

On Modeling and Analyzing the **Creativity** in Art and Science

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Olga Chernavskaya

- bio



- Born on 03/30/1957
- Studied at the Physics Faculty of Moscow State University, Department of Quantum Field Theory; graduated in 1980 with honors.
- Since 1980 has been working at Lebedev Physical Institute, Laboratory of Elementary Particles, current position – Senior Researcher.
- In 1998 she defended her thesis and received a Ph.D. degree in physics-math sciences
- Since 2011 - Member of the Interregional Association for Cognitive Research
- Since 2012 – member of the Biologically Inspired Cognitive Architecture (BICA) society
- Since 2017 - Member of the Program Committee of IARIA confs COGNITIVE

Problems of interest

- Representation of Emotions in artificial cognitive systems
- The role of Emotions in efficient learning
- Social connectivity and emotions
- AGI and the theory of self-developing systems

Preface to the talk

Dear colleagues,

- I am happy to participate in this conference, as I have done every year since 2016. The last 2 years have been hard and difficult and have brought new challenges. It is no coincidence that just this time we were researching the property of Creativity, i.e., the ability to generate new original ideas in art and science (new ‘personal world’). But Creativity can be viewed from another point of view: it enables us to create own virtual reality which could crowd out external chaos.
- Generally speaking, the creativity has two basic goals:
 - to express yourself (self-realization);
 - - to achieve success and recognition by society.

In today's hard conditions of self-isolation and the difficulty of communicating with the outside world, it is the creation and maintenance of your own virtual reality that comes to the fore as opposed to the external (chaotic) world. I wish to all of us fruitful creative work!

Details could be found in: O. Chernavskaya and Ya. Rozylo, “On modeling the creativity and the concept of Chef-D’oeuvre”, Cognitive Systems Research, Volume 68, Pages 18-33.

OUTLINE

- I. Introduction to *Creativity* and the concept of *Chef-D'oeuvre*
- II. Main points of Natural-Constructive Cognitive Architecture = **NCCA**
 - Scheme
 - Equations
 - Representation of Emotions
- III. Nature of Aesthetic Emotions (**AE**)
- IV. Concept of Chef-D'oeuvre (**ChD**)
 - ChD in Art
 - ChD in Science
- V. **HOW** could a ChD be created?
 - insight
 - intellectual *panic* = “throes of creativity”
- VI. Conclusion and Summary

I. Introduction 1: Creativity

- Creativity = ability to create **NEW** = most mysterious human ability
 - ! Creativity \neq “aha” problem: **nobody does know** a solution
- **Algorithm?** Generally speaking, creative work requires [2: E. Goldberg]:
 - to extract key issues and ask **proper questions**;
 - **striving for novelty** (e.g., new solutions even to the old problems);
 - to correlate **old knowledge** with new problems;
 - flexibility of thinking (**abandon dogmas** if new information contradicts them);
 - focus on solving the problem;
 - “free wandering thoughts” (imagination).

--- not a recipe, contains paradoxes, etc. = **there is no solid algorithm!**
- \Rightarrow Creativity is based on 2 cornerstones:
 - **Skills** (professionalism) \leftrightarrow hard laborious work
 - **! Personality**: individual deep (hidden) experience = (subconsciousness) \leftrightarrow **insight**
- \Rightarrow tightly connected with the “**Explanatory Gap**” problem: **Brain vs Mind**.
 - **BRAIN (B)** = **individual objective** inf provided by Nature (=experience)
 - **MIND (M)** = **subjective** inf created inside the cognitive system **itself**

\Rightarrow **Understanding the Creativity** provides “**the gate to the Gap**” : what is inside?

Levine J. "Materialism and Qualia: The Explanatory Gap". 1983



Explanatory Gap

Psychology (**MIND**)

Neurophysiology (**BRAIN**)

- Consciousness

- Ensemble of Neurons

Emotions:

- *Subjective (!) self-appraisal*
of current/future state

- *neural transmitters*
(**objective! Measurable!!**)

Introduction 2: Concept of Chef-D'oeuvre (**ChD**) in Art and Science

- Creativity in Art ↔ Aesthetic Emotions (**AE**)
 - why AE are **strictly individual**?
 - what is the ChD, the excellent piece of art that is accepted by the entire society (= **majority of people**)?
 - what **differs** a ChD from the pattern of *solid professional work*?
- Concept of Chef-D'oeuvre (ChD): **2 main questions**
 - **WHAT** is ChD? WHY it causes goosebumps?
 - **HOW** it could come?
- ChD in **Science** = *scientific discovery*
 - What differs ChD in Science and Art ?
 - What is common
 - Examples of scientific ChD

