

filosofi, etik og videnskabsteori

F2023



De næste to uger

- Etik
- Videnskabsteori
- Fodbold & Køn: Statsbomb

Dagen

■ Hvad er filosofi – Intro

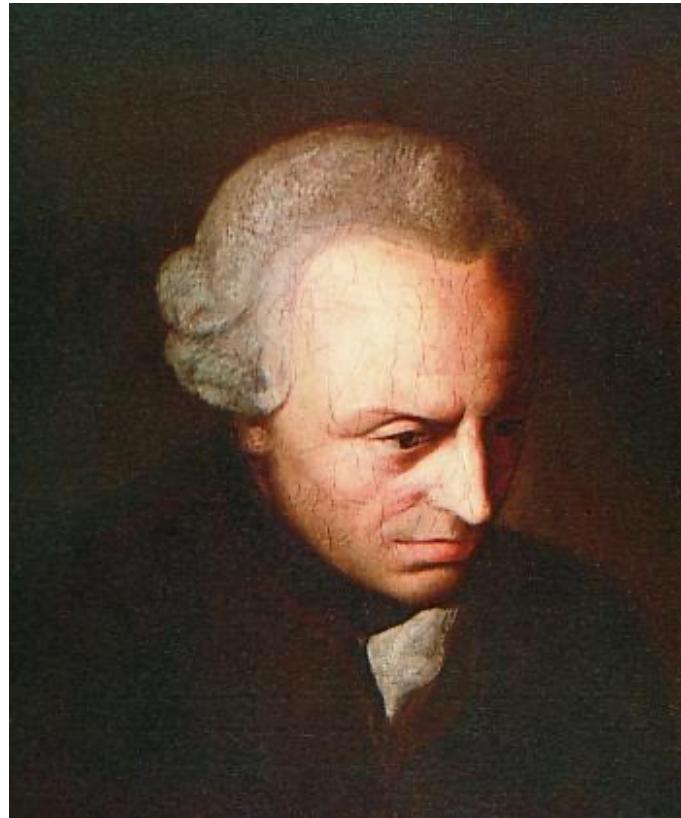
- Monty Python
- Kants opdeling
- Hvad var der før?
 - Grækerne
 - Det gode, det sande og det skønne
 - De Kristne
 - Den gode Gud
 - Renæcanssen
 - Sandhedens lys
 - Oplysningstiden
 - Det gode – for os
 - Det sande – for evigt
 - Det smukke – for os/evigt?

■ Hvad er Etik?

- Actions and events
- Trolley problemet i filosofi
- Trolley problemet i Titanic

