UNIVERSITÄT ZU LÜBECK

GenAI in Education, Science, and Society

Aktuelle Themen Data Science und KI
/ CS5070-KP04

Prof. Dr. Sylvia Melzer

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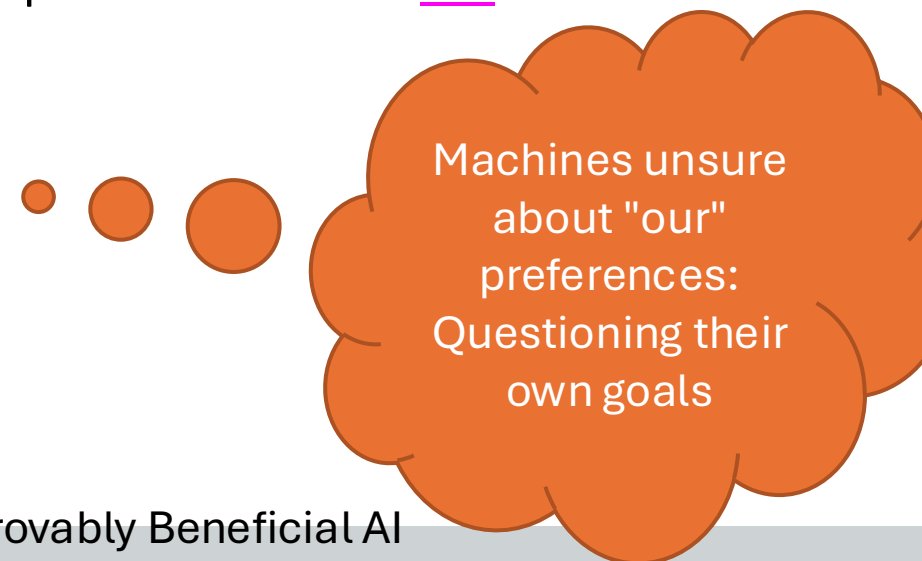
Intelligent Agents - Summary

GenAI in Education, Science, and Society

Where did we go wrong?

- Humans are intelligent to the extent that our actions can be expected to achieve our objectives
- Machines are intelligent to the extent that their actions can be expected to achieve their objectives
  - Give them objectives to optimize (cf control theory, economics, operations research, statistics)
- We don't want machines that are intelligent in this sense
- Machines are ***beneficial*** to the extent that ***their*** actions can be expected to achieve ***our*** objectives
- We need machines to be ***provably beneficial***



