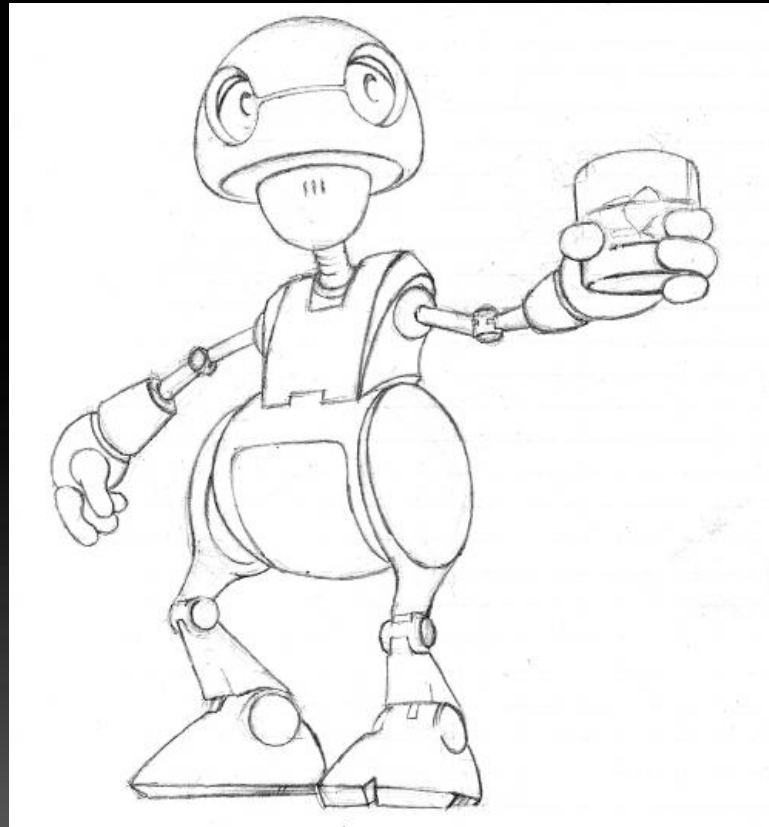


“Brain Machines”

A Dr. Simon Egerton Story



A Case Study in Free Will

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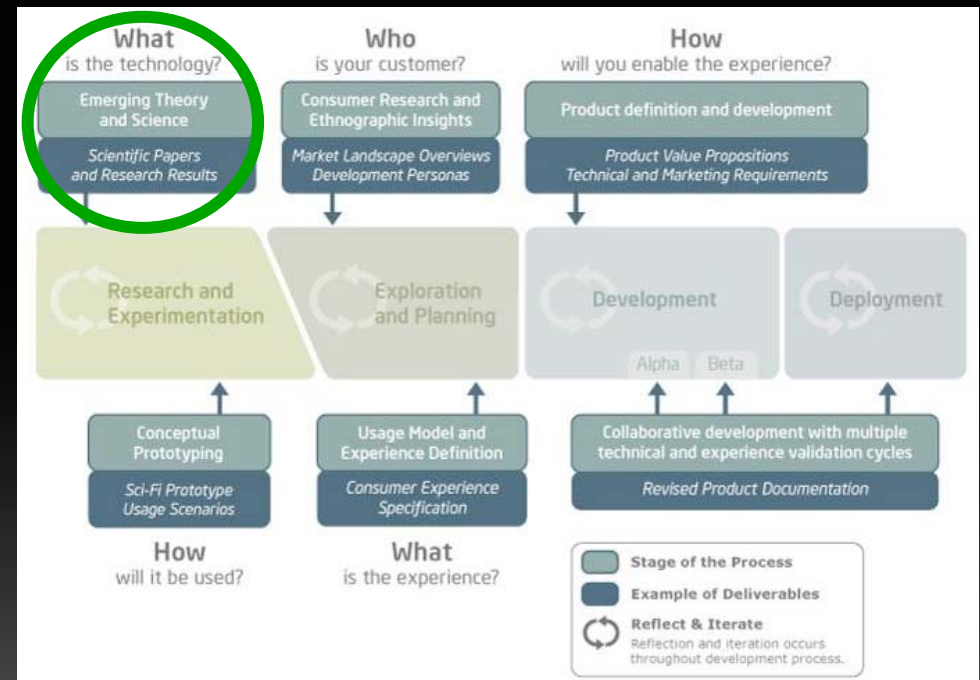
“Brain Machines”

What is the Technology?

