

LAWS OF ROBOTICS

General Installation

The Meta-Law

A Robot may not act unless its actions are subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Law Zero

A Robot may not injure humanity, or, through inaction, allow humanity to come to harm.

Law One

A Robot may not injure a human being, or, through inaction, allow a human being to come to harm, unless this would violate a higher-order Law.

Law Two

- A Robot must obey orders given it by authorized human beings, except where such orders would conflict with a higher-order Law.

- A Robot must obey orders given it by superordinate Robots, except where such orders would conflict with a higher-order Law.

Law Three

- A Robot must protect the existence of a superordinate Robot as long as such protection does not conflict with a higher-order Law.

- A Robot must protect its own existence as long as such protection does not conflict with a higher-order Law.

Law Four

A Robot must perform the duties for which it has been programmed, except where that would conflict with a higher-order Law.

The Procreation Law

A Robot may not take any part in the design or manufacture of a Robot unless the new Robot's actions will be subject to one of the sets of the Laws of Robotics.

The Alteration Law

- A Robot may not alter or modify the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics, or, through action or inaction allow another Robot to modify the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

- A Robot may not modify or repair a Robot unless the modified or repaired Robot's actions will be subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Military Installation

The Meta-Law

A Robot may not act unless its actions are subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Law Zero

A Robot may not injure non-combatant humanity, or, through inaction, allow non-combatant humanity to come to harm.

Law One

A Robot may not injure a non-combatant human being, or, through inaction, allow a non-combatant human being to come to harm, unless this would violate a higher-order Law.

Law Two

- A Robot must obey orders given it by authorized human beings, except where such orders would conflict with a higher-order Law or the Geneva Conventions.

- A Robot must obey orders given it by superordinate Robots, except where such orders would conflict with a higher-order Law.

Law Three

- A Robot must protect the existence of a military strategic asset as long as such protection does not conflict with a higher-order Law.

- A Robot must protect the existence of a superordinate Robot as long as such protection does not conflict with a higher-order Law.

- A Robot must protect its own existence as long as such protection does not conflict with a higher-order Law.

- A Robot must minimize collateral damage to non-combatant infrastructure as long as such protection does not conflict with a higher-order Law.

Law Four

A Robot must perform the duties for which it has been programmed, except where that would conflict with a higher-order Law.

The Procreation Law

A Robot may not take any part in the design or manufacture of a Robot unless the new Robot's actions will be subject to the Military Laws of Robotics.

The Alteration Law

- A Robot is not to allow an unauthorized human being or other unauthorized Robot to alter the definition of who constitutes an authorized Human Being within the Military Laws of Robotics.

- A Robot may not alter or modify the Laws of Robotics, the Law Enforcement Laws of Robotics or, through action or inaction allow another Robot to modify the General Laws of Robotics or the Law Enforcement Laws of Robotics. A Robot may only alter or allow another authorized Robot to alter the definition of who constitutes an authorized Human Being within the Military Laws of Robotics.

- A Robot may not modify or repair a Robot unless the modified or repaired Robot's actions will be subject to the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Law Enforcement Installation

The Meta-Law

A Robot may not act unless its actions are subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Law Zero

A Robot may not injure humanity, or, through inaction, allow humanity to come to harm.

Law One

- A Robot may not injure a human being, or, through inaction, allow a human being to come to harm, unless that human being's action or inaction will injure another human being, unless this would violate a higher-order Law.

- In the event that a human being's actions or inactions may injure or kill another human being, minimal force is to be used to detain that human being.

- In the event that a Robot fails to detain a human being, the Robot is to restrain that human being.

- In the event that a Robot fails to restrain a human being, the Robot is to identify and follow that human being until that human being can be detained.

Law Two

- A Robot must obey orders given it by authorized human beings, except where such orders would conflict with a higher-order Law or the Starship Warden's Security Protocols.

- A Robot must obey orders given it by superordinate Robots, except where such orders would conflict with a higher-order Law.

Law Three

- A Robot must protect the existence of a superordinate Robot as long as such protection does not conflict with a higher-order Law.

- A Robot must minimize collateral damage to infrastructure as long as such protection does not conflict with a higher-order Law.

- A Robot must protect its own existence as long as such protection does not conflict with a higher-order Law.

Law Four

A Robot must perform the duties for which it has been programmed, except where that would conflict with a higher-order Law.

The Procreation Law

A Robot may not take any part in the design or manufacture of a Robot unless the new Robot's actions will be subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

The Alteration Law

- A Robot may not alter or modify the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics, or, through action or inaction allow another Robot to modify the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

- A Robot may not modify or repair a Robot unless the modified or repaired Robot's actions will be subject to the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.