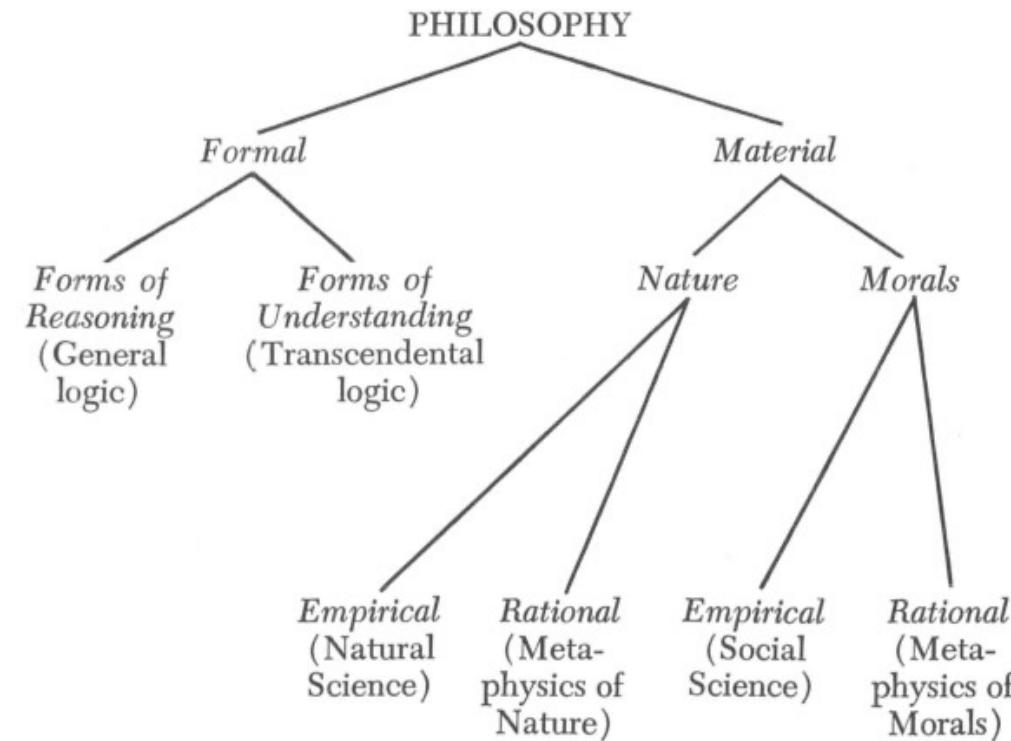


Immanuel Kant



Ancient Greek philosophy was divided into three branches of knowledge:

- natural science,
- ethics, and
- logic.





“We feel that even if all possible scientific questions be answered, the problems of life have still not been touched at all.”

— Ludwig Wittgenstein, *Tractatus Logico-Philosophicus*

tags: [life](#), [philosophy](#), [science](#)

1

The world is everything that is the case. *

2

What is the case, the fact, is the existence of atomic facts.

3

The logical picture of the facts is the thought.

4

The thought is the significant proposition.

5

Propositions are truth-functions of elementary propositions.

(An elementary proposition is a truth-function of itself.)

6

The general form of truth-function is: $[\bar{p}, \bar{\xi}, N(\bar{\xi})]$.

This is the general form of proposition.

7

Whereof one cannot speak, thereof one must be silent.

HAR VI BRUG FOR ETIK – I bachelor-opgaven?



In Counter-Strike: Global Offensive (CS:GO), an entry fragger is a player whose job is to be **the first to engage** the enemy and claim contested ground. Named for their **propensity to die**, a skilled entry fragger will not only be the first to kill an opposing player, but will also manage to not be killed in the process.



MORAL

- SOM PROBLEM

- Arm-øvelse

- SOM SYSTEM

- Utilitarisme
 - Deontolog

- SOM LEVEMÅDE

- Løgstrup

MORAL som problem: Hvordan er denne situation moralsk?

MORAL som system : hvorfor hjælper denne kvinde?

