Yost's Paralogical Model

Sensory, Cognitive and Behavioral Connecting Structures for Artificial Intelligence, Robotics and Neuroscience

Sensory Trilogy (Stimulation)

Sensory Processes (Sensors) = Measurements / Results Sensory Function = Sense / Monitor Sensory Experience = Sensation / Correlation

Parietal Trilogy (Perception)

Sensory Thoughts = Impressions / Observations Sensory Ability = Perceive (View, Listen, Touch...) / Focus Sensory Idea = Awareness / Condition / Form

Limbic Trilogy (Intuition)

Sensory Knowledge = Essences / Moods / Feelings Sensory Skill = Feel / Qualify Sensory Plan = Belief / Cognizance / Sentience

Occipital Trilogy (Recognition)

Cognitive Processes (Controllers) = Comparisons / Abstractions Cognitive Function = Cognize / Recognize / Discern Cognitive Experience = Cognition / Realization / Fact

Temporal Trilogy (Conception)

Cognitive Thoughts = Thoughts / Contexts / Episodes
Cognitive Ability = Conceive (Mimic, Think, Imagine...) / Reflect
Cognitive Idea = Idea / Relationship / Understanding

Frontal Trilogy (Reason)

Cognitive Knowledge = Mindset / Knowledge / Ethics Cognitive Skill = Reason (Infer, Choose, Predict, Solve...) / Justify Cognitive Plan = Decision (Opinion, Solution, Intention)

Pre-Motor Trilogy (Self)

Behavioral Knowledge = Purpose / Motivation
Behavioral Skill = Codify / Manage (Organize, Coordinate, Assign...)
Behavioral Plans = Applications

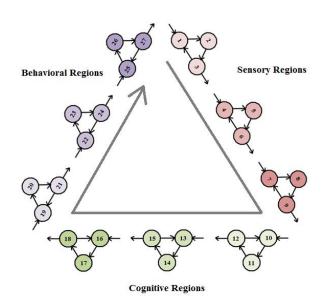
Cerebellum Trilogy (Will)

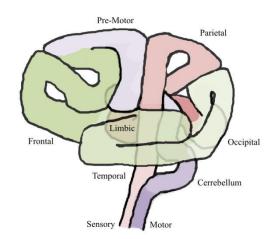
Behavioral Thought = Routine / Procedure / Task Behavioral Ability = Will (Sustain, Synchronize, Try...) / Adjust Behavioral Ideas = Volitions / Actions / Positions

Motor Trilogy (Body)

Behavioral Process (Actuator) = Performance / Potential Behavioral Function = Generate / Behave Behavioral Experiences = Behaviors

A Function Based Structural Language 1/26/2019





Three Kinds of Neural Nets

