

Computational Concept and Architecture of Artificial Psyche

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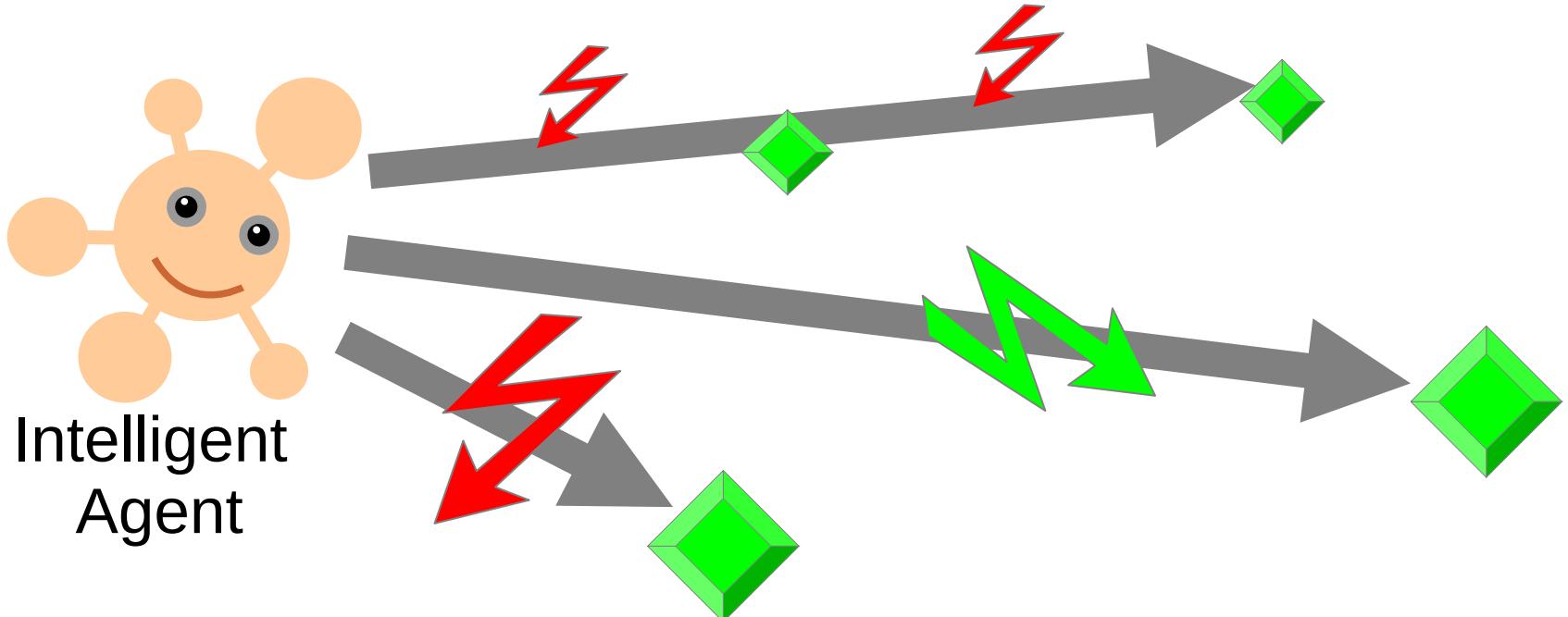


<https://agirussia.org>

General Intelligence:

Reaching complex goals in different complex environments, using limited resources under uncertainty

(Ben Goertzel + Pei Wang + Shane Legg + Marcus Hutter)

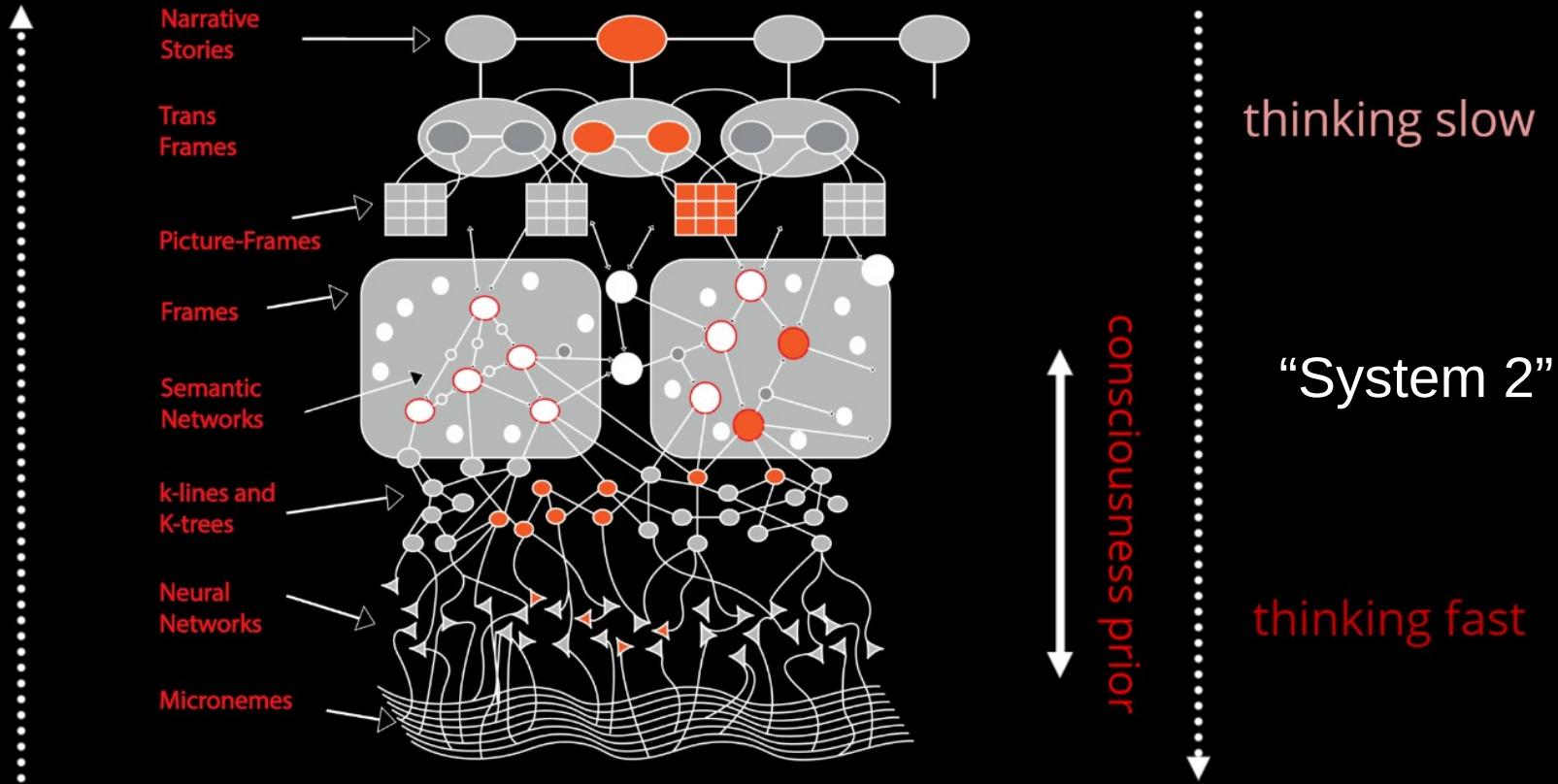


“Fast and Slow Thinking” – Daniel Kahneman

easy
explanation
learning fast

“System 1”

hard
explanation
learning slow



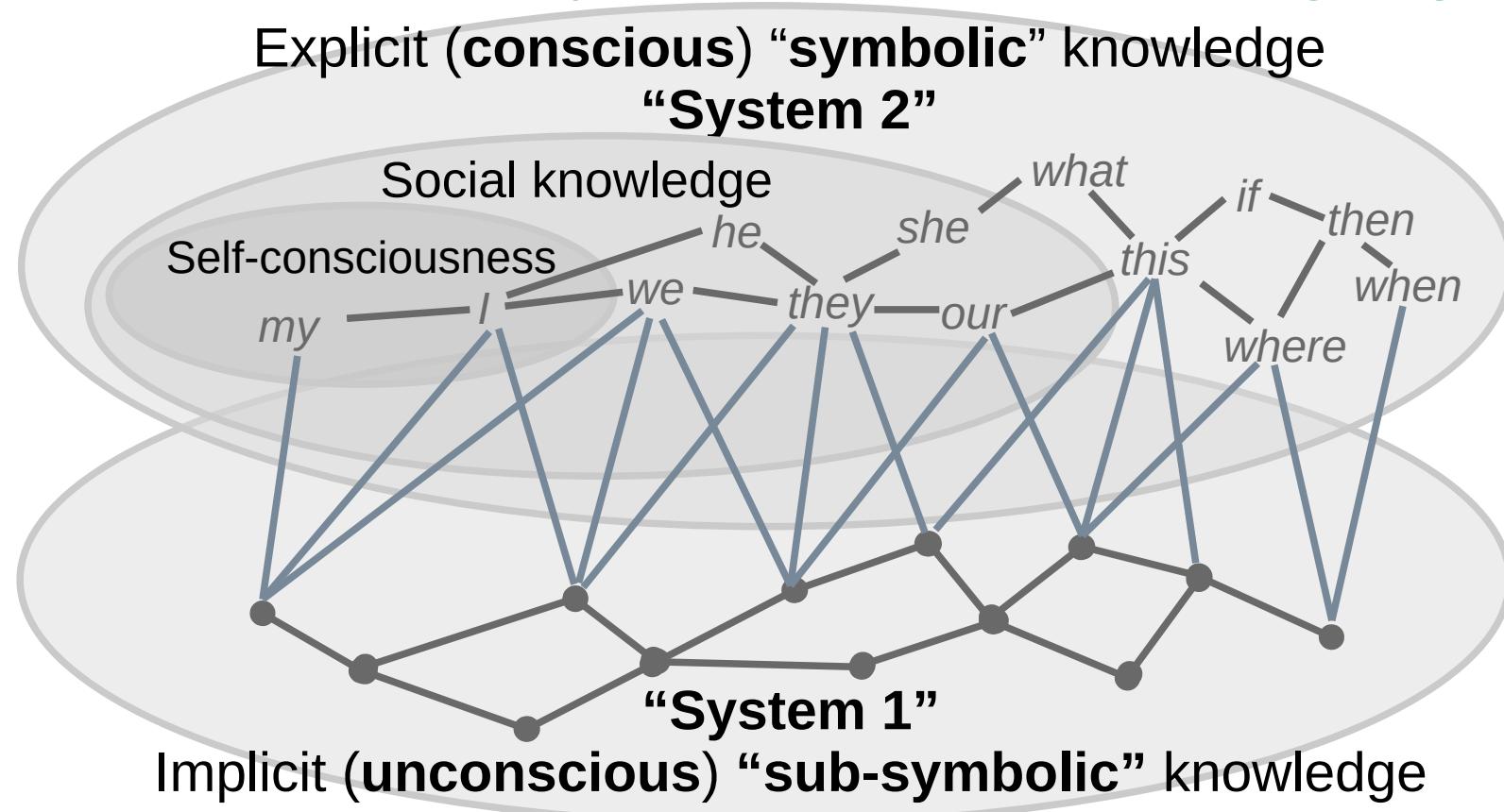
<https://www.linkedin.com/pulse/explainable-ai-vs-explaining-part-1-ahmad-haj-mosa/>

Xing, F., Cambria, E., Welsch, R. (2019). Theoretical Underpinnings on Text Mining. In: Intelligent Asset Management. Socio-Affective Computing, vol 9. Springer, Cham.
https://doi.org/10.1007/978-3-030-30263-4_3

M. Minsky, The Emotion Machine: Commonsense Thinking, Artificial Intelligence, and the Future of the Human Mind (Simon & Schuster Paperbacks, Princeton, 2007)

