

Contents

1	Introduction	1
	Preamble	1
	The Need for a Science of Machine Intelligence	2
	Knowledge Engineering	3
	A Brief Overview of the Book	5
	Problems with Definitions	6
	What Is Information?	7
	What Is Intelligence?	11
	Intelligence: A Spectrum of Phenomena	11
	Intelligence: The Basic Definition	14
	Beyond Information: The Evolution of Intelligence	16
2	The Spectrum of Intelligence	19
	Introduction	19
	Human Intelligence	20
	Sub-human Intelligence	22
	Sub-human Self-consciousness	26
	Dolphin Intelligence	28
	Instinctive Behaviour	29
	Are Brains Necessary for Intelligent Behaviour? ...	30
	Is a Nervous System Necessary for Intelligent Behaviour?	31
	Intelligence in Biological Subsystems	33
	Proto-Intelligence	35
	Intelligence and the Control of the Environment ...	40
3	The Origin and Early Evolution of Intelligence	43
	Introduction	43
	The Preconditions for Intelligence	43
	Proto-Intelligent Systems	48
	Clay Minerals and the Origin of Life	49
	Plants: Advanced Biosystems	55
	The Collective Intelligence of Micro-organisms	58

4	The Evolution of Collective Intelligence in Animals	63
	Introduction	63
	Collective Intelligence in Insect Societies	64
	Social Ants	65
	The Collective Intelligence of Honey Bees	66
	The Collective Intelligence of Dolphins	70
	Social Intelligence vs Collective Intelligence	72
	The Origin of Societies	73
	The Emergence of Culture in Animals	77
	Communication and Collective Intelligence	81
	A Short Comment on Intelligence, Genes and Evolution	82
5	Information Technology, Collective Intelligence and the Evolution of Human Societies	85
	Introduction	85
	Cultural Evolution	86
	The Role of Information Technology in Cultural Evolution	88
	China and Europe: A Case Study in Collective Intelligence	89
	BP: Before Printing	94
	The Invention of Writing	98
	The Communicative Era	99
	The Emerging Global Nervous System	101
	The Emerging Global Brain	102
6	The Evolution of Machine Intelligence	107
	Introduction	107
	Early Machine Intelligence	108
	Calculators and Computers Prior to 1940	112
	The First to Fourth Generations of Computers	114
	The Fifth Generation and Other Developments	117
	Cryogenic and Superconducting Computers	118
	Optical and Biocomputers	120
	First to Fifth Generation Robots	121
	Braitenberg's Robots	122
	Ihnatowicz's Sensor	125
	Expert Systems	126
	Networks	129
	Computer Viruses: True Artificial Intelligence	131

7	Computers and the Human Brain	135
	Introduction	135
	A Critique of Logic	135
	Biological Paradigms for Computer Architecture	137
	Comparing Classical Computers with the Human Brain	138
	Edelman's Theory of "Neural Darwinism"	140
	The Unlogical Revolution	147
	Hillis' Connection Machine	148
	Cellular Automata Machines	148
	Neural Network Computers	150
	Neural Network vs Classical Computers:	
	A Summary	156
	Impact on Brain Research	157
	NN Computer Applications	158
8	The Future of Machine Intelligence	161
	Why Computers will Become Smarter than People	161
	Why Human Intelligence will Remain Ahead of Machine Intelligence for Some Time	164
	Turing's Test for Thinking Machines	166
	Combination and Recombination	167
	Loving Computers?	169
	The Need for a Limbic System	170
	Machine Intelligence and Pain	174
	Lying Computers?	181
	A Plea for Loving Computers	182
	The Merger of Human and Machine Intelligence	182
	The Merger of Individual Human and Machine Intelligence	183
	Alter Ego Computers	187
	The Global Brain	189
	Self-Replicating Robot Factories and the Origin of Life	191
9	Summary and Conclusion	195
	Introduction	195
	The Evolution of Information Processing Systems	195
	The Evolution of Intelligence: An Overview	196
	The Future of Intelligence	205
	The Super-Intelligence Imperative	209

