

Deontology

Principle	Summary	Inputs
Egalitarianism	Egalitarianism stems from the notion that human beings are in some fundamental sense equal. To administer Egalitarianism, efforts should be made to avoid and correct inequality.	
Non-Maleficence Egalitarianism	Harms are equally distributed. E.g. In choosing an allocation of a resource, find out what levels of harm would happen for each outcome. Choose the outcome with the most equal distribution of harms.	Harms
Equality of Opportunity	Opportunities are equally distributed. E.g. In sequential decisions, make sure that the opportunity to decide is distributed equally between stakeholders.	Opportunities
Luck Egalitarianism	Unchosen inequalities (those that arise due to bad luck) should be eliminated. E.g. Find out how much luck people have had in life. Use this as a weight in implementing egalitarianism. The less lucky they have been (e.g. the poorer they were born), the more weight they should be given.	Luck
Autonomy Egalitarianism	Levels of autonomy should be equally distributed, through variety and quality of options, and decision-making competence. E.g. In deciding what restaurant to go to, choose the restaurant where the menu has the most equal amount of options for people.	Autonomy
Libertarian Proportionalism	Distribute according to each person's contribution; they are entitled to success rates at	Contribution

	<p>least as fair as initial contributions.</p> <p>E.g.</p> <p>Ben and Jerry make a profit from an item they produce. They should each get back the portion of the profit equal to the contribution that they put in (contribution could be work, money, other resources). If Ben put in 70% of the work and Jerry put in 30% of the work, Ben should get 70% of the profit and Jerry should get 30%.</p>	
Desert-Based Proportionalism	<p>Distribute according to each person's contribution discounted for the effects of luck.</p> <p>E.g.</p> <p>The example above, however consider the effects of luck. Ben might have contributed 70%, however perhaps he was also much more lucky than Jerry (e.g. Ben was born really wealthy). Therefore, the effects of luck should be discounted against the amount of contribution.</p>	Contribution, luck
Kantianism	<p>Always act in a way in which it would be rational for all agents to act that way. Do not treat someone else as a means to an end.</p> <p>E.g.</p> <p>Do not lie. This is not rational because if everybody lied, you would never know when someone was speaking the truth, and communication would become meaningless.</p>	Intention

Teleology

Virtue Ethics

Principle	Summary	Inputs
Virtue Ethics	Ethics stems from the inherent character of an individual; right action is performed by someone with virtuous characteristics/traits.	Character/traits of individuals.

Consequentialism

Principle	Summary	Inputs
Utilitarianism	Something is ethical if and only if it maximises the total utility. E.g. Get the utility for each individual for each outcome, sum it all together, choose the outcome with the highest utility.	Utility/measure of happiness
Maximin	Maximise the minimum utility. E.g. Find the utility for each individual for each outcome. Choose the outcome with the highest minimum utility.	Utility
Envy-Freeness	No agent should envy another agent. E.g. In resource allocation, ensure that bundles are distributed in a way that no agent is envious of another agent's bundle.	Envy
Doctrine of Double Effect	Deliberately inflicting harm is wrong even if it leads to good. E.g. If I killed one person to save 5 that would be wrong.	Harm
Doctrine of Disparate Impact	Impact should be disparately distributed. E.g. A solution provided by an algorithm should represent groups equally or proportionally.	Impact
Do No Harm	Inflict no harm; any action that causes harm would be unethical.	Harm