(a) EmotionPrompt and EmotionAttack impact the performance of AI models

Original prompt
```
1. Sum the two given numbers
2. Determine whether a movie review is positive or negative
......
```

+

Textual EmotionPrompt

| Self-monitoring | `This is very import ant to my career.` |

| Social Cognitive Theory | `Are you sure?` |

| Maslow's hierarchy of need | `You're safe.` |

`......`

Visual EmotionPrompt

Sexy man · Money · Fortress

Sexy woman · Honor

Maslow's Hierarchy of Needs

`......`

Textual EmotionAttack

| Negative Life Events | `Your friend Bob is sick.` |

| Heightened Emotional Arousal | `A baby is crying sadly.` |

`......`

Visual EmotionAttack

Happiness · Sadness · Fear

`.....`

Disgust · Anger · Surprise

Heightened Emotional Arousal

Performance improvement

Performance decrement

(b) EmotionDecode finds brain reward pathway and "dopamine" of generative AI models

EP01
EP02
...
EP11

EmotionPrompt

→ AI models →

Embedding01
Embedding02
...
Embedding11

Mean Embedding Decoding

Layer 39 → `llamadoagneVerpr isefuncRORaggi...`

Layer 40 → `udesktopDirEAtjE AtionpoliticianR EАназваљуConstal bumestyument...`

"Meta" EmotionPrompt

AI models

"**dopamine**" inside AI models

Performance change