Subject Index

- abacus 112
- abstraction 203
- acupuncture 171
- adaptability 132
- adaptation 40, 199
- AIDS 132
- alarm system 177
- algorithm 66, 149, 199
- alphabet 98–99, 207
- alter ego computers 187–189
- Alzheimer's disease 165
- amoeba 59, 199, 200
- analogue information 139
- analytical engine 113
- animal
 - culture 77–81
 - intelligence 28
- anticipation 23, 200
- Aplysia* 30–31
- AQ11 128
- ARPANET 130
- artificial intelligence 104, 107,
127–128, 131–132, 167 175, 204
- Asimov 172
- astrolabes 108
- Atanasoff 116, 135
- atoms 196
- auditory
 - names 28
 - system 28
- Automatic Subject Citation Alert
(ASCA) 102
- automation 162, 193, 109–110, 122
- axioms 35
- Babbage 113–114, 126, 135
- bacteria 46, 59–61, 74–75, 200
- BEAGLE 137–138
- bees 23, 202, 203, 207
 - dance 207
- before printing 94–98
- behaviour patterns 86
- belief system 86, 100, 211
- Bell laboratories 115
- Big Bang 196, 197
- biocomputers 120–121
- biological paradigms 137–138
- biosphere 210, 214
- biotic systems 198, 199
- biotissue 139
- Boden 138
- brain 30, 139, 140–144, 157, 164, 201,
203, 204
 - embryogenesis 140–141
 - evolution 96
 - power 207
 - research 157–158
 - structures 154
- Braitenberg's robots 122–125
- Braun 114
- Bush 116, 135
- calculating machine 113
- calculators 112–114
- CAM 138, 141, 148–150
- carbon-based heteropolymers 212
- Cartesian automaton 202
- cataclysmic imperative 210
- catalyst 9

- CD-ROM 118
- cellular
 - adhesion molecules 141
 - automata machine 138, 148–150
 - automaton 212
- central nervous system 177
- cerebral
 - cortex 171
 - technology 210
- CERN 85, 86
- change 211
- chaos 213
- chemical
 - receptors 142
 - signalling 201
- chess playing computer 163
- China 109, 112
 - Great Wall of 90
 - Chinese technology 89–94
- chip 116
- classical computers 138–140, 156–157, 159
- clay 49–50, 198
 - hypothesis 49–55, 132, 212
- clocks 108
- CM computer 148, 150
- cogito ergo sum* 204
- cognitive skills 184
- collective
 - brain 103
 - decision making 86
 - intelligence 5, 21, 33, 63–73, 85, 89–94, 96, 97, 99 102, 105, 116, 129–130, 136, 140, 148, 149, 158, 163, 164, 167 168, 172, 176, 189, 190, 193, 205–210, 212, 214
 - memory 20, 21, 86, 93, 207
 - wisdom 97
- colour 12–13
- combination 167–168
- common sense 136
- communication 88, 97, 200, 206, 207
 - devices 101
 - technologies 100, 211
- communicative era 99–101
- complexity 196, 213
- computer 104, 112–114, 114–121, 137–140, 162, 203, 204 208, 209, 210
 - aided learning 100
 - as idiot savant 162
 - disk 88
 - networks 129–131
 - revolution 209
 - viruses 131–132, 191
- computing machine 212
- conditional reflexes 30
- Connection Machine 138, 139, 148
- connections 141, 144
- consciousness 111, 182, 203
- control 40–41
- cosmic function 214
- cosmos 210
- Craikian automaton 202
- creativity 128
- cryogenic computers 118–120
- crystal 198
 - intelligence 35
 - set 115
- culture 86
 - evolution of 86–89, 97
- cybernetics 126
 - system 102
- cyclic behaviour 38
- Darwin 12, 26, 87
- database 21
- Dawkins 87
- death 188, 209
- decay 144
- Deep Thought 163
- definitions 6
- DENDRAL 127
- dendrites 142
- diatoms 212
- difference engine 113
- diffusion 200, 201
- digital information 139
- divergence 203
- diversity 211
- DNA 8, 36, 37, 94, 149, 172, 196
- dolphins 130
 - intelligence 28–29
- dreaming 165
- dreams 211
- Dynabook 184

