ARTISTICALLY REPRESENT WHAT YOU ARE TRYING TO DO*

Sources: Perceptrons Marvin Minsky

   Metamagical Themas: Questing for the Essence of Mind and Pattern by Douglas R. Hofstadter

   The Mind I (1981), Daniel Dannett

Artists/Architects that deal with Still movement:

   Piet Mondrian, Alexander Calder, Raimund Abraham, John Hejduk

Storage and Visual Learning through Intuitive Systems:

The system in the Enigma is almost infinite, "more than just a decoder"; it could merge with the system of the visual cortex.

1. Search for infinite systems
2. Search for "principia Mathematica" volumes 1, 2, 3.
3. Turing's ideas and research on morphogenesis

Concept:

   Our brains grow because the *biological design* of our camera-like eyes intake what we see and sends the exact visual data to the visual cortex, where it stores an abstraction, or abstractions, of the visual data effortlessly in a way that we can retrieve it without a knowing the location. It is stored and retrieved dynamically, nonpermanently and nonforcefully. We learn by choosing between such abstracts, which are triggered simultaneously through the interchange between the visual object in the real world and the systems in our brain, precisely in the visual cortex. The visual cortex organizes information dynamically through a set of random addresses, or lines of synaptic connections, where the abstract data is processed somewhere in the visual cortex to become precise data. The beauty lies in the fact that we do not have to explicitly define the abstractions of a visual object because the abstraction is the nature of the system within the visual cortex.

On Abstraction: The visual cortex stores the *abstraction* of the actual data in the visual world. The abstraction can be anything as long as it is the characteristic of the object. (But how is that abstraction biased? It needs to be precise in order for the visual system to work?) I am not sure how to emulate the simultaneous possibilities of obtaining these multiple characteristics that can naturally this, that, both or all of such characteristics, such as points, lines, surface, texture, volumetric.

Goal: I want to create a new memory system, a program on a computer chip with lens to intake visual data to demonstrate Semir Zeki's "seeing is understanding", that emulates the biological processes of visual cortical specializations. This new memory system aims to build V1, selective orientation and directionality and V5, motion (on the other side) where the "systems" in V1 and V5 formulize/create the middle cortical pathways, V2, V3, V4, V4A in between.

 On Computer Science: "We argue for transparency in governmentality in the information age and show that free software embodies the anarchist ideal of eliminating the indiscrimate, opaque application of power." xviii