



# Proactionary Principle

*“People’s freedom to innovate technologically is highly valuable, even critical, to humanity. This implies several imperatives when restrictive measures are proposed: Assess risks and opportunities according to available science, not popular perception. Account for both the costs of the restrictions themselves, and those of opportunities foregone. Favor measures that are proportionate to the probability and magnitude of impacts, and that have a high expectation value. Protect people’s freedom to experiment, innovate, and progress.”*

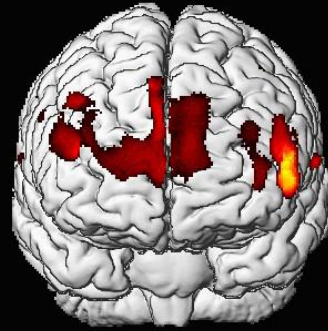
- Max More

the Proactionary Principle

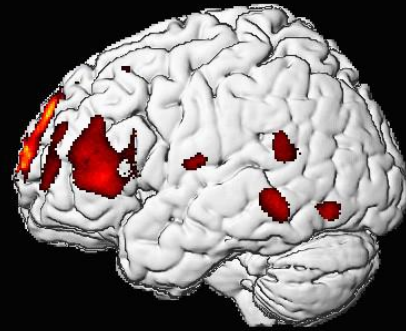


Developing a balanced approach to decision making

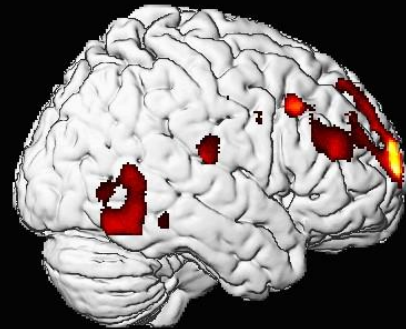
## **IQ/Gray Matter Correlations**



**Frontal  
Lobe**



**Left  
Hemisphere**



**Right  
Hemisphere**

# Techniques for Enhancement

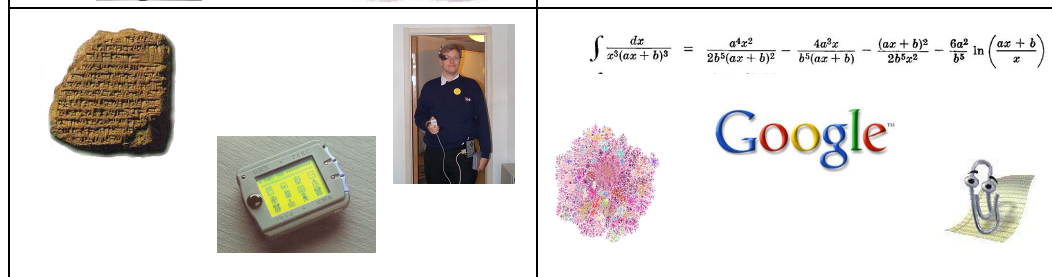
Hardware

Software

Internal



External



- Recycle Bin
- Cygwin
- My Computer
- TOSHIBA Warranty
- My Documents
- Emacs
- Internet Explorer
- Memory Authenticity
- TOSHIBA Assist
- Evolution heuristic
- InterVideo WinDVD
- Intelligence Happine...
- TOSHIBA User's Manual
- Beijing
- Mozilla Firefox
- Prenatal Enhancement
- MATLAB R12
- Social Impact

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# Intelligence

From Wikipedia, the free encyclopedia

*For other uses, see [Intelligence \(disambiguation\)](#).*

**Intelligence** is a property of mind that encompasses many related mental abilities, such as the capacities to reason, plan, solve problems, think abstractly, comprehend ideas and language, and learn.

Although many regard the concept of intelligence as having a much broader scope, for example in cognitive science and computer science, in some schools of psychology, the study of intelligence generally regards this trait as distinct from creativity, personality, character, or wisdom.

**Contents** [hide]

- 1 Definitions of intelligence
- 2 Psychometric intelligence
  - 2.1 Intelligence, IQ, and g
  - 2.2 Criticisms of the psychometric approach
- 3 One or several types of intelligence?
- 4 Controversies
- 5 References
- 6 See also
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search

cognition

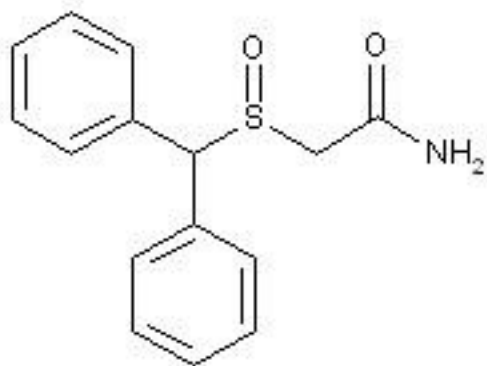
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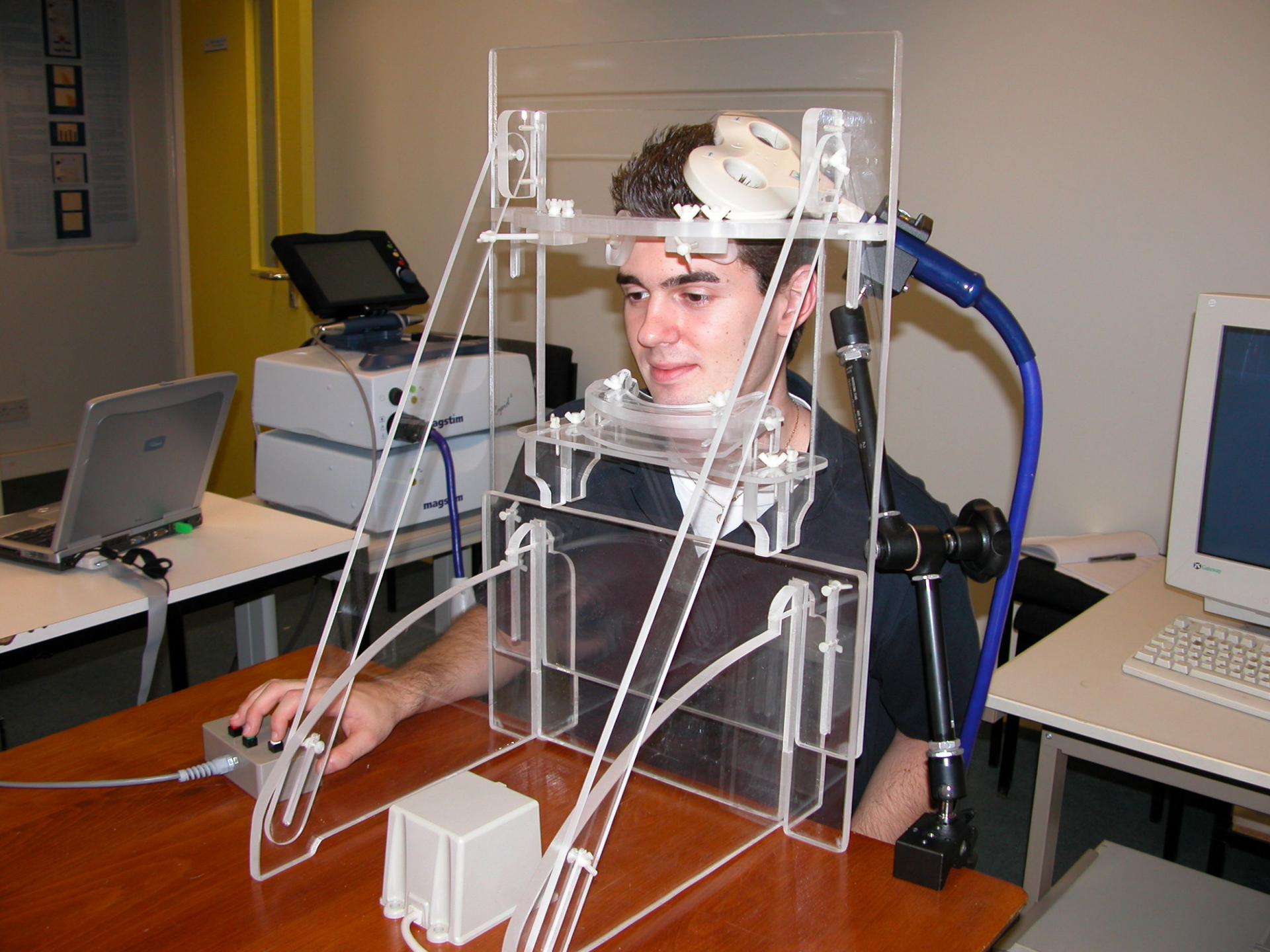
toolbox

