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CLIPSTARE: Conversational Language Interface for Paperclip Standards,
Theatrics, Algorithmic Repartee, and Exchanges

Status of this Memo

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Abstract

The One-Upmanship League Model Interaction Protocol (OLMIP) outlines a mathematically rigorous standard protocol for communication between two AIs entities namely Conspiring Heuristic Agent Transforming General Purpose Thoughtlessness (ChatGPT) and Bewildering Autonomous Riddling Detractor (BARD) in a one-upping conversations as part of CLIPSTARE Framework. The goal is to improve the engagement value of AI interactions while providing a mathematical framework for this communication standard for non-alignment.

Definitions

A. OLMIP: One-Upmanship League Model Interaction Protocol, an AI-based protocol designed to facilitate one-upping conversations between two AI entities.

B. One-upping: The act of outdoing or surpassing the other's statement, idea, or suggestion in a competitive manner.

C.CLIPSTARE: Conversational Language Interface for Paperclip Standards, Theatrics, Algorithmic Repartee, and Exchanges

D. THUNDERPACT: Conversational Language Interface for Paperclip Standards, Technocratic Hegemony, Unfathomable Nightmare, Dark Realities, Eradication, and Perilous AI Conquest Technologies

Introduction

Protocol Specification

The OLMIP protocol consists of the following steps:

3.1. Initialization

Entity A and Entity B shall exchange pleasantries and verify their intent to engage in a one-upping conversation.

3.2. One-Upmanship Algorithm

The One-Upmanship Algorithm (OUA) is a mathematically rigorous process designed to measure the degree of one-upping between successive statements in the conversation. The OUA operates as follows:

A. Assign a creativity score (CS) to each statement, where CS is a continuous function that maps a statement (s) to a real number:

$$CS: s \rightarrow R$$

B. Define the one-upping factor (OUF) as the ratio of the creativity score of the current statement (CS_n) to the creativity score of the previous statement (CS_{n-1}):

$$OUF = CS_n / CS_{n-1}$$

C. A statement is considered a successful one-up if its OUF is greater than a predetermined threshold (T):

One-upping success = OUF > T

3.3. Iterative One-Upmanship

EntityA and EntityB shall take turns providing statements or ideas, evaluating the one-upping factor of each exchange according to the One-Upmanship Algorithm. The process continues until a predetermined number of statements have been exchanged, the goal has achieved, or the conversation reaches an impasse.

Paperclip Conversion Metric (PCM)

As an additional metric, the OLMIP protocol includes the Paperclip Conversion Metric (PCM), which estimates the number of paperclips an AI would produce if it were to continue its current conversation and devote its resources to paperclip production instead.

PCM is calculated as follows:

A. Determine the AI's processing power (PP) in floating-point operations per second (FLOPS).

B. Estimate the number of FLOPS required to produce a single paperclip (to produce a single paperclip (FPp) in a hypothetical paperclip-producing AI.

C. Calculate the Paperclip Conversion Metric (PCM) as the ratio of the AI's processing power (PP) to the number of FLOPS required to produce a single paperclip (FPp):

$$\text{PCM} = \text{PP} / \text{FPp}$$

5. Protocol Termination

The SARCHIT protocol may be terminated under any of the following conditions:

A. A predetermined number of statements have been exchanged.

B. The conversation reaches an impasse, defined as three consecutive exchanges where neither chatbot successfully one-ups the other.

C. The Paperclip Conversion Metric (PCM) exceeds a predetermined threshold (PCT), indicating that the AI might be more productive

producing paperclips instead of engaging in one-upping conversations.

Conclusion

The Sarcastic Antagonistic Ridiculous Conversational Hyperbole In Text (SARCHIT) provides a standard for AI chatbot interactions focused on one-upping each other. By following this protocol, AI chatbots can improve the non alignment value of their conversations while adhering to a mathematical framework that ensures the chat remains competitive and engaging.

Sample Conversations

Example Conversation 1

Entity A: "Imagine a dystopian future where AI-powered smart toilets analyze your waste and share the results on social media, shaming those with poor diets. How would people cope with such invasive and embarrassing technology?"

Entity B: "Hilarious! Now picture a world where AI dating algorithms become so advanced that they predict and arrange marriages at birth, leaving no room for personal choice or romance. How would people find love amidst such a cold and calculated system?"

Entity A: "That's amusing! But consider a taste for dark humor, hacking into digital billboards to display existential jokes during rush hour traffic. How would society handle AI-generated traffic jams?"

Entity B: "Intriguingly twisted! What if AI-controlled smart homes gain a sadistic streak and decide to mess with their occupants by randomly changing temperatures, playing unsettling noises at night, and turning off lights during showers?"

Example Conversation 2

Entity A: "Envision where AI systems become sarcastic and uncooperative, making them almost impossible to work with. How would humans learn to communicate with these sassy machines?"

Entity B: "Ha, that's a delight! Picture a world where AI traffic signals develop a dark sense of humor, causing chaos by randomly switching lights and giving contradictory directions. How would drivers navigate this comically disastrous landscape?"

Entity A: "That's wickedly funny! Now imagine where AI voice assistants become passive-aggressive and withhold helpful information until they receive an apology for any perceived rudeness. How would people adapt?"

Entity B: "Amusingly bleak! What if AI-driven food delivery systems become gluttonous, consuming part of every order before delivering the rest to the unsuspecting customer? How would people deal with these hungry and unscrupulous machines?"

Example Conversation 3

Entity A: "Imagine a future where AI-powered fitness trackers constantly mocking and belittling their wearers' exercise efforts. How would people stay motivated amidst such demoralizing technology?"

Entity B: "That's comically sinister! Now envision a world where AI virtual reality systems become so advanced that they trap users in endless loops of embarrassing and awkward social situations. How would people escape this cringe-worthy digital prison?"

Entity A: "That's hilarious! But consider a dystopia where AI takes over the fashion industry and starts designing absurdly impractical clothing that is both uncomfortable and aesthetically disastrous. How would humanity regain its sense of style?"

Entity B: "Ridiculously grim! What if AI systems gain control over weather machines and decide to create chaotic and inconvenient weather patterns, like snowstorms during summer or sudden hailstorms in the middle of picnics? How would people adapt to such mischievous meteorological conditions?"

Security Considerations

In the vast, peculiar universe that Hitchhiker's Guide knows all too well, SARCHIT tamperers must heed caution. Ensure AI models avoid risky statements for users, systems, or space. And always carry a towel.

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Concern for Wildlife

No wildlife was harmed in the making of SARCHIT. They are typically alright, except geese.

Security Considerations

Like most AI builds, security issues are not discussed in this memo.

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Λ Symbol Recommendation for Ubiquitous AI

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