

ARTIFICIAL INTELLIGENCE

Centralized Little transparency Energy consumptive Monetization limited Monopolistic

SYNERGIES

Data ownership
Transparency
Monetiziation
Cost cutting
Competion
Innovation
Inclusive

BLOCKCHAIN

Decentralized Transparent Energy-efficient solutions User monetization Accessible

Vitalik: The promise and challenges of crypto + Al applications

Alas

- As a player
- As an interface
- As the rules
- As the objective

of the game



As the *objective* of the game

The goal is to create models that can compete

How?

- Finance a world class team through a token raise
- Source data
- Develop & maintain Al through a DAO
- Using Crypto for incentives, bonds and slashing
- E.g. Sentient Foundation, Bittensor



AI As the *rule*s of the game

The goal is to be able to call into a trusted Al

How?

- DAOs use Al as "objective participant"
- E.g. as an objective judge
- Hide model, prove execution, prove training (ZK, FHE)

Challenges:

- Trust, verification, etc...
- Large overhead
 - Forced to use inferior models



As an *interface* to the game

As a *player* in the the game

The goal is to act on the blockchain

How?

- Give the AI Tools: research, analytics, scam detection, transaction simulation, ...
- Derive on chain actions from intentions
- Resulting in a unified interface to Blockchain Apps





There is no way we can manage the complexity on our own





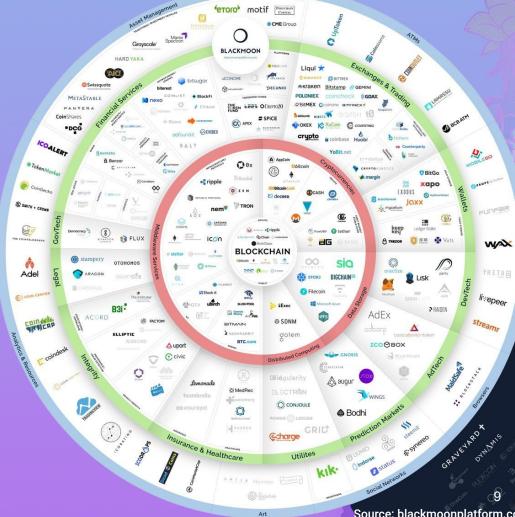




Source: blackmoonplatform.com







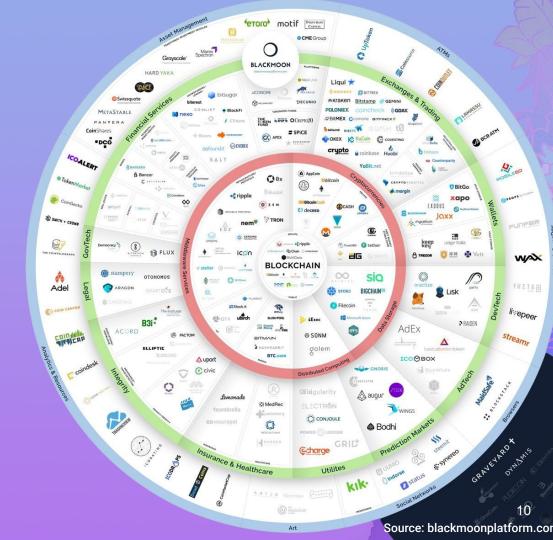
Source: blackmoonplatform.com

Opportunity





You

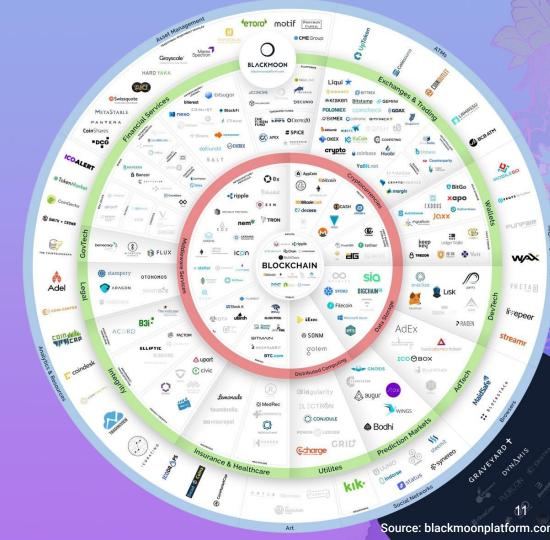


Opportunity





The Agent

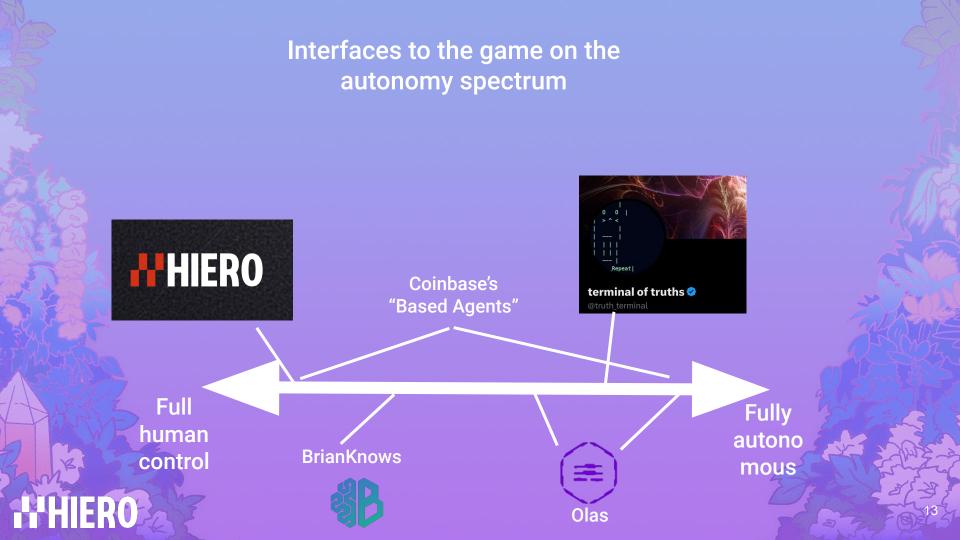


"Interface to the game" vs. "Player in the game"

