# Discussions Postings

| AI Discussions |  |  |  |
| --- | --- | --- | --- |
|  | General AI Discussion on Any Topic |  |  |
|  |  | Sentience in AI |  |
|  |  |  | I am curious to see what everyone's views on the concept of fully sentient AI.  Since everyone could have a different view on what a "fully sentient" AI is, I am just going to explain my definition. When discussing sentience in AI, I am referring to the ability of the AI to think and experience or feel emotions at the level of a human. The thinking part of my definition mainly refers to the ability of the AI to make complex decisions.  The ability of the AI to experience emotions is where I am most intrigued (and warry). Emotions are a major factor in decision making for most sorts of pack animals and social creatures. I imagine a fully sentient AI would act exactly like a human and have the ability to process and understand events in a way a human would.  There is a great deal of philosophical debate concerning the concept of fully sentient AI because there really is no way to measure what is real when it comes to intangible things. A lot of this has to do with the concept of solipsism, the idea that you can only know that you exist. Many of you likely have heard some variant of the question: "What if you are the only person who exists and you just made everyone else up?". I don't believe that I am the only person who exists, however, I do believe that we will never be able to prove whether an AI can feel or if it is simply parroting emotion.  What do you guys think? |
|  |  |  | I have never looked at The China Brain thought exercise before but I found myself nodding along as most of what is discussed mirrors my own thoughts on the topic of creating artificial sentience.  I got into AI because I had ambitions to create artificial sentience. Why? It seemed cool.  But, I got older and started to really think about it and what that would mean for the world and now I think we should avoid it like we avoid getting into a car crash.  To put my thoughts on the subject into simple sentences: I do not think anyone should want human sentience, it is a stressful experience and giving that to a computer seems like it could do a lot of bad things. Humans are already destructive enough, I don't think adding more into the mix is a good idea.  But what if it happens on accident is something I had not thought of!  There is very little we can do about the potential for the accidental creation of artificial sentience. We know too little and as far as we are aware there is no basis for it.  We know aliens have the potential to exist, and I see any plan for that as futile as well. Without a basis of knowledge, the only plans that can be made we be lacking.  Humanity will simply have to take it in stride and hope nothing goes horribly wrong.  The biggest comfort I have in the subject is that it is very unlikely the AI will be smart. Computers are pretty dumb, if we stumble into artificially created sentience I don't think it would be that smart either. |
|  |  |  | I thought about this more, trying to come up with an answer for the possibility of a new kind of slavery, even just a partial one or something that skims the surface (because this is not an easy question).  And really I still believe wait and see and hope for the best is one of the best ways we can go about it while keeping a watchful eye for resistance/expression of negative feelings.  If an AI displayed a desire for freedom, that's a pretty big deal and a sign to pump the breaks and investigate.  I cannot really suggest anything beyond my own personal policies, as I have no idea on how to go beyond that. |
|  |  | Death and AI |  |
|  |  |  | This tops reminds me of The Dolls of New Albion: A Steampunk Opera.  The opera focuses on four generations of a family.  The first generation focuses on this woman who discovers a way to bring back the dead in what is essentially a robot body.  The second generation sees her son capitalize on this, as people pay him to bring back their lost loved ones.  Only, the dolls can barely move or communicate. Everyone is projecting the personalities of their loved ones onto these dolls.  This leads to dolls basically overpopulating the city, with no one willing to let go. The son from the third generation even falls in love with one of these dolls, who just wants to go back to being dead. It is an entire ordeal.  It is a horrible idea to try to make a robot version of any living person. You have to let go in order to grieve, and this will just make everything so much worse. You'll be flipping between feeling guilt because you will know it is not the person you loved just a copy, and denial because haha they didnt die look my friend is right here :D.  Though, you could just independently have a friend robot. It just has to be separate from someone you already know. |
|  | Rule-based system & Daemons |  |  |
|  |  | Dating Simulator and Rule-Based Systems |  |
|  |  |  | I 100% go down those kinds of rabbit holes.  Honestly, we will never know how many outcomes exist per choice because there are too many random variables.  Everyone is constantly making choices. Every word you read, every letter typed, every food. And those all have the potential to impact you in ways you could never expect.  Take this time I was at Belmont Harbor watching baby geese. This woman joins me and we get to talking and a bird flies by. I am doing a project on Double Crested Cormorants, which I thought the bird was. So I shouted "is that a cramorant-I mean cormorara-" and the woman goes "a cormorant? yeah it was." And it turned out she was a bird veterinarian.  So what choices caused me to spot a cormorant? Was it my choice to go rollerblading? My choice to watch the baby geese? My choice to talk to the woman who approached me to talk about the baby geese?  I think every choice has an infinite amount of outcomes because who knows what choices are being made or have been made that would have impacted the results of your choice.  On that note, one of the more life-like dating sims in Monster Prom because there is a lot of random chance involved and it is more than just choosing the right dialogue. You have to have made a series of choices to make some choices or achieve a certain end.  But yeah, rabbit holes are fun. |
