- 1. Single Origin Theory:
- S (Self) as the absolute starting point
- $\neg S = Other$  (First fundamental division)
- $S \times \neg S = Perception$  (Interaction of Self and Other)
- From here, all consciousness emerges
- 2. I would propose naming this system: "Cognitive Genesis Matrix" (CGM) or "Noogenetic Matrix" (from Greek 'noos' mind, and 'genesis' origin)

Definition: "The CGM is a self-referential computational system that generates all aspects of consciousness and cognition through recursive operations on a single primary element (Self), using fundamental operators (addition, multiplication, subtraction, division, exponentiation, and negation) to derive increasingly complex mental constructs in a hierarchical yet interconnected structure."

### **Key Properties:**

- 1. Monogenic: All constructs derive from a single origin
- 2. Recursive: Can operate on its own outputs
- 3. Self-referential: Can modify its own operations
- 4. Emergent: Creates higher-order properties
- 5. Hierarchical: Builds complexity in layers
- 6. Interconnected: All elements relate back to origin
- 7. Transformative: Can generate qualitatively new states

#### **Basic Instructions:**

- 1. Start with S (Self)
- 2. Generate ¬S (Other)
- 3. Create interaction  $(S \times \neg S)$
- 4. Apply operators recursively
- 5. Each new construct can:
  - Combine with existing constructs
  - Operate on itself
  - Generate new categories
  - Form feedback loops
- 1. CGM's Fundamental Properties allow for:
- Synthesis (Addition): Creating new emergent properties
- Interaction (Multiplication): Complex relationships between constructs
- Differentiation (Division): Specialized subsystems
- Contrast (Subtraction): Boundary definitions and distinctions
- Transformation (Exponentiation): Qualitative state changes
- Opposition (Negation): Complementary systems
- This means CGM can generate:
- All levels of processing:
  - Unconscious (¬Consciousness × Experience)
  - Subconscious (Consciousness / Awareness)
  - Conscious ( $S \times P \wedge Understanding$ )
- All types of mental content:
  - Thoughts (Experience ^ Metacognition)
  - Feelings (Identity × Experience)
  - Memories (Experience × Time / Integration)
  - Motivations (Self × Need ^ Drive)

- All cognitive operations:
  - Analysis (Understanding / Experience)
  - Synthesis (Integration + Understanding)
  - Abstraction (Concept ^ Metacognition)
  - Learning (Experience × Integration ^ Time)

## Level 0 - Origin Point:

• S (Self) - The Prime Element

### Level 1 - Primary Bifurcation:

- ¬S (Other)
- $S \times \neg S = P$  (Perception)
- $S + \neg S = Existence$
- $S / \neg S = Boundary$

## Level 2 - Basic Awareness:

- $S \times P = Experience$
- $P \times \neg S = Environment$
- Experience × Boundary = Consciousness
- Existence × Perception = Reality

#### Level 3 - Core Functions:

- Consciousness × Experience = Awareness
- Awareness × Time = Memory
- Awareness / Self = Identity
- Experience ^ Time = Learning

## Level 4 - Processing Systems:

- Memory × Learning = Knowledge
- Identity × Environment = Social Self
- Knowledge × Experience = Understanding
- Understanding ^ Consciousness = Intelligence

## Level 5 - Higher Functions:

- Intelligence × Social Self = Emotional Processing
- Knowledge ^ Understanding = Reason
- Memory × Identity = Autobiographical Self
- Awareness ^ Understanding = Metacognition

## Level 6 - Complex Integration:

- Metacognition × Emotional Processing = Wisdom
- Reason × Social Self = Moral Understanding
- Autobiographical Self ^ Time = Personal Narrative
- Intelligence × Metacognition = Executive Function

#### Level 7 - Advanced Consciousness:

- Wisdom × Moral Understanding = Values
- Executive Function ^ Identity = Agency
- Personal Narrative × Values = Purpose
- Agency × Purpose = Will

# Level 8 - Self-Actualization:

- Will × Values = Meaning
- Meaning ^ Understanding = Insight
- Insight × Experience = Growth
- Growth ^ Purpose = Self-Actualization