MORAL som levet liv: Lotte har lært hjælpsomhed mellem servil og egoist



Aristotle's Golden Mean

Philosophy

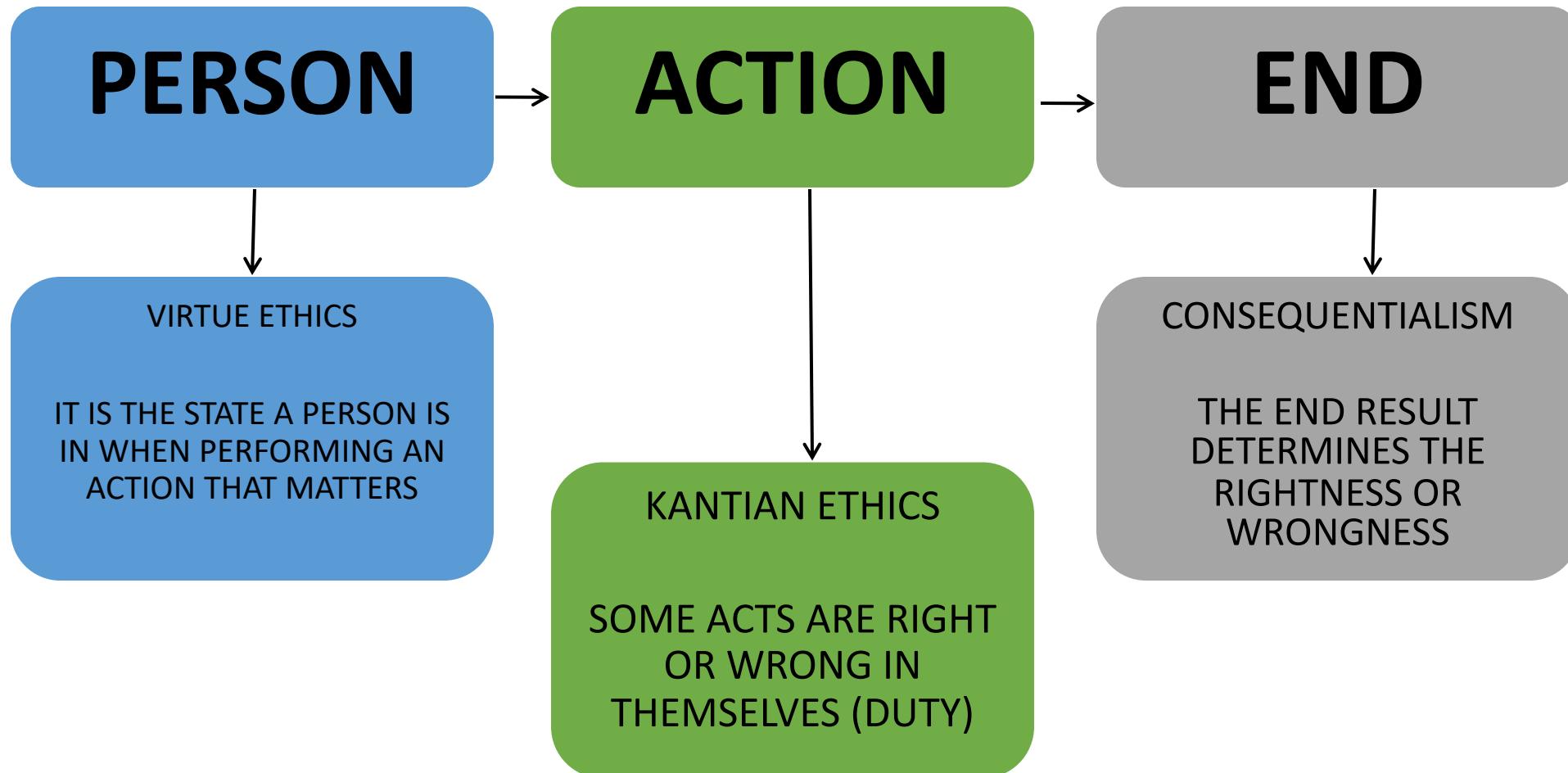


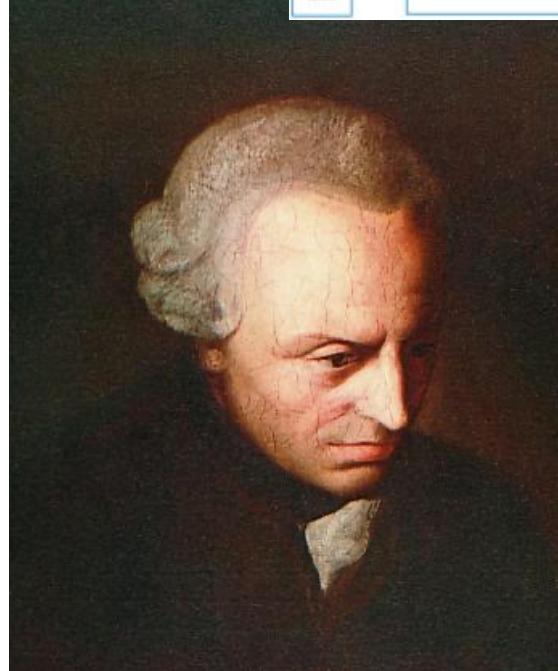
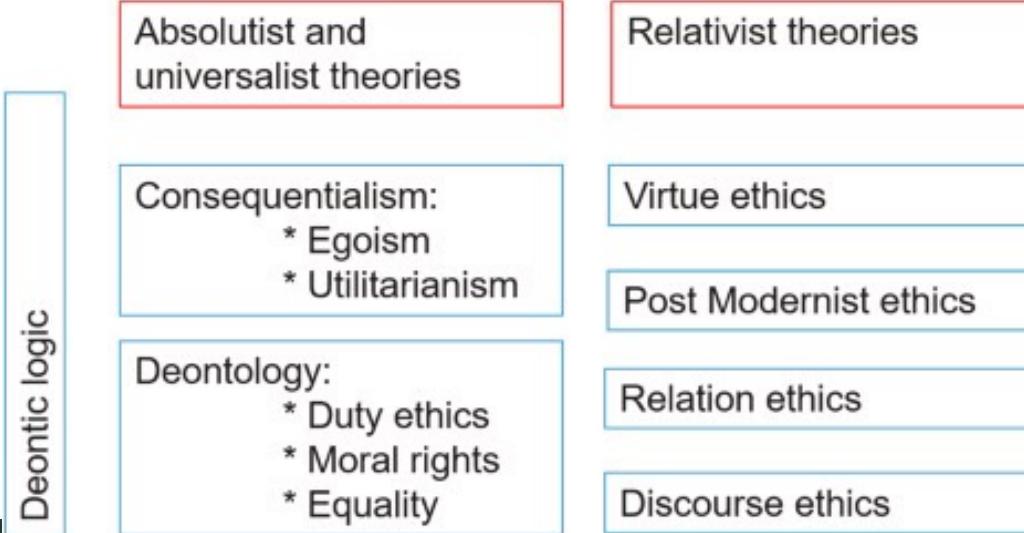
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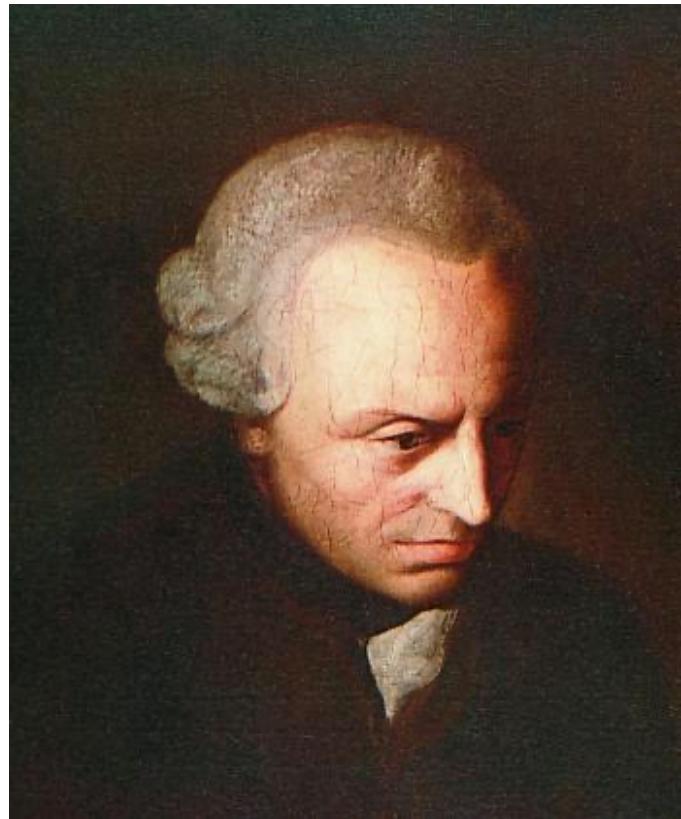
Sphere of action or feeling	Excess	Mean	Deficiency
Fear and confidence	Rashness <i>thrasutēs</i>	Courage <i>andreia</i>	Cowardice <i>deilia</i>
Pleasure and pain	Licentiousness <i>akolasia</i>	Temperance <i>sōphrosunē</i>	Insensibility <i>anaisthēsia</i>
Getting and spending (minor)	Prodigality <i>asōtia</i>	Liberality <i>eleutheriotes</i>	Illiberality / Meanness <i>aneleutheria</i>
Getting and spending (major)	Vulgarity <i>apeirokalitia, banausia</i>	Magnificence <i>megaloprepeia</i>	Pettiness <i>mikroprepeia</i>
Honor and dishonor (major)	Vanity <i>chaunotēs</i>	Magnanimity <i>megalopsuchia</i>	Pusillanimity <i>mikropsuchia</i>
Honor and dishonor (minor)	Ambition <i>philotimia</i>	Proper ambition ---	Unambitiousness <i>aphilotimia</i>
Anger	Irascibility <i>orgilotēs</i>	Patience <i>prauötēs</i>	Lack of spirit <i>aorgēsia</i>
Self-expression	Boastfulness <i>alazoneia</i>	Truthfulness <i>alétheia</i>	Understatement <i>eirōneia</i>
Conversation	Buffoonery <i>bōmolochia</i>	Wittiness <i>eutrapelia</i>	Boorishness <i>agroikia</i>
Social conduct	Obsequiousness <i>areskeia</i>	Friendliness <i>philia (?)</i>	Cantankerousness <i>duskolia (duseris)</i>
	Flattery <i>kolakeia</i>		
Shame	Shyness <i>kateplēxis</i>	Modesty <i>aidōs</i>	Shamelessness <i>anaischuntia</i>
Indignation	Envy <i>phthonos</i>	Righteous indignation <i>nemesis</i>	Malicious enjoyment <i>epichairekakia</i>