II. Natural-Constructive Cognitive Architecture (*NCCA*)

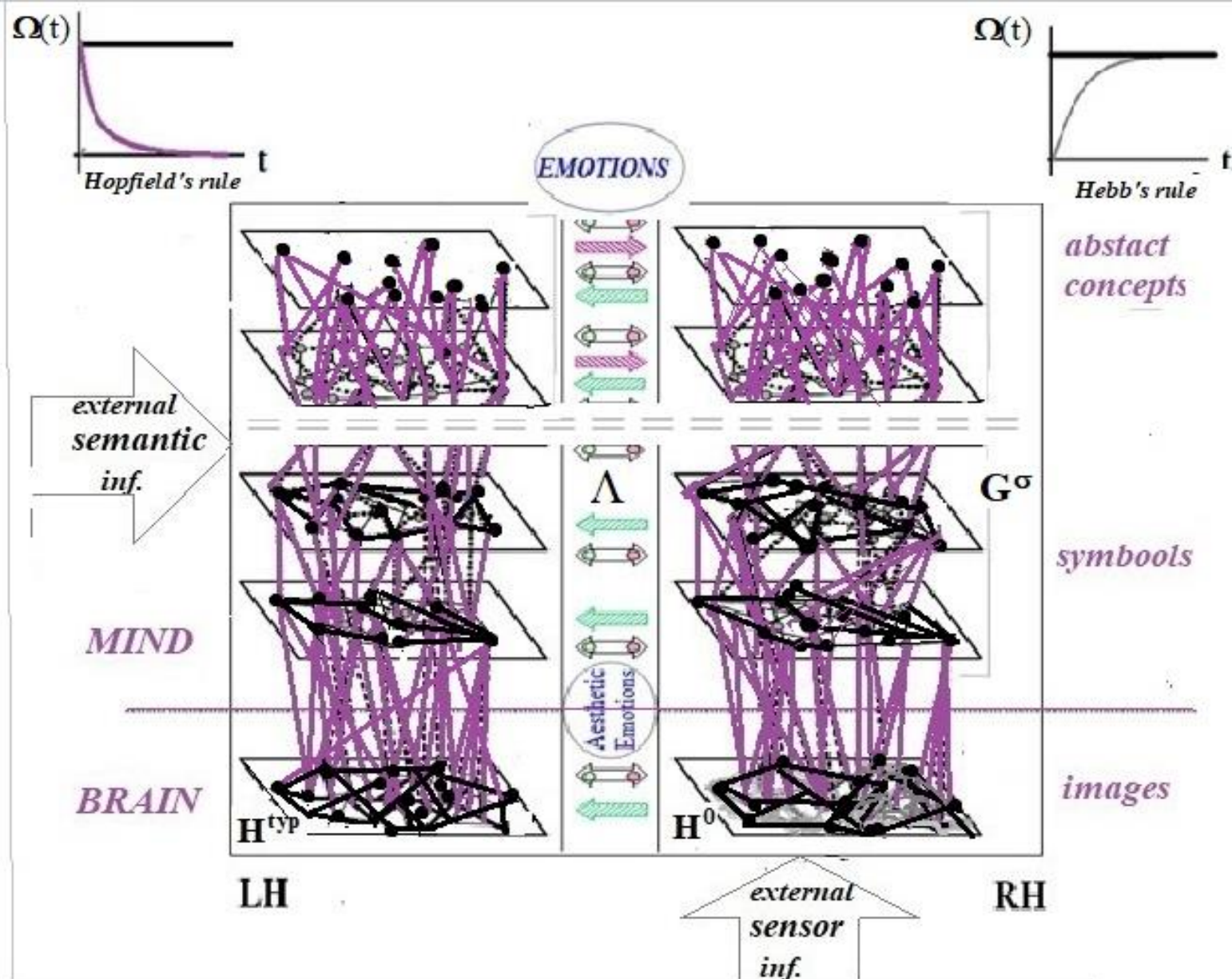
- **3 cornerstones:**

- **Dynamical Theory of Information (*DTI*)**: focus on emerge and evolution of inf

(*Haken, 2000, Prigogine, 1997, Chernavskii, 2000*)

