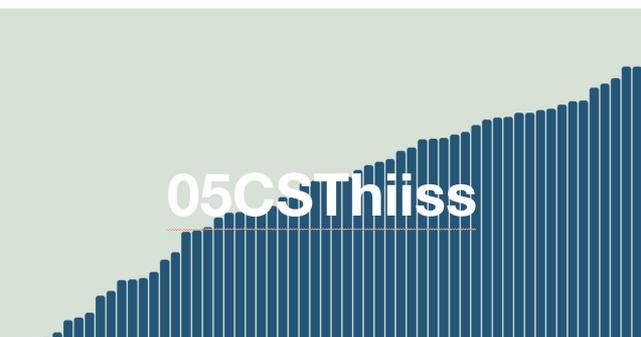




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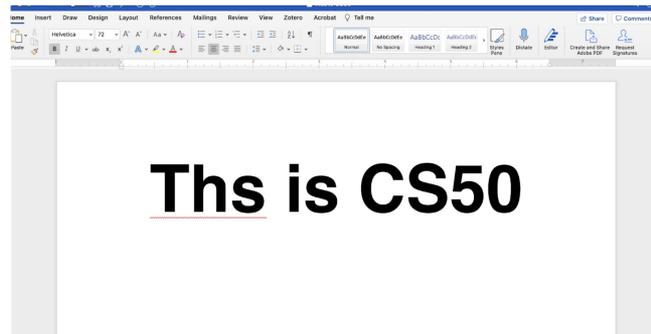
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This is CS50



This is CS50



CS50  
Fiftyville!

	Sat	Sun	Mon	Tue	Wed	Thu	Fri	
Mar.	26	27	28	29	30	31	1	
Apr.	2	3	4	5	6	7	8	
	9	10	11	12	13	14	15	<b>Today</b>
	16	17	18	19	20	21	22	
	23	24	25	26	27	28	29	
	30	1	2	3	4	5	6	
May	7	8	9	10	11	12	13	

	Sat	Sun	Mon	Tue	Wed	Thu	Fri
Mar.	26	27	28	29	30	31	1
Apr.	2	3	4	5	6	7	8
	9	10	11	12	13	14	15
	16	17	18	19	20	21	22
	23	24	25	26	27	28	29
	30	1	2	3	4	5	6
May	7	8	9	10	11	12	13

**Test** 🎉

	Sat	Sun	Mon	Tue	Wed	Thu	Fri	
Mar.	26	27	28	29	30	31	1	
Apr.	2	3	4	5	6	7	8	
	9	10	11	12	13	14	15	
	16	17	18	19	20	21	22	<b>Project</b>
	23	24	25	26	27	28	29	
	30	1	2	3	4	5	6	
May	7	8	9	10	11	12	13	

	Sat	Sun	Mon	Tue	Wed	Thu	Fri
Mar.	26	27	28	29	30	31	1
Apr.	2	3	4	5	6	7	8
	9	10	11	12	13	14	15
	16	17	18	19	20	21	22
	23	24	25	26	27	28	29
	30	1	2	3	4	5	6
May	7	8	9	10	11	12	13

**Status  
Report**

	Sat	Sun	Mon	Tue	Wed	Thu	Fri
Mar.	26	27	28	29	30	31	1
Apr.	2	3	4	5	6	7	8
	9	10	11	12	13	14	15
	16	17	18	19	20	21	22
	23	24	25	26	27	28	29
	30	1	2	3	4	5	6
May	7	8	9	10	11	12	13

**Project  
Due**

**What  
questions do  
you have?**

# EthiCS

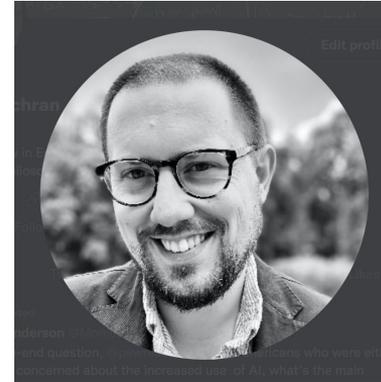
CS50 Week 10

# About me

William Cochran

Postdoctoral Fellow in Philosophy

Embedded EthiCS program @ Harvard



## The Embedded EthiCS course modules teach students to...



**identify** ethical and social issues



**reason** through ethical and social issues



**communicate** their reasoned position



**design** ethically and socially responsible systems

# Goals

1. Prepare you to reflect on the ethics of your final project
2. Tease out some general themes of work we've already done together thinking about ethics in CS50

# Plan for Today

1. Overview of past Embedded EthiCS mini-modules in CS50
2. "Mapping the moral landscape"
  - a. How is a final project in CS50 like developing a new building?
3. Value Sensitive Design
  - a. Together: emoji
  - b. In groups: past projects
4. Time to reflect on the ethics of your final projects

# Review

*previous ethiCS mini-modules*

# Axes

Correctness

Design

Style

Ethics

## Answering the question: *should* I do this?

Small group activity: You're asked to implement a contacts application (as you've seen before in lecture). But now you're being asked to add a feature that recommends to users the people they call most frequently at certain times of the day.

