

Re: Hawkins ideas on building AI's

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- > *B: That is pattern recognition, & that's what cortex does on every level.*
- > *Memory/association is just another term for it.*

- > *GS: Not exactly. Although it is true that much of what is called "memory" is*
- > *simply the effects of exposure to repeated presentations of stimuli*
- > *(habituation), "pairings" of stimuli (classical conditioning), and "3-term*
- > *contingencies" (operant conditioning), there is a bit more. That is, when*
- > *animals are exposed to, for example, delayed match-to-sample procedures,*
- > *they learn to do subtle things that mediate the temporal gap. The*
- > *acquisition of such behavior is, to be sure, the result of conditioning, but*
- > *it is not just one simple operant response class.*

There're probably many redundant mechanisms in the brain, evolution is dumb but we can do better.

- > *B: There're lots of redundant terms in AI, philosophy, neuroscience..., but*
- > *"Entities must not be multiplied unnecessarily" (Occam)*

- > *GS: But, unfortunately, cognitive psychology's raison d'etre is the*
- > *promiscuous invention of explanatory fictions. And cognitive psychology has*
- > *corrupted AI, neuroscience, etc.*

I don't know who's corrupted whom, it seems human brain just isn't good at abstractions.

Boris.