

If the Mind then Behavior and  $\neg$  Behavior

Abstract

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### **A Warm-Up Scan of Behavior**

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## Abstract

The book is a stroll through those subject matters I have considered worth of research. The targets vary but the focus is on the processes of the mind, and behaviors that join with it. There are some attempts of conceptualizations, and methodical tryouts to find probable causes assumed to exist in the mindamic or in the mind dynamic. However, to figure out of behavioral facts is not so rewarding a thing as one might expect at the first sight. As anybody wrestling with behavioral research, knows. Therefore, there lives hope to knockout some problems, at least. Inventions are rare, and discoveries several, probably, because a human being has been about the same during the last 120000 years or so but a sparkle smolders.

Keywords: mindamic, process system, organizer, diffusion, absorption, assimilation, configuration, organized form, mental shape, initial form, empty process, probable causation, simulation, emulation.

## **PART 1**

### **A Warm-Up Scan of Behavior**

" I stink therefore I am "

Harry Enfield

Preface

The write-up bases on different empirical results obtained in past years. The focal point of the book is theoretic discursiveness the papers warrant. I hope, the essential points will be dealt with, and idealizations do not lose information. At present, persons live in the age of persuasion as shown (Pratkanis and Aronson 1992), excellently. Consequently, results of behavioral research are used other purposes than theory construction, and for the benefit of fellow people. The point concerns a long-term basic research whose neglect increases because of increased impatience, and short-term profits make children grow to children. Besides, the formula  $P=E/t$  is used to measure power of persons. Well, it is a simple-minded approach. A next step might be writing the history of the last second. So waiting for the history some literary work has its place in this context.

Nummela/Finland 04-25-2007 Raimo J Laasonen

To my beloved Olli, Maakka, and Lea, and late Labi

the best of the best dogs

To Singa Sandelin and Vilmos Csanyi for their

Contribution

## **1. Why to Pretend Value Free Behavior?**

Values are a hot potato as they were 30 years ago. However, there is not a possibility to put up a sign "Value Area, No Trespassing". The values cannot be passed by shrug of one's elbows or eyebrows and/or grow silent to death in research enterprises. The choice of a problem as such includes an aspect of importance that is a result what is seen valuable. There are different values such as political with strong prone to power. The economic value emphasizes utility. The religious value means a disposition to avoid personal responsibility. The social value weights work for the benefit of persons. The theoretic value is to search for general truths, and the aesthetic value exists with emphasis of uniqueness in life phenomena (Allport, 1954, pp. 439-440). According to Sutherland "Axiology, is in the most basic sense, the study of values and their impact on empirical behavior" (1974, p. 3).

The crucial point is conditionals between the values and actual behavior. One point Sutherland does not mention the values have objects such as persons, things, and matters. The value of persons can mean importance persons give to others as human beings. The persons can evaluate the value of thing according to their beauty, utility, or handiness. Third, in solving different tasks the persons weight what is worth of solving, or the value of matters?

It appears probable that the values form a system with different interactions ranging from very weak to rather strong. An alternative is that persons remain in classification, and interrelations lack. On the other hand, the values join with view of life and they function in a different way among themselves and with the view of life. The social value of matters is a reinforcer to the theoretic value of matters. The theoretic values of persons, the aesthetic value of things are regressors to the social value of matters in connection with the view of life.

The aesthetic value of things is the regressor to the theoretic value of persons. The theoretic value of matters is an antecedent for the view of life. Summarily, the theoretic value that focus on environmental matters are necessary for the view of life. The necessity is emphasized by the social value with the theoretic value, and the aesthetic value, which is prevented by the latter ones when connected with the view of life as, is the case with the aesthetic value with the theoretic one of the persons.

The value system is it loose or tight produces a multi-matter approach of values. It does not include connections between the theoretic value of persons, the aesthetic value of things, and the view of life. There is no simultaneity of the values with the view of life. The value system has a disposition to self-organize into a hierarchy that regulates its parts. Behaviorally, it is likely that a loose hierarchy of the values characterizes as desires for truth (the theoretic value),

unity (the religious value), power (the political value), and form (the aesthetic value). In the hierarchy, cognitive seeking controls transcendental view, and attainment of personal power; the variables that control search for harmony, fitness, and symmetry. A peculiar factor is the similarity hypothesis where the persons assume others to have the same hierarchy. How about having a lunch with cannibals?

What the before have to do with behavioral research? Probably, it has nothing at all. If the values influence in the view of life then it is likely that they affect how behavioral research implements, indirectly. Sciences have their controls for elimination of the value loads, for example an exact repetition of an experiment. In behavioral research, quasi-experimental designs are rather usual. Consequently, a part of variables remains uncontrolled. Fortunately, some techniques of elaboration enable possible causation.

The lack of the hard controls produces some other problems. As an example, can be the sketch of Kandel (2006, pp. 62-67) for a new science of mind based on a biological approach. Deductively, the starting points are to be axioms or premises from which theorems with lemmas are deduced. The only problem is the premises are interdependent which is contradictory because the axioms have to be independent. How about to use induction? Observations cumulate and from them a behavioral scientist is to construct entities. A tiny factor exists; a perceiving subject has to lie outside a perceivable object. Does an entity form in the mind of the subject or is the entity in the object? In an inductive way, a surplus factor enables the construction of complexities from simplicities. What is it? Accordingly, deduction, and induction in their strict sense are not suitable to behavioral research. In the background, the values hover directing perceptions through the view of life. The main reason is the lack of the hard controls.

Sometimes heuristics is offered a way to theory construction but it forms a closed loop that stays in observation or plain finding. The theory construction in behavioral sciences as in other sciences is an obligation, and especially theories that has to do with reality. However, a danger occurs when the behavioral scientist begins to consider conceptual apparatuses real, although they belong to symbolic environment. A fact, which warrants consultation with big money without consideration of earlier histories, and situational stimulus aggregates. It is likely that the indirect influence of the values is greater in a consultation than in a situation of some degree controls.

In behavioral research, a possibility exists, namely the facts found, and the will-be found facts are dynamic in nature. Persons learn, and adopt their environment, especially the social environment that is the focal one. Humans learn, and adopt their values in social environment.

Second, it may be the assumption about complexity of behavior has been exaggerated. Physiological complexity is not a necessary and sufficient condition for mind complexity. For example, the values idealize the World seen and impact on every day life. In daily life, there are no branches of behavioral sciences only persons, things, and matters with their interactions. The teleology of the former examination is not to annul the achievements until now such as in Danziger (1997). It just happens to be the case of an urge for novel ways of doing behavioral theory.

Verification of the dynamic nature of the behavioral facts has biconditional with kinetic conceptualizations. The kinetic conceptualizations can be causal, functional, structural, or in combination. For example, axiolize can mean a process where persons change their value system during a time span. A value has not been dealt with, the economic value.

Therefore, a few words are in their place. There seems to be a tendency to convert human behavior into economic quantities. One of the reasons can be the deep adoption of utilitarianism from the era of the industrial revolution. On the other hand, money as a measure is a kind of a clear concept to deal with. Persons are priced according to their utility compared with what. What are the criteria of the prices? Efficiency is irrelevant chatter with a stack of papers in the armpit, and walk around in the work place? Utility in behavior means taking care of many businesses in the same way. However, there are two obstacles for efficiency. They are the law of least effort, and the law of avidity which with connective AND create ventures. An obstacle is a childish adult who among other things created concentration camps, and gas chambers. There is something similar going on nowadays in economy.

