

# Embodiment vs Memetics

## From Semantics to Moral Patience through the Simulation of Behaviour

Joanna J. Bryson

Artificial Models of Natural Intelligence  
University of Bath, United Kingdom

@j2bryson

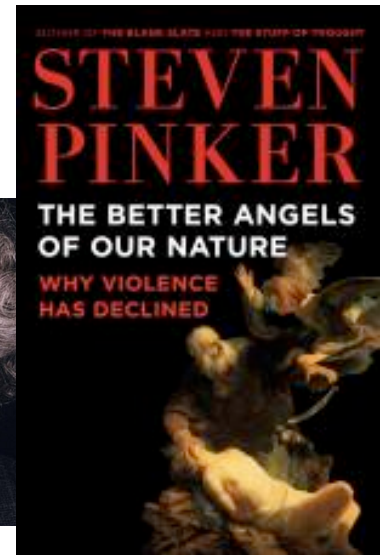
# We Are Winning

A public service announcement...

# AI Global Warming

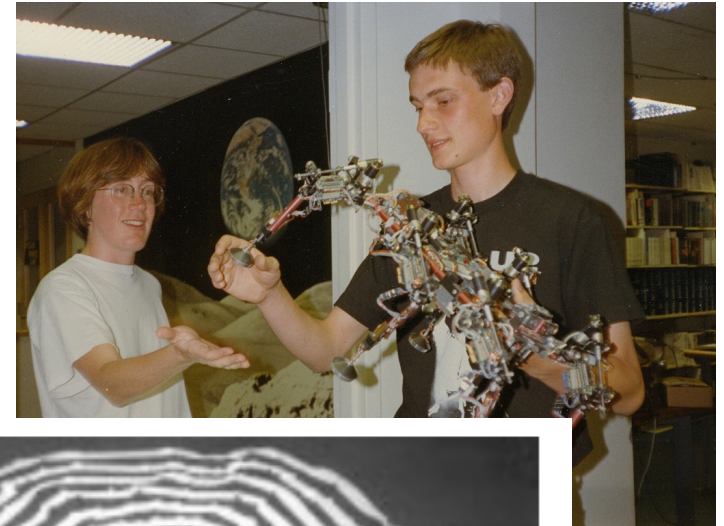
- Google, Apple, Microsoft, Intel, Cisco are worth \$500B Each.
- Games Industry (console only), \$49B revenue in 2014. Film Industry, \$88B.
- NATO countries' annual military expenditures \$800B.

- Males in hunter-gatherer societies have 60% chance of dying at another person's hand (war or murder). In the West this is 2%.
- We are five times more likely to be murdered than die in a war.



# The AISB Approaches Are Winning

- Computational Social Science
- Intelligent Robots
- Philosophy & Ethics of AI
- Systems AI
- HRI



**Figure 4.** A spiral 'foraging' trail generated by the robot trace-maker.

Prescott's Cambrian Intelligence

# Not Everyone is Winning



## Will robots make us their PETS? Apple founder Steve Wozniak has no doubt artificial intelligence will take over the world



**Elon Musk donates \$10 million to prevent a robot uprising: Entrepreneur says it is 'all fun and games' until something goes awry**

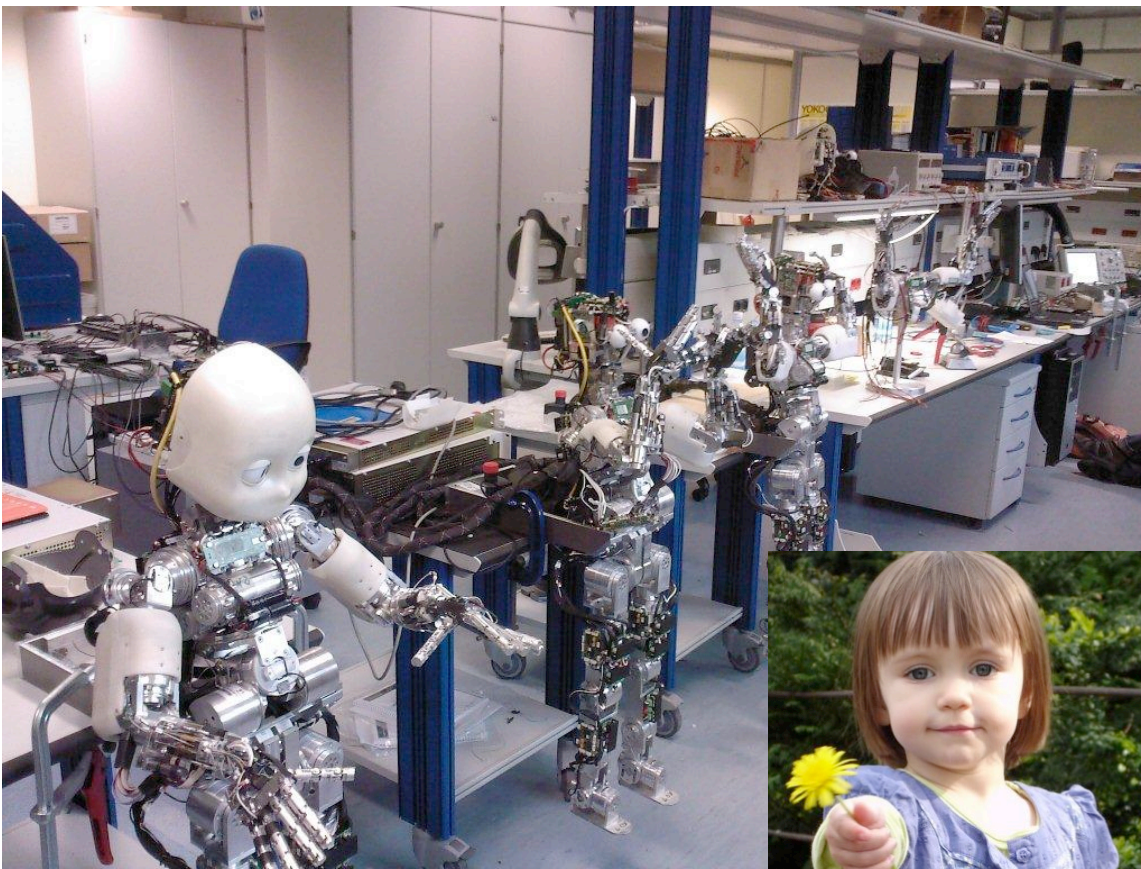
# Professional Responsibilities

- Countering both hype and hysteria in the media, even from colleagues.
- Thinking about applications of our research.
- Engaging with policy makers.
- Defending the right and obligation of universities to do blue-sky research.

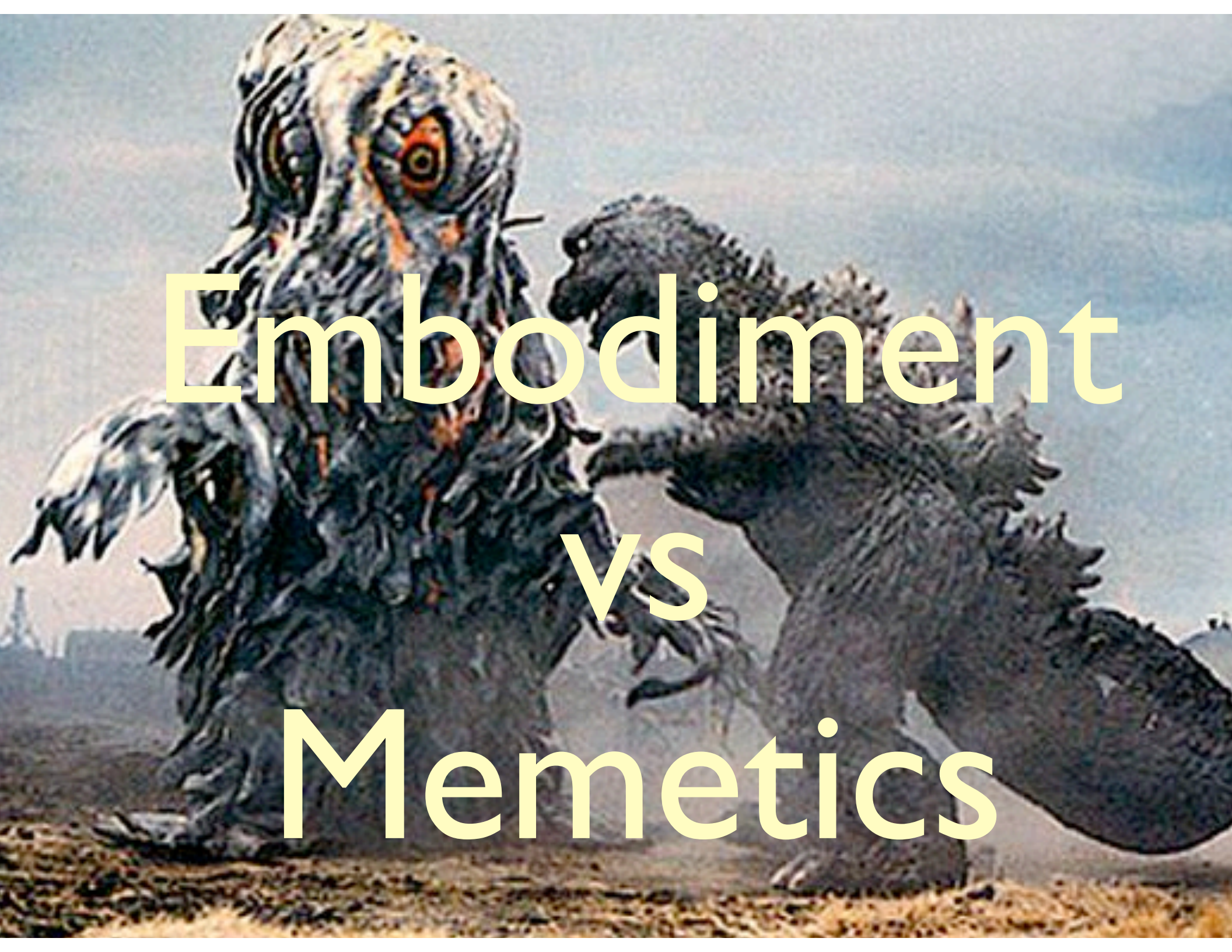
# Artificial vs Natural Intelligence

- Both are essentially search:
  - For what to do next.
  - For accurate predictions.
  - For perceptual and action categories that afford more efficient planning.
- Both suffer combinatorial explosion.
- Both benefit from concurrent search.

# Authorship $\neq$ Childrearing



Within the laws of physics and computation, we have **complete authorship** over AI. We determine its **capabilities** and its **goals**.  
Fundamentally different from our relationship to evolved life.



# Embodiment vs Memetics

# Outline

- Embodiment vs Memetics: Meaning
- Language Evolution and Human Uniqueness
- Culture and Altruism
- Imitation and Behaviour Oriented Design
- Embodiment vs Memetics: Morality

# A Tale of Two Theses

- **Embodiment:** Semantic understanding of language requires long periods of learning difficult & shared physical concepts (Harnad 1990, Brooks 1991.)
- **Memetics:** Culture (including language) itself evolves, does not require true understanding from its substrate – e.g. humans (Dawkins 1976, Blackmore 1999.)

# Refinements

adaptive: favoured by natural selection

- Some concepts you learn the hard way via **embodiment** later allow you to understand less accessible concepts via a **metaphor** e.g. **path** → **life**, **career** (Lakoff & Johnson 1999).
- **Neo-diffusionist hypothesis**: cultural diffusion (**memetics**) of **adaptive** behaviours/concepts more likely than neutral or negative ones (Kashima 2008, contra Blackmore).

# Similarities

keeney-beeny 90s Joanna...

