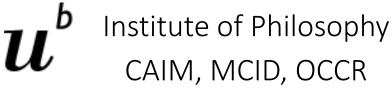
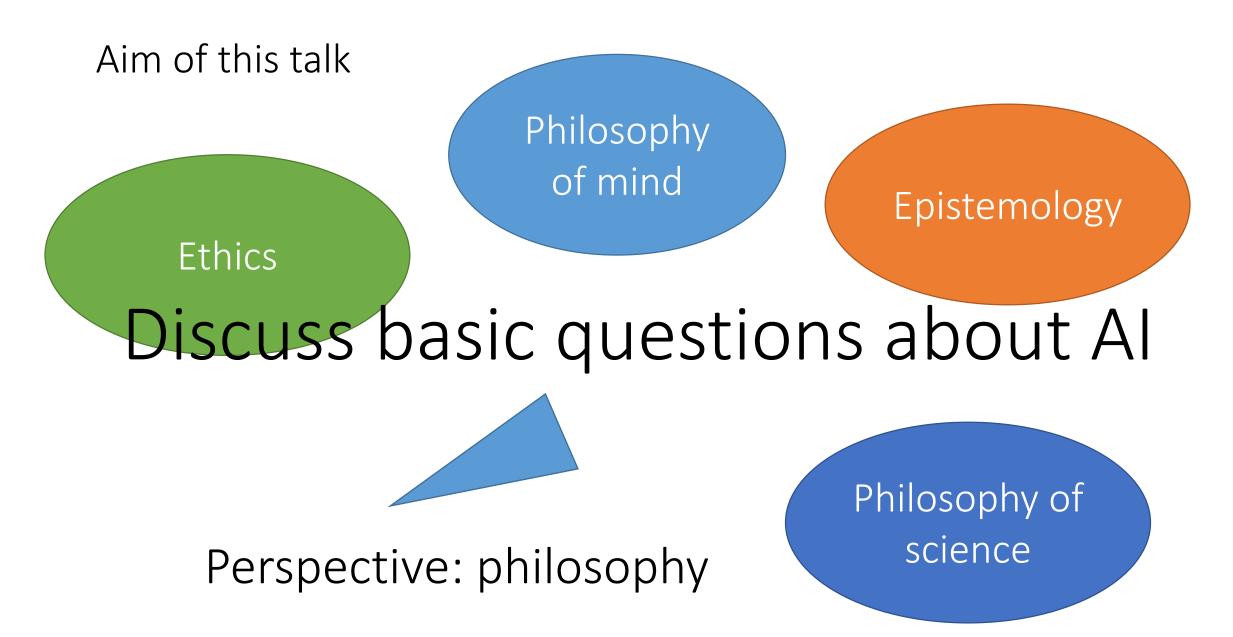
What is artificial intelligence? Philosophical perspectives on AI

<u>Claus Beisbart</u>



b UNIVERSITÄT BERN

Münchenwiler Seminar 2024 "AI and Science", 19.4.2024

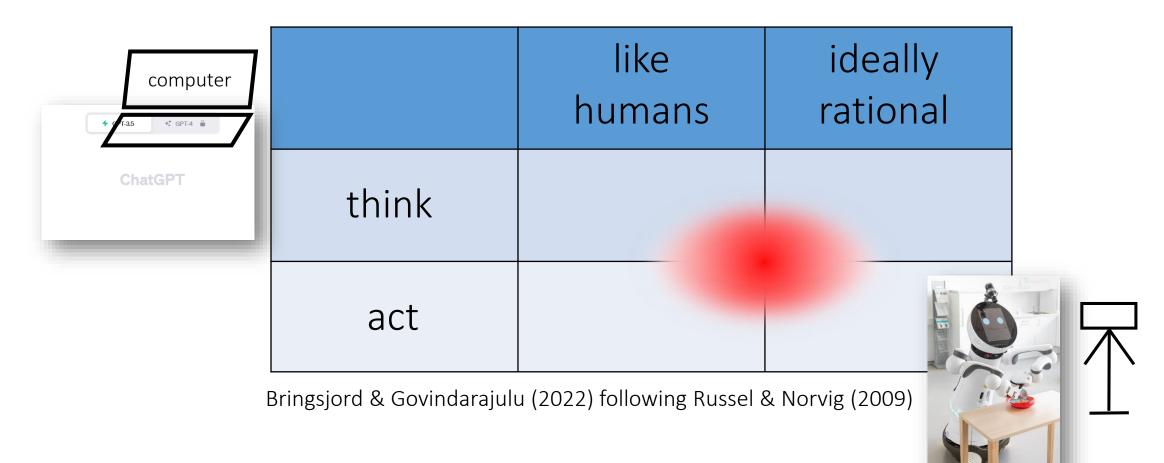


Structure of the talk

- 1. What is Al?
- 2. Does it really think?
- 3. Where will this get us?
- 4. What does AI mean for science?
- 5. What's the take-home message?

1. What is AI?

area of research that aims at building systems that ...