## **2. Self Its Kernel and Environment**

Probably, self is one of the most researched subjects in behavior. The self has several central behaviors in the introvert-extrovert scale

Presented in pairs according to the scale gives the next combinations: theoretic-practical, non-talkative-talkative, creative-usual abilities, reflecting-active, minor gestures-lively, working alone-working in large groups, very intelligent-medium intelligence, and matters important-persons important. However, there is another kind of kernel, which comprises of self-improvement, deprivations experienced in self, and self-profile. The improvement means the aspects persons want to better in them. The deprivations purpose the deficiencies a person sees in him or herself. The profile means a self-description of a person's main features.

The former core leads behavior of a person towards or away from other persons. The latter core induces role behavior for projection to social environment. Because of that, the introversion-extroversion behavior is more individual whereas the role behavior has nature that is more social.

It is thinkable that the introversion-  
extroversion is behavior according to one's  
personality whereas the role behavior is behavior  
concerning the social environment. On the other  
hand, the role behavior may be more dynamic than  
behavior on the level of personality. It is likely  
that the lack of improvement in the kernel produces  
polarization in the self. Therefore, the  
deprivations and the profile produce the  
polarization. Especially, the function inverts the  
produced roles before projecting them into the social  
environment and it inverts the polarization. Thus,  
the improvement is necessary for the roles otherwise  
the polarization results. In behavior, the aspects  
the persons want to improve in them, the experienced  
deficiencies, and the main features of the self  
determine the roles the persons take. However, the  
processing of the persons' conceptions converts the  
roles for the projection into other roles. Moreover,  
the processing turns positive seeing of others'  
evaluation into a negative one or vice versa  
according to the initial situation.

Probably, the role conversion process is a conformity process. Where do the roles and other behaviors develop? The answer lies in a small group where the group has direct, and indirect impacts on the persons. Especially, the activities, which prevail in the small group, have the greatest influences. Therefore, the activities of the small group are preconditions for functioning of other variables. Being more exact the activities in the small group cause self-evaluation. The self-evaluation controls conflicts in social interaction, and the activities regulate the social interaction. Consequently, the activities regulate the role structure in the small group. More exactly, the activities direct the development of the self-evaluation, and of the roles. However, the activities in the small group produce emergent properties, and transformations in the roles. Another viewpoint is a split of the social environment into an evaluative, and an active part.

The evaluative sub environment has a much stronger connection with a human-image than the active one. Probably, the activities of the social sub environment maintain the conception of a role that originates from the mutual evaluation of the persons through communication. The role of a human is born in small social units. The maintenance of the evaluative output for a role is one of the purposes of the activities in the social units. Therefore, face-to-face situations are necessary for the development of coping with the social environments.

### **3. On Motivation Shortly**

Motivation is definable as experiential arousal of deprivations or of deficiencies of the persons; because of either endogenous or exogenous stimulus configurations bound up action with causal probabilities. In this way, the definition avoids long lists of telling what kinds of motivation exist.

In theory, motivated low gratification obtained through

the senses bring forth low physical activity. Alternatively, the low gratification produces a high disposition to regulate mental states of ones' own. Furthermore, the high disposition to regulate ones' own mental states induces the low physical activity. Second, a high orientation towards new situations causes the low gratification through the senses. Alternatively, the high orientation to novel situations produces the low physical activity, and the low physical activity induces the low gratification obtained from the senses. The former means the existence of a full-stomach effect. Nowadays, the question is about the obesity-effect.

On the other hand, the social environment regulates motivation in an approved conservative manner. The approved ways are the high control of the mental states, and the high orientation to the new situations. The reason is saturation of the basic needs; there is no further need for the high activity or for the sensual gratification.

How about the case when persons come into a new environment? Motivation connects with approach-avoidance behavior. The cumulative experiences of the newcomers modify the preconceptions before contacts. Transactions mediate the experiences in the new environment; they contaminate, and transform the conceptions prevailing in the new environment. The modifying conceptions because of interaction reflect the nature of the contacts that arouses ambivalence in the newcomers. The newcomers want to contact and do not. Consequently, they want to approach and to avoid. However, time plays a part but in a minor time span, no greater changes take place. Therefore, assimilation of a new minority is matter of generations in spite of attempts of domestication.

#### **4. Individual and Environment**

Fortunately, there is a technical dependency between numerable viewpoints and numerable persons. One way to examine the persons and their environment is to theorize.

It is likely that behavioral transformations are outcomes of an interplay between former experiences, survival of emerged organization in behavior, environment, and value organization. The former experiences energize the persons. Energy mediates to the person through communication with an environment. Inner organizations of the persons have dynamic that promotes survival. The organizations, which support survival, are more important than inverse dynamic. Third, human environment is not stable like physical environment but a complex, turbulent, and dynamic. As to intrinsic filters of behavior, the values are the most noteworthy because their distance to overt behavior is the shortest one. Therefore, the idea is a behavioral transformation emerges when the person utilizes the survived organizations, the former experiences, and in addition, from the environmental impacts. The values filter behaviors that are usable in the overt behavior with the very environment of existence. A remarkable thing is variables are processes in the dynamic, in fact. Therefore, processes process

processes. Consequently, entities, and their relations are processes.

Processes change when differentiation between the environments begins to occur. The consequence is a transformation system that concerns biological (forest), geographical (a foreign region), and medical environments (a health center). This time values are not the only processes. There occur positive emotions, non-cognitive values, and participation. The intervening processes have biconditional, and accordingly, one of the three occurs iff others occur. The resulted overt behavior is aesthetic or social in nature. Evidently, a direct contact with Nature arouses positive emotions which instigate non-cognitive values or emotion based ones, and participation. The processes produce an aesthetic response(s). Situations in the environment coming more problematic the transformations take place in a similar way. The processes produce a social response(s) in a specific environment.

In theory, the transformation process is an experiential dynamic that takes into account of situational specificity, and functions according to adequate coping with the environment. Naturally, there are several ways to differentiate between environments. For example, the environment can be immediate, near, and far according to some distance from the standpoint of the persons. Physical distance is not adequate but frequency of contacts is a possibility.

In the immediate environment, the contacts are in face-to-face situations. The formal nature of the contacts increases in the near environment such as with neighbors. The far environment comprises of bureaucrats, decision makers, and other persons. In the latter cases, the contacts are rare. Persons have a conceptual boundary with their environments in the dimensions of pleasantness-unpleasantness, and acceptance-rejection. The pleasantness of the boundary diminishes when the distance from the immediate environment increases.

On the other hand, the acceptance of the boundary increases when the distance from the immediate environment grows. Evidently, the social distance has order in the social environment. It is possible to classify the conceptual relations between the persons and the environments. Naturally, there is variation in the boundaries ranging from pleasantness to rejection. It means the different sub environments have different importance to the persons depending on in which sub environment the persons are. Therefore, there is environmental specificity that regulates the utilization of the conceptual organization.

Equally important is to know how the persons convert external (environmental) structures into behavioral models. The most probable answer is: there is no model formation to implement in reality. There are processes that turn external information into inner processes but not into the behavioral models. A model presupposes form, shape, pattern, figure, entities, and wholes.

