# How We Forget

This document contains the early conceptual structure of a proposed architecture that redefines memory, attention, and forgetting in reinforcement learning systems influenced by user emotional context.  
  
Key ideas include:  
- Query (Q) as a user emotional vector  
- Value (V) as a history of interactions  
- Reinforcement Learning applied to prioritize or prune memory  
- Low-reward or low-weight histories are forgotten, mimicking human-like memory fading  
  
The implications of this design go beyond LLMs, potentially affecting robotics, interaction design, and the philosophy of artificial memory itself.  
  
This file is a placeholder to remember the moment this idea was formed. Further details to be developed.