

# Legal aspects of AI

by

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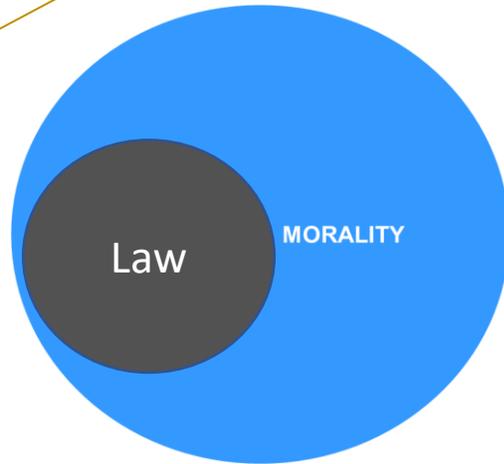
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ICMR

Legal Consultant

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SOCRATES “Law is the correct judgment of the state.”

Enforceable rules governing relationships among persons and society



“The law is reason, free from passion.”

Section 2: Definitions- Data, Computer system, computer network, cyber security, data controller etc.

Information Technology Act 2000, Section 43 :

Where a body corporate, possessing, dealing or handling any sensitive personal data or information in a computer resource which it owns, controls or operates, is negligent in implementing and maintaining reasonable security practices and procedures and thereby causes wrongful loss or wrongful gain to any person, such body corporate shall be liable to pay damages by way of compensation, to the person so affected.

Information Technology (Reasonable security practices and procedures and sensitive personal data or information) Rules, 2011

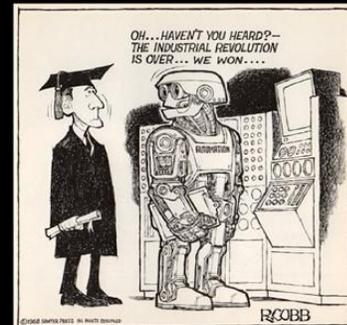
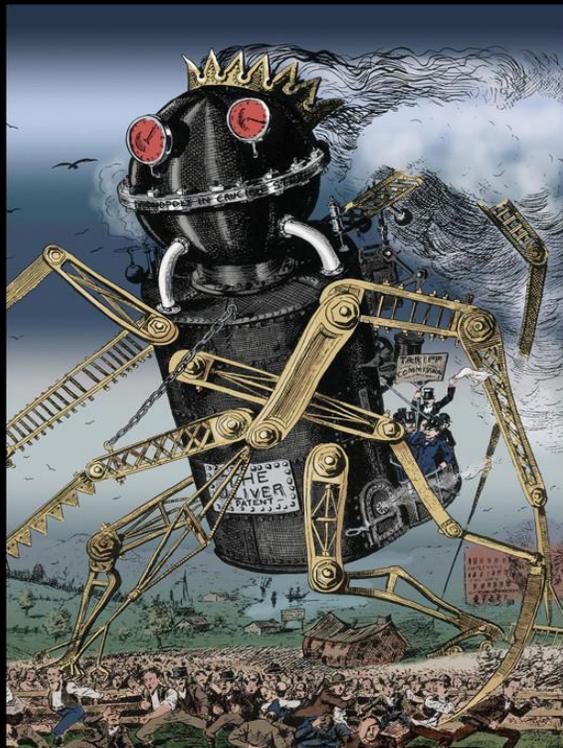
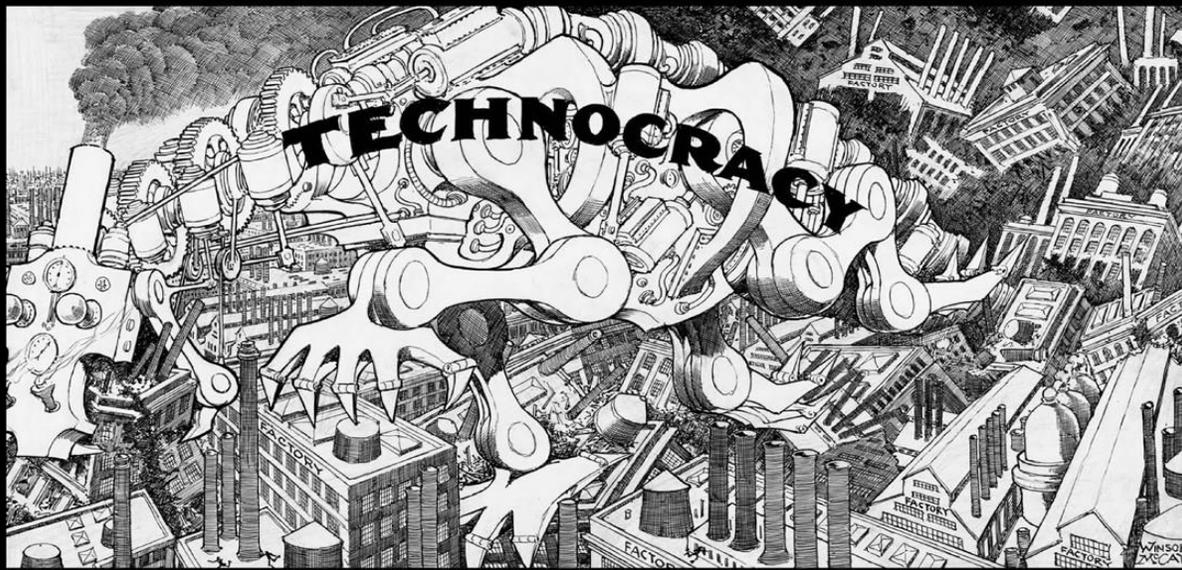


