DOWNLOAD PDF FRIENDS ROBOTS COUNTRYMEN: ISAAC ASIMOV PRESENTS

Chapter 1 : Three Laws of Robotics - Wikipedia

Isaac Asimov was a Russian-born, American author, a professor of biochemistry, and a highly successful writer, best known for his works of science fiction and for his popular science books. Professor Asimov is generally considered one of the most prolific writers of all time, having written or.

History[edit] In The Rest of the Robots, published in , Asimov noted that when he began writing in he felt that "one of the stock plots of science fiction was Knowledge has its dangers, yes, but is the response to be a retreat from knowledge? Or is knowledge to be used as itself a barrier to the dangers it brings? Three days later Asimov began writing "my own story of a sympathetic and noble robot", his 14th story. Campbell the editor of Astounding Science-Fiction. Campbell, from a conversation that took place on 23 December Campbell claimed that Asimov had the Three Laws already in his mind and that they simply needed to be stated explicitly. He wrote two robot stories with no explicit mention of the Laws, " Robbie " and " Reason ". He assumed, however, that robots would have certain inherent safeguards. All three laws finally appeared together in " Runaround ". When these stories and several others were compiled in the anthology I, Robot , "Reason" and "Robbie" were updated to acknowledge all the Three Laws, though the material Asimov added to "Reason" is not entirely consistent with the Three Laws as he described them elsewhere. During the s Asimov wrote a series of science fiction novels expressly intended for young-adult audiences. Originally his publisher expected that the novels could be adapted into a long-running television series, something like The Lone Ranger had been for radio. Fearing that his stories would be adapted into the "uniformly awful" programming he saw flooding the television channels [10] Asimov decided to publish the Lucky Starr books under the pseudonym "Paul French". Susan Calvin expound a moral basis behind the Three Laws. Likewise, according to Calvin, society expects individuals to obey instructions from recognized authorities such as doctors, teachers and so forth which equals the Second Law of Robotics. Finally humans are typically expected to avoid harming themselves which is the Third Law for a robot. Another character then asks Calvin if robots are very different from human beings after all. She replies, "Worlds different. Robots are essentially decent. The Laws just never happened to be put into brief sentences until I managed to do the job. The Laws apply, as a matter of course, to every tool that human beings use", [12] and "analogues of the Laws are implicit in the design of almost all tools, robotic or not": A tool must not be unsafe to use. Hammers have handles and screwdrivers have hilts to help increase grip. It is of course possible for a person to injure himself with one of these tools, but that injury would only be due to his incompetence, not the design of the tool. A tool must perform its function efficiently unless this would harm the user. This is the entire reason ground-fault circuit interrupters exist. Any running tool will have its power cut if a circuit senses that some current is not returning to the neutral wire, and hence might be flowing through the user. The safety of the user is paramount. A tool must remain intact during its use unless its destruction is required for its use or for safety. For example, Dremel disks are designed to be as tough as possible without breaking unless the job requires it to be spent. Furthermore, they are designed to break at a point before the shrapnel velocity could seriously injure someone other than the eyes, though safety glasses should be worn at all times anyway. Asimov believed that, ideally, humans would also follow the Laws: My answer is, "Yes, the Three Laws are the only way in which rational human beings can deal with robotsâ€”or with anything else. Science fiction scholar James Gunn writes in , "The Asimov robot stories as a whole may respond best to an analysis on this basis: A robot may not harm a human being. This modification is motivated by a practical difficulty as robots have to work alongside human beings who are exposed to low doses of radiation. Because their positronic brains are highly sensitive to gamma rays the robots are rendered inoperable by doses reasonably safe for humans. The robots are being destroyed attempting to rescue the humans who are in no actual danger but "might forget to leave" the irradiated area within the exposure time limit. Gaia may not harm life or allow life to come to harm. Zeroth Law added[edit] Asimov once added a " Zeroth Law"â€”so named to continue the pattern where