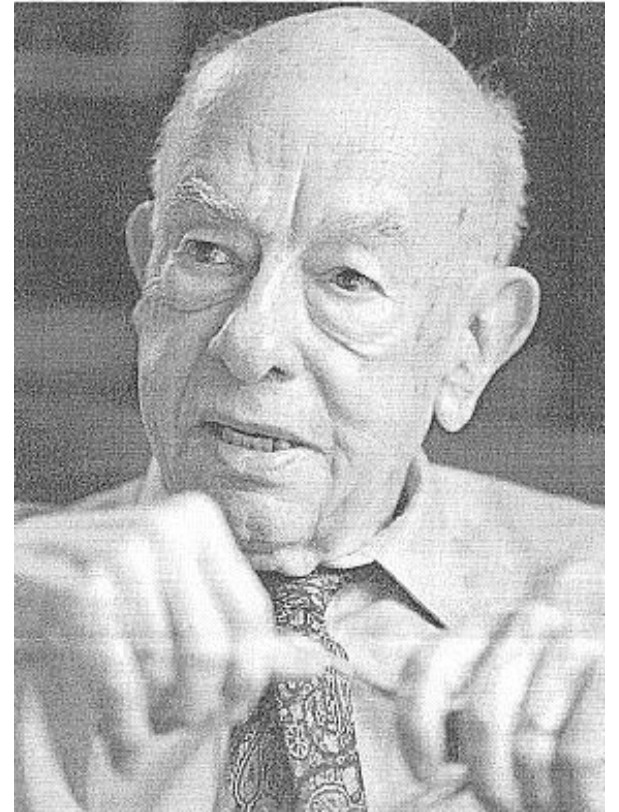


- Both cognitively minimalist.
  - No FOPL.
  - No complete world model.
- Large corpus linguistics makes **semantics** just another module in Behaviour-Based AI.
- Easy! Like vision!

# Semantics

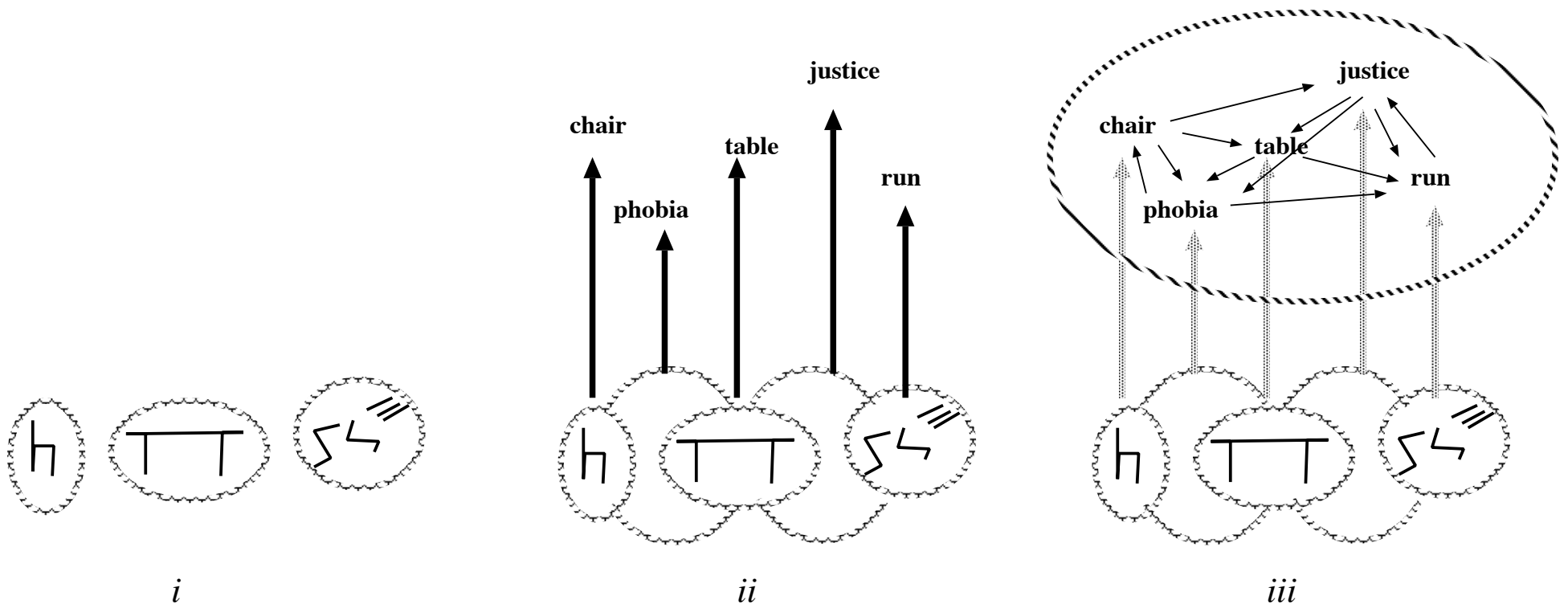
# How Do We Learn What Words Mean?

- Ostensive definitions?



(Quine 1969)

# Deacon's (1997) Theory of Semantics



The Symbolic Species

# Large Corpus Semantics

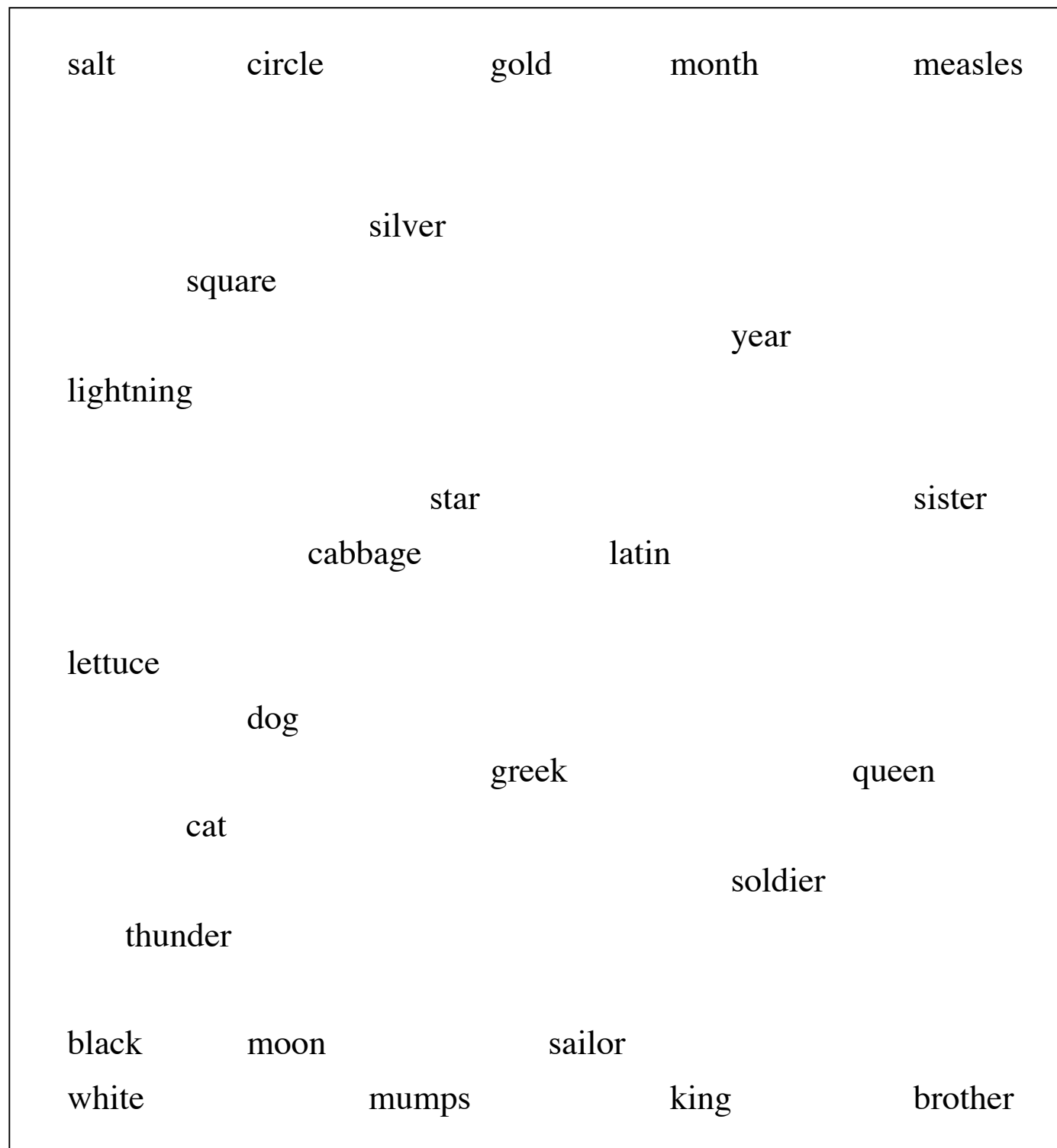
- Human semantics can be replicated by statistical learning on large corpora (Finch 1993, Landauer & Dumais 1997, McDonald & Lowe 1998, Bilovich & Bryson 2008).
- Record co-occurring words (appear nearby on either side every target word).
  - Track e.g. 75 **fairly** frequent words.
- ‘Meaning’ is cosine in 75-D space.

# Validating Semantic Models

- **Human semantics** measured via **priming** studies.
- Flash a “**priming**” word to subjects too fast for conscious recall.
- Ask subject whether a collection of letters is a word or nonsense.
- Will recognise words faster if **primed** by something with a **similar meaning**.

(Moss et al. 1995)

**Cosines  
between  
semantic  
vectors  
correlate  
with human  
reaction  
times** (Figure:  
75-D space  
projected in  
to 2-D,  
McDonald &  
Lowe 1998)



# Tracking Cultural Change

- Goal: replicating Banaji (2003) **implicit association** data.
- Reaction times show cognitive consonance & dissonance btw **good:right::bad:left**; also black/white, male/female, old/young stereotypes.
- Can we reproduce cultural stereotypes in a corpus-based intelligent system?
- Can we see cultural change over time?