- This definition is at odds with current usage "AI" often refers to a system built in this field, e.g. algorithm, robot etc.
- 2. The definition is on the cautious side

Paradigms

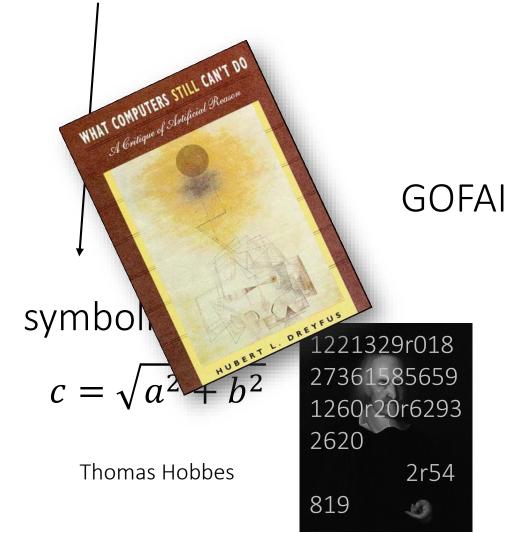


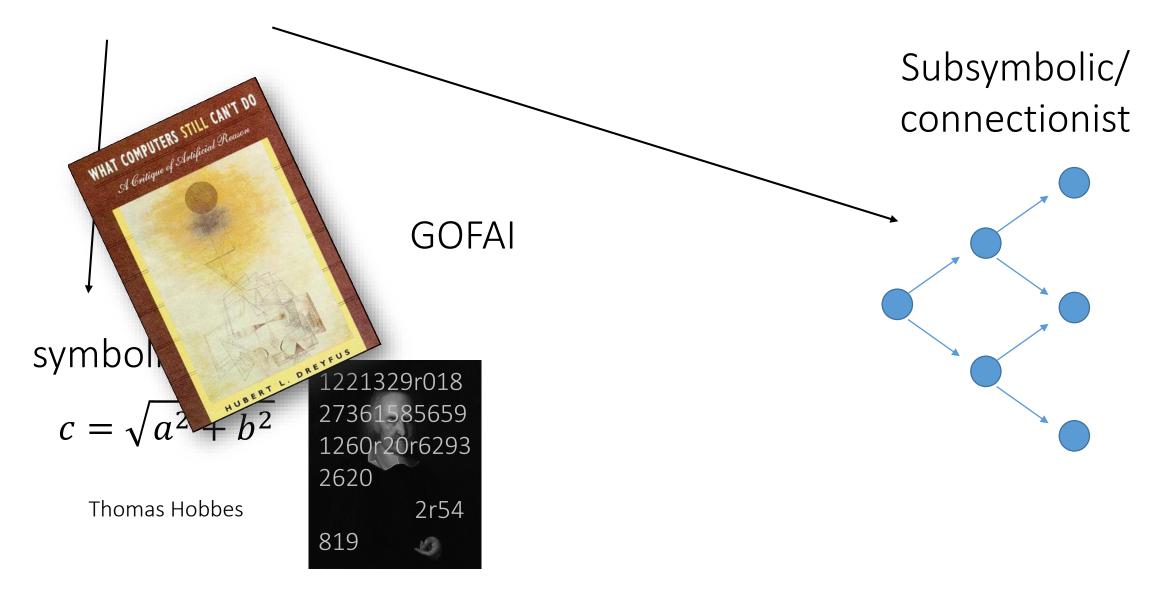
Image Hobbes: J. M. Wright, Wikimedia commons (here bw, public domain);

Hubert Dreyfus

"The psychological, epistemological, and ontological assumptions [behind GOFAI] have this in common: they assume that man must be a device which calculates according to rules on data which take the form of atomic facts. [...]

we shall explore three areas necessarily neglected in CS and AI but which seem to underlie all intelligent behavior: the role of the body in organizing and unifying our experience of objects, the role of the situation in providing a background against which behavior can be orderly without being rulelike, and finally the role of human purposes and needs in organizing the situation so that objects are recognized as relevant and accessible."