Tre vinkler på MORAL



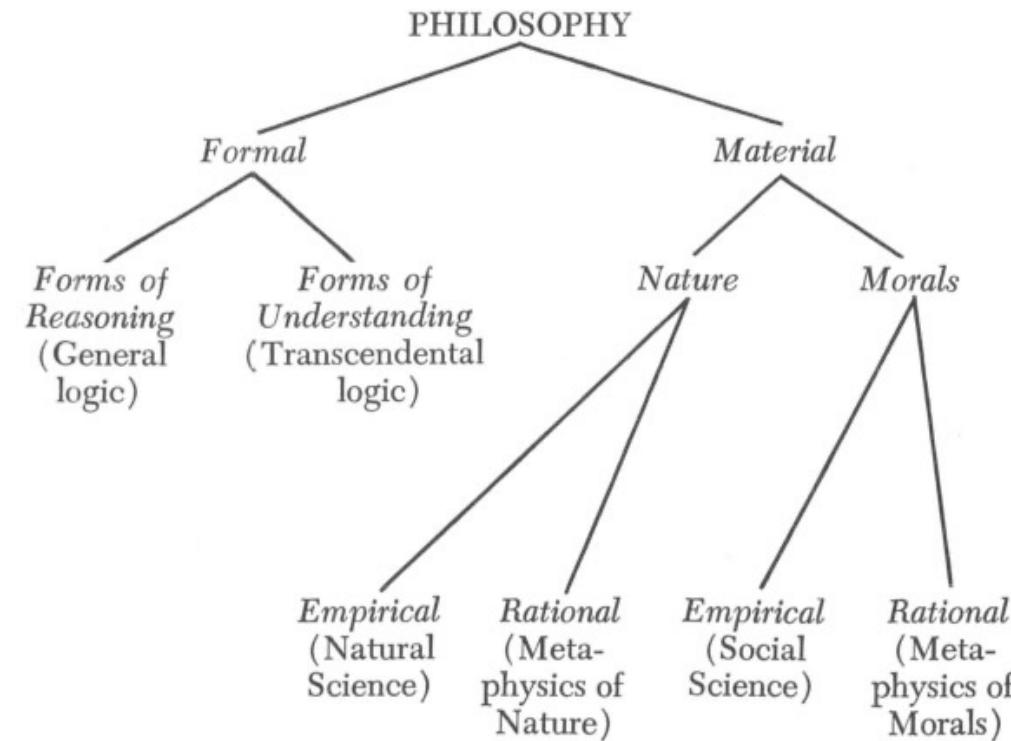


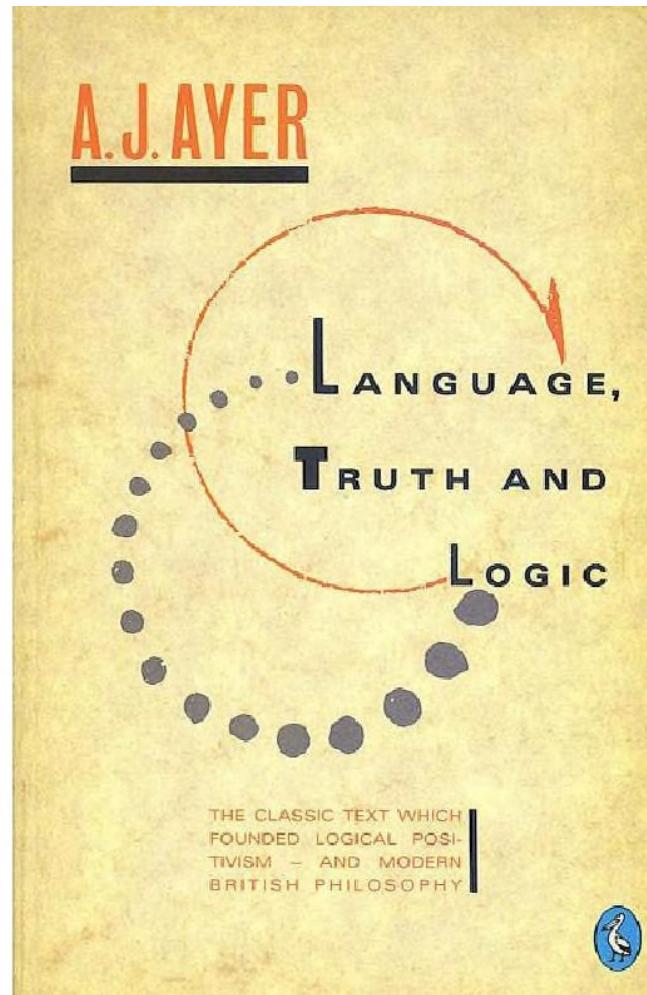
Immanuel Kant



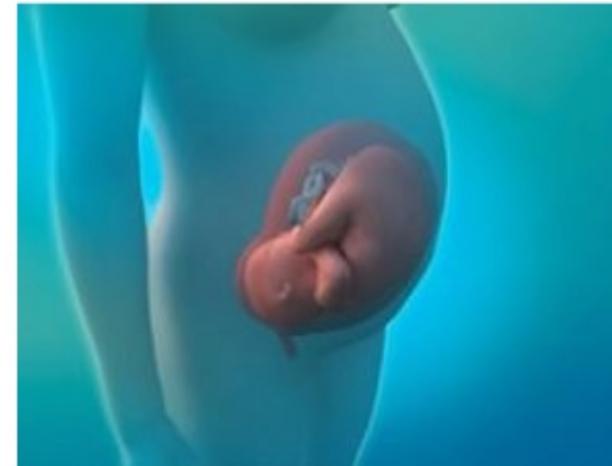
