Human model

Working memory

senses

Human experience feels more like this:

C.F.

W.m.   Senses   Actions

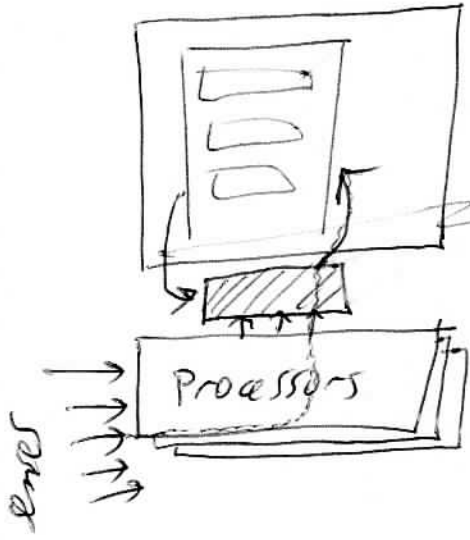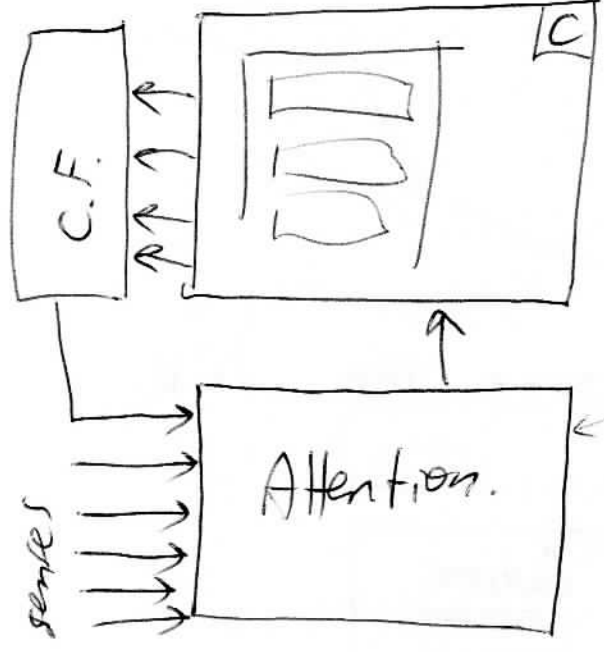stresses
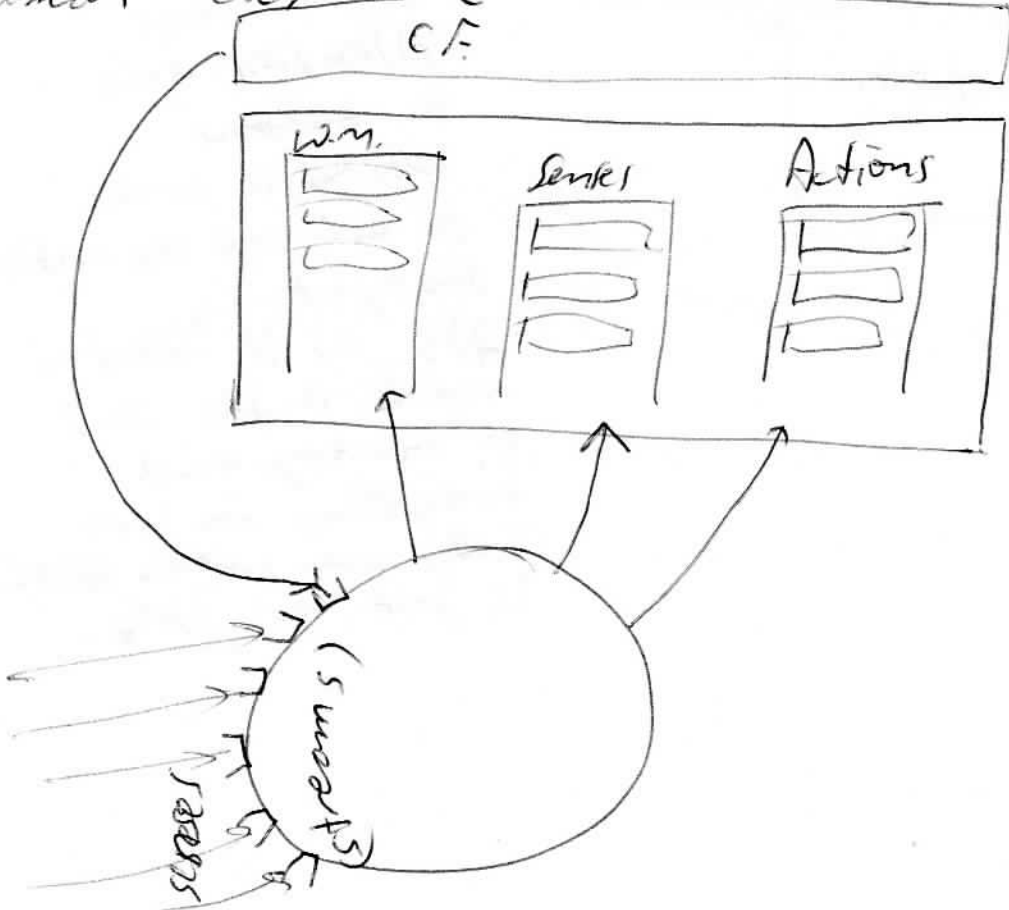
Human model

