
From: jeffrey E. <jeevacation@gmail.com>
Sent: Thursday, October 1, 2015 6:03 AM
To: Misha Gromov
Subject: Re:

yes

On Wed, Sep 30, 2015 at 10:07 PM, Misha Gromov <[REDACTED]> wrote:

I am thinking not in terms of the brain but in terms of "oper=tors" bulding meaning out of noisy signals.

Does Chomsky come to your place this weekend?

On Wed, 30 Sep 2015 21:52:06 -0400, jeffrey E. wrote:

culling yes . the unused not the redundant. =A0 biology is degenerate/ if train tracks are like=neurons. the brain sends tracks out in all directions the ones=that do not get used die. is that your redundant. =

On Wed, Sep 30, 2015 at 9:26 PM, Misha Gromov <[REDACTED]> wrote:

</=pan>

I do not know the answer, but i think that the structure of the process =f removingredudences is about a half of what we learn

On Wed, 30 Sep 2015 20:39:32 -0400, jeffrey E. wrote:

sense , signal from noise. . focus, =A0 lens, temporal component . electro chemical transmission .=C2 query , how does the vision system take electromag=etic radiation, sensitivity to a very narrow band, . focus it,=C2 store? remember what is rigid etc. . then decide y=s this is a coherent image.

On Wed, Sep 30, 2015 at 8:18 PM, Misha Gromov <[REDACTED]>

> wrote:

</=pan>

I try to represent mobjects as combinatorial extracts from incomin= signals partly by removing and partly by keeping track of redundancies

On Wed, 30 Sep 2015 17:35:03 -0400, jeffrey E. wrote:

i see mappings of the external signals into MOBJECTS=It; . mental objects. the objects are =ultidimensional. a mobject could consist of a sound patt=ern visual pattern smell ... location. and emotional variable.=). mobjects consist of cohenrent maps . (a =ense maker shape). images for example are compared to our landscap= and if they fall within some sort of distance , they are considered=part of the " reality set ". people who have extra=rinary ability can map mobjects onto real world are called artists. =some map the mobject to images some to sounds.

On Wed, Sep 30, 2015 at 3:38 PM, Misha Gromov

wrote:

</=pan>

Many other "arrows" to come

The model is still far from the "ergo-reality"

On Mon, 28 Sep 2015 06:47:05 -0400, jeffrey E. wrote:

in your ergo maps the arrows are one way, =A0 does that take into account the feedback loop. or are you s=mehow embedding that function in the one way arrow?

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