Paradigms

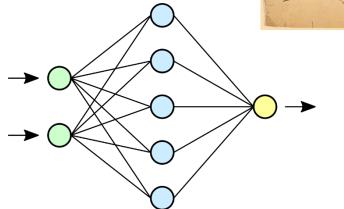


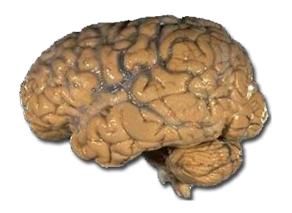


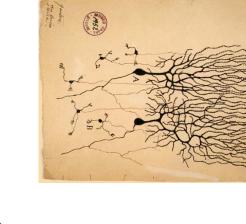
Underlying idea

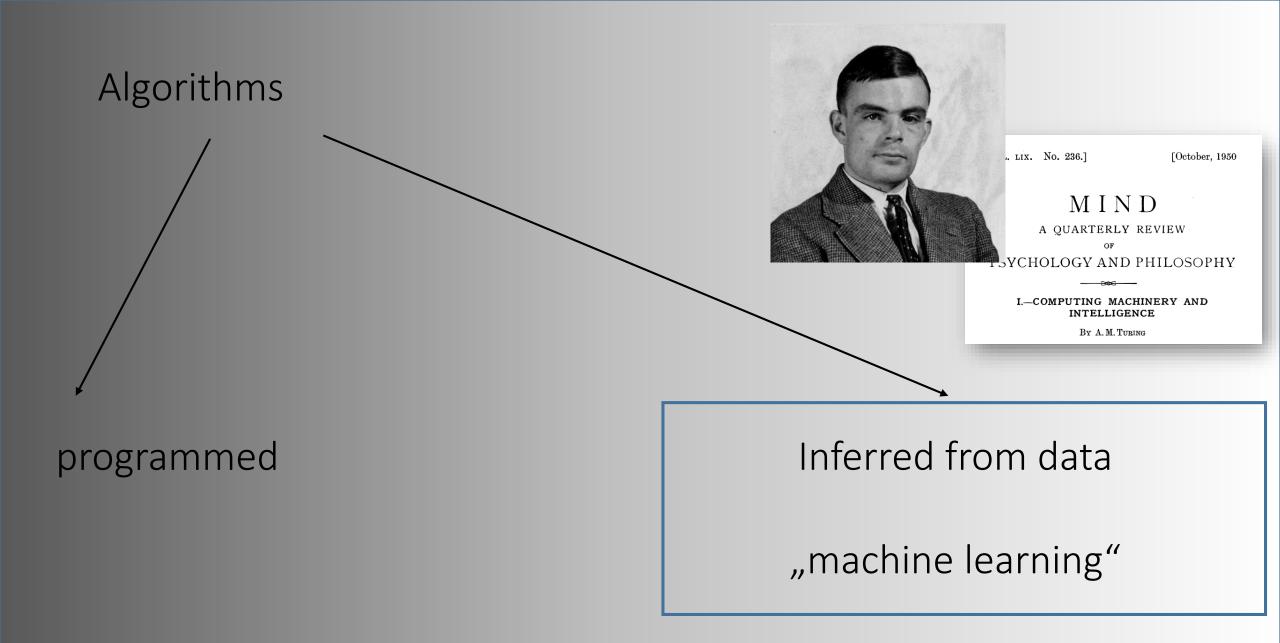
Connectionism

Thinking: processing of information in networks

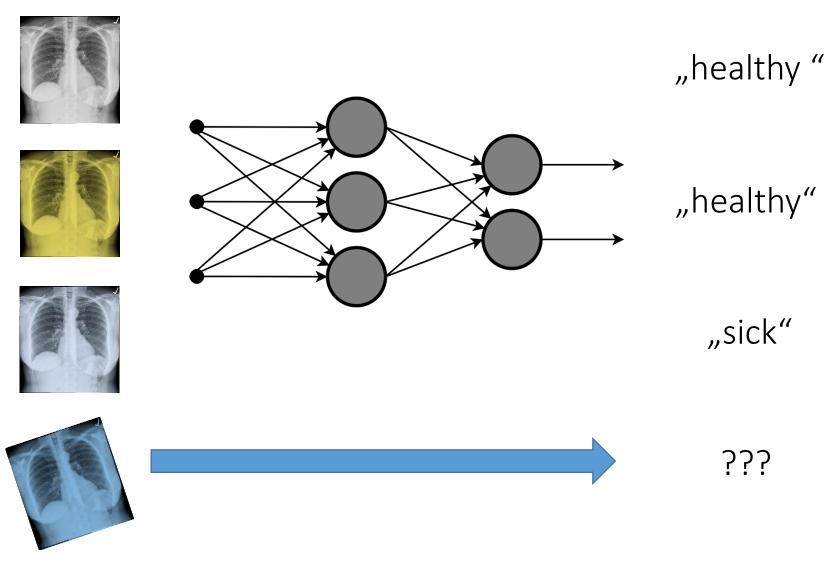








Supervised learning



Al status today

- Better than humans for many specific tasks
- No general intelligence yet
- Transfer learning might help

But is it really intelligent? Does it really think? 2. Does it really think?

Alan Turing 1912-1954

Translates question:



Does it pass the Turing test?

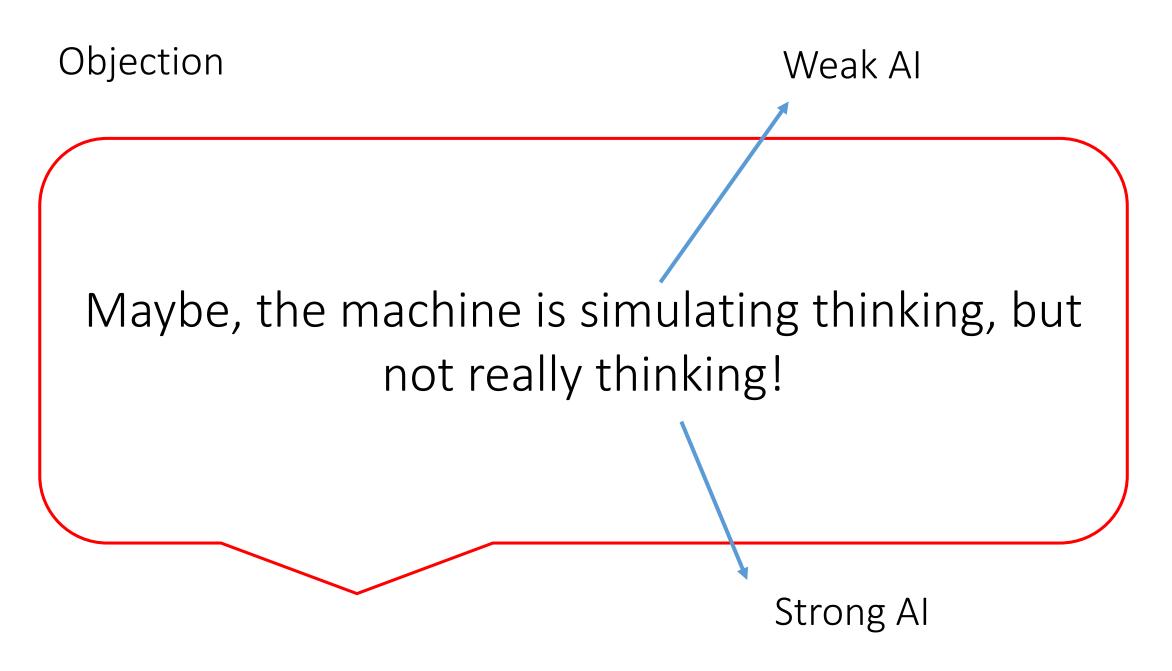
Turing, A. (1950), Computing Machinery and Intelligence, Mind, LIX: 433–460