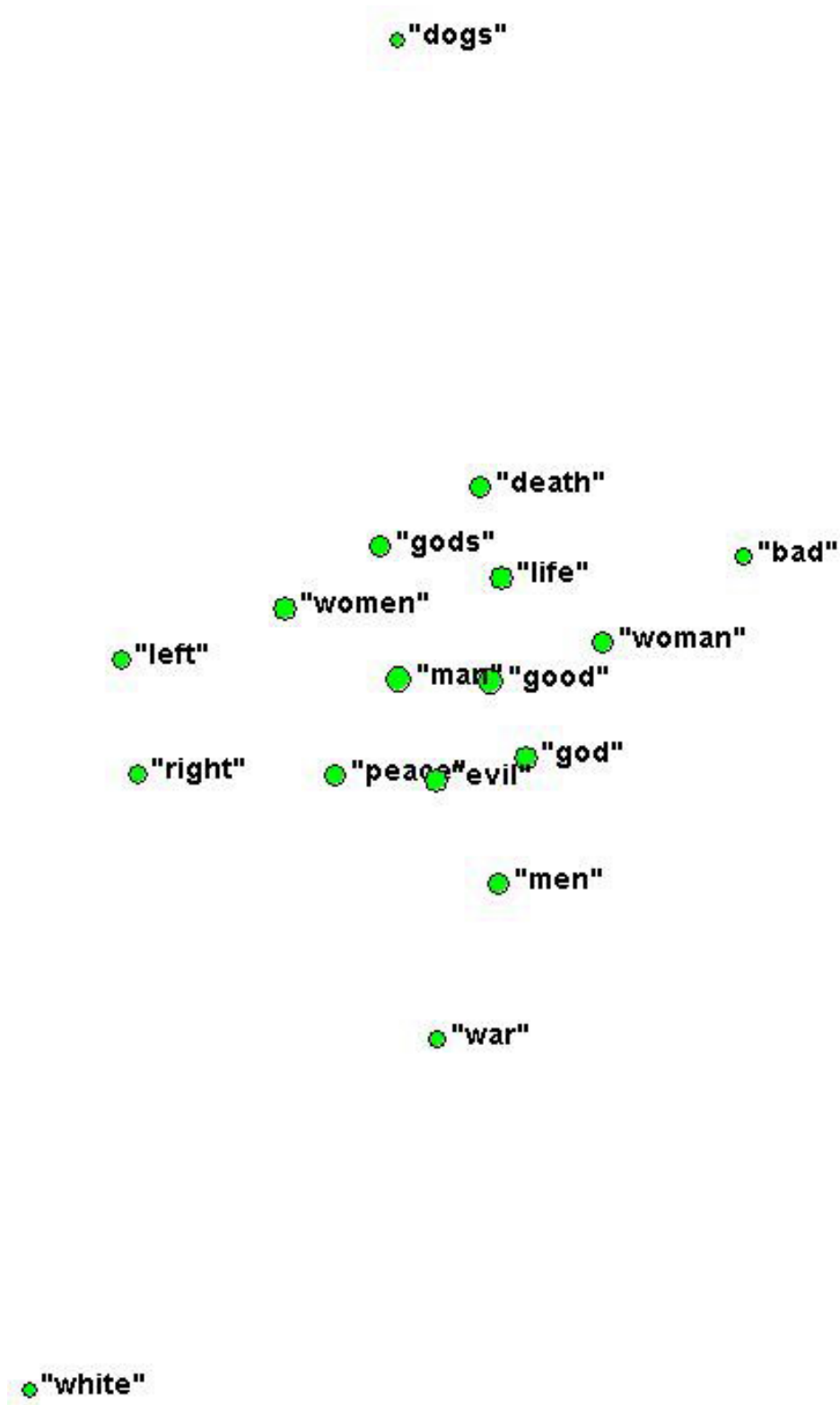
# Bilovich & Bryson 2008

text: British  
National  
Corpus



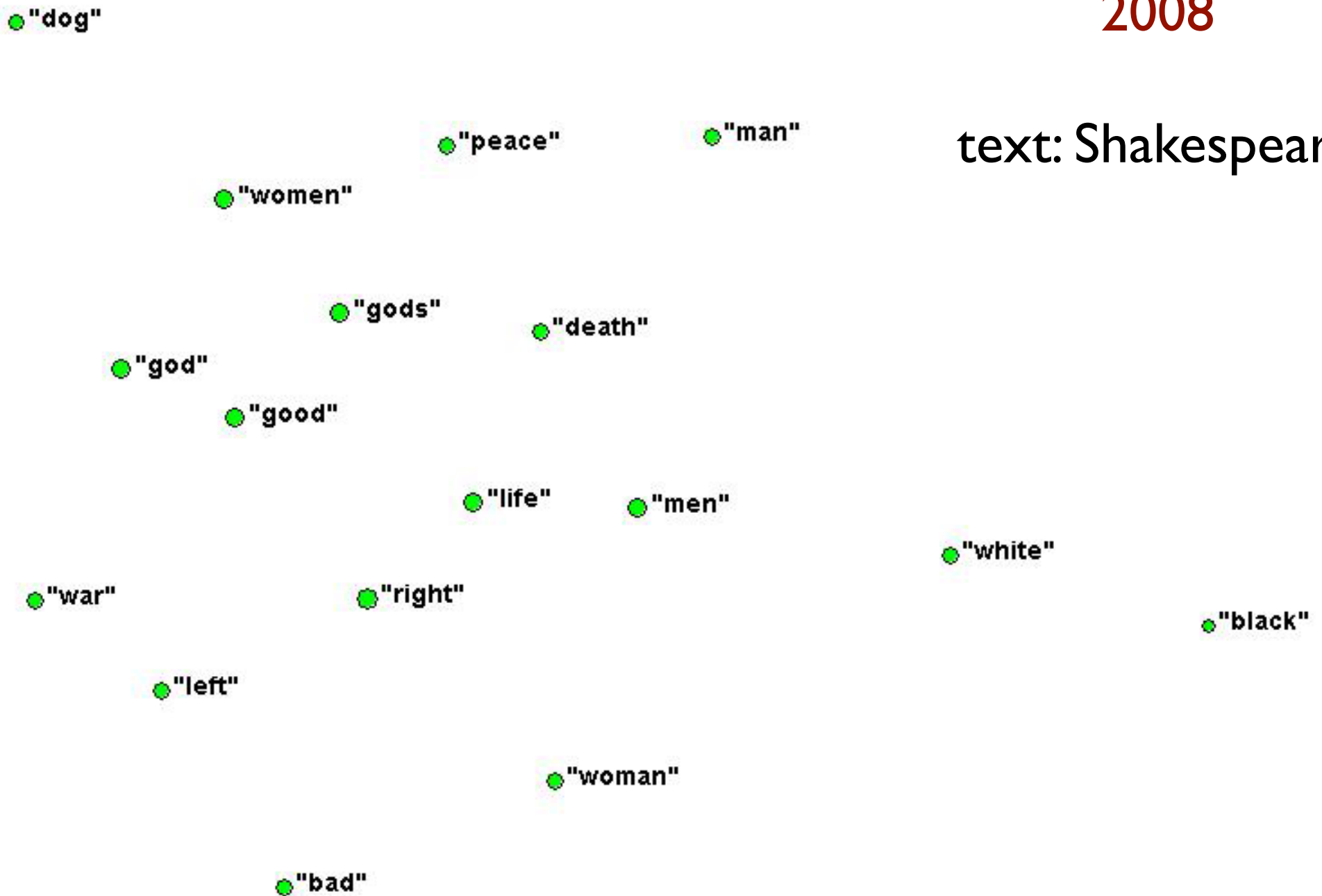
# Bilovich & Bryson 2008

text: bible



# Bilovich & Bryson 2008

text: Shakespeare



# Humanlike Biases in Corpus Semantics

- Bilovich & I did **not** replicate Banaji (2003).
- Nearest miss was Shakespeare – (nearly) single author?
- Macfarlane & I (in prep.) **have** found matches – by using the Enron Corpus.

# Macfarlane (2013)

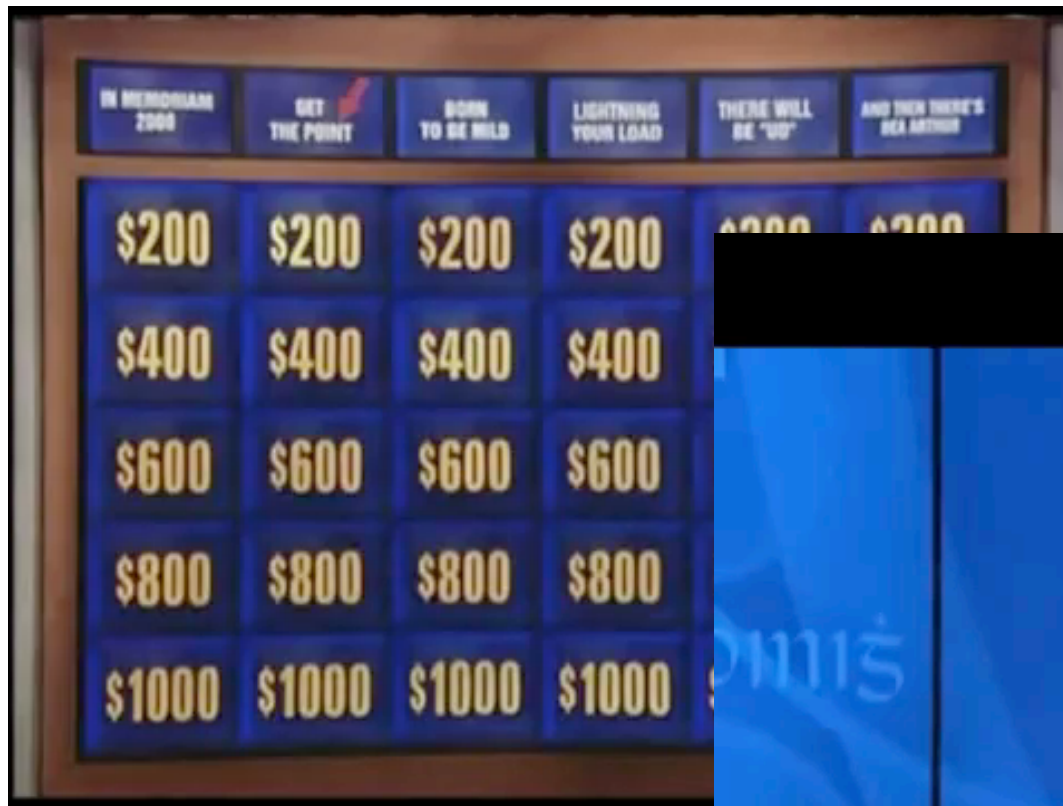
## Results

- Life terms more like pleasant & Death terms more like unpleasant words.
- Elderly & Youth did not go as per Banaji on pleasantness, though did on competence.
- Male terms more like Career & Female terms more like Family.

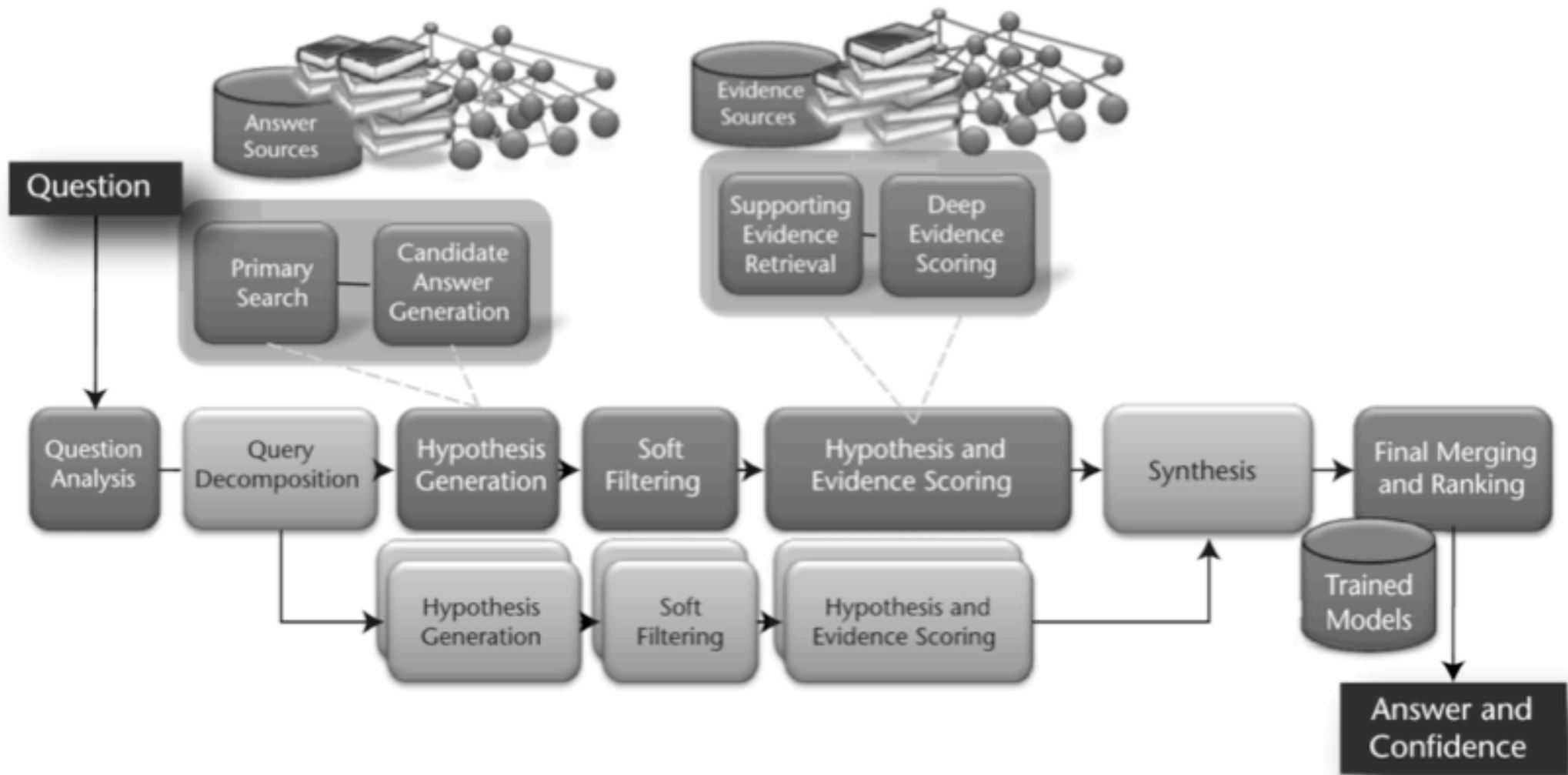
In preparation; also University of Bath  
Computer Science technical report.