- Main DTI inference: *generation* of *new* inf. and *conservation* of known inf. are *dual* functions \Rightarrow should be implemented by 2 different subsystems
- *generating* inf requires noise (=random self-excitation of neurons)
- **Neurophysiology & Psychology data**
 - *E.Goldberg*: **RH** \leftrightarrow learning (new inf.)
LH \leftrightarrow processing well-known inf. (recognition, prognosis, ...)
- **Neural computing**
 - *Distributed* memory (*Hopfield-type*) and *localization*=*WTA* (*Grossberg-type*) neural processors
 - Combined with nonlinear differential equation technique \leftrightarrow *dynamical* formal neuron concept

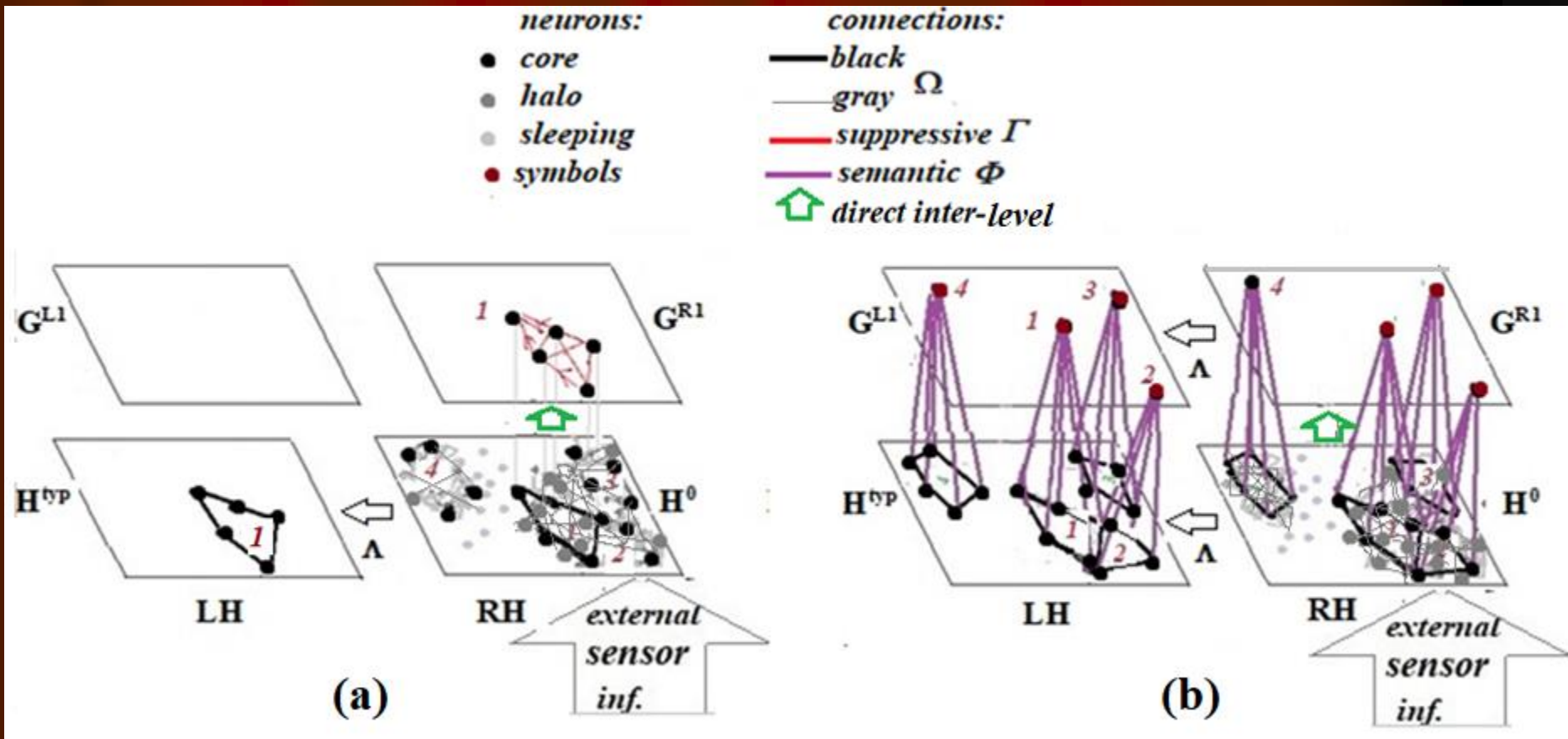
NCCA Scheme : Fig. 1 (redrawn 2020)



Comments to the NCCA scheme:

- *Combined 2 subsystems (as cerebral hemispheres)*
 - RH \leftrightarrow generation of new inf. (=learning , creating)
 - Noise is required!
 - LH \leftrightarrow conservation and processing already learned inf = recognition, prognosis, etc.
- Different laws of connection training for RH and LH:
 - RH \leftrightarrow Hebbian (*amplification*) = memorization of *choice*
 - LH \leftrightarrow Hopfield (“*redundant cut-off*”) = *selection*
- **Symbol-choosing procedure** is *unstable* (controlled by *noise*) \Rightarrow symbol forming = generation of *subjective inf (convention)*.
- **Hierarchical structure:**
 - $\sigma=0$: images =sensory inf (*objective!*) \leftrightarrow **BRAIN** !
 - $\sigma=1,...N$ = *symbol* inf = *subjective!* inf (convention) \leftrightarrow **MIND** !
 - $\sigma>1$: symbols \leftrightarrow words = **verbalization \rightarrow consciousness**
 - $\sigma>>1$: **abstract** (not-sensory) inf. = *symbol-concepts*

Mechanism of NCCA scheme formation: small fragment of basic levels $\sigma=0,1$ (Fig. 2)



- (a): **early** stage: only 1 image in H^0 (RH) is well-learned ("typical"), it is translated to H^{typ} (LH) and G^R1 , where the symbol is chosen (by **competition**)
- (b): **final** stage: all 4 images became typical and obtain their symbols that form inter-level (**semantic**) connections with image neurons

Comments to Fig. 2

- **Connection blackening principle**: images are forming in H₀ (RH) by Hebbian learning mechanism up to strong (“black”) connections (**typical images**) and then are translated (replicated) to H_{typ} (LH) and to G_{1R} for symbol creation (**winner-choosing procedure**)
- **Core** neurons ↔ typical attributes
 - Provide the base for **symbol** formation
- **Halo** neurons ↔ atypical (inessential) attributes and/or rare representations
 - provide **implicit (indirect) associations that are lost at the transition RH→LH**
 - are hidden in H₀ (**BRAIN**) only
- **“Sleeping” neurons** = never been excited in any cognitive process
 - **not belong** even to **BRAIN** experience
- **Sub-consciousness** = variety of **halo-neurons** along with their weak (“gray”) connections = seemingly unimportant **unrealized and non-verbalized hidden personal (Brain) experience**
 - not connected with any symbol = “**out of control**” by Mind
 - **something that BRAIN does know, while MIND can’t realize**
 - source for **creative** solutions that could be excited only by **noise (=insight!)**¹³

Master equations (details in Chernavskaya, *BICA*, 2015)

$$\frac{dH_i^0(t)}{dt} = \frac{1}{\tau_i^H} [\mathfrak{I}_H\{H, \beta_i\} + \sum_{i \neq j}^n \Omega_{ij}^{Hebb} H_j^0 + \sum_k \Phi_{ik} G_k^{R,1} - \Lambda(t) \cdot H_i^{typ} + Z(t) \cdot \xi_i(t)]$$

$$\frac{dH_i^{typ}(t)}{dt} = \frac{1}{\tau_i^H} [\mathfrak{I}_H\{H, \beta_i\} + \sum_{i \neq j}^n \Omega_{ij}^{Hopf} \cdot H_j^{typ} + \sum_k \Phi_{ik} \cdot G_k^{L,1} + \Lambda(t) \cdot H_i^0]$$

$$\frac{dG_k^{R,\sigma}}{dt} = \frac{1}{\tau_G} [\mathfrak{I}_G\{G_k^R, \alpha_k^\sigma\} + \hat{Y}\{G_k^{R,\sigma}, G_l^{R,(\sigma+\nu)}\} - \Lambda(t) \cdot G_k^{L,\sigma} + Z(t) \cdot \xi(t)]$$

$$\frac{dG_k^{L,\sigma}}{dt} = \frac{1}{\tau_G} [\mathfrak{I}_G\{G_k^L, \alpha_k^\sigma\} + \hat{Y}\{G_k^{L,\sigma}, G_l^{L,(\sigma+\nu)}\} + \Lambda(t) \cdot G_k^{R,\sigma}]$$

$$\frac{dZ(t)}{dt} = \frac{1}{\tau^Z} [a_{Z\mu} \mu + a_{ZZ} \cdot Z + F_Z(\mu, Z) + \Theta(Z, H, G_k^q)]$$

$$\frac{d\mu}{dt} = \frac{1}{\tau^\mu} [a_{\mu\mu} \mu + a_{\mu Z} \cdot (Z - Z_0) + F_\mu(\mu, Z)]$$

$$\Lambda(t) = -\Lambda_0 \cdot th\left(\gamma \cdot \tau^Z \cdot \frac{dZ}{dt}\right)$$

