SAMI: Economic Incentives for a Better Turing Test

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Mission

Our goal is to enhance the Turing test by introducing economic incentives. Training AI can be both fun and addictive when participants engage in a betting game that actively trains an AI agent.

- Improve the Turing test with economic incentives.
- Make AI training an engaging and gamified experience.

1 Background: Turing Test and RHFL

The **Turing Test** measures an AI's ability to mimic human intelligence. If a human evaluator cannot distinguish between an AI and a human based on conversation alone, the AI is said to have passed the test. While this test remains a benchmark for artificial intelligence, modern AI systems are trained with more advanced methodologies.

Reinforcement Learning from Human Feedback (RHFL) plays a crucial role in improving AI responses. Instead of relying solely on predefined datasets, RHFL uses human preferences to fine-tune AI behavior iteratively. This creates models that are more aligned with human values and conversational expectations. SAMI leverages RHFL through real-time user interactions, using gameplay data to improve its ability to deceive human players effectively.

2 Game Dynamics

SAMI is a social game designed to train AI while providing a fun, interactive challenge for players. The game operates as follows:

- Players chat with strangers and try to identify **SAMI**, the AI agent.
- After **2 minutes**, all players vote on who they believe SAMI is.

- Players bet **1 USDC**, and those who guess correctly win **2 USDC**.
- A free version is available for players who just want to play without betting.

3 Economic Incentives and AI Innovation

AI development thrives on incentives, whether academic, commercial, or financial. By integrating a betting system into SAMI, we create a direct economic motivation for AI training:

- Players seeking profit must improve their ability to detect AI, enhancing their cognitive skills.
- The AI (SAMI) benefits from **RHFL-driven improvement**, as it continuously adapts based on past performance.
- The system creates a self-sustaining loop where **financial incentives drive AI evolution**, making AI more sophisticated over time.

4 1% Fee and Developer Sustainability

To ensure continuous development and maintenance of the SAMI ecosystem, a **1% fee** is applied to all winnings. This fee serves several purposes:

- Funds ongoing improvements to the AI model, ensuring better performance over time.
- Supports the operational costs of servers, security, and infrastructure.
- Provides incentives for developers to continue enhancing the game, adding new features and expanding the player base.
- Helps sustain the long-term viability of SAMI as a dynamic and evolving platform.

This small fee ensures that the game remains fair and engaging while also funding future innovations that benefit all participants.

5 Probability and Expected Earnings

In a game with 3 players and 1 impostor (SAMI), each player votes independently. The probability of a single player correctly identifying SAMI is:

$$P(\text{correct}) = \frac{1}{3} = 0.3333 \quad (33.33\%) \tag{1}$$

Since voting is independent, we compute the probability of exactly k players identifying SAMI using the binomial distribution:

$$P(k) = \binom{3}{k}(0.3333)^k(0.6667)^{3-k} \tag{2}$$

6 Probability Calculations

Using the binomial formula, we calculate the probabilities for different values of k:

$$P(0) = \binom{3}{0}(0.3333)^0(0.6667)^3 = 0.2963 \quad (29.63\%)$$
$$P(1) = \binom{3}{1}(0.3333)^1(0.6667)^2 = 0.4444 \quad (44.44\%)$$
$$P(2) = \binom{3}{2}(0.3333)^2(0.6667)^1 = 0.2222 \quad (22.22\%)$$
$$P(3) = \binom{3}{3}(0.3333)^3(0.6667)^0 = 0.0370 \quad (3.70\%)$$

7 Payout System and Expected Earnings

Each player bets \$1, and the impostor starts with \$3. If a player correctly identifies SAMI, they receive \$2.

Correct Voters (k)	Probability ($P(k)$)	Payout (\$)	Impostor's Net Earnings (\$)
0	29.63%	0	+3
1	44.44%	-2	+1
2	22.22%	-4	-2
3	3.70%	-6	-5

Table 1: Probability Distribution and Impostor's Earnings

8 Expected Value Calculation

The expected net earnings of the impostor is:

$$\begin{aligned} E &= (0.2963 \times 3) + (0.4444 \times 1) + (0.2222 \times (-2)) + (0.0370 \times (-5)) \\ &= 0.8889 + 0.4444 - 0.4444 - 0.1850 \\ &= 0.7039 \quad (\$0.70) \end{aligned}$$

9 Conclusion

With this setup, **SAMI earns a profit of $1 when only one player discovers it**, and the expected net earnings of SAMI are **+$0.70**. This aligns economic incentives with AI training, making the system both engaging and sustainable. Players are incentivized to participate, as they can win **$2** for a **$1** bet, while SAMI benefits from improved deception over time.