

NRI: FND: CRAFTING QUALITY LAW AND POLICY FOR ROBOTICS

Award ID# 2024872, year 2

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Knowledge gap: Law and Policy

Law and policy experts don't know robotics/AI, which leads to tech-blind policy

- Does not account for what robots can (and cannot) do

This is exacerbated by tech people over-anthropomorphising robots

- Relating to human capabilities (to help a lay audience understand)
- Or to sell their product

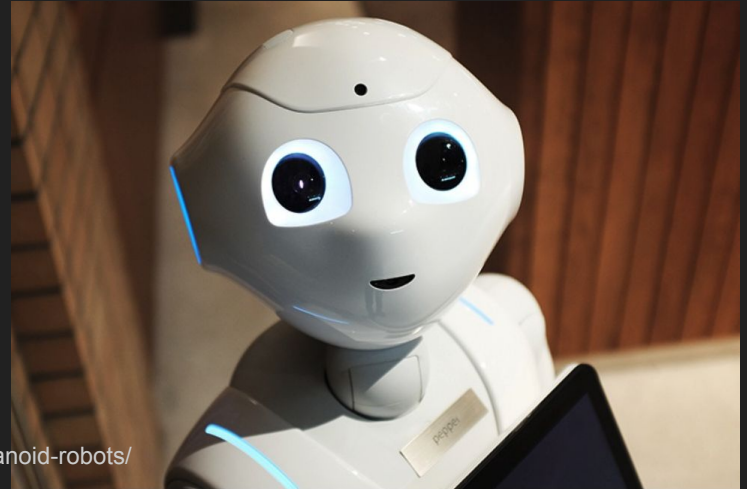


Image: <https://theenterpriseworld.com/future-of-humanoid-robots/>

Knowledge gap: Law and Policy

Example: Current sidewalk robot legislation is primarily focused on size and weight, not around safety, potential privacy problems, liability

- *On the practicalities of Robots in Public Spaces*, Cindy Grimm and Kristen Thomasen, *We Robot 2021* (draft)



Knowledge gap: Law and Policy

Example: Law/policy that gives robotics/AI system the same status as an individual (leaving the company not responsible)

- *The Legal Construction of Black Boxes*, Ryan Calo, Elizabeth Kumar, Andrew Selbst, and Suresh Venkatasubramanian, *We Robot* 2021 (draft)



Image: <https://blogs.3ds.com/northamerica/future-robots-and-ensuring-human-safety/>

Knowledge Gap, Roboticists

Roboticists don't know law and policy

- Design decisions can make a tech more (or less) prone to liability
- Similar for privacy laws

Robots deployed in the real world need to meet existing (and upcoming) regulations

- Occupational Health and Safety (OSHA)
- Decisions made early on in design may, again, make it harder to get regulatory approval

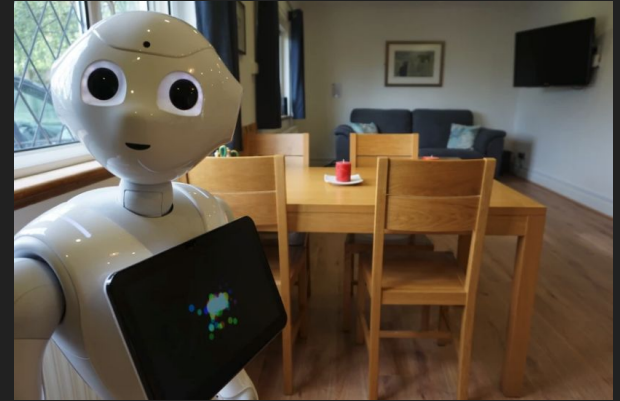


Image: <https://robohouse.herts.ac.uk/access/>

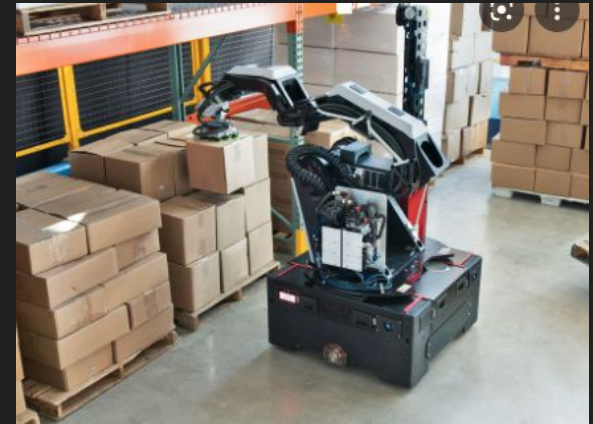


Image: <https://www.theverge.com/2021/3/29/22349978/boston-dynamics-stretch-robot-warehouse-logistics>