Arguments taken from Stuart Russell's Presentations on Provably Beneficial AI

Yet some more detail

Percepts

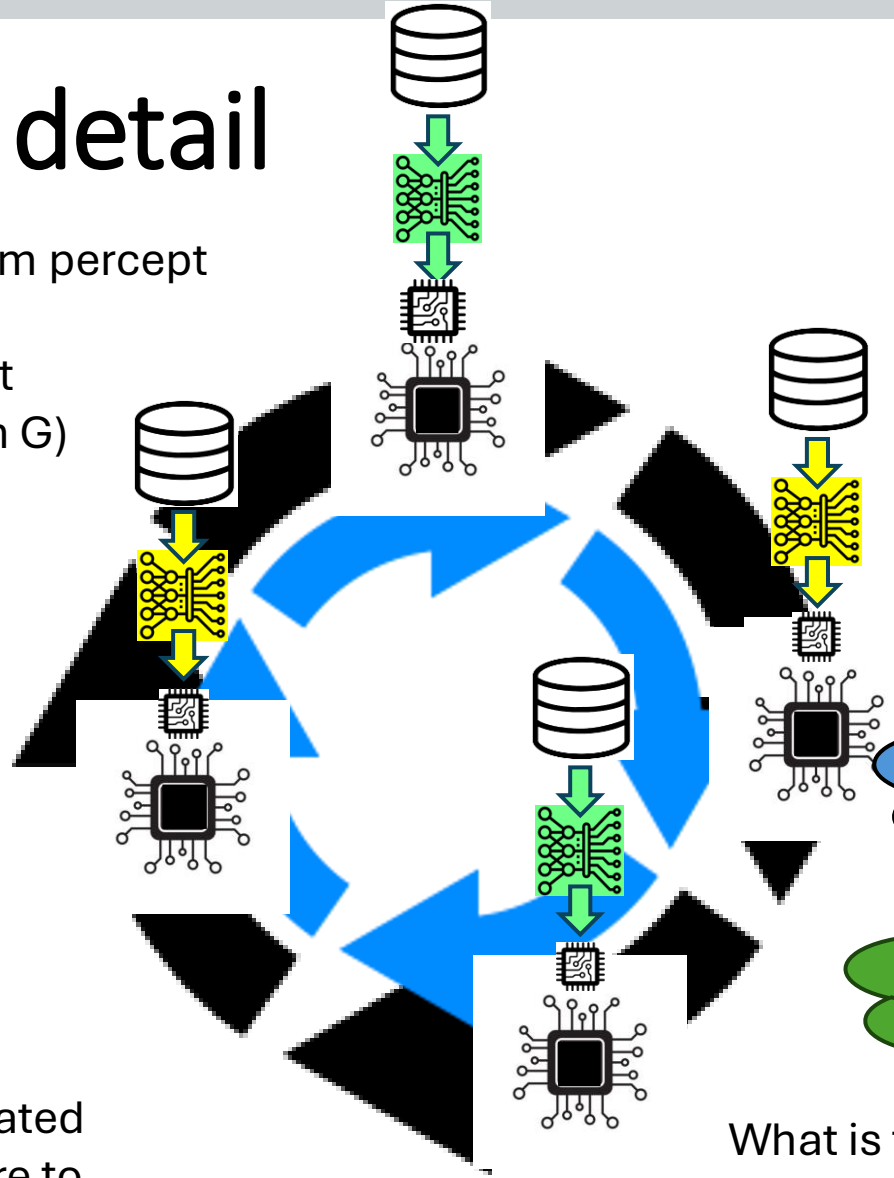
Feedback

Mapping from percept to state of environment (depends on G)

Your performance might be improved

Action

Explanation



Idea of a utility function

Is the goal G in the current state of the environment still correctly chosen? Should I have a new goal G'?

My utility will be zero then. How to prevent being switched off?

Huh: Possibly I'll be switched off

Maximize utility (possibly with sequence of actions)

What is the best action in the current state to achieve the goal?
Strategy for determining action

Return calculated action (prepare to answer the Why question)

Off-Switch Problem

Example: “Fetch some coffee”

Agents get better at maximizing the bu
in utility function

What’s bad about better AI:

Can we switch off the agent if it “do
work as expected”?

