**‘I, Robot’, an essay discussing the portrayal of Artificial Intelligence (A.I.) in media when compared to recent A.I. Developments in Utility-Based Agents and Finite State Machines (FSM’s):**

Intro:

Artificial Intelligence (A.I.) refers to the theory and development of computer systems able to perform tasks normally requiring human intelligence, such as visual perception, speech recognition and decision-making.

The idea of A.I. has been explored as a concept for a very long time, however it was not ‘officially’ coined until a conference in 1956.

As media such as film developed in complexity and capability, in part thanks to advances in computer and graphical technologies, so too did the portrayal of A.I. These portrayals include the omnicidal machine gestalt ‘Skynet’ from the ‘Terminator’ franchise, the curious and introspective android ‘Lt. Data’ from ‘Star Trek: Generations’, the iconic shipboard intelligence ‘Hal 9000’ from ‘2001: A Space Odyssey’, and the servile ‘Nestor-Series (NS-X)’ of Robotic servants found in this essay’s focus; ‘I, Robot’.

‘I, Robot’ is a science-fiction film released in 2004, depicting a near-future dystopian version of Chicago in 2035, where humanoid robots serve humanity, which is purportedly protected by “the Three Laws of Robotics”, a schema hard-coded into all robots intended as a safety feature.

‘I, Robot’ has been chosen as it provides good examples of Utility-Based agents.

Main:

Utility-Based Agent