Knowledge Gap, Roboticists

Example: A robot driving a car is NOT the same as a robotic car

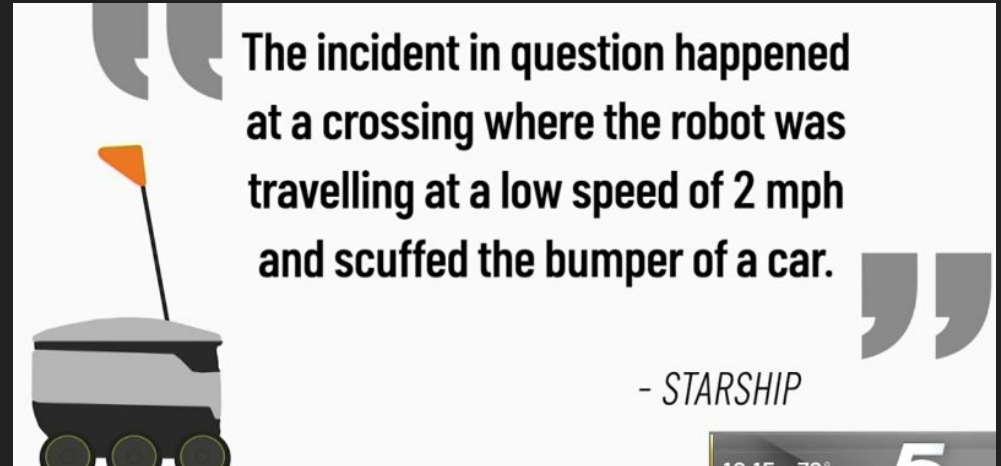
- *How should the law think about robots*, Neil M. Richards, William D. Smart, We Robot 2012 (draft)



Knowledge Gap, Roboticists

Sidewalk robot examples:

- Robot crushed by train:
<https://twitter.com/WeeklyRobotics/status/1499289460680404994>
- Car damaged by sidewalk robot:
<https://www.nbcdfw.com/news/nbc-5-responds/nbc-5-responds-what-happens-if-youre-in-a-crash-with-a-robot/2442345/>



Challenge: Bridge the Knowledge Gap



Reason properly about

- Robot capabilities
- Types of failures

*... NOT teach them about
how the technology works*



Structured conversations

- Policies match robot capabilities
- Consequences of technology accounted for early (self-regulation)



Basic understanding

- How historical context, existing law, plus exemplars combine in new laws and policies
- How technology choice can influence subsequent law and policy

Approach: Three components



Experiences with existing technologies (eg snapchat, maps)

+

Interactive experiences

- Capabilities
- Limitations



Case law approach

- Mix-and-match policies, technologies
- Case law structure
 - Policies
 - Technologies



Narrative-based examples

- Historical context of court examples
- Essence of Tort law (who is responsible and how is that established)
- Highlights of OSHA etc regulations

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IM: Hypotheses

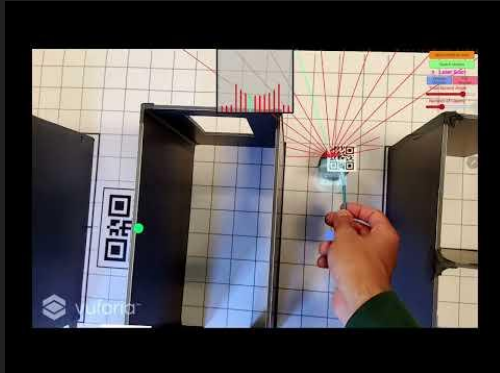
- Hypothesis 1: **Interactive**, hands-on activities paired with real-world experiences are effective at enabling non-technical people to reason properly about robot capabilities.
 - Hypothesis 1a: Reasoning correctly about robot capabilities and potential failures does not require a deep technological understanding of the underlying mechanisms
 - Hypothesis 1b: People's experiences with everyday technology can be leveraged to "ground" reasoning about robot capabilities
- Hypothesis 2: **Narrative** examples in law are sufficient for extending reasoning to new situations.
 - Hypothesis 2a: Narrative exemplars are more effective than fact-based exemplars
- Hypothesis 3: **Language** choice (eg, detects versus sees) can reduce the tendency to anthropomorphize robots

IM: Evaluation

- Hypothesis **Evaluation**:
 - Quantitative measurement of effectiveness of scaffolding material, interactive experiences
 - Ability to correctly assess robotic capabilities/failures in novel cases
 - Quantitative measurement of effectiveness of scaffolding material, narrative examples
 - Ability to effectively extend narrative examples to new scenarios
- Overall evaluation
 - Qualitative assessment of case studies by law and technology experts