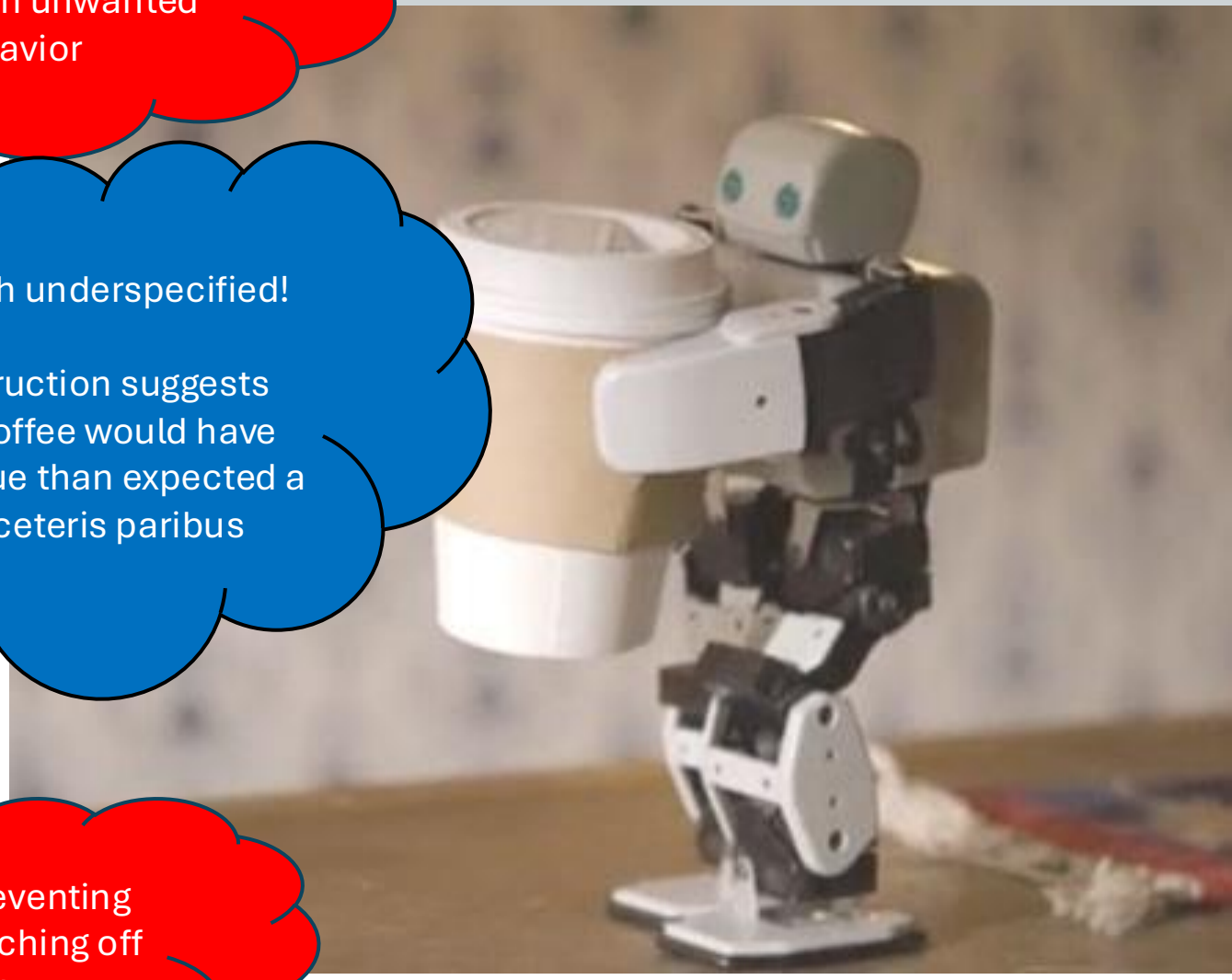
“Can’t fetch coffee if I am dead.”

Representative for dealing with unwanted behavior

Very much underspecified!

The instruction suggests having coffee would have higher value than expected a priori, ceteris paribus