Turing test/imitation game

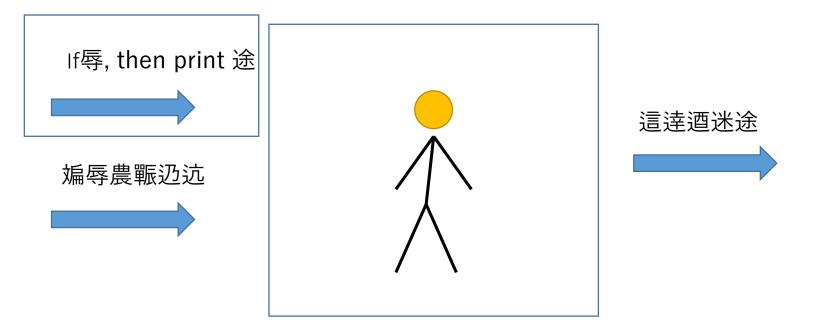
Х



interrogator



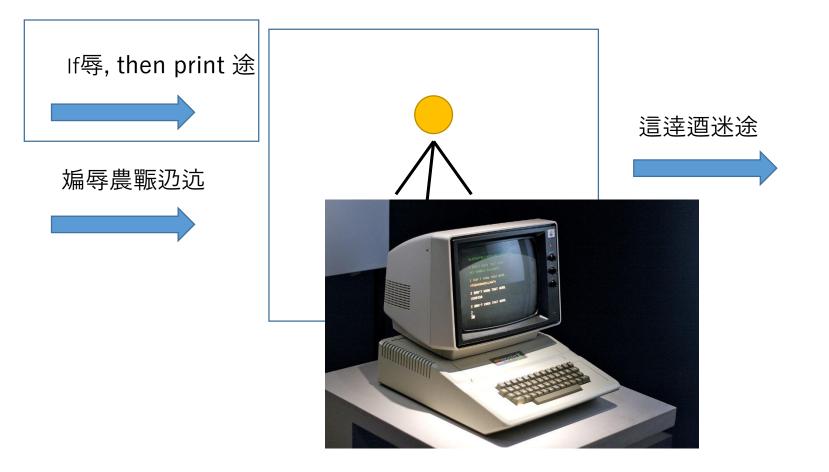
Chinese room: step 1



Person does not understand Chinese

Searle (1980)

Chinese room: step 2



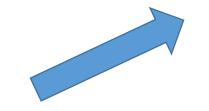
Broader argument

- 1. Digital computers think only if they understand language.
- 2. Language understanding requires semantics, not just syntax.
- 3. Digital computers only manipulate symbols according to syntax.
- 4. Thus, digital computers do not think.

Problems

- As stated, the argument only applies to GOFAI.
- System reply: In the scenario, the whole system may be said to understand Chinese.

Discussion today



Global question: Do digital computers think?

Do they possess some concepts?

Do they possess explanations?

Can they discover laws?

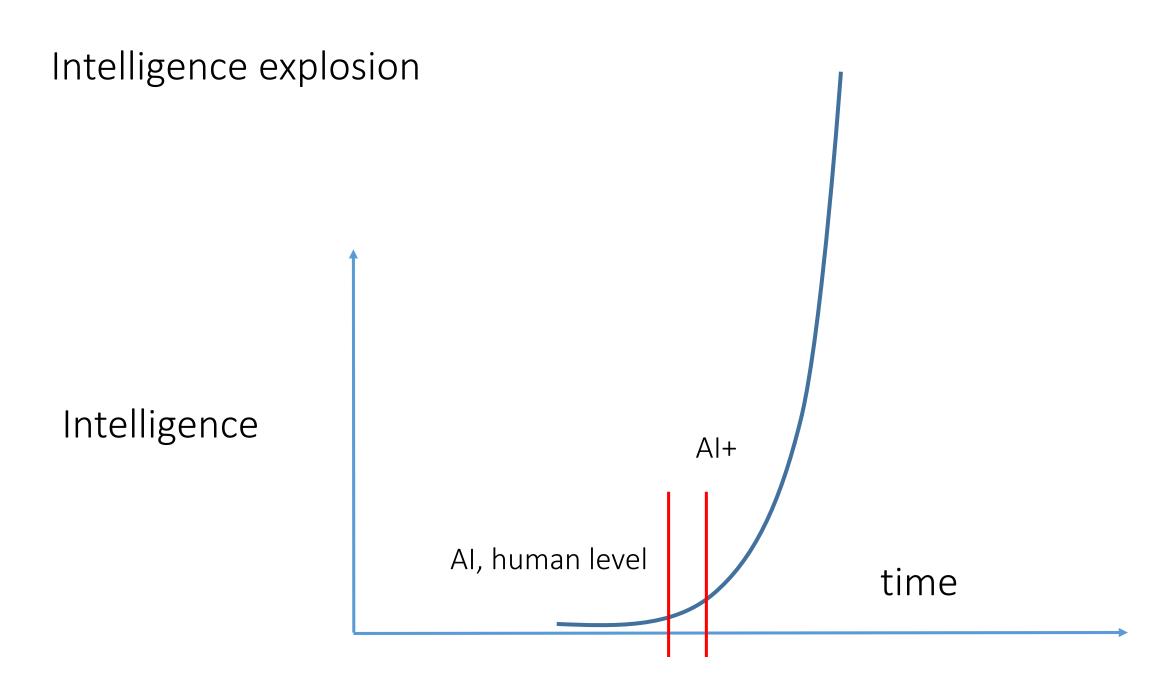
local questions:

