

# System 1 and System 2 Thinking Cycles

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# The importance of AI strategy

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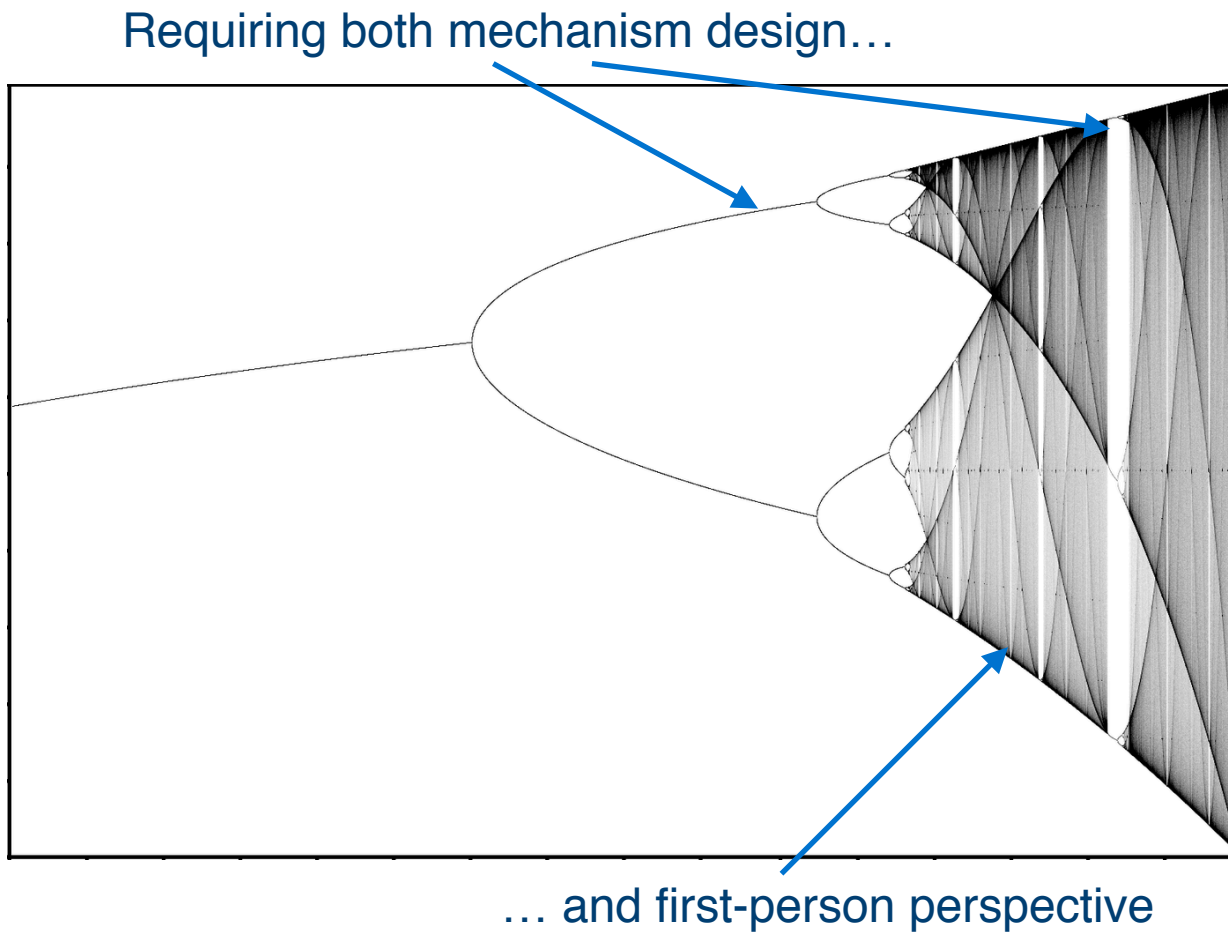


