Can Consciousness Result from Computation?
An update on the SOCIAL program.

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Abstract:

Social stands for Simulation of Consciousness in Artificial Life. This long term (>15? year) project is an attempt to partially demonstrate the Strong AI hypothesis, which states that all the properties of the human mind, including intelligence, consciousness, and emotions, result from straightforward computation in the brain. Joe Culberson and I have written an artificial life system which is simultaneously very simple and very flexible. The beings whose universe can be any graph (BUGs) live on nodes (rooms) and can move between adjacent rooms. The brains of the bugs are currently very simple, but can evolve to be arbitrarily complicated. The idea is to develop games in which users can add new powers/senses/brains to the bugs, and these new ideas can spread to other users simulations.