**MIND READING COMPUTER**

***Abstract****People express their mental states, including emotions, thoughts, and desires, all the time through facial expressions, vocal nuances and gestures. This is true even when they are interacting with machines. Our mental states shape the decisions that we make, govern how we communicate with others, and affect our performance. The ability to attribute mental states to others from their behavior and to use that knowledge to guide our own actions and predict those of others is known as theory of mind or mind-reading. Existing human-computer interfaces are mind-blind oblivious to the user’s mental states and intentions. A computer may wait indefinitely for input from a user who is no longer there, or decide to do irrelevant tasks while a user is frantically working towards an imminent deadline. As a result, existing computer technologies often frustrate the user, have little persuasive power and cannot initiate interactions with the user. Even if they do take the initiative, like the now retired Microsoft Paperclip, they are often misguided and irrelevant, and simply frustrate the user. With the increasing complexity of computer technologies and the ubiquity of mobile and wearable devices, there is a need for machines that are aware of the user’s mental state and that adaptively respond to these mental states.*