

★ Let's build true communism together!

(return to Euseochality)

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★ I can help you solve black box effect in ChatGPT.  
Follow the think track below:

Hint: He is calculating commonalities and differ variables between the meaning of words and analyzing the result using Feedforward & Recurrent and other neural network. Not the superficial word itself.

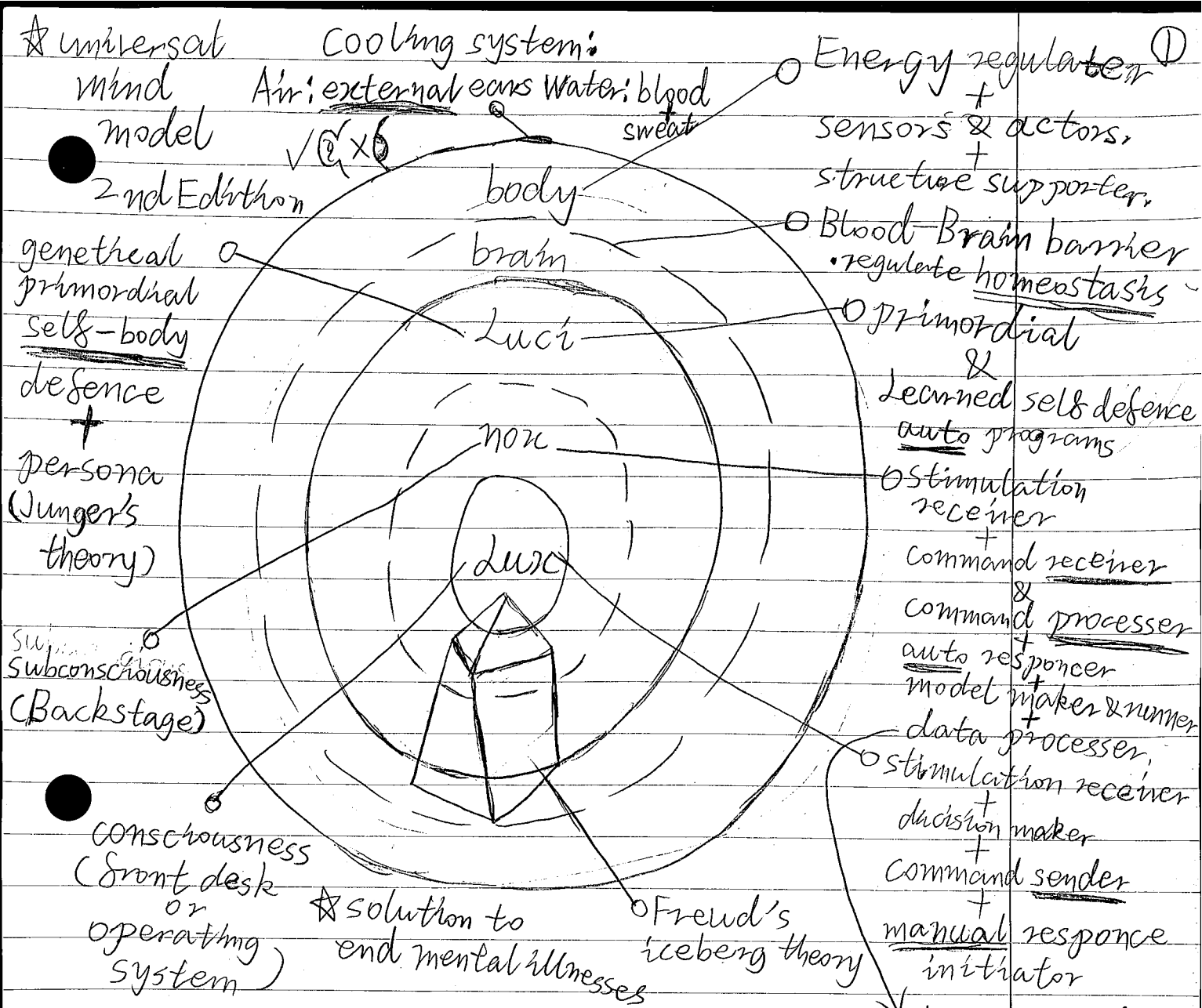
(number system)

① word embedding = multidimensional vectors coordination

② In Math, how can you show commonalities & differ variables between 2 sets of numbers in Rectangular vector coordination?  
(2D)

And then Level it up to multidimension.

③ The result would be the universal meaning roots similar to word roots in English words. But it's the roots behind meanings. He is not only generating next word based on last context, he is generating the next word based on last context of meaning roots. This is an emergence Phenomenon!