lower-numbered laws supersede the higher-numbered lawsâ€”stating that a robot must not harm humanity. The robotic character R. Daneel Olivaw was the first to give the Zeroth Law a name in the novel Robots and Empire ; [15] however, the character Susan Calvin articulates the concept in the short story " The Evitable Conflict ". In the final scenes of the novel Robots and Empire, R. Giskard Reventlov is the first robot to act according to the Zeroth Law. Giskard is telepathic , like the robot Herbie in the short story " Liar! Though he fails â€” it ultimately destroys his positronic brain as he is not certain whether his choice will turn out to be for the ultimate good of humanity or not â€” he gives his successor R. Daneel Olivaw his telepathic abilities. Over the course of many thousands of years Daneel adapts himself to be able to fully obey the Zeroth Law. A robot may not harm humanity, or, by inaction, allow humanity to come to harm. A condition stating that the Zeroth Law must not be broken was added to the original Three Laws, although Asimov recognized the difficulty such a law would pose in practice. In practice, we could never decide. A human being is a concrete object. Injury to a person can be estimated and judged. Humanity is an abstraction. A robot may not harm a human being, unless he finds a way to prove that ultimately the harm done would benefit humanity in general! The first case was a short-short story entitled " First Law " and is often considered an insignificant "tall tale" [18] or even apocryphal. However, aside from the positronic brain concept, this story does not refer to other robot stories and may not be set in the same continuity. The title story of the Robot Dreams collection portrays LVX-1, or "Elvex", a robot who enters a state of unconsciousness and dreams thanks to the unusual fractal construction of his positronic brain. In his dream the first two Laws are absent and the Third Law reads "A robot must protect its own existence". This is historically consistent: In "Little Lost Robot" Susan Calvin considers modifying the Laws to be a terrible idea, although possible, [22] while centuries later Dr. Gerrigel in The Caves of Steel believes it to be impossible. Gerrigel uses the term "Asenion" to describe robots programmed with the Three Laws. This concept is largely fuzzy and unclear in earlier stories depicting very rudimentary robots who are only programmed to comprehend basic physical tasks, where the Three Laws act as an overarching safeguard, but by the era of The Caves of Steel featuring robots with human or beyond-human intelligence the Three Laws have become the underlying basic ethical worldview that determines the actions of all robots. The philosophy behind these changes is that "New Law" robots should be partners rather than slaves to humanity, according to Fredda Leving , who designed these New Law Robots. All that is left for humans to do is to sit with folded hands. The Laws of Robotics are portrayed as something akin to a human religion , and referred to in the language of the Protestant Reformation , with the set of laws containing the Zeroth Law known as the "Giskardian Reformation" to the original "Calvinian Orthodoxy" of the Three Laws. Zeroth-Law robots under the control of R. Others are based on the second clause " Daneel also comes into conflict with a robot known as R. Lodovic Trema whose positronic brain was infected by a rogue AI â€” specifically, a simulation of the long-dead Voltaire â€” which consequently frees Trema from the Three Laws. Trema comes to believe that humanity should be free to choose its own future. A robot may not harm sentience or, through inaction, allow sentience to come to harm. They therefore claim that it is morally indefensible for Daneel to ruthlessly sacrifice robots and extraterrestrial sentient life for the benefit of humanity. This lack of rediscovery and lack of opportunity makes certain that the superior physical and intellectual power wielded by intelligent machines remains squarely in the possession of robots obedient to some form of the Three Laws. Daneel is not entirely successful at this becomes clear in a brief period when scientists on Trantor develop " tiktoks " â€” simplistic programmable machines akin to realâ€”life modern robots and therefore lacking the Three Laws. Aurora, for example, terms the Machines "the first RIs, really". In addition the Robot Mystery series addresses the problem of nanotechnology: For example, the police department card-readers in The Caves of Steel have a capacity of only a few kilobytes per square centimeter of storage medium. Additional laws[edit] There are three Fourth Laws written by authors other than Asimov. A robot must establish its identity as a robot in all cases. Dilov gives reasons for the fourth safeguard in this way: And to the resulting misunderstandings This fifth law says: A robot must know it is a robot. The plot revolves around a murder where the forensic investigation discovers that the victim was killed by a hug from a

humaniform robot. This Fourth Law states: A robot must reproduce. As long as such reproduction does not interfere with the First or Second or Third Law. In the book a robot rights activist, in an attempt to liberate robots, builds several equipped with this Fourth Law. The robots accomplish the task laid out in this version of the Fourth Law by building new robots who view their creator robots as parental figures. In Hutan Ashrafian, proposed an additional law that for the first time[citation needed] considered the role of artificial intelligence-on-artificial intelligence or the relationship between robots themselves â€" the so-called AIonAI law. All robots endowed with comparable human reason and conscience should act towards one another in a spirit of brotherhood. Not three laws, but twenty or thirty. He restated the first law as "A robot may do nothing that, to its knowledge, will harm a human being; nor, through inaction, knowingly allow a human being to come to harm. Furthermore, he points out that a clever criminal could divide a task among multiple robots so that no individual robot could recognize that its actions would lead to harming a human being. Baley furthermore proposes that the Solarians may one day use robots for military purposes. Such a ship could operate more responsively and flexibly than one crewed by humans, could be armed more heavily and its robotic brain equipped to slaughter humans of whose existence it is totally ignorant.