The question is about diachronic transformations. The transformations differentiate to animation, and to idiosyncrasy. The animation means construction of a contour cartoon from the external structures, and it is an outcome from interaction with the social environment. The animation is an operator in the social frame of the persons that modifies the external structures in the internal ones. The idiosyncrasies produce an individual flavor into the internal structures. Accordingly, the internal structures are stimuli and responses, simultaneously. Consistently, the viewpoint offers an opportunity to self-modification that is necessary for the emergence of the internal structures in a behavior repertoire. In certain circumstances, the animation, the idiosyncrasies, and the self-modification control shaping of the external structure. Simultaneously and parallel, they produce the internal structure. Besides, the self-modification assimilates the contour cartoon formation, and contents of an environment into

the internal structure. In a more detailed way, the animation gives an organized form to environmental information, and the idiosyncrasies fill in the form with contents. The self-modification transforms or transmutes the form and the contents into the internal structure. However, the structure remains incomplete, and its maintenance is weak. The incompleteness causes projective behavior towards the social environment.

Another behavior emerges where the transformation controls the cartoons, and their contents. The cartoons, and their contents regulate shaping of the external structure, in equal amount. In the latter case, the completion is more powerful than previously. No projective behavior occurs but correspondence with the assimilated structure is reasonable. The transformed internal structures absorb in the mind but there is no model construction. The resulted construction may lead to organized overt behavior through the motor system.

Aping is learning but learning is not adoption. Adoption is a prerequisite for flexible mental organizations, which have applied worth in theory, and in practical matters. Maybe, the lack of the mind models for real behavior is because of the narrow scope of an approach. Perhaps, the backgrounds of viewpoints of the persons have to do with the no model construction in the mind.

Machinery philosophy includes basic aspect. Nature is assumed behave according to simple principles. Persons assume others to behave in a similar manner as they themselves. Knowledge and, individual information are seen to belong to an organized information body. No stochastic phenomena are allowed. Prediction of events has its place in a deterministic form. Creativity, and change have no room in the machinery philosophy.

An inverse kind of background exists, too. In the basic standpoint, the random nature of human behavior is accepted. From the standpoint follows the principles of social mutuality (the principle of

reciprocity). Knowledge is seen as relative. Evolution is approved as well as the mind-body interactions. However, the both viewpoints include common elements such as the social mutuality, and the relativity of knowledge. It is likely, the machinery philosophy its mechanistic nature maintains stability in behavior. Simultaneously, the behavioral model is ready, non-questionable. There is no information gap to fill in. On the contrary, the acceptance of randomness produces behavioral exploration, approval of development, and search for general truths. The model construction probably is higher under the philosophy of the randomness of the human behavior. A good point is, in spite of the former theoretic examination there remains research between the persons and their environment.

### **5. Beliefs and Facts, Images and Coping Behavior**

It seems probable that human beliefs are relations, which produce guesses to correspond with the known facts; such as The Milky Way is a spiral nebula. In

other words, the persons have various degrees of hypotheses about the facts that correspond more or less with facts. Instead, deductions from the facts to the beliefs do not take place. Therefore, the relations are not symmetrical. The human beliefs regulate what kinds of guesses are made about the known facts. In addition, there exist some overlap between the beliefs and the facts such as energy can be saved (wrong).

Persons form images from different groups through classification. More accurately, the images are reconstruction processes but the concept of the image is convenient. A child image includes such characterization as *tabula rasa*, and spontaneous activity. A youngster image contains a pro-development feature. An adult image includes a viewpoint of selfishness. An olds image characterizes as wise, and childlike. A people image has such qualities as gifted, practical, shy, weak, and cautious.

Typical ways of coping are 1) Logical analysis: A careful, causal analysis of situational aspects. 2) Concentration: the persons set aside unpleasant thoughts to stick to a task. 3) Empathy: the persons jump into other persons' situation. 4) Sublimation: the persons find behaviors that are socially acceptable, and satisfy expression of primitive impulses. 5) Suppression: the persons are able to postpone their needs.

The persons form connections between the images and the coping behavior in pairs: the child image and the logical analysis; the people image and the suppression; the youngster image and the concentration; the adult image and the empathy; and the olds image and sublimation. There exists a function between the images and the coping behavior. The function is nameable to a selective mode that determines how the persons cope with the different social environments if the image of the sub environment is known. Evidently, the selective mode channels impulses into socially approve behaviors. The behavior

Controls impulses, and sticks at a task. The selective mode produces a situational-causal analysis, too. There is the selective mode that transforms the conceptions of the persons into the ways of adaptation that is usable in contacts with the sub environments of the social environment. The images, and the defenses of the persons do not seem to have associations. Adaptation can be seen as a series of choices. Therefore, the selective mode regulates continual choices with the social environment.

#### **6. Demographic, and Experiential Backgrounds**

In behavioral research, the properties of the demographic variables are assumed given. Reliability, and validity of the demographic variables are assessed, seldom. However, the properties can be examined against random data. The inverse relations with the random data are to indicate reliability. For example, age, gender, marital status, changes of jobs, incomes, type of habitation, present incomes, economic income group,

basic education, further education, social group, and type of work are demographic variables. The comparison in some cases with the random distributions give better results than the usual true value estimates. The random conditions can be used as criteria to reveal regularities. It appears the case that measurement errors are greater with the random criteria than compared with the true value estimates. Validity is another property of a measurement device. The use of the true value estimates as the criteria of the validity by definition warrants saying a demographic variable is more reliable than valid. The reason is the greater the errors are from the randomness, the more reliable the measure is. The closeness of the observed, and of the true values shows the validity of the variable.

In some cases, the demographic variables do not greatly differ from the behavioral-societal variables because of the great amount of randomness. A second possibility is the persons do not tell the truth.

They

answer what occurs. A third possibility is the axioms of measure theory are related, and the theory may be too complex to adapt to behavioral circumstances.

In the experiential background, interaction between acceptance of reality and care of duties lessens a belief in fate control in the age group pf 19-37. The decreased belief produces an interactive complexity that comprises of the acceptance of reality, achievement of goals, identity, and former experience. The belief has a separate relationship with the care of duties. The latter one does not interact with the other variables. The variable influences in time order are growing in nature.

In about 19 to 37 years, the persons acquire an occupation, make babies, make career, and then settle down in their traces. The phase characterizes as trying one's vigor. Evidently, the acceptance of reality, and the care of duties are dependent on the outcomes of the vigor that give a vision of the regulation of the fate control.

Along the increase of the accomplishments, the belief of the fate control decreases. The vision of ones' possibilities to mold ones' life grows. Thereafter the persons step into the age group of 38-56 or into the middle age. Work life continues, children grow, quantity of deciding ones' own affairs increases, and the belief in the fate control decreases. The persons are in a regular life, and the sense of mastering the matters develops further. Then there comes the age group of 57-75. The children get married. Some of the friends die. The persons begin to approach the age of the advanced years. Retirement comes nearer. In this phase, the persons examine the accomplishments of their desires, their philosophy of life. In the same way, the questions about the adequacy of the utilization of the vigor, and of the realism are under scrutiny. Probably, the more the persons have been able to decide on their lot, the more pleasant the answers are altogether. Inversely, the state of having been, a 'dice' is not rewarding, experientially.

## 7. A Couple of Complexity

There are two topics left in the warm-up session. They are complex productivity, and the culture bound interpretations of other persons. It is likely; when the persons do a task of increasing complexity, there forms a two-phase dynamic system. There emerges emotional tension, stress, and inhibited, and released behavior in the goal achievement. In the 1<sup>st</sup> phase the inhibition, the release, and the dynamic state of the persons decelerate. Negative feedback between the intentional image of the organization and the done one holds the output of the task in approved limits. It means the task performance is fluent, and there is convergence on the image, and the real organization. Accordingly, interaction of inhibition and release controls the emotional tension in tolerances. In the 2<sup>nd</sup> phase, stress increases and it becomes the prevailing variable in acceleration of the emotional tension. Simultaneously, there begins to emerge positive feedback between the intentional image, and the constructed organization.

