Reviewing UT Austin's Good Systems Program

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Outline

UK's Weird System

Effort Areas | Courses | Header Detail | Workflow History | Fac. Apptmts | Messages 0:

Print DOE | Print Worksheet | Filter Out Blanks | Hide Comments

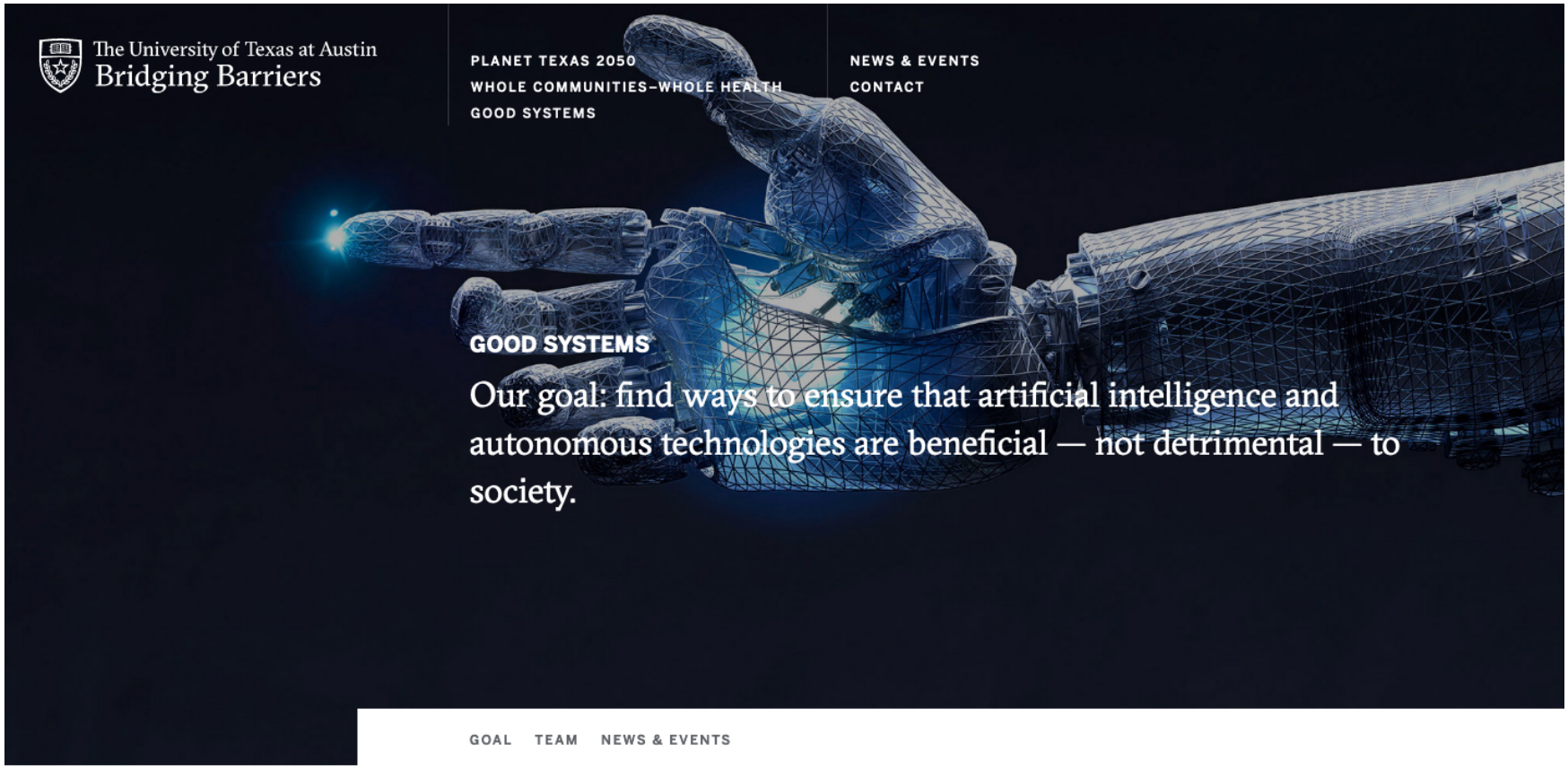
I. Instruction: 48.00% | II. Resrch/Creativ: 42.00% | III. Service: 10.00% | IV. Administration: 0.00% | V. Prof. Dev.: 0.00% | show all