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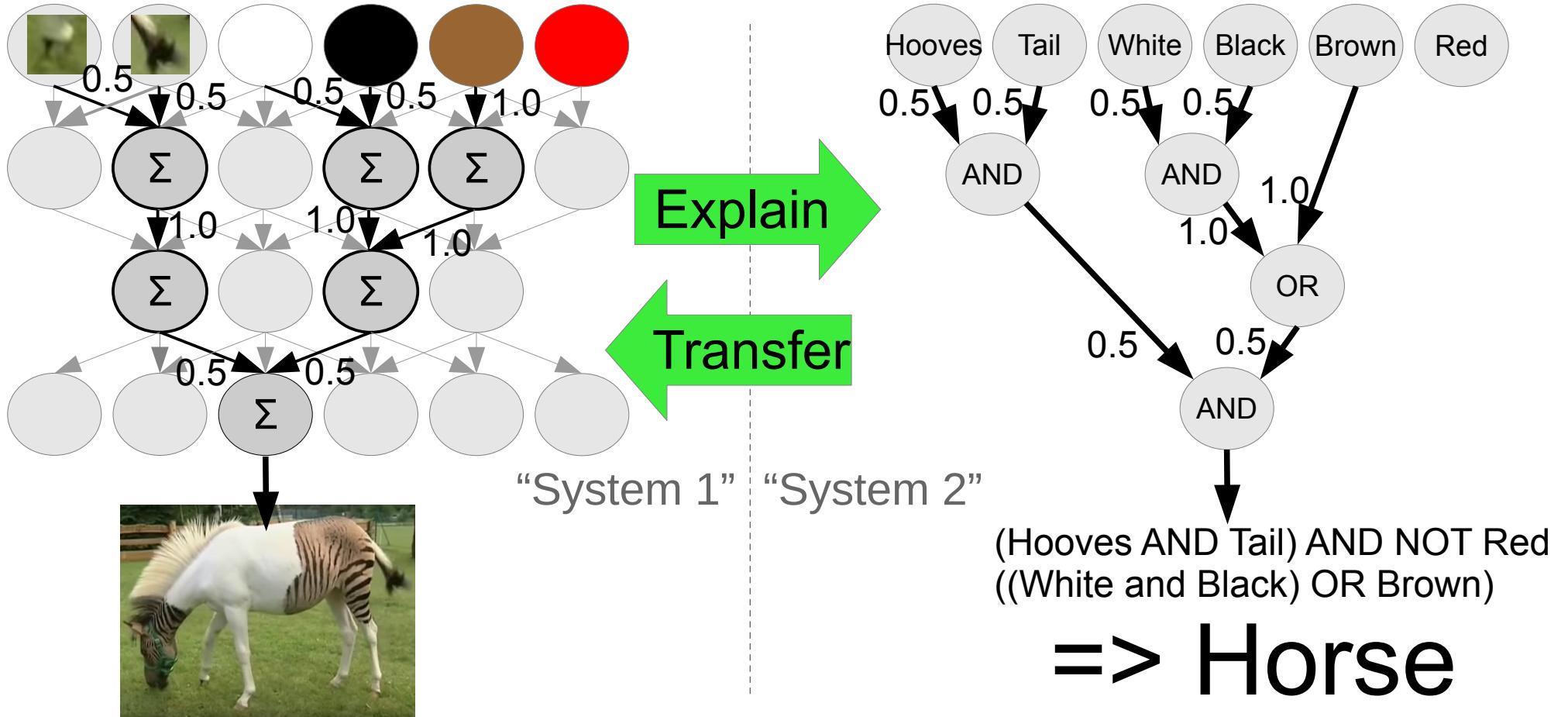
Medium: “neuro-symbolic” “knowledge graph”



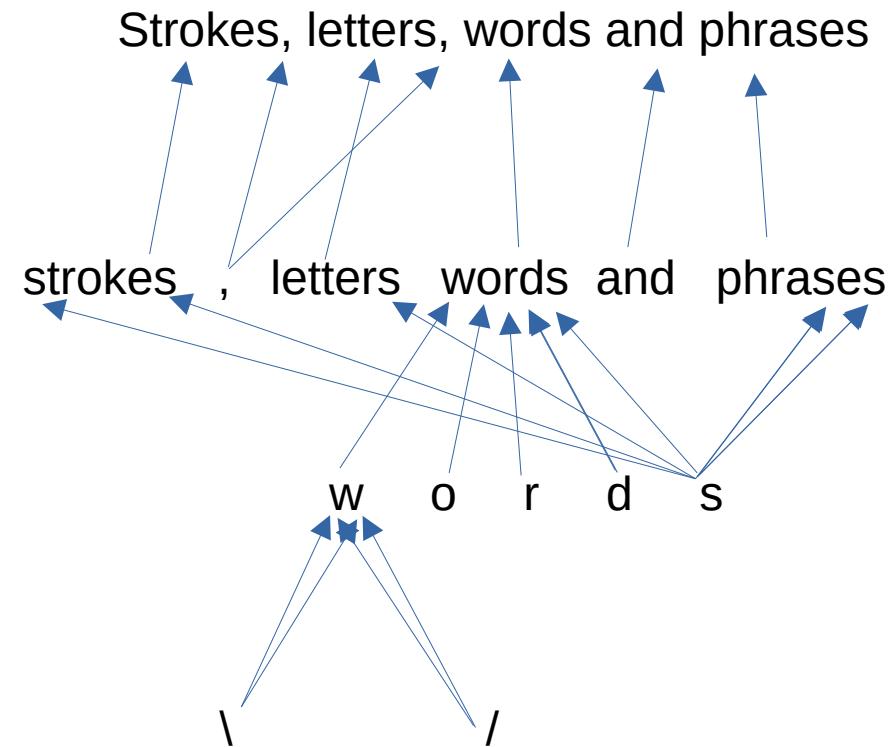
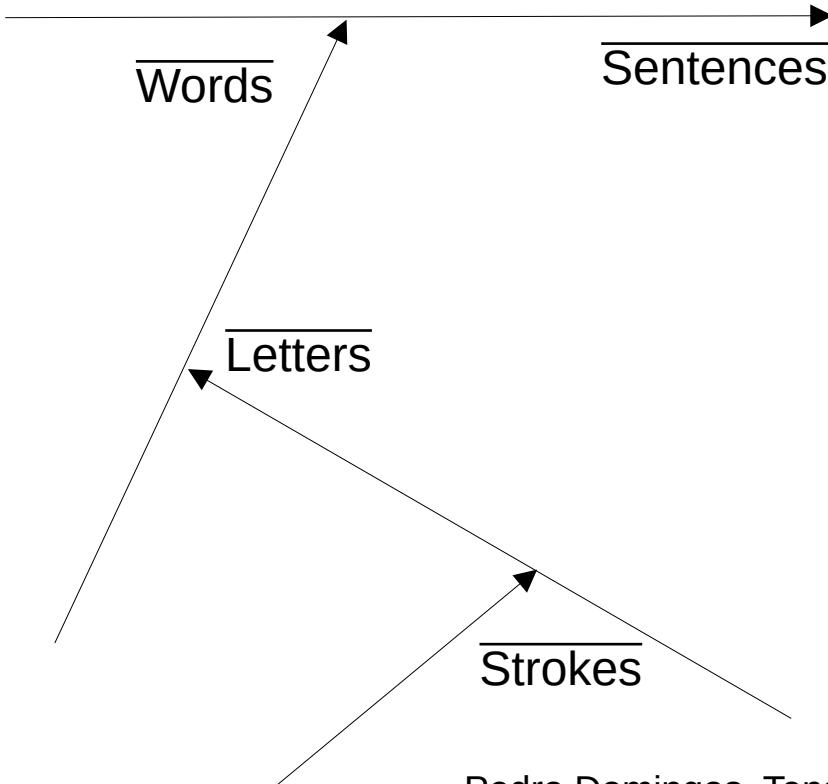
<https://www.amazon.com/Thinking-Fast-Slow-Daniel-Kahneman/dp/0374533555>

<https://amit02093.medium.com/atomspace-hyper-graph-information-retrieval-system-450cab9d751e>

Neuro-Symbolic Integration for Interpretable AI



Functional equivalence of neural network tensor and graph (symbolic) models

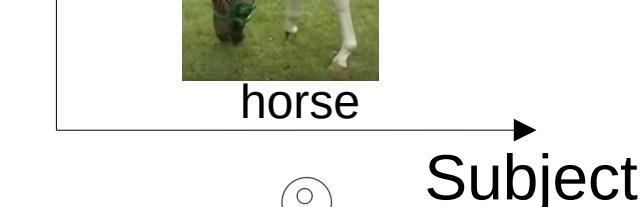


Pedro Domingos, Tensor Logic: The Language of AI
<https://arxiv.org/pdf/2510.12269>

Typed tensor logic for different kinds of AI-s (logical, sub-symbolic, probabilistic/non-axiomatic)

Truth-Value Tensor
(NARS/PLN)

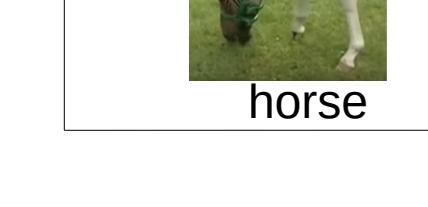
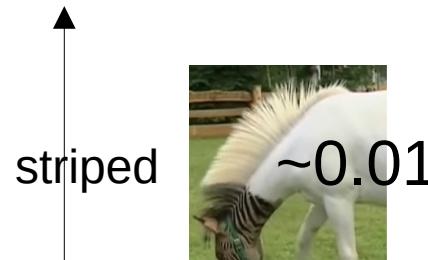
Property



Life-long
learning?

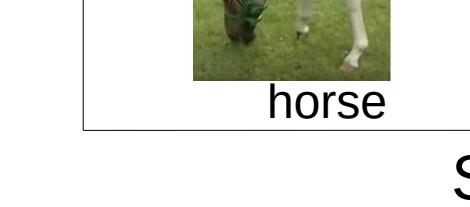
Numerical Tensor
(ANN/Bayesian Logic)

Property



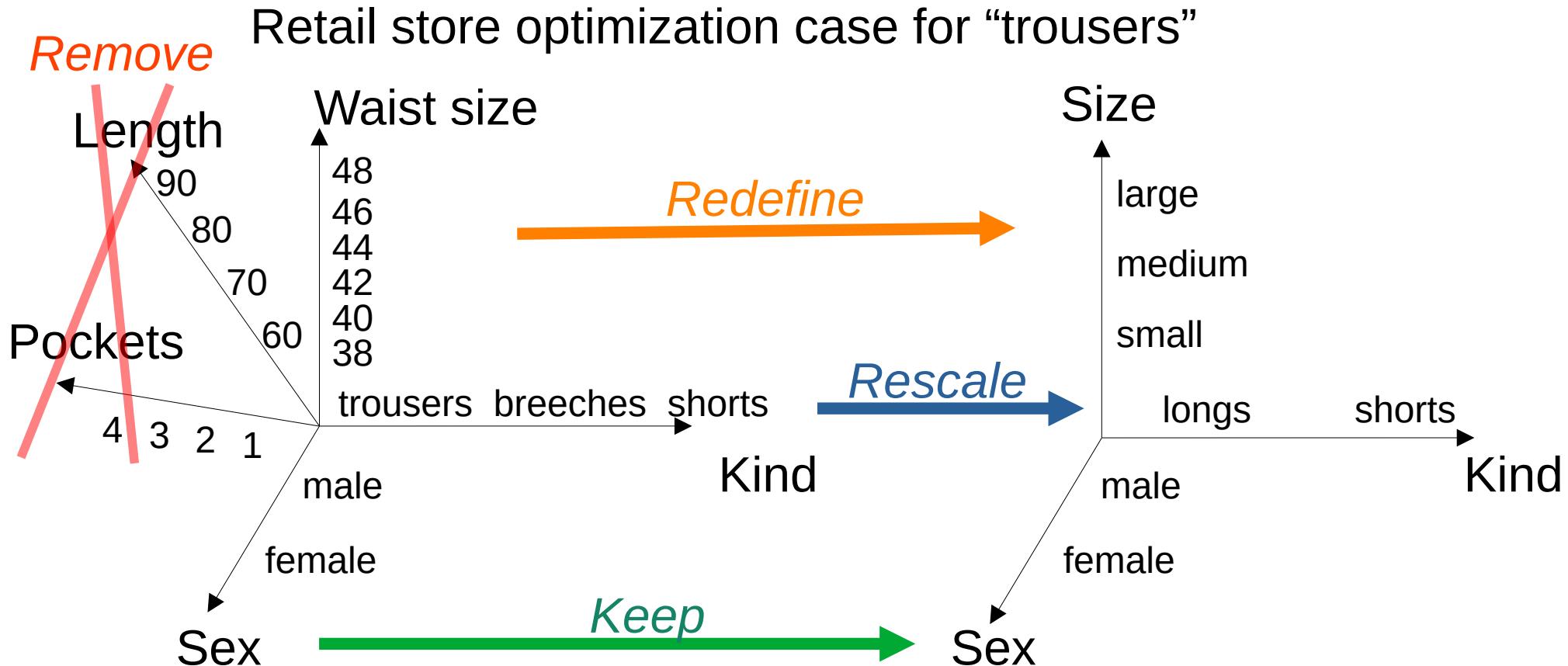
Boolean Tensor
(Boolean Logic)

