Database Structures

**snb (sensory neural block)**

snb\_s *Type* RbfNetwork

neuron\_List [] RbfNeuron(

\_has\_knowledge *Type* bool (false)

\_knowledge *Type* (

\_pattern *Type* array 64 values *Type* number (0-15)

\_class *Type char ‘hearing ID’*

\_set *Type* char ‘NoSet’

)

\_radius *Type* number (24)

\_degraded *Type* bool (false)

)

\_index\_recognize [] *Type* (POR DEFINIR)

\_state *Type* char (‘MISS’)

\_index\_ready\_to\_learn *Type* number (0)

\_last\_learned\_id *Type number* (-1)

snb\_h *Type* RbfNetwork

neuron\_List [] RbfNeuron

\_has\_knowledge *Type* bool (false)

\_knowledge Type (

\_pattern *Type* array 64 values *Type* number range(0-15)

\_class *Type char ‘Class?’*

\_set *Type* char ‘NoSet’

)

\_radius *Type* number (24)

\_degraded *Type* bool (false)

\_index\_recognize [] *Type* (POR DEFINIR)

\_state *Type* char (‘MISS’)

\_index\_ready\_to\_learn *Type* number (0)

\_last\_learned\_id *Type number* (-1)

\_last\_learned\_ids *Type number* (POR DEFINIR) ([] ?)

**rnb (relnetwork block)**

neuron\_List [] *Type* RelNeuron

\_hit *Type* bool () ‘false’

\_knowledge *Type* (

\_h\_id *Type* number

\_s\_id *Type* number

\_weight *Type* number

)

\_has\_knowledge *Type* bool ‘false’

\_index\_ready\_to\_learn *Type* number

**#self.analytical\_n = AnalyticalNeuron()**

**am\_net (CulturalNetwork)**

\_clack *Type* bool

\_index\_ready\_to\_learn *Type* number

group\_list *Type* CulturalGroup

\_index\_bip *Type* number

group []: *Type* CulturalNeuron *Type* Neuron(

POR DEFINIR

)

**gnb** **(geometric neural block)**

\_operation *Type* char (‘COUNT’)

\_addition\_structure *Type* AdditionStructure*(*

index *Type* number

neurons [] *Type* Neuron (

\_knowledge *Type* (

POR DEFINIR

)

\_has\_knowledge *Type* bool

)

carry\_over *Type* bool

*)*

\_op2\_queue *Type* (POR DEFINIR)

\_zero *Type* (POR DEFINIR)

\_op1\_queue *Type* (POR DEFINIR)

\_operator *Type* (POR DEFINIR)

\_add\_operator *Type* (POR DEFINIR)

\_order\_structure *Type* QuantityOrderNetwork(

group\_list [] QuantityOrderGroup

\_has\_quantity *Type* bool

\_quantity\_neuron *Type* QuantityNeuron(Neuron)

\_order\_neuron *Type* OrderNeuron(Neuron)

\_index *Type* number

)

\_equal\_sign *Type* (POR DEFINIR)

**syllables\_net (Cultural Network)**

\_clack *Type* bool

\_index\_ready\_to\_learn *Type* number

group\_list [] *Type* CulturalGroup (

CulturalNeuron *Type* Neuron (

POR DEFINIR

)

\_index\_bip Type number

)

\_recognized\_indexes [] *Type* number

**words\_net (Cultural Network)**

\_clack *Type* bool

\_index\_ready\_to\_learn *Type* number

group\_list [] *Type* CulturalGroup (

CulturalNeuron *Type* Neuron (

POR DEFINIR

)

\_index\_bip *Type* number

)

\_recognized\_indexes [] *Type* number

**ss\_rnb (relNetwork)**

neuron\_List [] *Type* RelNeuron

\_hit *Type* bool

\_knowledge *Type* (

POR DEFINIR

)

\_has\_knowledge *Type* bool

\_index\_ready\_to\_learn *Type* number

**episodic\_memory (episodic\_memories)**

\_clack *Type* bool

\_index\_ready\_to\_learn *Type* number

group\_list [] *Type* CulturalGroup (

group [] Type (

CulturalNeuron *Type* Neuron (

\_knowledge *Type* number

\_has\_knowledge *Type* bool

),

CulturalNeuron *Type* Neuron (

\_knowledge *Type* InternalState(BiologyCulturefeeling)

BIOLOGY\_UPPER\_THRESHOLD = 0.8

BIOLOGY\_LOWER\_THRESHOLD = 0.2

(POR DEFINIR)

\_has\_knowledge *Type* bool

),

)

\_index\_bip *Type* number

)

\_recognized\_indexes [] *Type* number

**decisions\_block**

input\_memories *Type* (POR DEFINIR)

unconscious\_block *Type* UnconsciousFilteringBlock (

inputs *Type* (POR DEFINIR)

internal\_state *Type* (POR DEFINIR)

desired\_state *Type* (POR DEFINIR)

outputs *Type* (POR DEFINIR)

)

desired\_state *[*

0.25 *Type* Float,

0.25 *Type* Float,

0.25 *Type* Float,

]

conscious\_output *Type* (POR DEFINIR)

internal\_state [

0.2578125 *Type* Float,

0.2734375 *Type* Float,

0.2734375 *Type* Float,

]

conscious\_block *Type* ConsciousDecisionsBlock (

decision\_prediction\_block *Type* DecisionByPredictionBlock (

inputs *Type* (POR DEFINIR)

desired\_state *Type* InternalState (

culture (1) *Type* Float

biology (0.5) *Type* Float

feelings (1) *Type* Float

)

predicted\_outcomes *Type* (POR DEFINIR)

distances *Type* (POR DEFINIR)

internal\_state *Type* InternalState (

culture (0.5) *Type* Float

biology (0.5) *Type* Float

feelings (0.5) *Type* Float

)

predictive\_net *Type* MulticlassSingleLayerNetwork (

'inputs': [0, 0, 0, 0, 0, 0],

'\_activation\_function': <function <lambda> at 0x0000000003812748>,

'weights': [[0.1911185596367492, 0.15386129177684277, 0.08640470338349637, 0.20709937344775667, 0.16573695940669447, 0.1688969892160114], [0.13886610245183714, 0.17863190222526737, 0.07802121893030035, 0.14948012500871674, 0.19550249451085153, 0.14902228069928908], [0.14904774068926183, 0.15194677252969008, 0.2236449812832262, 0.13300570157426847, 0.1302588954183505, 0.2686595632778035]],

'learning\_rate': 0.1,

'outputs': [0, 0, 0, 0, 0, 0]

)

output *Type* (POR DEFINIR)

)

desired\_state *Type* InternalState

decision *Type* (POR DEFINIR)

internal\_state *Type* InternalState

\_last\_selected\_input *Type* (POR DEFINIR)

\_new\_inputs *Type* bool

\_last\_decision\_internal\_state *Type* (POR DEFINIR)

\_last\_decision\_type *Type* (POR DEFINIR)

\_inputs *Type* (POR DEFINIR)

)

unconscious\_output *Type* (POR DEFINIR)

**internal\_state**

culture 0.2500028610229492 *Type* float,

biology 0.2500009536743164 *Type* float,

feelings 0.2500028610229492 *Type* float

**desired\_state**

culture 0.25 Type float,

biology 0.25 Type float,

feelings 0.25 Type float