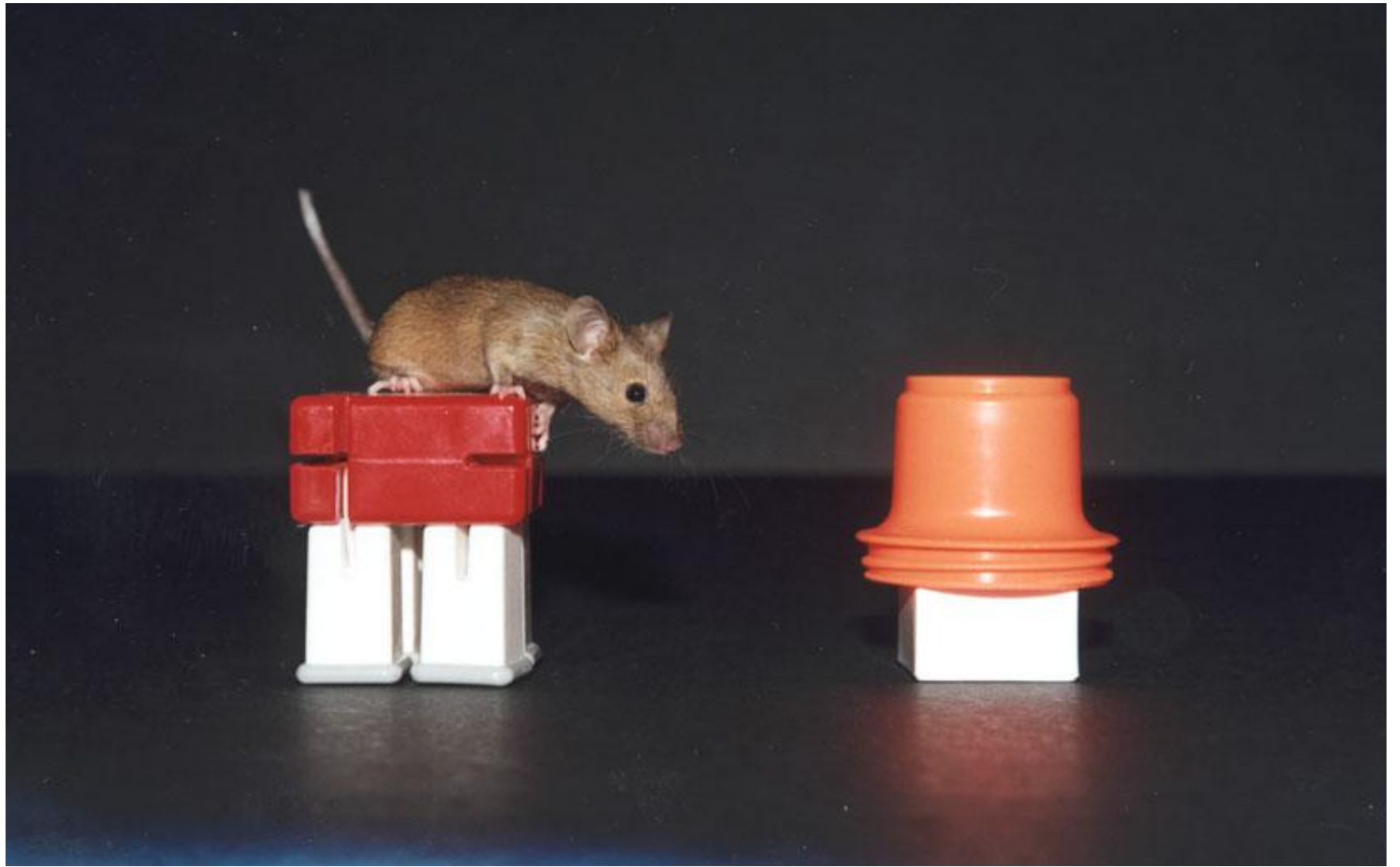
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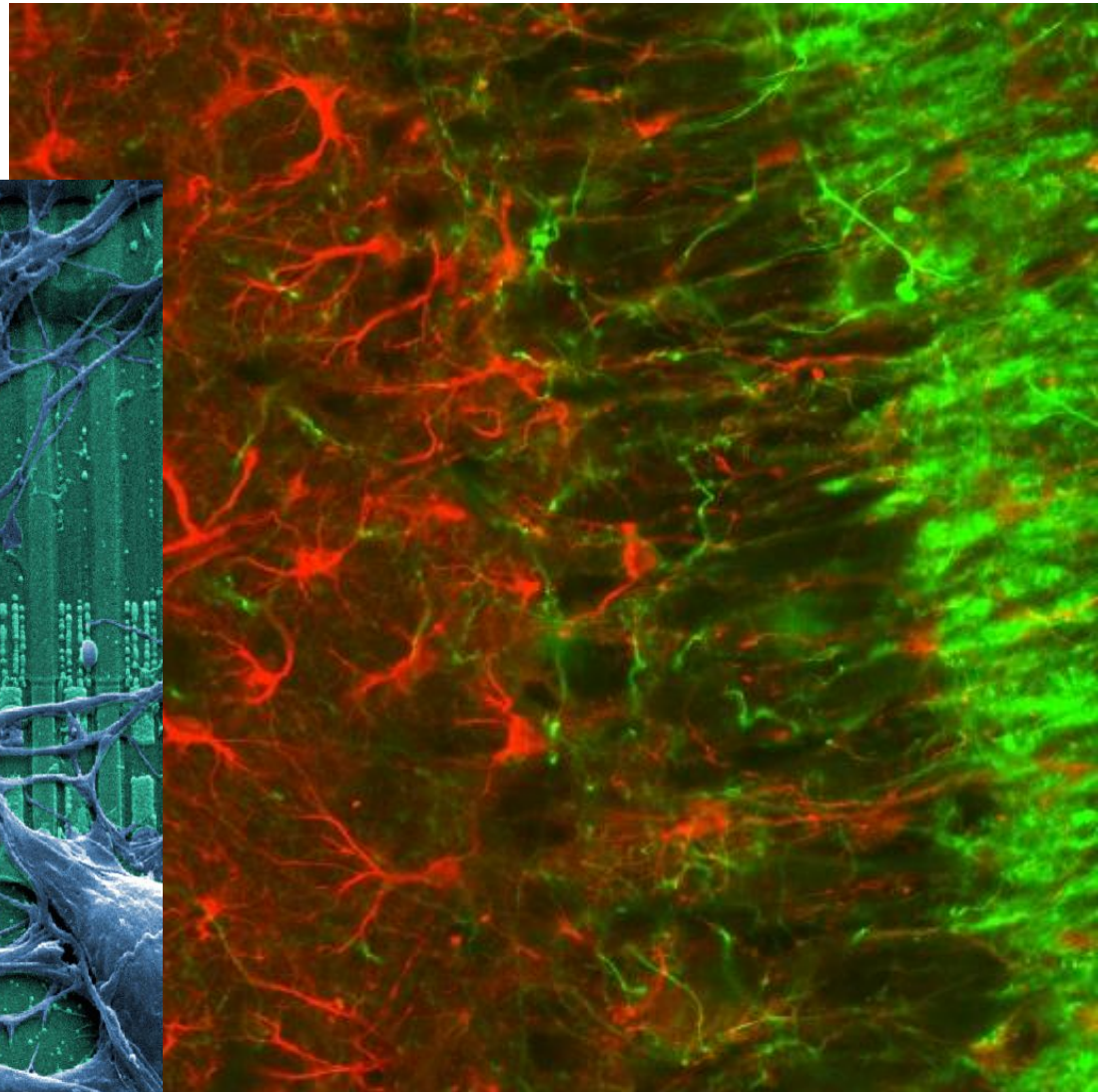
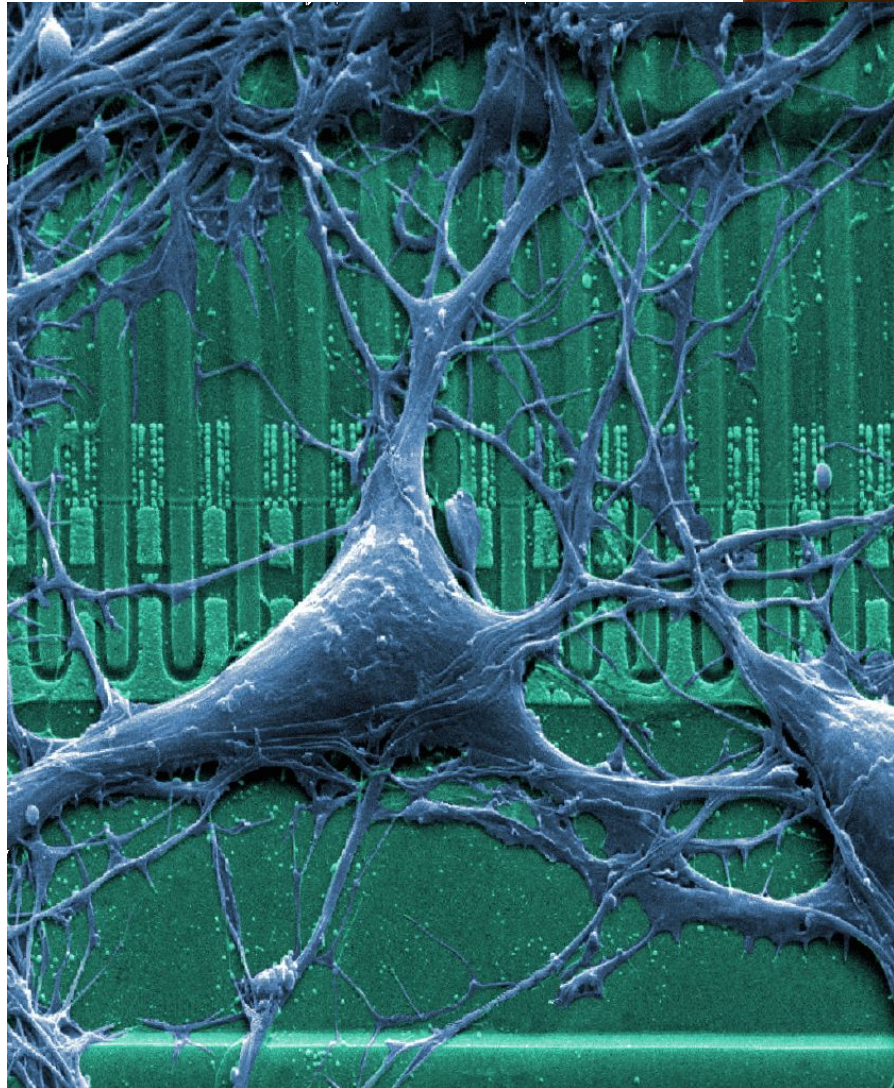
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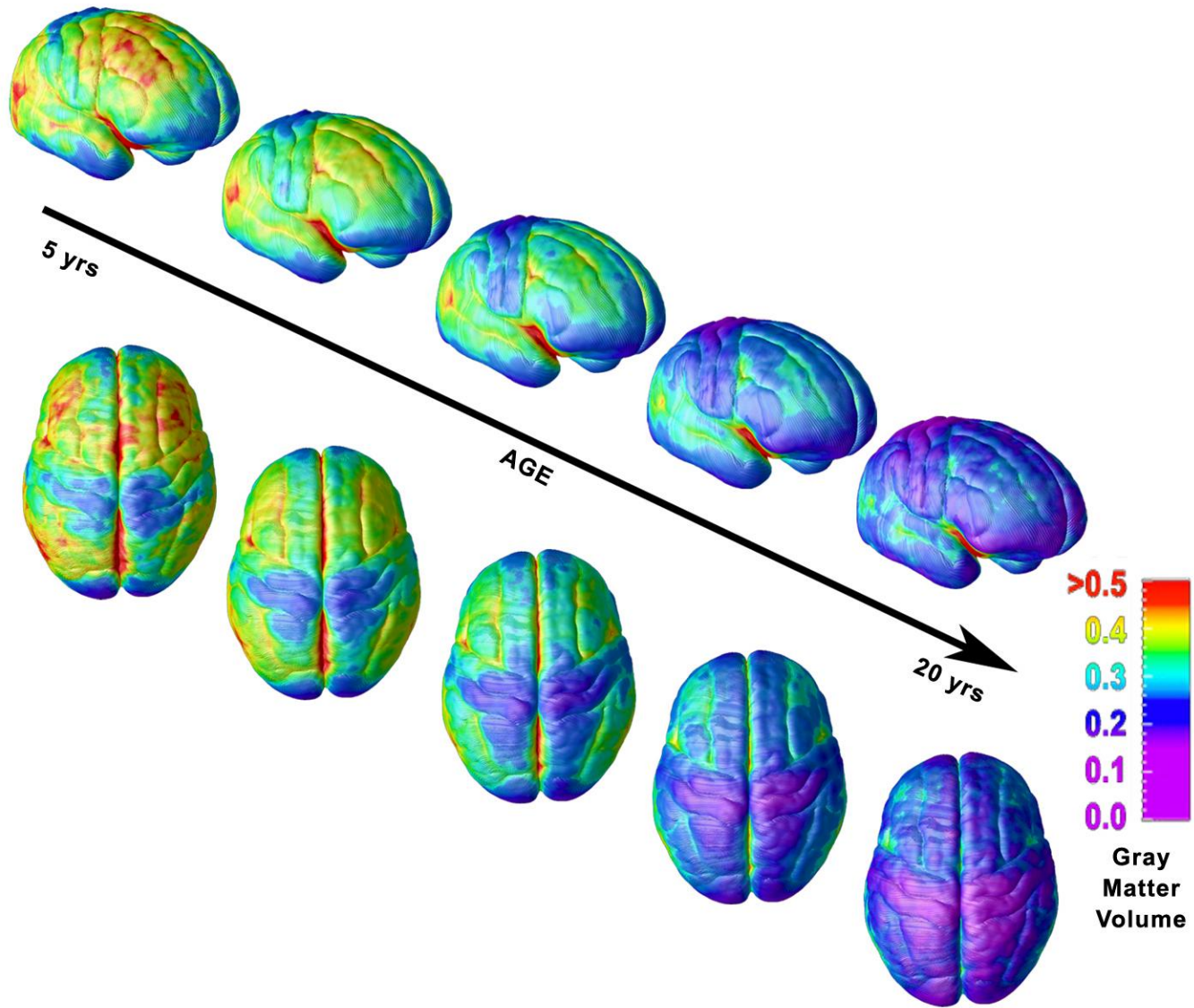