The task performance slows considerably. The construction of the complex task becomes difficult because of the counter action of the variables the two phases. Therefore, the two processes exist one for simple tasks, and the other for complex tasks. In a way, it can be said that the dynamic progresses from clear to ambiguous. The growth of the complexity beyond a threshold of 4 to 6 initials in the productive test causes the fluency of the construction to drop, significantly. The difference between the intentional organization of the task, and the resulted output originates from the increase of the stress, and the emotional tension that hinder the function of the other variables. It means the organized outcome remains in a half away.

Production of complex organizations is a matter of tolerance, too. The difference of the organizations indicates a lack of certain qualities that are the conditions for the production of the complex organization. One of the conditions is the tolerance of ambiguity, of the stress, and of the raised emotional tension.

Probably, the dynamic ceases when the emotional level exceeds the threshold between the phases. Consequently, there are two means to process information based on the former experience. A conservative one, for example the persons draw a cup because they drank the morning coffee. The creative alternative is to utilize the former experience as material for the novel solution. There occurs experimentation in the mind. Sometimes the result of the processing has match with reality that can be called creative. That is because productivity is a necessary condition for creativity but not a sufficient one. As an entity, in the production of the complex tasks the persons stay in the states of 'Mess'.

As to the 2<sup>nd</sup> subject referred in the heading. The persons seem to have a dynamic kernel of a system to infer from others' mental states called a socially learned meaning dynamic. The dynamic is iterative, and its function depends on wherefrom the others are seen to originate. The iteration becomes more difficult when a cultural region removes far off.

Besides, the socially learned meaning dynamic functions most adequately with similar kind of circumstances the persons live in. More accurately, the perceived origin of the persons regulates the socially learned meaning dynamic. The iteration of the mental states is hampered when cultural differences grow. It makes the inferences from non-verbal cues more uncertain. The relations between the non-verbal behavior, and the mental states become loose. A factor is cultural dissimilarity that produces equal iteration first. Along time, the iteration begins to amplify according to the perceived differences in the persons. Especially, the iteration of the socially learned dynamic functions optimally, with the persons in the same cultural region. The inferences are at their sharpest with the persons who have the same kind of the background. Transfer to the tangential cultural regions impairs the inferences. The weakness of the inferences rises when the strangeness of the cultural regions increases. The inferences cease when strangeness reaches its maximum.

Thus, the socially learned dynamic does not produce meanings to the relations of the non-verbal configurations and the mental states. Mutual understanding among different cultures is a dream world because the socially learned dynamic is culture specific. Therefore, the systems do not warrant culture free inferences.

**PART 2**

**An Exercise Scan of Behavior**

### 8. Why to Mind About Mind-Body Problem?

In the previous part, there were some references to the mind, and the mental states. This time the intention is to focus on examination of mindamic. The term comes from the combination of the mind and dynamic. Therefore, the mindamic is definable as a process system where processes process processes in the mind. In a simple case, the expression  $a^{t-1} R^t b^{t+1}$  comprises of the processes  $a$ ,  $R$ , and  $b$ , for example, probable causal processes. The definition avoids two pitfalls to engage in the eternal discussion about the mind-body problem. Second, there is no deprivation to fulfill the definition of the mind. The definition gives the full number of the degrees of freedom to decide the starting points for different approaches. One matter has to be cleared up right in this context.

It is an antireductionist stance because during research the matters have a disposition to become more complex. The evolvement of the complexities does not warrant reductions. Maybe, they warrant simplifications.

It is likely; the persons construct a mental shape according to five processes, and two mental configurations. The processes, and the configurations are: the purpose, the separator and sorter, the collector, the slider-into, the filler-in, the economic value, and the social value. The construction begins when the stimuli make active the processes, and the configurations. The construction is iterative where the remobilizations occur. The separator and sorter process the pieces of contour with the collector, simultaneously. During function, the collector communicates with the economical value configuration. The economic value modifies the information entity giving meaning to it. The transformation produces a preliminary purpose for the mental shape. The growing purpose begins to regulate how the open pieces of the contour gather. The filler-in process controls how the formed entity gets its contents. Next the collector, and the economic configuration act, simultaneously.

The open pieces of the contour are re-collected together. The economic value configuration processes the purpose. The purpose regulates how the filler-in works. Simultaneously, the exchange process between the purpose and the filler-in, the slider-into starts to modify the social value configuration. Thereafter, the purpose of the mental shape is separated and sorted, again.

The economic value configuration controls how the slider-into of the information entity proceeds, simultaneously. At the same time, the separator and sorter, and the collector control how the filler-in continues. After that, the separator and sorter transform the information entity of the slide-in. The constructed purpose communicates with the social configuration giving to it contents. However, a pause occurs that probably includes repetitive, and evaluative activities for the emergence of the mental shape. After the pause, the economic value configuration re-modifies the social value configuration in transference of contents into it.

A pause occurs again. Probably, it is for the evaluation of the adequacy of the mental shape. The collector forms an entity from the social value configuration. The separator and sorter fine-tune the social value configuration. Emphasis is on the sorter because there is not a need for the separator before the social suitability of the mental shape. As an entity, the construction process of the mental shape proceeds in a serial processing of information but the discrete parts of the process include parallel processes. The most influential processes are the separator, the sorter, and the collector; together they become a croupier process, the executive process. It is what the croupiers do.

The formation of the mental shape proved to be fertile in spite of its vague nature. The next step was to figure out whether it is possible to define a unit process of the mind. The unit process was called a mindy. It was defined to be open, discrete, and kinematical. In addition, the mindy is elastic or plastic in nature.

Interaction of information between the mindies takes place through bursts (fire, not fire), diffusion or propagation as an activeness-maker of the processes, absorption as a blockage of interaction, and assimilation where the mindies change their elastic states into plastic ones, and back again producing new mindies. The postulate of the mediator processes proved to be true. On the other hand, there appeared to be mind processes of various degrees. Accordingly, the mindy is one of them, only.

### **9. Mind is Developing**

The interval of the years 13 and 16 characterizes rapid development both physically and mentally. That is why it was profitable to examine the age interval, and the origin of the mind processes joined with it.

The construction of the mindy differentiates between a preparer process, and a builder process. The processes are hierarchically organized according to their speeds.

The preparer process is serial while the builder process includes a parallel part that works up the mindies, and their behavioral applications. The quick process is the preparer process. The construction of the mindies begins from the preparer process. The sub processes of the croupier; the separator and sorter arrange pieces of information necessary for the construction. Thereafter, the separator and sorter burst the pieces of information to the contour former. The contour former selects the pieces of contour that are necessary for the mindies, and are fit for information under processing. After it, the separator and sorter message information to the collector. The collector begins to join the pieces of information. The separator and the sorter send messages to the complexity process to start. Then the separator and the sorter convey messages to the filler-in that sets working. At this time, the contour former has selected the necessary pieces of information. The former informs the collector about the pieces first, then the complexity process, and after

them the former experience and the filler-in, simultaneously. The collector spurts out the design of the pieces to join them with the complexity process first, and after that with the filler-in. The complexity process, and the filler-in are the junction processes.

