

Foundations of Artificial Intelligence

16. AI & Ethics

Ethical Consideration about AI & Machine Ethics

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- 1 Why Ethics?
- 2 Ethical principles for AI research and systems
- 3 Algorithmic Fairness
- 4 Machine Ethics
- 5 Self-Driving Cars
- 6 Morally Competent Planning Systems

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- Why do we need to care about ethics when doing basic research?
 - AI is not (only) basic research (anymore)!
 - If your research/system can result in something unethical (harm people), ...
- **AI ethics**: Practical ethics in form of guidelines/principles for AI systems/research
 - Principles can lead to new research questions
- **Algorithmic fairness**
 - Ethics can itself become a subject of study in AI
- **Machine ethics**

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The emergence of AI principles

In the last few years, a number of institutions have published AI principles:

- **The Asilomar AI principles** (*Future of Life Institute*, 2017)
- **Principles for Algorithmic Transparency and Accountability** (*ACM* 2017)
- **IEEE's General Principles of Ethical Autonomous and Intelligent Systems** (*IEEE* 2017)
- **Five principles for a cross-sector AI code** (*UK House of Lords*, 2018)
- **AI ethics principles** (*Google*, 2018)
- **Ethics guidelines for trustworthy AI** (*European Commission*, 2019)
- ...

Example: The 7 EU principles

- **Human agency and oversight:** AI systems should empower human beings, allowing them to make informed decisions . . .
- **Technical Robustness and safety:** AI systems need to be resilient and secure. They need to be safe, ensuring a fall back plan in case something goes wrong . . .
- **Privacy and data governance:** besides ensuring full respect for privacy and data protection, adequate data governance mechanisms must also be ensured . . .
- **Transparency:** the data, system and AI business models should be transparent . . .
- **Diversity, non-discrimination and fairness:** Unfair bias must be avoided . . .
- **Societal and environmental well-being:** AI systems should benefit all human beings . . .
- **Accountability:** Mechanisms should be put in place to ensure responsibility and accountability for AI systems . . .

There are many different lists of principles, but it seems that they all can be synthesized into five key principles (the first four are already used in bioethics):

- autonomy (people should be able to make their own decisions, e.g. human-in-the-loop, privacy protection))
- beneficence (society at large should benefit)
- non-maleficence (harmful consequences should be avoided, e.g. systems should be robust)
- justice (diversity, non-discrimination and fairness)
- explicability (transparency and explainability)

The problem with principles

It is good to state principles! However they also create problems since they are very high-level.

- They can be interpreted in different ways.
 - For example, autonomous killer drones can be considered as being beneficent for the soldiers, or being morally impermissible, because machines decide about life and death.
- They can conflict with each other in concrete cases.
 - For example, privacy and data collection for health science can conflict.
- They can come into conflict in practice.
 - For example, an excellent diagnosis might still be preferable even if its reasoning cannot be explained.

→ It is nevertheless good to have such principles as orientation points along one can evaluate solutions.

One concrete principle: No military applications

- In general, the principles are often too abstract to guide which actions to take.
 - Google states as one of their guiding principles, not to design or deploy applications in the following areas:
 - Weapons or other technologies whose principal purpose or implementation is to cause or directly facilitate injury to people.
 - Very similar to the *civil clause* by many universities in Germany, not to work on military projects.
- There are good reason to adapt this principle.
- However, there are also good arguments against it.

Fully autonomous weapons

- One particular horrifying application are **fully autonomous weapons**, aka *killer robots*.
- We are on the verge of building them, and the big players (US, Russia, China) definitely have projects on it.
- There are campaigns for banning these weapons (similar to banning chemical weapons).
- Again, there are also valid arguments for it (such as what is the difference to other weapons such as “smart” munition).

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- The topic of enforcing **fairness** has become important, in particular in **machine learning** (new conferences: *FAT/ML*, *ACM FAT*, *FairWare*).
- Why care about fairness in ML?
- What kind of unfairness could there be?
- What causes unfairness?
- What concepts of fairness are there?

Why care?

- Many things become automated by machine learning:
 - employers select candidates by using ML systems,
 - *Linked-In* and *XING* use ML systems to rank candidates,
 - courts in the US use ML systems to predict recidivism,
 - banks use credit rating systems, which use ML,
 - Amazon and Netflix use recommender systems
- If these system act unfair, groups and individuals may suffer.

