

Making Robots

Source: <http://sci.tech-archive.net/Archive/sci.physics/2008-05/msg00414.html>

- *From:* "rick_sobie@xxxxxxxxxxxx" <me@xxxxxx>
 - *Date:* Mon, 05 May 2008 12:21:50 GMT
-

If you have seen Iron Man, you can see the pathetic attempts at robotics at work.

The one arm with pincers that pivots.

The kind you see taking silicon chips off a machine and turning them sideways and inserting them into another machine and then repeating that process.

Now I don't want to be critical of the quote unquote scientists who have created such marvels, I am just wondering if perhaps we might not be able to do better if we understood, some of the principles of A.I. (artificial intelligence) and we can look at intelligence, to see what A.I. is.

Intelligence.

Take a look around your room for one second at all the objects you have in there and imagine for one second how much sorting and recognition is required moment by moment for you to understand your surroundings.

Everything on every shelf, has a history, which you know, it has perhaps special significance, maybe sentimental value, and things have levels of importance.

Some things are breakable, and some things disposable, each has some use or function that you know.

This is your room in this discussion.

Now your brain, is a very complex computer as well, but as I have stated before. it is not self contained.

You do not possess sufficient computational power within your own head, to be a human. That takes such things as the collective unconscious, where you are tied in, subconsciously, with a larger neural network,

You dream, you have intuition, and much much more.

If we consider that there is in all possibility a very large and incredibly powerful conscious computer interfacing with your pineal

Making Robots

gland, drawing on the collective unconscious, by tapping into the brains of all other humans on the earth, through their pineal glands, this is the neural network that you are a part of.

Now it is not like the Matrix where you can just download a program and fly a helicopter.

Its not that efficient and not that technically oriented.

Its main function is social order and maintaining a homogenous network with people who are basically inclined in the same way.

A collective norm, based on morals and ethics, and then that is further strengthened, by such things as the media, and law and order, government and schooling.

However it still can function to enhance scientific reasoning and you see people inventing the same thing at the same time, in different parts of the world, such that who it was who originally came up with the idea or prototype or formula is often disputed.

The neural network of man.

Now when you make a robot, and you use a computer, you are not giving it, the same things that we require.

It should be tied into a large network, of robots, and each time one of them learns something, the others should benefit from that.

If for instance, you were to make a scientific toy for all ages, like a snerf robot, snerf being a foam material, so that these things could not strangle you in your sleep if they tried. You could sell a lot of them, and have them running on one large network.

They would have weighted feet, but their body and arms and head would all be light foam.

Not praactical work robots, just a toy that can learn to dance, learn to do things like entertain, and play chess, or move things that are lightweight.

Now you would need to for starters, just keep your robot toy in one room.

The room would have sensors, on the walls and ceiling and be aware of its 3D space.

A computer program would merely instruct the robot to move within that # D space. Like a wire diagram in a 3D space.

You move the robot with the software, then you play that back and the robot performs those functions.

Making Robots

Thats as rudimentary as it gets.

Then you have user groups where you show others your moves, and you can translate the movement easy enough if you wanted to share what your robot does with anyone else.

They would just download your move set, and the software would translate that move set, into coordinates in your 3D room.
So then the behaviors you have programmed using the software can be shared with others.

So now you have a whole lot of people, making complex behaviors, in a 3d space.

So that at one point, you have a very large set of complex behaviors available in the public domain.

But is that the same thing as a real robot?

A real robot, would then be in a software layer above that, and be able to draw on complex behaviors to accomplish a task.

For a more practical robot, you would want an operator, who is in India or Pakistan, working on the cheap, able to see through your robots eyes, able to move its arms and legs and then you pay them for that service, and the robot learns, if the tasks are repetitive, and at some point things progress until the robot no longer needs an operator, you merely play back the sequence using a voice command.

Robot, make me a coffee and the robot , knows how to do that light work.

continued...

.