

Aristo Tacoma

Art of Thinking, vol 4:

ROBOTIC GOAL SORTING

==d11 d3 d9 egshow

A	B	C	D
TOP KEYWORDS	#2 KEYWORDS	#3 KEYWORDS	Spread cID: k1

***** IMAGE NUMBER:



1

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3

STARTCARDNUM:

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(cBIC,cBrdid:)

9000

SHOW NOW? Y=1:

1

PANS Bt J1,

core p. Bt L1.

PATMAT? Y=1:

Egshow scrpt:

888

PalmBl scrpt:

QUANTITY PANS:

3173

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Art of Thinking
Vol. 4

ROBOTIC GOAL SORTING

GENERAL BOOK INFORMATION:

This is volume 4 of the five-volume series entitled Art of Thinking. These are printed on paper and also available at www.avenuege.com/library for free. Please consult the

www.g15pmn.com, which refers to
norskesites.org/fic3/fic3inf3.htm, for relevant G15 PMN
apps talked about, and explained, and used, inside this
series. Each of the volumes in this series can be
reproduced by anyone for free as long as it is kept whole
and intact; and this note must be included with it. The
reproduction of these texts must be exact and include
(the sometimes numerous) spelling issues and such in them.
The volumes are of different sizes, some as books, some
as booklets; some with much program code and some with
little program code.

Aristo Tacoma, pen name for Stein H Reusch, is the author
of this book and of the G15 PMN programming language.
Another pen name is S.R.Weber.

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Apps useful to get acquainted with during (or before)
reading this volume: #1000400 and such as #5553588.

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SPACE FOR YOUR OWN NOTES

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CHAPTER 1

To make everything about programming robots simpler I have, while beginning to make this volume in the five-volume series Art of Thinking, decided to make a relaxed sort of vaguely natural language inspired 'programming language'--which isn't exactly a programming language in the usual sense of building functions and so on. Rather, it is a language to enquire into and modify and create FCM structures; and for those who have read the earlier volumes in this series, they know that FCM means:

First-hand Computerized Mentality

This programming language is called ANN, and it associates with 'ANalogue' and 'A Natural language inspired computer language' in its letters. ANN is a sort of layer on top of

the FCM and pattern matching spreadsheets we have seen in the previous volumes; not a layer that suppresses these, but rather so that it becomes a more relaxed thing to big on what we want robots to do, and other such things. ANN itself is written in G15 PMN, naturally.

Thinking is, naturally, infinitely more than a question of programming robots or computers more generally.

One question that may be of interest to the person who philosophizes over reality, and wonders where, how such more 'formal' and clea-cut structures like polished machines come in. And where do organisms, such as of the pure healthy skin of a young girl who may have relaxed at the beach while the day is young, sort of 'come from', in this picture? The question is perhaps a funny one, but bear over with it for a moment.

Imagine that one goes for a walk in the wild woods with not many tools and not any computer, and one gets the idea to build a computer. To do so requires quite an astonishing number of steps, usually, but let us look at it in a simplified way.

In this simplified way, we first conclude that we need some kind of suitable metal. We look around and we see some rocks over there, and some of them appear to have the reddish tone of oxidized iron.

After a great deal of work, one extracts a chunk of raw iron from a melting of pulverized stone.

After a great deal of work, one gets a chunk of polished steel from this. And after a great deal of work, one can get components of polished steel, and begin to put together some sort of machine. True, it is far from a computer yet, but we see the process: extraction and distillation and processing and refinement of something that is initially rather a mix, and the mental perception of the idea of a pure form can gradually, slowly, begin to unfold itself and take shape into a manifest structure, some kind of machine.

Generalized, this eventually leads to a computer. A computer allows us to shape computer-controlled events through a tossing around of whole numbers. These numbers,

originally being just in the mind, suddenly has a direct vehicle for their albeit still somewhat fleeting existence in the manifest world.

Now look at the skin of the sunkissed youth: she is in a way another type of concept, very other than a machine, and yet similar in that she appears to be extremely refined, uncluttered, somewhat beyond the material world. Indeed, the most beautiful of girls makes us think of the muses; and we have discussed the importance of not ditching the word 'beauty' in other places; and also not saying that everything is 'equally beautiful' just to try to appease the bruised ego of some who do not feel to be top of the charts at the moment. Beauty is too important to become a tool in the hand of psychotherapists and politicians to create more soothed feelings. For when we together honor the most beautiful, we get a strong energy of coherence; indeed it turns our united intelligence on.

I will leave that subject matter there for the moment: it felt important to open up with. Let us have room in our worldviews for the, to this writer, most exceedingly important feature, namely that what the human bodily senses pick up of manifest reality is but a scratch on the surface of a multiverse. Creating good thinking, and that includes good programming, is about the experience of coherence throughout that multiverse; and in one sense or another, everyone has their being many places.

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MUCH MORE TO COME IN THIS BOOK