Need this effect:

uses current
state of W.M.
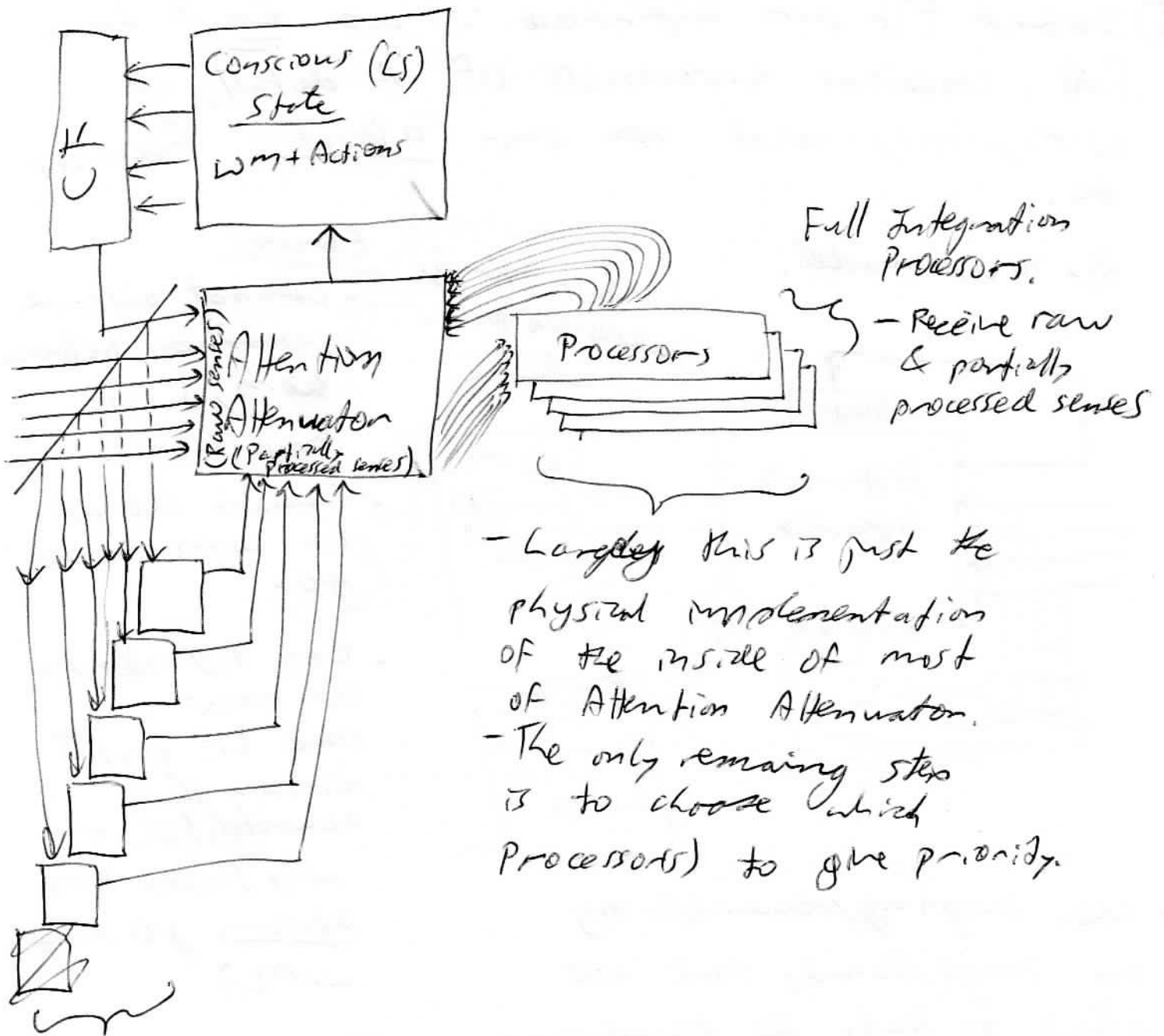to help decide
which processor
output to bubble
up.

Which can be done via this:

· Basically the
C.F. enables
Attention unit
to become
stateful, in order
to achieve sequential
thought.

· It's as if 'Attention'
module is the seat
of thinking and
everything in WM
(& other area within C)
is just for state.

Conscious (CS)
State
WM + Actions

Attention
Attenuator
(Raw senses)
(Partially processed senses)

Processors

Full Integration
Processors.

- Receive raw
& partially
processed senses

- Largely this is just the
physical implementation
of the inside of most
of Attention Attenuator.
- The only remaing step
is to choose which
Processor(s) to give priority.

Interceptors:
- Look for specific
events
- Extract Features/objects
- Raise alarms on
some events