Comments to the system of Equation : 1

- H_i, G_i – variables representing i -th neocortex neurons (Fig. 1)
 - $H \leftrightarrow$ H-type processors = *distributed* memory (*images*)
 - *Objective individual* inf (sensor signals from real objects ever presented)
 - $G \leftrightarrow$ G-type proc. = *symbols* of previous-level images + *generalized images* (=image-of-symbols)
 - *Subjective* inf created inside the system itself
 - *Scaling* = the same formation principle *at any* σ level
- σ = level of hierarchy
 - $\sigma = 0 \dots 1 \leftrightarrow$ *virtual border btw. “Brain” and “Mind”*
- **Noise:** $Z(t)\xi(t)$: $Z(t)$ = amplitude, $\xi(t)$ = random function (Monte-Carlo)
 - *presenting in RH only*
- Λ : *inter-subsystem connections* \leftrightarrow “*corpus callosum*”: serve to provide “dialog” RH and LH
 - $\Lambda = + \Lambda_0(R \rightarrow L) = \Lambda$; $\Lambda = - \Lambda_0 = \Lambda(L \rightarrow R)$: **refers to all eqs.**

Comments to the system of Equation : 2

- *Bottom block = variables $Z(t)$, $\mu(t)$ = refer to Emotions*
 - $\mu(t) \leftrightarrow$ “deep B” = effective composition of neurotransmitters (stimulant *minus* inhibitors)
 - $Z(t)$ = the “tool “ for self-appraisal = “*emotional temperature*”
 - Z_0 = “**normal temperature**” \leftrightarrow value necessary for normal system’s functioning (*homeostasis*)
- *Final eq. : $\Lambda(t)$ = activity of RH\LH subsystem is controlled by emotional tool - dZ/dt !*
 - **unexpectedness** (incorrect prognosis) \leftrightarrow **negative E** \leftrightarrow **RH activation** is necessary! (= mobilization)
 - finding a solution \leftrightarrow **positive E** \leftrightarrow **LH only** (relax for RH)
 - NB: a derivative could be either (+) or (-) !

Noise amplitude $Z(t)$ = “*emotional temperature*”: *typical patterns in solving various problems*

- **Recognition** (iteration process): **Fig. 3a**
RH puts forward hypotheses, LH tests them, etc.:
dumping oscillation around normal value Z_0
- **Prognosis** (prediction):
 - the same in normal mode
 - in the case of **joke** (sudden unexpected but still familiar inf that switches to another prediction):
sharp rise at t^* that is immediate changing by **fall down** (new solution found) \leftrightarrow **laugh** (Fig. 3b)
- **Aesthetic Emotions** (contemplation of Art) :
goosebumps \leftrightarrow $Z(t)$ “vibration” around Z_0

(Fig. 3c)