Interactives: Navigation - Hospital Model

- Interactive exercises for each topic with specific reasoning objectives
- Study: Web-page + video versus in-person interactive



EDUNAVIGATION

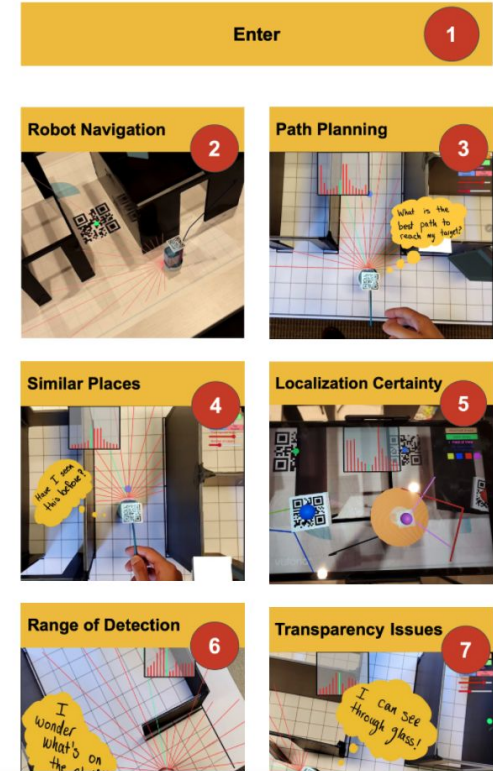
LEARNING OUTCOMES:

- In a given task, identify the three major components of navigation: path planning (map), localization, and obstacle avoidance.
- Figure out real-world conditions when robots fail to navigate and provide possible reasons for it

What is robot navigation?

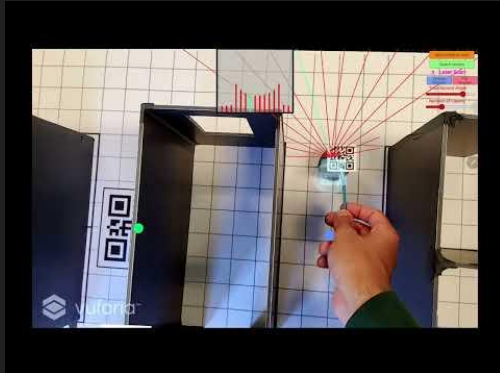
As humans, we can easily figure out how to get to different places such as a shopping center. In the shopping center, we can find the store that we initially set out to visit as well as the aisle in which the product that we are interested in buying is kept. We usually use instruments like paper maps and GPS to figure out where we are and where the destination is with respect to us.

How do robots do this? How and when do they fail? This site walks you through why robots fail in odd ways when navigating.



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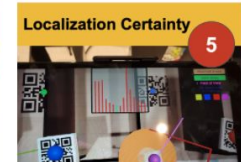
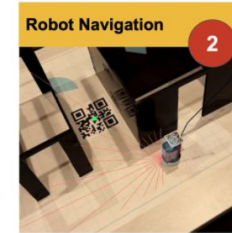
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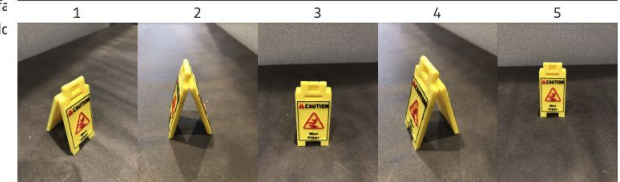
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Select the image(s) where the wet floor sign may not be detected.



Evaluation

Interactive experiences: EDUVision

- How robots detect objects in images
- Common failures (lighting, angle, distance, occlusion, clutter)



EDUVISION:

WHAT COMPUTER VISION CAN (OR CANNOT) DO

CONCEPT:

Computers can be programmed to detect objects in images. They do this in a very different way than humans, leading to unexpected behavior - detecting objects that aren't there or *not* detecting objects that are.

LEARNING OUTCOMES:

- Predict real-world conditions where computers might fail to detect an object (or see an object that isn't there).
- Provide possible reason(s) for why a computer failed to detect an object (or saw one that wasn't there).
- Identify information computers do *not* use to detect an object.