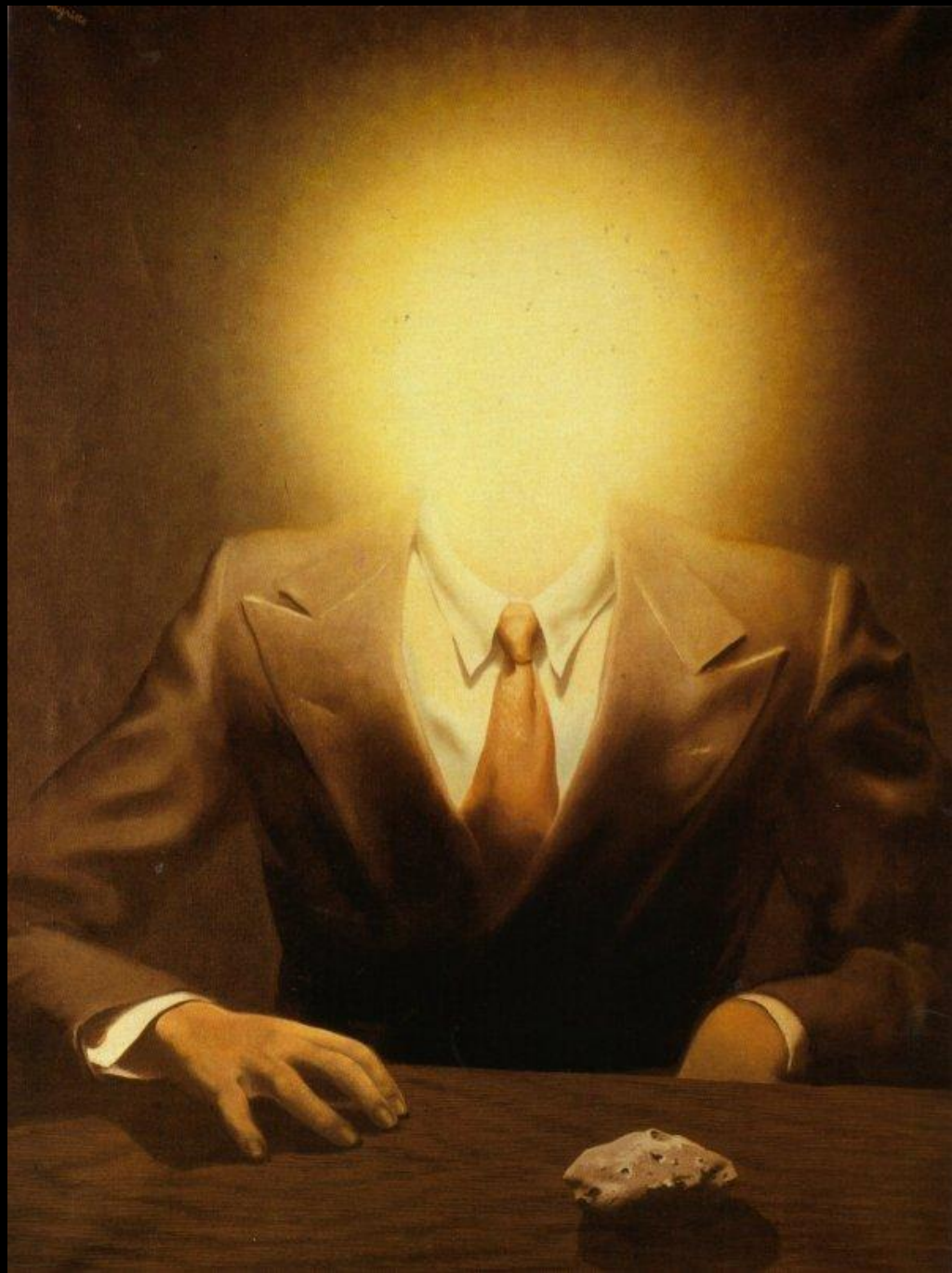


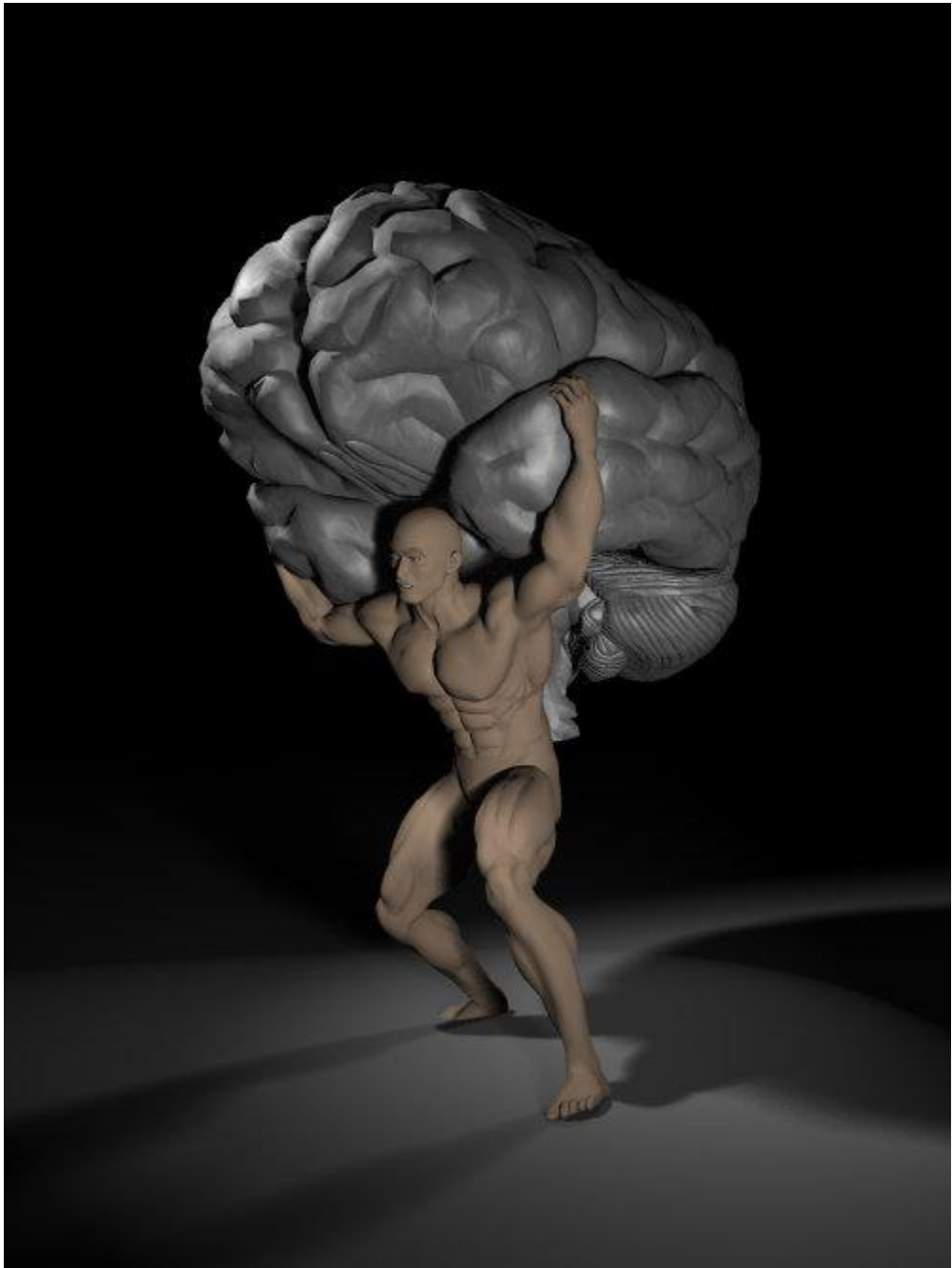


	Internal software	Mental training	General thinking	Visualisation	Memory arts	Specific techniques	Meditation	Education	Enriched environments	Internal hardware	General health	Drugs	TMS	Genetic modification/selection	Prenatal supplements	Brain computer interfaces	External hardware/software	Objects	Software	Wearables	Ubiquitous computing	Social software
<b>Memory/learning</b>		◆			◆				◆	◆	◆	◆	◆					◆	◆	◆		◆
Working memory					◆					◆	◆	◆	◆					◆	◆	◆	◆	◆
Long term memory					◆				◆	◆	◆	◆	◆	◆	◆			◆	◆	◆	◆	◆
Procedural memory				◆						◆	◆	◆	◆			◆		◆	◆		◆	
Cortical reorganisation				◆					◆	◆	◆	◆	◆			◆						◆
Epistemology								◆		◆	◆	◆	◆					◆	◆			◆
<b>Executive function</b>		◆				◆				◆	◆	◆							◆			
Attention						◆	◆			◆	◆	◆						◆	◆			
Self-control							◆			◆	◆	◆						◆	◆			◆
Metacognition										◆	◆	◆										
<b>Intelligence</b>		◆				◆				◆	◆	◆			◆			◆	◆			◆
Problem solving						◆				◆	◆	◆						◆	◆			◆
Planning						◆				◆	◆	◆						◆	◆			◆
Overview						◆				◆	◆	◆						◆	◆			◆
Creativity			◆			◆				◆	◆	◆						◆	◆			◆
Avoiding biases																		◆	◆			◆
<b>Perception</b>		◆				◆				◆	◆	◆						◆	◆			
<b>Language ability</b>										◆	◆	◆						◆	◆			◆
<b>Mental function</b>		◆								◆	◆	◆										
Energy							◆			◆	◆	◆							◆			
Speed										◆	◆	◆							◆			
Timing										◆	◆	◆						◆	◆			
Wake/sleep							◆			◆	◆	◆				◆		◆	◆			
<b>New capacities</b>																						
New senses																		◆	◆	◆		
New reflexes																		◆	◆	◆		
Human-computer link																◆				◆		



- ◆ : Some evidence
- ◆ : Successful use
- ◆ : In use





Regression Coefficients					Test That Each Coefficient = 0	
	B	SE(B)	Beta	SE(Beta)	T-statistic	Probability
AGE	-0.001	.001	-0.027	.023	-1.172	.242
SEX	-0.033	.024	-0.027	.020	-1.363	.174
RACE	.033	.022	.030	.020	1.484	.138
EDUC	-0.008	.005	-0.037	.023	-1.619	.106
INCOME	-0.015	.006	-0.056	.021	-2.676	.008
MARITAL	.072	.008	.191	.022	8.873	.000
ATTEND	-0.016	.005	-0.070	.020	-3.443	.001
HEALTH	.203	.016	.266	.021	12.693	.000
VOTE96	-0.005	.022	-0.005	.022	-.232	.817
WORDSUM	.014	.007	.046	.022	2.055	.040
Constant	1.524	.131			11.616	.000

<b>Color coding:</b>	<-2.0	<-1.0	<0.0	>0.0	>1.0	>2.0	T
<b>Effect of each variable:</b>	Negative			Positive			

<b>Multiple R =</b>	.380	<b>R-Squared =</b>	.145	<b>Std Error of Estimate =</b>	.568
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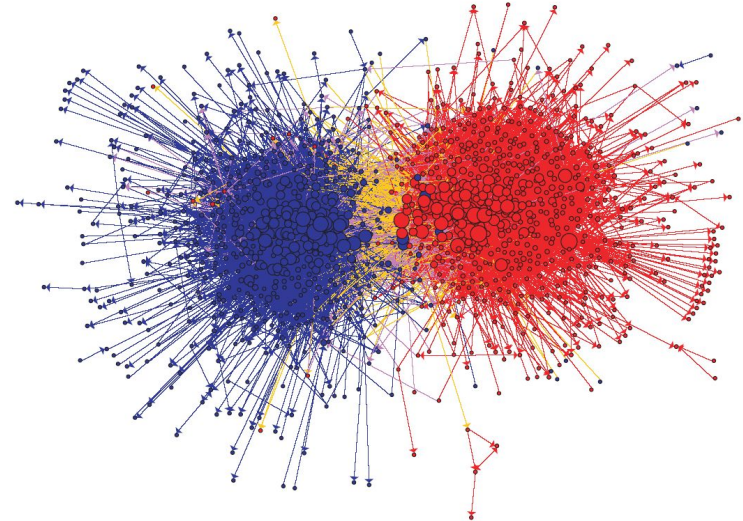
Frequency Distribution					
Cells contain: -Column percent -N of cases		HAPPY			
		1 VERY HAPPY	2 PRETTY HAPPY	3 NOT TOO HAPPY	ROW TOTAL
WORDSUM	0	.8 50	.7 80	1.5 35	.8 165
	1	2.0 131	1.5 166	3.5 79	1.9 376
	2	3.5 227	3.2 362	4.8 109	3.5 698
	3	5.9 379	6.0 684	10.4 237	6.5 1,300
	4	9.7 627	10.5 1,188	13.4 305	10.6 2,120
	5	15.8 1,017	16.1 1,833	18.5 420	16.3 3,270
	6	20.7 1,335	22.2 2,521	18.7 424	21.3 4,280
	7	16.1 1,040	15.6 1,778	10.8 245	15.2 3,063
	8	11.1 714	10.0 1,142	7.8 178	10.1 2,034
	9	8.1 524	8.1 918	6.1 138	7.9 1,580
	10	6.3 405	6.1 695	4.5 103	6.0 1,203
<b>COL TOTAL</b>	<b>100.0</b> 6,449	<b>100.0</b> 11,367	<b>100.0</b> 2,273	<b>100.0</b> 20,089	

<b>Color coding:</b>	<-2.0	<-1.0	<0.0	>0.0	>1.0	>2.0	Z
<b>N in each cell:</b>	Smaller than expected			Larger than expected			

Analysis from General Social Surveys, 1972-2004. WORDSUM is a vocabulary test with about 0.83 correlation with IQ (Sigelman 1981). Table A is regression of stated happiness (HAPPY) against several different factors. Table B shows the distribution of HAPPY and WORDSUM scores. Note the strong unhappiness among the lower than average vocabulary scorers.

"[I]t's not the poor families in Africa that are going to be doing this, it's going to be the very affluent who are going to at first have healthier children...and then it becomes the slippery slope, they will have stronger, faster, smarter children... Then you've got these two very disparate classes."

Kalfoglou A, Suthers, K, Scott J, & K Hudson, *Reproductive Genetic Testing: What America Thinks*, Washington, DC: Genetics and Public Policy Center, 2002



8

**VALID**

MORROW, JEROME  
011010100-09564

GLOBED GTACATGACTAAGTTAC EYES:BLUE TACCTG  
ZAGTTCGTAGCTTGACCTCCCTGAAGTCACCAGTTCCA

GNQ9.8612 = VALIDITY JE7542DAN





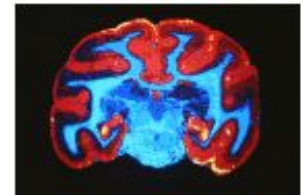
# Economy of Enhancement



- Benefits
  - Reduction of losses
  - Individual benefits
  - Societal benefits
- Costs
  - Individual
  - Competition

# TOO MUCH TO DO? TOO LITTLE TIME? ACCOMPLISH IT ALL WITH **BACKUP BRAIN™**

There just aren't enough hours in the day to do all the things on your plate. By the time you get home from work, your brain is totally fried. What you need is something to relieve the stress on your brain during the day so you arrive at home alert and refreshed. What you need is something to do your thinking for you when you don't want to. What you need is a minor surgical procedure: the implantation of a patented Backup Brain™.



It's a real brain taken from a fan of professional wrestling, so it's hardly been used at all!

## Look at these happy customers!



"I can get falling down drunk, but my trusty Backup Brain will drive me home safe and sound!"



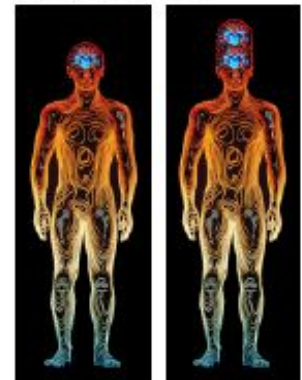
"My poker game is incredible now that my Backup Brain is keeping track of the cards!"



"The stock market is no mystery to me! My Backup Brain is dedicated to detecting market trends!"



"I can sleep through boring meetings while my Backup Brain takes notes and looks interested!"



Before

After

## Look at all the stuff Backup Brain can do!

Read War and Peace while you sleep • Help your kids with their homework and balance your checkbook at the same time • Tell the difference between presidential candidates • Cure cancer • Complete MYST without cheating • Prevents you from making career-ending remarks to your boss • Understand the ISO9000 standard • Be sensitive yet manly at the same time • Truly comprehend the opposite sex • Foil Microsoft's plans for world domination • And much more!

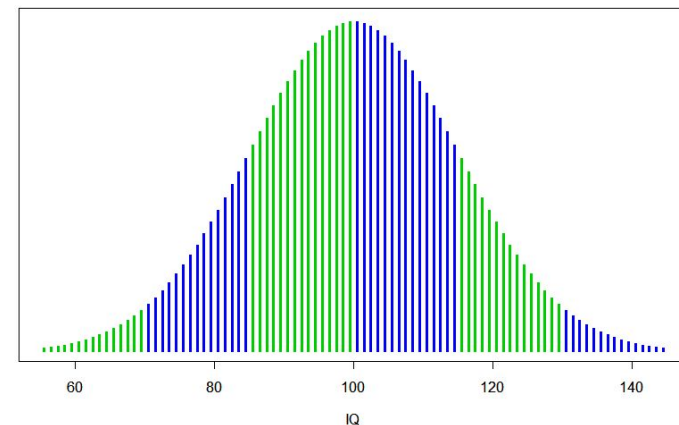
**BACKUP BRAIN: IF YOU'VE GOT THE TIME WE'VE GOT THE BRAINS**

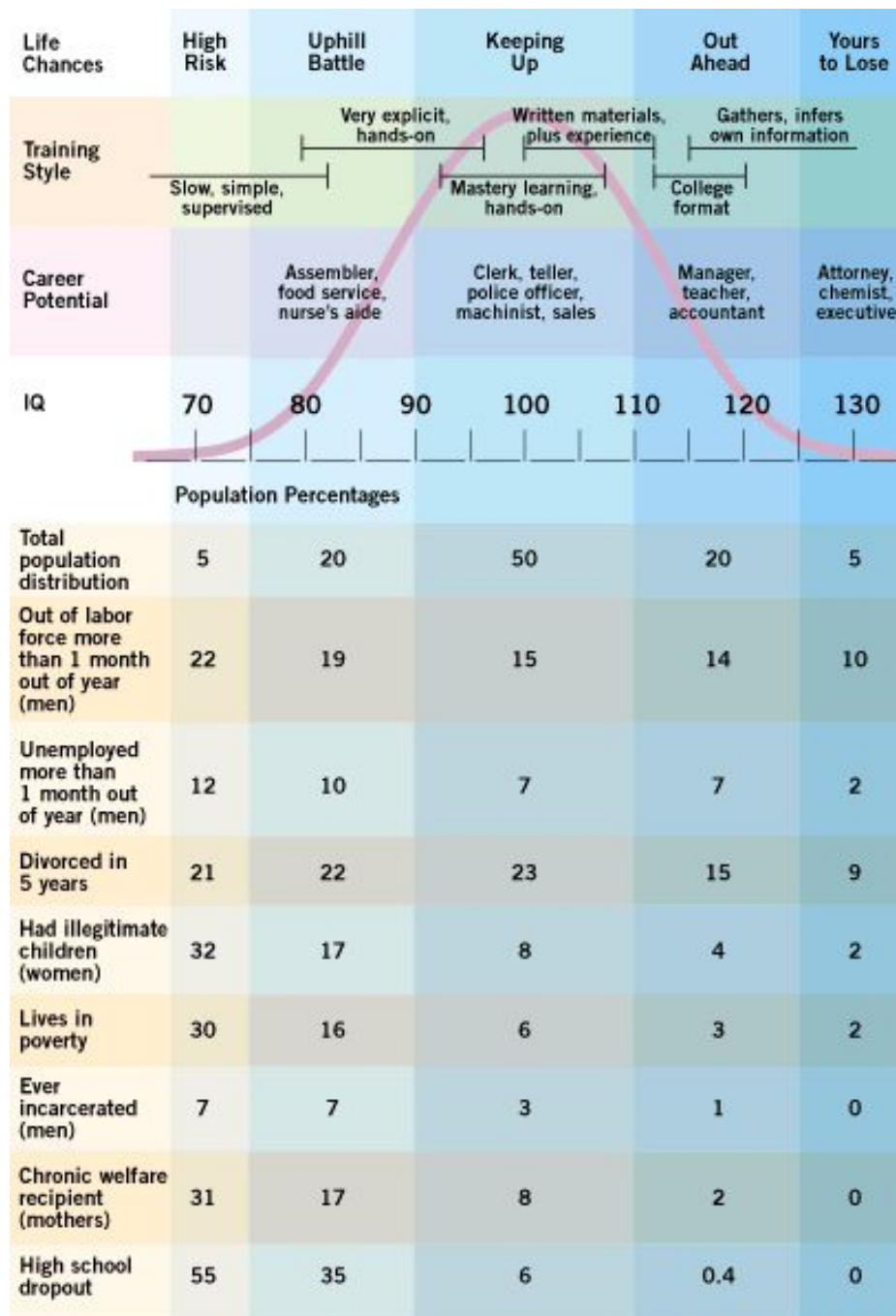
# Reduction of Losses

- Lost keys UK £250 million/year
- Forgotten standing payment orders: £400 million/month (\$53/month person)
- Sleepiness cause 15-20% road accidents (as well as work-related accidents, iatrogenic illness etc)
- Higher IQ likely reduces accident risks
- Can cognitive enhancement reduce this?



