earlier literature; not gonna be the case in a couple of years
- **Moving from philosophy to mathematical fields**
- **Important**
Hope to see a few dozen AGI researchers in Finland

Let's list AGI researchers in Finland

- Kaj Sotala
- Harri Valpola and Curious AI team