The Basis of Thinking from Behavior Elements

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Sense Machine

Resume Presenter

- Peter H. Pfeifer was born in Ruedersdorf near Berlin, 1944.
- He studied in Business school till 1966. He led a building services company till 2012.
- He concerned himself with developmental psychology and made a psychotherapy that led back to the babyhood.
- Since 2009, he worked at the Sense Machine Project together with the computer scientists Niko Pfeifer and Julian Pfeifer.
- The Sense Machine project is working on a computer system that captures normal daily activities and processes using a unified building block system of behavioral elements.

Approach:

Instead of Information Processing - Human Drive Processing

In the science of the brain, considerations start with information processing and end with information processing.

This sight is insufficient. Drives are neglected.

Drives are the Origin for Motivation and Thinking

Remember to be hungry. When you see delicious food, you can feel the urge to get it. The moment, in which you see it, you get memories of this food and how you ate it.

Drive Memories

Imagine, two good friends (males) talk to each other and one of them says: "Yesterday, I saw a very attractive woman!"

The listener immediately has a picture in his head. He has 'drive memories' of related situations. He remembers a moment when he has seen an attractive woman and he remembers the feelings he has had. These feelings relate to basic drives that are important to the survival of animals and humans. Five basic drives from the development of childhood phases are used to classify behavior, thinking and speaking.

5 Basic Drives are Connected with 5 Basic Behaviors

- 1 Oral drive: *getting* something
- 2 Anal drive: *determining/controlling* sth. for a desired state
- 3 Genital drive: *striving/moving to reach a goal/destination*
- 4 Urethral drive: *performing* a service for others
- 5 Intentional drive: *informing* oneself.

They are **Basic Behavior Elements**

Combinations of Basic Behavior Elements

Similar, to the primary colors that can be mixed into thousands of new colors, **Basic Behavior Elements** can be mixed (combined) for thousands of activities and things.

Example of Combinations of Basic Behavior Elements

Example: The predicate "fetch" consists of two Basic Behavior Elements:

The drive 3 striving/moving and the drive 1 getting.

Assistance: Striving/moving - drive 3 Goal: Getting - drive 1

The drive numbers of the elements 1 - 5 can be used for a code.

Code for "Fetch" = Assistance 3//Goal 1.

The combining of Basic Behavior Elements with themselves

Assistance: Goal:	1 getting	2 determining /controlling	3 striving/moving	4 work performing (for others)	5 informing oneself
1 getting	get	demand something	fetch	give	inquire supply
2 determining/ controlling sth.	acquire	determine/ control	bring about	rent out	weigh of possibilities
3 striving/moving to destination	buy a ticket	drive (car)	go	bring somebody there	search for traffic connection
4 (work) performing	earn	close a deal	manufacture	serve	search for customers
5 informing oneself	get a message	specify	look some- thing up	report	read, watch, listen

Most often, activities consist of combinations of 4 *basic behavior elements*.

That result in $5 \times 5 \times 5 \times 5 = 625$ different activities.

The Numerous Areas of Live

The basic drives run through the various areas of human life.

There are main areas (Material, Material/Feelings, Interpersonal, Interpersonal/ Feelings, Physical) that include all 5 basics as a goal and

there are sub-areas behind a main area especially behind the material area (Authorities, Contracts, Hobby, Leisure Time Activities, Public Utilities, States, etc.)

Together more than 100 areas.

Each main area contain 625 different activities.

Together, this result in a large number of activities of humans.

Activities relate to Thing Objects:

Drive 1. getting

- Drive 2. determining/controlling (exercise of power)
- Drive 3. striving/moving (for reaching goals)
- Drive 4. good performing with work (to get money)
- Drive 5. informing oneself (also curiosity)

Food, meals (objects for drive 1)

House or apartment, furniture etc. (Objects for drive 2)

Vehicles (objects for drive 3)

Work equipment (objects for drive 4)

Information devices such as computers or TVs (objects for drive 5)

They are thing objects.

Thing Objects Combination

Each of the five **thing objects** can again and again be combined by the 5 basic drives. Again, with a higher number of combined elements, there are a more numerous, number of objects.

Summary:

- Human behaviors consist of drive activities and relate to drive objects.
- The diversity of human behavior is based on the combination of a few basic drives.
- In many areas of life, there is a special variation of a basic drive.
- The result is a high diversity of human behavior with mainly only 5 basic drives.

