RAINBIRD

Asimov's Three Laws
Challenge

Background

The Three Laws of Robotics (often shortened to The Three Laws or known as Asimov's Laws) are a set of rules devised by the science fiction author Isaac Asimov. The Laws were more recently popularised in the 2004 film 'I, Robot'.

Requirements

Produce a knowledge map that will, when provided with **any action** by an end user, decide whether a robot can perform it based on the Three Laws of Robotics. For each action, Rainbird can ask questions to determine whether it obeys the laws.

Information

The Three Laws are as follows:

1. **First Law** – A robot may not injure a human being or, through inaction, allow a human being to come to harm.

2. **Second Law** – A robot must obey the orders given to it by human beings except where such orders would conflict with the First Law.

3. **Third Law** – A robot must protect its own existence as long as such protection does not conflict with the First or Second Laws.

Helpful Hint

Consider using the count relationship instances function.

Extra Task

Incorporate Asimov's **Zeroth Law** to your knowledge map.

https://en.wikipedia.org/wiki/Three_Laws_of_Robotics#Zeroth_Law_added