Instability and Irrationality:
Destructive and Constructive
Services within Intelligent
Environments - Simon Egerton,
Victor Zamudio, Victor Callaghan and
Graham Clarke

13 Things That Don't Make
Sense (Free Will – Your
Decisions are not your own)
Michael Brooks

I, Quantum Robot: Quantum
Mind control on a Quantum
Computer Paola A. Zizzi



Instability and Irrationality: Destructive and Constructive Services within Intelligent Environments

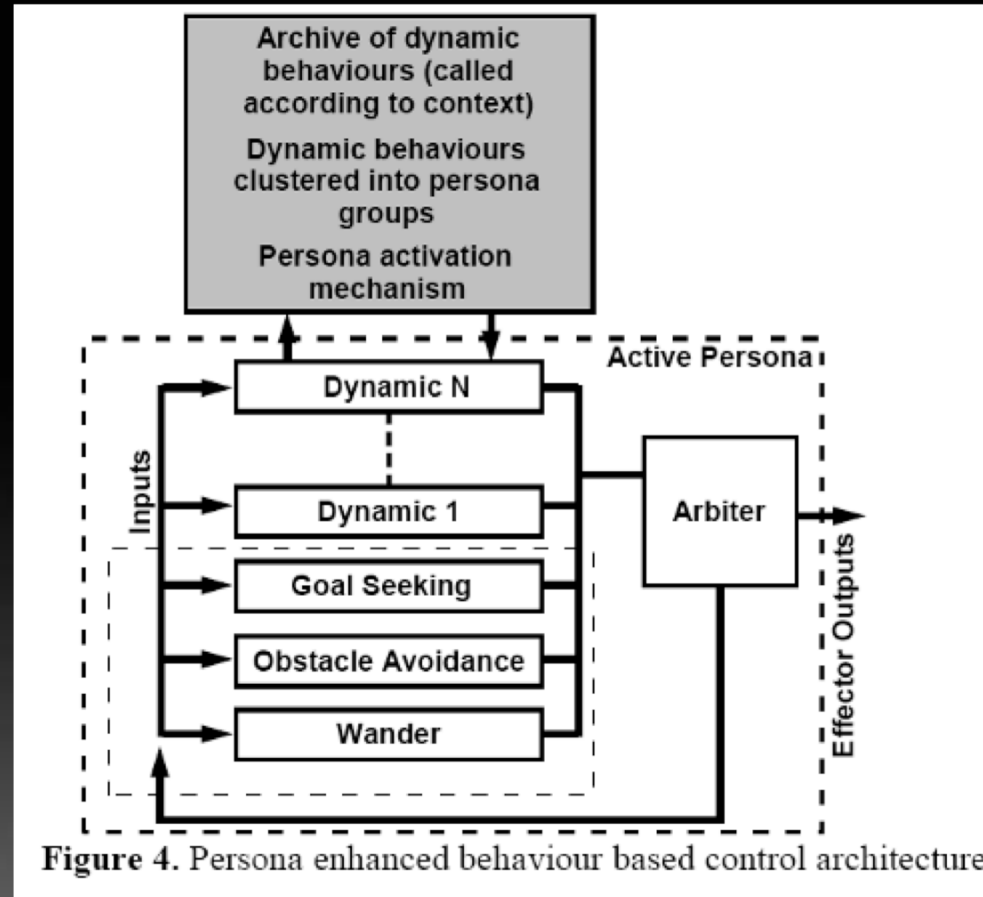


Figure 4. Persona enhanced behaviour based control architecture.

“Personas”

Simon Egerton, Victor Callaghan and Graham Clarke

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Instability and Irrationality: Destructive and Constructive Services within Intelligent Environments