- economic activity 88
- ecosystems 196
- Edelman's theory 140-147, 150
- education 100, 164, 210-211
 - technology 164
 - theory 164-165
- Einstein 115
- electronic
 - mail 101
 - network 105
 - revolution 99-100, 209
- ELIZA 166-167
- emotional
 - attachment 186, 187
 - states 170
- energy 7, 10, 195, 210, 213
- entropy 7, 9
- environment 14, 40-41
- environmental control 199
- enzymes 9
- equatorium 109
- eukaryotic cell 168, 200, 201
- EURISKO 128
- Europe
 - culture 208
 - technology 89-94
- Evans 108, 116, 169, 209
- evolution
 - of intelligence 196-205
 - of life 1
- evolving society 211
- experience 144
- expert system 3, 4, 103, 122, 126-128, 162, 169

- Faraday 114
- feedback 35, 38, 121, 154, 179, 192
- Feigenbaum 127
- fifth generation computer 117-118
- first generation
 - computer 114, 116
 - robot 121
- Fleabyte 184-186
- flip-flop 151, 154
- Forsyth 1, 108, 137-138
- fourth generation computer 117
- Frankenstein 132
- free-associations 211
- free energy 16
- future of intelligence 205-211
- future shock 211
- fuzzy logic 170

- ganglia 201
- gene 97
- genetic
 - algorithms 137
 - code 193
 - engineering 1
 - information 8
- genIPS 196
- gestural language 25
- global
 - brain 102-105, 189-191
 - intelligence 105
 - nervous system 101-102, 129
 - society 104, 198
- Global Village 101
- goal 174
 - directed activity 122
 - orientation 19, 23, 38, 39, 87
- Goodall 23-24
- GPS 127
- Grand Canal 90
- graphic user interface 118
- gravIPS 196
- gravity 195
- Gutenberg 92

- hard mastery 186
- harmony 179
- heat 10
- Heaven Machine 189
- heuristic
 - approach 173
 - search 127
- hierarchies 197
- Hillis 148
- hippocampus 141
- homeostasis 33, 40
- Homo sapiens* 185
- human
 - body 196
 - brain 118, 120, 131, 138-140, 144, 148, 151, 154, 157 159, 161, 164, 171, 172, 184, 209

- immortality 188, 189
- imperative 209
- intelligence 20–22, 135, 158, 163, 164–166, 208, 213 214
- knowledge 161
- objectives 179
- society 197
- speech 95, 97
- human-machine interface 183
- humIPS 196
- hyperbrain 105, 190
- hyperintelligence 190
- hypothalamus 171
- Ihnatowicz's Sensor 125–126
- IKBS 4
- illusion 175
- imitation 97
- immortality imperative
- immune system 137
- individual intelligence 205
- industrial revolution 209
- information 5, 7–11, 191, 195, 196, 197, 210
 - access 89
 - economy 100
 - processing 7, 9, 16, 19, 25, 108, 157, 159, 177, 195, 197 200, 201, 211, 212
 - processing system 195, 197, 212
 - pure 132, 149
 - system 212
 - technology 88–89, 164, 205
- instinctive behaviour 29–30, 172
- integrated circuit 115
- intelligence 5, 11–17, 19–41, 105, 108, 114, 122, 128, 161 183, 190, 195, 196–205, 205–209, 210, 212, 214
- preconditions 43–48, 197
- spectrum 19–41, 198
- intelligent
 - activity 19
 - behaviour 108, 178, 192
 - entities 131
 - feedback 185
 - systems 19, 167
- interactive
 - system 102
 - toys 126
- interdependence 190
- interface 214
- introspection 203
- introspective sensors 175
- IPS 195, 196
- IQ 14, 20
- Jacquard loom 109
- Josephson junction 119
- Kaye 184
- knowledge 128
 - engineering 1, 3–4
 - industry 100
- Kohonen 155, 156–157, 168
- Lady Lovelace 113,, 126
- Lamarck 87
- languages 94–98
- laser disk 21, 88
- law of nature 168
- laws of robotics 172–173
- learned
 - behaviour 172, 206
 - learned patterns 143
- learning 16, 22, 29, 37, 97, 126–127, 137, 138, 141, 152 153, 154, 155, 157, 158, 178, 199
- Leibnitz 112, 113
- libraries 101
- life 132, 183, 210, 212–214
- Life (game) 148–149
- light sensitivity 123
- limbic system 170–174, 177, 179–181, 183
- Lingqu Canal 90
- literature 113, 114
 - searches 103
- logarithms 113, 114
- logic 135–137, 140, 147
 - machine 135
 - unit 212
- logical argument 147–148
- long-term potentiation (LTP) 141, 142
- loom 109
- loving computers 169–170, 182
- lying computers 181–182