An Object Matrix from the Material Area with Things that Can be Owned: Super ordinate: Object 2 // (Things for Goal...)

TABLE IX SUPER ORDINATE: POSSESSION: OBJECT 2/

Assistant Drive:	Drive <mark>2</mark>	Drive 3	Drive 4
	determining/	striving/moving	work performing
For Goal:	controlling		work equal to money
Oral drive	food,	dine,	
1 getting	consumables	beverages	
Anal Drive 2 determining/ controlling	house; apartment	portable possession	money, bank balances, shares
Genital Drive 3 striving/moving	gasoline	vehicles	tickets
Urethral Drive	contracts;	equipment for	work
4 work performing	design drawings	work	performance
Intentional Drive 5 informing	home page		

TABLE X HOUSE, APARTMENT: OBJECT 2// GOAL 2// 2 /

Sub-assistant Drive:	determining/	Drive <mark>3</mark> striving/moving	Drive 4 work performing	
Assistant drive:	controlling		work equal to money	
Oral drive	hire	moving in	house huving	
1 getting	THE	moving in	house buying	
Anal Drive		aquipment of	ownorchin	
2 determining/	room type	equipment of	ownership	
controlling		apartment	coast; rent	
Genital Drive	contract	facility	finoncing	
3 striving/moving	rules	management	financing	
Urethral Drive 4 work performing	rentals	repair, renovation, cleaning, craft	acceptance of price, of rent	
Intentional Drive 5 informing	real estate knowledge	knowledge of building problems	house, apartment price adequacy	

TABLE XI EQUIPMENT OF APARTMENT: OBJECT 2// GOAL 2// 2 /2 /3 //

Assistant Drive:	Drive 2	Drive <mark>3</mark>	Drive 5
	determining/controlling	striving/moving	informing (self)
For Goal:			
Oral drive		crockery,	
1 getting		cutlery,	
		pots, pans	
Anal Drive			
2 determining/		furniture	
controlling			
Genital Drive			
3 striving/moving			
Urethral Drive		electrical	
4 work performing		appliances	
		telefon	
Intentional Drive	namonlata address	connection,	lighting
5 informing	nameplate, address	internet	lighting
		connection	

TABLE XII ELECTRICAL APPLIANCES: OBJECT 2// GOAL 2// 2 /2 /3 //GOAL 4 //3

Assistant Drive:	Drive 2 determining/	Drive 3 striving/moving	Drive 5 informing (self)
For Goal:	controlling	Striving/moving	
Oral drive <u>1 getting</u>	refrigerator	stove, oven, microwave	
Anal Drive 2 determining/ controlling			
Genital Drive 3 striving/moving	washing machine		
Urethral Drive 4 work-performing			
Intentional Drive 5 informing	computer	phone	TV, stereo system

Coding for refrigerator: Object 2 //Goal 2 //2 /2 /3 //Goal 4 //3 //Goal 1 //2

Matrices Concatenation

Neurons Concatenation



By reducing the matrices so that a matrix appears as a node and only the network can be seen, the result is an image that is similar, to the arrangement of neurons in the brain. One matrix element forms the connection point like synapses. They give the super-ordinate content during the next step and the next node adds more differentiating details.



Human Mind

Unlike a normal network that only shows the connections of the objects, here the drive root of each element is tracked. Thus, each element gets a meaning and the total meaning of an object is the sum of the individual meanings of the elements. This circumstance also explains the depth of knowledge penetration of the human mind, which is far superior to the understanding of computer derivations.

Knowledge Penetration

The refrigerator example above shows this knowledge penetration with 4 drive levels:

- Of all the things that are in my possession or at my disposal (drive 2),
- I think of my house/apartment as the core (Goal 2//2).
- I think of the movable equipment of the apartment (Drive 2/3).
- Part of them are electrical appliances that perform a service by moving something with an electric motor (Goal 4//3).
- This includes a refrigerator that keeps food fresh (Goal 1//2).

The human mind knows each drive level of an object and the sum of them.

Human Thinking

- It is unthinkable that the human basic drives (that made human survival possible and still make it possible today) are not represented in the mind. The basic drives must be contained in our brain.
- Human are able to imagine processes of behavior which are used to fulfill basic drives.
- This imagination of the process is a thought.

• The content of the thought is to follow the chain of drives through Basic Behavior Elements that are variations of Basic Drives.