Property



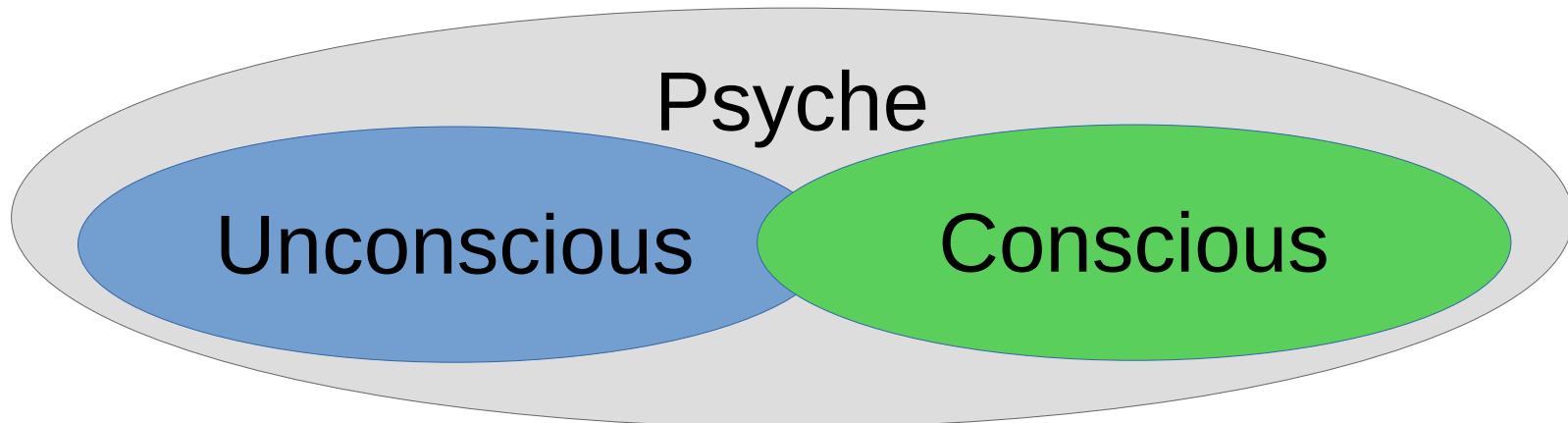
Pedro Domingos, Tensor Logic: The Language of AI
<https://arxiv.org/pdf/2510.12269>

Problem of dimensionality (reduction) and discreteness (increase)



The psyche /'saɪki/ is currently used to describe the totality of the **human mind**, **conscious** and **unconscious**.

<https://en.wikipedia.org/wiki/Psyche>



System = Intelligent agent

Psyche = Operating system

Intelligence = Decision making system

Subconsciousness
(Intuition)
“System 1”
 (“Fast”)

Consciousness
(Reasoning)
“System 2”
 (“Slow”)

Emotions → *Motivation* → *Expectations*

Space of states

Sensations Needs Actions Decisions

Perceptions

Sensors

Actuators

Sensations

Actions

Outer world = Operational environment

Psyche = Operating system

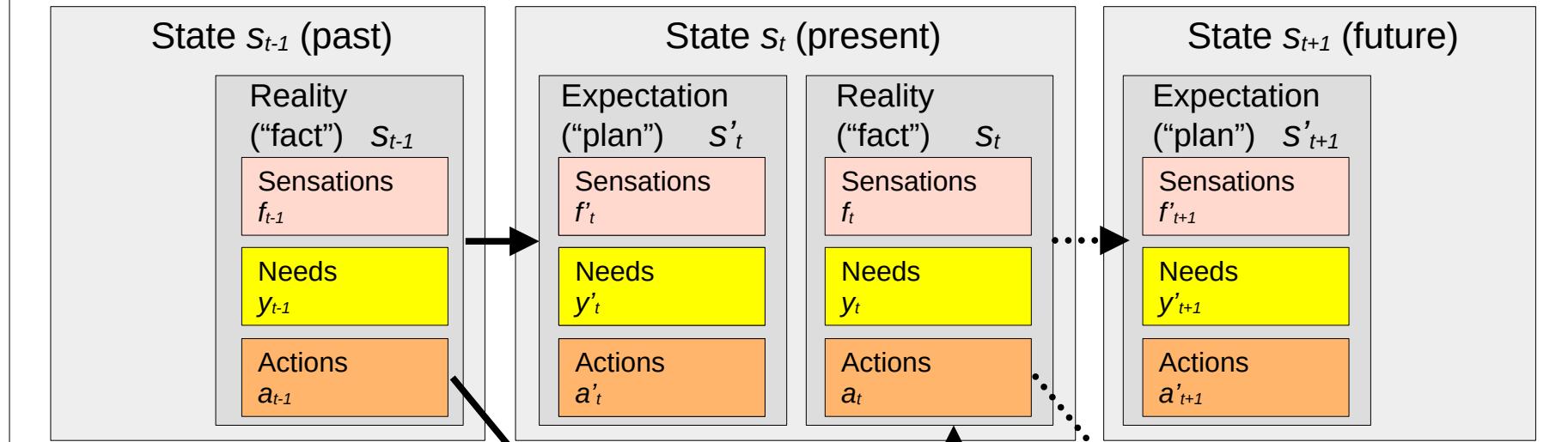
Intelligence = Decision making system

Models s ("invariants") of states with utilities U and probabilities P of transitions
 $U(\{S_T\}_{T \in \{t-T, t-1\}}, S'_0) = L(x \cdot (y_t - y_{t-1}), (s'_t - s_t), E(a_{t-1}))$ $s'_t = \text{argmax}_s(U(\{S_T\}_{T \in \{t-T, t-1\}}, S'_t), P(\{S_T\}_{T \in \{t-T, t-1\}}, S'_t))$

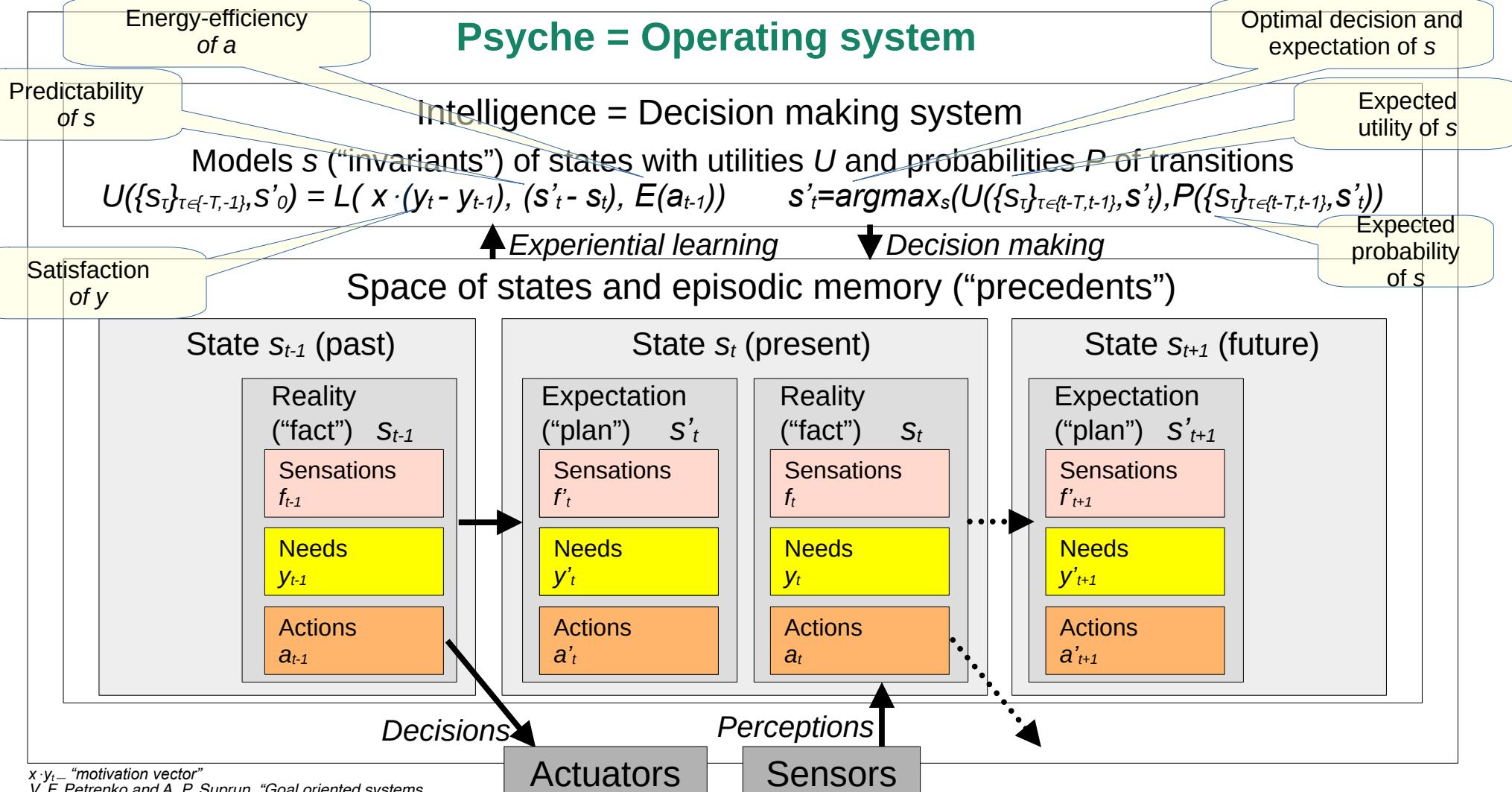
↑Experiential learning

↓Decision making

Space of states and episodic memory ("precedents")



Psyche = Operating system

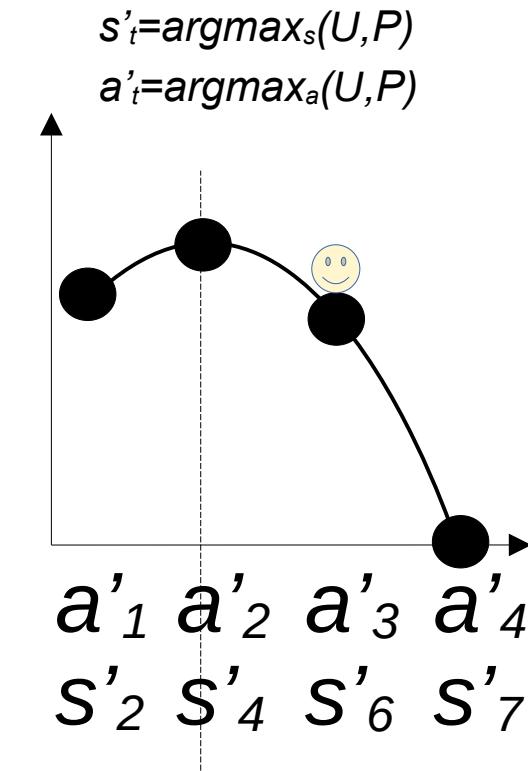


$x \cdot y_t$ – "motivation vector"

V. F. Petrenko and A. P. Suprun, "Goal oriented systems, evolution, and the subjective aspect in systemology," Tr. Inst. Sistem. Analiza RAN 62 (1) (2012)

Decision making as operational risk management

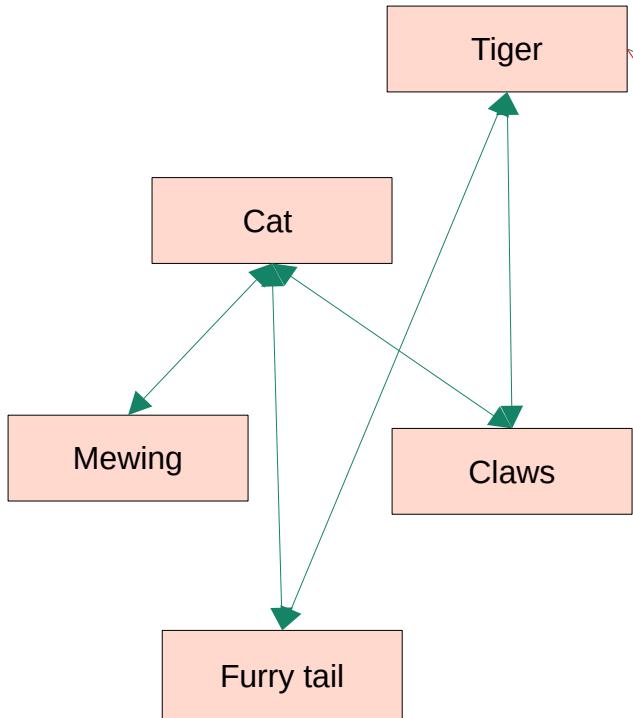
s_t	s'_{t+1}	s'_{t+1}			U	P	$\sum U^*P$
		a'	y'	f'			
s_1	s'_2	a'_1	y'_1	...	1.0	0.5	<u>0.7</u>
s_1	s'_3	a'_1	y'_2	...	0.4	0.5	
s_1	s'_4	a'_2	y'_3	...	1.0	0.8	<u>0.8</u>
s_1	s'_5	a'_2	y'_4	...	0.0	0.2	
s_1	s'_6	a'_3	y'_5	...	0.6	1.0	<u>0.6</u>
s_1	s'_7	a'_4	y'_6	...	0.0	1.0	<u>0.0</u>