**More than 60 years  
6% deaths**

**Cognitive Industrial Age  
Information Age**

## Regulatory models:

- (a) the 'command-and control' approach;
- (b) the 'self regulation' approach; and
- (c) The 'co-regulation' approach.



Clockwise from top: Winsor McCay, San Francisco Examiner, 1933; William Heath, The March of Intellect series, 1829; Science and Invention, 1924; Ron Cobb, Los Angeles Free Press, 1969; Oliver Paton political cartoon, 1882.

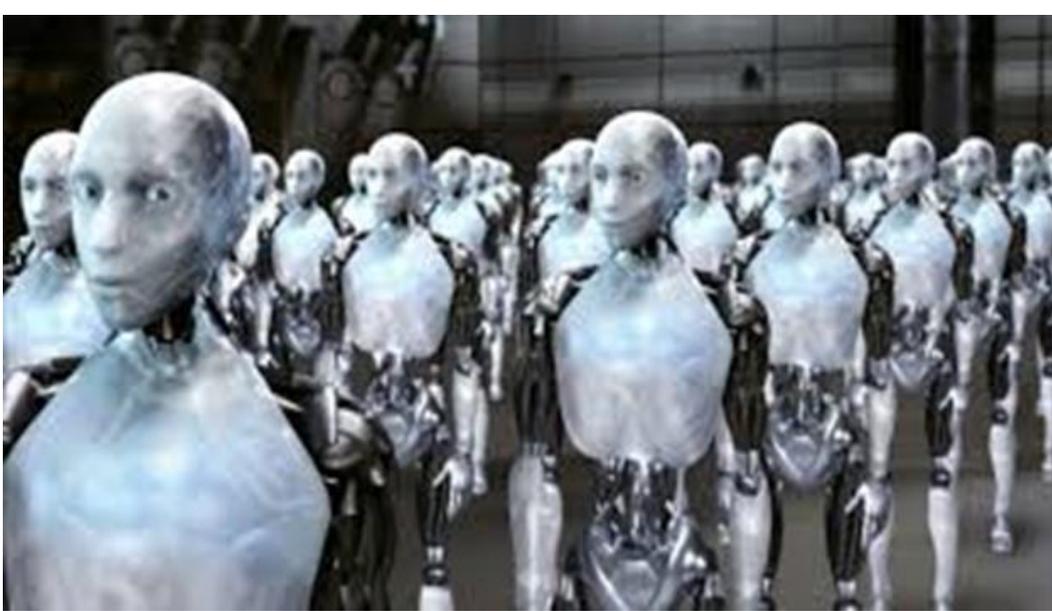
Credits: Library of Congress; Flickr; Ron Cobb; Alamy; Trustees of the British museum