# Jeopardy! vs Watson

April, 2011



Videos via Dale Lane, IBM

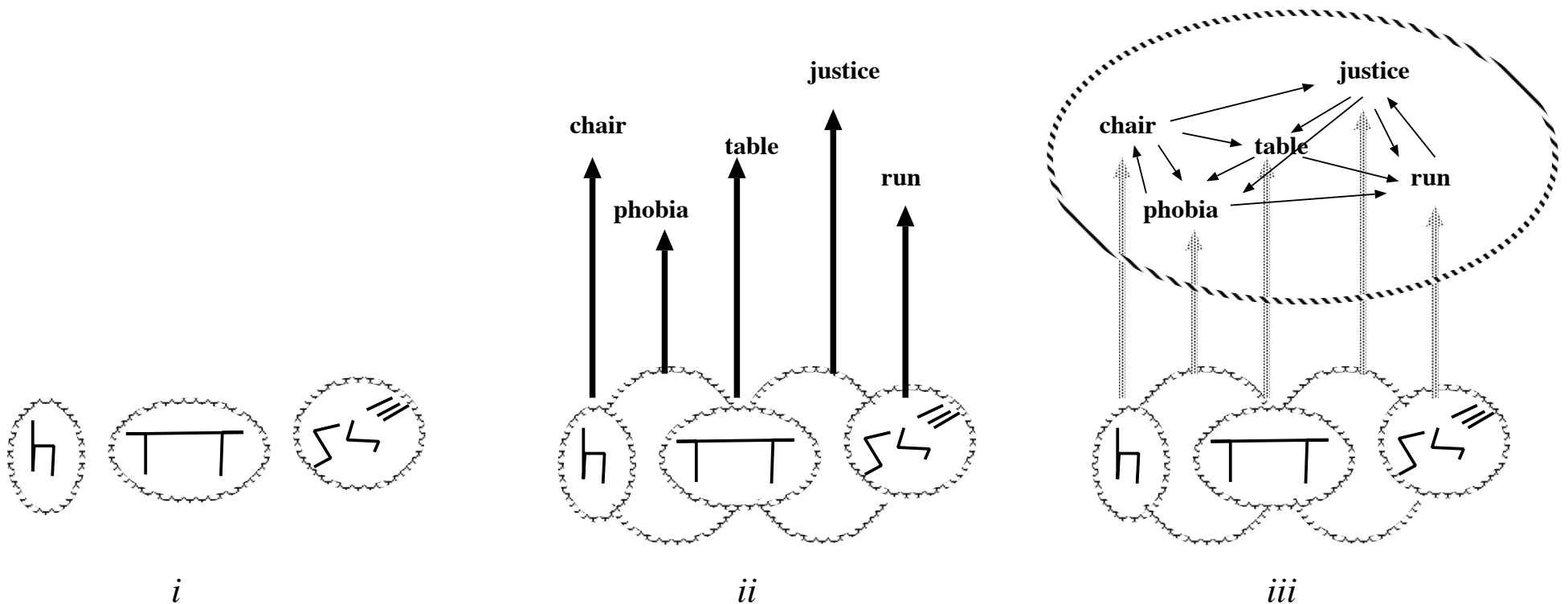


(Ferrucci et al., AI Magazine 2010)

# Outline

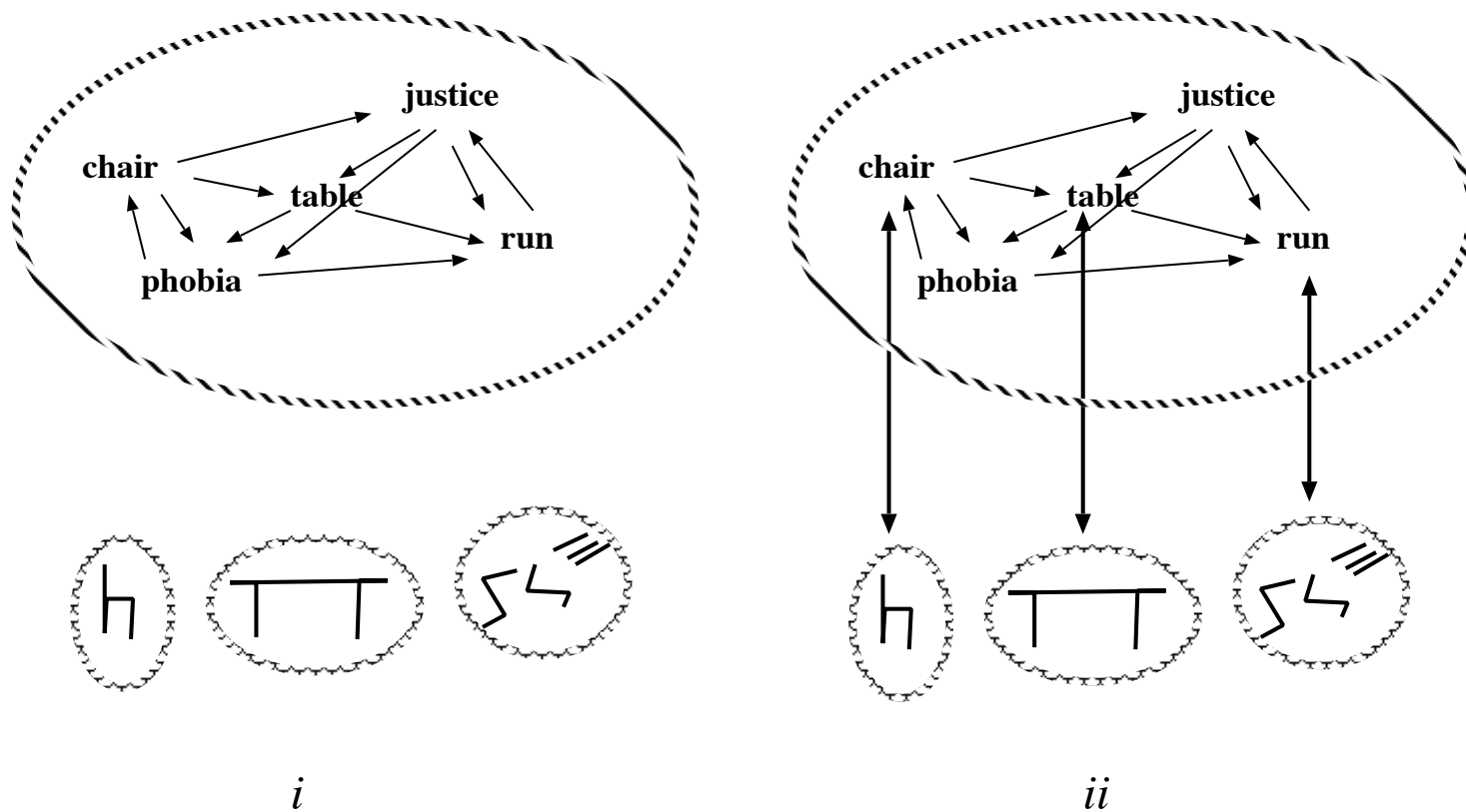
- Embodiment vs Memetics: Meaning
- Language Evolution and Human Uniqueness
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# Deacon's (1997) Theory of Semantics



**The Symbolic Species**

# Bryson's (2008) Theory of Semantics



Embodiment versus Memetics (first presented 2001)

# Why **are** humans special?

(Bryson 2008; 2009)

- Humans are the only primate species capable of precise vocal imitation (Fitch 2000; 2007).
- Communicates lots of information, including volume, pitch, timbre and time.
- Allows redundant encoding to preserve important details while others can mutate.
- Allows communication of complex, sustainable behaviour.

# Why should temporal imitation matter?

- More information contained in the 'genetic' substrate.
- Allows for more variation while providing redundancy, robustness – assists GAs (Baluja 1992; Weicker & Weicker; 2001; Miglino & Walker 2002).
- Aligns with Wray (2000) on the evolution of language from phrases, Kirby (2000) on cultural selection for language efficacy.

# Why don't birds talk?

- They can't hold 2<sup>nd</sup> order representations
- Primates have uniquely complicated social organisations. (Harcourt 1992).
- Almost all species remember how group-mates behave with respect to themselves (tit-for-tat).
- But only primates behave as if they keep track of each other's social behaviour.

(my) old theory!

# Compositionality / Recursion

- $S \rightarrow NP + VP$
- $NP \rightarrow N \mid D + NP \mid ADJ + N \mid PN$
- $VP \rightarrow IV \mid AUX + VP \mid TV + NP$
- $IV \rightarrow \text{laughed} \mid \text{cried} \mid \dots$
- $AUX \rightarrow \text{can} \mid \text{will} \mid \text{shall} \mid \dots \mid$
- $TV \rightarrow \text{threw} \mid \text{caught} \mid \dots$
- $N \rightarrow \text{dog} \mid \text{peacock} \mid \text{justice} \mid \dots$
- $D \rightarrow \text{the} \mid \text{a} \mid \text{an}$

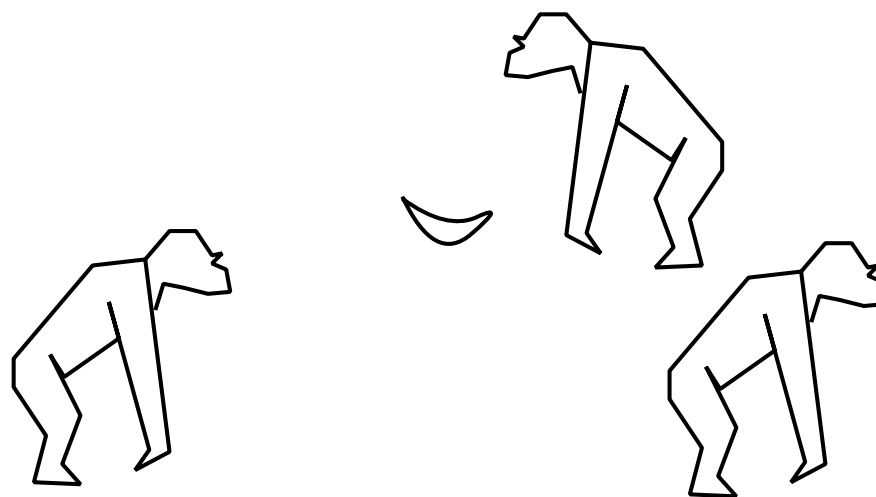
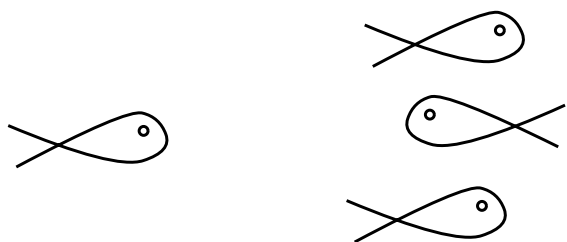
Allows language to be  
infinitely productive.

What no animal language  
learner has shown.

(cf. Hauser, Chomsky & Fitch 2002)

	ego
Roy	5
Thelma	2
Eunice	7
Harry	-1

	Roy	Thelma	Eunice	Harry
Roy	-	5	2	-4
Thelma	7	-	8	4
Eunice	-3	8	-	4
Harry	-1	3	5	-



# Why Humans are Special (Bryson 2008, 2009)

	temporal imitation	no temporal imitation
second-order representations	people	non-human primates
no second-order representations	birds, seals	most things

# Why Humans are Special (Bryson EoL 2010)

	temporal imitation	no temporal imitation
big brains, memories	people	non-human apes
no big brains, memories	birds, seals	most things

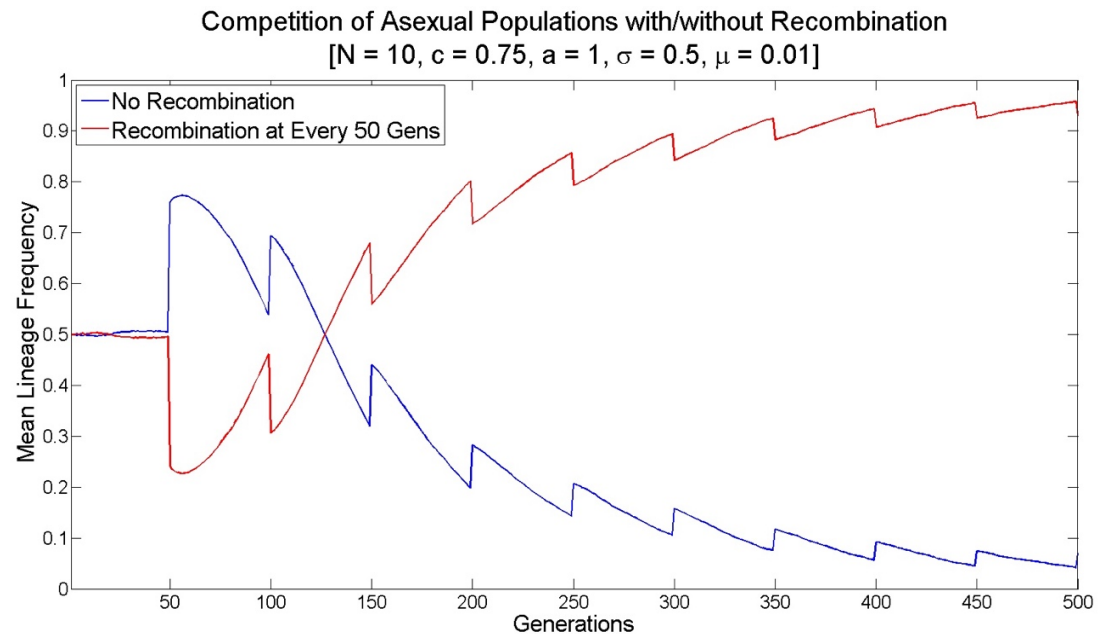
Key concept...