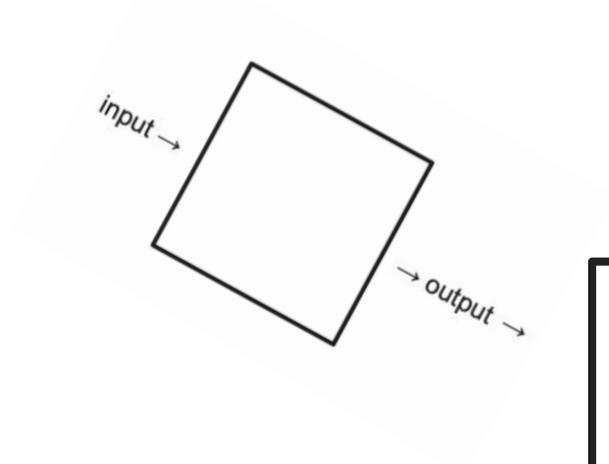
What are some questions we could ask about our code to determine whether we should do this?

Take five minutes to talk with those at your table.

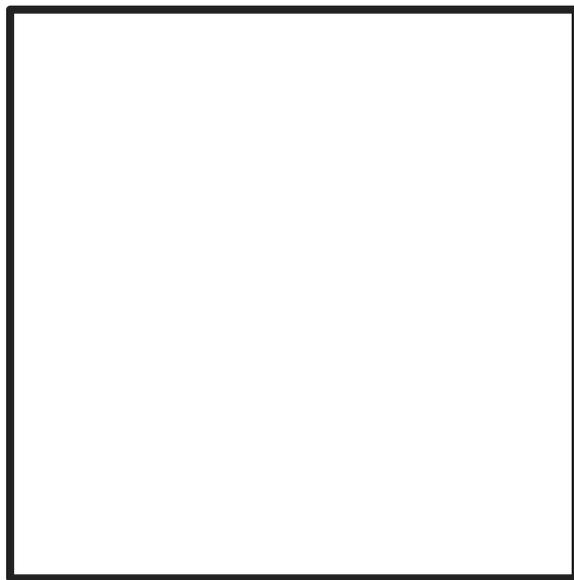
When we come back, I'll ask you to share your questions with the class.

- What are the steps involved in **compilation**?
  - What is the role of **trust** in computer science?
- When should we use **arrays**?
- What are **strings**, really?
- What's the point of **command-line arguments**?
- What makes for good **design**?

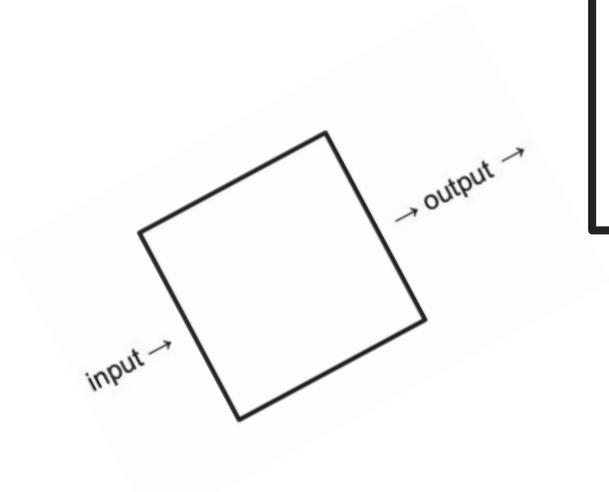




input →



→ output



```
int main(void)
{
    print("Hello");
}
```

```
...
main:
@main
    .cfi_startproc
# BB#0:
    push    %rbp
.Ltmp0:
    .cfi_def_cfa_offset 16
.Ltmp1:
    .cfi_offset %rbp, -16
    movq    %rsp, %rbp
.Ltmp2:
    .cfi_def_cfa_register %rbp
```

#



# Scenario

- Imagine you work for a company that has created a personal digital assistant that runs on a mobile device's OS.
- Customer reports lead you think that the assistant often has trouble recognizing its "wake word", especially when users have non-English accents.

- As a potential solution, your Product Manager has proposed that your team gather, store, and make available for review more representative voice data.
- Your job is to determine which data structure will be best to store voice data, and to implement a prototype of the structure to show to your team.

# How does ethics factor into the trade-off?

- Just as there are technical trade-offs involved in making this choice, there are ethical trade-offs to consider as well.
- Thinking about these ethical trade-offs should factor into your decision-making process.
- Even if there is no easy answer about what to do, the most important thing is that you *recognize* there are ethical considerations at play.
- Since individual programmers are often the ones actually making these (tough and important!) decisions, it is up to you to try to choose *well*.