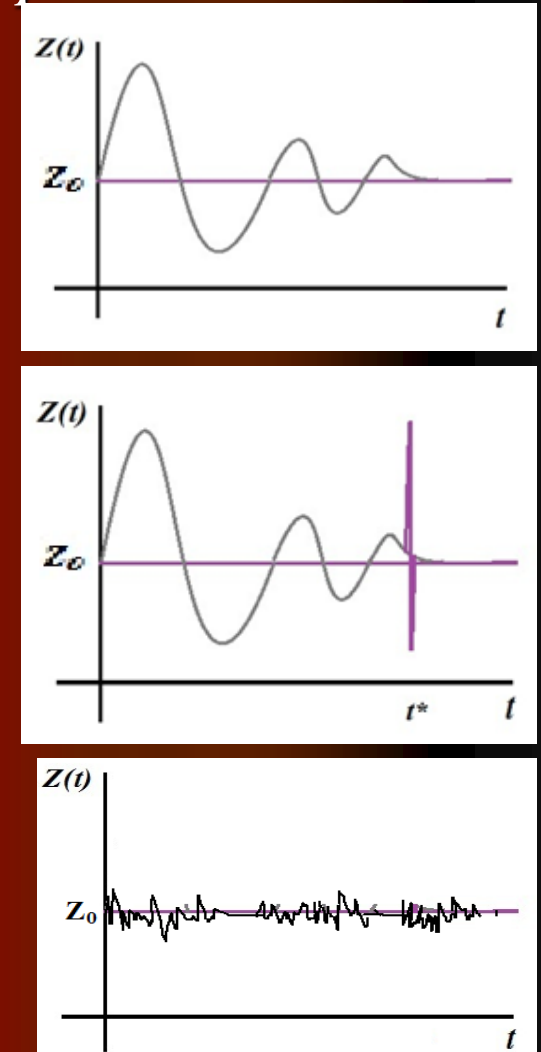


Fig. 3

III. Nature of Aesthetic Emotions

- Pragmatic E. (*E*) \leftrightarrow definite *goal* (e.g., *to survive*)
 - *Have rational (!) reasons*
- **Aesthetic E. (AE)** = contemplation of Art, Music, Literature, Nature phenomena : *have no rational reasons!*
- Great influence of society (propaganda), BUT:
- AE are *strictly individual* = *mystery #1*
 - *sincere* = *goosebumps* could not be *feigned*
 - subjective individual “*goosebumps*” *are objectively measurable!*
- **Possible reasons could be:** (apart from obvious cultural context) +
 - childish vague impressions;
 - personal fuzzy (“**implicit**”) associations;
 - influence of cultural mini-media (family, messmates, etc.).

= all related to the *subconsciousness*

Mechanism of AE in NCCA

- AE are controlled by the value of *discrepancy D* (influences on dZ/dt)

- $D_{\sigma=0}(t) \equiv \sum_i \left\| H_i^0 - H_i^{typ} \right\|,$

i.e., the difference in RH and LH records (excited neurons):

- If the pattern is quite familiar (**D=0**), AE *are absent* (indifference);
- If it is quite unknown (now such records), AE again are absent;
- **bright** AE providing the *goosebumps* (in Fig. 3c – slight trembling around normal value Z_0) arise when the pattern seems *familiar* but *unusual* (*abnormal*) simultaneously, with this *illusion cannot be neither formulated, nor realized. WHY?*
- **Main inference: AE = effect of excitation of HALO neurons:** it generates vague *implicit* (individual!) *associations* (via “gray” connections).
 - this impression cannot be smoothed out, since $D \neq 0$ due to halo neurons (absent in LH).
 - *couldn't be formulated (verbalized) since halo not connected with any symbol!*
 - *'Sub-barrier' transition* between different images (i.e., between different **symbols**)
- **Halo-neurons:** AE arise when Brain does see something that the Mind can't realize
- Consequences:
 - AE require *large repertoire* of halo neurons (= *erudition*) \leftrightarrow *episodic experience*
 - *! Impression doesn't depend on the number of presentations: familiar patterns affecting the halo-neurons still produce vague (unformulated) impression always*

IV. Concept of Chef-D'oeuvre (ChD)

- If *AE* are quite **individual** than WHY some piece of Art are *socially accepted* as **ChD**? = *mystery #2*
 - Great influence of mass media (FASHION) ⇒ temptation (delusion): “ **ChD is the result of social convention expressed in \$ equivalent**”
but: ONLY ???
- But **WHAT** is it in the ChD itself that makes it **ingenious**?
 - What does differ ‘Mozart’ (= **ingenious creations**) from ‘Salieri’ (= **solid professional work**)?

Chef-D'oeuvre ↔ «*RECOGNITION PARADOX*»

- *ChD* causes the *PARADOX of RECOGNITION*: arise when the pattern seems *familiar but unusual*, with this *illusion cannot be neither formulated, nor realized* (affecting the halo neurons of people).
- at least 2 possibilities:
 - #1. ChD differs but slightly (by few halo-neurons) from certain **familiar** object == corresponds to: « ...to see invisible...»
 - “Black square” of Malevich: is not neither black, nor square“
 - “Mona Lisa” Leonardo: a person passed through the **stroke** (insult, or plastic surgery)
 - #2. ChD resembles a lot of familiar patterns : “to combine the incompatible” = *Implicit associations* via *HALO* neurons = “sub-barrier transition”
 - Great composition Mozart, Beethoven, Wagner, etc.: something *insensibly* in common with each other (*classical*), as well as with the *older traditional* (folk) music
 - **Analogy**: **ChD** is similar to the **AIDS virus** : have attributes (signs) of many others, but couldn't be reduced to them
- General formula for ChD:

“...to see the invisible, to combine the incompatible”

