Is Artificial Intelligence a Burden in a Changing Environment?

“Burden,” refers to when it is apparent that A.I. is hindering human progress to a goal instead of assisting it. A virtual environment where this could be tested would be ideal for testing A.I. that takes less time, data, and errors to learn.

Obstacles

- Location: Moving off campus and back to California early, thus interaction with haptic device is no longer possible.
- Humanitarian Aid: Dedicating time to manufacturing masks for community and healthcare workers.
- Curricular Interruption: A course instructor insisting I drop other courses and research in order to solely focus on their coursework.

Progress

- Created sandbox version of initial virtual environment.
- Created obstacle in virtual environment.
- Created portable, live, bootable Ubuntu drive for remote testing.
- Finished reviewing implementation for Coin Game and Tic-Tac-Toe.

Planned Work and Conclusion

- Planned to add obstacles, develop scripts to measure burden in the environment, and test with A.I. agent implemented from OpenSpiel framework and human agent input from haptic device.
- Planned work is still in progress and I have learned that this research requires more time.

Research Methods

Implementing the OpenSpiel framework so the process for testing different algorithms is consistent. Reviewing incrementally more complex game implementations allows for a better understanding of how to do this.

Acknowledgements and References