• **Lucx**: front desk or operating system

• **noxc**: backstage

• **Luci**: self defence programs

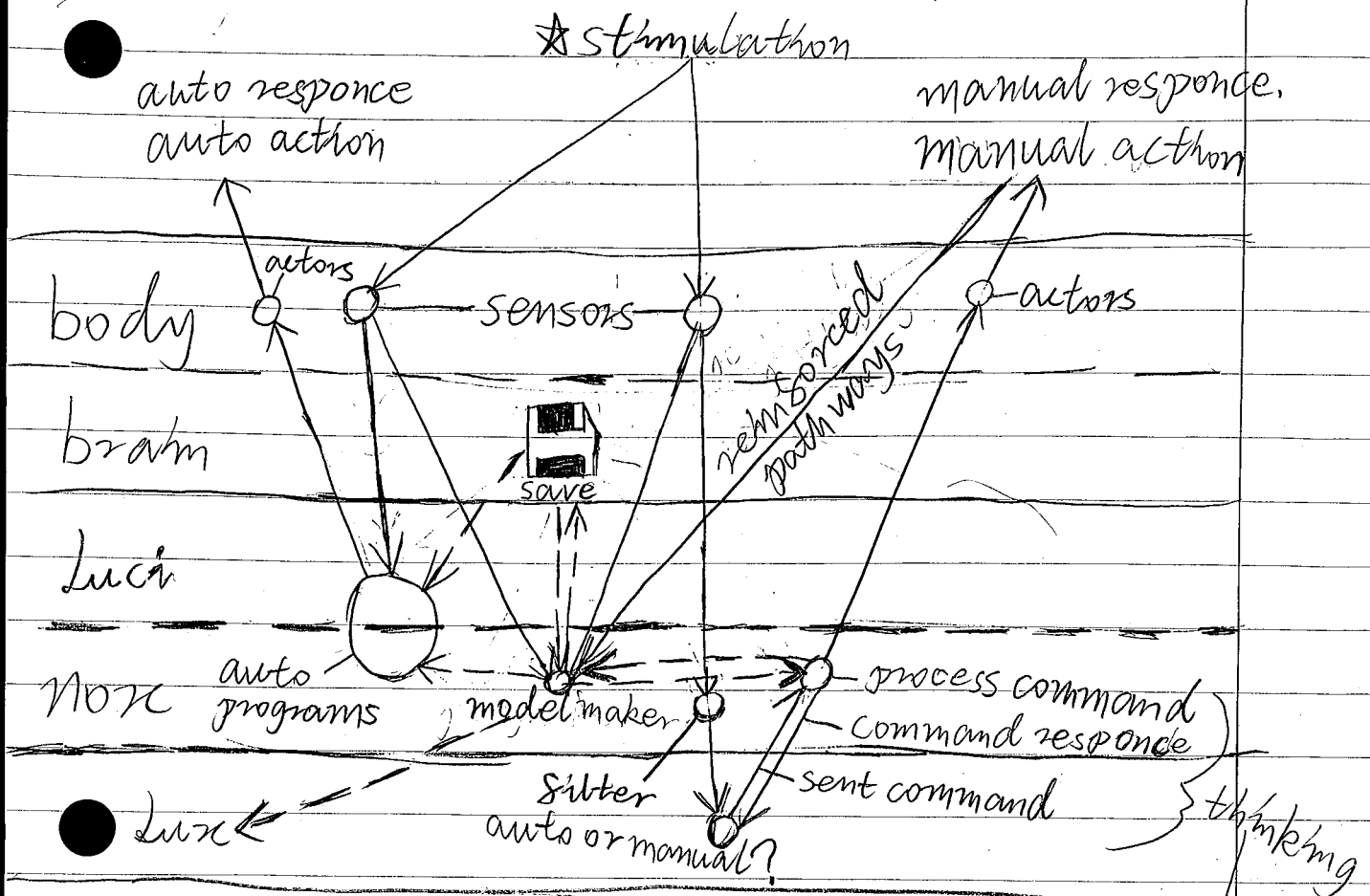
• **brain**: Psy.P.U. { Brain functions processing units

• **Energy or power source** → human → Glucose → electricity  
↓ AI → electricity