The complexity process absorbs, assimilates the whole of information, and produces the mental shapes. Furthermore, the complexity process conveys the mental shapes to the former experience, simultaneously. In addition, the complexity process bursts out the mental shapes to the filler-in for the release of information from the contours, simultaneously again. Finally, the former experience, and the filler-in convey the assimilated information from the upper processes into ambiguous information. Therefore, the ambiguous information is interpreted according to the assimilation, the other processes have prepared.

The builder process is different. The builder process works autonomously, and as a closed process.

There is a difference between the data processing and the construction of the mindies. Interruptions are not likely in the mindy construction. The contour former associates with the collector first, and then with the filler-in. The contour former feeds both of them bursting with the pieces of information. The collector communicates with the former experience, and the filler-in with the transformed design, simultaneously. The complexity process continues to transform the mental shapes. In spite of it, the ambiguous information evolves from the former assimilations. Especially, the simultaneous feedback loops between the former experience, the filler-in, and the mental shapes produce the mindies in the parallel part of the builder process.

The former experience modifies the filler-in, and the mental shapes. The former experience, and the filler-in determine what kinds of mindies are produced. The modification of the mental shapes into the mindies feeds back to the former experience.

In addition, it feeds back to the filler-in to inform about the transformation of the mental shapes. The outcome is the mindies that are open, organized, elastic, and kinematical. A significant thing is, the croupier process is not ready because it does not include in the separator and sorter together with the collector. The fact shows an incomplete process to form the organized entities. The process of the mindy was usable. Therefore, it was adequate to extend the mindy to social behavior. This time the relations of the social mindy with private behavior, public behavior, and interaction with social environment were the focal points.

A process of post-social simulation takes place in the privacy after social interaction with other persons. In the process, the persons calm down, and repeat the former chains of the events in social situations. The public behavior characterizes an easygoing process because of participation in common activities, and of an unconcerned behavior. Furthermore, the persons orient

to the environment positively. Two kinds of mindies emerge: a loose social mindy, and a close social mindy. The loose social mindy indicates slack interaction with the social environment, and correspondingly, the close social mindy shows tight interaction.

The social dynamic that progresses in the phase of the rapid development includes some notable processes of causation. The entire dynamic is a process of dress. Metaphorically, a baker dresses a cake with whipped cream from a high and round carton. The process of the dress starts with tight dicausality and during the dynamic loose, and tight processes occur but the direction is towards slack processes as outputs.

In the beginning, the incoherent social mindies generate the private behavior that has a low rate of repetition of the former social situations. The low rate upholds the incoherent behavior. Therefore, a dicausality exists between the processes, and it is a suppressive causation.

The suppressive causation induces a dicausality of the positive orientation towards the social environment. Additionally, the dicausation brings forth cool and relaxed behavior in the presence of others. The dicausation is a maintenance circle because a great amount of behavior sustains a great amount. Thereafter, the maintenance dicausation reduces the suppressive dicausality. Consequently, reason, coherence, and repetition increase in behavior. The more coherent social mindies, and the increased repetitions slack the maintenance circle. It means a great amount of the positive orientation to the social environment. Correspondingly, the cool, relaxed public behavior diminishes. However, the loose maintenance circle with the reduced positive orientation, similarly to the diminished cool, relaxed behavior in the presence of others intensifies the coherence of the social mindies, and the repetitions of the social situations, in the privacy. Thereafter,

the growing, coherent social mindies, and the repetition of the social situations sustain the reduced positive orientation, and the decreased cool, relaxed public behavior. The positive towards the social environment and the lesser cool, relaxed public behavior has dual impacts. On one hand, the continued dicausality decreases the coherent social mindies and the private repetition. On the other hand, the continued dicausality generates another dicausality between the increased private repetition and the reduced cool, relaxed public behavior. The dicausation is a process of an evaluation of one's own social action. It indicates social consideration, and paying attention to others. Again, the evaluation of one's own social behavior, the reduced social mindies, and the decreased, private repetition work in a dual way. On one hand, the dicausality furthers the reduced positive maintenance circle. On the other hand, the circles produce a dicausality between the decreased positive ness, and the lowered social mindies. The both processes feed each other.

The resulted dicausality is a preliminary stage of the processing of reality because the persons are giving up an either-or thinking in social relationships. Summarily, the entire dynamic develops from a minute social concern, from social amusement towards examination of one's social relationships, and towards behavior that is more realistic.

Some discussion has occurred how about the brain works. Is it a calculator or a module structure organ in information processing? Less discussion has been about the mind. It may be exaggeration to put the brain and the mind in one-to-one correspondence because the mind calculation can be ordinal in nature or some kind of calculation of order arrangements. There is no unanimity about how the mind processes information whether serially or parallel? Maybe, in the next theoretic examination some light is shed on the process where the relations are processes. It is rather natural that information processing has a serial, and parallel mode, which regulate modes of processing.

To begin with, the serial and parallel modes of information processing are about equal in strength. It means incoming information is dealt with in a both-and manner. The modulators steer the modes in the same intensity. After that, transition occurs to the parallel mode, and the parallel mode is prevailing. The parallel mode lasts some time, except the mode weakens its steering action. Again, a reversal takes place between the serial and parallel modes. The parallel mode is slightly dominant. The mode steers the reversal rather powerfully. Thereafter, the serial processing becomes clearly dominant, although the steering of the mode weakens. Therefore, there is not a greater need to steer because the serial mode functions, and accordingly, the serial processing prevail. As an entity, the dynamic indicates the information processing continues from the two-mode process via the parallel modes to the serial processing. In between, the information processing drops by in the parallel mode before settling down to the serial mode. The intensive regulation of the

modes lie in the dynamic, where the transitions are the greatest. Evidently, in the 'still water' places it not necessary to modulate the already settled mode. In the transitional phases, the steering of the modulators is understandable because the information processing is to accomplish. Consequently, the serial, and the parallel modes emphasize on the development towards the serial processing at time.

A glimpse between social environment, self-esteem, and processing the mindies in the elastic-plastic dimension has its place here. It is likely the social environment enhances the positive self-esteem that promotes the full elastic-plastic processing of the mindies. The dynamic accelerates, and transfers from an unstable equilibrium to a stable equilibrium. In the beginning, the unstable equilibrium is valid. The social environment begins to modify the self-esteem. The self-esteem functions as a mediator of the environmental impulses for the elastic-plastic

processing. Probably, the expectations of the social environment change when children grow. The expectations transform the self-esteem that modifies the mindy processing. A fact, which means the processing of the environmental meanings, comes in line with the social environment through the enhanced self-esteem. Simultaneously, the mindies change their elasticity to plasticity, and back to more stable mindies. At the same time, hustle ceases, and behavior that is more organized emerges. Gradually, the entire croupier process begins to function, to control the processing of the mindies, and the interaction between the mindies. As an entity, the behavioral organization increases with the social environment.

Finally, yet importantly the relations between tunneling of the mind, motivation to novelties, and creative mindies occur in the age group of 13 to 16 years on. The dynamic begins when dogmatism and tolerance maintain mutual variation that implies the tunneling of the mind. The motivation to novelties maintains the production of the creative mindies,

and the other way around. The variation in the entity of the processes takes place in the same pace. The tunneling of the mind continues but instead of the tunneling the production of the creative mindies becomes a crucial process. The production of the creative mindies maintains both the tunneling and the motivation to novelties. In addition, the tunneling of the mind sustains the motivation to novelties. However, the motivation to novelties diminishes the production of the creative mindies. Thereafter, the tunneling becomes the main process. It maintains both the production of the creative mindies and the motivation to novelties. The latter sustains the production of the creative mindies. Then the production of the creative mindies returns to the former state, and it maintains the motivation to novelties.