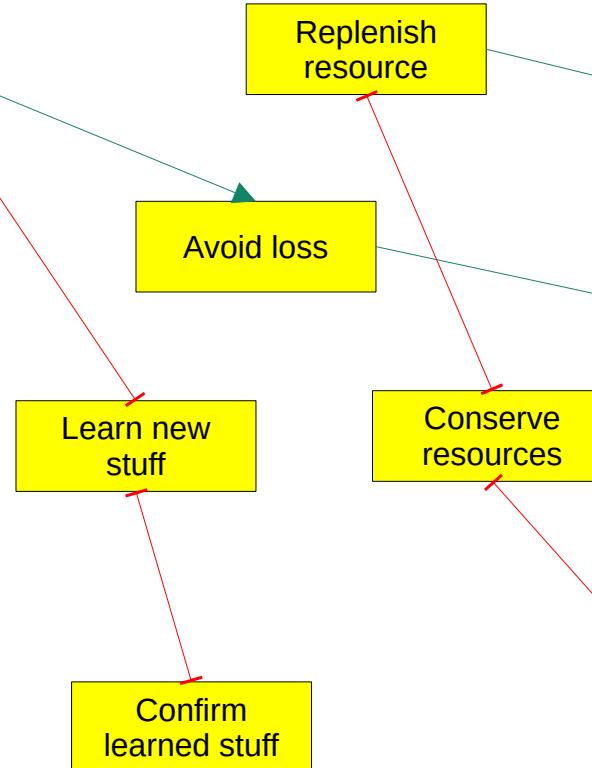
Tversky & Kahneman:
most people choose a'_3 и s'_6
("smaller profit with greater reliability")

Mutual dependency of state variable subgraphs tensors

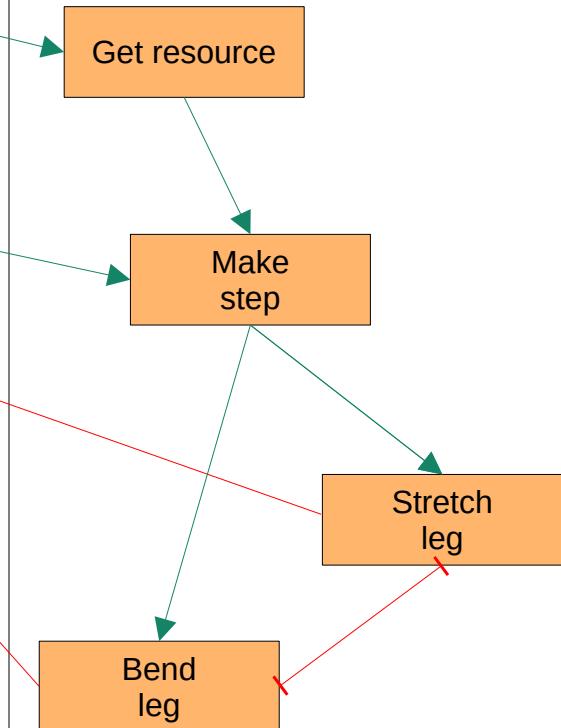
Percept feelings



Satisfied needs



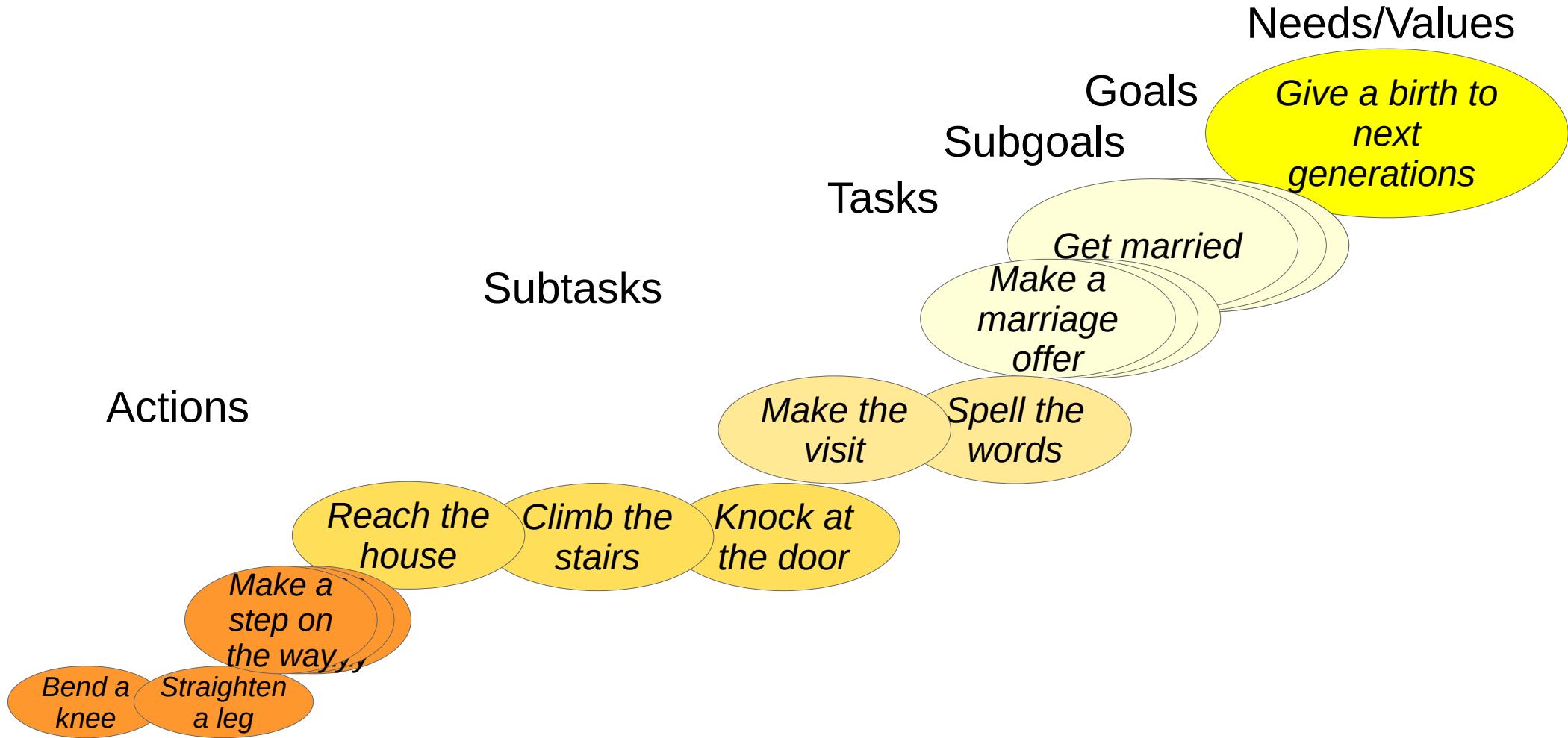
Decided & committed actions



Anton Kolonin & Vladimir Kryukov,
Computational Concept of the Psyche,
Neuroinformatics-2025

<https://arxiv.org/pdf/2509.07009>

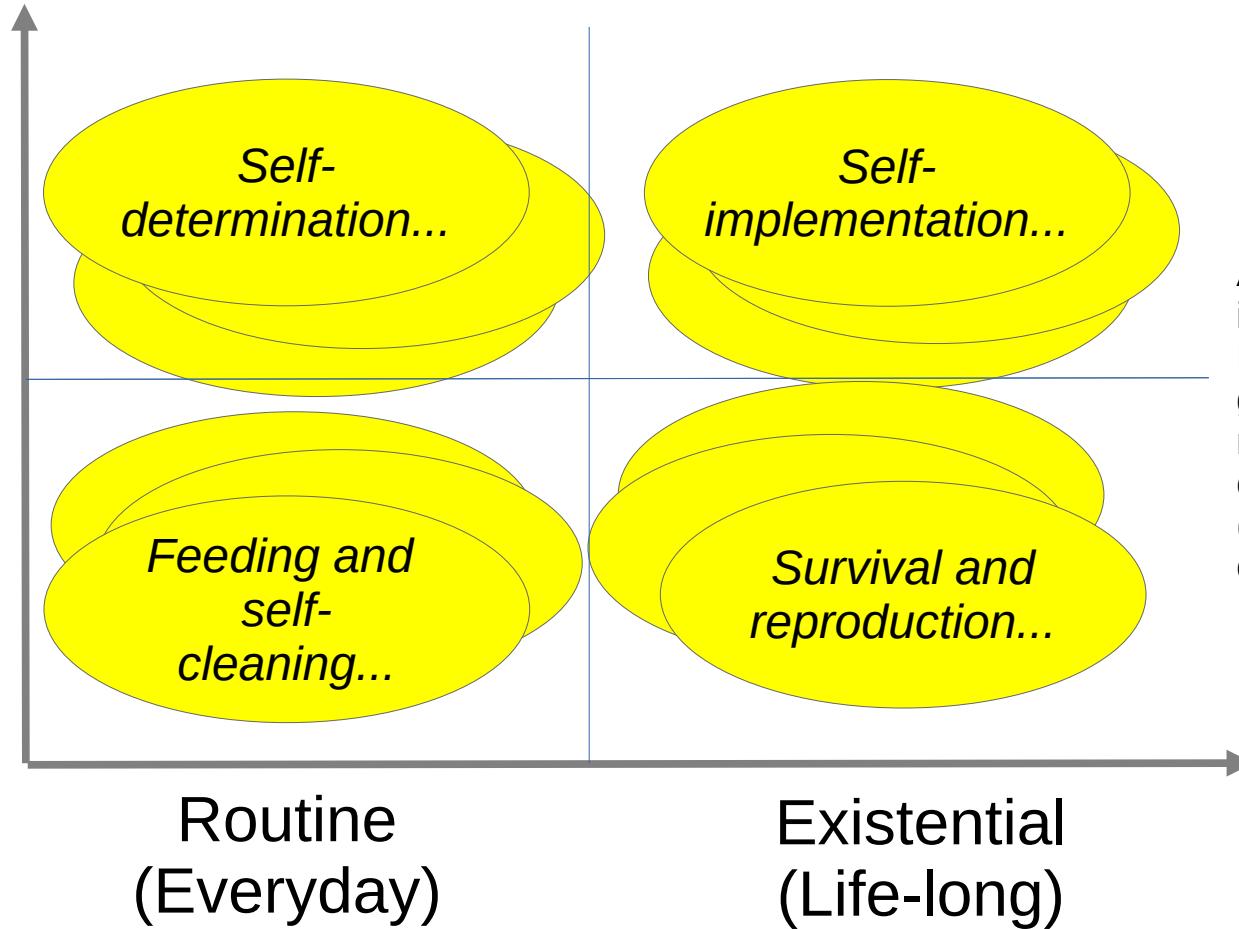
Hierarchy of values/goals/subgoals/tasks/subtasks