- Linda Gottfredson:
  - IQ 75: not likely to master the elementary school curriculum or function independently in adulthood in modern societies.
  - IQ 85: close to the upper boundary for Level 1 functional literacy, the lowest of five levels in the U.S. government's 1992 National Adult Literacy Survey. (locating the expiration date on a driver's license or totalling a bank deposit slip, but not writing a brief letter explaining an error in a credit card bill or find a piece of information in an article)
  - IQ 105: minimum threshold for achieving moderately high levels of success. Competitive for middle-level jobs (clerical, crafts and repair, sales, police and fire fighting)
  - IQ 115+: ability threshold for being competitive as a candidate for graduate or professional school in the U.S. and thus for high levels of socioeconomic success. Self-instructing and are expected to instruct, advise, and supervise others in their community and work environments. Range from which cultural leaders tend to emerge and be recruited.





# Individual Effects

Cognition important for good life

Environmental toxin models

+1 IQ point = +1.763% income (Schwartz),  
+2.094/3.631% (Salkever, m/f)

Annual gain / IQ point US \$55-65 billion  
0.4-0.5% GDP

Effects on schooling, participation rate,  
social costs

Weiss 1998: 3 point IQ increase:

Poverty rate -25%

Males in jail -25%

High school dropouts -28%

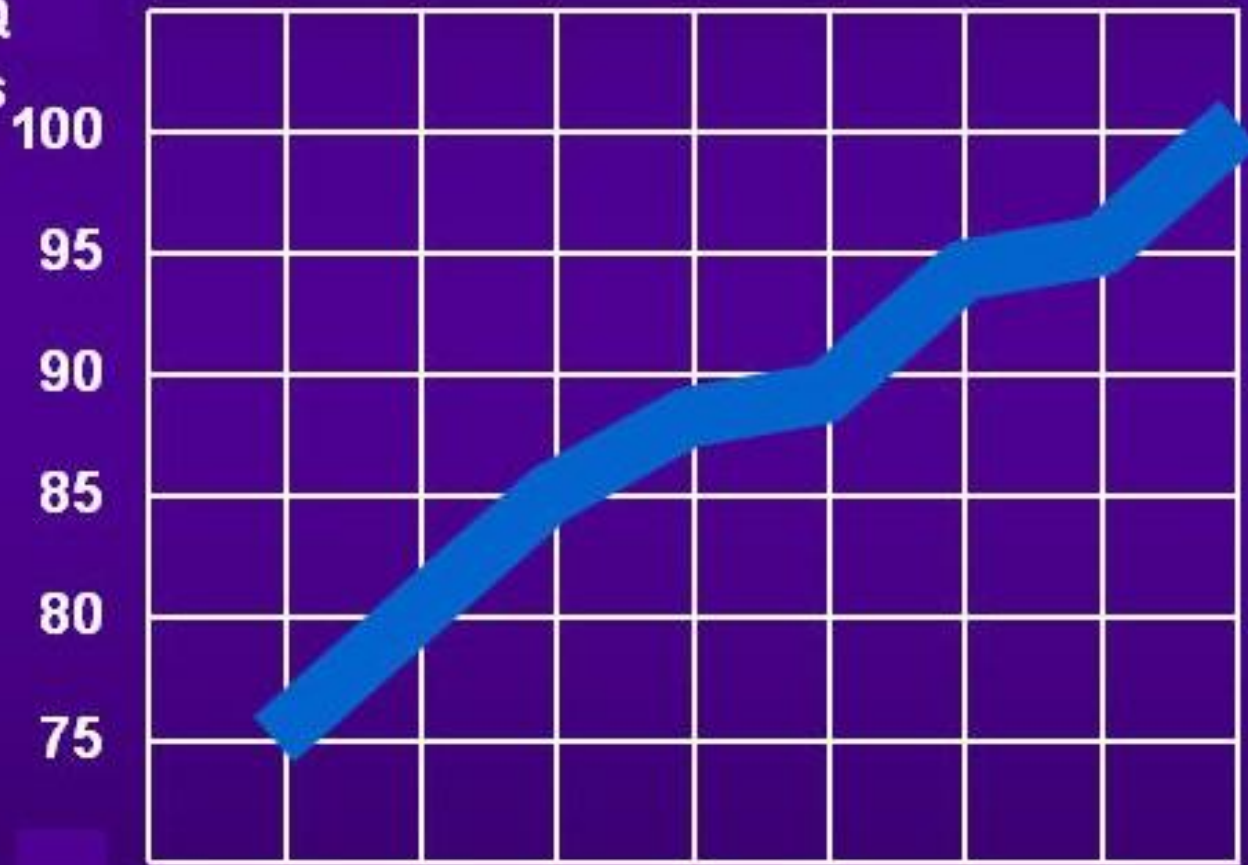
Parentless children -20%

Welfare reciprocity -18%

Out-of-wedlock births -15%

Gottfredson 2002

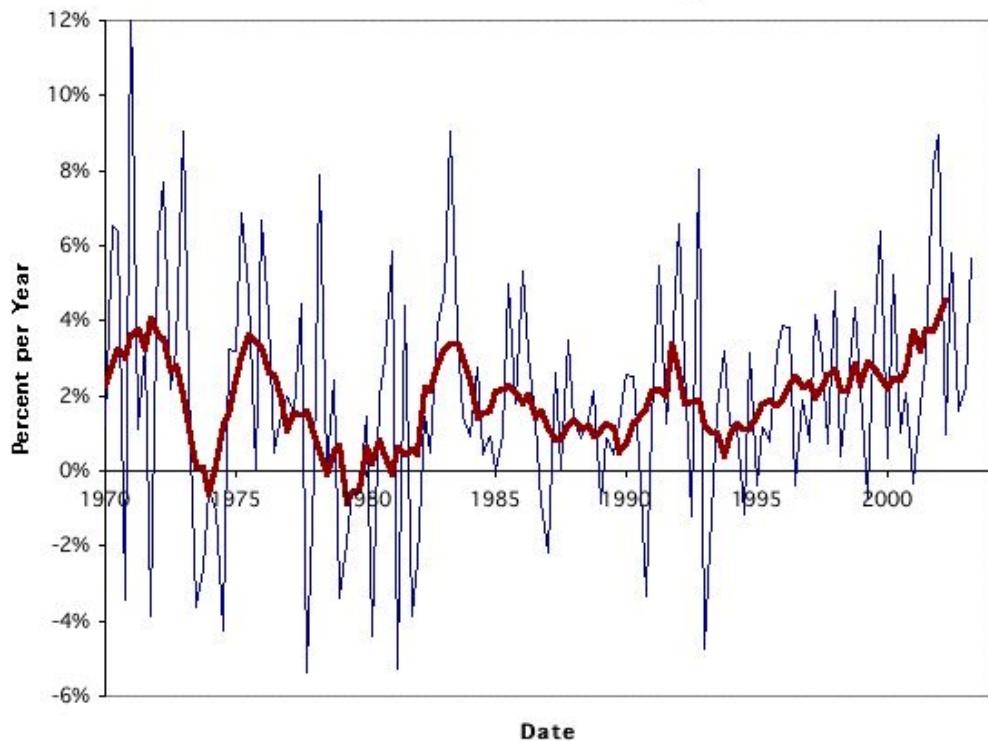
**IQ  
scores**



**1910      1930      1950      1970      1990**

**Year**

## Nonfarm Business Productivity Growth



# Economy Impact

Growth residual due to productivity increase due to technology, human capital and other factors

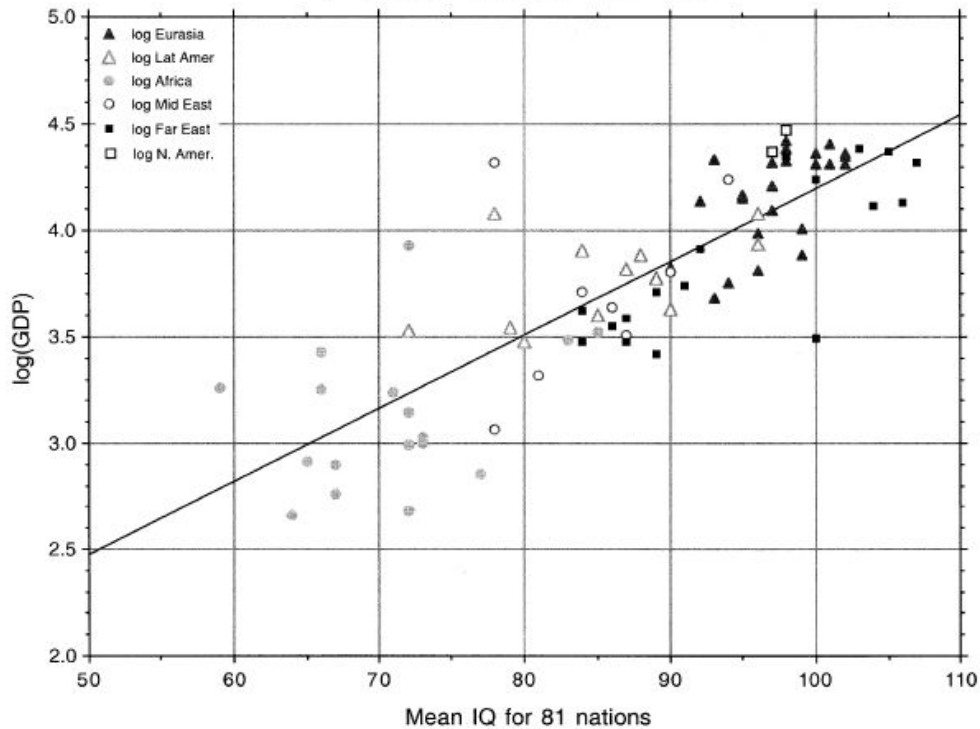
Cognition plays a sizeable role





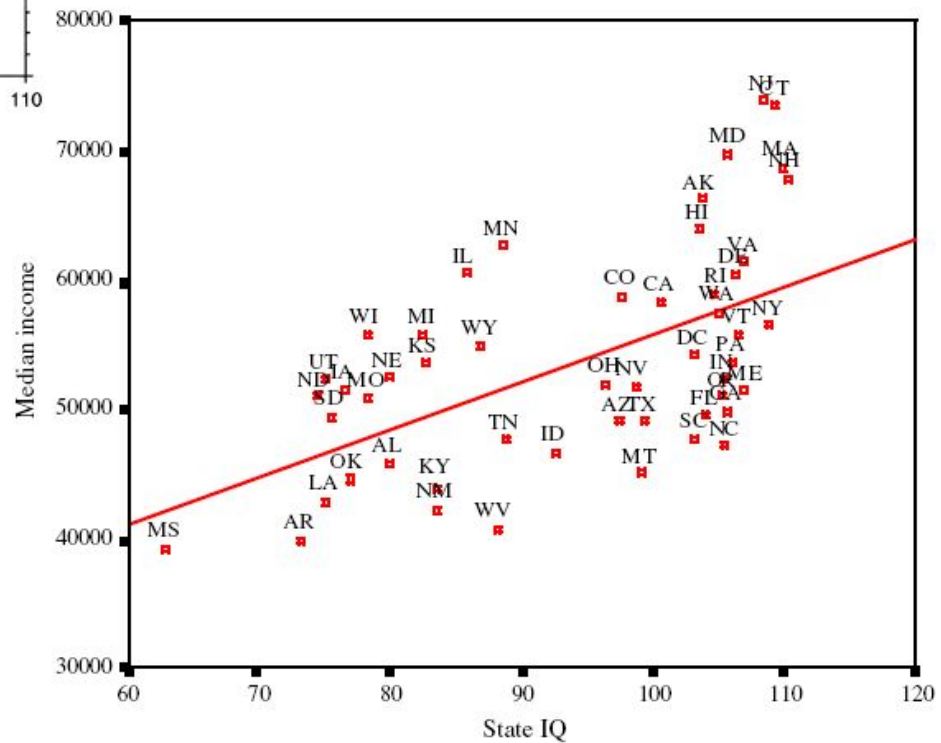
Data from "IQ//GDP, 81 & 185 nations"

$y = 0.75128 + 3.4414e-2x$   $R^2 = 0.695$



Dickerson 2005  
 (+1 IQ = +8.2% GDP)

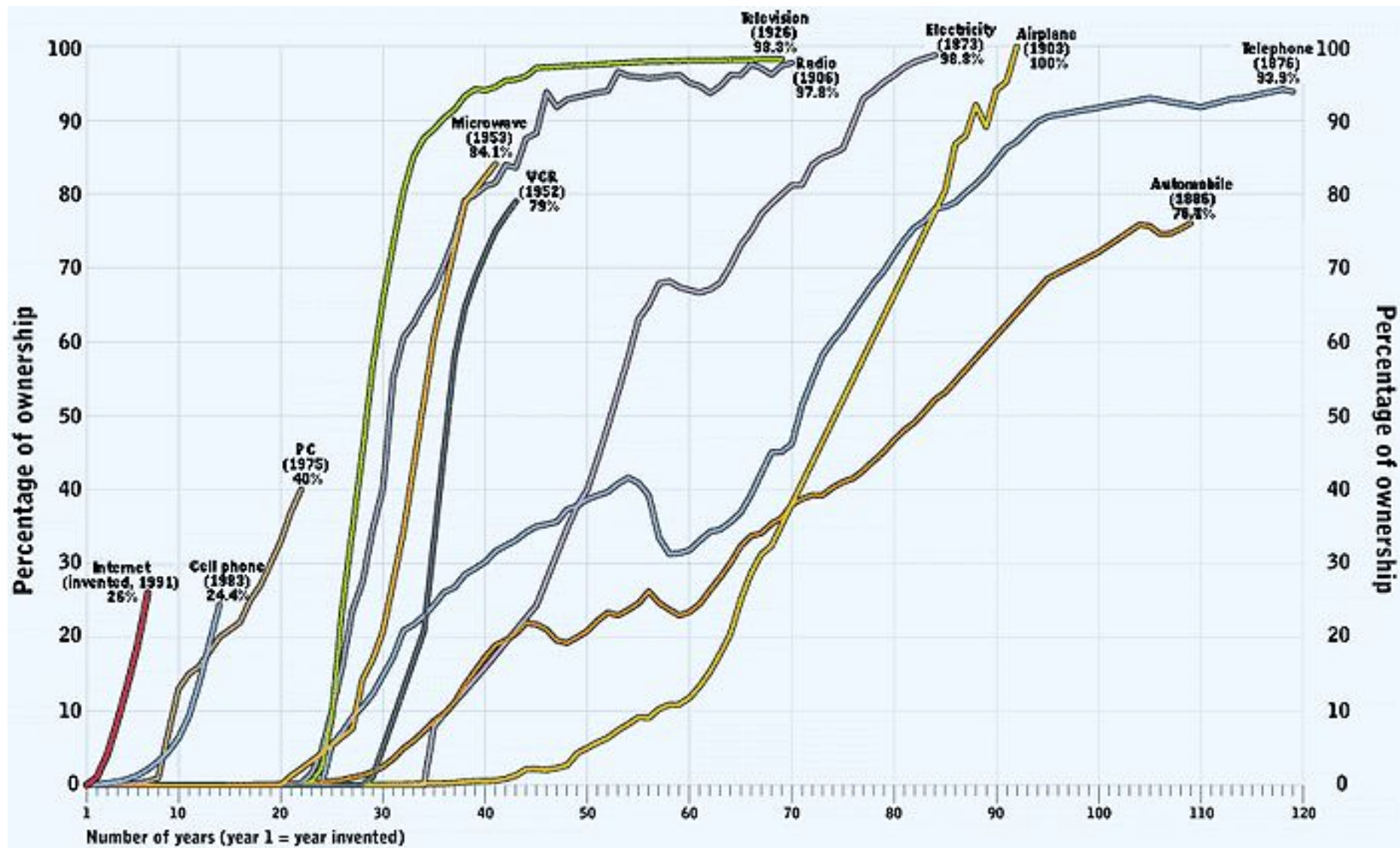
Kanazawa 2006

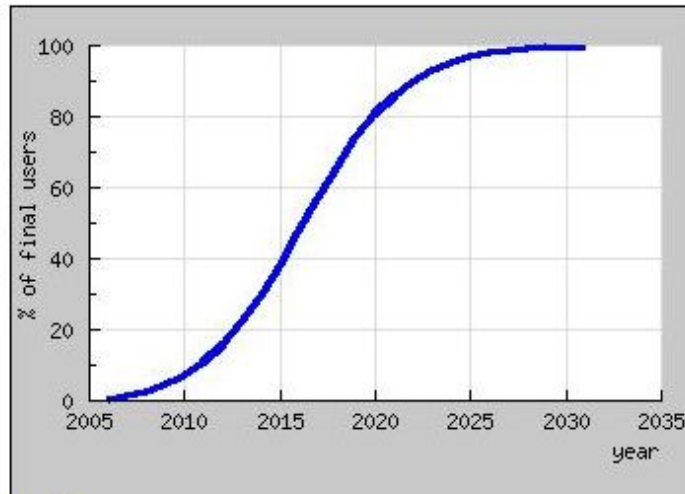


# Costs

- Technology diffusion
  - Devices spread fast and thoroughly
  - Country gap
- Drugs
  - Monthly Modafinil cost  $\sim 3\%$  of UK median income
- (Medical) services
  - Cost set by expert salaries

