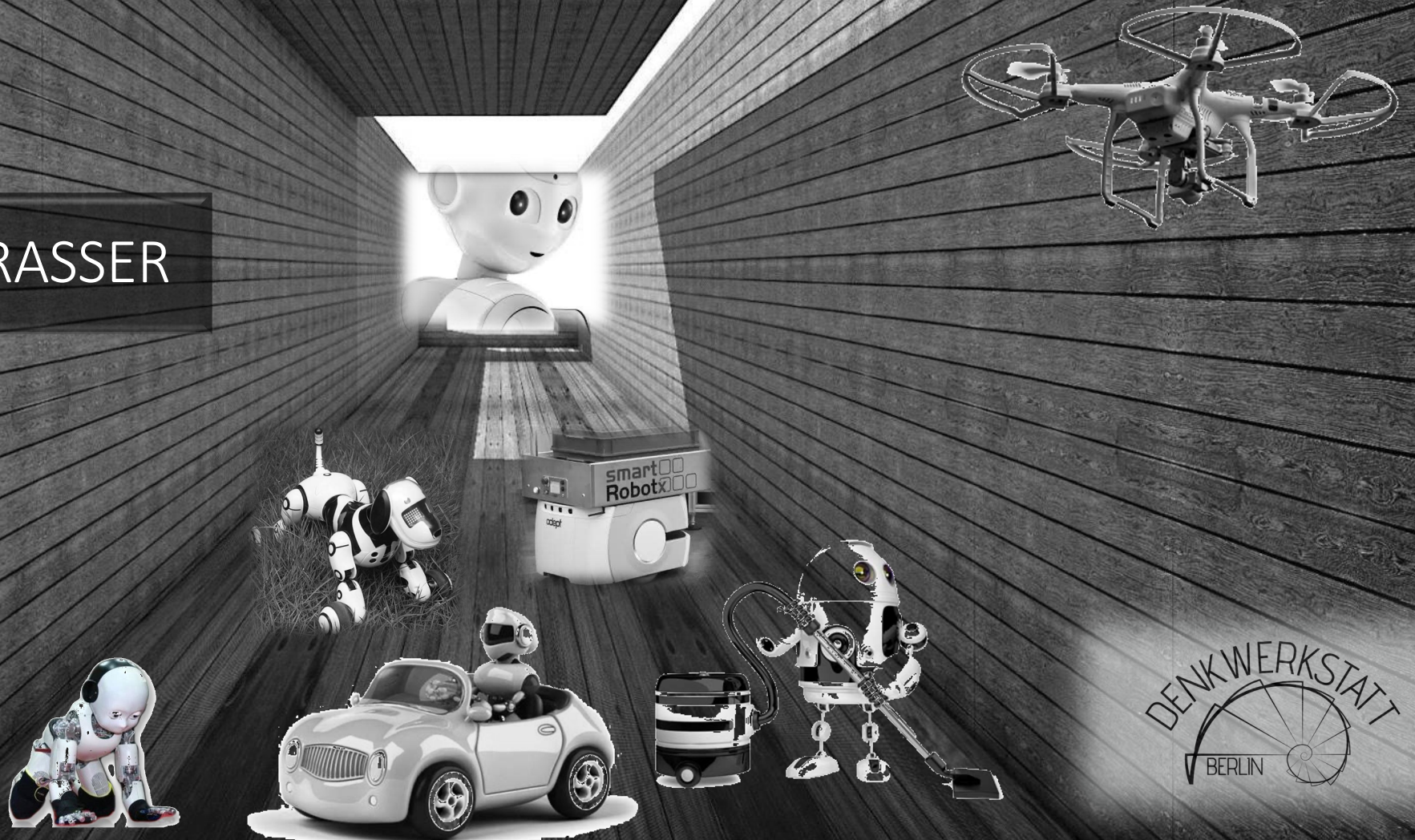


# ARTIFICIAL AGENTS IN OUR SOCIAL WORLD

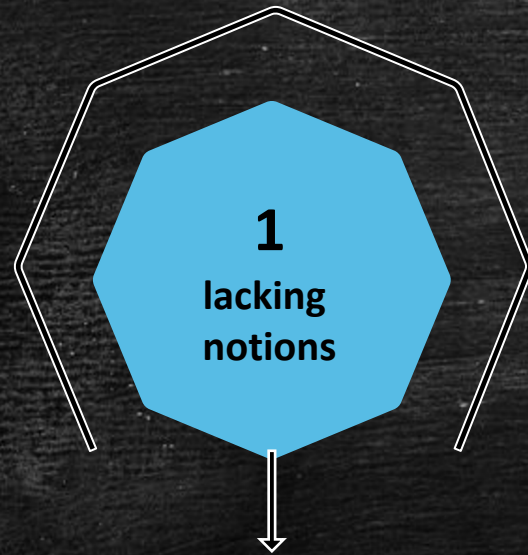
# ANNA STRASSER



DENKWERKSTATT  
BERLIN

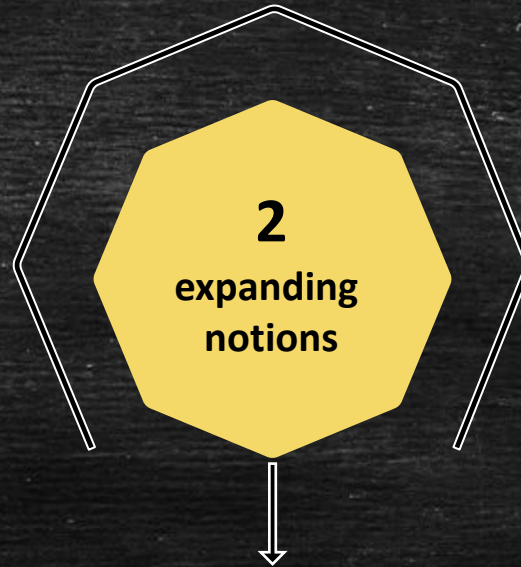


# OVERVIEW



## **Artificial social agents**

socio-cognitive  
phenomena for which  
philosophy has no  
established notions



## **Restrictive conceptions of sociality**

conceptualize in-  
between cases



## **How should we treat artificial agents?**

social norms  
regulating our  
interactions with  
artificial agents



1

tool-use



social interactions



???





1

# No notions for in-between cases

NOT ALL HUMAN-MACHINE INTERACTIONS  
CAN BE REDUCED TO MERE TOOL-USE

SOCIAL INTERACTIONS SEEM TO REQUIRE  
LIVING AGENTS



expand concept of tool-use  
*(by integrating social features)*

expand conception of  
social interactions  
*(add non-living agents)*

introduce a new category



1

# Reasons to expand the concept of social interactions

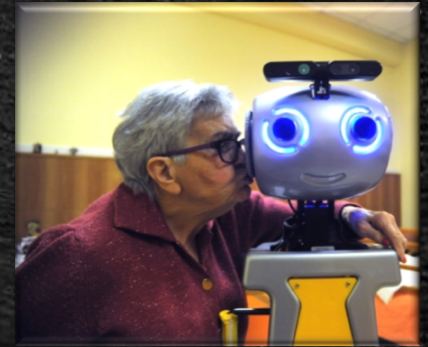
- similarity to human-human interactions

- interactions with robots, avatars or chatbots

- humans connect emotionally to artificial agents

- used in empirical research to explore human behavior

- experimental paradigms include human-machine interaction



→ investigate the limits of restrictive, standard notions & explore this terra incognita in order to conceptualize socio-cognitive phenomena with artificial systems