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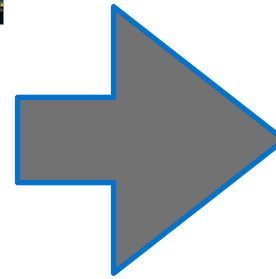
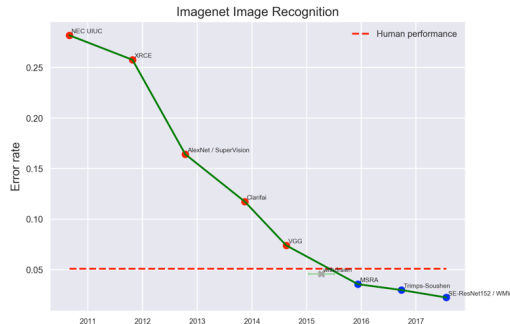
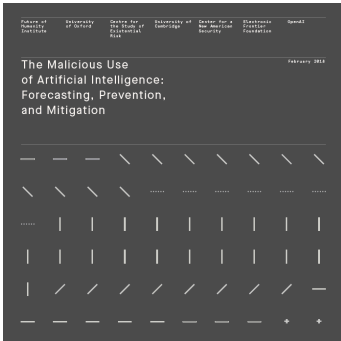
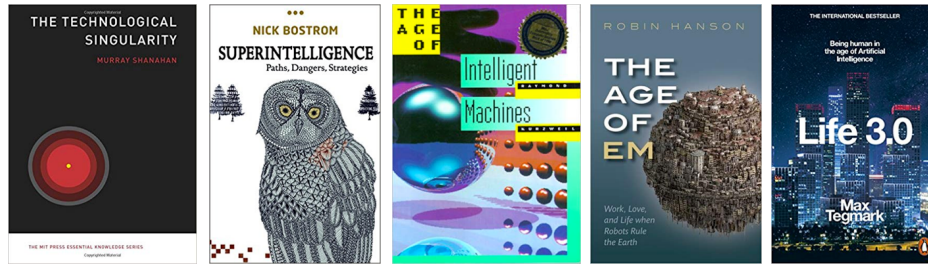


2019

# But history is messy



# Mechanism design

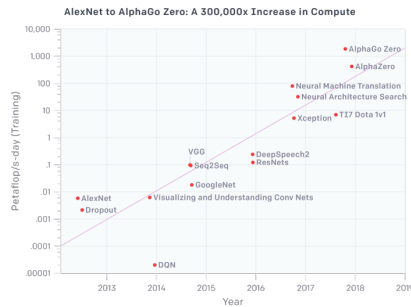


## AI Governance: A Research Agenda

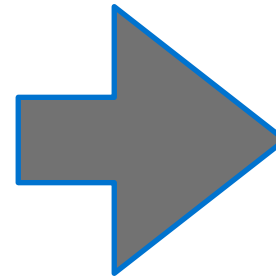
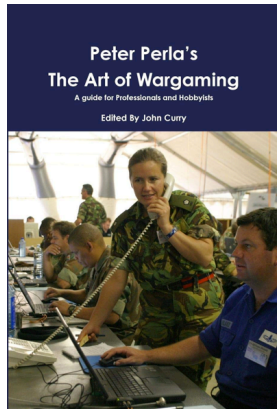
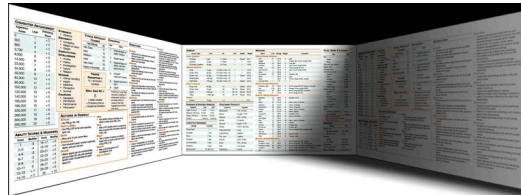
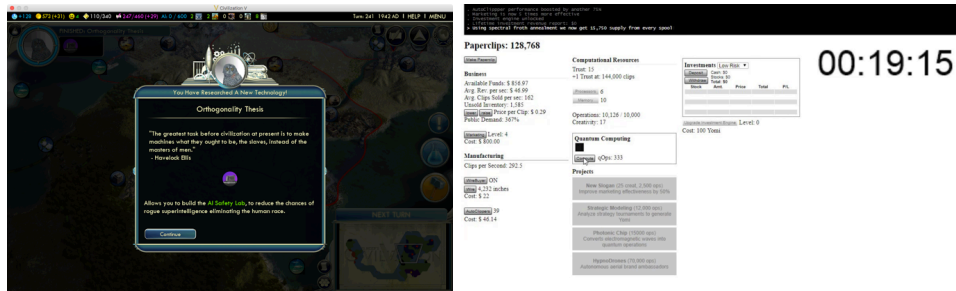
Allan Dafoe