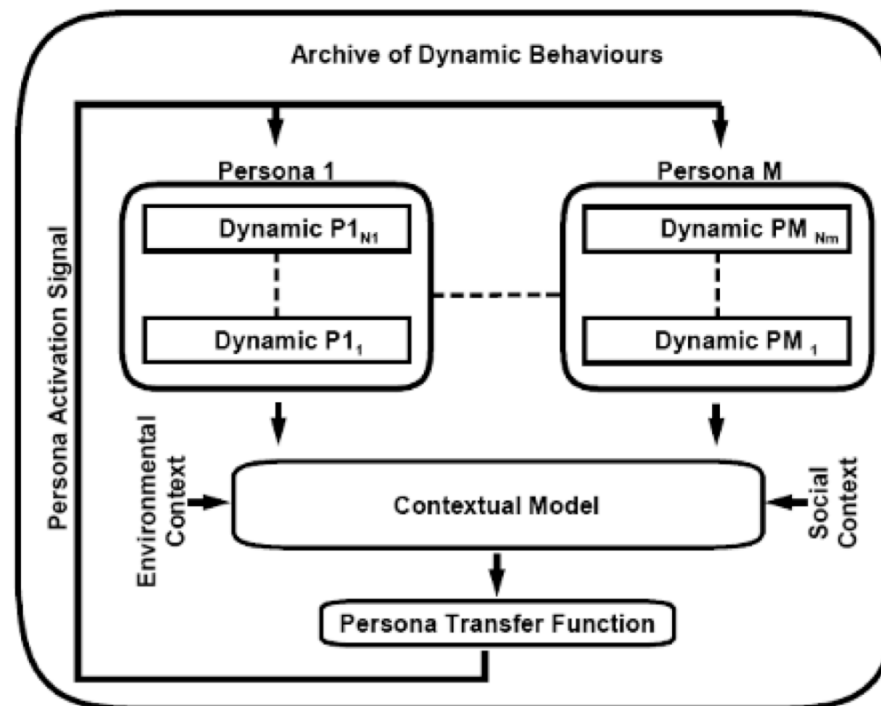


Figure 5. Persistent dynamic behaviours clustered into personas. An appropriate transfer function decides which of the personas is currently active based on context.

“Transfer”

Instability and Irrationality: Destructive and Constructive Services within Intelligent Environments

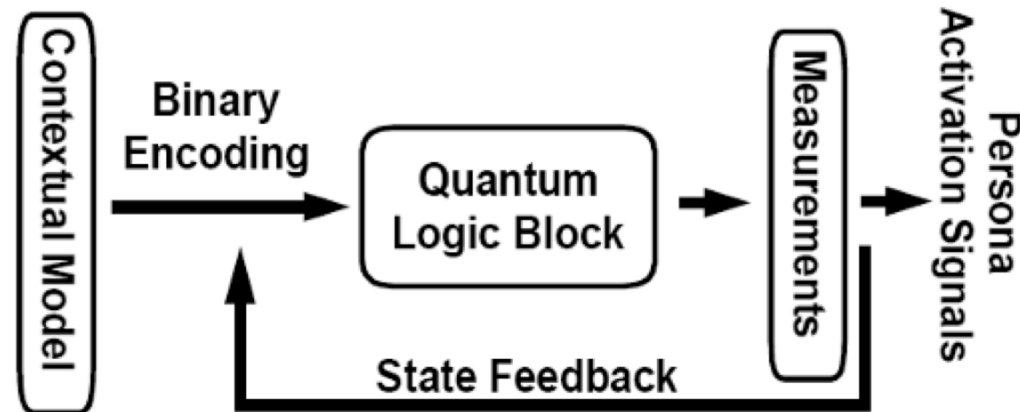
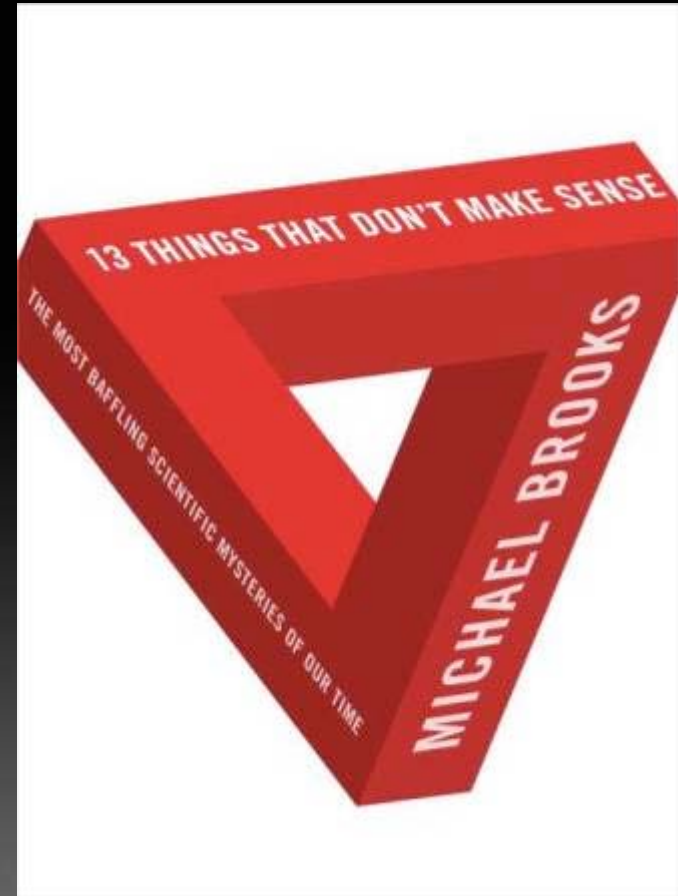