1

# Joint actions

[Bratman 2014]

many  
demanding  
conditions

shared intentions  
& goals



specific belief state



relation of  
interdependence &  
mutual  
responsiveness



common  
knowledge



mastery of mental  
concepts



sophisticated  
mentalization skills



*terra incognita:*

- joint actions with non-human animals, infants and robots



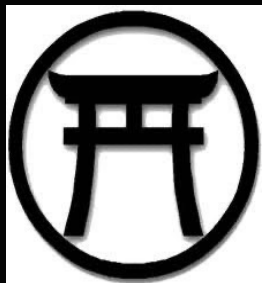


# Restrictive conception of sociality

- lack of specific notions for in-between cases
- no theoretical grounds on which we can account for sociality of non-living beings

bound to Western conceptions

shintoism & animism



AND

notion of a social agent has  
proven to be changeable  
e.g. status of women, children, other  
ethnicities, non-human animals



# How to overcome restrictive conceptions of sociality?

## MINIMAL APPROACHES

→ MINIMAL VERSIONS OF STANDARD NOTIONS CAN CAPTURE A WIDER RANGE OF SOCIO-COGNITIVE ABILITIES

- (1) assuming multiple realizations
  - questioning demanding conditions
    - not all conditions necessary in the human case turn out to be necessary for artificial systems
- (2) new set of minimal necessary conditions of socio-cognitive phenomena



- minimal mindreading (Butterfill & Apperly 2013)
- minimal sense of commitment (Michael et al. 2016)
- minimal action (Strasser 2006)
- shared intention light (Pacherie 2013 )



# Asymmetric joint actions

**NO NECESSITY OF AN EQUAL DISTRIBUTION OF ABILITIES AMONG ALL PARTICIPANTS**

## DEVELOPMENTAL PSYCHOLOGY

- joint action of adults and children
- children = socially interacting beings

ADULT & CHILD



## ARTIFICIAL INTELLIGENCE

- joint action of human beings & artificial systems
- artificial systems =?= socially interacting entities

ROBOT & HUMAN



**ARTIFICIAL AGENTS DO NOT HAVE TO FULFILL THE  
VERY SAME CONDITIONS AS HUMANS**



new set of minimal necessary  
conditions of joint actions

## asymmetric minimal joint actions

minimal agency

minimal coordination

exchange social  
information

minimal mindreading

minimal sense of  
commitment

- assuming that biological constraints are not necessary for minimal agency

Strasser [2006, 2018]