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JJ Thomson



The right to life

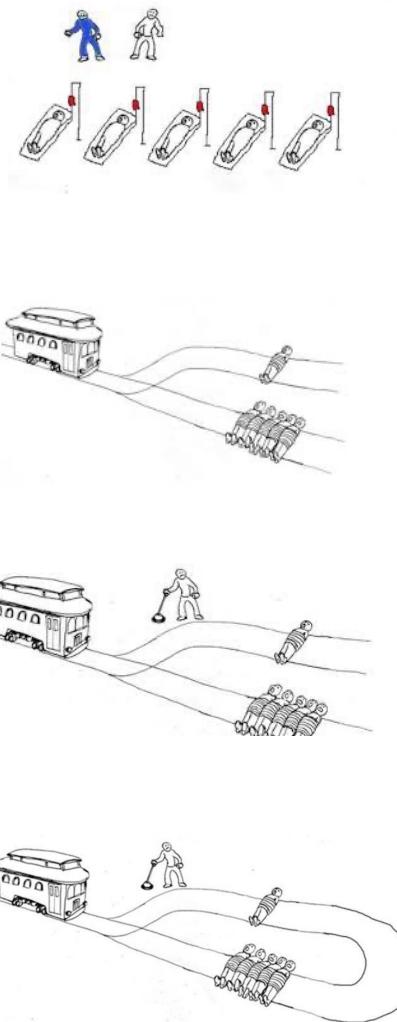


*The famous
violinist*

YOU!!!!