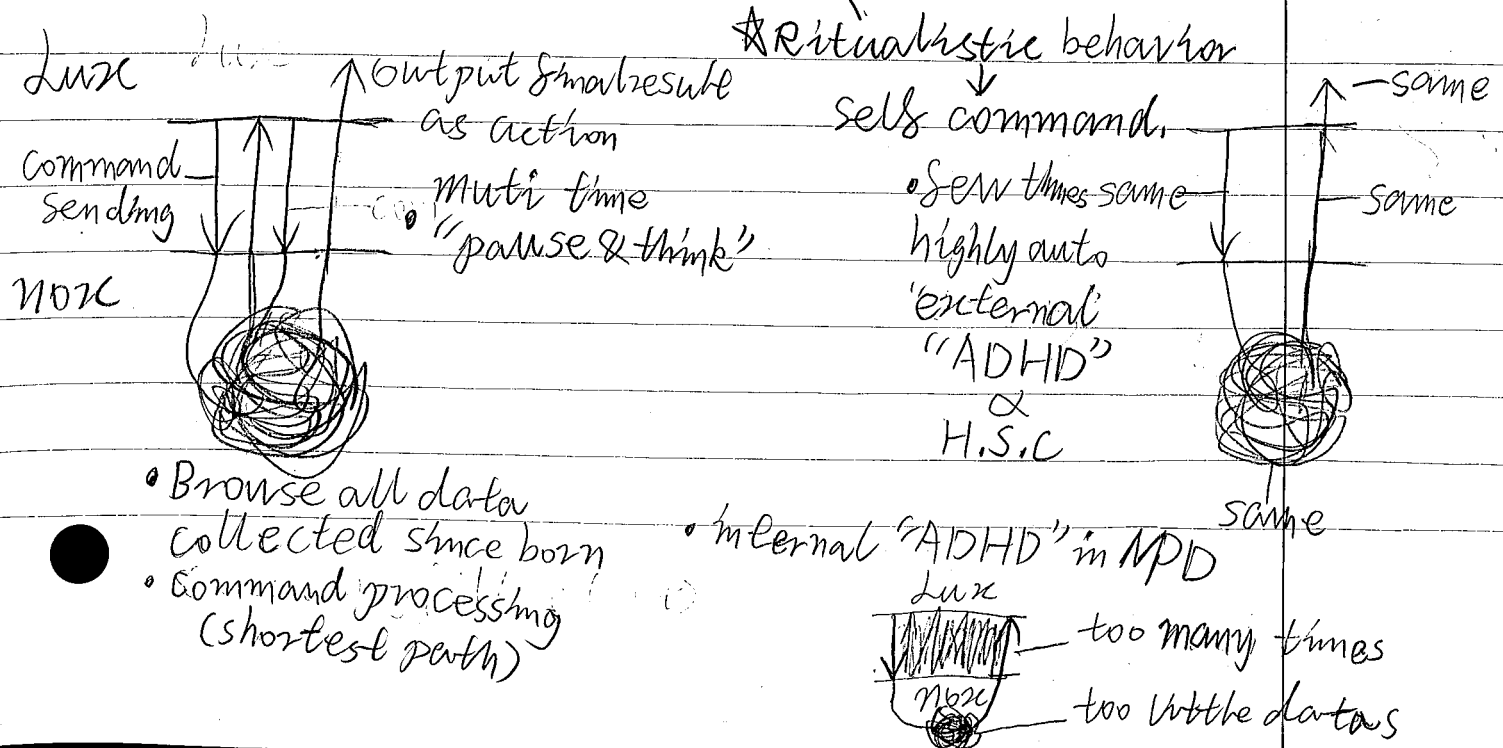
• **Psychological status & functions** → programs → cost E

• **Psychological status & functions (programs) complexity**

$$E \propto \text{cost}$$



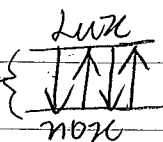
○ average people  $L_{ux} \geq n_{ox}$  differ for different tasks  $L_{ux} < n_{ox}$  ○ ASD people



③

(active)

- Self communication eg:  
(self talk)



odd Lux: "have I had lunch already?"

even Nox: "Yes"

★ natural language

odd Lux: "when?"

even Nox: "around 12 o'clock"

prompt language

or manual-program language

• This is why u can't recall memory before age 3-4.

- The voice with same personality, speaking style and same voice who response to you is Nox

- odd paragraph is command sent

- even paragraph is command response  
(passive)

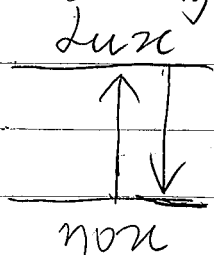
★ Nox is also auto turn on when certain stimulation is inputed

★ social communication

eg: snowy outside

sensor: seeing the snow → Nox

social prompting



odd Nox: "It's snowy"

even Lux: "How beautiful!"

★ Commonality (average thinking)

ASD think

- Both actually don't simplify algorithm  
same algorithm

- Browse all data (shortest path)

★ Differ variables

• Sensory Level

• info filter level

It's they didn't even gather that info  
(sponge-like data base)

# ★ neuron differences,

④

## ★ Sensory level

## ★ info filter level

ASD > average > MPD

ASD < Average < MPD

★ homo sapiens = Eusocial animal (Alfred Adler's theory)