# Database Design Principles

Ideally, when designing databases, data practitioners should strive to create databases that at least:

- Minimize redundancies [increases efficiency]
- Permit adaptability [easier to add new data]

**Today:** *examine how databases are sometimes used in the “real world” to see if we can generate new design principles.*

Week 7

## *Wrongfully Accused by an Algorithm*

In what may be the first known case of its kind, a faulty facial recognition match led to a Michigan man's arrest for a crime he did not commit.



# Some overarching themes

- Work in computer science is embedded within a broader social context.

→ *therefore requires thinking about its moral/social implications of your work.*

- There is often an absence of external structures that enforce accountability

→ *therefore often up to the developers themselves to make sure their work is going to be ethical.*

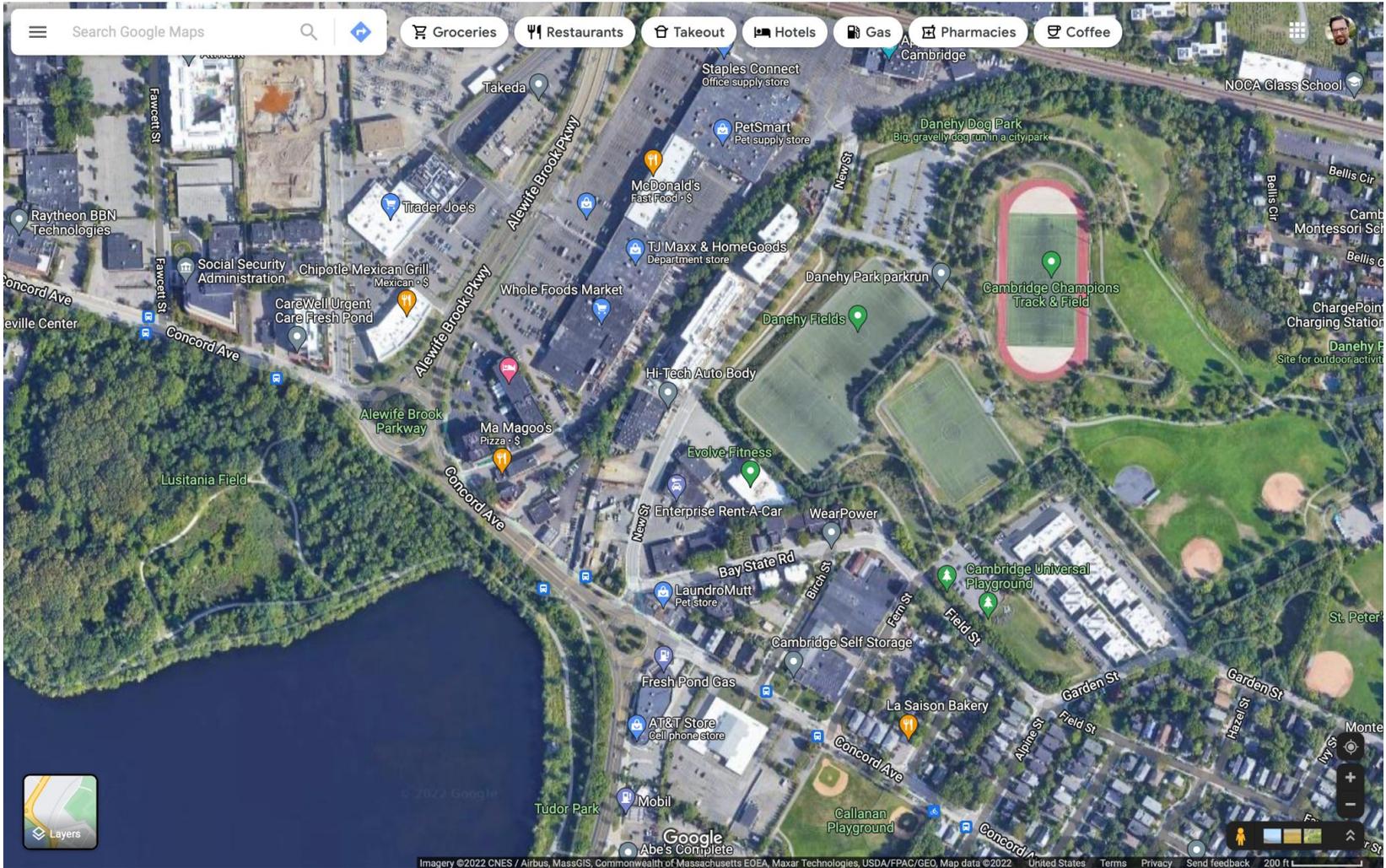
“with great power  
comes great  
responsibility”

# Mapping the Moral Landscape

*how is a final project in CS50 like developing a new building?*

- Imagine you're a developer—a property developer—and you come across a hot tip: this lot's lease is coming up and the tenants don't plan to renew.
- You think: This is great. I can buy this property and develop a building here. I can make a bunch of money, and I can maybe house some people, too.
- But what else do you think the developer should consider when planning to build a new building?