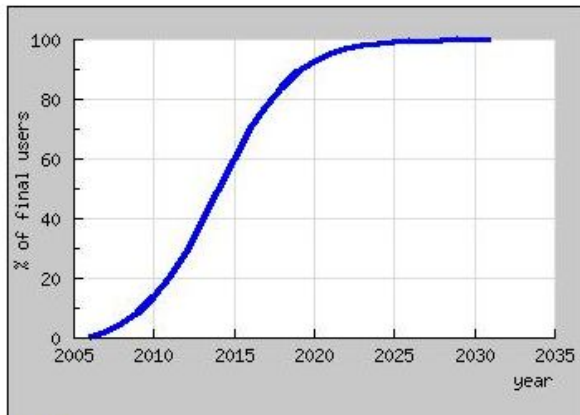






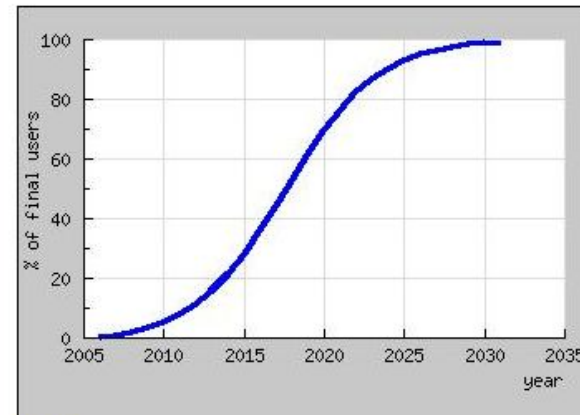
Prediction for:  
 Industry: general  
 Introduction in: 2006  
 Degree of Innovation: standard  
 Degree of Imitation: standard

[View data](#)



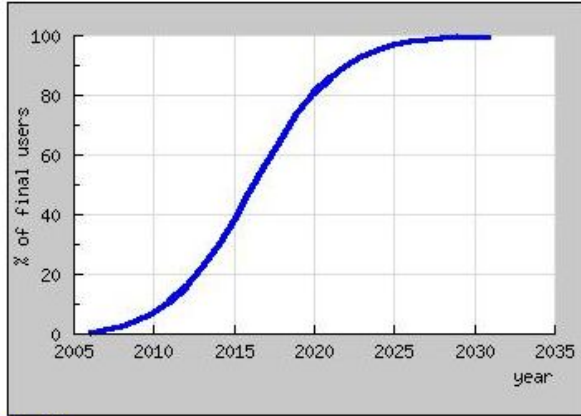
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 Industry: medical  
 Introduction in: 2006  
 Degree of Innovation: standard  
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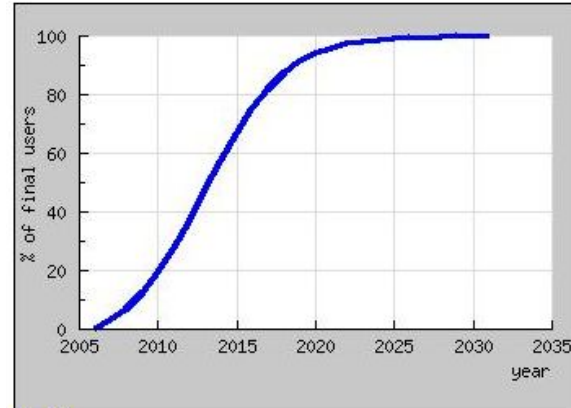
Prediction for:  
 Industry: non durable  
 Introduction in: 2006  
 Degree of Innovation: standard  
 Degree of Imitation: standard

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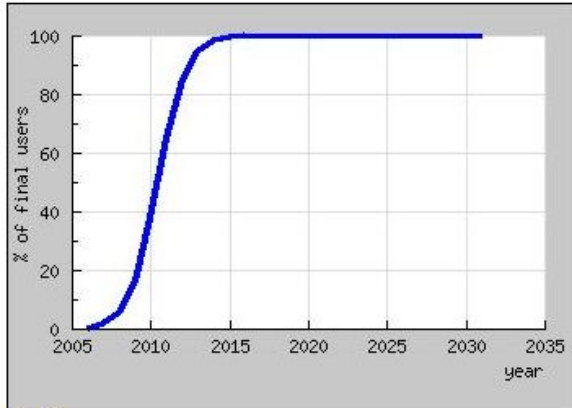
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Prediction for:  
 Industry: general  
 Introduction in: 2006  
 Degree of Innovation: standard  
 Degree of Imitation: standard



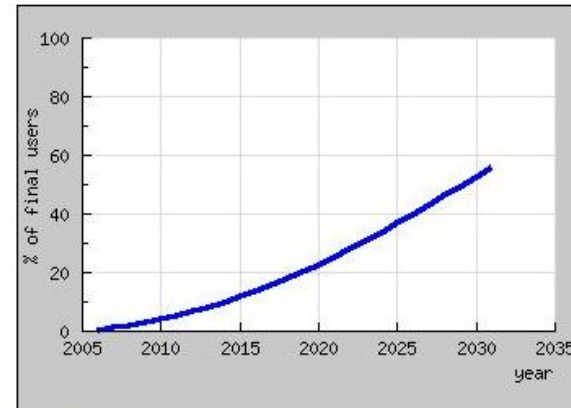
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Prediction for:  
 Industry: general  
 Introduction in: 2006  
 Degree of Innovation: +3  
 Degree of Imitation: standard



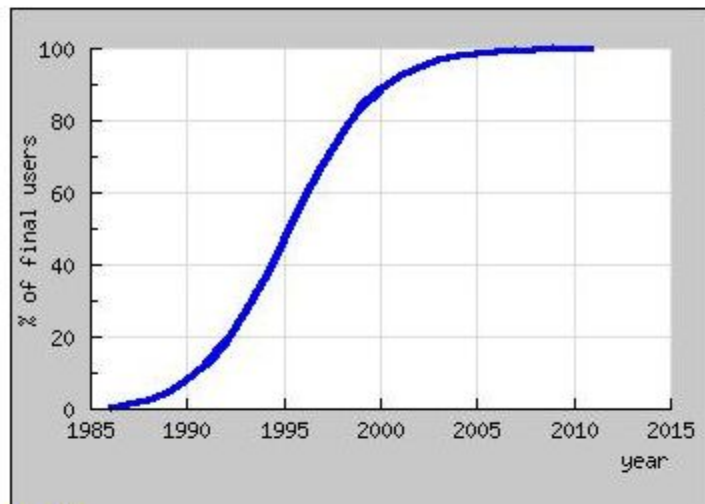
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Prediction for:  
 Industry: general  
 Introduction in: 2006  
 Degree of Innovation: standard  
 Degree of Imitation: +3

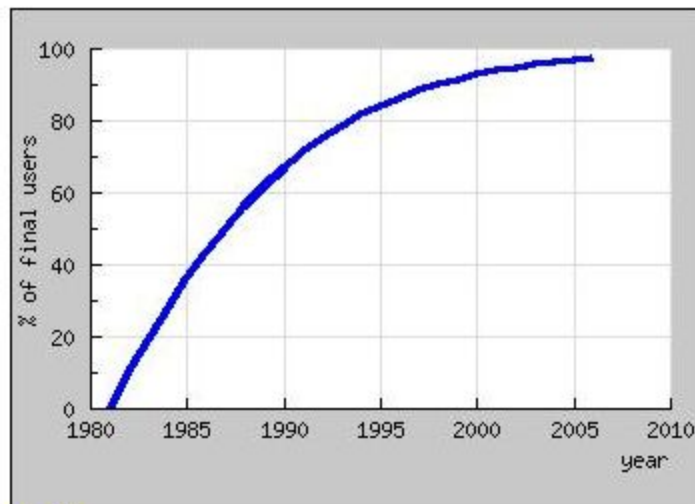


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Prediction for:  
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 Introduction in: 2006  
 Degree of Innovation: standard  
 Degree of Imitation: -3



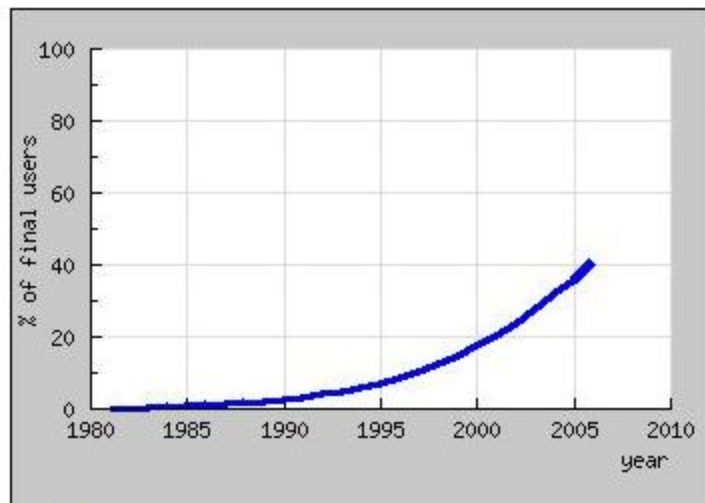
Cellular telephone  
 [Source: Lilien (1999),  
<http://www.ebusiness.com>]



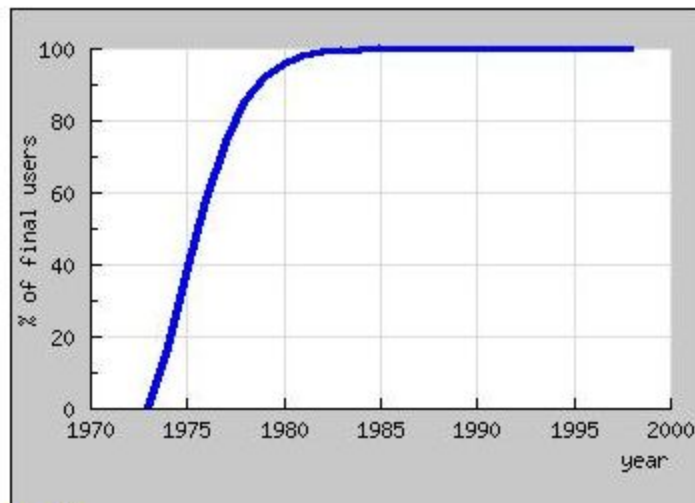
Cable television  
 [Source: Lilien (1999),  
<http://www.ebusiness.com>]

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PC  
 [Source: Frank Bass (  
<http://www.utdallas.edu>)]



Calculators  
 [Source: Lilien (1999),  
<http://www.ebusiness.com>]

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# Drug Development Pipeline



**Discovery**

## gap 1

Basic research is published but preclinical research is not considered worthwhile.



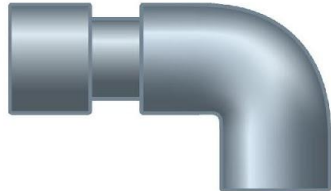
**Predevelopment**

## gap 2

Validated candidate drugs don't enter clinical development because of profit-based company choices.



**Development**



## gap 3

Drugs never reach the patient (registration problems, lack of production, high prices or drugs poorly adapted to local conditions).

