

# New Principles for Thought

- No 'Tracking Event', it just doesn't seem consistent with biology.

- Processors work with all state in WM to figure out whether or not to emit.

BUT also, do inhibition after.

- ↳ 1) Find target
- 2) generate result
- 3) inhibit if already present.

← how much domain knowledge required here?  
Can it be done by AA?

- A short history of all recent ~~input~~ events always available in WM.

- For now, let's rely on <sup>(other)</sup> processors to continuously examine thought and to apply inhibitions to unwanted events

↳ actions

↳ dead-ends?

- CF via Interceptor emits each event into WM via AA.

- From birth, everything will develop together: -new skeletal skills, -new mental control; and the <sup>main</sup> processors themselves will probably be encouraged to learn to not emit false-positives (by using all of WM), but the control processors will always be there as a backstop.

## 2 New Principles

- Control processors, ~~sets~~ in humans, won't be hard-coded & must learn, but they will be pre-architected and ~~as~~ their fitness measure will incentivise for keeping thought efficient.

• Double-checking. It's fundamental to the architecture. And it means we can create complex behaviour with simple processes:

- start training a new processor for a new skill.
- Don't attempt to avoid loops
- use double-checking & CF & already learned ability to "drive" ~~the~~ mind to detect & handle when the new processor goes awol.
- over time the ~~new~~ processor will get more accurate.