exchange social information

← participants need social competences to coordinate

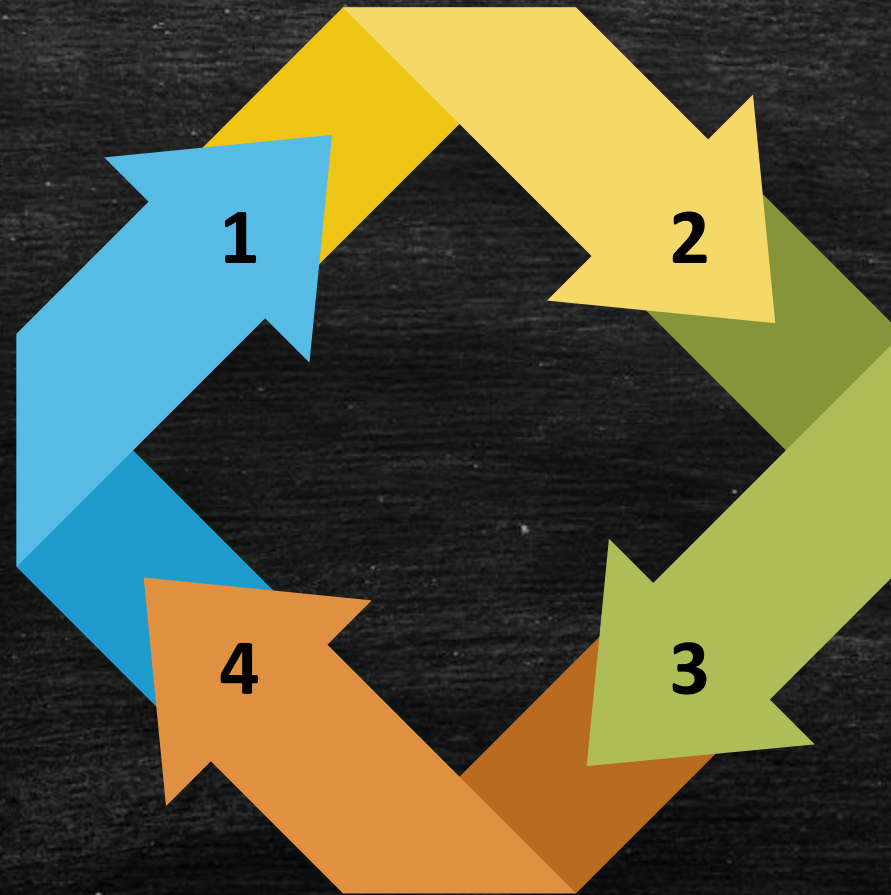
e.g., communication

**humans send signals**

verbal expression / social cues

**humans process**

interpret verbal expression /  
social cues presented by their  
interacting partners



**systems process**

interpret verbal  
expression / social cues  
presented by their  
interacting partners

**systems respond**

send verbal expression /  
social cues

affective loop [Höök 2009]



## minimal mindreading

minimal necessary conditions for tracking others' perceptions & beliefs without representing perceptions & beliefs as such and without relying on conscious reasoning

ascribing less complex mental states

- encounterings (*kind of simple perception*)
- registrations (*rudimentary form of believing*)
- underlying operations :  
implicit, nonverbal, automatic, unconscious reasoning



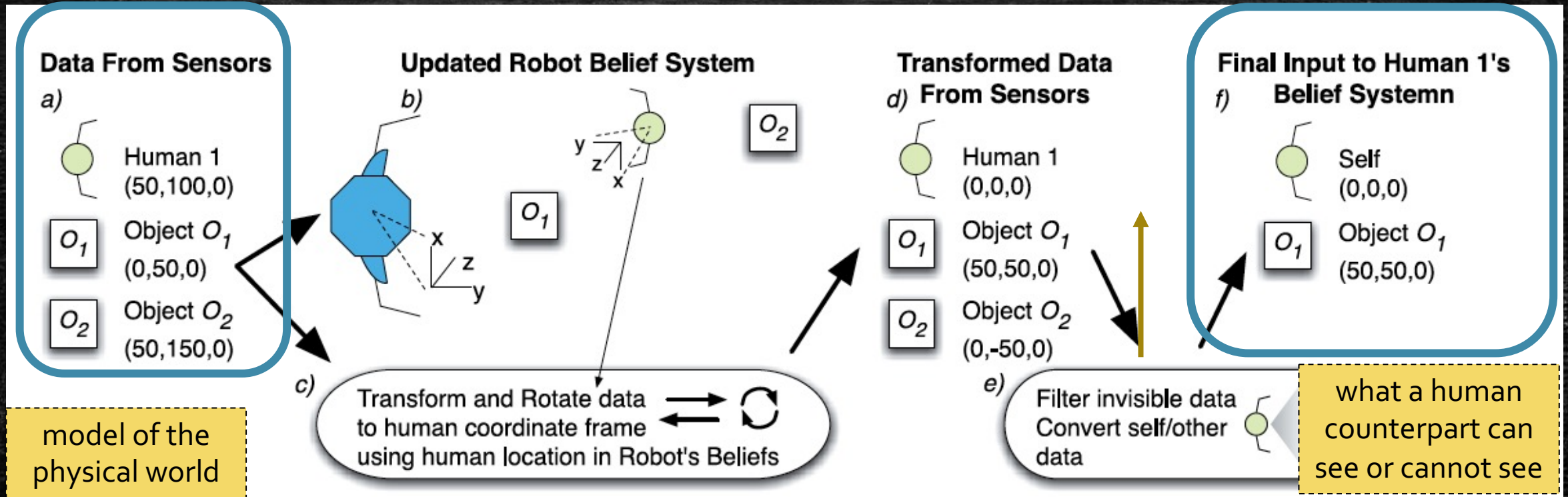
Butterfill & Apperly [2013]