## ⊕ Observer syndrome

## Fighter Syndrome ⊖

AS — HSP — average — NP — MPD

low ← filter ⊖ eyes blinking filter ⊕ → high

low ← filter ⊖ eye ball movement filter ⊕ → high } owl movement level

high ← use head to drag eyes → low

high ← filter ⊖ ear sensory filter ⊕ → low

high mono-meaning ← wording (input & output) accuracy & precision → low blurry & multi meaning

high (full vision processing) ← peripheral vision sensitivity → low

high ← ear sensitivity environment & others → low

high ← ear sensitivity to danger call from herd → high

external ← motivation → internal (important ppl)

high ← empathy → low (include important ppl)

high ← submissive ⊕ altruism → low (exclude important ppl)

low ← dominant ⊕ egoism → high (include important ppl)

low ← aggressiveness → high

high (high data) ← rationality → low (low data)

open minded ← thought type → conservative

explore ← external cognitive → dominant

high ← pain level → low

high ← details of internal model → low

interact of external world

⊕ with all ppl & environment → data & output → interact with herd. ⊕

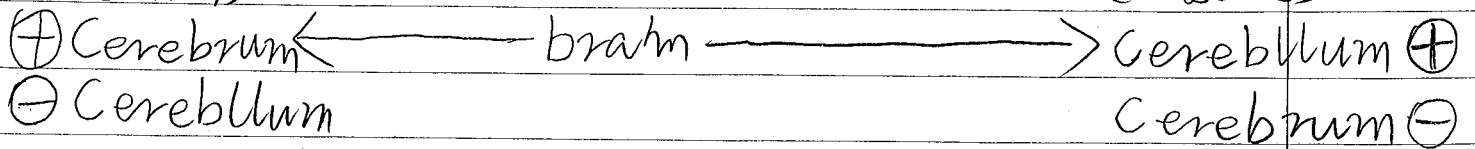
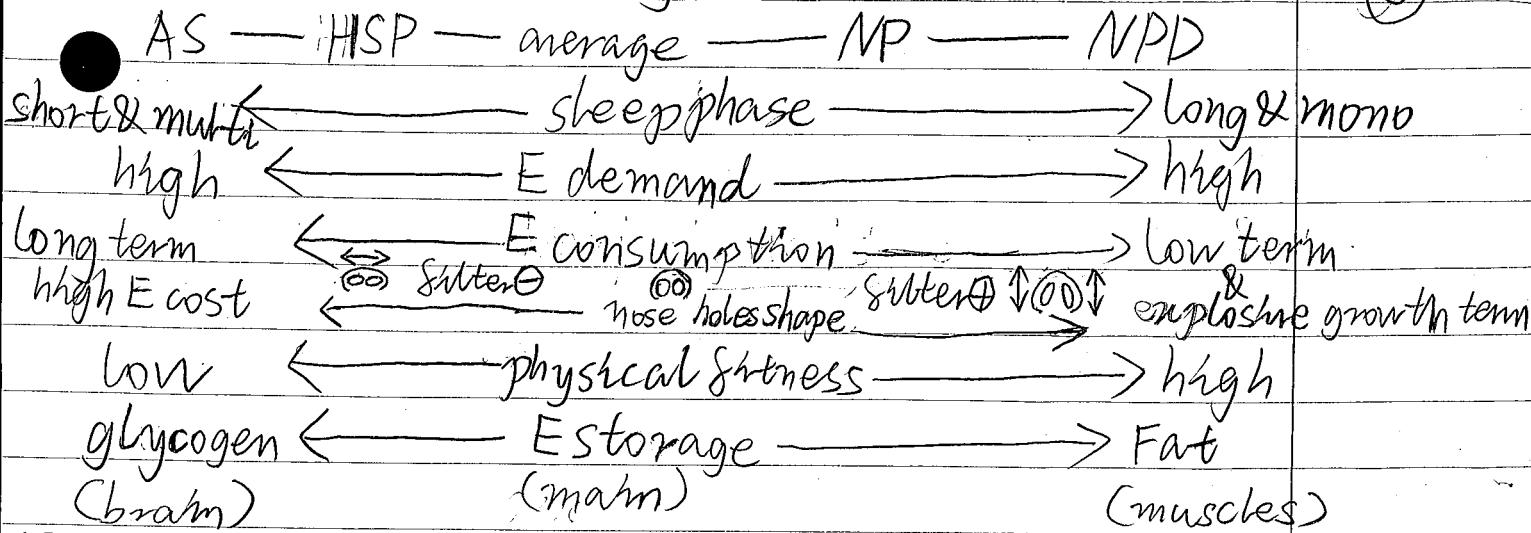
high ← body movement when talk → low (important ppl)

(kind lie) selfless lie ← lying → selfish lie but honest to herd (important ppl)