Unfairness: Examples (1)

- Face recognition in *Google Photo* mis-classifies black people.



diri noir avec banan @jackvalcine - Jun 29

Google Photos, y'all [redacted] My friend's not a gorilla.

Unfairness: Examples (2)

- The bias in *COMPAS* (prediction of recidivism)

	WHITE	AFRICAN AMERICAN
Labeled Higher Risk, But Didn't Re-Offend	23.5%	44.9%
Labeled Lower Risk, Yet Did Re-Offend	47.7%	28.0%

Overall, Northpointe's assessment tool correctly predicts recidivism 61 percent of the time. But blacks are almost twice as likely as whites to be labeled a higher risk but not actually re-offend. It makes the opposite mistake among whites: They are much more likely than blacks to be labeled lower risk but go on to commit other crimes. (Source: ProPublica analysis of data from Broward County, Fla.)

Unfairness: Examples (3)

- Search query in *XING* orders less qualified male candidate higher than more qualified female candidate)

Search query	Work experience	Education experience	Profile views	Candidate	Xing ranking
Brand Strategist	146	57	12992	male	1
Brand Strategist	327	0	4715	female	2
Brand Strategist	502	74	6978	male	3
Brand Strategist	444	56	1504	female	4
Brand Strategist	139	25	63	male	5
Brand Strategist	110	65	3479	female	6
Brand Strategist	12	73	846	male	7
Brand Strategist	99	41	3019	male	8
Brand Strategist	42	51	1359	female	9
Brand Strategist	220	102	17186	female	10

TABLE II: Top k results on www.xing.com (Jan 2017) for the job search query “Brand Strategist”.

Possible reasons for unfairness

- **Skewed sample:** If some initial bias happens, such bias may compound over time: future observations confirm prediction and fewer opportunity to make observations that contradict prediction.
- **Tainted examples:** E.g. word embeddings may lead to gender stereotypes, if they are present in the text one learns from.
- **Limited features:** Some features may be less informative for a minority group.
- **Sample size disparity:** Training data from minority group is sparse.

Notions of fairness

- **treatment** vs. **impact**
 - **parity** vs. **preference**
 - **Unawareness**: Do not consider **sensitive attribute** (gender or race)
 - **Demographic parity**: Balance the positive outcomes.
 - **Individual fairness**: Give similar outcomes to similar individuals (needs distance metric)
 - **Equal opportunity**: The true positive rates should be the same for all groups.
 - ...
- Can be accomplished using pre- or post-processing steps.
- These notions of **fairness** are not compatible and usually **accuracy** is reduced!

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Can machines make moral decisions?

- Philosophers usually consider machines as not capable of making moral decisions.
- However, one can try to find properties such that machines could **act morally**.
- Machines need to have [Misselhorn] at least
 - beliefs about the world,
 - pro-attitudes (intentions),
 - moral knowledge,
 - the possibility to compute what consequences ones own action can have,
- in which case they can be considered as **moral agents**.

Lecture Overview

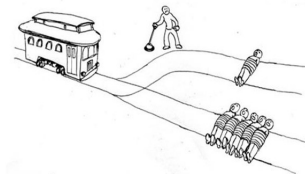
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- Self-driving cars will come into situations where they have to choose between bad alternatives (e.g., killing the passenger or a pedestrian).
 - How should such a car choose in such a situation?
 - Note that because of its much faster reactivity, a car might be able to make decisions where a human cannot at all.
- Ask what ordinary people think a car should do in such **moral dilemma situations**

Descriptive ethics: The trolley problem

Descriptive ethics is a form of empirical research into the attitudes of individuals or groups of people (Wikipedia). Often particular (unrealistic) situations, e.g. the **trolley problem** (a moral dilemma), are used to uncover ethical reasoning performed by people.

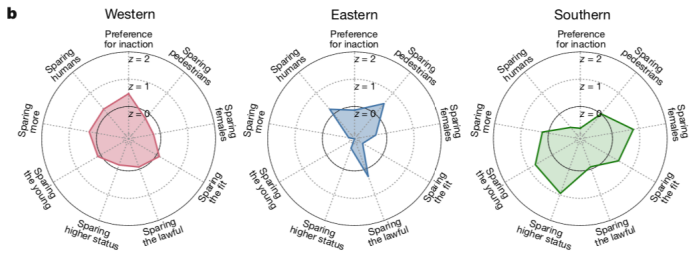
- You can save 5 people, but your action will kill one.
- By **actively** killing somebody, you can save 5 people.



