School of EECS
Distinguished Seminar Series

The Emotion Machine



Dr. Marvin Minsky
Massachusetts Institute of Technology

In his groundbreaking new work, The Emotion Machine, Minsky shows why we should expand our ideas about thinking and how thinking itself might change in the future.

The Emotion Machine explains how our minds work, how they progress from simple kinds of thought to more complex forms that enable us to reflect on ourselves -- what most people refer to as consciousness, or self-awareness. Unlike other broad theories of the mind, this book proceeds in a step-by-step fashion that draws on detailed and specific examples. It shows that thinking -- even higher-level thinking -- can be broken down into a series of specific actions. From emotional states to goals and attachments and on to consciousness and awareness of self, we can understand the process of thinking in all its intricacy. And once we understand thinking, we can build machines -- artificial intelligences -- that can assist with our thinking, machines that can follow the same thinking patterns that we follow and that can think as we do. These humanlike thinking machines would also be emotion machines -- just as we are.

Marvin Minsky is Toshiba Professor of Media Arts and Sciences, and Professor of Electrical Engineering and Computer Science, at the Massachusetts Institute of Technology. His research has led to both theoretical and practical advances in artificial intelligence, cognitive psychology, neural networks, and the theory of Turing Machines and recursive functions. (In 1961 he solved Emil Post's problem of "Tag", and showed that any computer can be simulated by a machine with only two registers and two simple instructions.) He has made other contributions in the domains of graphics, symbolic mathematical computation,knowledge representation, computational semantics, machine perception, and both symbolic and connectionist learning. He has also been involved with advanced technologies for exploring space.

Professor Minsky was also a pioneer robotics and telepresence. He designed and built some of the first visual scanners, mechanical hands with tactile sensors, as well as the first LOGO "turtle" and their software and computer interfaces. These influenced many robotic projects outside of MIT.

Monday, April 2nd at 2:00pm
Harris Corporation Engineering Center 125
http://www.eecs.ucf.edu/colloq/seminars.php