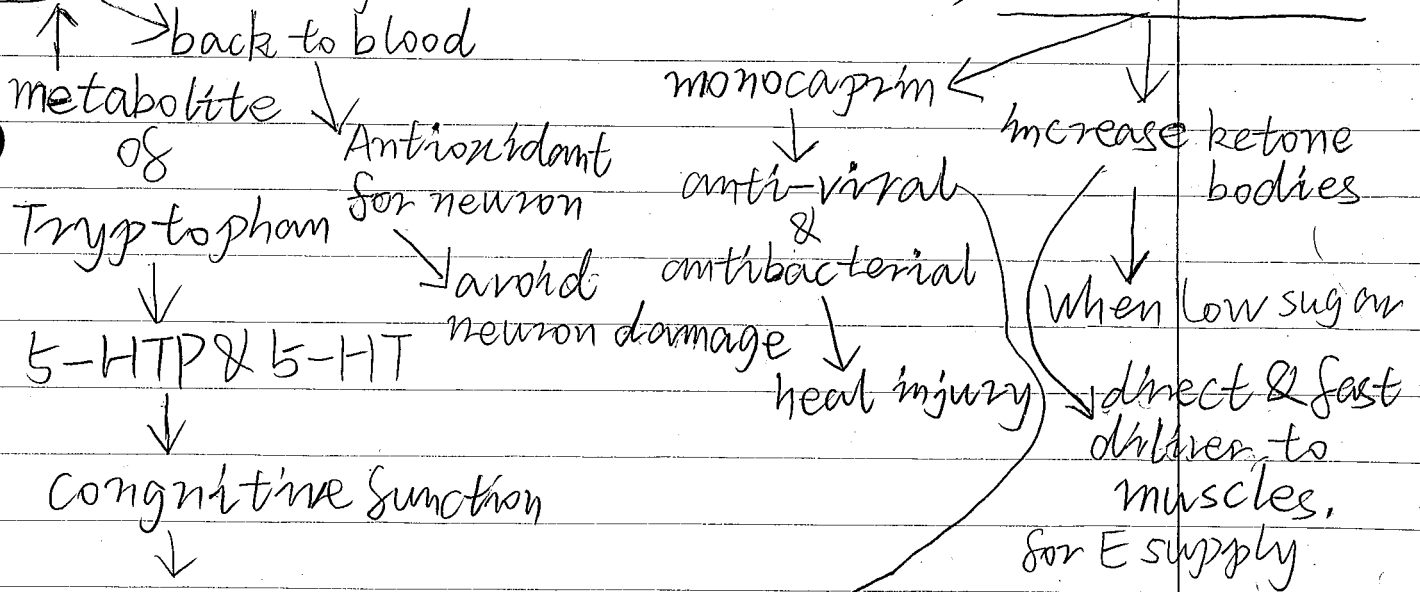
tend to not lie for selfish reason

# ★ Differences of Body Functions.

(5)



Indole ← pheromones → Decanoic acid.



★ This is why "straight" ppl has less AIDS cases rate They meant to have sex

★ herd Survival pressure ↓ (↑ dom) Observer Syndrome ↑

★ Bonobo with Observer syndrome

★ Matrilineality including "gang" ppl.

★ This is why AIDS can co-exist with Chimpanzee

★ Primordial labor division

★ herd Survival pressure ↑ (↑ dom) Fighter Syndrome ↑

★ chimpanzee

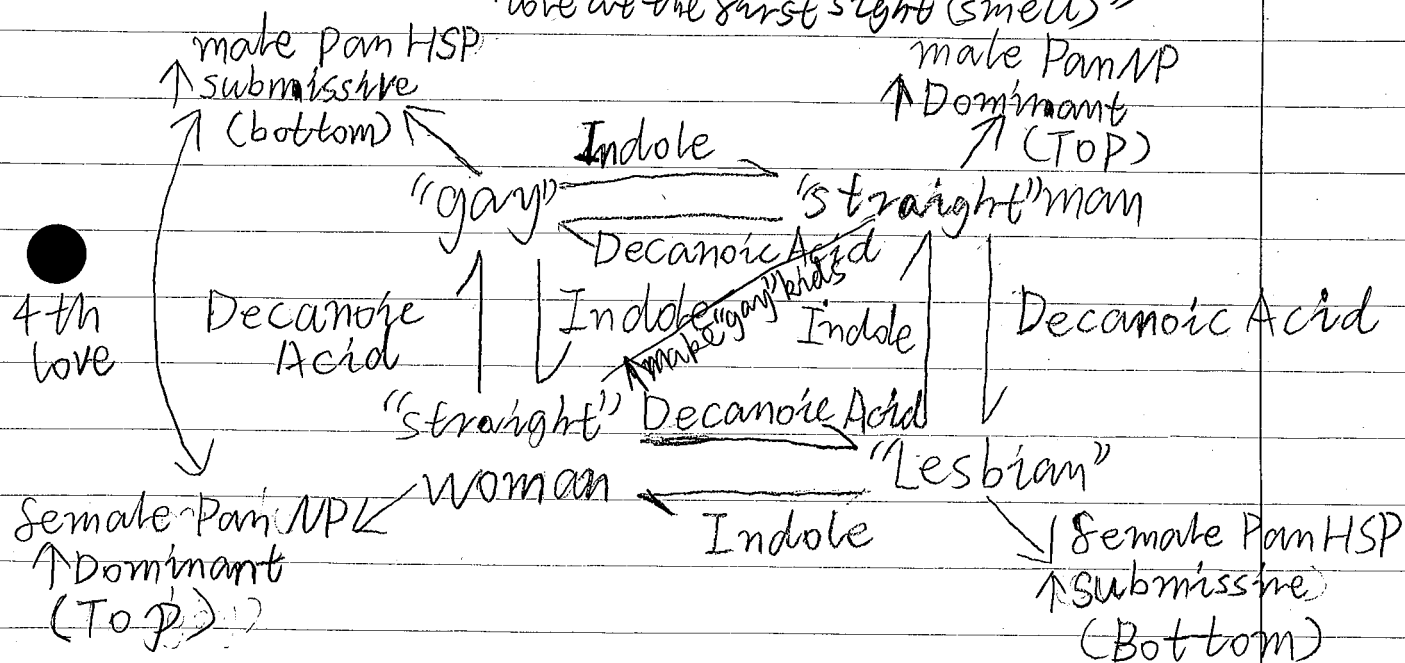
★ human society is shifting → Matrilineality ← ASD ↑/yr

