

Summary of Moravec's Paradox

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The Moravec's paradox is an idea articulated by Hans Moravec among many others, which states that it is easier to design an artificial system which can perform high-level intelligent tasks, than to make the system perform tasks which generally don't involve cognitive skills when performed by humans.

A thing to be noted here is the fact that humans, also tend to become pretty bad at these tasks once when they consciously try to perfect the task-in-hand. The intuition of something 'being a part of common sense' seems similar in the entire human society. However, if one sits to justify or deduce how a piece of information becomes a part of common-sense, s/he might end up questioning the very basics on which the entire universe works. Take the famous example of the summation of one and one, which gives a result of two. Sounds quite clear, however, there's a very famous 360 pages prove of this 'common-sense' question.

A paper published recently claimed to have built a large dataset which lets an algorithm to work with intuitive psychology. Intuitive psychology, the ability to reason about hidden mental variables that drive observable actions, comes naturally to people: even pre-verbal infants can tell agents from objects, expecting agents to act efficiently to achieve goals given constraints. They propose AGENT, a benchmark for core psychology reasoning, which consists of a large-scale dataset of cognitively inspired tasks designed to probe machine agents' understanding of key concepts of intuitive psychology in four scenarios – Goal Preferences, Action Efficiency, Unobserved Constraints, and Cost-Reward Trade-offs. The fact that it took us so long to build such a sophisticated dataset, very well verifies the Moravec's paradox.

References:

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