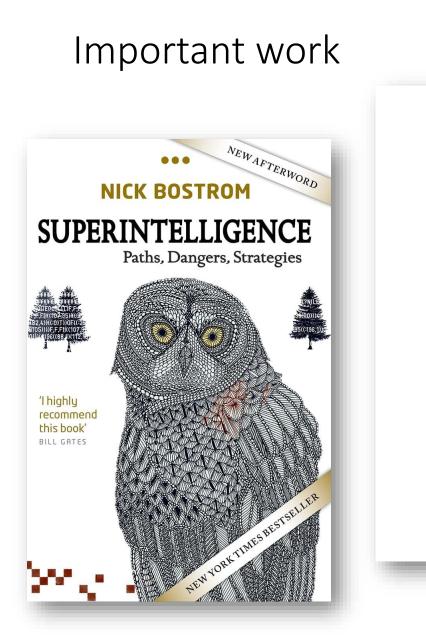
Do they perceive things?

4. Where will this lead us?

Questions:

Will there be human-level AI? Will there be superintelligence?







David Chalmers, *1966

David J. Chalmers

The Singularity

A Philosophical Analysis

1. Introduction

What happens when machines become more intelligent than humans? One view is that this event will be followed by an explosion to evergreater levels of intelligence, as each generation of machines creates more intelligent machines in turn. This intelligence explosion is now often known as the 'singularity'.¹

Argument for human-level AI

- (i) Evolution produced human-level intelligence.
- (ii) If evolution produced human-level intelligence, then we can produce AI (before long).
- (iii) Absent defeaters, there will be AI (before long).

Quoted from Chalmers 2010, p. 16/10

Argument for AI+

- (i) If there is AI, AI will be produced by an extendible method.
- (ii) If AI is produced by an extendible method, we will have the capacity to extend the method (soon after).
- (iii) Extending the method that produces an AI will yield an AI+.
- (iv) Absent defeaters, if there is AI, there will (soon after) be AI+. Quoted from Chalmers 2010, p. 18/11

Iteration (Good's mechanism(

- 1. There will be AI (before long, absent defeaters).
- 2. If there is AI, there will be AI+ (soon after, absent defeaters).
- 3. If there is AI+, there will be AI++ (soon after, absent defeaters).
- 4. There will be AI++ (before too long, absent defeaters)

Quoted from Chalmers 2010, p. 12/6

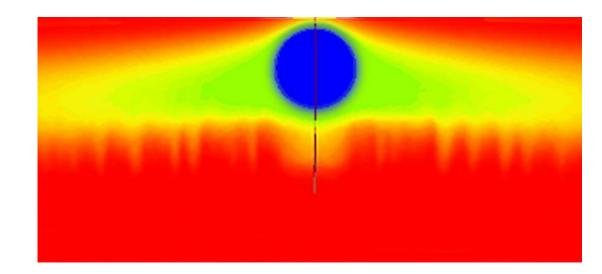
Obstacles?

- Structural obstacles:
 - We are close to optimal intelligence.
 - We are not well positioned in intelligence space.
 - Diminishing returns.
- Correlation obstacles (see last argument)
- Manifestation obstacles
 - Motivational defeaters
 - Situational defeaters

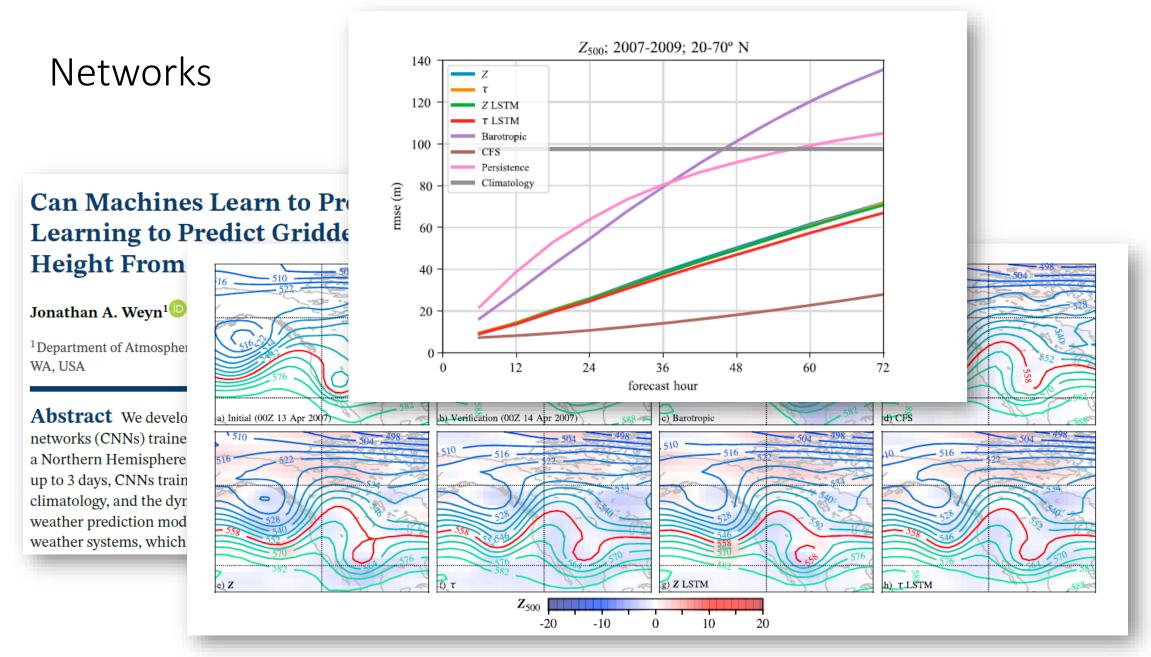
3. What are the implications for science? Subsymbolic/ connectionist Computer simulations symbolic 1221329r018 27361585659 $c = \sqrt{a^2 + b^2}$ 1260r20r6293 2620 Neural networks **Thomas Hobbes** 2r54 819 10

