

## Lecture 3: Problem Set 3 (Due Mar. 2)

Reading: Emotion Machine, Chapter 2

## Problem 1

In order to find meaningful answers you must first be able to formulate good questions. List ten questions you would like to answer about Chapter 2.

## Problem 2

Minsky states, "Our language uses a great many words for referring to our emotional states. When we described Carol's playing with mud, we used more than a dozen of them--Affection, Alarm, Anxiety, Assurance, Disappointment, Disgrace, Disturbance, Frustration, Fear, Inclination, Pleasure, Pride, Satisfaction, Shame, and Sorrow."

- a) What are three different goals that are pursued in the different versions of the story in the chapter?
- b) Make a small subgoal tree for each of these different goals.

## Problem 3

Regarding Remembering, Minsky explains that "On the surface, it might seem easy enough--like dropping a note into a box and then taking it out when you need it. But when we look more closely, we see that this must involve many processes: you first must decide what items your note should contain, and find suitable ways to represent them--and then you must make some connections to them so that after you store those parts away, you'll be able to reassemble them."

- a) What are examples of the types of items that your note should contain? For example, you might need to later recall prerequisites for a successful action toward a goal. Try to think of at least three types of items related to mental events as well as three related to external events.
- b) Minsky discourages the simplistic notion of pure hierarchies of goals. What are at least three other additional representations that could help for describing your answers to part (a)?

## Problem 4

Minsky discusses many different types of Imprimers in Chapter 2.

- a) List three different types of imprimers from the chapter.
- b) Give three examples of goals from the different types of goals that each of these different types of imprinter affect.