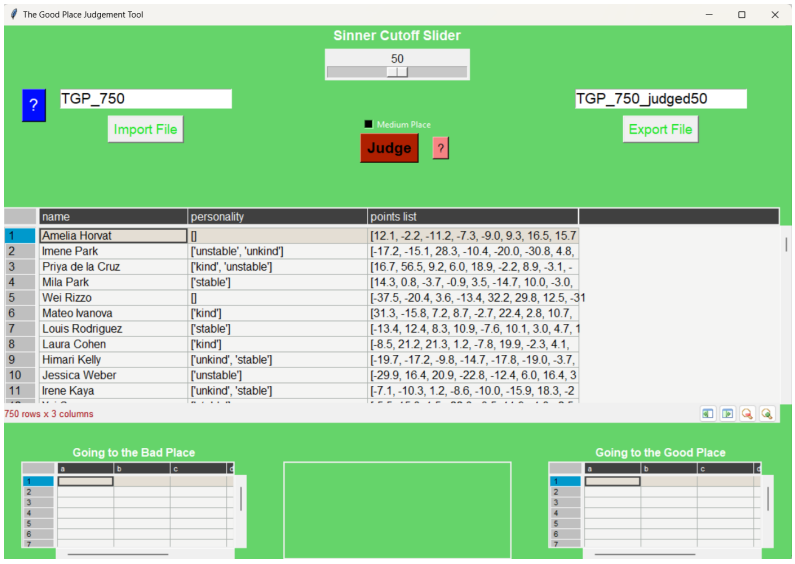
The Good Place Judgement Tool

by Casey Hicks

This project can be found on GitHub, located at: https://github.com/chicks773/TheGoodPlaceJudgementTool

Introduction *(from the readme)*

This fun little python tool is based on NBC's show, The Good Place. Spoilers ahead, but doing my best to keep it to S1E1 spoilers, when the premise of the show is explained.



Introduction (continued)

The "Good Place" represents a kind of secular version of heaven, where the Bad Place is the secular hell. Deciding who is "good" enough to go to the Good Place is a very utilitarian, numbers-based approach. This two minute clip from the first few minutes of the show explains their calculations and the "points" system:

https://youtu.be/ut0ai4s4mjU?si=6ZUpebJxhSLIgqY1

In summary, every action a person takes is assigned a point value, based on how "good" or "bad" of an action it was. At the end of someone's life, their total amount of points determines whether they go to the Good Place or the Bad Place.

The video clip somewhat implies that the algorithm involves an absolute point threshold. i.e., anyone with over 1,000,000 points goes to the Good Place. The actual numbers and algorithm are kept vague for the entirety of the show, likely because most TV-watchers don't want to think about numbers with their entertainment, but I've personally speculated that the fairest way to handle the judgement is to "grade on a curve", where the percentile of the sum of points, compared to the pool of other humans, is the determining factor.

The purpose of this tool is to experiment with a few different judgement algorithms, all based on "grading on a curve". The generate_world tool can be used to create a world with n humans. And the judge tool can open the world file, and calculate judgement for all humans in the file with several parameters that can be adjusted.

There are two main steps to using this tool-

1. Generate a “world” full of people and the actions they have taken over their lives.
2. Then use the Judgement GUI to experiment with different approaches to judgement.

Generating a world

The generate_world.py file is used to generate a world of n people, where n is inputted by the user. The code randomly generates n people, where each person has a name, personality, and a list of points representing all the actions taken in their life. This screenshot is from one of the included demo files, TGPJT_750.csv.

	A	B	
1	name	personality	points list
2	Amelia Horvat	[]	[12.1, -2.2, -11.2, -7.3, -9.0, 9.3, 16.5, 15
3	Imene Park	['unstable', 'unkind']	[-17.2, -15.1, 28.3, -10.4, -20.0, -30.8, 4.8
4	Priya de la Cruz	['kind', 'unstable']	[16.7, 56.5, 9.2, 6.0, 18.9, -2.2, 8.9, -3.1,
5	Mila Park	['stable']	[14.3, 0.8, -3.7, -0.9, 3.5, -14.7, 10.0, -3.(
6	Wei Rizzo	[]	[-37.5, -20.4, 3.6, -13.4, 32.2, 29.8, 12.5,
7	Mateo Ivanova	['kind']	[31.3, -15.8, 7.2, 8.7, -2.7, 22.4, 2.8, 10.7
8	Louis Rodriguez	['stable']	[-13.4, 12.4, 8.3, 10.9, -7.6, 10.1, 3.0, 4.7
9	Laura Cohen	['kind']	[-8.5, 21.2, 21.3, 1.2, -7.8, 19.9, -2.3, 4.1
10	Himari Kelly	['unkind', 'stable']	[-19.7, -17.2, -9.8, -14.7, -17.8, -19.0, -3.
11	Jessica Weber	['unstable']	[-29.9, 16.4, 20.9, -22.8, -12.4, 6.0, 16.4,
12	Irene Kaya	['unkind', 'stable']	[-7.1, -10.3, 1.2, -8.6, -10.0, -15.9, 18.3, -