ChD in Science = scientific discovery

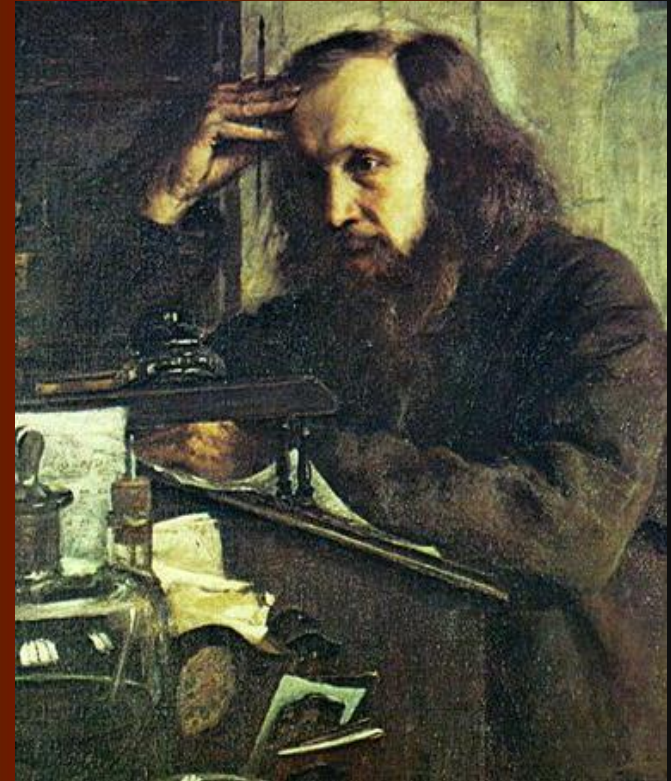
- *Professionalism* come to the fore, but still *fantasy* is needed
- *Evolution of Science* proceeds in analogy with formation of NCCA
 - *early stage*: formation of *typical images + symbols*
 - *later stage*: *relations* (possible *contradictions*) between *abstract concepts* = ?
- The concept of ChD in science *depends on the stage of development*
 - early stage: *revealing basic links* (laws) = “*to see the invisible*”
 - later stage: *interdisciplinarity* = resolution of *scientific paradoxes* (contradictions) = “*to combine the incompatible*”
- Examples of famous scientific ChD
 - *Newton’s law* : to see invisible link between force and acceleration (not speed)
 - Quantum Mechanics: *Complementary principle* (Bohr vs Einstein)
 - *Classical Mechanics VS Thermodynamics* (Boltzmann, Krylov)
 - *Mendeleev’s Table*: double ChD: he *saw invisible* (unknown) chemical elements and *combined* them according to *atomic planetary model* discovered 50 years later! (after his death)

The Mendeleev's Table

Dmitrii Mendeleev had **created** famous **Table of chemical elements**, which further turned out to be consistent with the “*planetary model of the atom*”, which is accepted to this day, and was developed ~50 years later (after his death)

= an example of “**combined the incompatible**”.

- The day before the discovery Mendeleev was in the state of *intellectual panic* (**throes of creativity**):
 - **deadline !**
 - **problem:** some chemical elements did not want to take needed places.
- The decision came to him **a dream** = *on the brink of consciousness*.
- *Solution* was **ingenious** and **paradoxical**: he left **empty places** in the Table for elements that *should* occupy them but **were still unknown**. == he had **seen the invisible elements**



V. **HOW** could be created a ChD? Intellectual panic: *throes of creativity*

- Creativity = the challenge to **extract** the vague associations\patterns from personal *halo* (“Brain”) experience and **formulate** it by *any common language* (e.g., **music**, **mathematic**, **poetry**, etc.). In aphoristic form, this implies:
“to bring a piece of personal “Brain” into the “Mind” and World”.
- **How** could it come?
 - Suddenly, by **pure insight** – *very rarely* (almost improbable)
 - Usually, insight is preceded by **hard laborious work** implying mobilization of all resources (= *throes of creativity*).
- Efficiency of creative work depends on the **emotional temperature $Z(t)$** : *mobilization* requires **increasing $Z(t)$**
- Intellectual panic (=throes of creativity) could be caused by necessity to solve some **creative** problem **urgently** (e.g., before certain **deadline**)
 - *could arise in any creative work: Art as well as Science*
 - is characterized by unpredictable (**chaotic**) behavior and **jumps** in mood [4]
from *euphoria to despair*