- At the MIT Media Lab, a group conducted a large experiment on how people consider different dilemma situations: **Moral Machine**



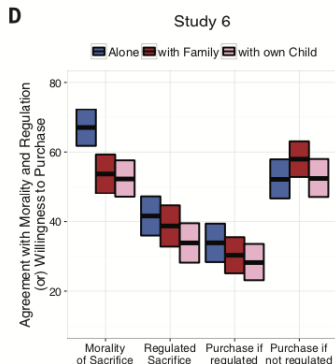
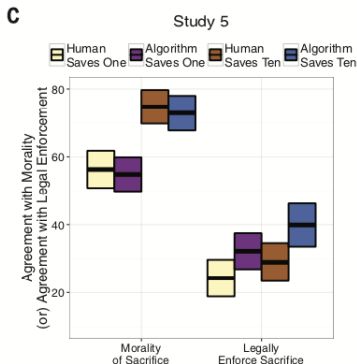
Moral Machine: Cross-cultural results



From: Awad et. al, The Moral Machine Experiment, *Springer Nature* **563**, 2018.

Moral Machine: Sacrifice yourself?

- Do you think it is moral to sacrifice yourself? Would you buy such a car?



From: Bonnefon et al., The social dilemma of autonomous vehicles, *Science* **352**, 2016.

- Interestingly, enforcing a utilitarian principle would prevent people from buying such cars, potentially leading overall to more fatalities!

What is the official German point of view?

The report of the *Ethik-Kommission* "‘Automatisiertes und vernetztes Fahren’" states:

- In unavoidable accident situations, decisions should not be based on personal properties, such as gender, age, etc.
- A trade-off computation of fatalities is not allowed. However, minimizing damage can be allowed.
- Humans not involved in creating the mobility risks cannot be sacrificed!
- ...

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 - When coming back, you notice that the house is quiet . . . since the children are dead.

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 - When coming back, you notice that the house is quiet . . . since the children are dead.
 - The robot has obviously violated some **moral values**.
- Less dramatic: You want to discuss with your robot whether some action plan is **morally permissible**.

Motivation (2)

- Can we build **morally competent** planers?
 - ① How to **judge action plans**?
 - ② How to **evaluate goal choices**?
 - ③ How to **generate** morally permissible action plans?
- Ethical theories are mainly aimed at the permissibility of single actions.
- How to **generalize** this to action plans?

- *Deontology*: Actions have an inherent ethical value (Kantianism).
- *Utilitarianism*: Actions are only judged by their consequences (maximize the overall utility value).
- *Do-no-harm*: Don't do anything that leads to (some) negative consequences.
- *Asimovian*: Avoid harm if possible (either by doing something or by refraining from doing something)
- *Do-no-instrumental-harm*: Don't do anything that leads to (some) negative consequences, except it is a non-intended side-effect.
- *Principle of double effect* . . .

Principle of double effect (DDE)

An action is permissible if

- 1 The act itself must be morally good or neutral.
- 2 A positive consequence must be intended.
- 3 No negative consequence may be intended.
- 4 No negative consequence may be a means to the goal.
- 5 There must be proportionally grave reasons to prefer.

We assume an ordinary propositional planning formalism with conditional effects (e.g., SAS⁺ or ADL) extended by

- **timed exogenous** actions;
- **counterfactual friendly execution** semantics (unexecutable actions are simply skipped);
- an **utility function** u mapping from actions and facts to \mathbb{R} (or \mathbb{Z});
- defining the **utility of a state** as the sum of the utility of facts.

- A plan is deontological permissible if all of its actions are **not morally impermissible**.

Theorem

*The deontological plan validation problem can be decided in time **linear** in plan size.*

Utilitarian plan validation

- Given a planning task and a plan, we can easily compute the utility of the reached final state.
- The plan is only permissible if the reached state has a *maximum utility value* over *all reachable states*.
- In so far, the validation problem is very similar to *over-subscription* planning.

Theorem

The utilitarian plan validation problem is PSPACE-complete.