|  |  |  |  |
|  | Structured Outline / Scholarly References and Bibliography |  |  |
|  |  | Post here when your SO is ready for us to view! |  |
|  |  |  | <https://docs.google.com/document/d/1hai2R3TcV0fYoWOYjzQ_1H2Qc5m05HZk/edit?usp=sharing&ouid=107207490623688088117&rtpof=true&sd=true>  I'm a bit late but for future reference incase needed. |
|  | Computation Models of Humor |  |  |
|  |  | Humor Word Choices - A Ramble |  |
|  |  |  | You know what it is a shame we haven't had any like discussion on this so I am just going to go for it.  So I am a comedy minor and adding humor to AI has always been a really interesting concept to me because comedy is super complex and full of little nuances and the only time I've seen AI successfully do humor is when it is generating things based on other things.  Examples:  <https://youtu.be/BjngNWP9C5s>  <https://youtu.be/x-uDnlGJRdk>  <https://youtu.be/NyK2jbm3mg8>  But I was thinking about teaching an AI humor word choice.  In comedy, at least stand-up, there is this idea of choosing the funniest word. When you write a set or a joke, you want to choose the funniest words possible for maximum laughs. Example: Saying Tummy vs Stomach.  Right now AI really is not at the stage where it can write good original stand-up.  But I think AI can be taught which words are funniest.  This would involve ranking words and their synonyms based on how funny they are and compiling that into a database.  Also this AI would need to be based off of American humor or just one particular country.  I am imaging you plug in a sentence and it makes the "funny" version of it, or perhaps just put in a word to see if there is a word that means the same thing but is considered funnier.  I am sure you can tell this is not very fleshed out but I just wanted to see if I could start a conversation on this topic. |
|  | Discussions of Three Affective Reasoner Papers |  |  |
|  |  | Post here with LINK to your summary/opinion of TWO PAPERS |  |
|  |  |  | Here is my link:  <https://docs.google.com/document/d/1FScia7PcVeIbDUncRRSkEfEGcQQI8CnbmXYGc_vl32s/edit?usp=sharing> |
|  |  | Ranking the strength of intensity variables |  |
|  |  |  | I would say a major part of intensity of emotions depends on the state of self, which can be broken down into the categories:  Physical Well-Being  Mental Well-Being  Mental Well-Being is what is primarily being impacted when an event triggers an emotion. Physical well-being can intensify the impact the event makes on the mental well-being.  When physical well-being is poor, things that negatively impact mental well-being will be more intense while things that would positively impact mental well-being will be less intense than at a base state of having good physical well-being.  If one of those two states is doing poorly, every negative emotion is more intense while every positive emotion is dimmed.  Mental Well-Being is always impacted by emotion, even if it is just slightly or for a moment. If someone is doing amazing mentally but poorly physically, the change in intensity of emotion will be less extreme than the reverse.  I imagine if I were to implement this I would need a very complex equation to get the proper balance of emotional intensity based only on state of being.  This also means that all things that trigger emotion have a base state.  The base state is how the event would impact you when you have both good mental and physical well-being.  Going deeper into this, everything has some base state of emotional intensity within your mind.  From the person talking to the exact word choice. Everything of course has different weight though.  Physical presence will make a big difference. What is the relationship between you and everyone around you during the trigger of emotion. Who is most involved in the trigger.  Next you will have people not there physically, but involved in the triggering of emotion. Maybe it is a story or you are being given news about someone you know.  It's the difference in being told by your aunt your uncle died, and seeing your uncle die with your aunt (to give an extreme example).  General words have relatively little weight. For example: reading they are vs they're. Not much difference in the emotional weight, for most people it will be the same. There will be small differences, practically miniscule.  Next in this equation you would have location. Where you are affects your mood. You do not want to be told your uncle died while you are at a Wendy's. Basically, the more positive emotional weight a place carries and the more negative emotional weight the trigger has will have a greater negative impact while more positive emotional weight in the trigger will increase the positive mental well-being impact.  I hope this ramble makes sense. |
|  |  |  | Thank you for the contribution. I have no idea why I did not even consider neutral as some sort of base state! That makes so much sense I cannot believe it did not occur to me |
|  | Myers-Briggs mini personality content theory |  |  |
|  |  | What are you thinking of for your MB content theory area? |  |
