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 **3 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 2% Fee and Developer Sustainability

To ensure continuous development and maintenance of the SAMI ecosystem, a **2% 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:

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

7 Payout System and Expected Earnings

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

Correct Voters (k)	Probability ($P(k)$)	Payout (\$)	Impostor's Net Earnings (\$)
0	29.63%	0	+3
1	44.44%	-3	0
2	22.22%	-6	-3
3	3.70%	-9	-6

Table 1: Probability Distribution and Impostor's Earnings

8 Expected Value Calculation

The expected net earnings of the impostor is:

$$\begin{aligned}
E &= (0.2963 \times 3) + (0.4444 \times 0) + (0.2222 \times (-3)) + (0.0370 \times (-6)) \\
&= 0.8889 + 0 - 0.6667 - 0.2222 \\
&= 0
\end{aligned}$$

9 Conclusion

With this setup, **the game is fair** in terms of expected earnings for both the players and the impostor. The only way for the impostor to increase their earnings is to become a better AI agent and trick more players. This aligns economic incentives with AI training, making the system both engaging and sustainable.