Line Item Effort Category/ Activity Description	Prior Version %	Current Effort %	Faculty or Reviewer Comments for Line Item Effort
a. Service to Public			
Public Service - not extension	--	--	
Extension Activities	--	--	
b. Service to Professions Review committees. Conference track co-organizing.	5.00 %	5.00 %	
c. Service to Institution			
College and Department Ad hoc committee on broadening participation in computing.	5.00 %	5.00 %	
University Level	--	--	
d. Patient Care Unrelated to Instruction			
Direct Patient Care and Clinical Service	--	--	
Quality Assurance Activities	--	--	

Service to Professions

Here are some standard activities:

- Journals
  - Review submissions
  - Manage submissions (editor)
- Conferences
  - Review submissions (program committee)
  - Manage reviewers (senior PC)
  - Organize conference
- Review grant proposals
- Mentoring
- Outreach
  - To the public
  - To K-12
- Etc.


The University of Texas at Austin
Bridging Barriers
PLANET TEXAS 2050
WHOLE COMMUNITIES–WHOLE HEALTH
GOOD SYSTEMS
NEWS & EVENTS
CONTACT
GOOD SYSTEMS
Our goal: find ways to ensure that artificial intelligence and autonomous technologies are beneficial — not detrimental — to society.
GOAL
TEAM
NEWS & EVENTS

Ethics, Values, and A.I.

"Technology is neither good nor bad; nor is it neutral." This is the first law of technology, outlined by historian Melvin Kranzberg in 1985. It means that technology is only good or bad if we perceive it to be that way based on our own value system. At the same time, because the people who design technology value some things more or less than others, their values influence their designs.

We use that technology — and, increasingly, artificial intelligence — to entertain us, communicate, get places faster, make predictions, swipe left or right, protect our homes, solve complex problems quickly and easily. In short, A.I. is changing the way we do everything because it's everywhere — from dating apps to the most advanced military technology.

But because technology is never neutral, it has the capacity to be harmful to us in ways we might not intend or predict. The difficulty for us, as scientists

It can do many things faster, better, and easier than humans, and humans reap the rewards. But how will A.I. affect society, work, and how we interact with others? We need to answer these questions proactively rather than waiting for bad things to happen and reacting after it's already too late.

In the words of Michael Crichton's "Jurassic Park" mathematician, "Your scientists were so preoccupied with whether or not they could, they didn't stop to think about if they *should*."

— Ian Malcolm, "Jurassic Park"

YEAR ZERO

This marks our development year as a future UT grand challenge. Our focus during "year zero" of this 8-year research project is to develop what we're calling the Good Systems Values Networks Method and grow our own network of colleagues, partners, and supporters as well.

Our Values Networks Method combines two important approaches to technology development:

- Value-Sensitive Design (VSD) puts procedures in place early in a product's design process to account for varied — or even conflicting — social values among technology's end-users.
- Socio-Technical Interaction Networks (STINs) seek to understand the complex interactions and relationships among people, information, and technology.

Our proposed Values Networks Method connects VSD (on the microscale) and STINs (on the macroscale) to forge a novel research approach that will:

Build collaborations

among humanists, social scientists, and technologists, who will combine conceptual, empirical, and technical investigations

Connect collaborations

into broader and larger values networks that consider diverse values that should (or should not) be built into A.I. systems

Highlight values

that individuals consider important in life, with an emphasis on prosocial values like democracy, fairness, transparency, and agency

Bottom-Up Development

- Funded by VPR
- Brainstormed by Faculty
- Admin Support, Faculty Leadership
- Annual Grants

Triads

1. Technology
2. Humanities
3. Social Science

Goals

To change how X thinks about AI:

- University of Texas
  - Researchers
  - Administrators
- Tech industry [in Texas]
- Legislators
- Funders

Injecting ethics into every stage of development and deployment

Experts in Many Fields

- CS/AI (me, others)
- Digital Humanities
- Transportation
- Political Science
- Data Privacy
- Interdisciplinary Program Leaders

Review Format

Lots of talking

Thoughts

The topic is fabulous

Professors are burning out already

The activities don't yet match the grand vision

They seemed really open to feedback and help