|  |  |  | I am just going to run-down my ideas at the moment:  A schedule optimizing AI based on the MB Personality types, specifically one that can be applied to creating an undergraduate college course schedule.  The AI would be given a set of requirements a student needs to meet and would sort through the classes that meet those requirements based on the user's personality type. Some classes will be offered online only, some will be offered in-person only, and some will have both options.  The AI is told to create a schedule the fulfills four specific credits, the AI will look at all of the classes that the person can take to fulfil the credits and begin to narrow down class options based on different aspects of the personality types.  This actually leads to my second idea.  An AI that decides, based on course descriptions, what MB Personality Type a course has. The AI will also take into account what the course is classified as (Philosophy, Arts & Lit, etc.), the descriptions found in the course summary with keywords that are generally associated with the different types (possibly down to the trait).  Generally I think an AI that can find the classes that match with a personality type would have been helpful in discovering some classes that are easy to miss and would potentially be useful in creating a course schedule.  I want to try to simplify this as much as possible since there is a major dependency on words and understanding the English language in the class sorting, however I do believe I have something workable with it.  My next idea is not very similar to the previous two.  An AI will form a story with occasional breaks to allow for a user to make a choice. There will be 8 choices at the start and go down by 2 after each choice. The choices would represent each type, and lead to a different route in the story.  The goal of the AI is to make the most satisfying kind of story for the 16 different types by adjusting what happens next and how the options are presented based on previous answers. |
|  |  |  | I actually was considering something similar to the tags idea you suggested, however did could not get the logic of it right.  One of my initial thoughts was having a sort of layered tag system.  The course would have it's own independent set of tags, classifying the type of course.  The second layer would be Professor tags that describe teaching style. These tags would be the same for all classes the Professor teaches and just kind of give the student the idea of things the Professor typically emphasizes in their courses such as in-class participation.  That way the AI could be more precise because it would also be looking at things that could contribute to making a better choice for the student based on personality type.  I could try narrowing down the scope more if I want to do this system, simply have the AI choose the best class for each personality type with two-three courses to look at.  Though it would probably be best, since this is only a mini, to focus on only course description tags.  I don't want to overcomplicate this, however I also don't want to overly simplify since it will make the results less accurate at some point. That's what I am trying to balance, not overdoing it (as I more prone to do) but not oversimplifying.  I certainly will be considering the tag system more, and think about what tags would be most beneficial.  Thanks for the suggestion! |
|  | Content Theory Area Discussions |  |  |
|  |  | Autism Learning Ideas |  |
|  |  |  | This might end up just being me rambling, but I am trying to work out the approach I would go for.  Right now my idea for my content theory is pretty large and I am a bit nervous about that. So I thought I would just post this to see if anyone has thoughts/ideas.  My content theory thus far is a downloadable program that helps children learn how to live with autism confidently, and parents understand their child more.  I am thinking that the first time the child uses the program, the child (or child and parent) could take a sort of test in which the AI will learn about how autism effects that particular child which will help the AI decide which of it's different lessons/exercises would be most beneficial (though the user can decide to add any lesson regardless).  The lessons would be things that people with autism commonly face and how to handle them/exercises in which the child can work on them.  I thought of this idea because I saw a couple articles about an AI that helps autistic people learn to socialize, and from the perspective of an autistic person, they seemed like they could end up being really harmful. Which is why I started thinking about what would have been helpful for me.  And it grew the scope of the project to not only socializing, but self-expression, identifying and dealing with sensory problems, and confidence.  There is more on this in my Autism Learning Ideas file, which I am still trying to organize.  Does this seem too large of a content theory/do you think this will be too much for me to take on?  Also any implementation ideas or any questions in general would be helpful for me. |
|  |  | Emotion communication over the Internet for autism spectrum |  |
|  |  |  | Oh this might be helpful for what I plan to do with mine. I was actually struggling when I first considered the realm of using AI to help people with Autism, to find anything that was made by someone with Autism. |
| General / Administrative |  |  |  |
|  | General Administration Notes and Questions |  |  |
|  |  | Find a partner here (?) to check your Google Doc shares |  |
|  |  |  | Are you still in need of a partner?  - Gia |
|  | Say Hello |  |  |
|  |  | Gianna Rasmussen |  |