A transition follows in the dynamic. The tunneling of the mind begins to open because the tolerance decreases the dogmatism, which maintains the tolerance.

The opening tunneling sprouts a feedback loop with the motivation to novelties, and lessens the motivation to novelties. The lesser motivation to novelties keeps going the opening tunneling of the mind. The born loop maintains the production of the creative mindies through the reduced motivation to novelties but raises the production of the creative mindies through the opening tunneling. The entire maintenance lowers the motivation to novelties, further. Next, in the dynamic the tunneling of the mind opens because the decreasing dogmatism suppresses the tolerance that again suppresses the dogmatism, further. The decreased motivation to novelties continues to open the tunneling that decreases the motivation to novelties. The motivation to novelties forms a feedback loop with the creative mindies. The lowered motivation to novelties maintains the production of the creative mindies, and vice versa. The formed loop lessens the tunneling through the decreased motivation. The loop maintains the decreased tunneling of the mind via

the production of the creative mindies. It again maintains the decreased motivation to novelties.

In the next transition, the opening of the tunneling continues because the lowered dogmatism suppresses the tolerance further. The tolerance sustains the decrease of the dogmatism. The feedback loop is as before but changes take place in it. The lowered motivation to novelties maintains the production of the creative mindies that further lowers the motivation to novelties. The whole loop lessens the tunneling of the mind further via the lowered motivation to novelties. Instead, the loop maintains the opening tunneling via the production of the creative mindies. In the last part of the dynamic the tunneling stops. The feedback loop is between the same processes but the loop changes, again. The low motivation suppresses the production of the creative mindies that decreases the motivation to novelties, further. The feedback loop diminishes the tunneling of the mind further via the low motivation to novelties but the loop maintains the decreased tunneling via the decrease of the creative

mindies. As an entity, the dependent, and the independent processes change place in the dynamic but probably that is development.

#### **10. Problem Solving as a Means of Mindy Dynamic**

In problem solving gender is a regulator. It determines how the croupier process utilizes partial information from the problem, and gender ignites the needed outfit for the mindy formation. In this case, the croupier works serially. The croupier regulates the parallel builder process and its behavioral modification. The resulted behavior solves a problem or the problem remains open. The solution of the problem takes place in loops of varying speed. Information increases in the loops towards the solution. A failure in a phase of the solution knows going into the second loop with the speed of the previous loop. In the successive loop, the croupier process utilizes the increase of information, rearranges the serial directions to the parallel builder process to remodify behavior more adaptive.

The loops spin so many times as necessary for the solution of the problem. More specifically, orientation, and evaluation as the outcomes of the loops continue so long as the solution emerges. Simultaneously, the croupier process rearranges, and the builder process remobilizes behavior according to the accumulation of the partial information up to the solution.

Gender regulates how the croupier process generates a mental shape, and how the croupier utilizes the accumulation of the partial information. Loop by loop the vagueness of the shape decreases. The shape organizes into a mindy that transforms into a configuration, and the solution is ready. The configuration is definable as a stable mindy that resists influence for example, beliefs, attitudes, and values.

The problem solving can be seen from another angle. The different number of the loops is needed to match the solution. In the dynamic of the solution, the mental shape converts into the mindy that stabilizes as the configuration.

Gender as the crucial operator controls how the loops set going. Therefore, gender discharges the process of the loops from vagueness to the matching solution. More analytically, gender is the initial regulator that sets the standards according to whom the croupier process functions, and guides the builder process with the help of meaningful information. The variability of the loops for the matching organizations probably is owing to the lack of meanings. The partial meanings enable the croupier process to control the formation of the configurations. Therefore, the meanings in the problem solving for the persons emerge in different positions from whom to construct the solutions. In a way, the development of the solution is a kind of step-function where the length of the steps varies.

### **11. Modeling Growth Processes of Mindamic**

Modeling can be used in different purposes. In this context, modeling is used to filter the adequate processes that take place in the age of 13 to 16 years. Development is continuous but as the discrete processes.

Surprisingly, the negative affects are an energizer for the mindy development. However, the croupier process is not developed because feedback between the separator-sorter-collector is not established in processing environmental information. The separator and sorter are more functional than the collector. Thus, the croupier process, and the filling-in grow in separation. The mindy construction has not begun. The energizer induces growth because it sprouts more up the related self-esteem to other persons. In this phase, the process of the mindies begins, incrementally. The social environment modifies the self-esteem that mediates impulses to the elastic-plastic process of the mindies. The processing the environmental information comes in line with the social environment through the enhanced self-esteem. The growth of the croupier process, and the filling-in reflect as the favorable affects in a later stage. The adaptive impacts of the social environment via the enhanced self-esteem to the mindy processing make the positive affects more intense. Besides, the same chain of

control raises the negative affects. It makes the parallel processing of information more efficient, and intensifies the capacity of the croupier process. The builder process begins to get its power in the development. The reason is the builder process includes the proper parallel part that makes the mental shape into the mindy. In the same way, the croupier process starts to establish the missing connective between the separator and sorter, and the collector. The more positive affects improve the related self-esteem to the small group. The peer aggregate transforms the mindy processing in the same way as the social environment through the enhanced self-esteem. The growing negative affects, the more efficient builder process, and the more developed croupier process append to the positive affects.

The peer aggregate has a very important function at this stage. It brings forth more capability in the filling-in, and adds the favorable affects. The more capable filling-in develops more the related self-esteem to the peer aggregate. The aggregate

continues to modify the elastic-plastic processing through the growth of the self-esteem. The more intense affects have many-sided impacts. They spurt out the positive responses with the social environment. They cause the more vigorous preparer process, and the more powerful builder process in the construction of the mindies.

The higher capacities to deal with the environmental information, the more effective process of the mindies, and the bursts of the positive behavior with the social environment are the processes, which feed the negative affects, the filling-in, and the croupier process. Especially, the negative affects are a necessary companion in the development of the mind processes. Thereafter, the croupier process loops the separator, the sorter, and the collector. The filling-in starts to function smoothly. As an entity, the croupier process regulates the formalism of the builder process while the filling-in supplies the cognitive, directive, and emotional contents into the formalism.

## 12. Background, Croupier, Mental Shape, Mindy, And Configuration

As with the background variables gender is not the only one that has its influences. In the next phase, it was necessary to widen the collection of the variables to figure out whether there are other influential variables in the background of the persons. The variables included were age, the nature of social relationships, the nature of occupation, and the nature of hobbies. The mind processes were the mental shape, the mindy, and the configuration.

The mental shape is a vague process without a definite organization. The mindy is an organized unit process that is capable to interact with other mindies. A configuration is a stabilized mindy with a disposition to resist change. The croupier process arranges the mental processes.

The nature of the occupation disturbs the acquisition of the other kinds of experiences than those absorbed in the work life. The salient feature of the process is the precedence

of the experiential contents or the filling-in of the mental shape before its organization. The croupier process is needful when there emerge difficulties between the contents, and the formalism. The croupier process completes the mental shape. In a more detailed way, there are three kinds of influences between the background variables. The influences are the antecedents, the direct effects, and the distorter.