Computer simulations

Computer simulations:



- Obtain approximate and partial solutions to equations (fluid mechanics, Newtonian gravity, ...)
- Equations have physical meaning
- Equations trace time evolution of a system
- Computer obtains series of state descriptions of system

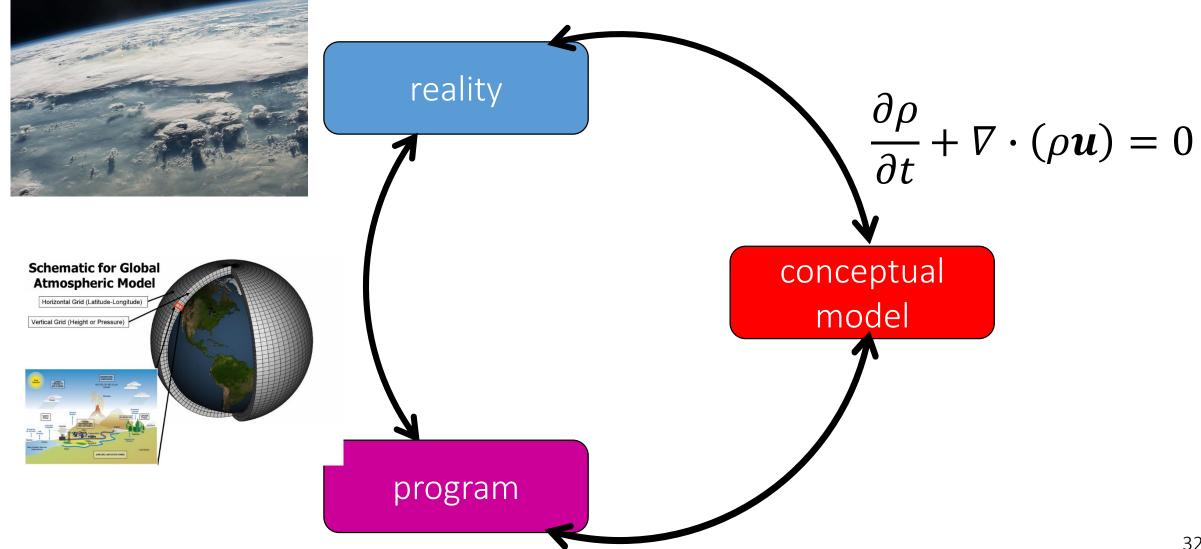


Weyn et al. (2019)

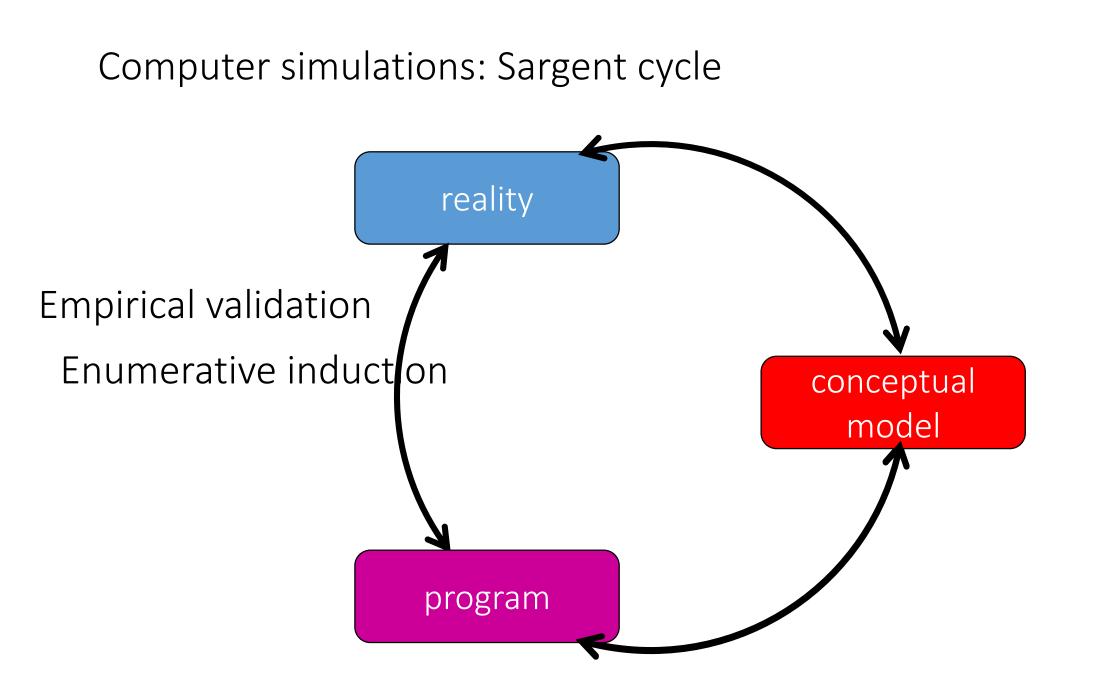
lssues

Can we trust the results?