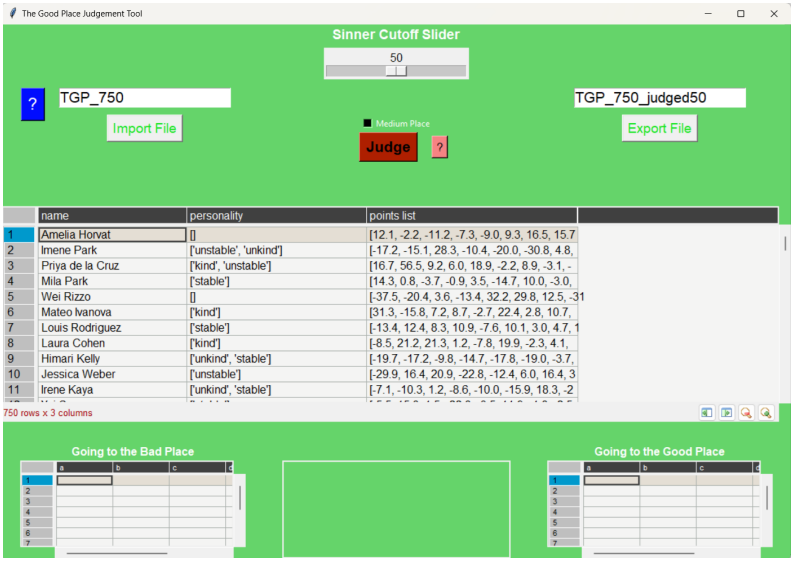
Personality

For personality, everyone can have 0, 1, or 2 of the 4 possible personality traits. Each "action", or number representing the points scored for that action, is calculated randomly from a normal distribution, and the personality traits determine the average and standard deviation for that distribution. Someone with "kind" in their personality will perform higher-scoring actions, on average; someone with "unstable" in their personality will have a higher standard deviation of the points scored by their actions.

There are a few name-based Easter eggs built into personality generation. If a human named "Eleanor Shellstrop" is generated, she will always have "unkind" in her personality, but if a human named "Chidi Anagonye" is generated, he will always have "kind" in his personality.

Judgement with the GUI

Running the file judge.py launches the GUI. The GUI is written in tkinter, and one user-made widget was used – pandastable (https://pandastable.readthedocs.io/en/latest/index.html). Pandastable is a table viewer configured to work with Python Pandas DataFrames.

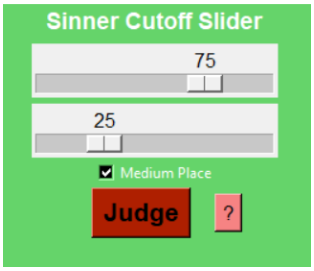


There is a blue help button (?) in the top left, although the readme contains more thorough information.

You can import a .csv file by entering the filename or full filepath in the box in the top left.

The main function of the tool is the red Judge button in the center. You can slide the "Sinner Cutoff Slider" to any value from 0-100, and this is the threshold separating those going to the Good Place from those going to the Bad Place.

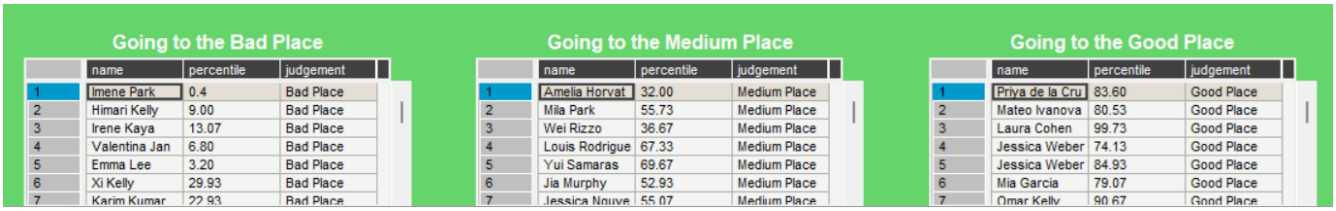
The idea of a “Medium Place” is suggested in the show. To calculate judgement with a Medium Place, you can select a checkbox, and a second slider will appear.



> “I mean, I wasn’t freaking Gandhi, but I was okay! I was a medium person, I should get to spend eternity in a medium place! Like Cincinnati. Everyone who wasn’t perfect but wasn’t terrible should get to spend eternity in Cincinnati.”
> -The Good Place, S1E1

These two sliders can be used to select the two thresholds, one separating the Good Place from the Medium Place, the other separating the Medium Place from the Bad Place. The sliders may be used interchangeably; either threshold can go on either slider.

