

# ISTE 110: Ethics in Computing

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## **Presentations**

Take notes on the final project group presentations.

## **Text Based Adventure Game**

Main Points:

- Machine Ethics
- Who is responsible for autonomous drones who kill humans through some decision making algorithm?
- Can cars testify as humans in court?
- What jurisdiction do we have over autonomous cars?
- What jurisdiction do we have over sentient non-human machines?
- What defines sentience or autonomy?
- What is the difference between sentience and autonomy?
- Spontaneous emotional reaction

## **Machine Learning and Utilitarianism**

Main Points:

- Utilitarianism is a concept that the most moral decision is one that provides the greatest benefit for everyone.

- Machine learning and computerized decision making may be immoral for life altering decisions such as employment, imprisonment, and life or death.
- If computers could manage all the variables in our lives, they could make decisions for us that generate the greatest amount of happiness.
- Neural networks, learning, and backpropagation. You train a neural network with input data and target outputs, and the neural network will adjust its weights until it can replicate the desired output with some accuracy threshold.
- <https://github.com/JacobPimental/trolleybot>

## Reminders and Homework

Work on your final paper.

You can find all my notes at <http://omgimanerd.tech/notes>. If you have any questions, comments, or concerns, please contact me at [alvin@omgimanerd.tech](mailto:alvin@omgimanerd.tech)