- machine 208
 - intelligence 1, 2, 6, 7, 104, 107–132, 136, 150, 158 161–193, 204, 205, 208, 214
 - intelligence and pain 174–181
 - psychology 178
- Machinus homonoidus* 176
- management of change 211
- MAP2 142
- mass literacy 94
- matter 195, 210, 213
- McCulloch 126, 155
- mechanical calculator 112, 113
- membranes 9, 139
- memes 87, 88, 97
- memory 38, 138, 139, 142, 143, 152, 157
 - chips 163
- mental
 - life 202
 - map 203, 204
 - states 203
- mercantilism 91, 93
- merger of human and machine
 - intelligence 182–190
- messages 201
- meta-intelligence 132, 213
- Michie 107, 181
- microelectronics 100, 101
- micro-organisms 58–61, 73–75, 199–200
- microprocessor 116
- military computing 2–3
- mime 96, 207, 206
- mimicry 124, 126, 204, 208
- Mind Children* 204
- Minsky 107, 158
- mnemonic aids 98
- moon 191
- Moore's law 117
- Moravec 31, 175–176, 178, 204
- motivation 204, 209
- multicellular organisms 201
- Munsell 13
- mutate 199
- MYCIN 127
- myths 181–182
- Napier 112, 113
 - Napier's bones 113
- negative
 - feedback 110, 111
 - feedback loop 154
 - reinforcement 177, 178
- nervIPS 196
- nervous system 31–33, 137, 199, 200, 201, 202
- network 129–131, 148
- neural
 - cells 200
 - competition 144
 - connections 144, 203
 - Darwinism 140, 145–147, 150
 - map 211
 - network 6, 13, 120, 124, 126, 140, 141, 145, 146, 151 154, 155, 165, 168, 178, 183, 210
 - network computer 138, 150–156, 156–159, 162, 173, 177 181
 - applications 158–159
- neurocomputers 120
- neurode 124
- neuron 105, 124–125, 126, 139, 141, 142, 148, 156, 184, 200 201
- Newell 127
- noosphere 214
- Onnes 119
- optical
 - circuits 118
 - computers 120–121
 - fibre 130
 - storage disks 118
- optimum state 178
- oral tradition 207
- organisation 10, 16, 196, 197, 213
- origin of life 191–193, 212, 213
- Oscar 174–175
- pain 170, 172–181
 - sensors 174
- Papert 158
- PAPNET 159
- partIPS 196

