

# Definitions and Asimov's Three Laws of Robotics

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and Innovations for Teaching

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# Background on Class and Students

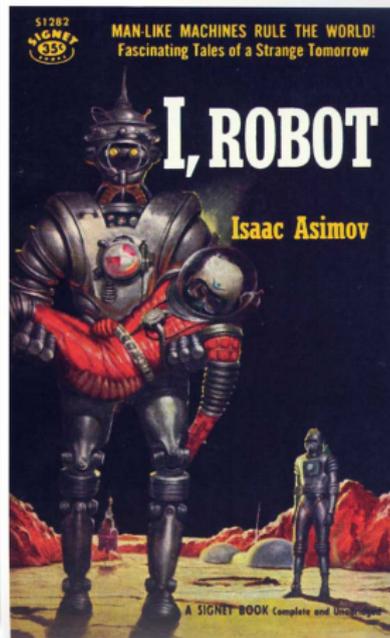
- ▶ Serves as our introduction to proof class.
- ▶ Required course for all mathematics majors/minors and computer science majors/minors.
- ▶ Most students are freshmen or sophomores.

# Goals of the Project

- ▶ Help students understand and appreciate the importance of definitions and axioms.
- ▶ Combine creative writing with mathematics/logic.

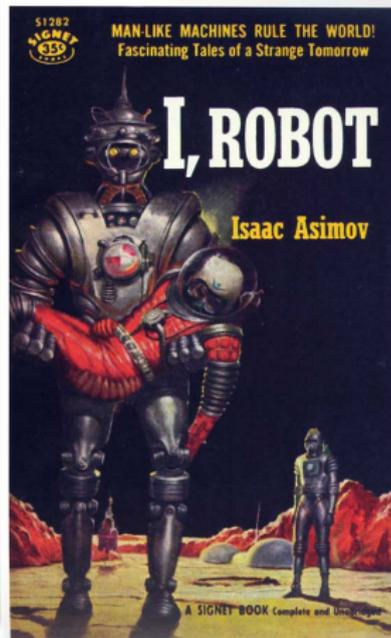
# Asimov's Three Laws of Robotics

1. A robot may not harm a human, or through inaction allow a human to come to harm.
2. A robot must obey orders given to it by humans unless it conflicts with the first law.
3. A robot must protect its own existence unless doing so conflicts with the first and second law.



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# The Project

**Part I:** Create a short story which robots are programmed with Asimov's Three Laws of Robotics, but are able to "break" the laws because of faulty definitions.

Students presented their stories in several formats.

- ▶ Written short story
- ▶ Play script
- ▶ Short video
- ▶ Computer game

**Part II:** Write a synopsis of the story explaining what the faulty definitions were and how they were used to "break" the law. They must also give a new definition which would prevent the law to be broken as explained in their story. Finally, they must consider any possible unintended consequences of this new definition.

## Why Robots? Why Asimov's laws?

- ▶ Many of the students are interested in computer science.
- ▶ Robots (at least the ones in these stories) use definitions in the way a mathematician might.
- ▶ Writing a creative short story using Asimov's laws is similar to writing a proof.

# The Results

The way in which the laws were broken can be roughly divided into the following categories.

- ▶ Robots believe that they are not robots and so the laws do not apply to them.
- ▶ The word harm only applies to physical harm, not emotional or mental harm.
- ▶ The word human does not apply to all people.

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- ▶ Robots trick the humans into ordering them to give them so many pain killers that they enter a coma. This does not violate the Second Law.
- ▶ Eventually, humans at the hospital figure out what is happening and reprogram the robots so that putting a human in a coma is considered harm.

# Reflections

- ▶ Many students were surprised that they would do creative writing in a mathematics course.
- ▶ Some did not see the project as mathematics and disjoint from the class.

THANK YOU!