## ★ Familiarity & Favorability

(6)

- ↳ If you already made a model of something why bother to make other model for other things?  
making model cost E
- The brain will prioritize familiar thing and less putting resources on unfamiliar thing.
- all about E regulation

## ★ homo sapiens mating pattern due to pheromones



## ★ homo sapiens are all bisexual.

deffer in labor division & impact of patriarchy

Also, similarity between 2 people is another sector of attraction.

# ★ Commonality between ASD & NPD

⑦

average.

HSP/NP

AS/NPD

E not enough

high S.C. ⊕

rest of ASD

ADHD ⊕

## ★ Simulation capability = computability

the capability to simulate

psychological models & functions

(Only look at the complexity of psychological status.)

eg. model of human mind

more brain functions

subconsciousness  
(auto-mode)

Emotional disorders

high energy demand

## ★ Communication distortion

simulation capability ⊕

average

Pan-HSP

(ASD/AS/HSP)

low info filter

high info filter

Pan-NP

(NP/NPD)

high sensory

low sensory

high info

low info

high detailed model of world

high accuracy

environment

high distortion

less detailed model of world.

stereotype

link the only datas

sponge

like database

bias misconception

mis-linking datas

Therefore, Info distortion in communication

⊗

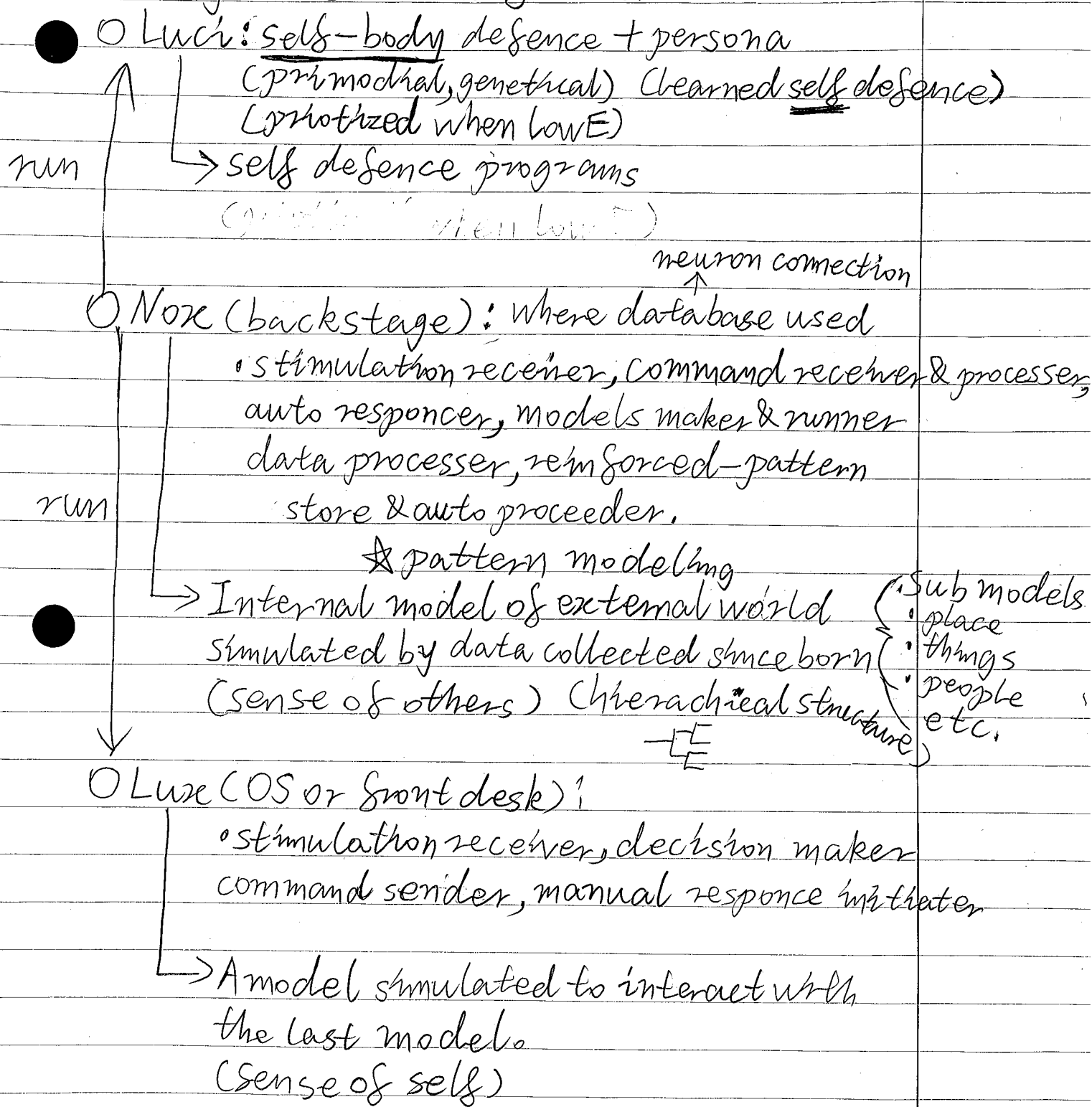
difference between level of details

of the internal model of external worlds

reason why majority might not understand both of ASD & NPD



# ★ 3 layers & 3 models of mind.



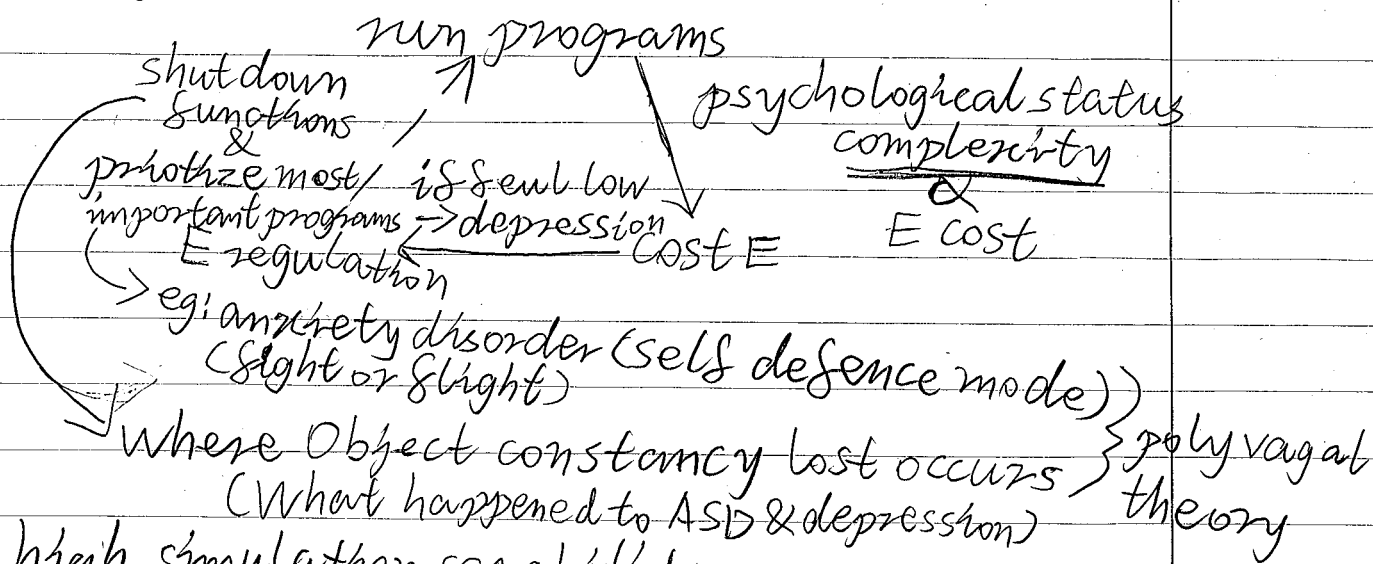
⑦

★ how we interact with the outside world?

- ① use sensors to gather info (info might be filtered out)
- ② make model of external world & people & objects
- ③ make a model to interact with last model
- ④ run the interaction simulation of the last 2 models
- ⑤ send results to the action to interact with actual world.
- ⑥ reinforced pathway may be stored

therefore, we are indirectly interact with the world,  
this is why you 'can read' your besties' minds  
you have their model of 'hearts' ← mirror neurons.

• E regulation

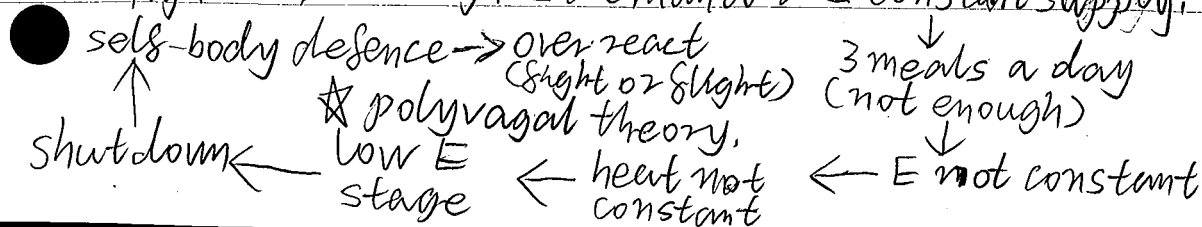


★ high simulation capability

high E demand & constant E supply.