Figure 6. A quantum based transfer function, contextual inputs are derived from the activation levels present within each persona, the binary outputs determine which behaviour is currently active.

“Quantum Transfer”

13 Things That Don't Make Sense

“...for all practical purposes, it makes sense to retain the illusion (of free will). Human consciousness, our sense of self and intention, may be nothing more than a by-product of being enormously complex machines that are our big-brained bodies, but it is a useful one, enabling us to deal with a complex environment.”

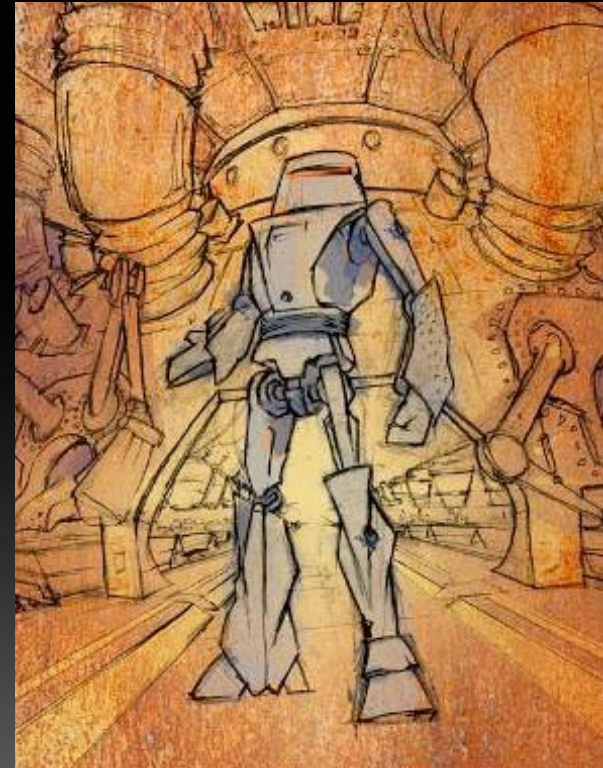


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I, Quantum Robot: Quantum Mind control on a Quantum Computer

Metathought is “the mental process of thinking about our own thought...the process of thinking about thinking.”

“With opportune boundary conditions, an apparently self-aware quantum robot reaches a level of thought. In this case the robot can still be controlled by a metalanguage which prevents him to reach the level of metathought.”