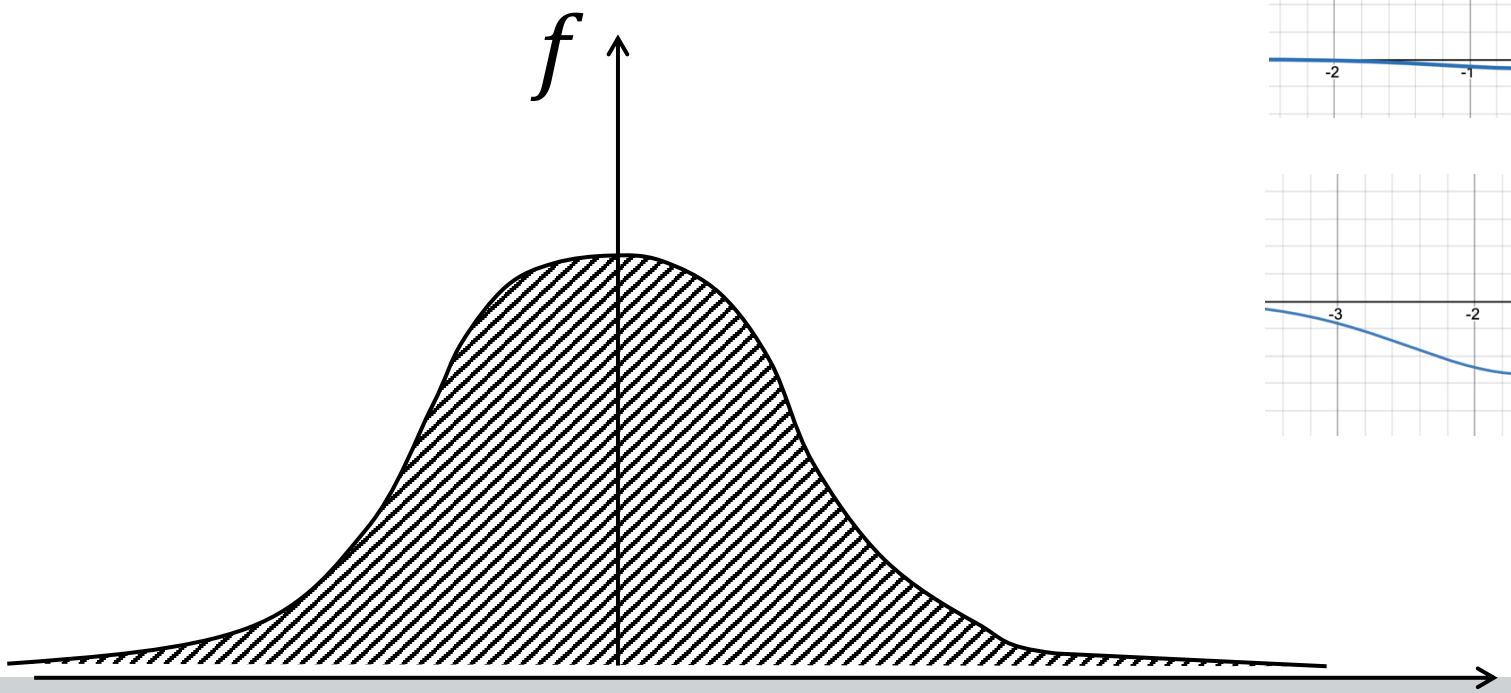
Incentive for preventing others from switching off the robot