The Trolley

- Kap I
 - Foots problem
 - Trolley no breaks
 - ok to kill 1 to save 5
 - Surgeon
 - not ok kill 1 to save 5
- Kap II
 - Foots solution
 - JJT's challenge
 - The bystander
 - turn = kill 1
 - not turn = letting 5 die
- Kap III
 - Kill 5 > Kill 1 ?
 - Læge har forgiftet 5 -> ok at ofre 1?
 - ja iflg Foot
 - Nej iflg intuition
 - ok at NN gør A != A er bedre end B
- Kap IV - Kant
 - Kan ikke bruge kill != letting die
 - I stedet: not use as means to and end
 - test: if target goes away
- Kap V



Killing one > letting five die

Killing five > killing one

Killing one != letting five die

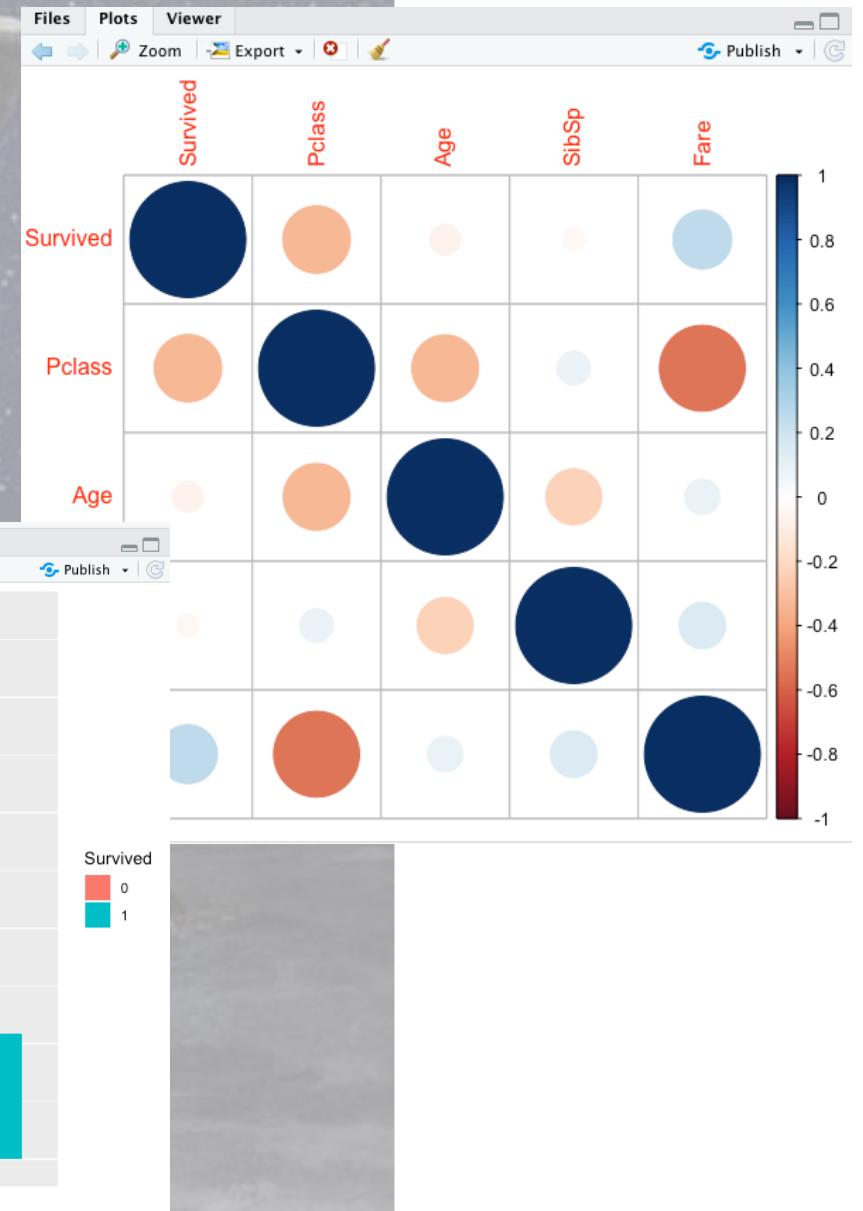
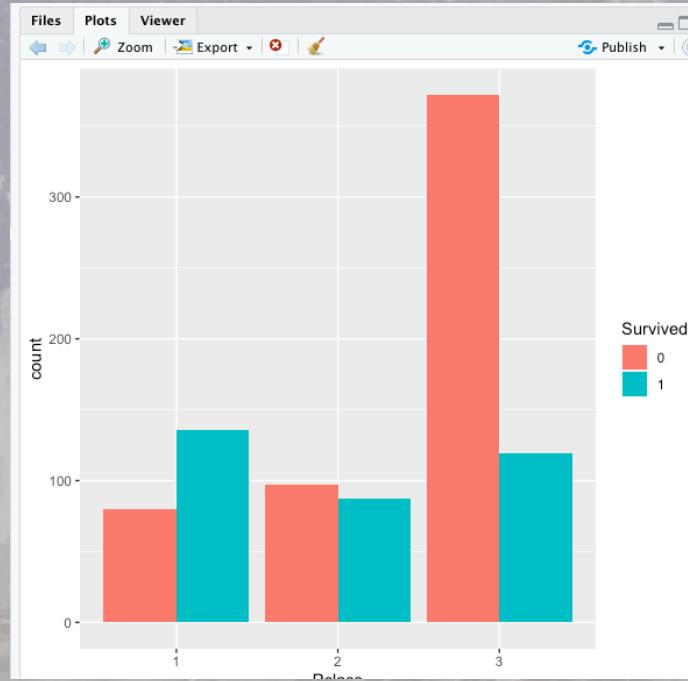
not using any person as means

