



Society of Minds

a framework for distributed thinking

GridRepublic 239 Carlton Avenue Brooklyn, NY 11205-4001 12 September 2008

An Observation



- » **2006 FIFA World Cup**
 - > **Viewed by 1 billion people, 2 hrs long = 2 billion hours of human attention**
 - > **225,000 years of human attention, in 2 hours**
 - > **More than the entire Apollo project, in 2 hours**

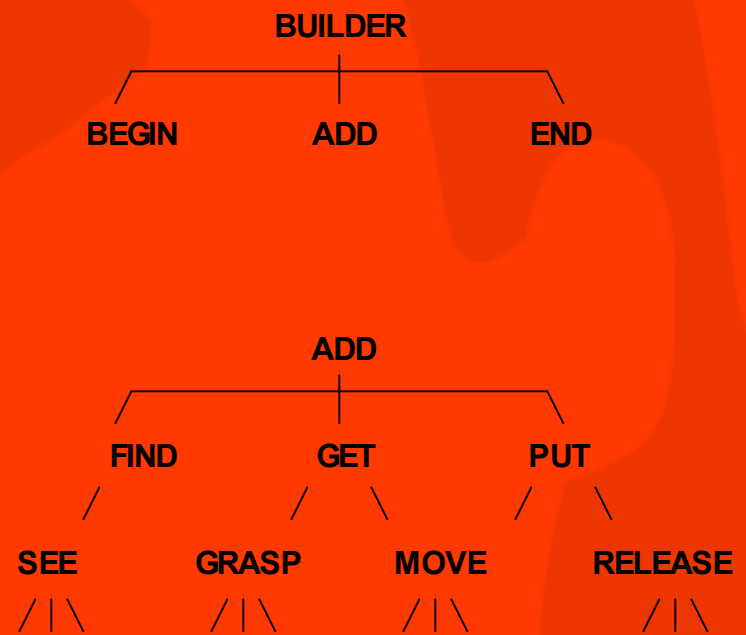
A Framework for Meta-Intelligence: Minsky's *Society of Mind*

- » **Minsky's theory of intelligence**
- » **Minds are built from mindless stuff**
 - > **Mind is made of many smaller processes -- "agents"**
 - > **Agents are simple, require no intelligence**
 - > **Intelligence is produced by connecting agents in special ways -- "societies"**

Example: Picking up a cup of tea

- » **Your GRASPING agents want to keep hold of the cup**
- » **Your BALANCING agents want to keep the tea from spilling**
- » **Your THIRST agents want you to drink the tea**
- » **Your MOVING agents want to get the cup to your lips**

Task Hierarchies: Agents and Agencies

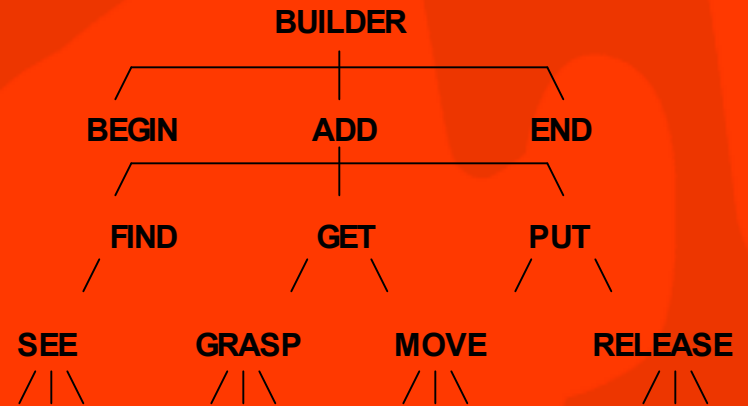


The Importance of Interconnections

AGENTS BY THEMSELVES

| | |
|------|---------|
| ADD | GRASP |
| SEE | FIND |
| PUT | GET |
| MOVE | RELEASE |

AGENTS IN A BUREAUCRACY



- Impossible to predict what BUILDER does from only the left column list; must know which “work for” which
- I.e., BUILDER does not work unless all the agents are linked by a suitable network of interconnections

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