## Sophia and Shibuya Mirai



- Automation
- Human- machine interaction
- Privacy Regulation
- Social Order
- Attribution of Humanity



## Three Laws of Robotics



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

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

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

The Three Laws of Robotics are a set of rules devised by the science fiction author Isaac Asimov. The rules were introduced in his 1942 short story "Runaround"

# Legal Principles:

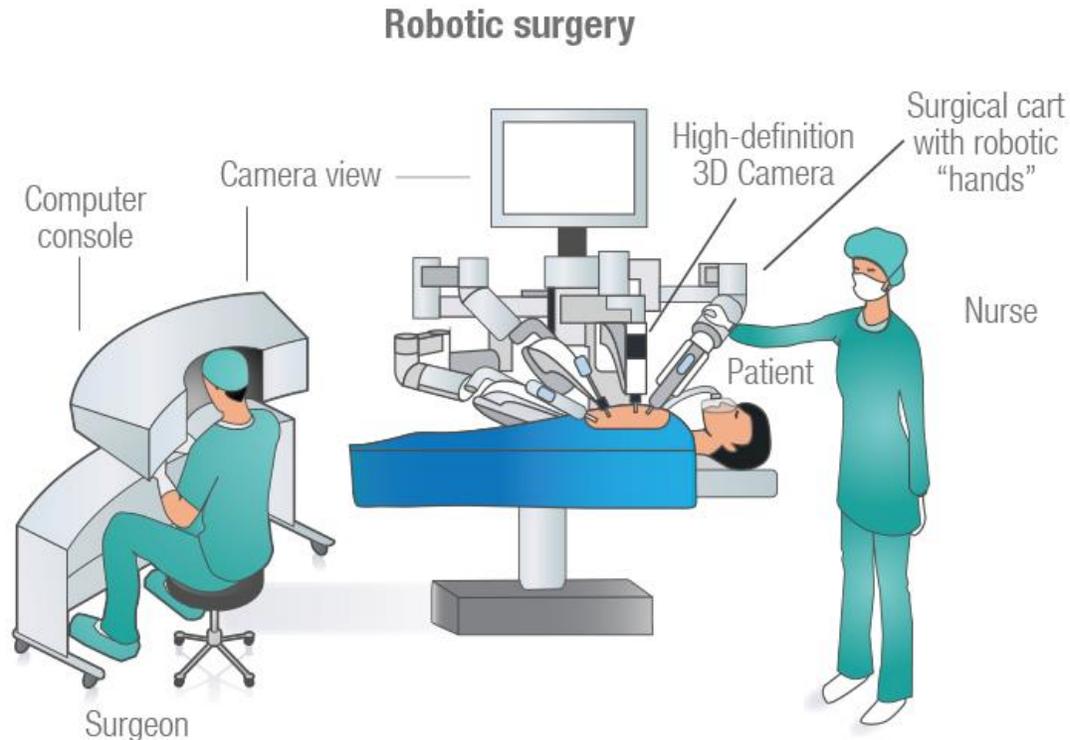
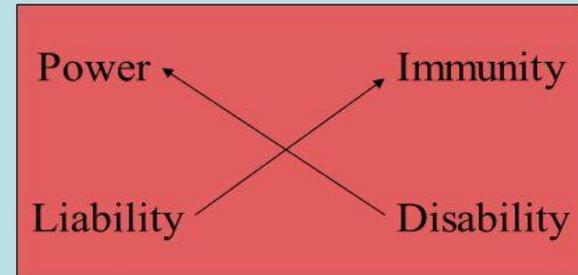
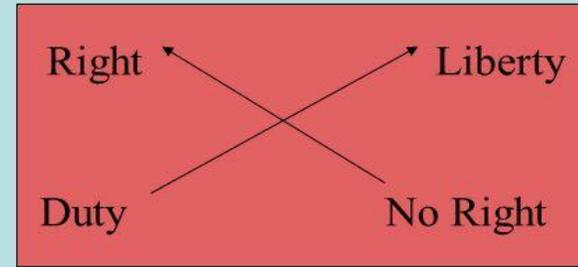
1. Tort