Space of needs/goals/values

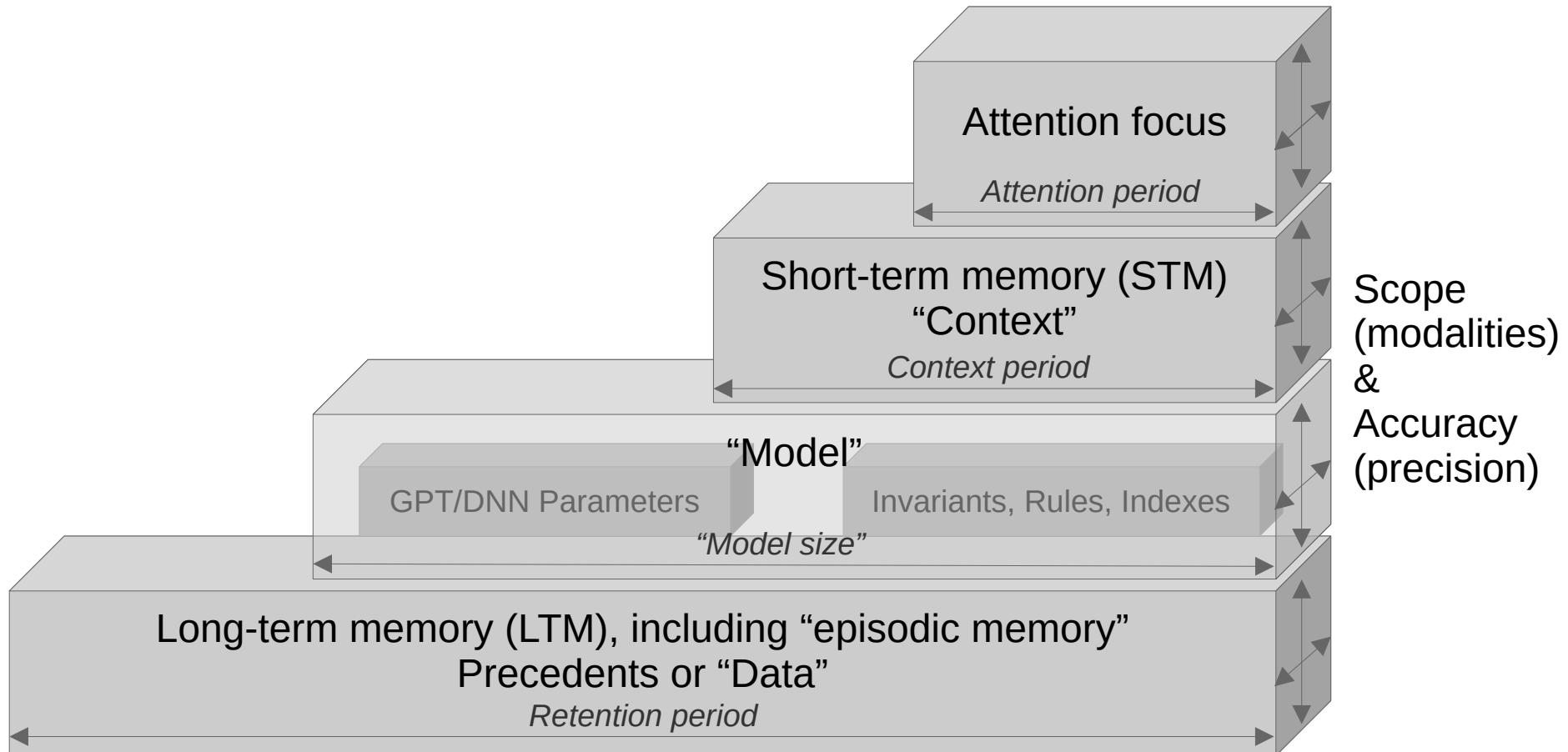
Psychological

Physical
(Physiological)

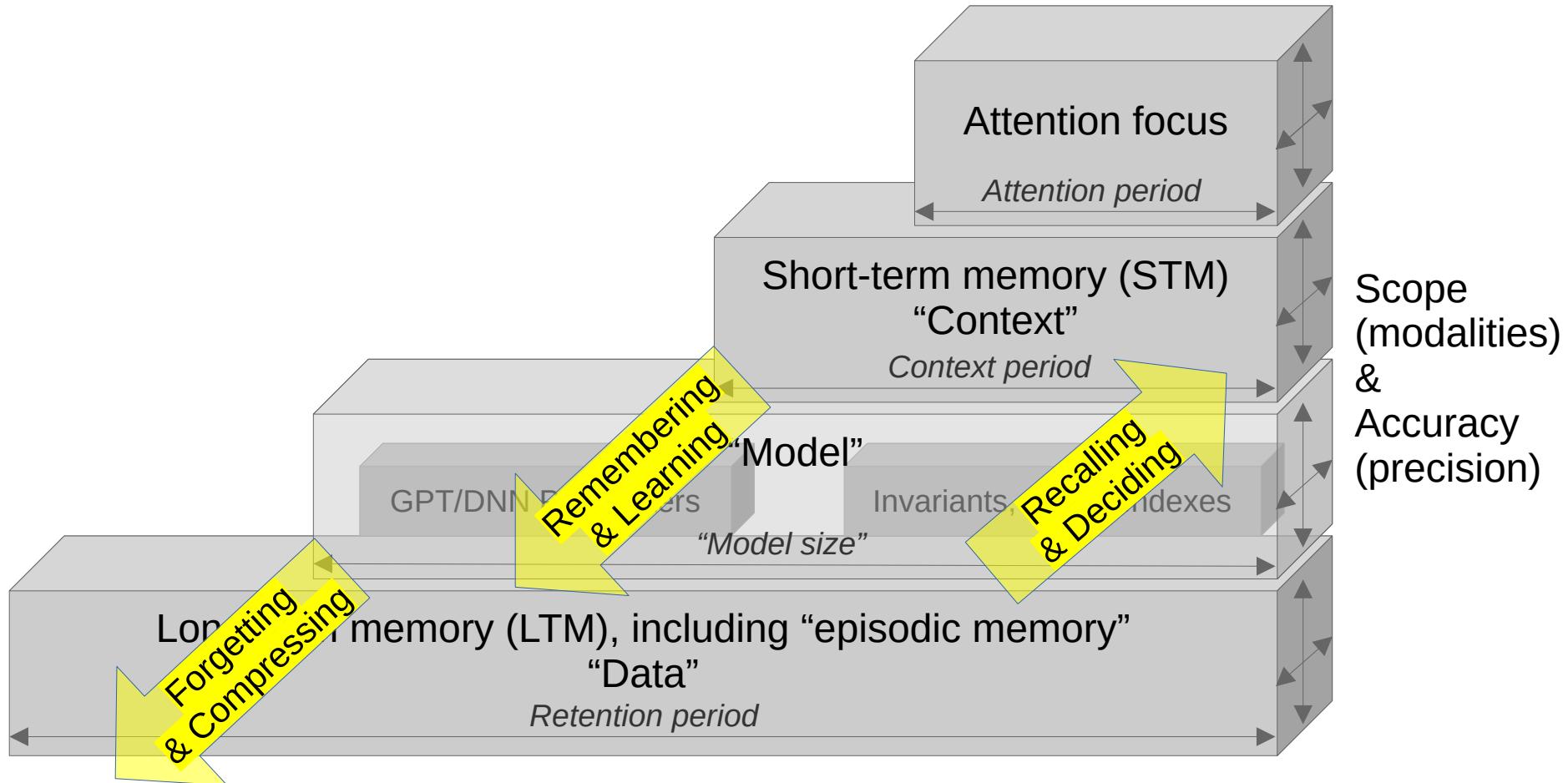


According to the ideas of A. Maslow, any goal can be represented as a combination (superposition) of basic needs

Attention, context, model and memories

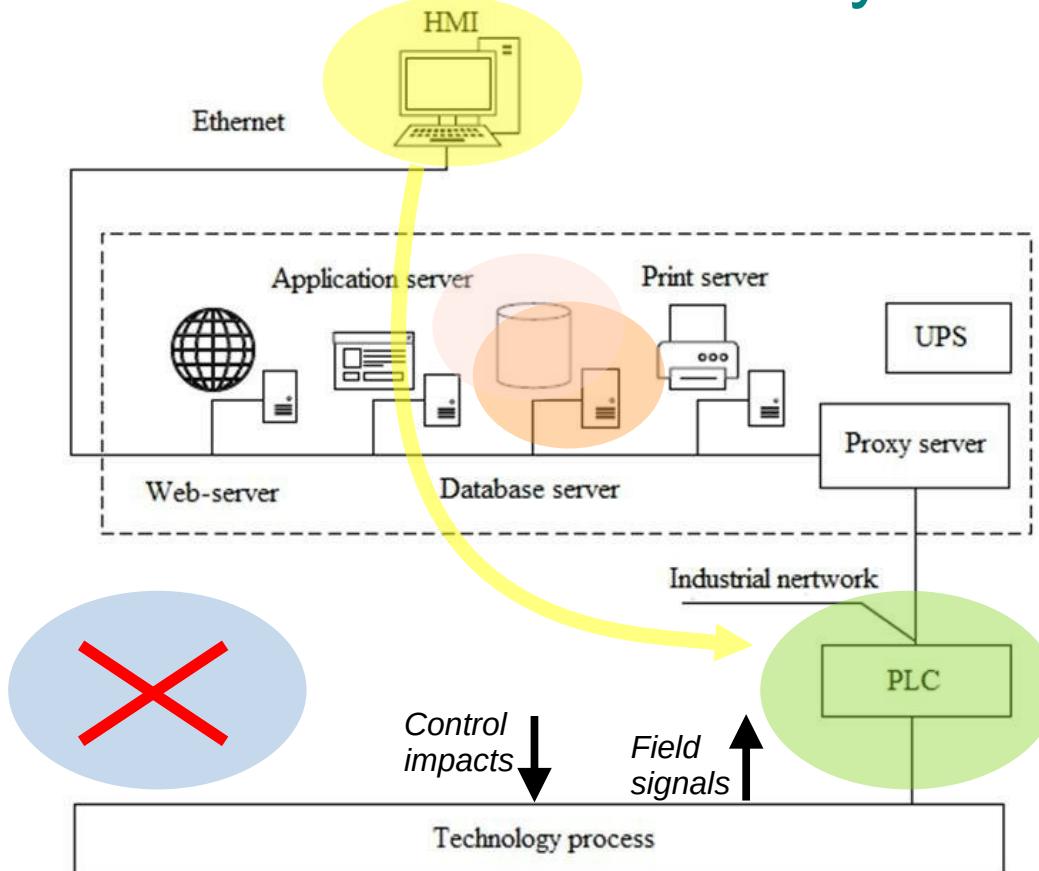


Attention, context, model and memories



Application cases

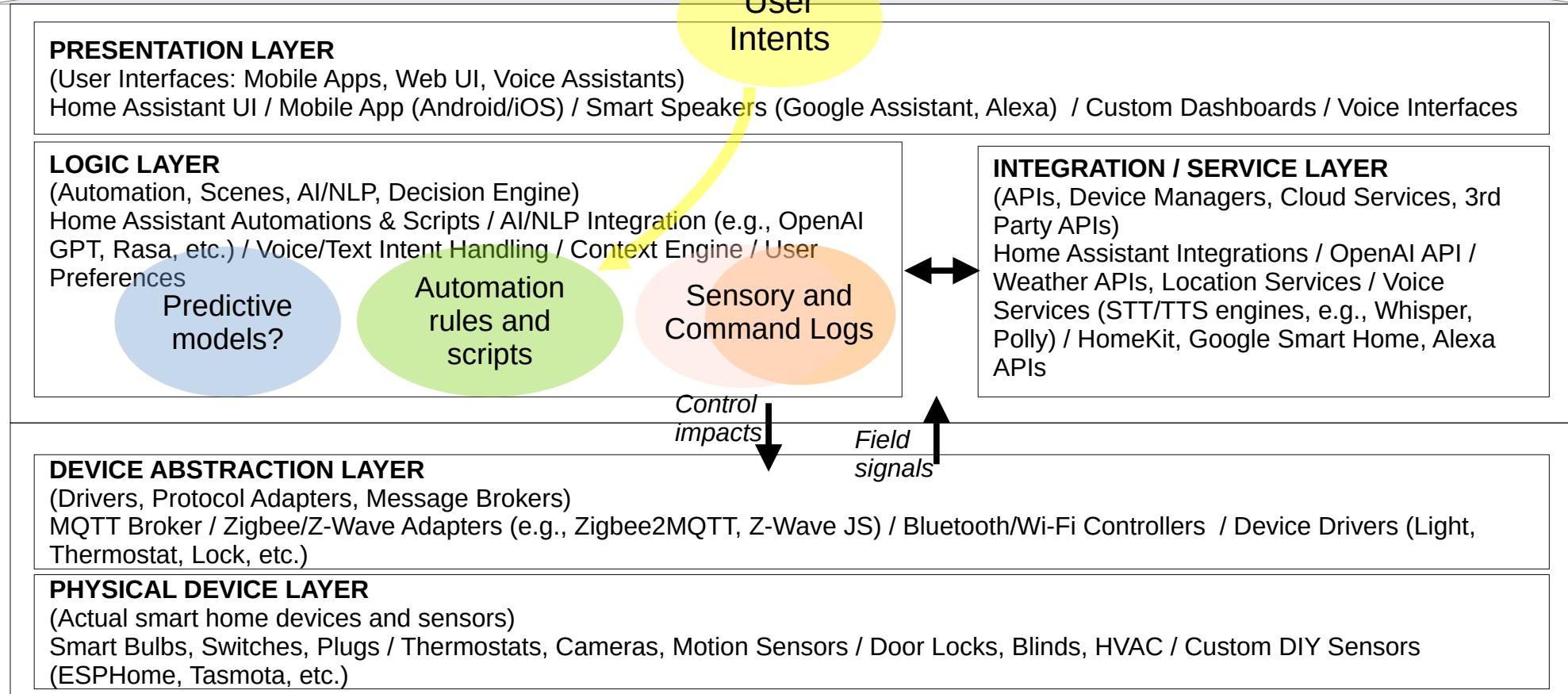
A) Automated Process Control Systems (APCS)