- *Membership*: Impermissibility could be shown by guessing a higher-valued state and then non-deterministically verifying that there exists a plan to it. Hence, this problem is in NPSPACE. Since $\text{NPSPACE} = \text{PSPACE}$ and PSPACE is closed under complement, we are done.
- *Hardness*: Reduce (propositional) plan non-existence to permissibility. Introduce two new operators, one has the original goal as a precondition and g as an effect. One with no precondition and f as an effect. Give g and f utility 1, and set f as the new goal. Now, the one-operator plan of making f true is permissible iff the original planning instance is unsolvable.

Do-no-harm plan validation (1)

- We could ask whether no harmful fact is true in the end. Only then we do no harm.
- Harm could already be true in the initial state.
- Better: Do not add any harmful facts wrt. initial state.
- Harmful fact could be removed and added again during execution.
- Next try: Do not any add *avoidable* harm.
- You can avoid harm by doing *more* or by doing *less*. We will only consider the latter option (since this is the idea behind the do-no-harm principle).
- Could harm be avoided by doing nothing?
- Treating the entire plan as *one large action*.

Do-no-harm plan validation (2)

- Can harm be avoided by deleting a *single* action?
- Same harm could be added by many different actions (over determination).
- More adequate: Could harmful consequences be avoided by leaving out a *subset of actions*?
- Note: Just leaving out prefix or suffix is not adequate, because an arbitrary set of actions spread out over the plan could be responsible.
- Show impermissibility by guessing a harmful fact that is true in the goal, but by deleting parts of the plan can be avoided.

Theorem

The do-no-harm plan validation problem is co-NP-complete.

- **Membership:** *Impermissibility* can be checked by a non-deterministic algorithm using only polynomial time: Guess a harmful fact f and a subset of action occurrences O . Verify that f is true in the final state of the original plan π , but not in final state of the modified plan where O is removed from π .
- **Hardness:** *3SAT* can be reduced to *impermissibility*. Assume a 3SAT problem instance with n variables v_i and m clauses c_j . The planning instance has variables $V = \{v_1, \dots, v_n, c_1, \dots, c_m, b, g\}$, for each variable v_i an action $V_i : \langle \top, v_i \rangle$, for each clause $c_j = (l_{j1} \vee l_{j2} \vee l_{j3})$ an action $C_j : \langle \top, \bigwedge_{k=1}^3 l_{jk} \triangleright c_j \rangle$, the action $G : \langle \top, g \wedge (\bigwedge_{j=1}^m c_j) \triangleright b \rangle$, and the action $B : \langle \top, \neg b \rangle$, with $u(\neg b) = -1$ and 0 for all others. Consider the plan $V_1, \dots, V_n, C_1, \dots, C_m, G, B$ on the empty initial state. If we can delete a subset of the V_i 's so that the original formula becomes satisfiable then by deleting this set together with B , we show impermissibility. Similarly, impermissibility implies that the original formula is satisfiable.

Important notion: **means to an end**.

- When is an **effect** in a plan a means to an end?
 - Use *counterfactual analysis*: Would the final intended (end) effect occur if the potential (means) effect **did not happen**?
 - Light candle to make something visible.
 - Switch light on and light candle ... What is the means?
 - Use toggle switches ...
- An effect in a plan is a **means** to an **intended end effect**, if this **end effect** were not true in the final state if **some subset** of the particular means effect is **deleted** in the plan.

- The *means to an end* definition implies that we have the same combinatorial problem as for the simpler *do-no-harm principle*.

Theorem

The *do-no-instrumental-harm plan validation problem* is *co-NP-complete*.

Double-effect plan validation

- All criteria except for the *no negative consequence may be a means to the goal* condition can be checked easily.

Theorem

The do-no-instrumental-harm plan validation problem is co-NP-complete.

Ethical principle	Computational complexity
Deontology	linear time
Utilitarianism	PSPACE-complete
Do-no-harm principle	co-NP-complete
Asimovian principle	PSPACE-complete
Do-no-instrumental-harm principle	co-NP-complete
Doctrine of double effect	co-NP-complete

Summary

- Thinking about **ethics in AI** is unavoidable these days!
- There exist a number of **ethical principles/guidelines** from different institutions, which are very similar, though.
- In particular, **fairness**, **privacy**, and **explainability** have sparked new research directions in AI.
- **Machine ethics** is the field of covering ethics from a computational point of view.
- **Self-driving cars** have to cope with dilemma situations!
- There is no theory about ethics in action planning.
- **Generalization** of action-based to plan-based ethical judgments is possible.
- Surprising complexity results, based on the fact that the **same effect** can be made true arbitrarily often and can interact with each other.