

The Original Three Laws of Robotics [also known as The Calvinian religion]

- 1.A robot may not injure a human being, or, through inaction, allow a human to come to harm.
- 2.A robot must obey orders given to him by human beings except where such orders would conflict with the First Law.
- 3.A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

as found in *Handbook of Robotics* 56th edition, 2058 A.D. Named after robopsychologist Dr. Susan Calvin at U.S. Robots. - born 1982 A.D.

Isaac Asimov - I, Robot - The Three Laws of Robotics – 1950.

One of the fascinating questions that arises in envisioning computers more intelligent than men is at what point machine intelligence deserves the same consideration as biological intelligence. Once a computer learns by experience as well as by its original programming, and once it has access to much more information than any number of human geniuses might possess, the first thing that happens is that you don't really understand it anymore, and you don't know what it's doing or thinking about. You could be tempted to ask yourself in what way is machine intelligence any less sacrosanct than biological intelligence, and it might be difficult to arrive at an answer flattering to biological intelligence.

Stanley Kubrick in *Stanley Kubrick Directs*, 1971.

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