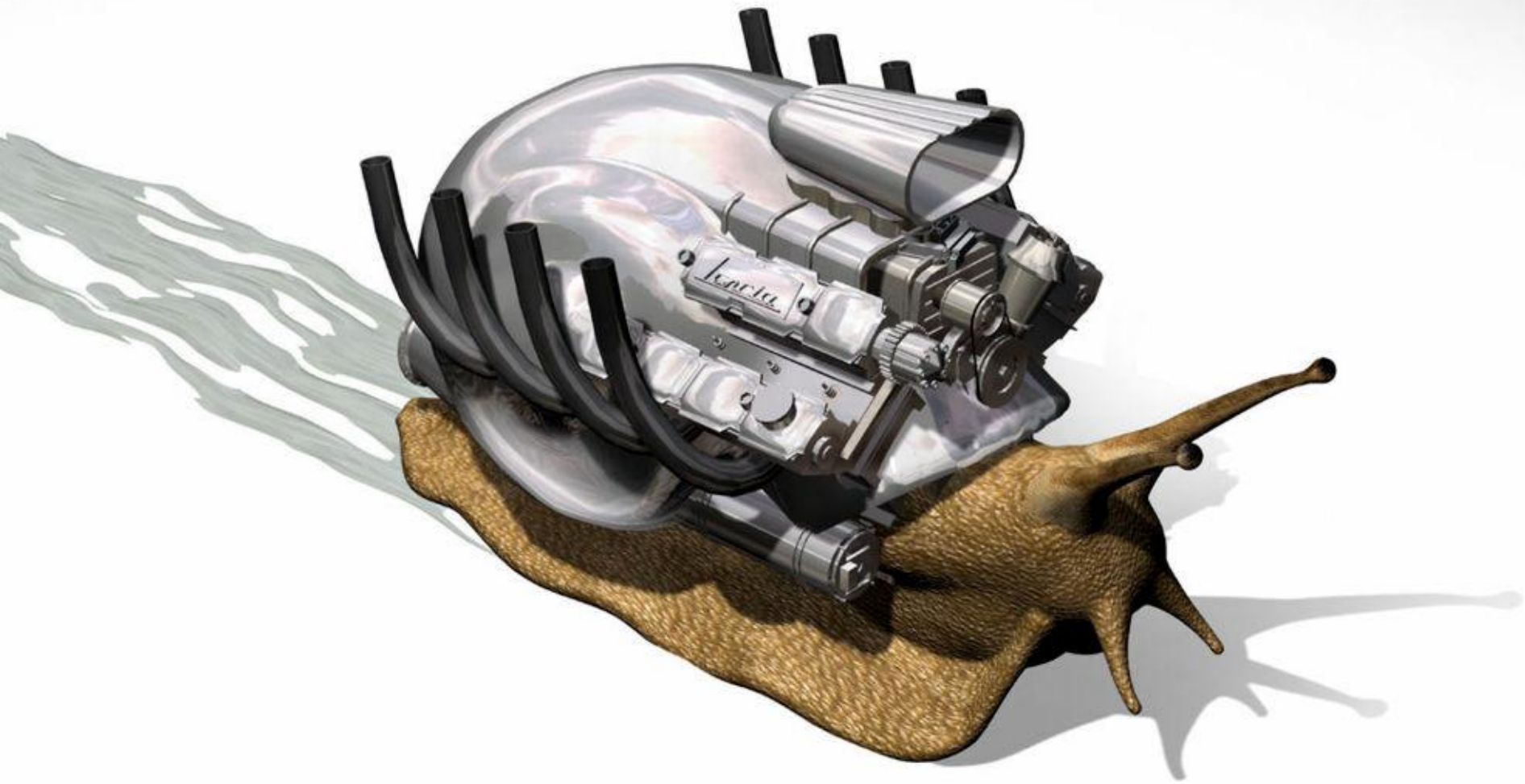


**Availability to patients**

$\langle \phi | \psi^R \rangle$   
 $G^R = G^R_{\text{cl}} \left( \frac{1}{e^R} - \frac{Q}{e^N} \right) G^N$   
 $= \xi^R$   
 $G^R |k_0\rangle = \int \frac{d^3 k'}{(2\pi)^3} \langle \xi^R(k_0) | \phi(k') \rangle$   
 $\frac{Q(k') e^R(k')}{e^N(k')} e^R(k') \langle \phi(k') | \xi^R(k_0) \rangle$   
 $\mathcal{E}(k') = \frac{e^R(k')}{e^N} [e^N(k') - Q(k') e^R(k')]$   
 $\mathcal{F}(k') = k'^2 \int \frac{d^3 Q'}{(2\pi)^3} \langle \phi(k_0) | \xi(k_0) \rangle^2$   
 $\langle k_0 | G^N - G^R | k_0 \rangle = \int \mathcal{F}(k') \mathcal{E}(k') \alpha$   
 Pauli  $Q(k') = 0$   
 $(2\pi)^{-3} \int_0^{k_F} d^3 k' e^{i\mathbf{k} \cdot (\mathbf{r} - \mathbf{r}')} k_F \tau - k_F \tau \cos k_F \tau$   
 $3 \leq 3D$