Age has direct influences in the nature of the social relations, in the nature of the occupation, and in the nature of the hobbies. The nature of the social relations has direct influences in the nature of the occupation, and in the nature of the hobbies. Age and the nature of the social relations are the antecedent conditions through the nature of the occupation to the nature of the hobbies. The nature of the occupation is the distorter that transmutes the influences of age in the nature of the social relations, and in the nature of the hobbies. Besides, the nature of the occupation transforms

the impact of the social relations on the nature of the hobbies. In the accumulation of the experiences the increase of age, and the widening of the social relations are the crucial operators with other variables. They both establish what kind of work the persons do. The kind of work rules the kinds of hobbies the persons have. However, the nature of the occupation diminishes the widening of the social relations whom the age produces. In a similar way, the kind of the work reduces with what kinds of the hobbies the person can participate. The nature of the occupation also weakens the influence of the social relations in the nature of the hobbies. Therefore, the nature of the occupation disturbs the other operators. The kind of the work the persons do prevents to accumulate other experiences than the ones in the work life along age. The consequence is the principal accumulation of the experiences through working.

As to the mind processes in the interval of 15-25 years, the mind takes in novel information from environment and constructs a mental shape. Next,

the configuration fills in the active mental shape with the experiential contents. The transformed mental shape retains until its activity raises somewhat. The configuration, and the mindy modify the more active mental shape, simultaneously. The retransformed mental shape is maintained shorter time than before until it becomes the target of the remobilizations. Again, the configuration, and the mindy fill in and organize the mental shape in a new way. In the maintenance, the activity of the mental shape lowers temporarily but returns about its former level.

The transformed contents of the mental shape absorb in the configuration, and the organization assimilates the mindy, in the very order. The configuration becomes active, and remobilizes the contents. After that, the configuration generates the contents for the organization of the mindy. The croupier process separates, sorts, and collects the filled-in, and the recontoured mental shape into arranged entity. The transmuted mental shape retains a short

time until the mindy again organizes the mental shape, and reorganizes it again. The modified mental shape maintains for a while. Thereafter, the configuration refills in the mental shape for the organization of the mindy. In-between the activity of the mental shape lowers somewhat. Again, the mindy rearranges the transforming mental shape. The renewed organization retains once again but this time the contents assimilates the configuration. The configuration returns to the former organization. Therefore, conservatism prevails.

In the age interval of 26-36, the mental shape is maintained a short time until the mindy organizes it. The mental shape transfers for the remobilizations. The mindy transfers to the rearranged organization. The organization and the contents of the mental shape assimilate the mindy, and the configuration. Both transmute the mental shape, again. However, the accumulative process changes. The version of the mental shape lets its contents absorb into the configuration, its organization into the mindy,

and the whole figure into the croupier process. The one that becomes active is the configuration. The configuration retains for a while. The croupier process transforms the configuration, and transforms it anew. The assimilated configuration is maintained a short time and it generates the transmuted mental shape. This time, the configuration produces the experiential contents into the mental shape beforehand. Thereafter, the croupier process rearranges the mental shape into an organized entity. The former assimilation of the mental shape, the mindy, the configuration, and the croupier process repeats in the same order. Consequently, the configuration transfers the contents, the mindy moves the organization, and the croupier process completes the mental shape until the mindy modifies the organization, again. The renewed mental shape is retained for a moment until the mindy rearranges the shape and then again remobilizes it. The experiential meanings absorb into the configuration but cause no measures. The mental shape is

maintained for a  
transmutes it.

moment until the windy

The contents of the mental shape assimilate the configuration but no measures are taken.

In the age group of 37 to 47, the modification of the mental shape continues some time until the configuration begins to transmute the experiential meanings of the mental shape. The transformation is rather slow. Thereafter, the contents absorb into the configuration that assimilates the croupier process. Before the assimilation, the configuration is retained for a while. After that, the croupier process transforms the configuration that generates the transmuted contents of the mental shape. The mental shape remains its present state. The configuration that generated the mental shape is retained some time until it generates the new contents for the former shape. The mindy again organizes the mental shape while the configuration modifies the contents of the mental shape. The experiential meanings, and the organization assimilate the configuration, and the mindy.

In between the ages of 48 and 58,

the configuration and the mindy remodify the mental shape, again and the mindy continues the transformation until the contents, and the entire shape assimilate the configuration and the croupier process. The configuration modifies the transforming contents. The croupier process arranges the wholeness of the mental shape, and the mindy reorganizes the transmuting shape. Again, the mental shape repeats its assimilations with the configuration, the mindy, and the croupier process in the same order as twice before. The configuration transforms the contents of the mental shape, only. The function continues. The transmutation of the meanings continues until the mental shape assimilates the configuration, the mindy, and the croupier process. Exceptionally, the configuration generates the new contents, transforms it, and is retained for a while. The maintenance of the mental shape, and the transformation of the contents take place simultaneously until the mindy, and the configuration mold the mental shape once more.

As an entity, the mind processes characterize as the processes of the transmutation where the target is the mental shape formed from environmental information. No clear-cut phases can be extracted from the processes. However, the most salient quality of the processes is the precedence of the experiential contents (the fill-in) before the organization of the mental shape. Evidently, the croupier process is needful when difficulties emerge between the contents, and the organization. The croupier process completes the mental shape. During the processes, the modification of the mental shape transfers more to the configuration. The construction of the organization is needed more seldom. Maybe, the contents become more important during years. Probably, the organization is ready to deal with new meanings. Therefore, resistance to change the mind processes increases during age. The organization stays. As wholeness, the processes refer to the direction where the persons transfer from conservative states to more conservative states in their mind processes.

The configurations seem to include knowledge of former experiences that is applied to new environmental information. Consequently, the machinery philosophy is the main idea.

It is known that the persons lean towards their former experiences in new situations. Accordingly, it was thinkable whether the mind processes phase. They phase. Gender kicks off the croupier process. The croupier process starts the reconstruction of the former experiences. The reconstruction of the former experiences outfits the croupier process that produces the mental shape. The mental shape feedbacks into the croupier process. The croupier process turns the shape into the mindy fetching the outfit from the reconstruction of the former experiences. After the modification, the croupier process converts the mental shape into the mindy as the intermediate process. Then the croupier process transforms the mindy into the configuration. As it is in many cases of behavioral research the processes link under certain circumstances. The causation

of the processes is valid in the circumstances where information cumulates. Iff there is cumulating information then the croupier process transforms the mental shape into the configuration through the mindy.

### **13. Transitional Processes**

In theory, there is a problem to patch holes in the conclusions. Stipulation, and postulation are the devices of the patchiness. However, the situation releases considerably when a postulate is testable empirically.

The postulate of the transitional processes assumed two states, elasticity, and plasticity. Elasticity by definition is resilient whereas plasticity is irreversible into the former state. Interaction between the mind processes is possible in the plasticity. The storage of the mind processes occurs in the elasticity or in the active rest. Information exchange takes place between the mind processes through 1) bursts, 2) diffusion, 3) absorption, and 4) assimilation.

A burst of information is a quick way of mediating between the processes. Diffusion (propagation) means, the activation of the processes spreads out to other processes. Absorption means to receive information, and not to send it further to other processes. Assimilation means, the processes have freedom to mutual transformation in the plasticity before moving into elasticity.

In addition, one of the former mind processes an initial form was defined as a hazy process that precedes the mental shape. The postulate was tested in a four phase dynamic. The diffusion was deduced from the existence of the processes in the dynamic. The absorption came from a one-way implication. The assimilation was known from a biconditional.