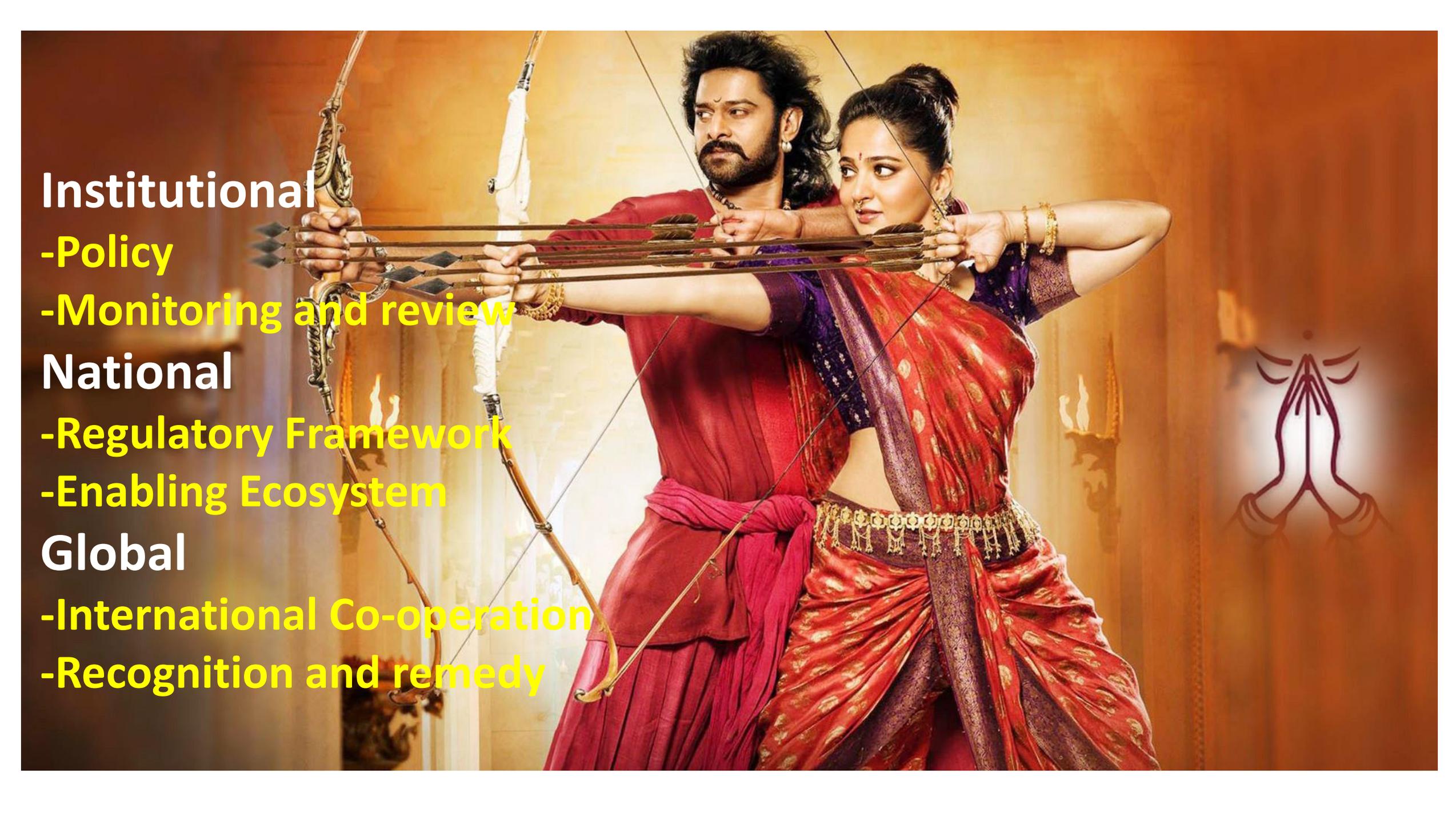
2. Agency Law

3. Legal Person

4. Product Liability

## Jural Opposites & Jural Correlatives





**Institutional**

**-Policy**

**-Monitoring and review**

**National**

**-Regulatory Framework**

**-Enabling Ecosystem**

**Global**

**-International Co-operation**

**-Recognition and remedy**