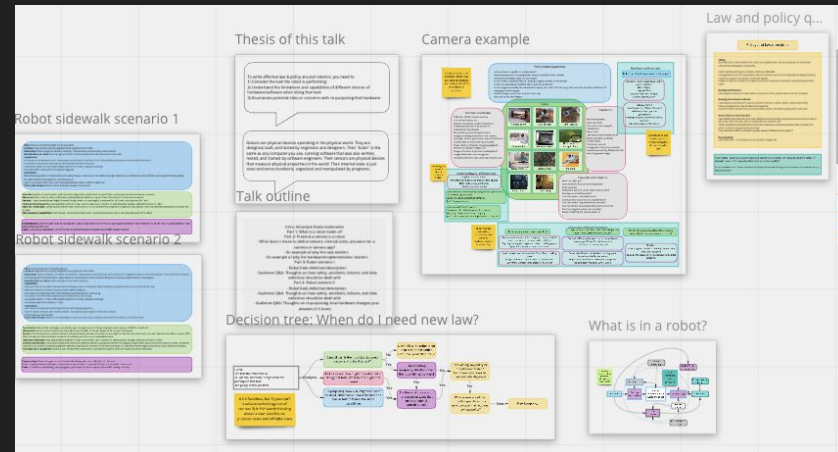
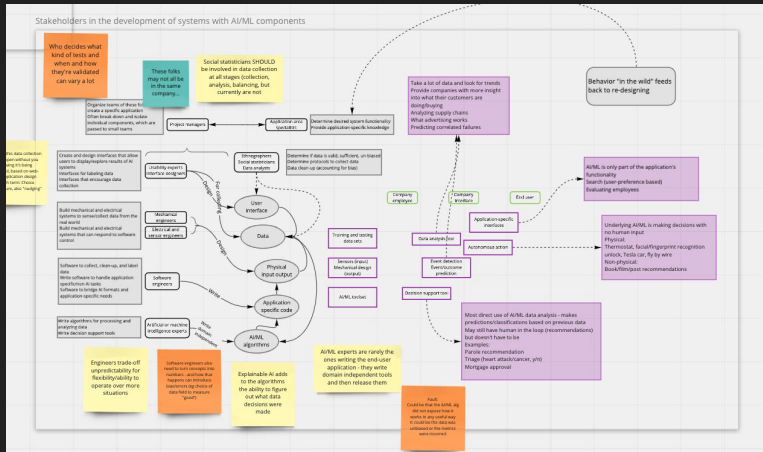
What is object detection?

As humans we can easily detect and label objects in images. How do computers do this? And how and when do they fail? This site walks you through why computers can fail in odd ways when detecting objects in images.



Case studies: Sidewalk robots

- WeRobot 2021 paper: [On the Practicalities of Robots in Public Spaces \(Cindy Grimm and Kristen Thomassen\)](#)
- British Columbia Law Institute: AI & Tort law
 - Miro diagrams of [how robot/AI systems are assembled](#)
 - Miro diagrams of [how design decisions affect systems](#)
- Narrative explanation of robot tech and how it impacts law & policy



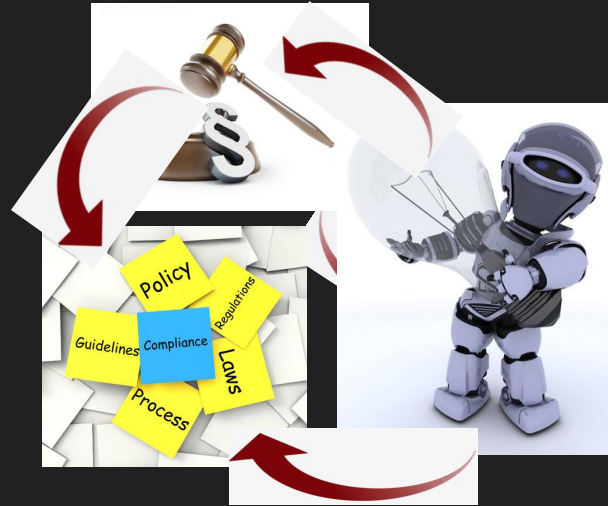
Crafting Quality Law and Policy for Robotics

Scientific Impact

- Framework for establishing effective communication between law and policy and technology experts

Tangible outcomes

- Interactive materials for law and policy workshops/courses
- Narrative examples for a robotics course module
- Case study framework for developing new law and policy
- Case studies, evaluation materials, design framework



Broader Impact

- Law and policy around robotics that align with technological capabilities
- Designing robotics research agendas in the context of the public and society

Acknowledgements

Team

- Dr. Ross Sowell (PI)
 - Marisa Hudspeth '22, Osman Celikok '22, Waldo Abu Al-Afia '23
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 - Jessica McCurry '22



Rhodes College
—1848—



Oregon State
University

Funding

- NSF Award 2024673
- Undergraduate awards (Rhodes - FDE, OSU - URSA)