Governance of AI Program  
Future of Humanity Institute  
University of Oxford

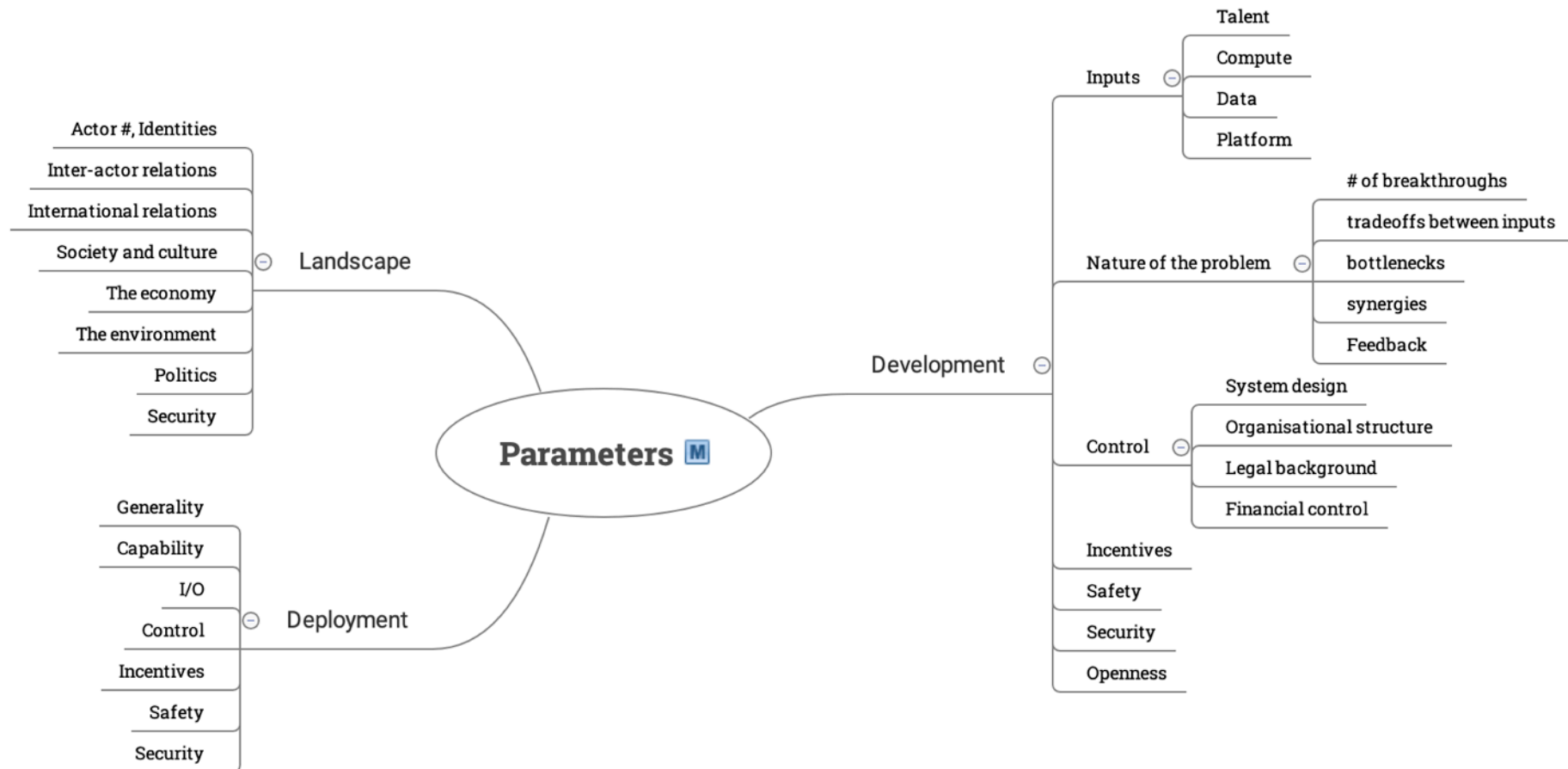
First draft July 2017  
v1.0 August 27 2018