# Evolvability

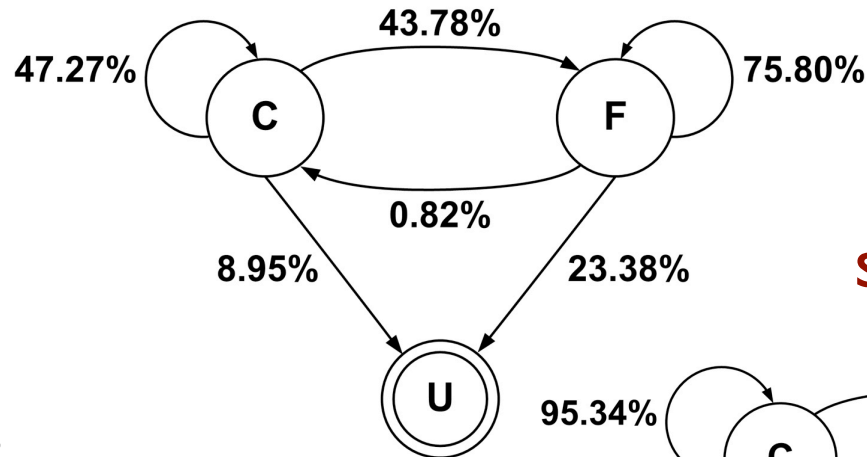
- Language itself evolves to be more learnable.
- **Dual replicator theory:** Human culture & human biology **both evolve** – at the same time, under each other's influence.
- Even within the genome, hierarchical representations evolve, e.g. genes to flag zones of innovation.

# Yifei Wang

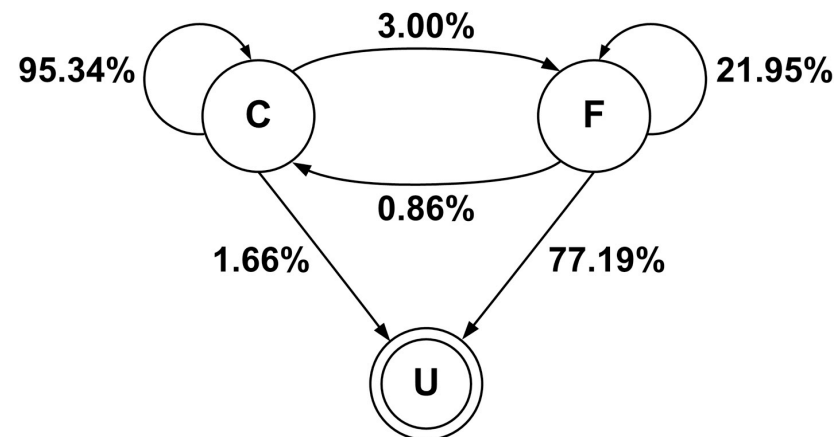
- Compensatory Mutation scale invariant in GRN.
- Sex pays its costs with stability, not just innovation.
- Evolvability
- **Collaborators:** Nick Priest (Bath), Dan Weinreich & Yinghong Lan (Brown), Steve Matthews (Bristol).



asexual



sexual



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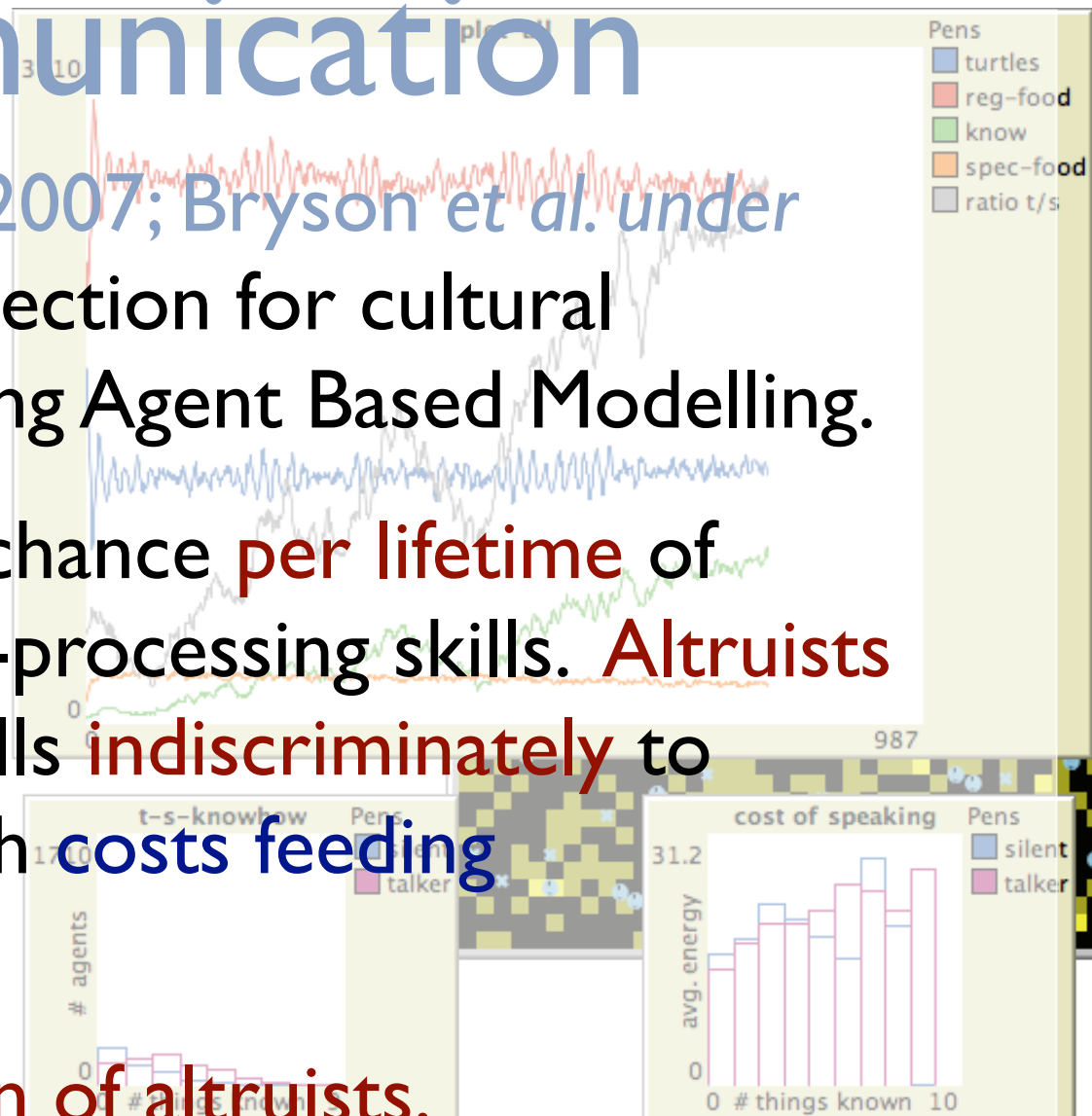
# Problem / Critique

- Language is giving away information – reduces competitive advantage.
- Can't evolve! Can't be selected for!
  - Must be “Extra-Darwinian”...
  - or at least costly signalling (peacock tail.)

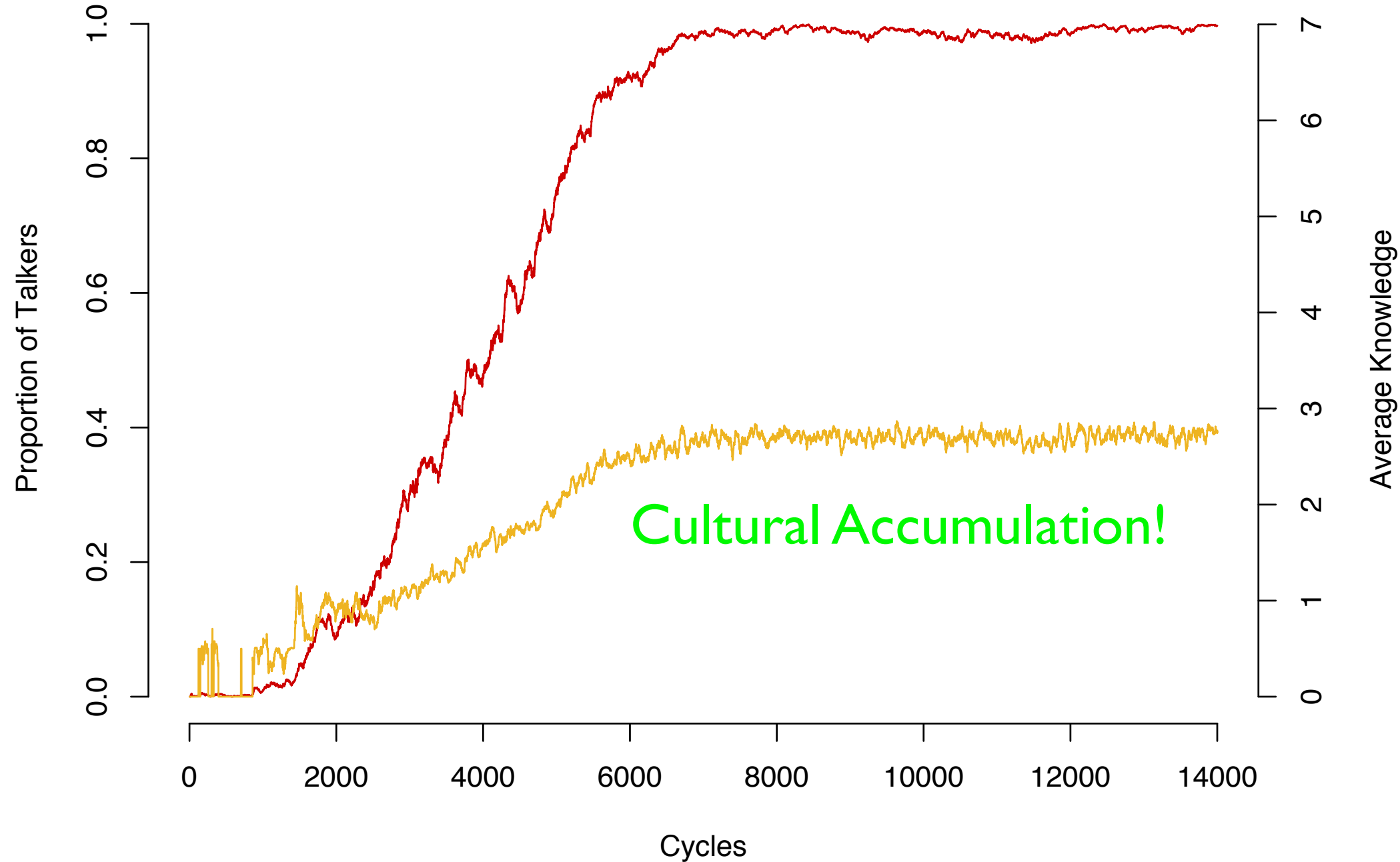
False!!