Search Google Maps

- Groceries
- Restaurants
- Takeout
- Hotels
- Gas
- Pharmacies
- Coffee



# Some takeaways

- Buildings don't pop up in the middle of nowhere
  - They're embedded in a broader social context (a neighborhood)
  - The change to the neighborhood can have impacts on the people who live there.
- 
- The same principle applies when developing a project in CS
  - Though it may not seem like it, your build is going to interact with a larger landscape.

# How do you map the moral landscape?

1. Identify *who* might be affected by the technology and, in particular, what they care about.
2. Think through *how* the technology might impact these people, especially as it scales up.

*Exercising your  
moral imagination  
and your capacity  
for empathy*

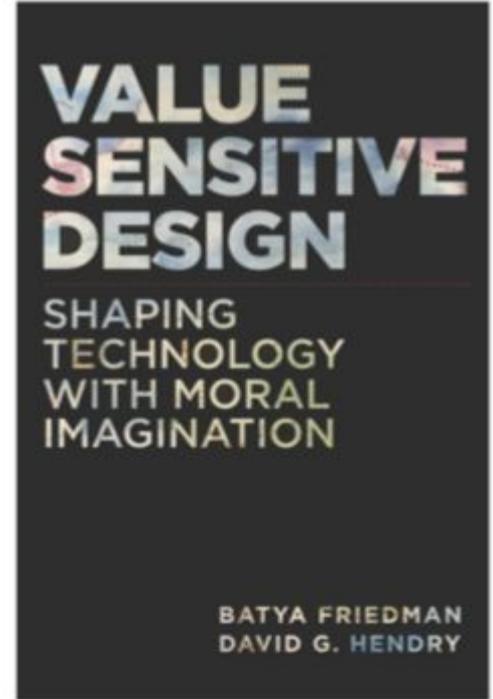
# Value Sensitive Design

*shaping technology with moral imagination*

# Value Sensitive Design

“Ultimately, value sensitive design asks that the technical, civil, and other communities broaden the goals and criteria for judging the quality of technological systems to include those that advance human flourishing” (p.4)

- Theory and methods for integrating ethical values into the design process.
- Provides techniques to consider a broad range of stakeholders, values, and impacts.



# Stakeholders

**Direct stakeholders:** people directly impacted by the technology. Some examples:

- People who use the technology
- People on whom the technology is used

**Indirect stakeholders:** people who are impacted by the technology, but don't interact with it directly. Some examples:

- Family members of users
- People who can't access the technology

*Note:* Developers of the technology can also be direct or indirect stakeholders.

When identifying stakeholders, try to be specific (e.g. “women who use the platform” rather than “users”).

# Values

What do different stakeholders value?

What do they want or need? What do they think is important?

Some examples of *ethical* values:

- Justice (fair treatment in society)
- Privacy (the ability to control information about oneself)
- Security (freedom from danger)
- Autonomy (the ability to decide what you do and what happens to you)
- Community (sense of belonging to a group)
- Flourishing (happiness and fulfillment in life)
- Health (access to food, water, shelter, etc.)

# Scale

## Time:

What might be the immediate and short-term impacts of this technology?

What about the long-term impacts (i.e., multiple years after launch)?

## Pervasiveness:

What are the impacts of the technology when only a small group of people are affected?

Do these effects change as the technology becomes more widely adopted? How?

# Further Questions for Reflection

Should the design be changed? Should it be pursued at all?

How does the impact on stakeholders change as the project scales up? (For example, how could one of your project's features be misused?)

Does the project remain aligned with stakeholder values as it scales up? (For example, are there any types of users who might have difficulty using your project?)

How could potential problems with scale be mitigated?

What tradeoffs between ethical values and other values might arise?

Can you think of any ethical design principles that should have been adhered to?

emoji

# Your turn

**Project 1** - <https://tinyurl.com/CS50project1>



**Project 2** - <https://tinyurl.com/CS50project2>



## Instructions

- Go to a station with your table group; watch your assigned project (either 1 or 2)
- Fill in the boxes identifying direct and indirect stakeholders for your group using one color marker
- Identify values of these stakeholders using another color
- Fill in the boxes about scale (time and pervasiveness)
- Answer at least 1 question for reflection (make sure to identify which question(s) you're answering)
  
- Next, your group will move to the station beside you and work on the other project.
- Watch the video
- Examine the previous group's work, and add anything you think should be included (ideally, use a different color marker than the two already used at this station)

# Survey

<https://tinyurl.com/CS50week10>