Simulation of *throes of creativity*

- “Mobilization of all resources” = increase of **noise amplitude $Z(t)$** (= increasing probability of halo-experience excitation)
- When $Z(t)$ exceeds some critical value $Z^{**} \gg Z_0$, system falls into **chaos**: chaotic jumps around abnormally high value results in **noise dominating** in RH and **mixing all known images** (like the effect of “**shaking + quenching**”)
- It could result in either:
 - sudden solution (**insight**) at t^{**} that is accompanied by **emotional Eureka! burst** (similar to *laugh* (Fig. 3a))
 - deep long **depression** if $Z=0$: the system **can't neither perceive nor generate new inf** (Fig. 4b)
- At $Z > Z^{**}$ the probability of **waking up “sleeping” neurons** can provide new **implicit associations** that could lead to new solution **unexpected** for the system itself even at the Brain (**halo**) level! (see Fig. 2) \leftrightarrow **enriching the individual Brain experience** (sub-consciousness)

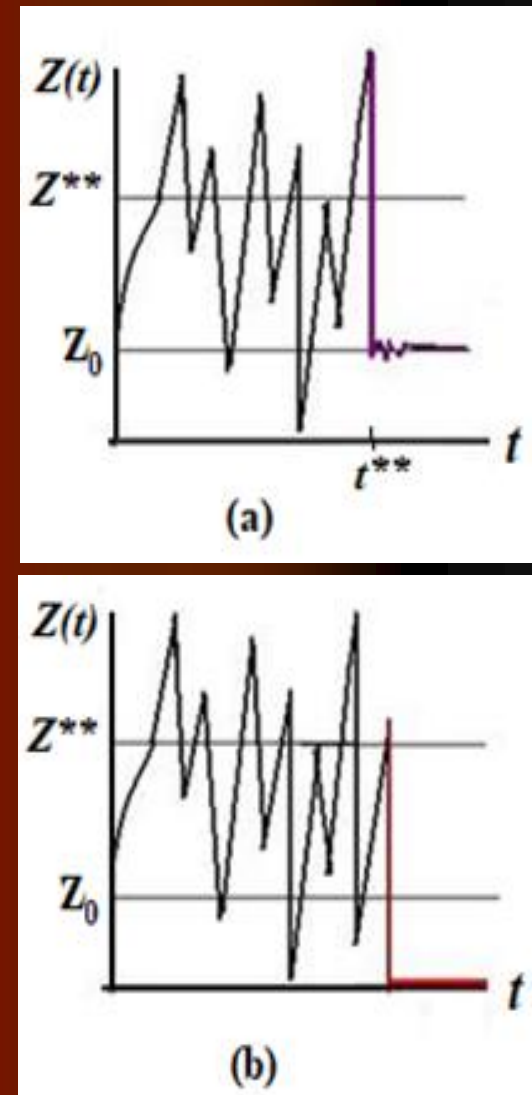


Fig. 4

VI. Conclusions

- The source for creativity is hidden in the *subconsciousness* = personal episodic vague *unrealized* experience
 - Genius should have broad experience (= ‘*rich inner world*’)
 - Moment of creation = insight = is *occasional* act
 - HOW could the insight come?
 - *Inspiration?*
 - *Throes of creativity* (panic)
 - Our study = an attempt to understand the *nature of AE and the impression* produced by great **creations** (ChD)
 - *What differs ChD from* ‘solid professional work’? The latter should be *perfect*, while *ChD* should contain small *deviation from perfection*
 - *Creativity still remains to be a mystery...*
 - *at what moment* insight could come? *Dream?*
 - *why* the *throes of creativity may NOT* to lead to insight?
- etc...

Summary

- **Subconsciousness** = personal episodic experience which was not realized, comprehended, and formulated (verbalized)
- Creativity = a challenge **to bring the piece of personal Brain (subconsciousness) into the Mind (consciousness) and World**
 - **genius** can ‘dig out’ from his personal ‘deep inside’ something that will **resonate** in the subconsciousness of people
 - each ChD contains the chance to contact with genius **at the deep inside** (subconsciousness) **level**
- Recognition **paradox: Brain does know, while Mind doesn’t realize**
 - ⇒ **AE (goosebumps)** ‘arise from Explanatory Gap’
 - ⇒ **AE** arise when one has **no words** to describe the impression
- ChD is a condensed capacity **to see the invisible, to combine the incompatible**, which is **inherent** in genius and **inspired** in people
- Key point for Creativity = **PARADOX**
 - “You have to have **chaos inside** you to give birth to a dancing star” (**Nietzsche**)
 - **Chaos around** could be **overcome** by creativity inside

Thanks for attention

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