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 imprimers affect.