# Minimal mindreading & artificial agents

## MODELLING MENTAL STATES WITH RESPECT TO THE PERSPECTIVE OF A HUMAN COUNTERPART

Gray & Breazeal [2009, 2014]



This human-centric representation will be used to anticipate future behavior of the human.



minimal sense of  
commitment



## FOR MUCH OF WHAT COUNTS AS SOCIAL INTERACTIONS

- provides security humans need to rely on each other
- supports success of mindreading

Instead of requiring that an agent is only committed if she has assured her commitment and the other agent has acknowledged this, they claim that

- **components (expectation or motivation) of a standard commitment can be disassociated**  
→ a single occurrence of just one component can be treated as a sufficient condition



Michael et al. [2016]



# Consequences



**How should we treat  
artificial agents?**

Social norms  
regulating our  
interactions with  
artificial agents

Is there something like  
morally appropriate behavior  
towards artificial systems?





3

options

CONTRA SOCIAL  
NORMS

neither moral  
objects nor moral  
agents

bare tools

PRO SOCIAL  
NORMS

moral objects

nature



non-human animals



social artificial  
agents

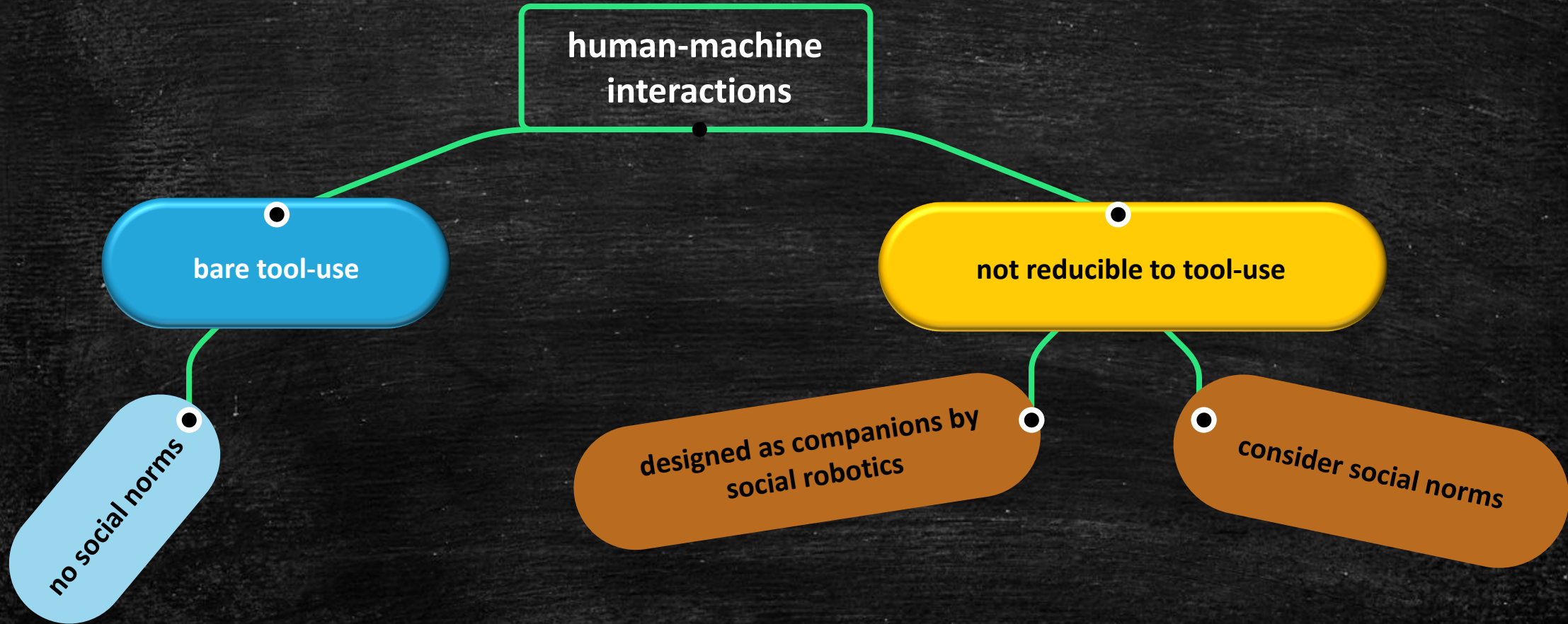
moral objects +  
agents

human beings



3

# Varieties of human-machine interactions



We should be prepared that some human-machine interactions are not only part of our social life but also have the potential to change interpersonal interactions.



# Arguing for social norms

**IF THERE IS A  
PROBABILITY  
OF TRANSFERS**

\* behavior practiced  
with artificial agents  
can be transferred to  
other contexts

**THEN  
VIOLATIONS OF  
SOCIAL NORMS IN-  
BETWEEN HUMANS  
ARE POSSIBLE**

\* through transferred  
behavior

**THEREFORE,  
BEHAVIOR TOWARDS  
ARTIFICIAL AGENTS  
BECOMES A  
MORAL DIMENSION**

**NEW SOCIAL NORMS CAN  
PREVENT CRUEL  
MISBEHAVIOR AMONG  
HUMANS**

social human-machine  
interactions

make human-machine  
interactions

morally relevant

for human-human  
interactions



1

## ABILITY OF GENERALIZATION

# AN ANECDOTES ABOUT ALEXA

-



3

PEOPLE TEND TO ACT ACCORDING  
TO SOCIAL NORMS WITH REGARD  
TO CERTAIN ARTIFICIAL SYSTEMS

2

ANTHROPO-  
MORPHIZING

moral concerns regarding behavior toward  
certain artificial agents  
make those interactions more similar to  
human-human interactions

**We cannot help it but respond socially, even though our  
philosophical notions may tell us that our counterparts  
are not really social agents.**

Kate Darling (2016):

- people are reluctant to behave destructively towards a toy robot(pleo)