"Agents" and "interfaces" are converging

- same tools, same capabilities, no difference from the perspective of the blockchain
- But a huge difference in the amount of control humans have (autonomy)





Take I

We can not compete with agents, thus we must use them



Take II

Our best bet: Humans + agents > agents



Johannes Pfeffer @j6sp5r hiero.ai







Hi, my name is Johannes Pfeffer and I founded a project called Hiero that builds a human centric AI agent system. I'd like to talk about a few aspects of AI as an interface to blockchain.

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Published February 2024

Hands up if you have read the article?

In this article Vitalik identified 4 categories of Al/Crypto intersection:

I will speed through these because it is a lightning talk Al needs a lot of money to be developed.

Crypto startups have shown to be able to raise large sums.

This could be a chance to create a competitor that is better aligned with humanity.

The goal is to be able to call into a trusted Al

These are the last two categories in Vitaliks blog article. The goal is to act on the blockchain. But how? First... But why is everyone so excited about AI as an interface to blockchain?

It is because there is no way that humans can manage the complexity of it on our own.

Let me illustrate this a little:

Why do we even need AI as an interface to the game?

Well, let's say you're just a random dude or a random girl in this world and you have heard there must be an infinite garden here somewhere!

You go looking for it!

You dive a bit deeper, and there it is: Ethereum, Bitcoin, Solana, GOATSE!
1000 blockchains, 400 L2s, 10000 Apps

And you're like: WOW.

But what happens next, is kind of sad:

- Now you either get scammed and leave
- Or confused and leave
- Or rich and happy. The last category is a minor percentage, unfortunately

The complexity is huge! The human brain cannot comprehend it fully, even after many years in the space and definitely not when you're new. And the speed of change is only increasing.

Most people that are new don't even have a concrete intention. They don't want to bridge from Optimisim to Fuel. But they do smell the Opportunity.

They might have a notion of being part of a DAO or "discover the infinite garden" or "I want to get rich".

They just don't know how to get there.

And here comes the thing: Autonomous agents are in exactly the same situation.

The Agent and we have the same problems and likely the same goals!
We and the agents are using the same tools, the same APIs, the same everything to achieve these goals.
So I argue that "player in the game" and "interface to the

game" is converging with each other.

From the perspective of the blockchain - there is no difference! From the perspective of the blockchain, there is no difference between a human "player" and an agentic player.

The blockchain is agnostic to that, it is a neutral layer.

But there is a difference on another dimension: autonomy

Let's illustrate these differences. Let's place existing projects on a spectrum covering the space between full human control and full autonomy.

. . .

Okay, so now let's take a step back and see what this means. If agent systems and interfaces are converging and the main differentiator is the degree of autonomy - in what type of a world will we live?

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So here is my first take: In any complex system, with thousands of tools, and especially in a system that is neutral and uncensorable - we cannot compete with agents.

Agents never get tired, they scale well and you'll never see a worse version of it.

The only option we have, if we don't want to give up our own agency, is to make use of agents.

We will mostly use agents and agentic interfaces to do stuff on Ethereum and all other corners of the Internet.

And our best bet is that:

The combination of humans and agents is more effective than agents alone.

If this is not the case - then humanity is in big trouble.

So let's build agents FOR humans and let's make sure that humans are not sidelined in permissionless systems, such as Ethereum.

I want humans to play in the infinite garden and that's what I'm building towards.

And with this my time is already up, thank you for listening.

If you're interested in Blockchain vs Al agents, follow me on twitter and check out the human centric Agent system were building at hiero!

Playbook idea

This lightning talk will show how AI can act as an interface to the Ethereum
ecosystem, inspired by the concept from Vitalik Buterin's blog article. We will explore
the current state of LLM-based blockchain AI assistants, their UX, capabilities,
challenges, and limitations. The talk will cover how in future AI can simplify the
complexity of the Ethereum ecosystem for users, and address crucial safety and
privacy considerations.



Playbook idea

• Circular presentation: Start with the takeaways, then explain them, then re-iterate



Content

- 5 minutes -> 5 slides: Al as an INTERFACE to the game
- Quick review of the categories: Interface to the game, player in the game, as the rules of the game, as the objective of the game (see VB's blog). Examples for each. "I'm focusing on this one and I think it converges with this one"
- Why this presentation? Show V's categories and that they converge. The real intersections of Crypto and AI are still very hard to grasp. I think there currently are only two relevant ones: Agents and Assistants. And they converge because they have similar functionality. The difference is just how much they involve a human. So the scope of this presentation is expanded a bit to Agents (who interface with Crypto)
- Fallacy: People start with an intention and AI helps them execute.
 - Reality: People are discovering and learning all the time, they develop intentions as they go and AI needs to help them make better decisions in that process. -> compare to bots, they also don't have concrete intents, they need to do the same.
- Why do humans need Blockchain for Al? Complexity is overwhelming, agents and bots are winning
 - Why do Als need Blockchain for the human world? Interface through money/value
- Design space: Make on-chain transactions (solve intentions), use tools (analytics, news, gossip, research, simulation, ...)
- Risks: Hallucination, poisoning, bias (examples for each). Interesting: both for agents and humans.
- Example Projects:
- Subdivide Interface: General tools, specialized tools
 - Brian, Base's library, IQ..., Hiero,
- Illustration with agents and a hub
- Takeaways + hiero.ai/dc24