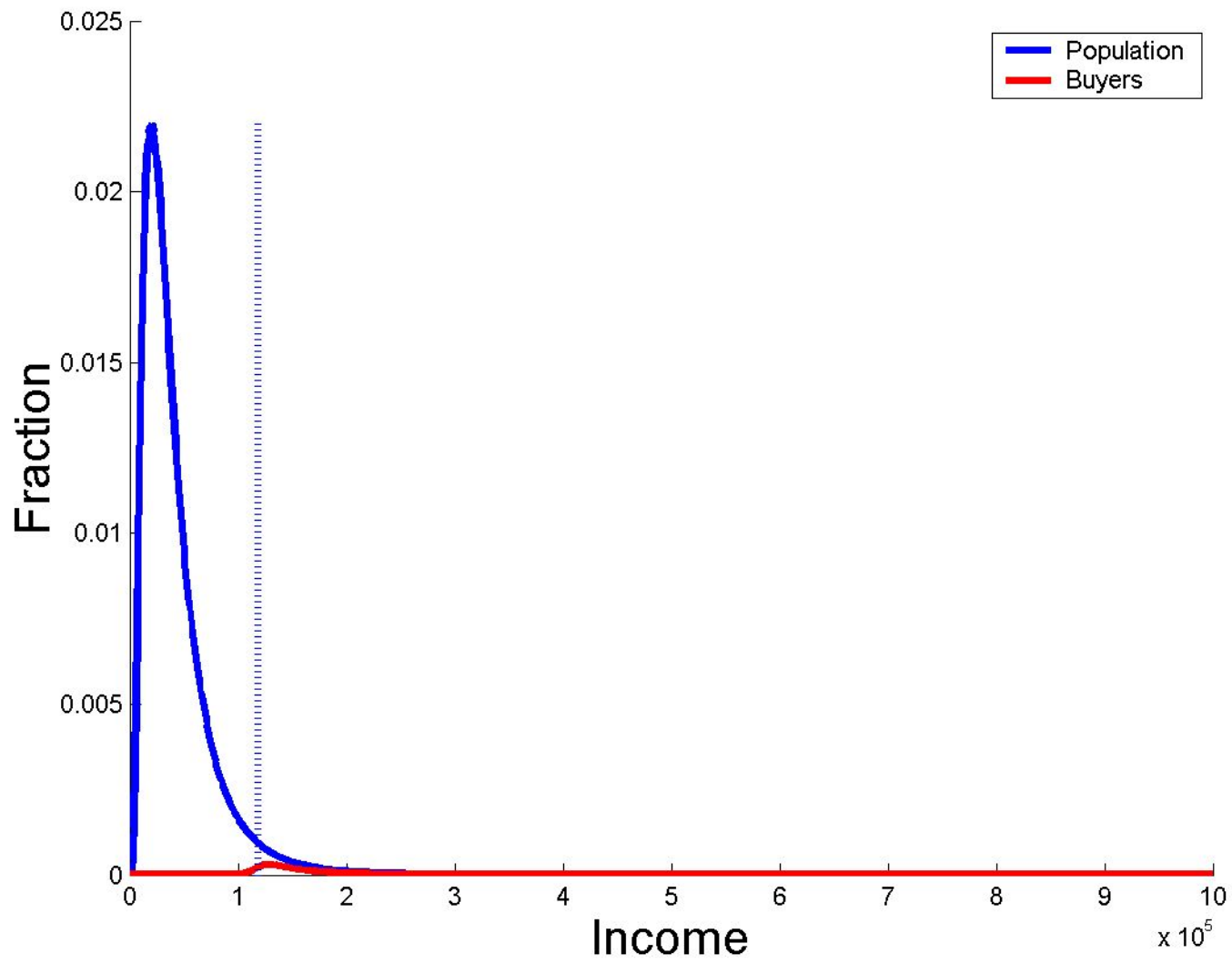


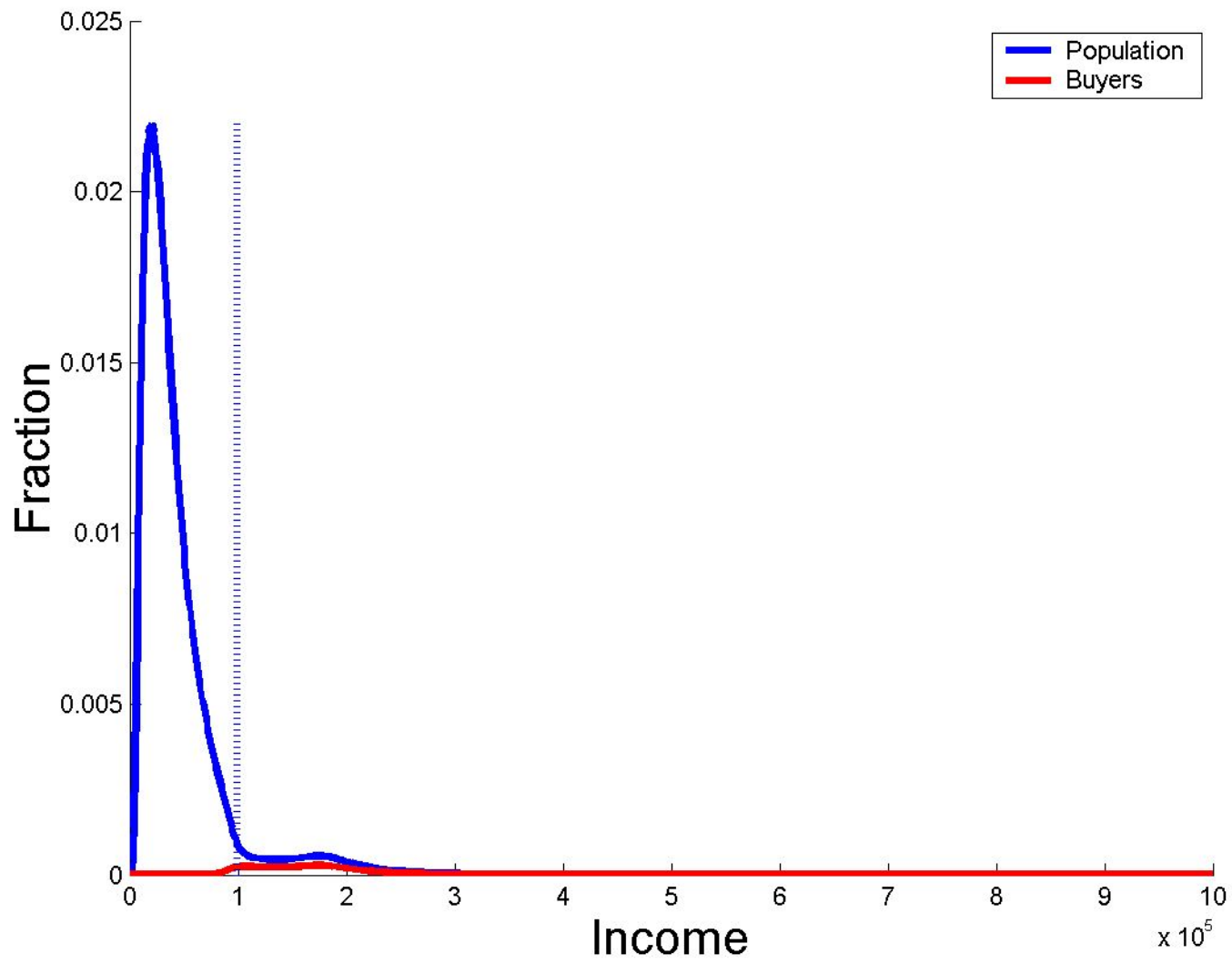


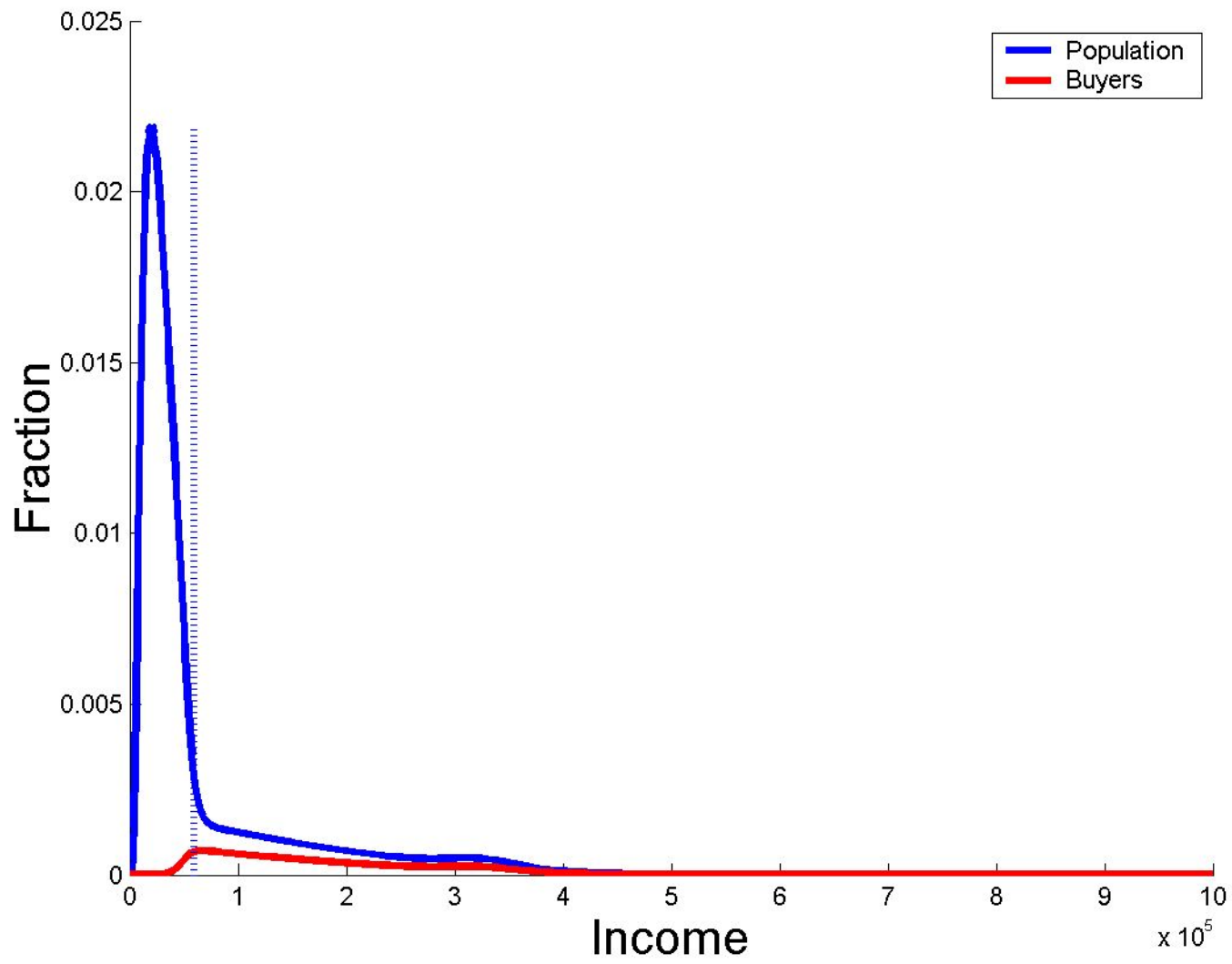
# Simulation

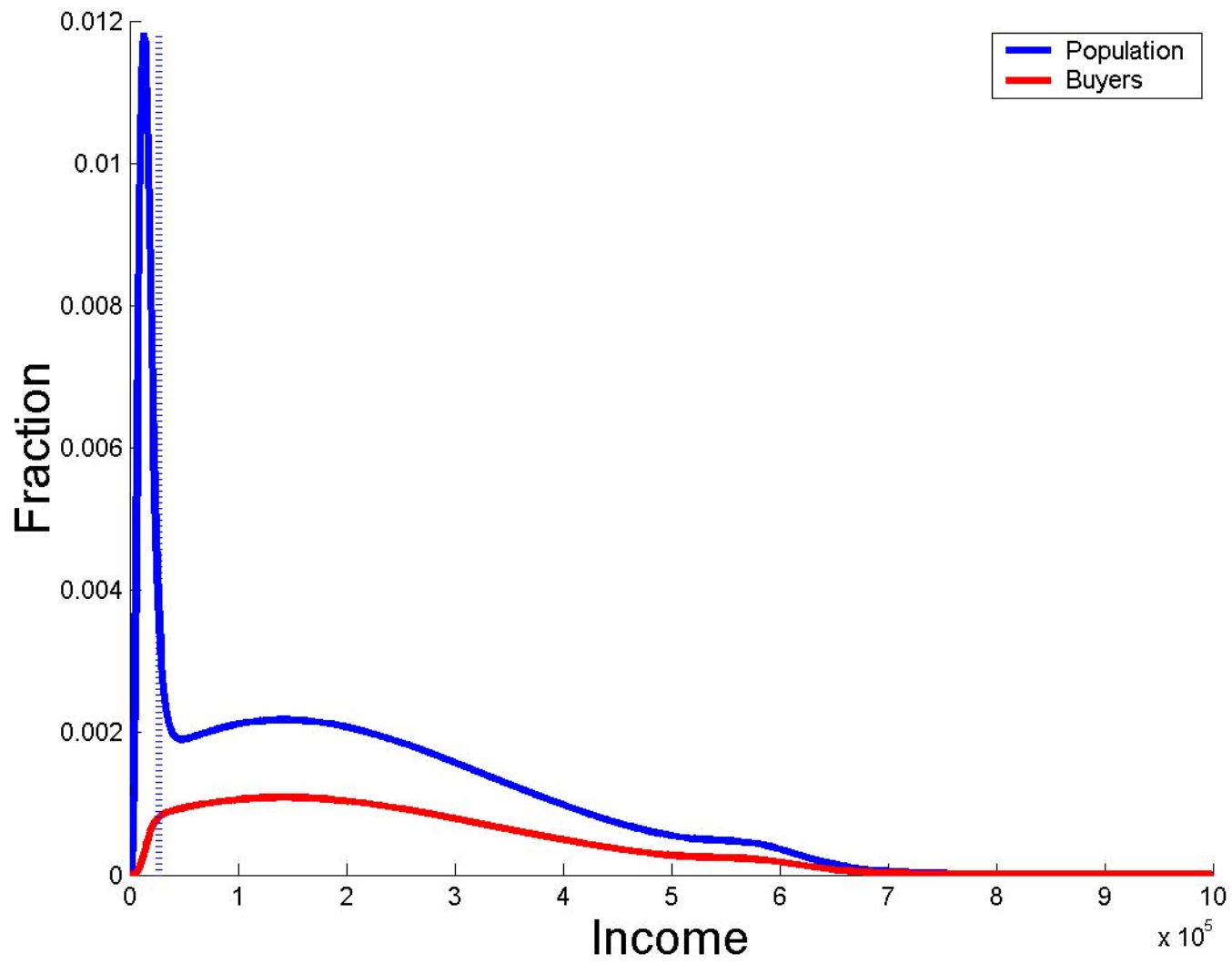
- Initial experiments with income-enhancement models
- Enhancements that increase earning ability constant factor, decreasing to a low price
- Assumes no redistribution

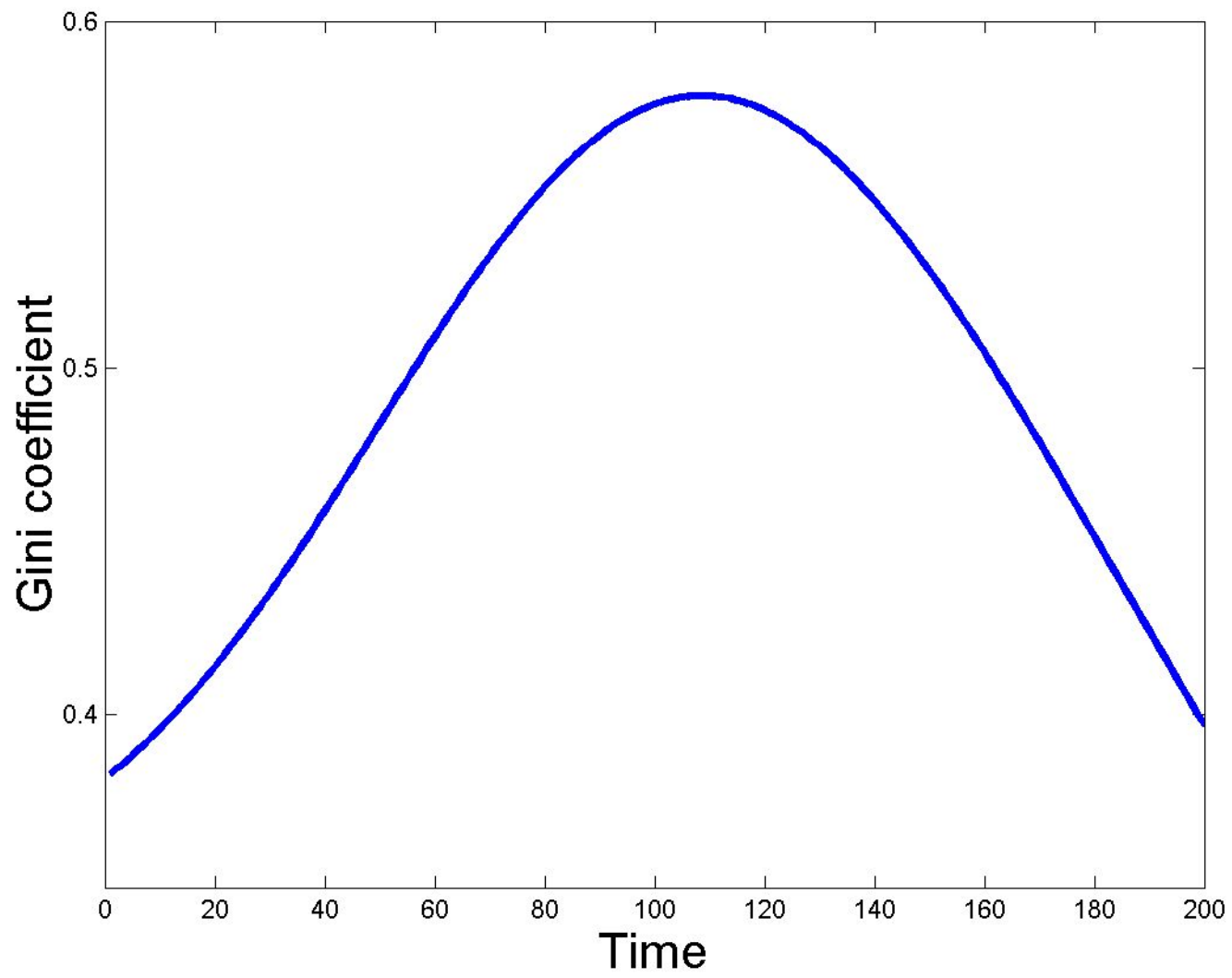




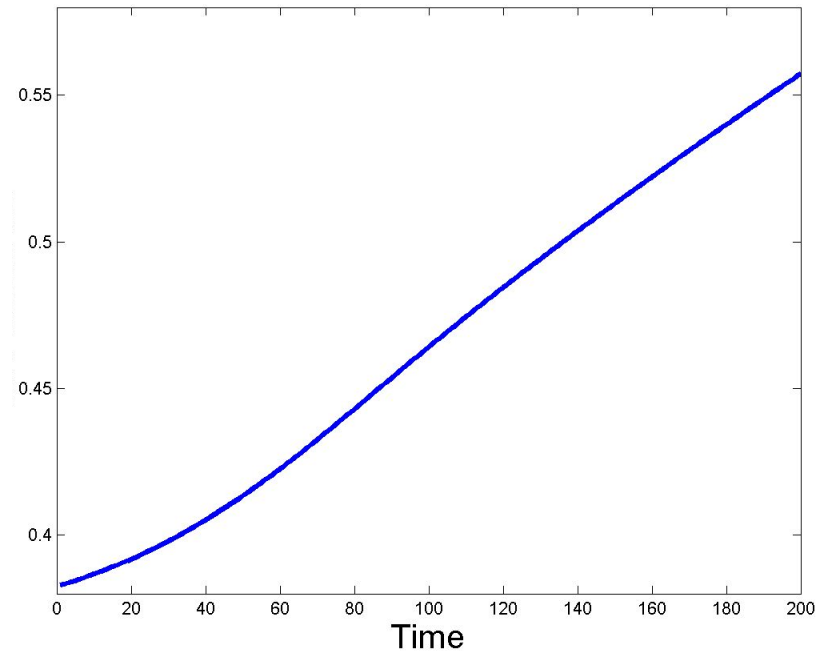
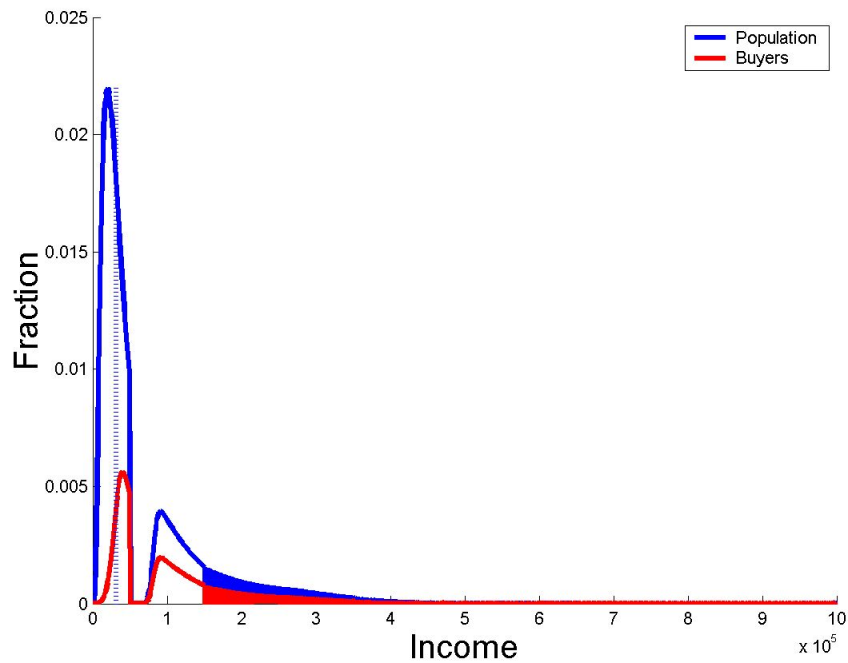






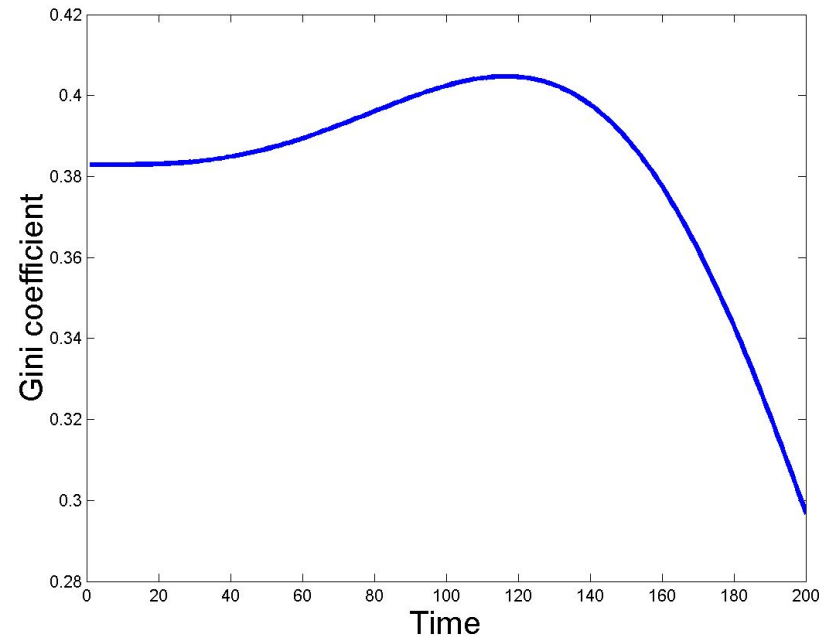
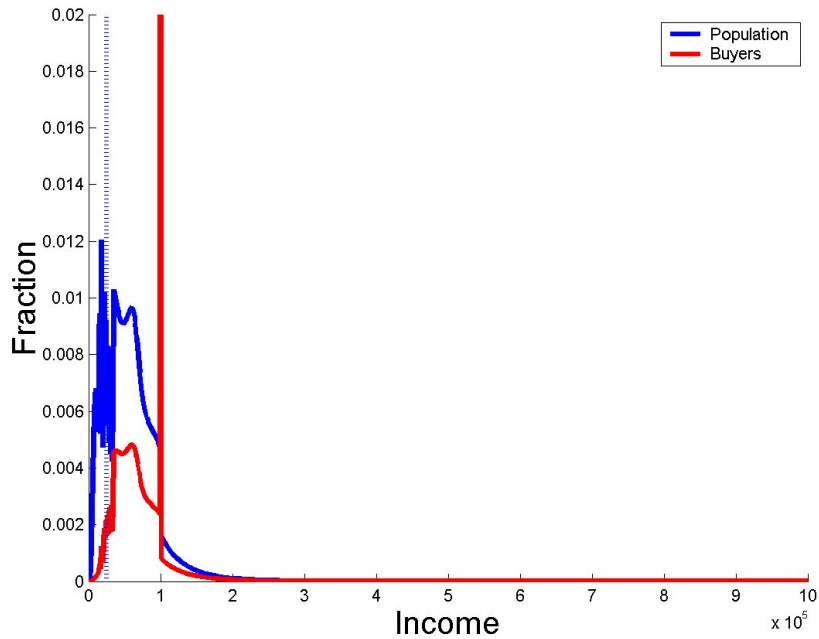


# Enhancement proportional to income





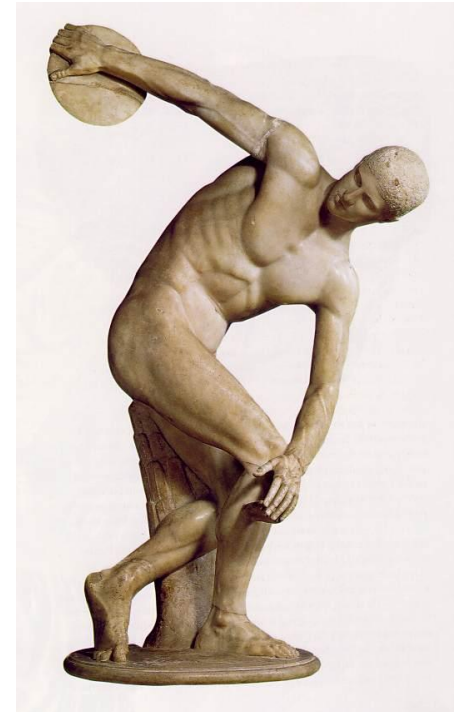
# Decreasing Margins



- Gadgets come down in price, problematic if enhances earning capacity proportionally
- Decreasing margins stabilize
- Services likely to be problematic
- Temporary increases in inequality may be worth it if they speed transition
- “We shouldn’t sacrifice the poor of tomorrow for the poor of today”



