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Exploring the Filter-Flash Consciousness Model- Explaining the Easy Problem of Consciousness

Overview:

In this document, I introduce the filter-flash consciousness model in contrast to the traditional model of consciousness. We explore its advantages in explaining what I call the objective models – this **easy** problem of consciousness. The question and problem posed by consciousness we consider are:

- What is Consciousness (awareness)?
  Objectively, why do we all experience consciousness awareness?
- Subjectively, why do these experiences differ from individual to individual?

How does the filter-flash model address this objective problem of consciousness?

Firstly, Consciousness is very dynamic, it is a dynamic and evolving phenomenon due to the nature of our information in our world.

Consciousness is evolving due to our physiological needs (food, water, shelter), and as a metric of cognition, one's

ability to do something. Animals that cannot set traps are conscious, but some lack the biological components such (fingers, a voice-box, and many quadrupeds 4-legged).

To address, Animals have some cognitive biases that enable them to navigate both the easy problems and hard problems of consciousness without trial and error.

For consciousness to be a static model, our nature must be static, that is, if we lived inside our heads pitch black darkness with no information to process.

The darkness would be an eigen-grey or more surreal, like what blind people experience.

The **Filter-Flash** model is a model that separates consciousness into two distant filter-and-flash. Filter means sorting literally, information organising. All the operations here are dictated at runtime when the individual is **subconscious** or **conscious**.

The Filter is used to arrange a large set of data. An analogy of this is a large puzzle piece of information of an unknown detailed image, sky just dumped on the floor of the living room with a 1 – 1000 cm (.1 m- 1000 meters).

The **Filter** in **Filter-Flash** models expresses that the solution to the easy problem by with this requirement(parameters):

- There is no clue /cue given. E.g., there is no information about the puzzle image to show, just a blank memory.
- A protective barrier that prevents exhaustion from exhaustive information overload – this is known as burnout.
  The Protective Barrier prevents consciousness degreed when solving the problem, and regulates information.

In this Filtering Model:

We can have several components that address various needs:

- Dynamic Consciousness System:
  - Information reflects the real-world classifying items. These items are classified by the following properties (Colour, Shape, Size, etc).

    This enables the individual to classify properties that build to overall information using the classified properties.

Filtering in the Filter-Flash:

1. The individual who is sorting the floor of puzzle pieces needs to find the first corner piece. This will yield a clearer picture – this information is then added to the database.

2. Now our protective barrier adjusts silently to temporarily handle the first corner piece we found. The protective barrier mechanics adjust its system that measures consciousness degradation over time. It objective to note ensure we are actively solving problems and not be overwhelmed by signals to our conscience – quit it before you lose everything you have learnt.

Flashing using the Filter-Flash:

3. Now that the protective barrier has regulated consciousness, we can then flash it into our consciousness in the organised structure. This structure is the information we have retained. This is done at each retention of new information classified by new properties.
4. After the **Flashing,** we can now utilise the new insights or knowledge to decipher new information.

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