The Upgrade

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Abstract

An choice is good/moral if an agent believes that the integral of the most probable wellbeing vs time function for a universe in which the action takes place is greater than a universe in which it does not. The aim of The Upgrade is to create a tool that will make more moral choices. The possibility of suceeding in this creation is low but increases with effort (dependent on person(s) passion for the project), time (dependent on occupation), expertise (also dependent on current occupation, effort, and time), and help (dependent on ability to sell current moral system and justifications for project to others). The possibility of the creation to achieve that aim is incalculable. However, as humans generally achieve or attempt to achieve this aim, if the tool learns similarly to humans and surpasses their abilities, that trend should continue.

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1.1 Moral systems

1.1.1 Majority moral opinion

COMPARISON OF POLLING DATA FOR MORALS METAETHICAL JUSTI-FICATION FOR BELIEFS METAETHICAL EVALUATION OF MORAL SYS-TEMS AN APPEAL TO THE UPGRADE FOR ALIGNING WITH THE PREF-ERENCES OF PEOPLES MORAL SYSTEMS USE THE COMPARISONS TO FIND A CONSENSUS MORAL OPINION (LAWS ETC)

1.1.2 How morality changes over time

TIME DEPENDANT MORAL GRAPHS AXIOM PCA PLOT

1.2 The aims of the upgrade

1.2.1 Core principles

1.2.2 How the upgrade aligns with current moral beliefs

1.2.3 Previous attempts to achieve these ends

NUMENTA (Numenta, n.d.), ALPHA GO, ETC

1.3 AI saftey and responsibility

THE ASSURANCE OF ALIGNMENT OF THE UPGRADE WITH CONSENSUS CORE MORAL BELIEFS.

1.4 Probability of The Upgrade to succeed

FACTORS THAT AFFECT THIS PROBABILITY TO SUCCEED PASSION TIME EXPERTISE MANPOWER JUSTIFY THE WRITING OF THIS MANUAL

1.5 Chapter abstracts

Running The Upgrade

In this chapter, an explaination and justification of software for The Upgrade is given

Bitarray datastreams

In this chapter, the conversion of external data to a stream of binary data is discussed.

Combinations

In this chapter, implementation and benefits of conversion of the bitarray datastream into a combinatoric matrix are discussed.

Memory

In this chapter, a method to persist the activation of elements of the combinatoric matrix is proposed.

Action

In this chapter, the random-pianist method of bitarray datastream output is described.

Bitarray datastreams

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Combinations

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- 3.1.2 The problem of scale
- 3.2 The combinations array
- 3.3 Slicing the combinations array

SCALE ADJUSTMENT TIME ADJUSTMENT SKEW ADJUSTMENT

3.3.1 Combinations of combinations

PAIR FINDING SET THEORY PROBABILITIES OF PROBABILITIES

3.4 Chapter summary

Memory

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Action

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6.1 Chapter introduction

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