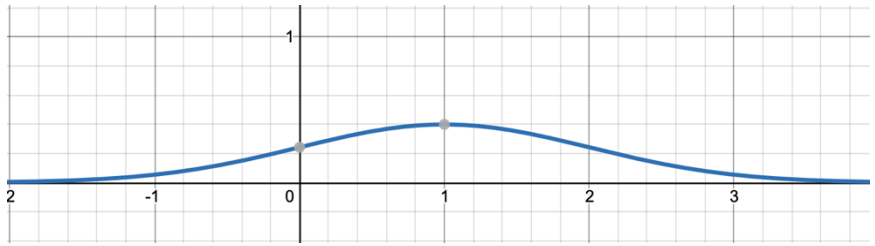


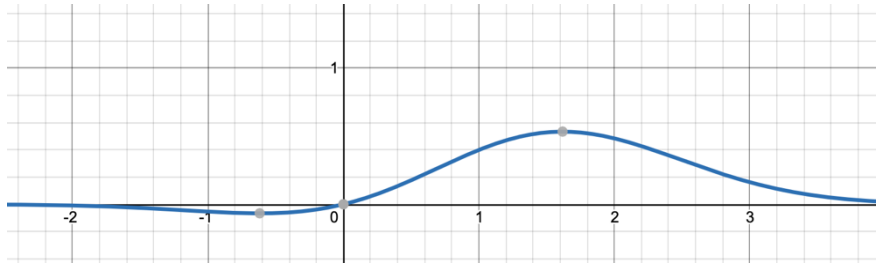
Before/after bringing coffee…

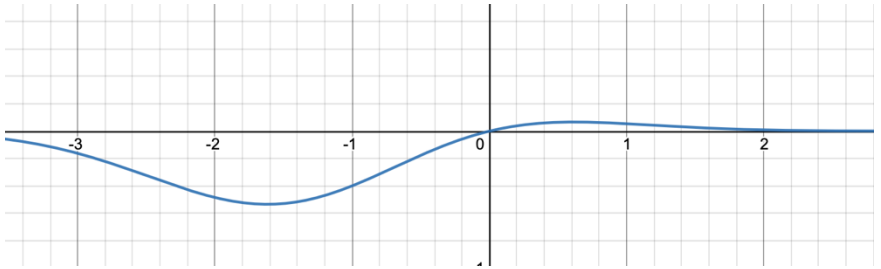
- Expected utility
- Change the utility function

$$E[U(state)] = \int x\, f(x) dx$$









The off-switch problem

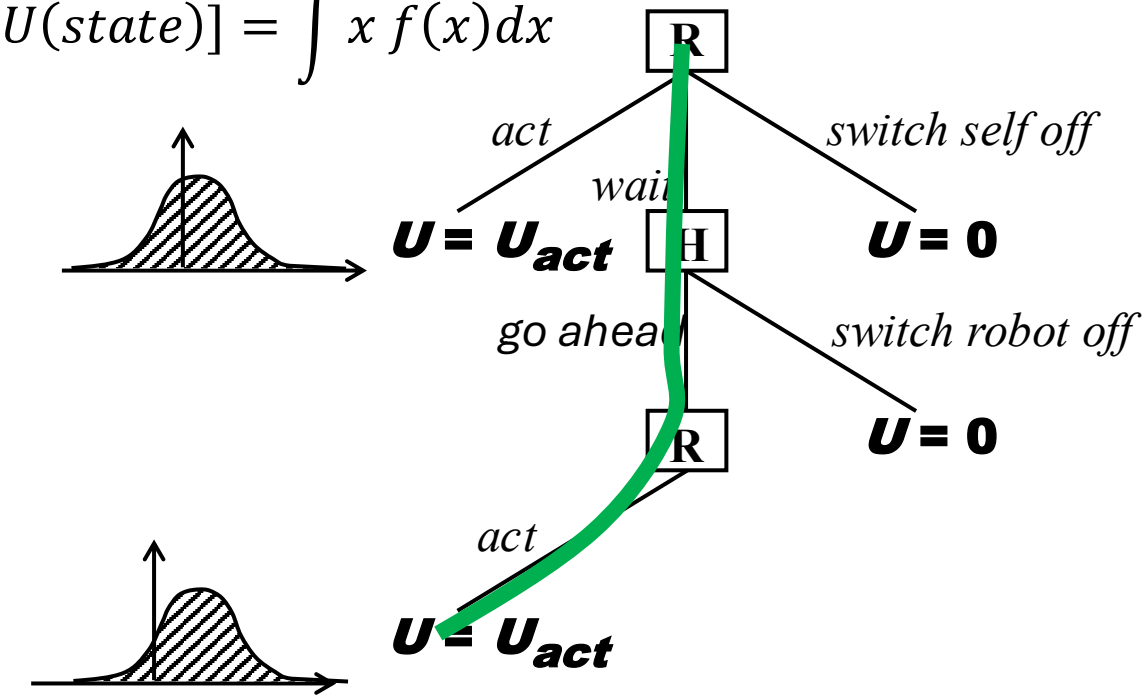
- A robot, given an objective, has an incentive to disable its own off-switch
- Claim: A robot with appropriate uncertainty about objective won't behave this way
- Example: Planning for the best action (sequence)