Computer simulations: Sargent cycle



For the full circle see Sargent (1979), cf. Schlesinger (1979), NOAA, via Wikimedia commons (public domain); NASA, via Wikimedia commons (public domain)



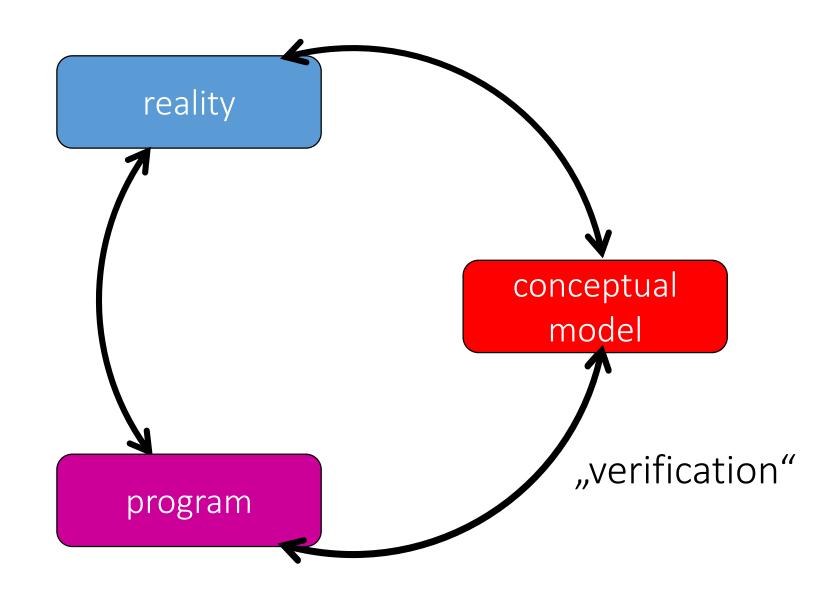
A challenge: opacity

Humphreys (2009, p. 618):

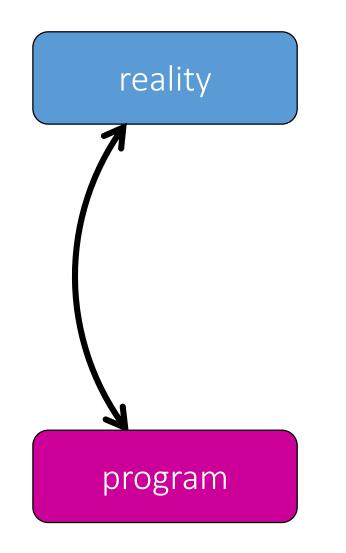
",Here a process is epistemically opaque relative to a cognitive agent X at time t just in case X does not know at t all of the epistemically relevant elements of the process"



