

## Re: The Hard Problem for Behaviorists

**Source:** <http://sci.tech-archive.net/Archive/sci.cognitive/2004-11/0078.html>

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**Date:** 11/02/04

Date: 02 Nov 2004 20:07:50 GMT

"JPL Verhey" <[matterDELMinds@hotmail.com](mailto:matterDELMinds@hotmail.com)> wrote:

> *"Curt Welch" <[curt@kcwc.com](mailto:curt@kcwc.com)> wrote in message*

> *So in way talking about process and structure is actually a description*  
> *of the interpreting brain itself. We are hard-wired/programmed to see*  
> *everything we see in those terms. Seems relevant to AI?*

Well, I don't think the ideas of "processes" and "structure" are the correct low level abstractions to define the operation of the brain with – as I went on to talk about below. But, yes, in our search to understand how the brain does what it does, we must identify the correct low level primitives to describe it's operation. Until we do so, we will probably not be able to understand how it works. Maybe we already have the correct low level primitives and concepts to work with, or maybe we don't.

> > *I think trying to understand the universe in terms of "structure" and*  
> > *"processes" is just not the way to do it. And I don't think that's*  
> > *how the*  
> > *brain works either.*  
>  
> *But to see structure and process, or text and context, tells in any case*  
> *something of the "output" of our interpreting brain – our experiences.*  
> *To understand better how this comes to be, we have to back-track in the*  
> *opposite direction of the causal arrow the events that give rise, in*  
> *the end, to our experiences.*

Yes, that's true.

What's important to me is that we have been trained how to talk about our experience. We learned how to do it. It was not hard wired into us by our genetics. If we choose to use terms like "structure and process", and to "see structure and process" in our experiences, and to think about our experience as structure and process, then that is not an indication of how the brain hardware works, that is only an indication of what our brain was trained to do by the environment it was raised in.

> > *The language we use to describe how computers operate does have close*

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- > > *parallels to these concepts of structure and processes. We think of*
- > > *computers as state machines, which transform from one well defin*