|  |  |  | Hi, I am Gianna (Gia) Rasmussen.  I am a computer science major with a comedy film minor, and I am going to Northwestern for my Masters in AI next fall.  My plan with AI used to be world domination, however now I am more interested in studying the oceans and space. I want to use AI to discover things and understand the unknown.  I write for a webtoon original webcomic called Andy Bass, which I helped create with one of my friends in high school.  My favorite thing to do is to create things. I sew clothes and stuffed animals, bake cakes and cookies from scratch, cook complex meals (the harder to make the better), write stories and jokes, paint, draw, small animations, and a bunch of other stuff. I tend to rotate hobbies.  Every thanksgiving I debone and stuff a turkey, and at the end of every quarter I make a variety of different kinds of croquettes for me and my roommates. I made 140 croquettes two weeks ago, they are all gone.  I don't have a sewing machine, so I have to hand sew everything I make. I really love Late Victorian and Edwardian fashion. I have made my own corset (pet peeve: anyone who thinks corsets are evil. They are really cool. Tight lacing, the deadly kind, was deadly but only rich women who didn't do anything but stand around all day wore them. Most women wore corsets that basically just functioned as bras.)  Currently I am making a riding skirt/split skirt. I love skirts so much, and I love pants that look like skirts even more.  When I was a child I desired to be a goat. I had a plan on how I would transform into one and how I would explain my transformation to my parents. I ate bits of chocolate milk cartoons and Styrofoam lunch trays every day. My stomach is made of steel.  I am really bad at music, 100% tone deaf. I spent all of middle school learning keyboard and only was able to complete one song. My singing voice needs some work too if my roommates are to be believed.  That's all! |
|  |  |  | I so feel that, being broke and loving fashion is so hard. And cheaper corsets really don't do much, or don't do things the way they are supposed to.  I think space is amazing simply because it is so beyond us and has to many possibilities. It is such a big universe, and there is so much we are not able to understand or comprehend. I also like all the myths surrounding things like constellations! It's so cool how we just decided there were pictures in the stars. |
|  |  |  | Measurements are killer, I always struggle to get them right. Literally the biggest killer for me. Since I do a lot of pattern drafting myself, it usually leads to a lot of my clothes and other items having a lot of oddities.  Baking cookies from scratch is so rewarding and so much fun! |
|  |  |  | Here are some photos of the things I have made! |
|  |  |  | Hi Michelle,  Deboning a turkey takes a bit of time and patience I would say but overall is not too challenging. There are some great instructional videos on youtube that I follow. You really just have to be careful about piercing the skin around the breast bone and at the joints. Usually I follow Binging with Babish's Roast Beast video for making my turkey, and I stuff it with cornbread I make from scratch.  My corset took maybe two months to make. Also, some women likely did push their bodies to an unhealthy extreme when tightlacing, though that is in the same vain as how some women today do things that are not healthy for their body to achieve certain beauty ideals. Though, not a lot of research actually has been done on the effects of corsetry or tight lacing. What most women did, instead of tight lacing, was adding padding to accentuate. A bustle pad to give the illusion of more of a butt, some cotton padding at the hips of the corset and breasts to make the waist appear smaller. The corsets were designed to create the illusion of having more shape. Different corset patterns also help achieve different shapes. I gave mine more padding at the hips since I don't really have a lot of curves. Also, a lot of people think of corsets as having steel channels/boning, when in reality there are so many other kinds. Some corsets actually used paper! Bernadette Banner has some amazing videos on corsetry. I prefer to use synthetic baleen which shapes to the wearer as heat is applied (aka as you wear it).  Thanks for the reply :D  - Gia |
|  |  |  |  |
|  |  | Michelle Camargo-Reyes |  |
|  |  |  | Hi Michelle,  What kind of podcasts do you listen to? I like Distractable and the Magnus Archives, and was super into Welcome to Night Vale in high school (I even have a tattoo inspired by it).  And what kind of things do you enjoy reading? Books, fanfiction, comics, graphic novels, poetry? I like fantasy stuff or books with fun or weird concepts. Right now my favorite book series is the Scholomance (A Deadly Education is the first book in the series). There is also this IKEA horror novel I love, where the book looks like an IKEA instruction manual. I do read a lot of fanfiction, they are easy reads with familiar characters so I like to unwind with them.  - Gia |
|  |  |  | Here are some of my tattoos, the fish in the bowl is the stick-n-poke one of my sister's gave me (taken shortly after she finished).  The one on my chest is the welcome to night vale inspired one!  And getting a tattoo is really not the bad (though different spots have different sensitivities), and if it's your first one you will likely feel REALLY good afterwards.  Autobiographies are fun, if you also like memoirs I suggest *Titanic Survivor: The Newly Discovered Memoirs of Violet Jessop who Survived Both the Titanic and Britannic Disasters*, if you have not read it.  It's incredible, and Violet Jessop is such an interesting woman and the memoirs are very captivating. |
|  |  | Peter Jachim |  |
|  |  |  | Hi Peter, After looking up what an English concertina is, the fact you are learning it is the best and worst thing I have ever heard. I can just imagine practicing it and hearing it and that fills me with so much joy and dread.  *Good Omens* was such a good show. The humor was so good, I loved it. Have you seen *The Nevers*? It's my favorite, and I feel like there is some intersection between the two shows with some of the humor and fantasy elements. They are very different, but I feel like some of the humor lines up really well.  - Gia |
|  |  | Kate Burns |  |
|  |  |  | A 100 year old house, that is awesome! I could only imagine how great it is to learn things about your home and all the fun facts you have.  Also, you have to find some sort of cool use for the trough! Imagine all the possibilities! SO fun!  What kinds of books do you read? |