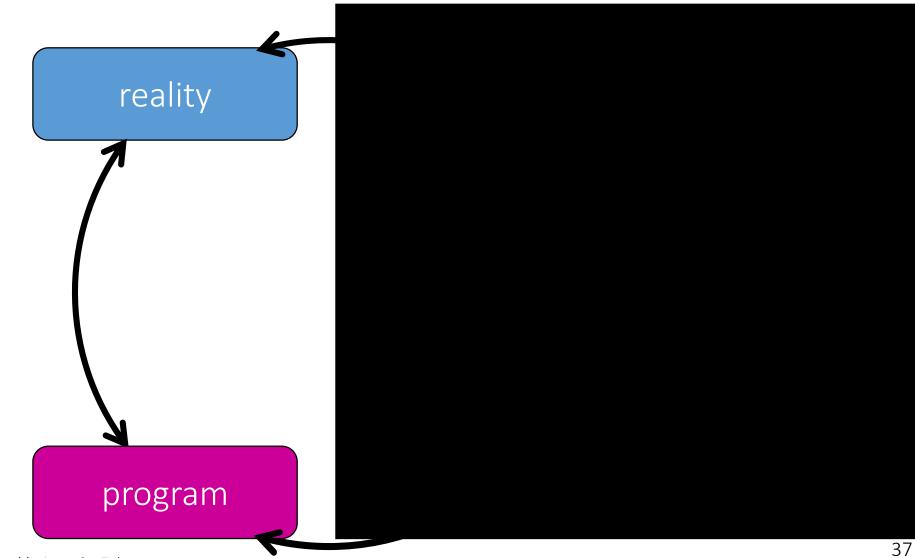
Computer simulations: Sargent cycle



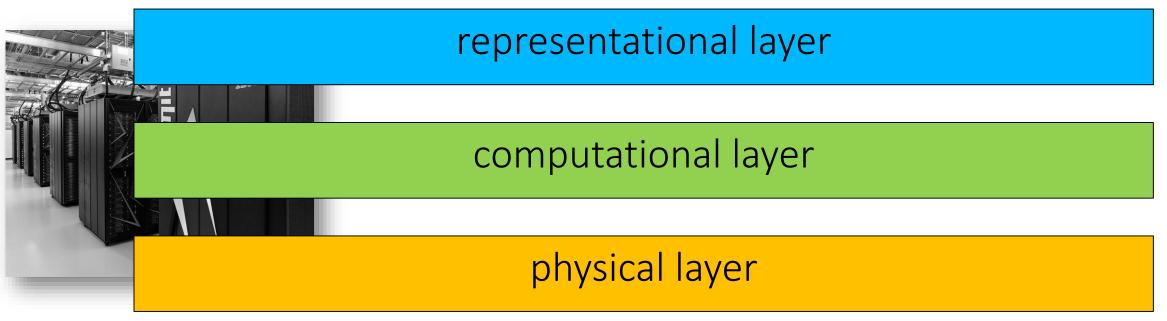
Neural networks



Maybe, there is more???

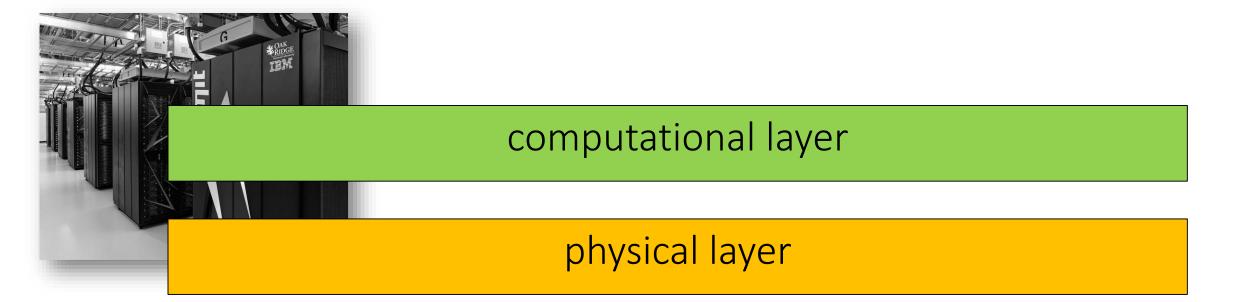


Computer simulation



Cf. Barberousse et al. (2009)

Artificial neural networks



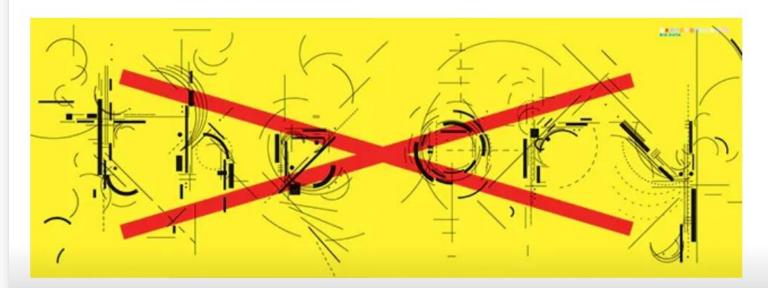
Consequences

- Trust in computer simulations rests on trust in conceptual model and empirical validation
- Trust in neural networks rests only on empirical validation (enumerative induction)
- Schubbach (2019): justification and explanation part company
- Networks are even more opaque than computer simulations
- Networks similar to expert judgment/tacit knowledge (Schubbach 2019)

Where does this lead us?

The End of Theory: The Data Deluge Makes the Scientific Method Obsolete

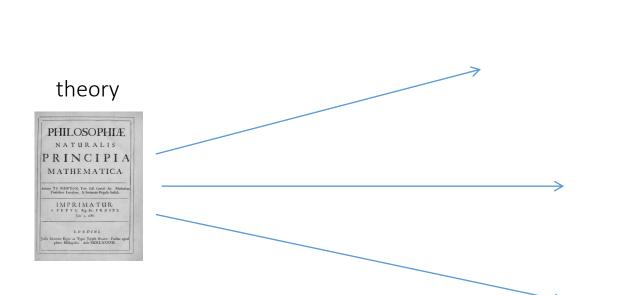
Illustration: Marian Bantjes "All models are wrong, but some are useful." So proclaimed statistician George Box 30 years ago, and he was right. But what choice did we have? Only models, from cosmological equations to theories of human behavior, seemed to be able to consistently, if imperfectly, explain the world around us. Until now. Today companies [...]



"The new availability of huge amounts of data, along with the statistical tools to crunch these numbers, offers a whole new way of understanding the world. Correlation supersedes causation, and science can advance even without coherent models, unified theories, or really any mechanistic explanation at all."

Theories

Real world systems







A theory contains lots of information in a very condensed manner.

NASA, ESA, and A. Simon (NASA Goddard), edited by PlanetUser, NASA/Apollo 17 crew; taken by either H. Schmitt or R. Evans, NASA/JPL/Space Science Institute (public domain, via Wikimedia commons)

Reactions

- Embrace Anderson's argument
- Argue that network-based science is poor
- Argue that good networks etc. contain theories

- 5. What's the take home message?
- AI delivers the outputs of many cognitive tasks.
- It outperforms humans in some tasks.
- It's arguable that AI doesn't really think, but this matters only for ethics.
- An intelligence explosion is possible, if not plausible.
- Al need not lead to a "flat science".

Merci viumau!

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