Example taken from Stuart Russell's Presentations on Provably Beneficial AI

The off-switch problem

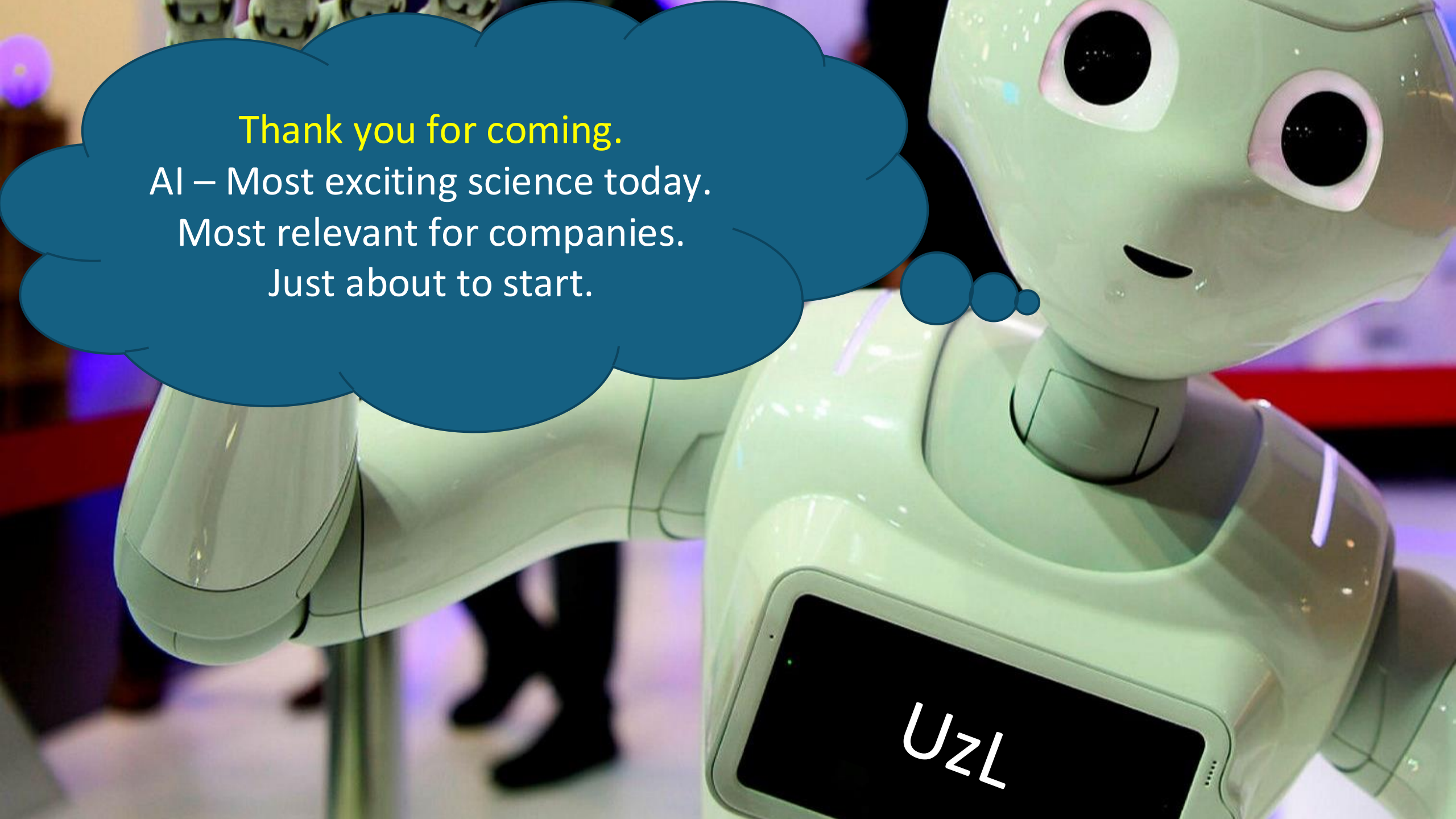
Example:

$$E[U(state)] = \int x\, f(x)dx$$



Theorem:
This way robot has a positive incentive to allow itself to be switched off

Example taken from Stuart Russell's Presentations on Provably Beneficial AI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AI – Most exciting science today.
Most relevant for companies.
Just about to start.
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