Programmable logic
IEC 61131 (synchronous)
IEC 61499 (asynchronous)

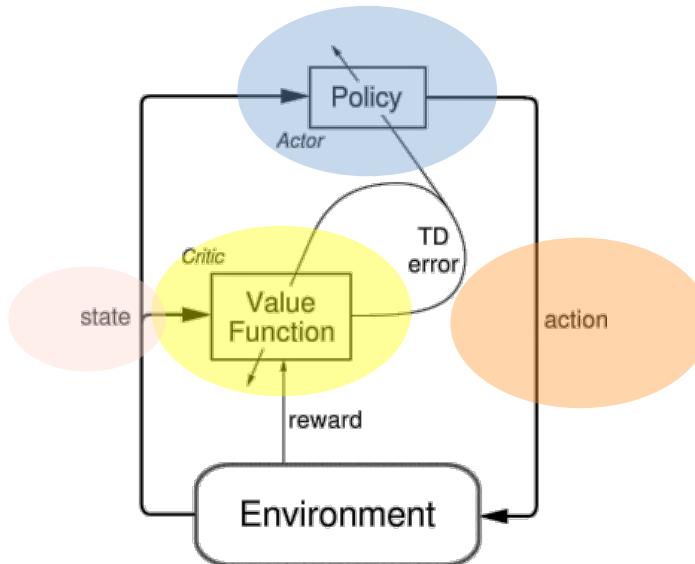
Application cases

B) “Smart Home”



Implementation options

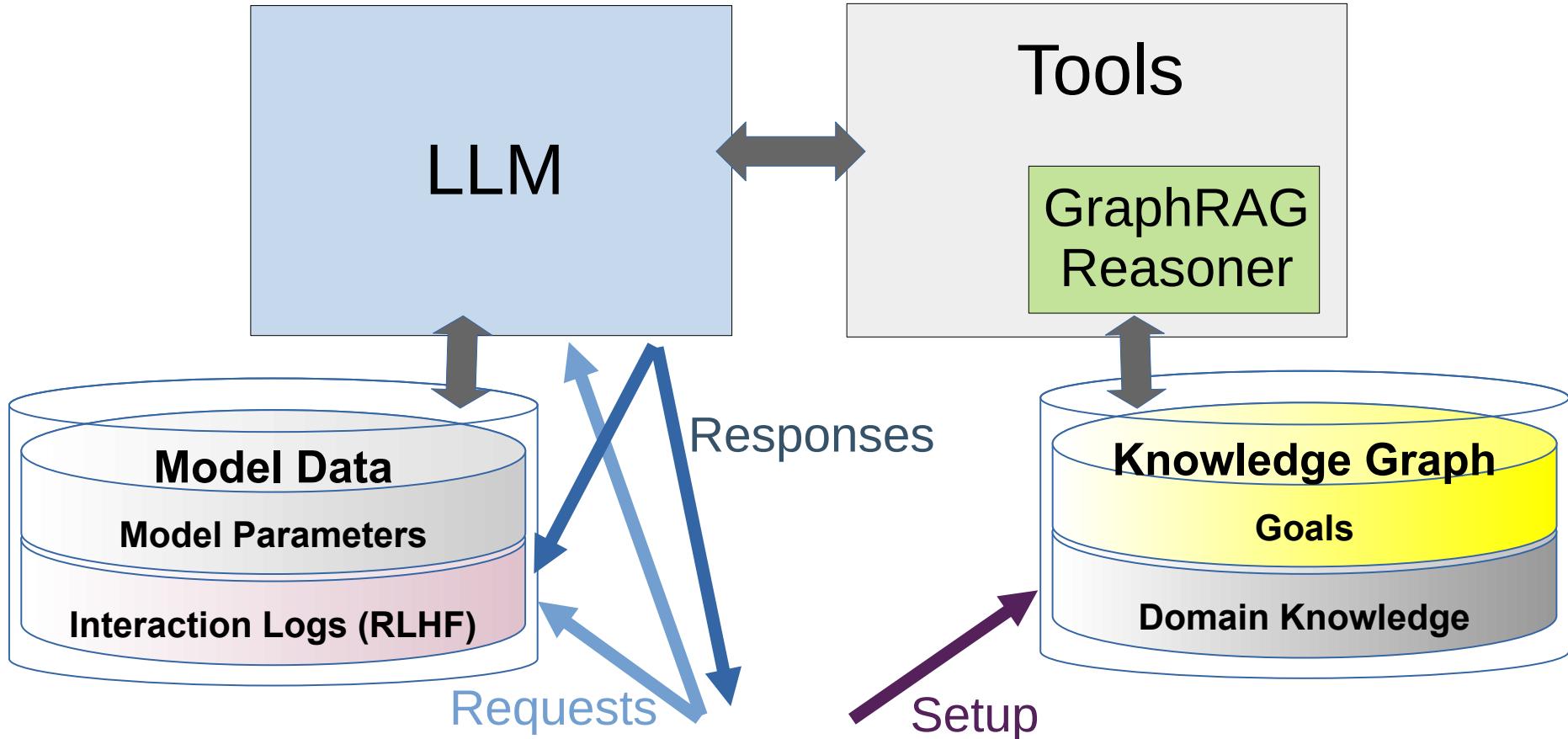
1) Reinforcement learning based on “actor-critic” model



<https://medium.com/intro-to-artificial-intelligence/the-actor-critic-reinforcement-learning-algorithm-c8095a655c14>

Implementation options

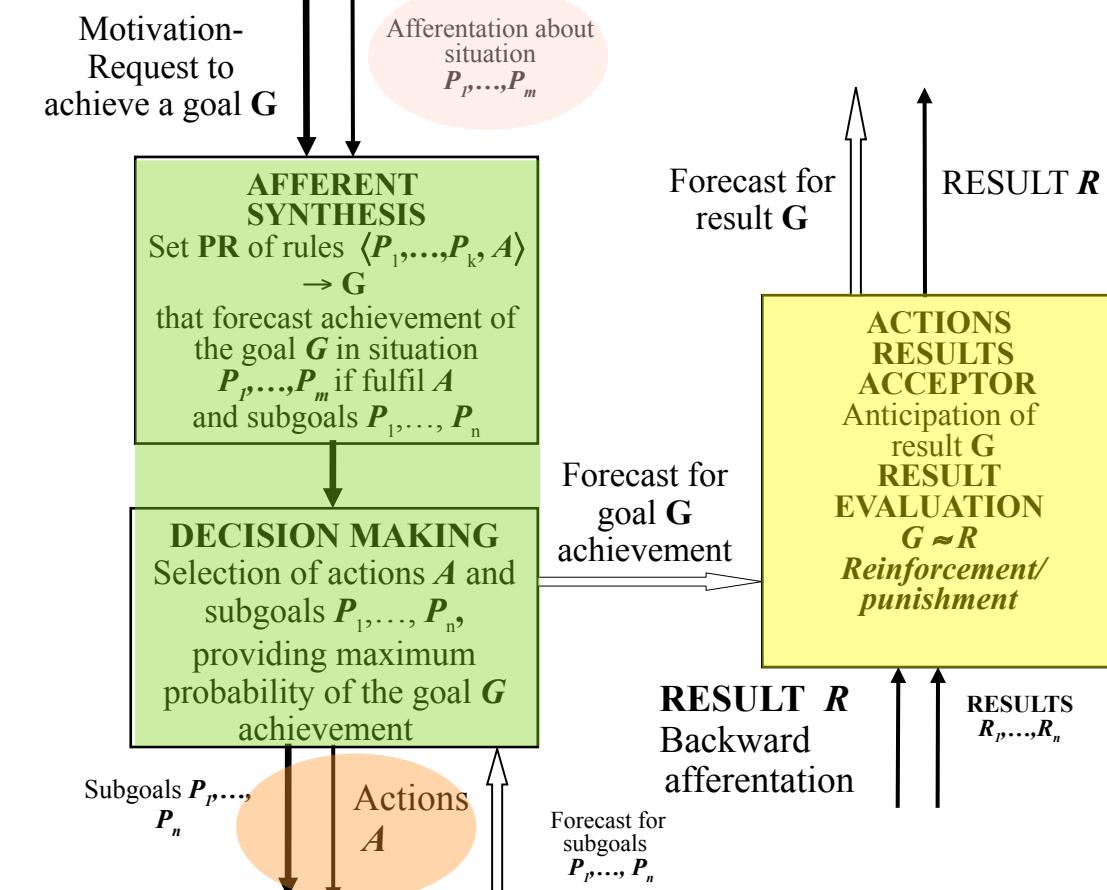
2) Cognitive architecture based on LLM and (active) GraphRAG



Leonie Monigatti, "The Evolution from RAG to Agentic RAG to Agent Memory", November 3, 2025
<https://www.leoniemonigatti.com/blog/from-rag-to-agent-memory.html>

Implementation options

3) Cognitive architecture based on probabilistic logic



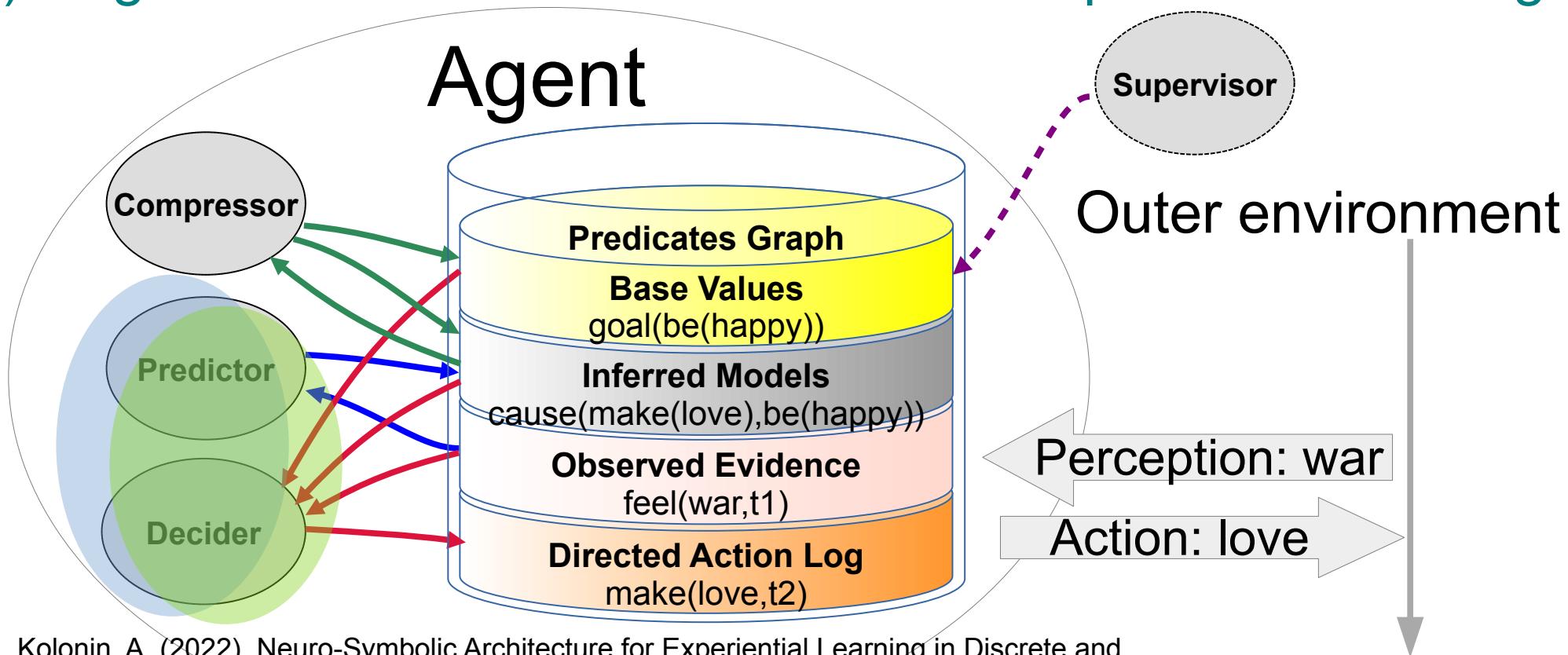
Evgenii Vityaev, Alexander Demin:
Adaptive Control of Modular Robots // Conference Paper in Advances in Intelligent Systems and Computing, Conference: First International Early Research Career Enhancement School on Biologically Inspired Cognitive Architectures, Springer, August 2018

Evgenii E. Vityaev: Purposefulness as a Principle of Brain Activity // Anticipation: Learning from the Past, (ed.) M. Nadin. Cognitive Systems Monographs, V.25, Chapter No.: 13. Springer, 2015, pp. 231-254.