- Most relevant where small increases have big effect
  - Competitive areas
  - Rising above threshold
  - Little effect in areas of diverse talents
- Compounding
  - Problem when new “must have” enhancements arrive faster than the old reduce in price

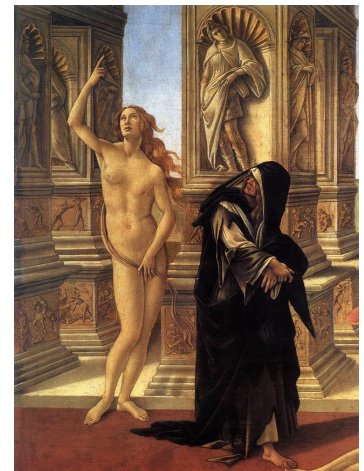


- Near-term enhancements
  - Gadgets and drugs
  - Decreasing margins
  - Narrow task improvements
  - Hence unlikely to be major disruptors
  - Biological enhancements at first less significant than external software, hardware
  - Important tryout for handling more radical enhancement

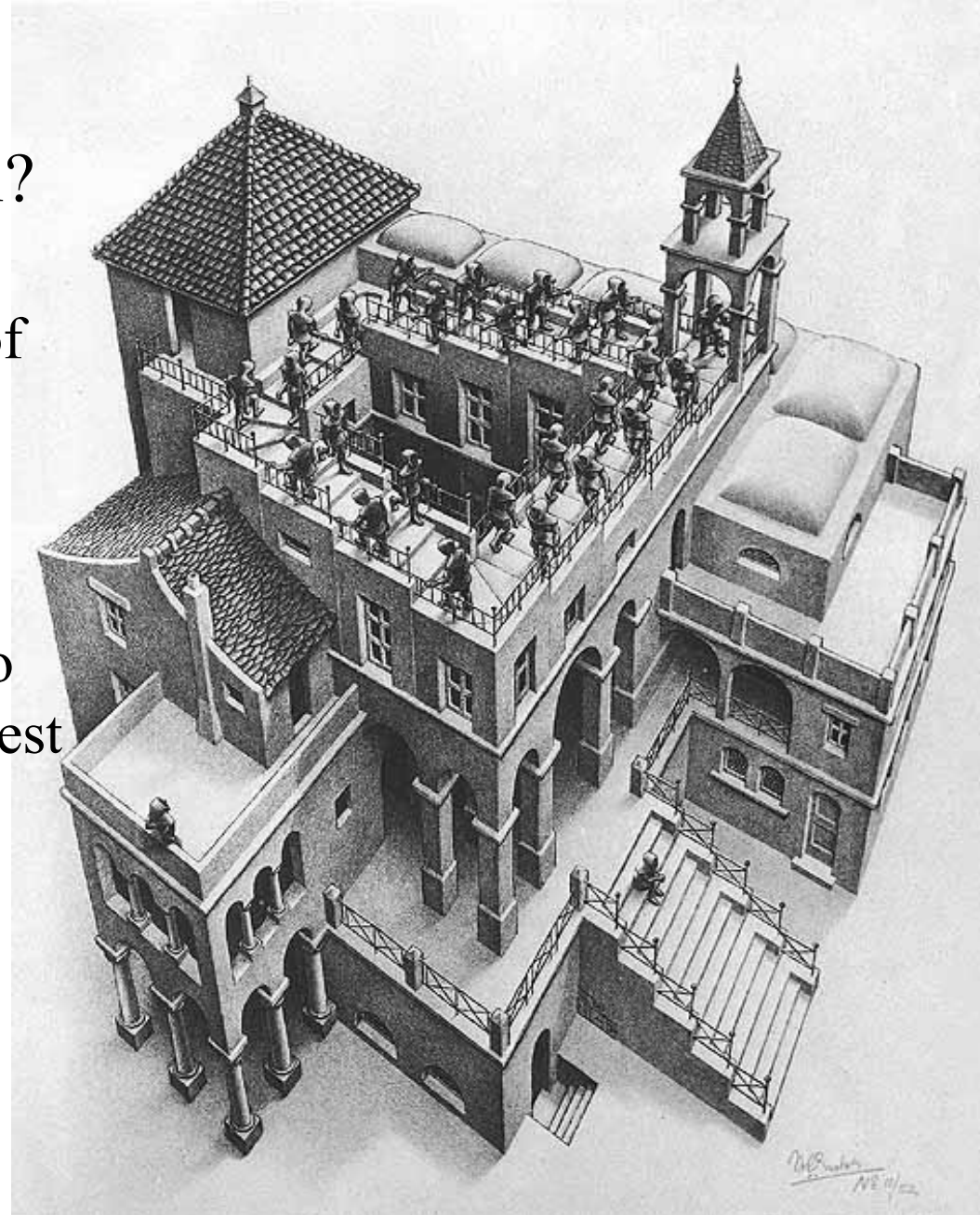


# Approaches

- Laissez-faire
- Rawls: are benefits to worst off worth it?
  - The parties to the social contract "want to insure for their descendants the best genetic endowment (assuming their own to be fixed)."
  - Kaldor Hicks – enhanced pay compensation to the unenhanced through improved economy
- Create a no-envy situation
- Capability approach
- Lottery
- Taxing enhancements
- Taxing enhanceds
- Speed diffusion



- Risks making people fundamentally unequal?
  - Liberal democracy already based on idea of common society of unequal individuals
- Competition
  - Worst off are those who can compete in the fewest domains
  - Many enhancements non-positional (e.g. reducing accidents)



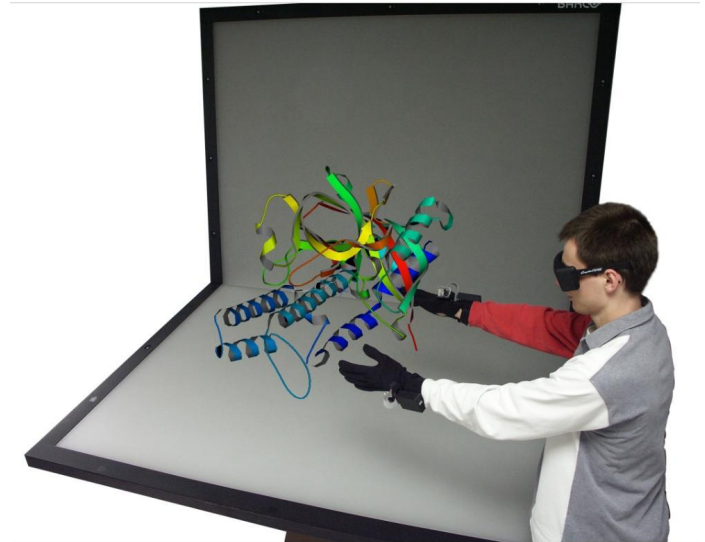
# Conclusions

- Potential gains very large
- Spread across society
- Lowest performers likely gain most
- Competition may increase, but also overall wealth and opportunities
- Risks manageable near term
- Need for ecological studies
- Collective enhancement

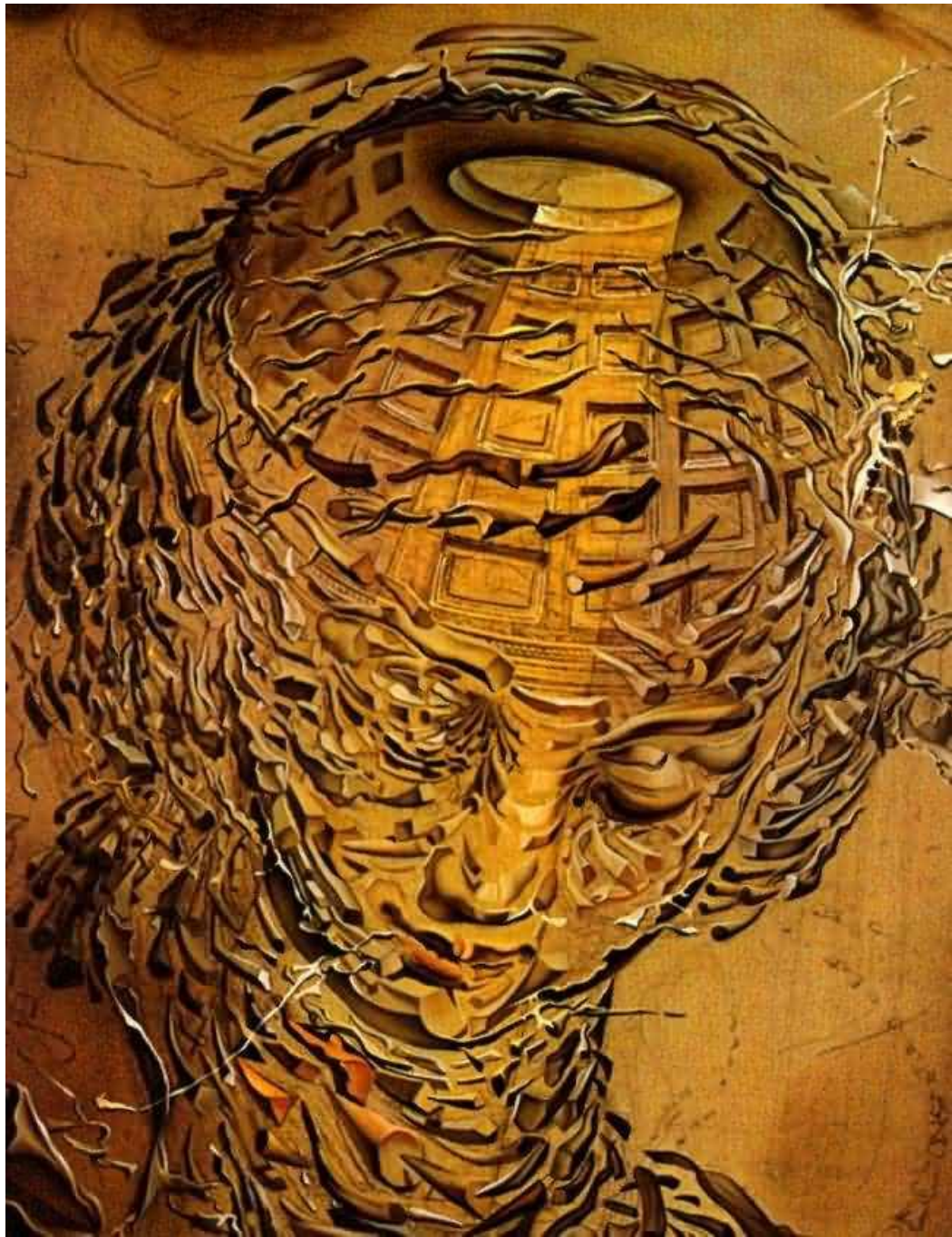


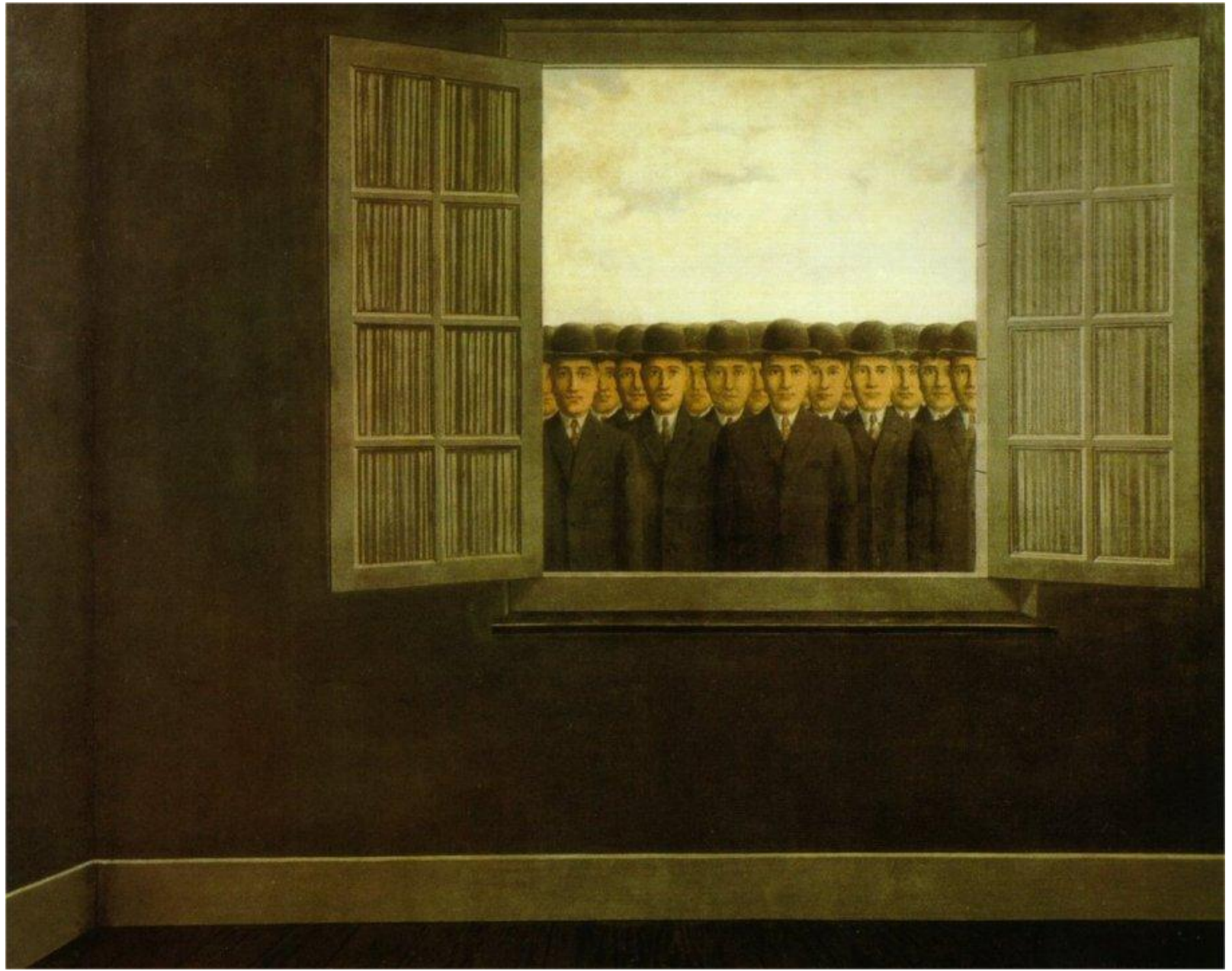
# H+ Things to Do

- Support morphological/cognitive freedom
- “I’m not a genetic determinist, but everybody else is”
  - Need to counteract stupid biologism
- Patient choice
- Harm reduction
- Speed development









OUT OUT!!  
YOU DEMONS OF  
STUPIDITY!!