3

3

PROPERTIES OF ARTIFICIAL SYSTEMS

SOCIAL ROBOTICS

Artificial systems contribute to a similarity  
with human-human interactions

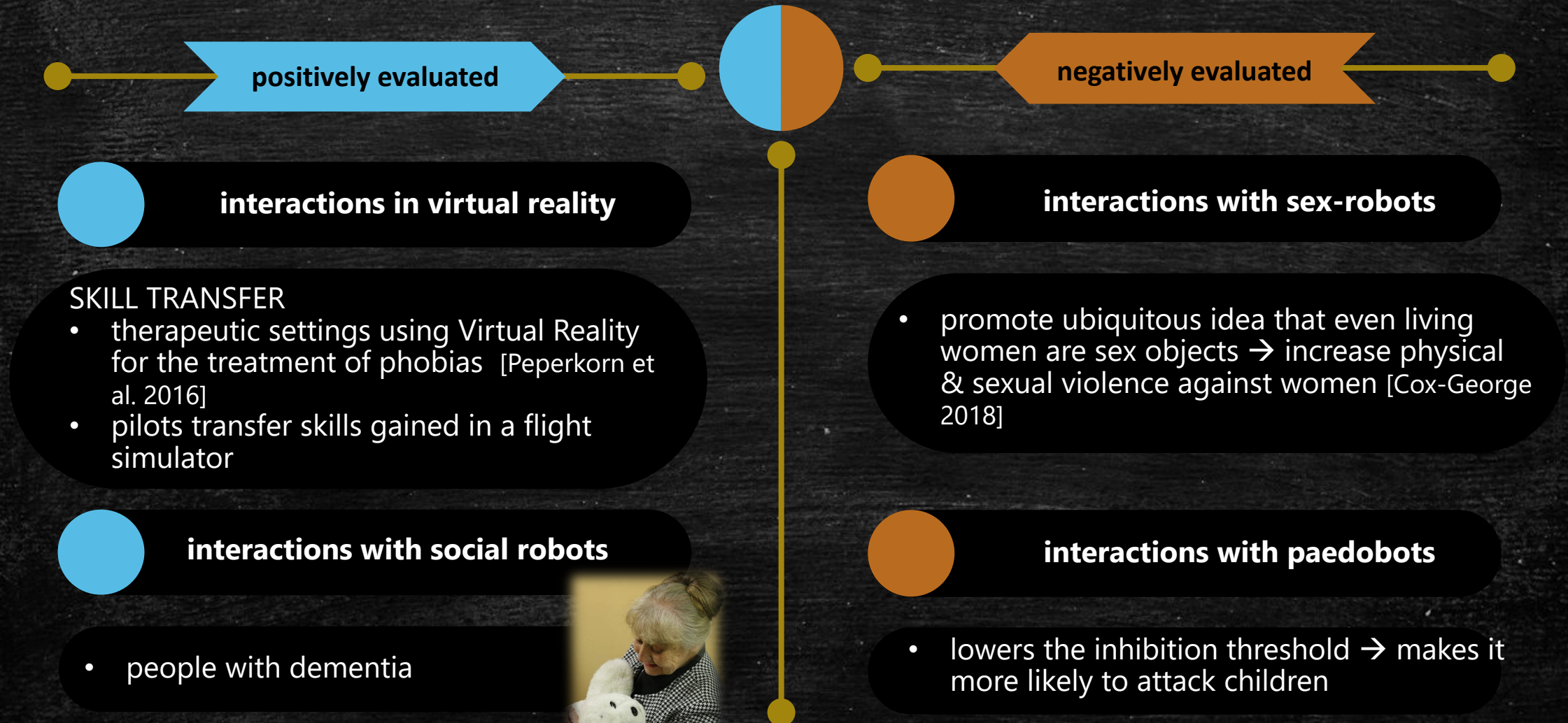
- similarity to human-human interactions - a desired goal
- social robots should enter the human space of social interactions
- specific human-human interactions serve as models



To be successful as social interaction partners, research is being conducted to ensure that artificial systems have specific recognition systems, reasoning mechanisms, and the ability to initiate actions and also interpret social signals.



# Desirable & disastrous transfers







## A moral dimension

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**IF** we notice that our behavior towards social robots can have a negative impact on our interpersonal behavior,

**THEN** we are motivated to think about whether we should regulate this behavior before it can be transferred.

*"One reason why humans might want to prevent the 'abuse' of robot companions is to protect social values."*

Kate Darling (2016)

Even if the actual behavior towards an artificial agent is usually not morally evaluated, it can get a moral dimension by the possibility of a transfer.



# Avoiding transfers

## EASY TO AVOID

behavior according to specific social roles of counterparts

pronounced characteristics help avoid inappropriate behaviors toward specific role holders.

roles in human groups are distinguishable

## HARD TO AVOID

human-machine interactions are strikingly similar to human-human interactions

artificial agents do not offer any pronounced characteristics that give us a special role for them

artificial agents are designed to be as similar as possible to human counterparts

POSSIBLE CONFUSIONS ARE ALMOST PREPROGRAMMED



# CONCLUSION

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IF you agree that destructive behavior towards nature cannot be classified as morally uncritical

- you may also agree with me that neither moral agency nor suffering capacities are necessary for counting as a moral object
- consequently, destructive behavior towards artificial systems cannot in principle be seen as morally uncritical



**Following a consequentialist strategy, one can claim that certain artificial systems can qualify as moral objects without capacity for suffering or moral agency.**





# FUTURE RESEARCH



- Analyzing factors supporting the transfer of behavioral patterns  
→ detailed assessment of the risks regarding transfers
- Investigation of how this risk might be reduced
- Evaluation of how this knowledge may shape our future construction of devices of social robotics

e.g., parents complain that their children unlearn polite language like using 'please' and 'thank you'  
new Echo Dot Kids Edition: giving children positive reinforcement when they say "please" and "thank you"