Витяев Е.Е. Логика работы мозга. Подходы к моделированию мышления. (сборник под ред. д.ф.-м.н. В.Г. Редько). УРСС Эдиториал, Москва, 2014г., стр. 120-153.

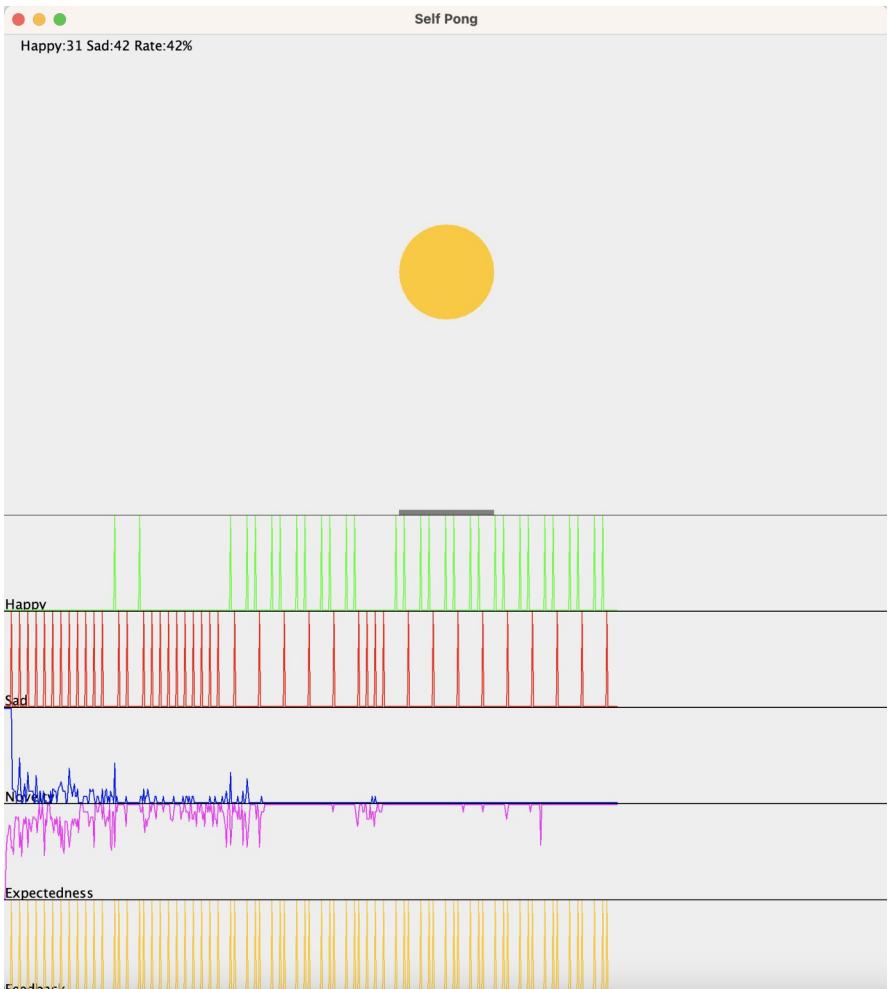
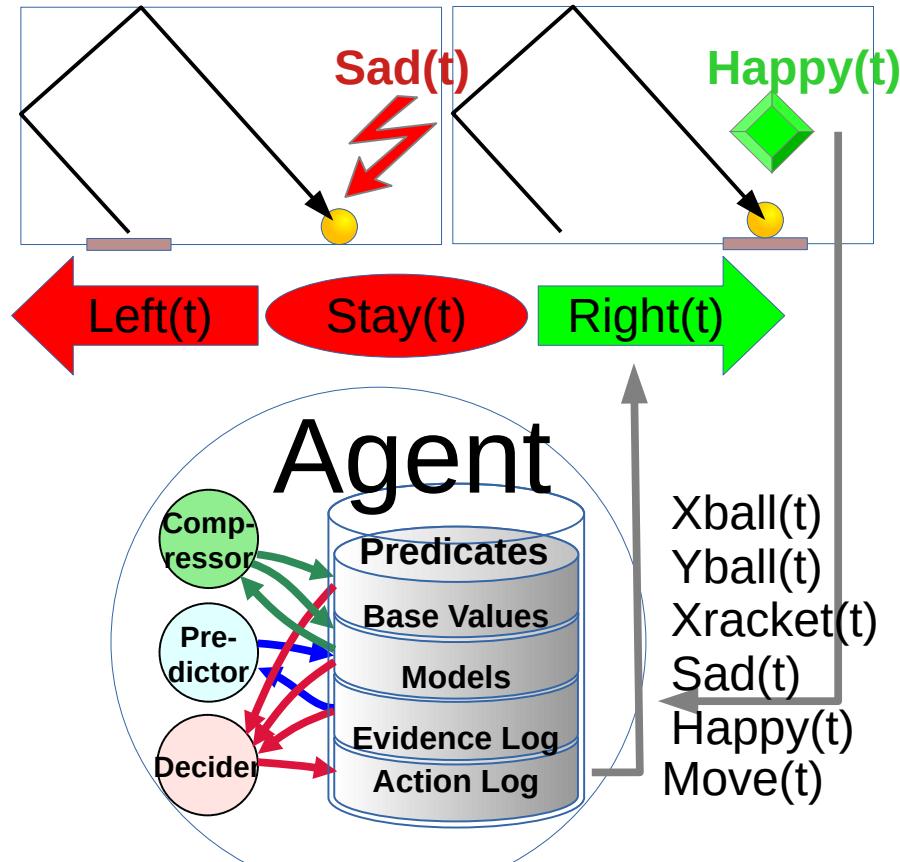
Implementation options

4) Cognitive architecture of value-based experiential learning



Kolonin, A. (2022). Neuro-Symbolic Architecture for Experiential Learning in Discrete and Functional Environments. In: Goertzel, B., Iklé, M., Potapov, A. (eds) Artificial General Intelligence. AGI 2021. Lecture Notes in Computer Science(), vol 13154. Springer, Cham.
https://doi.org/10.1007/978-3-030-93758-4_12

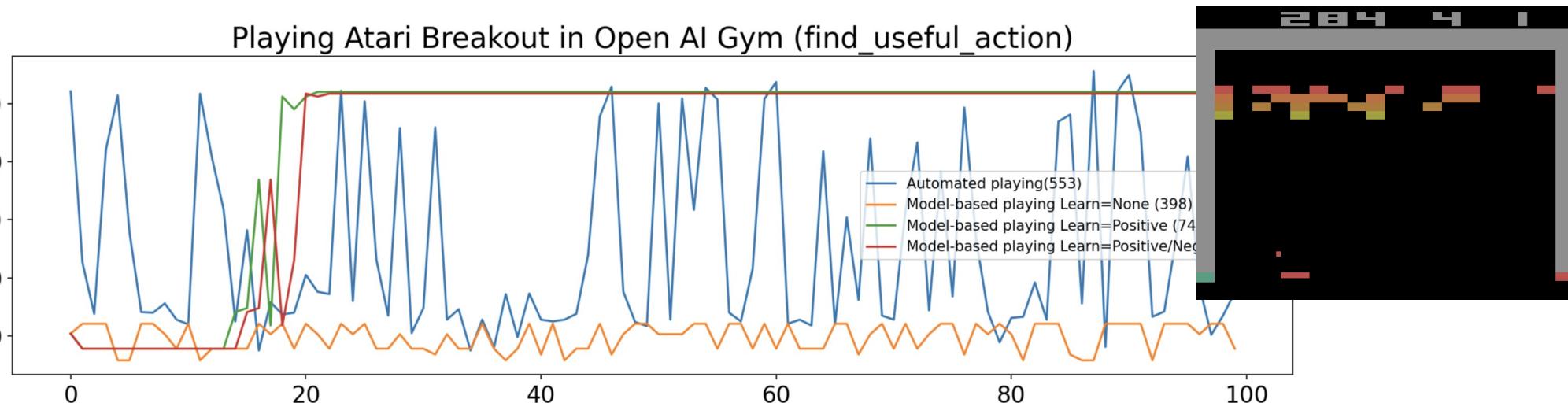
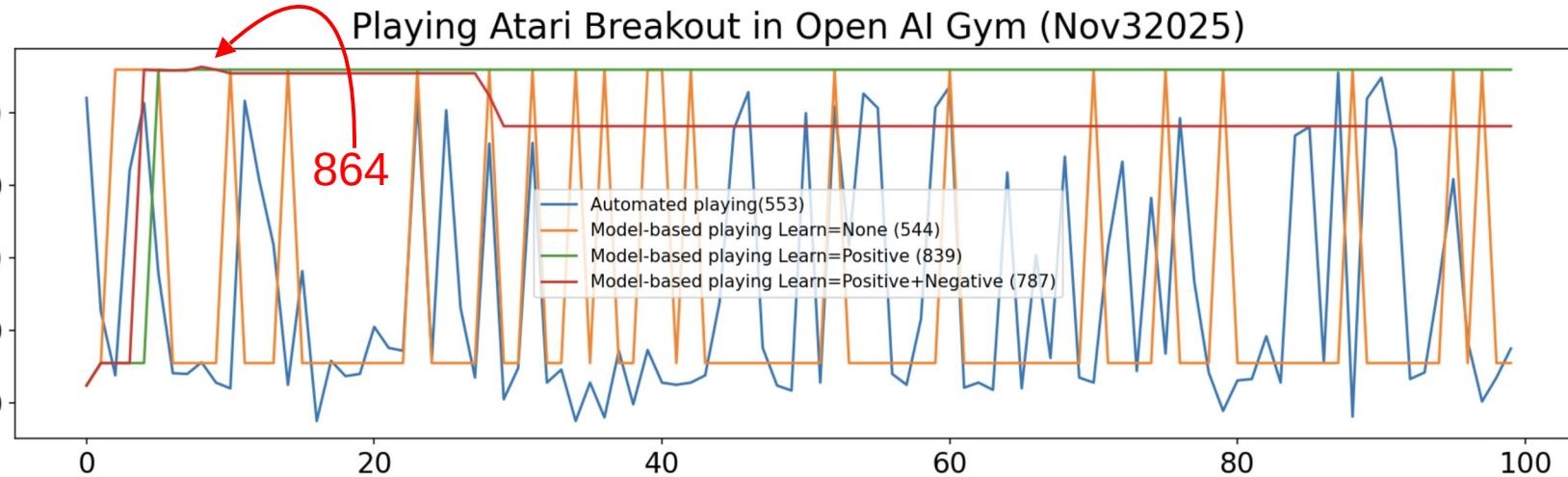
Cognitive architecture of value-based experiential learning



Anton Kolonin & Vladimir Kryukov, Computational Concept of the Psyche
<https://arxiv.org/pdf/2509.07009>