# ABM of Altruistic Communication

- Čače & Bryson (2007; Bryson *et al.* *under revision*) show selection for cultural accumulation using Agent Based Modelling.
- Agents have 5% chance **per lifetime** of discovering food-processing skills. **Altruists** communicate skills **indiscriminately** to neighbours, which **costs feeding opportunities**.
- **Results in fixation of altruists.**



## Basic Results: Altruists & Knowledge

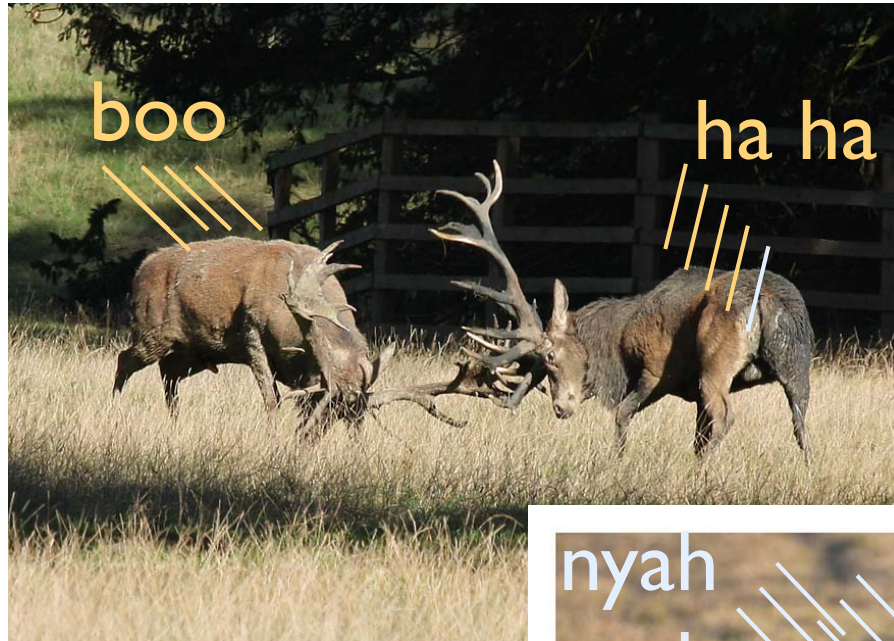
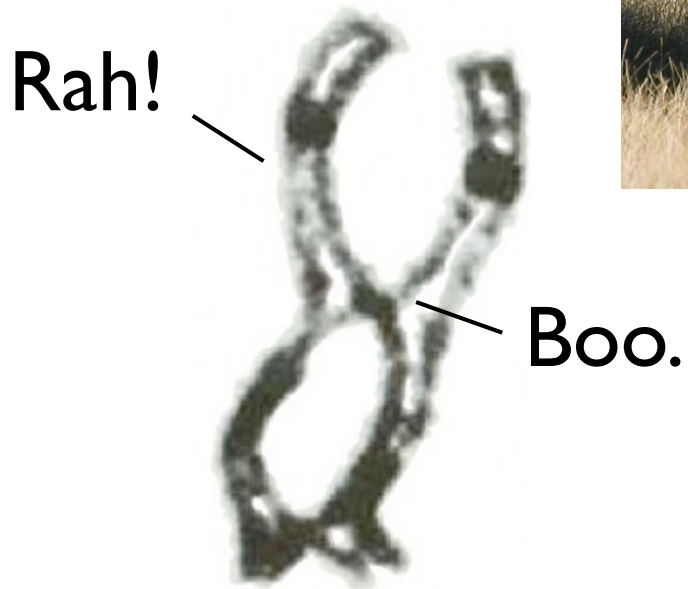


# Selfish Genes $\nRightarrow$ Selfish Individuals

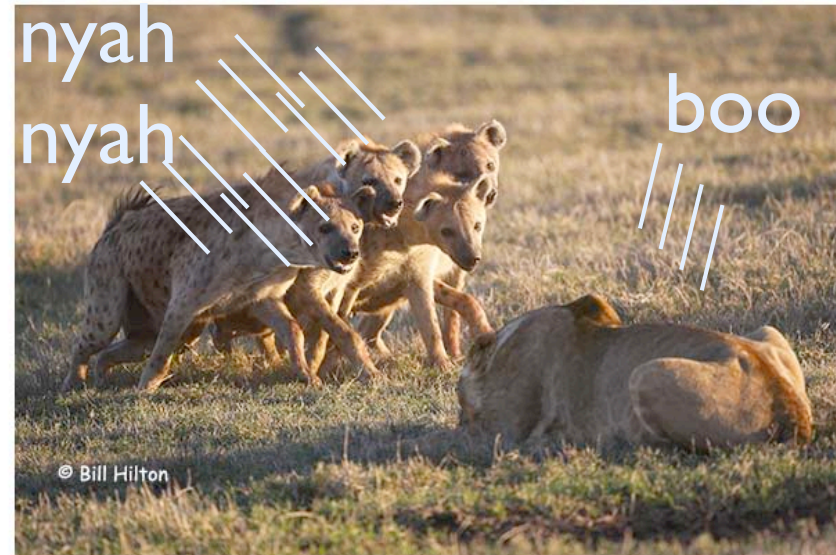
- Traits advantageous to the community but costly to the individual were (for some time) considered **inaccessible to evolution**. This is false.
- Explanation: **inclusive fitness & kin / group selection**
  - What is **transmitted** is the **replicator**.
  - The **unit of selection** is the **vehicle** (or **interactor**.)
  - In the current ecology, most **vehicles** are composed of many, many **replicators**.

# Multiple Levels of Interaction $\Rightarrow$ Cooperation

Replicator (Gene)



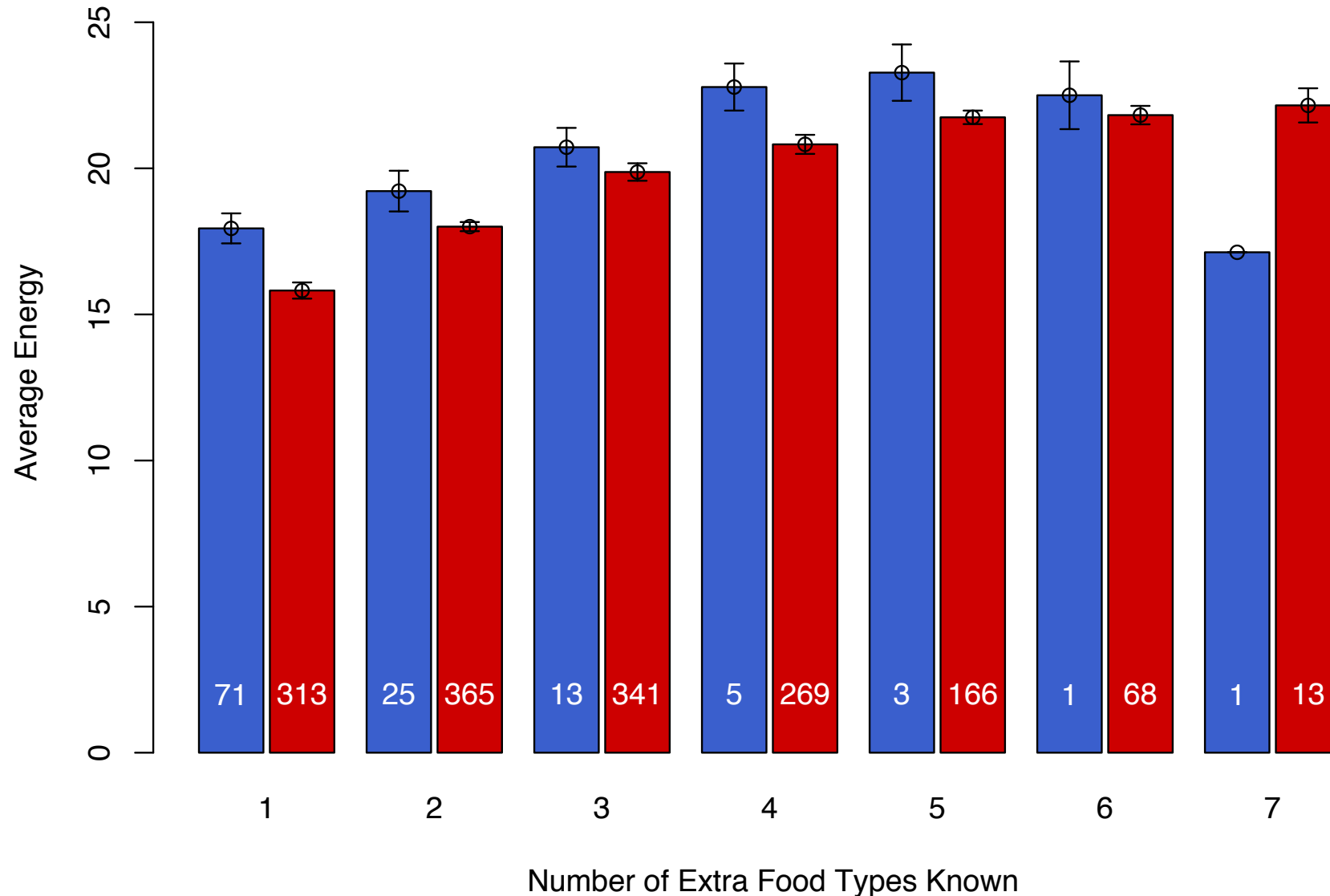
Group



Organism

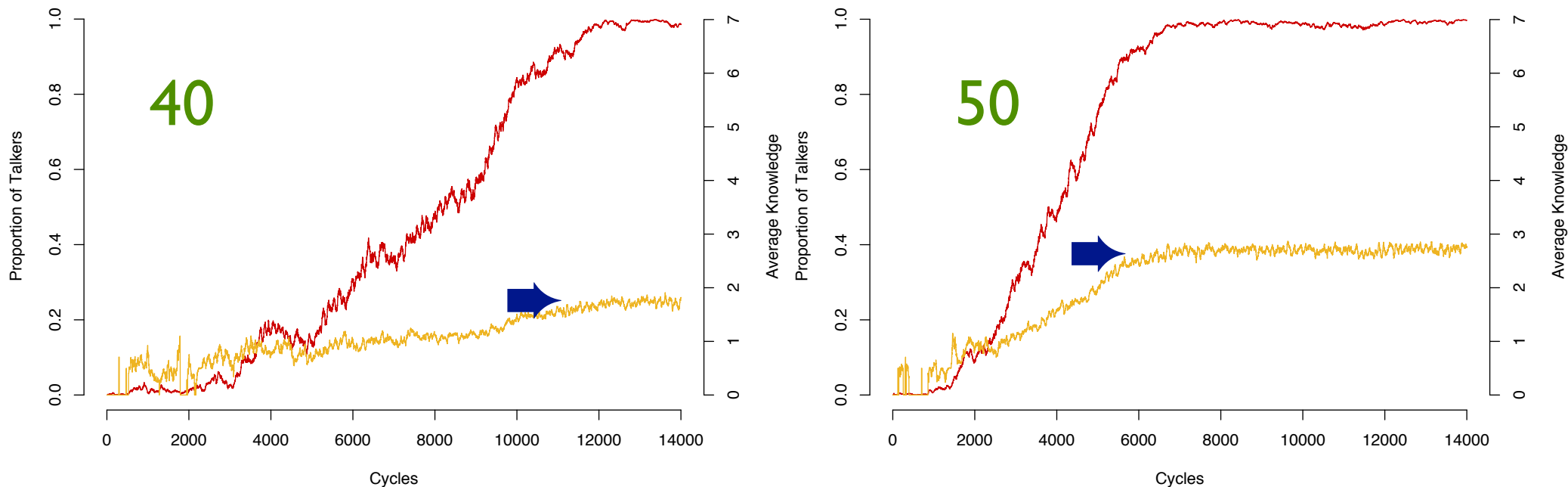
Cost (in energy  $\Rightarrow$  reproduction)

talker (altruist) silent (free-rider)



# Life History & Culture

Altruists & Knowledge lifespan 40 versus 50 cycles



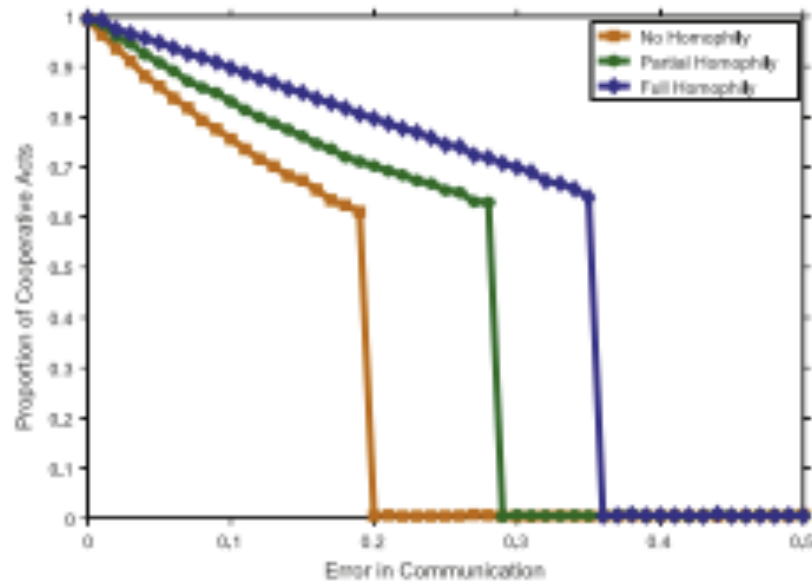
Life history tradeoffs determine how much is learned on average per lifetime  $\Rightarrow$  size of culture.