Once you have chosen your desired parameters, clicking the Judge button will crunch the numbers and determine the fates of every human listed in the file. At the bottom of the GUI, you can see previews of the names going to the Good, Bad, or Medium Place.



If you’re satisfied with your judgement, you can export a “judged” world file in the top right. The GUI will suggest a default export filename, based on the input filename and the parameters selected.

	A	B	C	D	E	F
1	name	personality	points list	sum of points	percentile	judgement
2	Amelia Horvat	[]	[12.1, -2.2, -11.2, -7.3, -9.0, 9.3, 16.5, 15.7, -26	-120.2	32.0	Bad Place
3	Imene Park	['unstable', 'unkind']	[-17.2, -15.1, 28.3, -10.4, -20.0, -30.8, 4.8, -23.	-1315.5	0.4	Bad Place
4	Priya de la Cruz	['kind', 'unstable']	[16.7, 56.5, 9.2, 6.0, 18.9, -2.2, 8.9, -3.1, -6.0,	515.6	83.6	Good Place
5	Mila Park	['stable']	[14.3, 0.8, -3.7, -0.9, 3.5, -14.7, 10.0, -3.0, 15.8	28.6	55.7	Good Place
6	Wei Rizzo	[]	[-37.5, -20.4, 3.6, -13.4, 32.2, 29.8, 12.5, -31.9	-78.0	36.7	Bad Place
7	Mateo Ivanova	['kind']	[31.3, -15.8, 7.2, 8.7, -2.7, 22.4, 2.8, 10.7, -1.9	365.6	80.5	Good Place
8	Louis Rodriguez	['stable']	[-13.4, 12.4, 8.3, 10.9, -7.6, 10.1, 3.0, 4.7, 10.1	99.8	67.3	Good Place
9	Laura Cohen	['kind']	[-8.5, 21.2, 21.3, 1.2, -7.8, 19.9, -2.3, 4.1, 15.8,	1337.4	99.7	Good Place
10	Himari Kelly	['unkind', 'stable']	[-19.7, -17.2, -9.8, -14.7, -17.8, -19.0, -3.7, -18	-790.7	9.0	Bad Place
11	Jessica Weber	['unstable']	[-29.9, 16.4, 20.9, -22.8, -12.4, 6.0, 16.4, 36.7,	170.5	74.1	Good Place
12	Irene Kaya	['unkind', 'stable']	[-7.1, -10.3, 1.2, -8.6, -10.0, -15.9, 18.3, -2.0, -	-671.2	13.1	Bad Place
13	Yui Samaras	['stable']	[-5.5, 15.8, 1.5, -22.8, -3.5, 11.9, -1.8, -2.5, 3.5	113.3	69.7	Good Place
14	Valentina Janssens	['unkind', 'unstable']	[5.3, -21.0, 10.2, -14.6, 27.6, -14.3, -9.5, -30.3,	-840.2	6.8	Bad Place

Conclusion

In conclusion, this tool is useful to no one, including myself, but was fun to design and make. As one of the few The Good Place watchers who really wanted more detail on the math and accounting, it was fun to play around with ways to solve the problem. And I love how tkinter (Tk/Tcl, 1991) can still be used today to make something both functional and (not un-) attractive.

Reflections and Further Improvements:

Further improvements to this tool:

Some fun modifiers to add to judgement:

- "children go to heaven" – any human 18 years or younger when they died goes to the Good Place
- "unforgiving god" – some actions are so terrible they can never be forgiven. Anyone who has committed an action below a certain point threshold will go to the Bad Place, regardless of the rest of their score.
- "unreliable accountants" – some x% of judgement calls will be incorrect

Creating more in-depth world files

- add gender, birth place, death place
  - more opportunities for fun Easter eggs based on the characters in the show (i.e. If you're born in Florida, your personality will always include "unstable")
- add more complicated personality traits
- add the possibility of reform – someone "bad" has an epiphany at some point in their life, and improves after that.
  - Can add a judgement modifier favoring those who reform (better later in life than earlier in life)

Miscellaneous

- easier file import and export
- "The Good Place" font
- controlling where the window appears and how it sizes itself on screen

Next projects:

tkinter widgets

There are some amazing custom tkinter widgets available online, like the pandastable widget I used for this project, and it's wonderful that people today are writing things on their own time that help this old framework stay functional. After this project, I have some ideas for custom tkinter widgets I could design, and upload for anyone to use. PandasTable is actually a little out of date, and is frequently raising Pandas deprecation warnings, so I'm inspired to make a simple Pandas DataFrame viewer (rather than an editor with lots of cool features, like PandasTable). I also looked for a double slider to use for the Medium Place option, and couldn't find a good widget to use, so that would also be a fun small widget to make.

ML reverse engineering

A possible next step – to see if I can find an ML model that can reverse engineer the personality traits. If we removed all the numbers, can an ML model still figure out that, generally, "kind" people go to the Good Place, and "unkind" people go to the Bad Place? Is this easier or harder for the model with higher or lower thresholds?