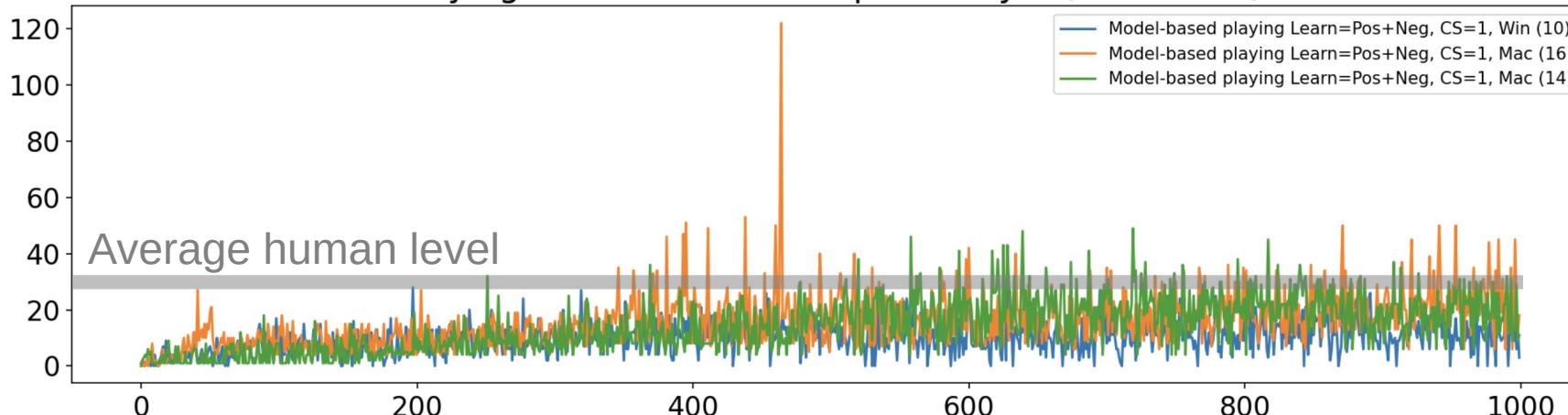
Anton Kolonin, Neuro-Symbolic Architecture for Experiential Learning in Discrete and Functional Environments
https://doi.org/10.1007/978-3-030-93758-4_12

Imitation learning – decision making on “pre-trained” model

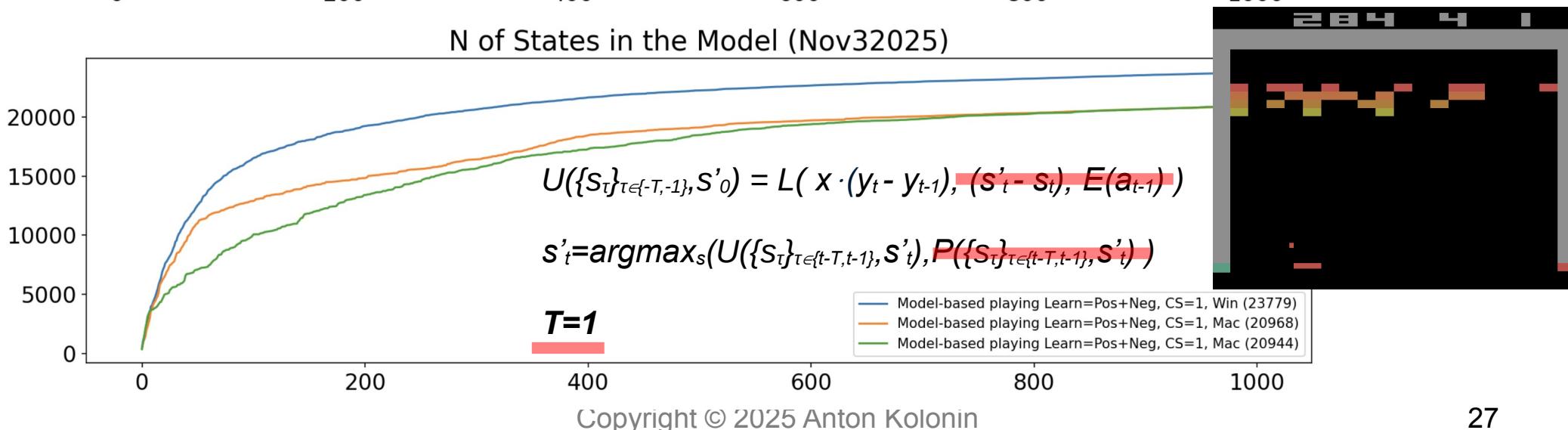


Reinforcement learning – experiential learning and decision making

Playing Atari Breakout in Open AI Gym (Nov32025)

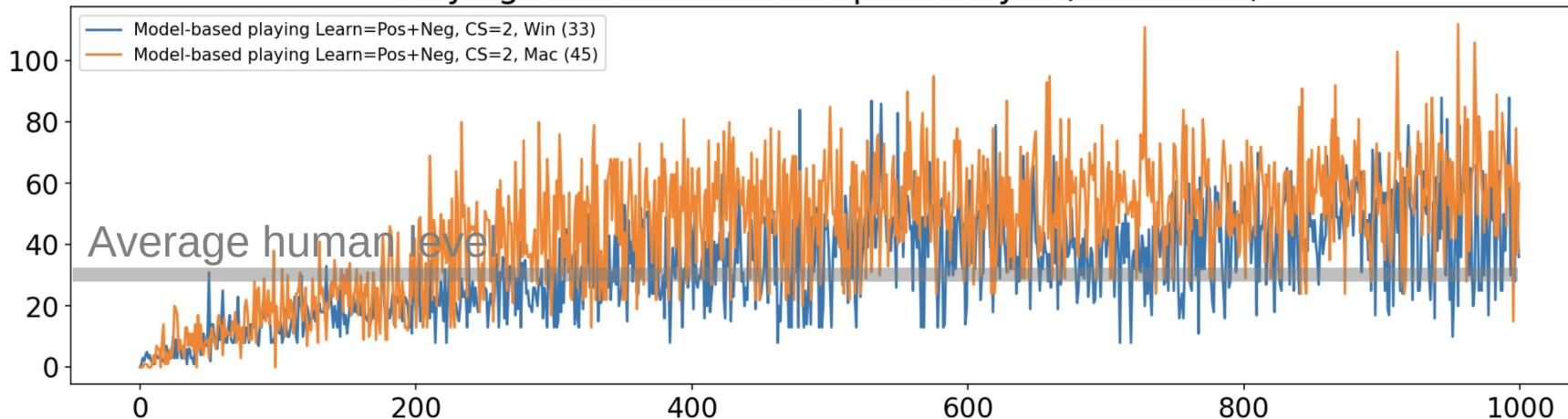


N of States in the Model (Nov32025)

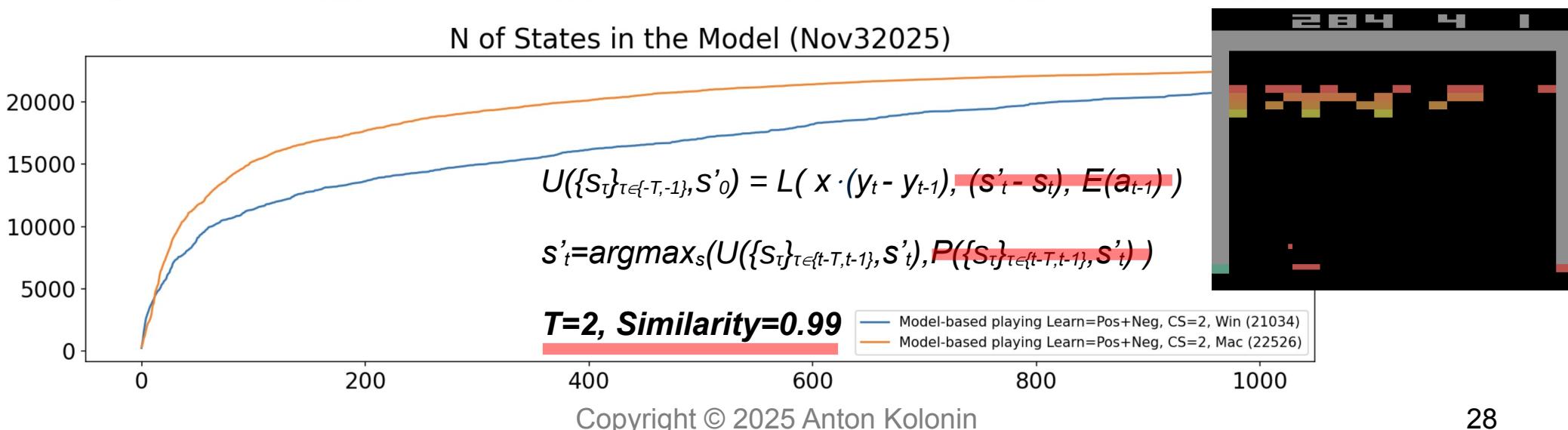


Reinforcement learning – experiential learning and decision making

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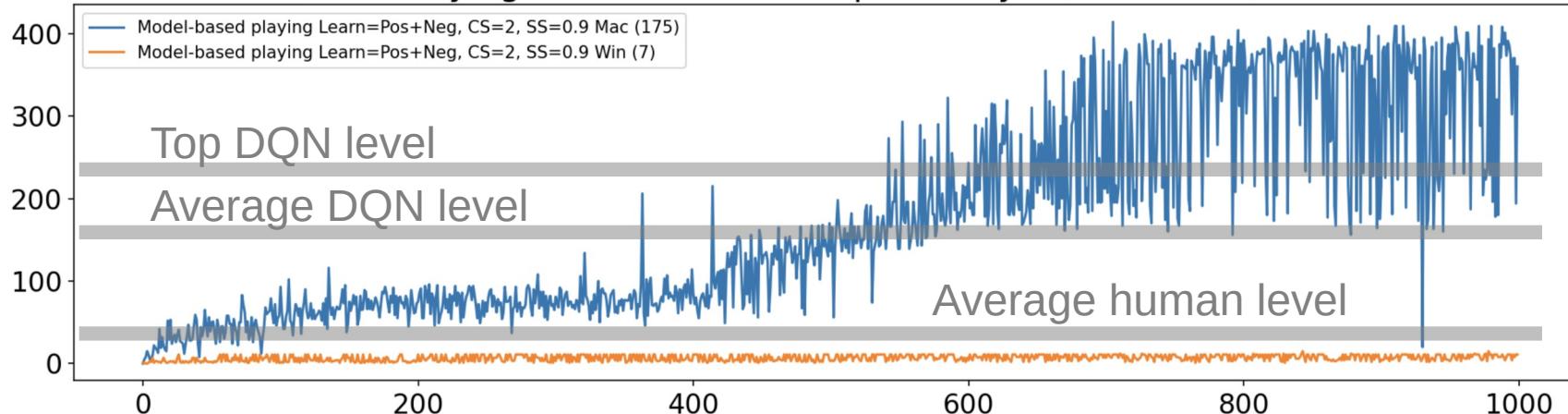


N of States in the Model (Nov32025)

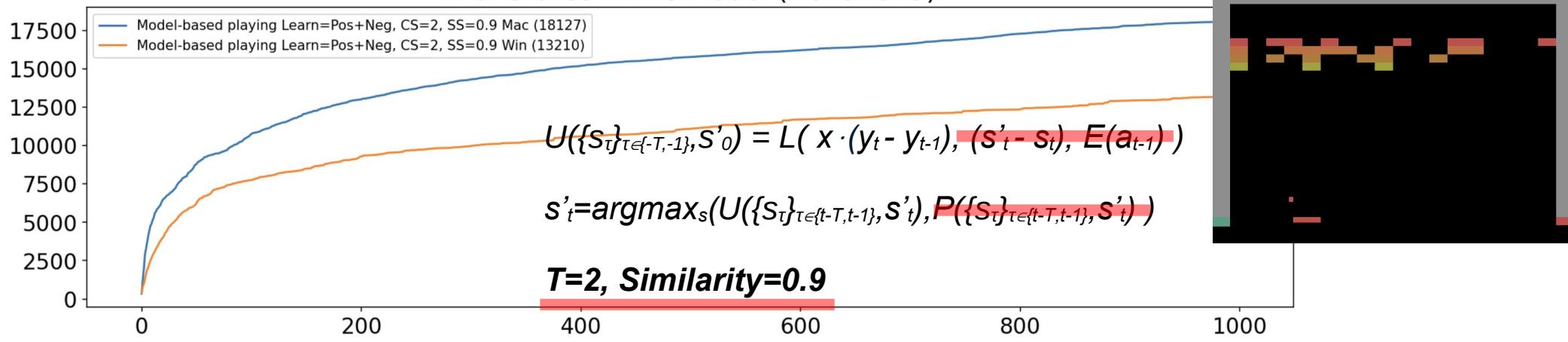


Reinforcement learning – experiential learning and decision making

Playing Atari Breakout in Open AI Gym (Nov32025)



N of States in the Model (Nov32025)



Thank you for attention! Questions?

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Workshop recording
on the subject



Anton Kolonin & Vladimir Kryukov,
Computational Concept of the
Psyche, Neuroinformatics-2025