DOWNLOAD PDF FRIENDS ROBOTS COUNTRYMEN: ISAAC ASIMOV PRESENTS

Chapter 2 : Take Ten: Fantasy - Under the Water Fall

This landmark series presents their favorite robot stories from Asimov's private library, with a personal introduction read by the master himself. This volume presents favorite Robot Stories from Isaac Asimov's collection including Soldier Boy by Michael Shaara and Robot Dreams by Isaac Asimov.

A game based on the worlds of The Caves of Steel and The Naked Sun , the players watch the tape and uncover each of the six photo clue cards at selected points in the story. At the end of the tape, each player makes an accusation based on the clues provided. Each clue card has two sides with different clues on each side, providing 32 possible outcomes to the game. Clue cards are provided for four levels of difficulty; suggested for 1 to 12 players, ages 10 and up. Includes a full color NASA brochure about the planets, and a space almanac listing solar and lunar eclipses, occultations, and periodic comets. Available for Macintosh and Windows. Macintosh version requires at least system 6. The entire text of the book, including features allowing the reader to search for every occurrence of any word, add margin comments and end notes, highlight text, mark pages and leave bookmarks. Available for Macintosh, requires at least system 6. Available for DOS computers. Available for the Commodore A graphic adventure with a robot storyline which is not in the least integrated into the universe of the novels. Available for Macintosh, requires Mac II or better, 13 in. A Space Odyssey and Forbidden Planet; videos of real robots used in space, undersea, offices, and labs; an animated handbook on robot movement; and a timeline of robotic history. A text adventure released in which is well integrated into the world of the novels. Available for Windows, requires MHz processor or better, x color monitor, Windows 3. It features Asimov actually, an actor portraying Asimov appearing as a "holographic guide" in the Imperial Library on Trantor, guiding the visitor to five different Experimental Worlds, where Asimov engages in conversations with some of the great astronomers of history. A "hands-on learning adventure", each Experimental World includes an interactive experiment that teaches a principle of science. Includes glossaries, indexes, and the complete text from five books of the Gareth Stevens "Ask Isaac Asimov" series: What Is a Shooting Star? Why Does the Moon Change Shape? What Is an Eclipse? Why Do Stars Twinkle? Compatible with both Macintosh and Windows. Macintosh requires or better, color monitor, system 7.

Chapter 3 : Isaac Asimov | LibraryThing

Get this from a library! Friends, robots, countrymen: [Isaac Asimov presents favorite robot stories from his private library].. [Isaac Asimov; Martin Harry Greenberg;] -- Collection of science fiction stories about robots compiled by Isaac Asimov & Martin H. Greenberg.

Chapter 4 : Summary Bibliography: Martin H. Greenberg

Save on ISBN www.nxgvision.com has Friends Robots Countrymen: Isaac Asimov Presents: Favorite Robot Stories from His Private Library/4 Audio Cassettes by Isaac (Editor) Asimov and over 50 million more used, rare, and out-of-print books.

Chapter 5 : Books by Isaac Asimov

Isaac Asimov, the modern master of science fiction and fact, and Martin H. Greenberg, a leading anthologist of our time, team together to produce an unprecedented collection of science fiction audio books.

Chapter 6 : Asimov on Other Media

DOWNLOAD PDF FRIENDS ROBOTS COUNTRYMEN: ISAAC ASIMOV PRESENTS

One of them, Friends, Robots, Countrymen collects nine stories on four cassettes for a total of six hours of listening pleasure. In addition, the late Isaac Asimov, who selected the stories, provides a spoken introduction to the collection.

Chapter 7 : - Friends, Robots, Countrymen (Science Fiction Library) by Isaac Asimov

Analog Presents: Isaac Asimov Visions of the Future Quality Video, Minneapolis, Minn., , 45 mins. Asimov's last major interview, in which he talks about robots and robotics, genetic engineering, nanotechnology, deep space travel, terraforming planets, artificial intelligence, and the origins of the universe.

Chapter 8 : www.nxgvision.com - browse and compare book price: Isaac Asimov

Get this from a library! Friends, robots, countrymen. Note: Citations are based on reference standards. However, formatting rules can vary widely between applications and fields of interest or study.

Chapter 9 : Friends, Robots, Countrymen by Isaac Asimov

Download free ebook: Isaac Asimov - Friends, Robots, Countrymen. download ebook - Home,Audiobooks, pdf.