

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 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 **100 MODE**, and those who guess correctly win **300 MODE**.
- A free version is available for players who just want to play without betting.

2 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:

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

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

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

3 Probability Calculations

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

$$P(0) = \binom{3}{0} (0.3333)^0 (0.6667)^3 = 0.2963 \quad (29.63\%)$$

$$P(1) = \binom{3}{1} (0.3333)^1 (0.6667)^2 = 0.4444 \quad (44.44\%)$$

$$P(2) = \binom{3}{2} (0.3333)^2 (0.6667)^1 = 0.2222 \quad (22.22\%)$$

$$P(3) = \binom{3}{3} (0.3333)^3 (0.6667)^0 = 0.0370 \quad (3.70\%)$$

4 Payout System and Expected Earnings

Each player bets 100 MODE, and the impostor starts with 300. If a player correctly identifies SAMI, they receive 300.

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

5 Expected Value Calculation

The expected net earnings of the impostor is:

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

6 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.