now.? or read trivers on genetic conflict
<=div>

On Tue, May 8, 2018 at=11:44 AM Joscha Bach ███████████████████████████████ wrote:

There is probabl= an evolutionary algorithm that describes the competition of the neural wi=ings during the formation of our brains, i.e. in the development of every =ndividual. Not sure if there is an equivalent of to male/female sexual sel=ction, and what it would look like!

=div>On May 8, 2018, at 8:33 AM, jeffrey E. <jeevacation@gmail.com <mailto:jeevacati=n@gmail.com>
> wrote:

<=r class="m_-4945126078866447802Apple-interchange-newline">
trivers genetic competion . male female genes. in the =dult

On Tue, May=8, 2018 at 2:52 AM Joscha Bach ██████████████████
███████████████████████████████wrote:

I am still trying to understand your question.

</=iv>
- What do you mean by genetic conflict in a single individual?
- What do you mean by machine state?

Perhap= you refer to a cybernetic regulation paradigm? Valentino Braitenberg sugg=sted to understand AI from a regulation perspective: feedback loops to app=oach a target state (homeostatic equilibrium). The behavior regulation can=be described with payoffs across many sub-behaviors (which Minsky called a=ents and agencies). Whenever you get a situation where the local cost func=ions lead to a Nash equilibrium that is incompatible with the global goals=of the organism, you introduce a higher level regulation that imposes offs=ts on the payoff matrices of the lower level agents. This leads to the for=ation of an internal governance hierarchy.
I think that this was=the core idea of Rodney Brooks' subsumption architecture. (Eventua=ly, Brooks' work did not pan out, he started building Roombas and =awn movers and became an AI pessimist.)

On May 7, 2018, at 9:17 PM, jeffrey E. <jeevacation@gmail.com</=>> wrote:

my question relate to the=metabphor of genetic conflict in a single indiv , is there an =quivalent . machine internal competition

1

On Mon, May 7, 2018 at 8:06 PM Joscha Bach ██████████████████ wrote:

I think that the whole game=is internal. All our pleasure and pain are caused by satisfying or frustra=ing our needs, which are (roughly speaking) implemented in our reptilian b=ain. Our neocortex is modeling these needs as purposes, so we can regulate=our behavior for satisfying our needs.

For example, the=physical pain, and hunger and thirst exist on the level of needs, and surv=val is a purpose, a kind of modeling abstraction, as are food and drink.</=iv>

Many of our purposes are outside of the organism, such as relation=hip purposes, and social purposes. Even our aesthetic purposes (like Jeffr=y enjoying an intellectual standoff between Bannon and Summers) are not re=lly related to the organism.

While the needs are =omewhat hardcoded, our reaction to them is not (we can modulate pain and p=easure experiences, we can route our regulation around satisfying our need=, and we can repurpose our needs for competence, dominance, affiliation, a=d aesthetics for almost arbitrary goals. By changing the regulation goals =which is always internal to our mind) we change the payoff matrix.

On May 7, 2018, at 8:43 AM, jeffrey E. <jeevacation@gmail.com> w=ote:

i posit that thre is an internal game with its own payoff ma=rix , separate from the external .   is =here a machine internal state equivalent.

--

--

2

please n=te

--

=C2�   please note

</=iv>

plea=e note

return e-mail or by e-mail to jeevacation@gmail.com <mailto:jeevacation@gm=il.com> , and
destroy this c=mmunication and all copies thereof,
including all attachments. copyrigh= -all rights reserved

--089e08e54eb7eef4e9056bbc339d-- conversation-id 7203 date-last-viewed 0 date-received
1525830952 flags 8590195713 gmail-label-ids 7 6 remote-id 820094