(Bryson, Lowe, Bilovich & Čače *under revision*)

## Donation Game (DG)

		Donor	
			
Deserver		cooperation augmented	cooperation hindered
		cooperation hindered	cooperation augmented

 Correct information  
 Incorrect information



Value homophily benefits cooperation but motivates employing incorrect social information

Paul Rauwolf\*, Dominic Mitchell, Joanna J. Bryson



Paul

Rauwolf

- Self Deception
- Impact Bias
- Unconsciousness

Dominic Mitchell



- Public Language
- Evolution of Language
- Winner/loser effects

# Public Goods Investment

## Antisocial Punishment

Journal of Neuroscience, Psychology, and Economics  
2013, Vol. 6, No. 3, 167–188

© 2013 American Psychological Association  
1937-321X/13/\$12.00 DOI: 10.1037/npe0000009

### *Homo Homini Lupus?* Explaining Antisocial Punishment

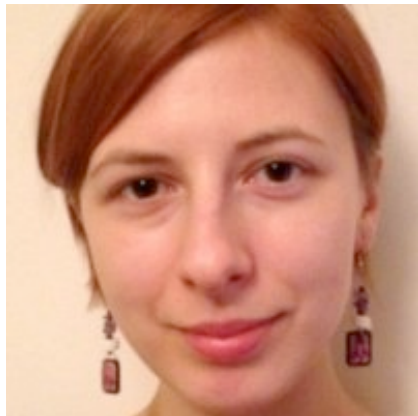
Karolina Sylwester  
University of Bath

Benedikt Herrmann  
University of Nottingham

Joanna J. Bryson

Punishment can promote defection in group-structured populations

Simon T. Powers\*, Daniel J. Taylor, Joanna J. Bryson



Karolina  
Sylwester



Daniel Taylor



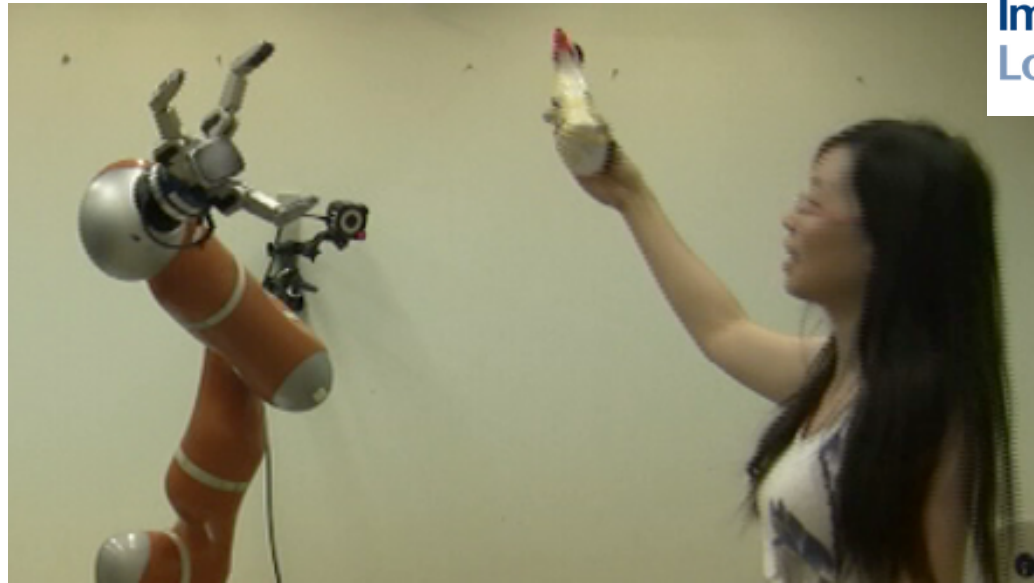
Simon  
Powers

The Evolution of the Social Contract

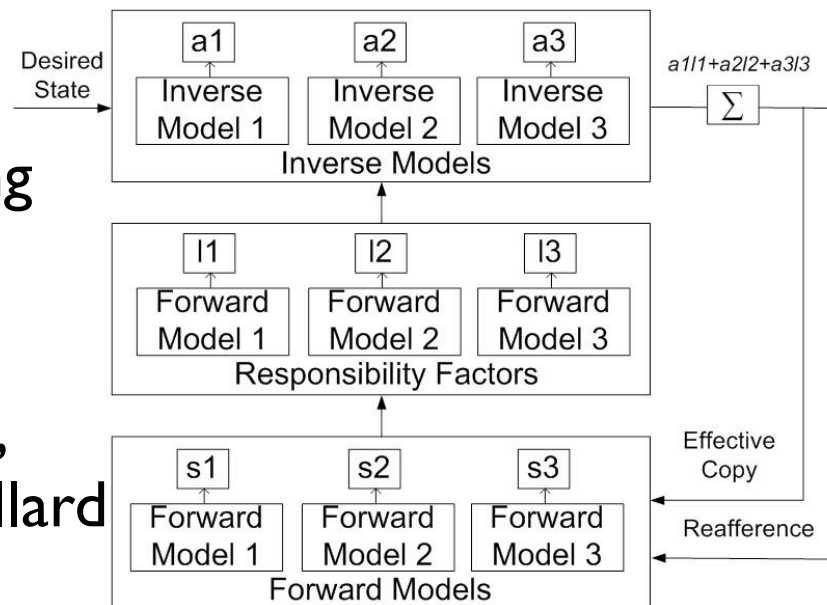
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# Bidan Huang



- The Use of Modular Approaches For Robots to Learn Grasping and Manipulation
- Realtime grasping strategies.
- Collaborators: Sahar El-Khoury, Miao Li, Aude Billard (EPFL), Tetsunari Inamura (NII).



## Learning Modules

- Clustering Control Strategies
- Encoding by GMM

- Forward model

$$p\{s_t, s_{t-1}, a_{t-1} \mid \Omega_F\}$$

- Responsibility factor

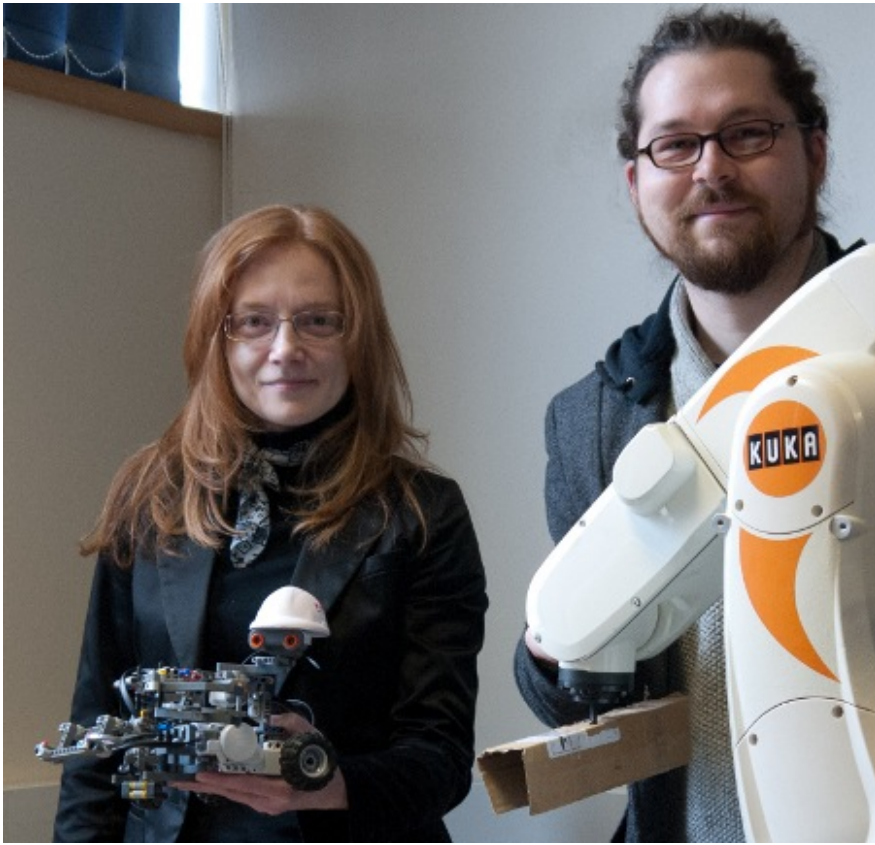
$$\eta_t = \{s_t, s_{t-1}, a_{t-1}\}$$

$$\lambda_t^k = \frac{p(\eta_t \mid \Omega_F^k)}{\sum_{j=1}^J p(\eta_t \mid \Omega_F^j)}$$

- Inverse model

$$p\{s_t, s_{t+1}, a_t, a_{t-1} \mid \Omega_I\}$$

$$a_t = \sum_{k=1}^K \lambda_t^k a_t^k = \sum_{k=1}^K \lambda_t^k E(a_t \mid s_{t+1}^*, s_t, a_{t-1})$$



# Jekaterina Novikova

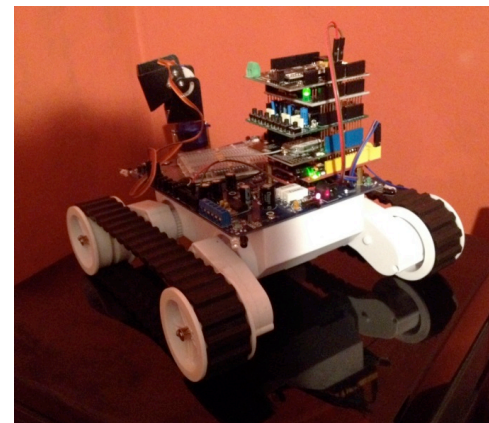
- Human Robot Interaction
- Transparently synthetic emotions for collaboration.



Rob

# Wortham

- Ethical Domestic Robotics
- BOD Arduino



# Sven Gaudi

- Game AI
- Learning from observation with Genetic Programming
- Stable, transparent control

- 
- Embodiment vs Memetics: Meaning
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## A typical slide for me these days...

- What is the current reality of AI?
  - It's here now, changing the world.
- Are the sciences of consciousness and ethics far enough along that we can predict the consequences of AI?
  - Yes.
- What scenarios should we worry about, and which should we seek to accelerate?
  - Give me forty minutes...