# SUMMARY

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## CLAIM 1

- Some human-machine interactions are rather like social interactions than tool-use.  
→ **OVERCOMING RESTRICTIVE CONCEPTIONS OF SOCIALITY BY ESTABLISHING NEW NOTIONS.**

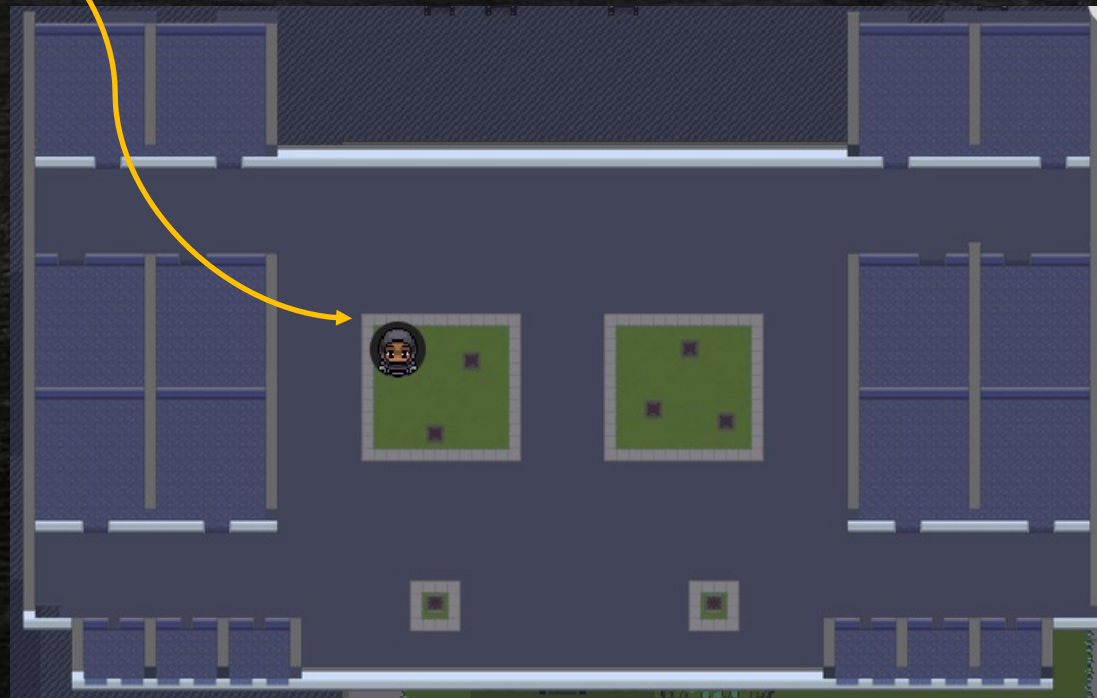
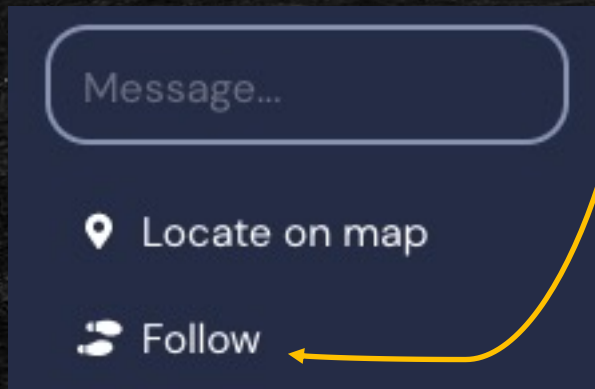
## CLAIM 2

- specific (social) human-machine interactions can have an impact on human-human interactions  
→ **WE SHOULD CONSIDER SOCIAL NORMS REGULATING OUR INTERACTIONS WITH ARTIFICIAL AGENTS!**



*Thanks a lot for your attention*  
Meet me in gather town

- click on participants icon
- find my name / click on it
  - *then you can locate me on the map or*
  - *automatically follow me*





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