- Pascal 112, 113
 - Pascaline 113
- pattern recognition 127
- patterns 11, 136, 144
- Pavlov's dogs 30
- perceptron 126, 158
- perceptual sensors 175
- personal
 - computer 105, 184
 - identity 27
- phonetic language 93
- pictographic language 93
- pictures 98
- Pitts 155
- Planaria* 209
- Planck 115
- plant intelligence 31–33, 55–58
- pleasure centres 171
- pleasure–pain principle 172
- pocket computer 184–185, 186
- Pohl 115
- Pollock 174
- Pony Express 129
- primitive biosystem 212
- printed circuit board 116
- printing press 89, 92, 94
- programming 156
- prokaryotic cell 168, 200, 201
- PROM 30
- PROSPECTOR 127
- proto-biotic systems 199
- proto-intelligence 5, 17, 35–40, 48–49, 108, 111, 152, 198 212
- proto-language 95, 207
- protoplasm 212, 213
- proto-World 94
- radio 115
- RAM 30
- reality 175
- recombination 167–168
- reinforcement 144
- relays 114
- Renfrew 98
- reproducibility 15, 19, 29, 38, 40, 131
- reptiles 213
- RNA 8, 36, 37
- robot factories 162, 191–193
- robots 121–125, 172–173. 182, 191, 208
- Roentgen 85, 115
- ROM 30
- Rosenblatt 126, 158
- Royal Society 92
- Scarrott 147
- scientific method 136
- Schrödinger 4
- script 98
- second generation
 - computer 114, 117
 - robot 121
- self
 - awareness 174, 175
 - consciousness 26–27, 203, 204
 - image 204
 - recognition 27
 - regulation 34
 - repair 139, 140, 180, 192
 - replication 191–193, 213
- selfish gene 82
- semi-conductor 114
- semiotic activity 23
- senility 165
- sensors 121, 174
- Shelley, Mary 132
- sign language 25
- silicon
 - heteropolymers 212
 - wafers 116
- Silk Route 89
- Simon 127
- simulation 104
- sleep 144, 146, 165
- social intelligence 24, 72–73, 96, 169, 190, 205, 206
- society 73–77, 210
- soft mastery 186
- solar system 210
- soteIPS 196
- sound sensitivity 125
- space exploration 191
- speech 94–98, 206, 207
- Spencer 86
- sponges 201
- status 91

- steam engine 10, 110, 162
 - governor 110, 111
- stimuli 141, 144, 200, 202
- stimulus-response 155
- subatomic particles 196
- sub-human intelligence 22-26
- supercomputer 161, 184
- superconducting computers 118-120
- superconduction 119
- super-intelligence 209-210, 213
- super-resonance 179
- survivability 15, 19, 29, 38, 40, 87, 111, 131
- symbolic representation 29
- synapses 142, 156, 201
- techIPS 196
- technology
 - imperative 210
 - transfer 93
- Teilhard de Chardin 190, 213-214
- telephone system 101
- television 101
- theoretical psychology 204
- theory
 - of communication 4
 - of education 164
 - of information 4, 5, 8
 - of learning 164
- thermostat 110-111, 151, 152, 153, 154, 155
- thinking 103, 140, 203
 - machines 166-167
- third generation
 - computer 117
 - robot 121
- thought waves 166, 210
- thoughts 211
- Toffler 211
- tool creation 23
- tools 206
- Touch-me-not 31-32
- town clocks 108
- transistor 114-115, 139, 200
- transport system 100
- transputer 118, 139, 155
- tree of life 214
- trial and error 199
- tunnelling 119
- Turing 185
 - machine 150
 - test 163, 166-167, 181
- uncertainty 169
- universal computer 212
- universe 132, 195, 210, 212
- US Census Bureau 113-114
- user friendly 183
 - interfaces 159
- utterance 98
- vacuum tubes 114
- valve 115
- vasopressin 34
- Venus fly trap 31
- vertebrate taxonomy 39
- viruses 131-132, 191, 198, 199
- visual
 - perception 14
 - system 14
- VLSI 117
- von Neumann 135, 138, 150, 159, 169, 183, 193
 - architecture 118, 127
- Wallace 87
- W-boson 85
- weapons 206
- weather forecasting 104, 155
- weighted connections 177
- weighting 155, 156
- Weizenbaum 107, 166-167, 169
- Wells 105
- Wiener 126
- wisdom 136, 144
- world model 22, 202
- writing 98-99
- written word 207
- X-ray 85, 117
- Zuse 116, 135