Learning

Uses Long Term Memory (LTM):

C.E.

AA | WM | STM

Processors

subset:
Learning processors

LTM

stores in whatever
data structure is suitable

Associative LTM

LTM

? is a number

try a random number

repeat until success

any [θ-Z a-z ?] could be a '?'

use basic calculation
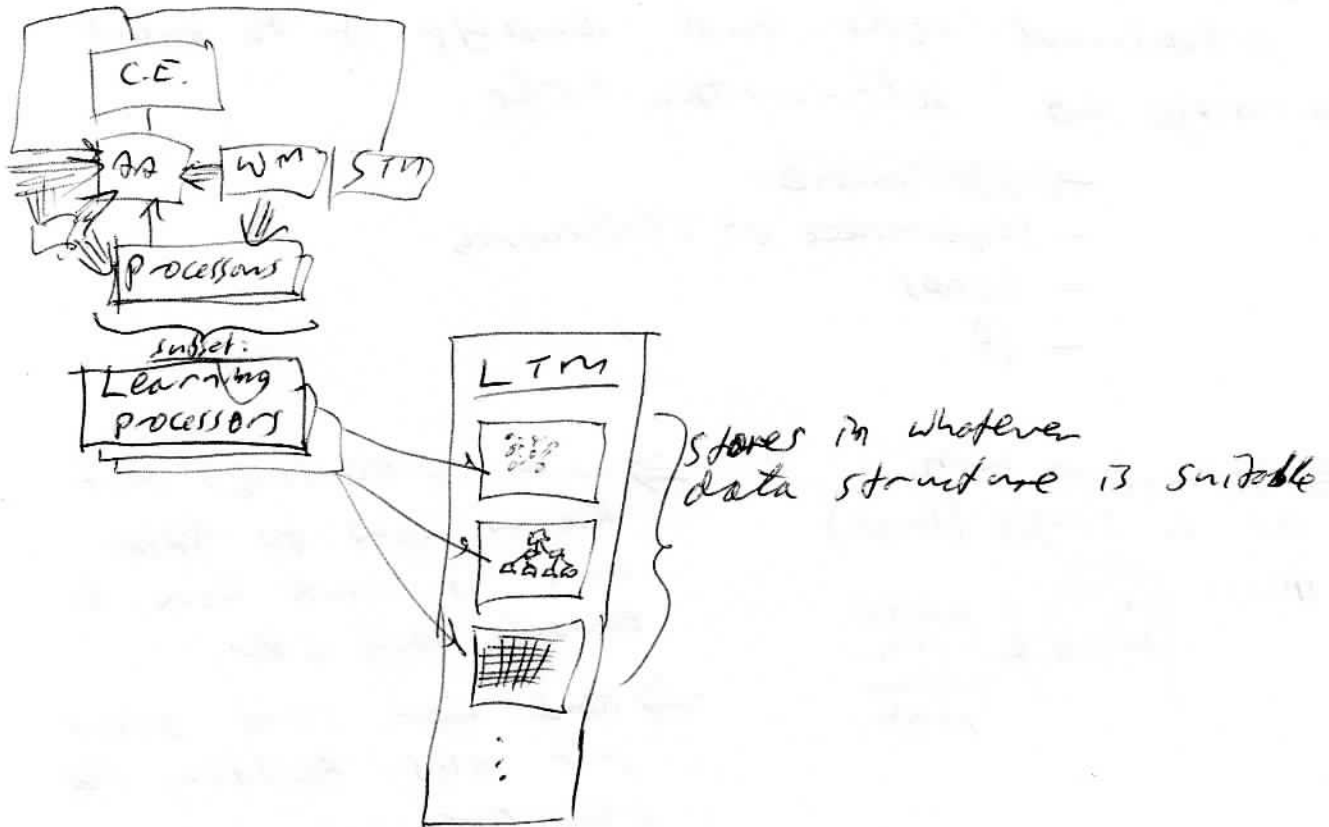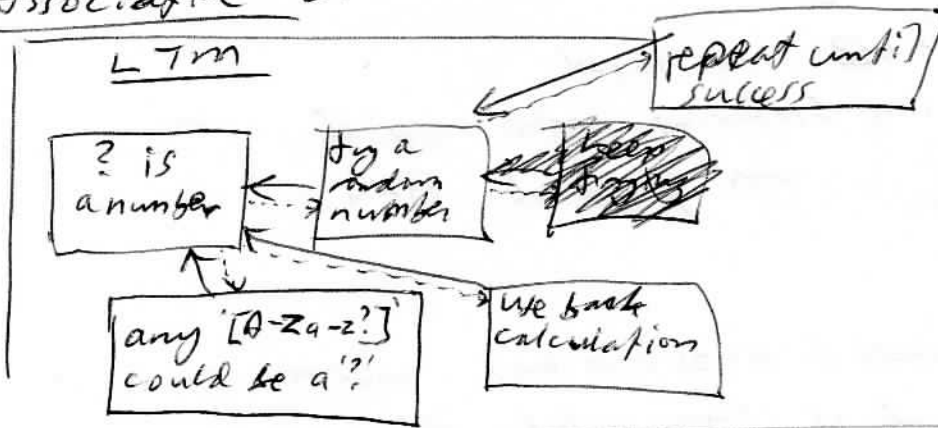
Can be a sequence:

1. ? is a number → assume 1..100
2. Try a random value
3. Apply to expression tree if it works

↑ repeat

Learning

Procedural Programming

- Give it the understanding of basic building blocks of procedural code and enable it to build learnings as self-written code.

        ~~statements~~
        - sequence of statements
        - loops
        - if

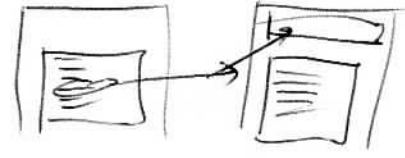⇒ represent in w.m. as a single (large) item:

puts together; plus program pointer.

⇒ with processor(s) that know how to ~~form~~ run it and how to execute each step.

⇒ And ~~for~~ some steps just uses ~~existing the~~ processors.

eg: '3+6=9' processor.

⇒ Execution shouldn't ~~be~~ be too literal.
It should load one statement into top of wm in general form.

Then let consciousness & subconscious work on it.
→ when that statement is 'completed', then a processor will kick in, see there IS a program in wm, and load the next statement.