# First-person perspective



# Same system(s)...

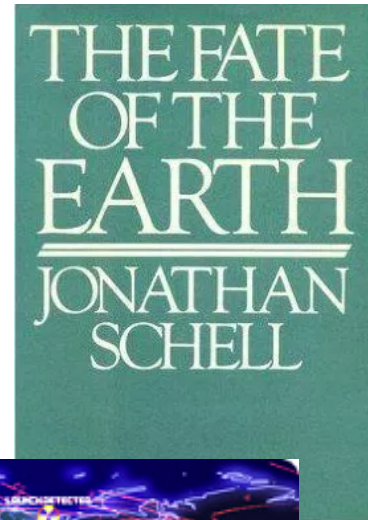
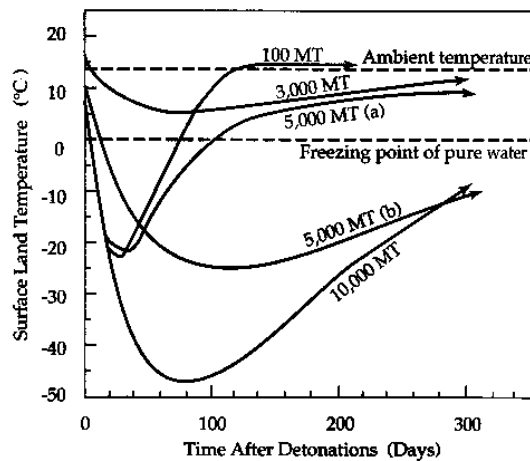
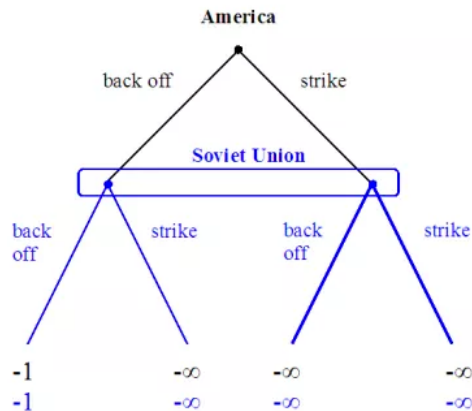


# ...different perspectives

- incentives
- models
- generalisations
- attractors
- stability
- identities
- context
- world view
- salience
- narrative



# Different, complementary outcomes





# CSER AI Strategy scenario role-plays

- ~15 so far
- 3-60 participants
- AI researchers, policy researchers, effective altruists, general public
- Play as USG, PRC, EU, Tech company, Defence contractor, NGO
- Track talent, compute, technical breakthroughs, data, money
- Public and secret actions, negotiations, time pressure
- Fun, if depressing at times
  
- Get in touch if you're interested

# Earth 2045 scenario simulation

- Resolve a dramatic event
- Using a first-person perspective of a made-up character
- In collaboration with others
- While exploring an imaginary world
- Facilitated by an all-knowing story master



# SO YOU WANT TO PLAY **DUNGEONS & DRAGONS**

There is no rule saying changing the world can't be (sometimes) fun