

# An attempt to formalize counterpossible reasoning in deterministic settings

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- 1 What is a “what if”?
- 2 Counterpossible reasoning
- 3 Conclusions

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    - Not guaranteed to converge.
    - Is this the definition of “what if” we want?



## Agents are part of the world

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  - An agent’s actions can disrupt its computations.
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  - Which transistors in the CPU change in the counterfactual world where the agent outputs a different action?
- What would happen if a **deterministic subprocess** of a deterministic world **returned a different value** than what it actually returns?
  - Is the thing AIXI would learn the definition we want?

## Prisoner’s Dilemma with shared source code

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- Intuition: If I cooperate, so does opponent (\$1 vs. \$0)!



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- In Prisoner’s Dilemma, we use *abstract reasoning*.
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- Realistic generally intelligent agents will use abstract reasoning all the time.
- Best **mathematical model** of abstract reasoning available today: Formal logic.

## Proof-based UDT

- Agents  $A_0()$ ,  $A_1()$  with utility functions  $U_0()$ ,  $U_1()$ .
- def  $U_i()$ :  
cost := if  $A_i() = C$  then 1 else 0  
benefit := if  $A_{1-i}() = C$  then 2 else 0  
return benefit - cost
- def  $A_i()$ :  
For each outcome  $o$ , from best to worst (2, 1, 0, -1):  
For each action  $a$  in  $\{C, D\}$ :  
If Peano Arithmetic proves  
 $\lceil A_i() = a \rightarrow U_i() = o \rceil$ ,  
then return  $a$ .  
Return default action (e.g.,  $D$ ).

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- Worrying: If  $A_1() = D$ , then  $A_1() = C \rightarrow U_1() = -1$ .
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- Worrying: If  $A_1() = D$ , then  $A_1() = C \rightarrow U_1() = -1$ .
  - Given a false premise, every conclusion is true!
- However, this implication is not *provable*.
  - Can prove  $A_1() = C \rightarrow U_1() = 1$ .
  - If can also prove  $A_1() = C \rightarrow U_1() = -1$ ,
    - then can prove  $A_1() \neq C$
    - and then can prove  $A_1() = C \rightarrow U_1() = 3$
    - but then  $A_1() = C$  (loop terminates immediately)
    - and so  $A_1() \neq C$  is false, contradiction.
- For each action  $a$ , Peano Arithmetic has *non-standard models* where  $A_1() = a$ .
  - Can see these as “impossible possible worlds”.

## A troubling example

- The agent must choose between a \$5 bill and a \$10 bill.
- But there is a twist: *If Peano Arithmetic is inconsistent*, its money will be taken away if it chooses \$10!
- def  $U()$ :
  - if  $A() = 10$ :
    - if (Peano Arithmetic is consistent):
      - return \$10
    - return \$0
  - return \$5



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- def  $U()$ :
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  - return \$5
- Proof-based UDT chooses to take \$5.
  - It turns out that even though Peano Arithmetic is consistent **in the actual world**,
  - it is “inconsistent” in **all impossible possible worlds** in which the agent takes the \$10 bill!

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- What is the correct notion of “what if”?
- What would happen if a **deterministic subprocess** of a deterministic world **returned a different value** than what it actually returns?
- Proof-based UDT as a model of counterpossible reasoning.
  - Still crazy opinions about the “impossible possible worlds”.

## Conclusions

- What is the correct notion of “what if”?
- What would happen if a **deterministic subprocess** of a deterministic world **returned a different value** than what it actually returns?
- Proof-based UDT as a model of counterpossible reasoning.
  - Still crazy opinions about the “impossible possible worlds”.
- Maybe none of the solutions suggested are correct.
  - But there’s still something we’d *want* a smarter-than-human agent to do if we thought about the problem for a very long time.
  - Want to understand what this is, and make sure actual smarter-than-human agents behave reasonably according to this criterion.