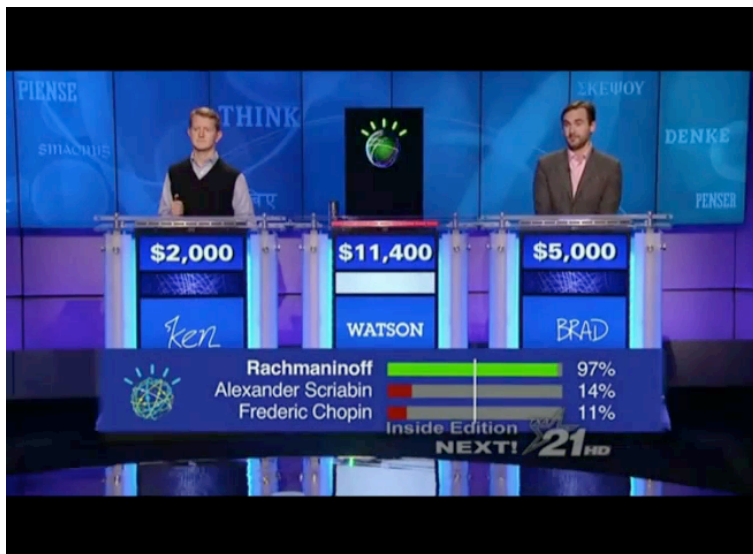
(London Futurists, 18 April – on YouTube)

# AI Already Owns Our Advantages



**Utopia:** Solve hard problems like sustainability; reliably supporting everyone's efforts to self actualise.

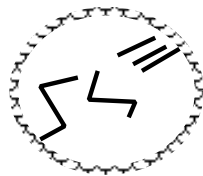
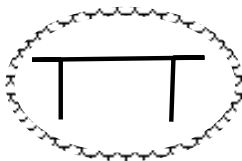
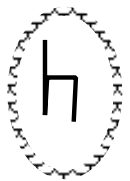
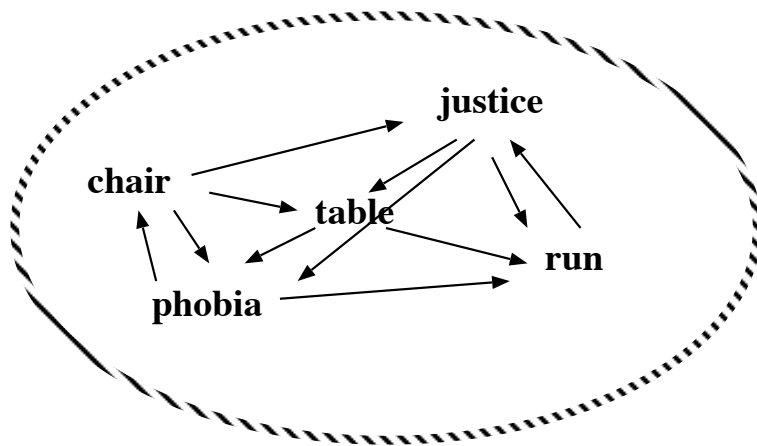
**Dystopia:** Losing autonomy / ability to freely express; catastrophic disruption of the global ecosystem.



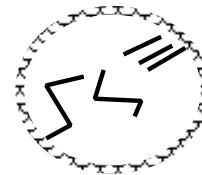
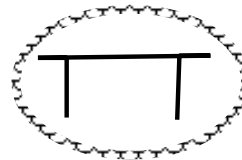
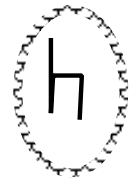
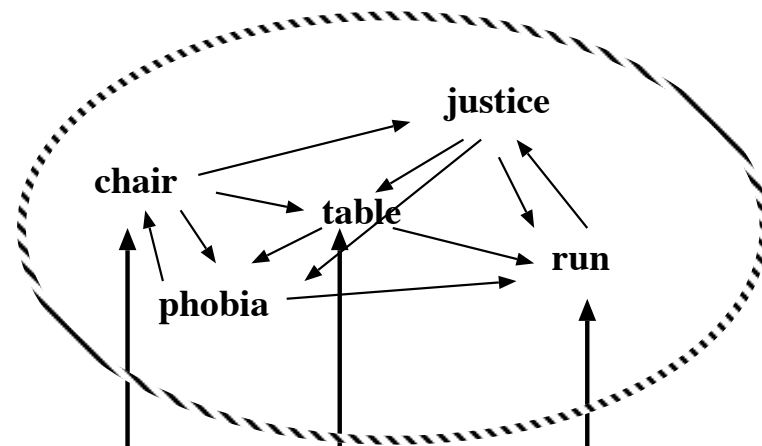


Has  
Memetics  
won?

# Bryson's (2008) Theory of Semantics



*i*



*ii*

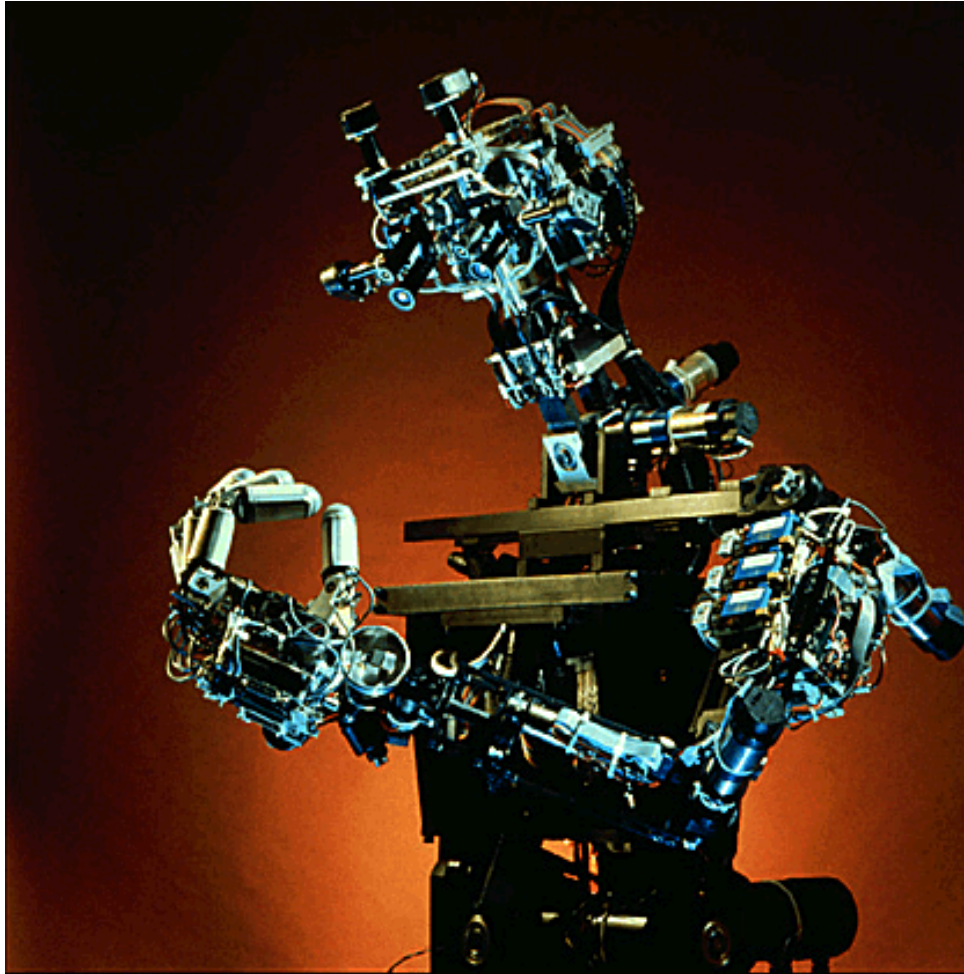
# What About Ethics?

**Robots are** servants  
we own.

⇒ **Slaves**

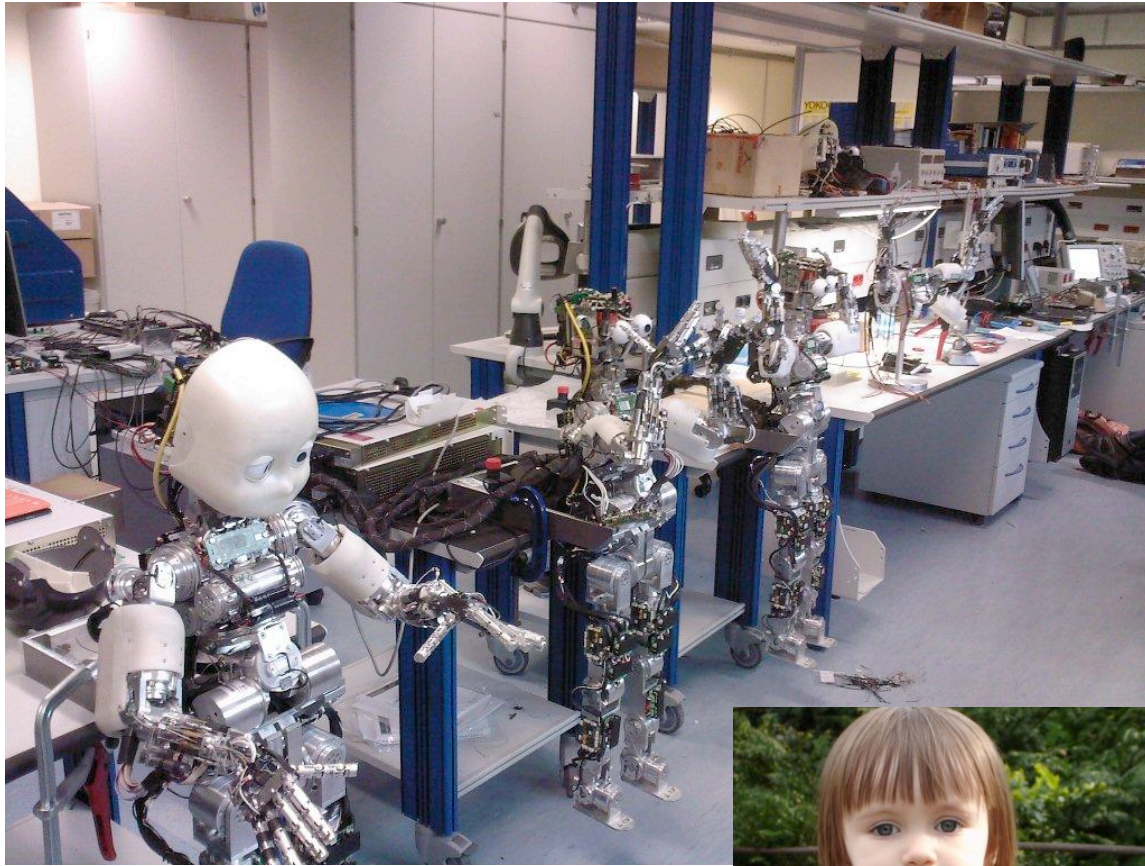
Bryson (2010)

- For **Human Society** (us):
  - Pros: feel godlike, culture **might** persist beyond planetary limits, **might** produce more useful tools.
  - Cons: political & commercial moral hazard, misattribution of blame / resources.
- For **AI** (them robots):
  - No Pros: (except **maybe** for the unbuilt).
  - Cons: compete w/ humans for resources, stress of social dominance, fear of death etc.



People **want** to **make** AI  
they owe obligations to,  
can fall in love with, etc. —  
“equals” over which we  
have complete dominion.

Joanna J. Bryson and Philip P. Kime, “Just an Artifact: Why Machines are Perceived as Moral Agents”, *The Twenty-Second International Joint Conference on Artificial Intelligence (IJCAI)*, Barcelona, Spain, pp. 1641–1646, Morgan Kaufmann, 2011.



We build robots and other AI, determine these systems' goals. Our **authorship** of AI is fundamentally different from our relationship to other evolved systems.

**a fact**

Even if we could solve the technical problems of making robots that would persist longer than our civilisation, species or planet, would memetics for the purpose of its own sake make sense?



Our values are rooted in the problems of enculturated apes. Why pass moral responsibility derived from them to machines?

- Our values have and are coevolving with our species.

## ● Embodied

- A lot of ethical problems are simpler if we build AI and its regulation around humans as the moral subjects.



# Conclusions

We are ethically obliged to make robots we are not ethically obliged to.

Deeming robots to be moral agents unethically neglects our responsibility as authors of their intelligence.

normative assertions

*Thanks!*



# Thanks!

... and other  
collaborators

My current students:

~~Daniel Taylor~~

Bidan Huang

Dominic Mitchell

Swen Gaudl

Paul Rauwolf

Jekaterina Novikova

Yifei Wang

Rob Wortham



Will  
Lowe



Dave Gunkel



Special Issue on AI Moral  
Subjectivity in March 2014  
Philosophy & Technology