Computer Model of the Human Mind

<u>INTRODUCTION</u>

Computer technology has advanced exponentially since I designed this program. Since then, we've been given the internet, Google, Twitter, cars that require computers to even run, and an array of things that would be impossible without computers. However, the artificial intelligence community is still unable to develop a simple working model of the human mind – and it is unable to build this model for the same reasons as back then. In seeking the brass ring that so eludes them, the AI scientists remain either unable or unwilling to consider seriously a program driving human thought designed merely to seek its own continuance – a "survival" program.

Of the several major programs comprising and commanding the human thought process, man's "survival" program is the only on that can be reproduced in a non-feeling, emotionless machine. In the human mind, the survival program is forced to run in conjunction with the mind's other programs: pain, pleasure, and sex. At times, survival is in conflict with one or more of these other programs. To continue the existence of ourselves and those to whom, and that to which we've attached, we endure pain and forego pleasure, including sometimes even sex. If the survival program can work in contradiction to the mind's other programs, it can work without them.

Some AI scientists contend that evolution could not produce a central program for survival in the human mind, saying that this would be like a graveyard drawing dead bodies to it or a junk yard attracting wrecked cars. As the human mind is programmed to avoid pain and seek pleasure prior to experiencing either of these, it is also preprogrammed to continue its existence once it experiences the awareness of that existence. Just as the pleasure program seeks good feelings and the pain program seeks to avoid bad feelings, the survival program seeks to continue and enhance its existence and avoid nonexistence. When we understand more about the mind's hardware and software, perhaps we'll learn how the mind comes preprogrammed for stimuli to be named later.

An even greater obstacle to understanding our own mental process may be a simple desire not to know – a deep unrecognized desire to leave the source and process of our thoughts mysterious and unknowable. Deep down, we fear that knowing too much about how we think might take the fun and drama out of life - and, to a great extent, it will. However, understanding how we think is necessary to program the human mind - and may also be the key to reducing, if not eliminating, unnecessary human misery, suffering, and death.

A lot has changed since I designed this model, but much remains the same. Maybe after the AI experts have tried everything else, maybe they'll try the obvious – a "survival" program. Perhaps they'll just go back to writing books about why the human mind can't be programmed.