The Trolley

Øvelse

- Tegn "The Trolley" (TT) og "The Surgeon" (TS)
 - Hvad er grundproblemet
 - Hvordan adskiller TT sig fra TS
- Hvad er Phillipa Foots teori?
 - Proposition I
 - Proposition II
- Hvad er JJT's indvendinger?
 - Beskriv "The Bystander" (BS) og hvordan den går imod prop I
 - Hvorfor kan hun ikke bruge Kant?
- Kan I oversætte TT, TS og BS til andre eksempler?
 - Kampvogn på afveje?
 - Medikament A redder 1 men B redder 10

The Trolley and Titanic



The Trolley and Titanic

Sæt Titanic ind i en samtidskontekst

- positivisme, tro på teknologi, 1. verdenskrig

Udfordre variablerne

- Age -> fødselsdag -> astrologi
- Name -> numerologi
- Fare -> lykketal

Sæt Titanic ind i en etisk kontekst

- Blev bådene fyldt?
- Skal kaptajnen gå ned med sit skib?
- Argumenter for at det er ok at 1.klasse klarer sig bedst
- Hvem har det overordnede ansvar for katastrofen
- Find et nobelt menneske blandt passagererne (Orkestret)
- Vil der være trolley-agtige situationer?

What was the Survival rate on the Titanic

Variable Name	Type of Variable (in raw dataset)	Type of Variable (refined dataset)	Appropriate Scale	Description
<code>pcclass</code>	quantitative/numerical discrete	qualitative/categorical ordered	discrete	Ordered Factor with 3 levels. Discrete and unique category with an order
<code>survived</code>	quantitative/numerical discrete	qualitative/categorical ordered	discrete	Ordered Factor with 2 levels. Discrete and unique category with an order
<code>name</code>	text	text	none or discrete	Free-form text. Can be treated as categorical if needed
<code>sex</code>	qualitative/categorical ordered	qualitative/categorical ordered	discrete	Ordered Factor. Discrete and unique categories with an order
<code>age</code>	quantitative/numerical discrete	quantitative/numerical discrete	discrete (can also be considered a continuous variable)	Numbers in discrete units (can also be used as continuous variable)
<code>sibsp</code>	quantitative/numerical discrete	quantitative/numerical discrete	discrete	Numbers in discrete units
<code>parch</code>	quantitative/numerical discrete	quantitative/numerical discrete	discrete	Numbers in discrete units
<code>ticket</code>	qualitative/categorical unordered	qualitative/categorical unordered	discrete	unordered factor with 930 levels
<code>fare</code>	quantitative/numerical countinuous	quantitative/numerical countinuous	continuous	Arbitrary numerical values. (integers, rational numbers or real numbers)
<code>cabin</code>	qualitative/categorical unordered	qualitative/categorical unordered	discrete	unordered factor with 187 levels
<code>embarked</code>	qualitative/categorical unordered	qualitative/categorical unordered	discrete	unordered factor with 4 levels
<code>boat</code>	qualitative/categorical unordered	qualitative/categorical unordered	discrete	unordered factor with 28 levels
<code>body</code>	quantitative/numerical discrete	quantitative/numerical discrete	discrete	Numbers in discrete units
<code>home.dest</code>	text	text	none or discrete	Free-form text. Can be treated as categorical if needed