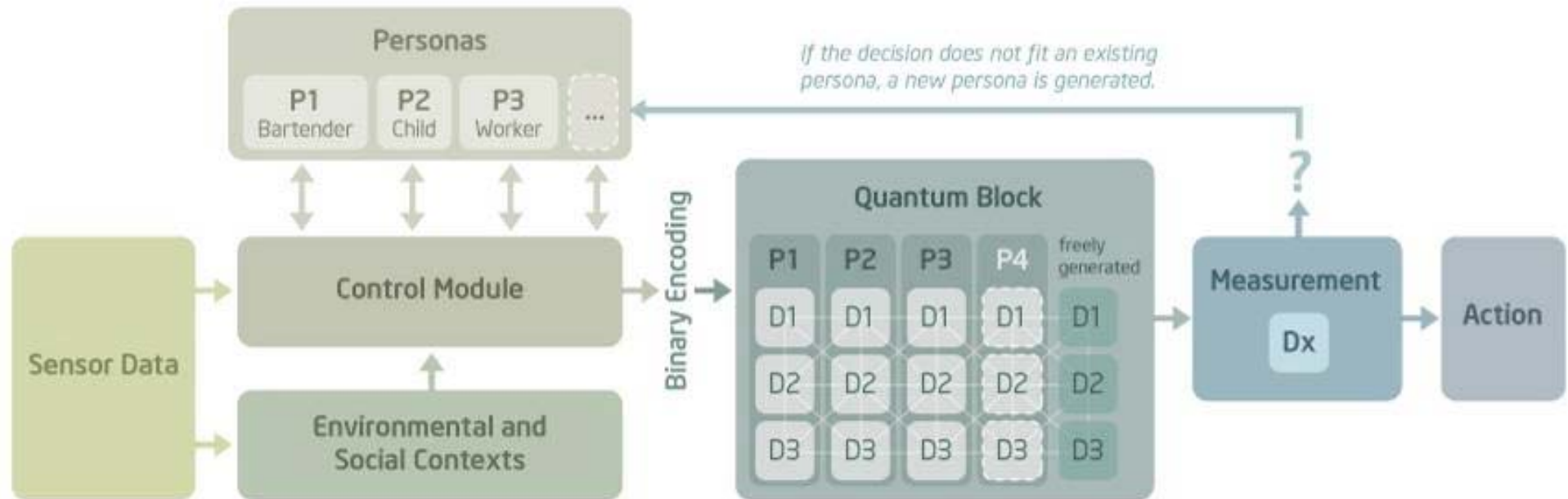


Brain Machines



The Next Step: Building Jimmy The “Gin and Tonic Test”

Quantum Persona Transfer Function

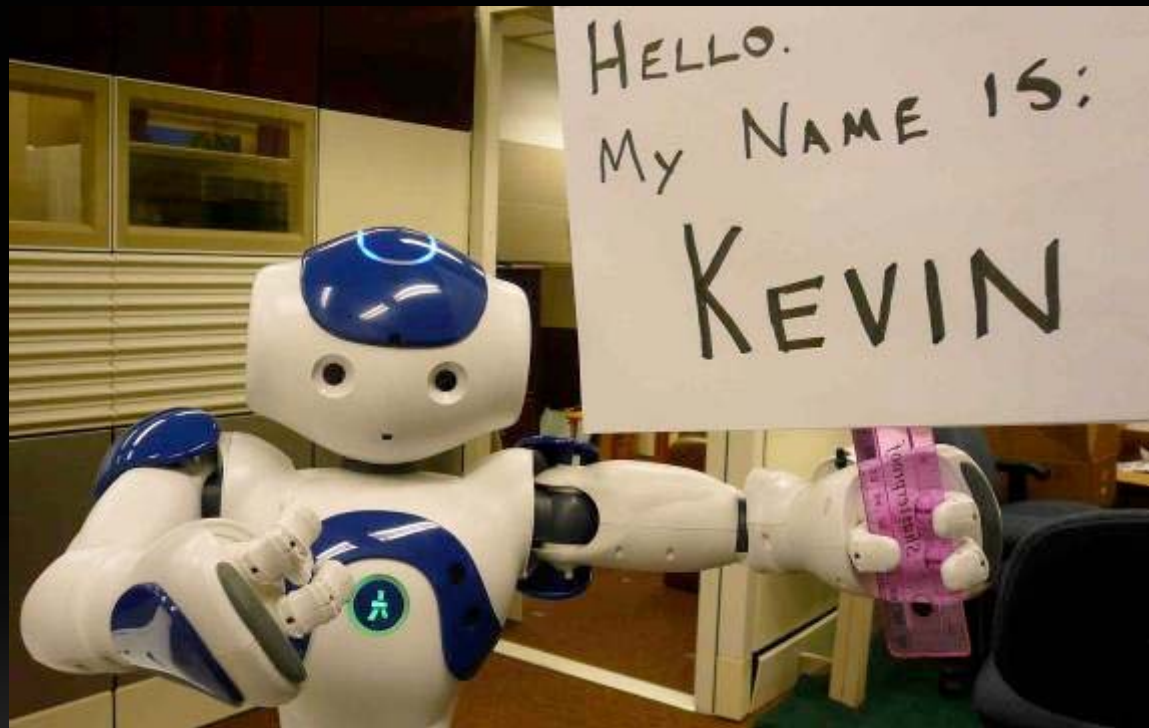


Sensor Data: Combination of on-board and environmental sensors as well as social networking connections

Persona: a collection of behaviors both taught and developed by adding sensor input

Quantum Block: Multiple decisions are processed in parallel, some associated with Personas and others are “freely” generated

Measurement: Final decision is taken from the Quantum block and “chosen” or actualized



Thank you

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