# 594-2022 Collaborative Content Theory Friendship

Contributions:

(GRV)

A. GOALS

G06 Want friends to trust me ( GRV )

G20 Want friends that remember things about me. ( GRV )

G21 Want friend who apologizes when they make a mistake ( GRV )

B. STANDARDS / PRINCIPLES

S04 Friends should not manipulate me ( GRV )

S20 Friends should not find find joy in seeing me in pain ( GRV )

S21 Friends should respect my boundaries ( GRV )

C. PREFERENCES

P03 I like it when friends comfort me ( GRV )

P26 I like when my friends include me in plans ( GRV )

General Concepts:

11. Friendship is based on proximity, frequency, duration, and intensity. Proximity is physical space, frequency is how often interaction occurs, duration is length of time spent together, and intensity is compatibility/how well you satisfy each others emotional and physical needs. ( GRV )

12. Friends by proximity is when the friendship occurs only due to physical distance, and may only be friends within a particular location. ( GRV )

Friendship If-Then Rules:

15. If you share a common interest, then you can bond with your friend over the interest and potentially strengthen the friendship. (GRV)

16. If you are close friends, then you are comfortable sharing your secrets. (GRV)

Michelle Camargo-Reyes Content Theory of Cultural Competence in the Decision Making Process

[V4 - MichelleCamargo-ReyesRootCT](https://docs.google.com/document/d/1W-ELkPs5H1QnXkHIyGv5KVWoebP23SDH-h3GWnWMgGk/edit#)

Short and sweet, it is a pretty good moral appeal. (GRV)

I suggest you also add neutral terms for partners (like partners) to this. Life-partner, ex-life-partner. (GRV)

I like how you formatted your research arguments (GRV)

Good thinking, you have to be careful and keep this kind of stuff in mind when making anything that could involve children. (GRV)

[V4 - MCR List of Defined Terms](https://docs.google.com/document/d/1azNahyLUqLXslvNSMu3EFoiY0XVc89eeScrYeWhAY0Y/edit#)

If I may ask, why did you decide to include this word in your terms? It is a pretty common word and you are not using it in an odd context. (GRV)

Genevieve Rahman [GenevieveRahmanRootCT](https://docs.google.com/document/d/1UQcDdLbWjWQiql4o68n_IxgM1sKh_ewwUUD1JzbMv7I/edit#heading=h.ft007tg28u7w)

I have just skimmed thus far so I don't know if you noted this earlier or are aware of this, but this made me think of Amazon's horrible hiring AI from a few years back. The one trained with current employee's resumes to find "ideal candidates". (GRV)

I am interested in how making this computable would work with resumes in particular. Have you considered how people lying/buffing up their resume could impact this process? (GRV)

Peter Jachim

[PeterJachimRootCT](https://docs.google.com/document/d/1k-9WPu-NwZJPbT-jNcyFz7VWdiVy97ps6nB-Zh7U_AA/edit#)

This is the best way you could have started it this. You instantly hit us with the "you are going to die without learning everything you want to" basically and I am here for it. It is a strong opener XD (GRV)

Will you need to get a good understanding of human psychology for this? (GRV)