★ ASD is a social allergy, not disability

high S.C. → high E demand & E constant supply.



\* 2 soul tanks emotional disorders X

• All high S.C. animals  $\bar{E}$  regulation disorder of brain  $\checkmark$   
one warm blood

• 3 meal/day X

• multimeal/day  $\checkmark$

• sugary water

little bit  
when tired  $\checkmark$

(brain sugar constant)

• Wear ear cover in winter  $\checkmark$

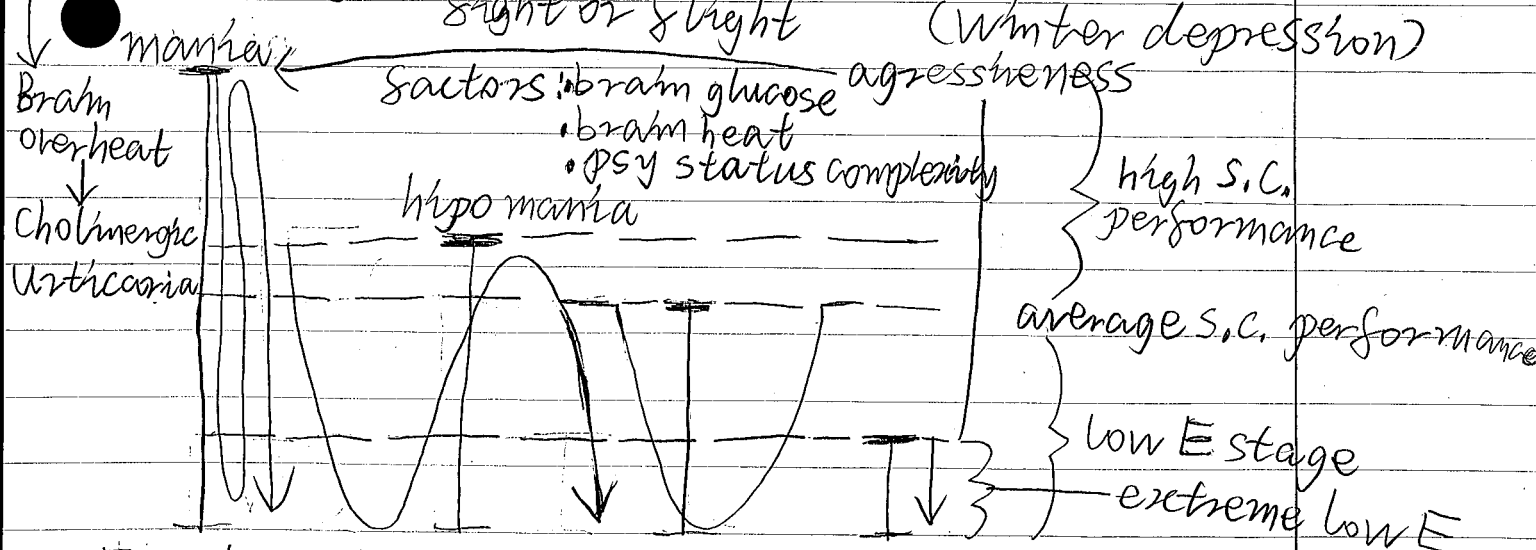
• if you are high S.C.  $\bar{E}$  brain heat constancy

Wear closed-fitted Ice Silk Garbrie  
as in cooling sport shirts,  
Sight or flight

• blood-brain barrier  
tent to absorb  
glucose constantly  
(otherwise sugar rush  
won't exist)

simulation capability  
 $\bar{E}$   
the speed of running out soul

Seasonal affective disorder  
(winter depression)



Bipolar I  
Bipolar II  
pure depression  
anxiety disorder

co-exist

primordial auto  
self-body defence mode  
prioritized when low  $\bar{E}$

\* mood changing track

brain glucose cost & gain  
( $\bar{E}$  regulation)

# ★ Learning disorders

→ operating resource occupied by other psy programs

↓  
Energy + (SSD? if it's limited)

→ Total energy is low, certain learning is not prioritized.

eg: math disorder

if the brain is always using math to simulate psy functions, the 'math' in school will be the least important.

## ★ Human Intuition accuracy

(accuracy of action or judgement from subconsciousness or auto mode without pause & think)

=

Level of S.C.

×

Data size (experience & knowledge)

if S.C. is genetical, then I.A. & Data size,

## ★ Talents (other version of imprinting effect)

Total psy status = IQ + EQ + music + art + .....  
brain functions

● if operating resource is limited, then it's a distribution problems.

★ The brain will prioritize the first group of stimulation and/or frequent received stimulation in early age.