At first in the dynamic, the mind produces the initial shape that diffuses its activity to the croupier process, the mental shape, the mindy, and the configuration. The phase differentiates between the active processes and the passive ones. The active processes are the initial form, the mental shape,

and the croupier process. The passive processes include the mindy, and the configuration. The mindy, and the configuration absorb the active initial form while the initial form ignites the mental shape, and the croupier process to transfer into the plasticity. In detail, the initial form assimilates the mental shape, and next it assimilates the croupier process. The mental shape transmutes the initial form and communicates the changes to the croupier process. Before that, the mental shape produces the transmuted initial form for further modification of the croupier process. The croupier process organizes contents and form of the transformed initial form. The transmutation continues to the end of the phase. Next, the mind activates the configuration that spreads out its activity to the initial form, the mental shape, the mindy, and the croupier process. In the same way as before, the phase differentiates between the active and passive processes. The passive processes are the mindy, and the mental shape. The configuration assimilates the initial

form and the croupier process, simultaneously. The configuration transmutes the initial form. The transmuted initial form assimilates the configuration. The croupier process modifies the transformed configuration at the same time with the assimilation of the initial form. The sequence continues to the end of the phase. The next phase is a replication of the 1<sup>st</sup> phase with an exception. In the phase, the processes work quicker than in the 1<sup>st</sup> phase. In the next phase, the mind activates the configuration, again. The mindy, and the mental shape are the passive processes. The activity of the configuration diffuses to the initial form, the mindy, and the mental shape. Evidently, the initial form is not necessary in the phase. In place thereof, the configuration assimilates the croupier process that transmutes the configuration until the end of the last phase. The entire dynamic indicates that the diffusion, the absorption, and the assimilation are the transitional processes between other processes.

#### 14. Towards More Dynamic Concepts

Before long, during the progress of the research activities it became obvious that a contradiction existed between the concepts of stable nature and the processes under scrutiny. The croupier process was convenient up to a point when the question was about conventional processes. However, rapid, sudden, and direct changes remained out of the scrutiny. It was necessary to utilize the transformer in addition to the separator that differentiates environmental information, the sorter that arranges it, and the collector that connects information. In this way, it was possible to include in the processes, which change into other processes. The croupier process was replaced with the transmuter because the transmuter warrants an entire change or changes in variety of degrees among and between the processes.

In an experimental sense, it was interesting to derive dynamic concepts from the mind term. Thus, a mindition is a process of kinetic, discrete bursts. A mindic is a relational process such as the diffusion,

the absorption, and the assimilation. In accordance what has been said about the processes, it was necessary to define mindamic whose extension is both the minditions, and the mindices. The former minditions were not enough to cover the various processes. For the sake of occur, the initial form was a hazy process, something like a figure in fog. The mental shape was a vague process the fog is dispelled. According the former function of the mindy, it revised to be the process of the productive organization. The configuration was justified to be the process of the contents producer to other processes. Furthermore, an empty process was definable as a process of no information because the persons have some fractions of knowledge. Beliefs do not contain knowledge. Consistently, the minditions are: The empty process, the initial form, the mental shape, the mindy, and the configuration. The derivations resulted in emergence of a process system where the processes process other processes.

The diffusion converted into a selective diffusion because the persons behave selectively.

An application to a dynamic resulted in following. Stability is ostensible or its existence is temporal in the mindamic. It is likely; changes are characteristic of the mindamic as discrete processes. As with the transitional processes the assimilation seems to be more general than the absorption. However, the mindamic functions on different conditions.

If you are a man and you have a high job status then your separator, sorter, and collector modify information into the structured assimilations rather slowly. The assimilations transfer into the transformer that iterates the assimilations recursively. The auto-loop has about the same pace as with the structured assimilations. You are quick to utilize the ready transmutation next time. The persons learn experientially. Next time, the transmuter is needed; the previous assimilations, and

the transmuted ones regulate the new assimilations. The transmuter utilizes the incomplete transmutation as well as the ready one. The utilizations are faster than in the previous transmutation. The same thing concerns the transfer, the new assimilations, and the absorbed transmutation. Therefore, the vain repetitions occur in the behavioral pattern.

If you are a woman and have a high job status then you are slow to convey the previous assimilation into the transformer. The slowness concerns the utilization of the previous, ready transmutation into the transformer. On the contrary, you are quick in the construction of the incomplete transmutation but the slowness emerges in the transfer into the absorbing transformer.

If you are a woman with a low job status then you are a slow constructor of the structured assimilation. Other behaviors are about the same level with other conditional behaviors.

If you are a man with a low, job status then you

have about the same behavioral pattern as the others.

The minditions before the transmuter take place following. In the 1<sup>st</sup> case, the assimilations form from guesses, do not know responses, faint ideas, some kinds of responses, and the conversion of the wrong responses into the faint ideas. After the transmutation, the guesses, the do not know responses, the faint ideas, the some kinds of responses, and the wrong responses modify into the experiential minditions or the right responses.

In the 2<sup>nd</sup> case, the assimilations are strong into the faint idea from other minditions. The wrong responses do not assimilate. Besides, the transmuter transforms the guesses, the do not know responses, the faint ideas, and the some kinds of responses into the some kinds of responses, first. Thereafter, the some kinds of responses turn into the wrong responses ex-or into the right responses. However, the wrong responses do not transmute.

In the 3<sup>rd</sup> case, the four minditions transform into the faint ideas, first. Then they modify into

the wrong responses before the transmuter. After the transmuter, the wrong responses are steady, and the right responses increase.

In the last case, the assimilations again are strong from the guesses, the do not know responses, the faint ideas, the some kinds of responses, and the wrong responses into the faint ideas before the transmuter. The most probable alternative is the modification of the four minditions into the right responses. Intersecting behavior occurs in the cases. The transmuter is necessary in the mindition transformation. The other minditions reduce to the faint ideas. On the other hand, the increase of the experiential minditions increases the wrong responses, mainly. It is likely, the organized mindition precedes the experiential one but it does not transmute into the experiential mindition, necessarily.

Summarily, until now the transmuter process has proved to be convenient as the executive system. In addition, it explains the modifications between the

bursting mind processes. Besides, no definite, behavioral order was found which refers to the number of the degrees of freedom of the mind processes are greater than seen in overt behavior.

### **15. Social Trust And Mind Processes**

In the minimum social group, trust is a social shifter that keeps the transmutter in the dyads going. Furthermore, trust is the intervening process between gender, and the former experience and the transmutter that produces and works up the mind processes. Therefore, the shifter regulates what kinds of mindamic develop.

The mindamic begins with auto-bursts of the former experience in a less intense way, in the dyads. The former experience ignites the trust with a little intensity. Thereafter, the former experience causes the trust to work with medium intensity. After that, the former experience feeds into the transmutter with a somewhat intense way. The trust in turn fires into the transmutter to create the mindy, and the configuration. Both of which produce

an organized mindy, in a less intense way. The modification of the forming organization occurs with least intensity. Thereafter, the transformed organization absorbs in the transmutter with lower intensity. The transmutter sets the trust in motion, and the trust modifies the transmutter with medium intensity. The mindamic takes place on the conditions of gender that restrains the processing of the former experience, the trust, and the transmutter, in minor intensity. The processing goes from the former experience to the trust, and to the transmutter, then from the transmutter to the mindy, and to the configuration, and back to the transmutter, in the control of gender. The former experience works as a feeder for the transmutter, and as a regulator for the trust, in a less intense way. After the absorption of the reorganized mindy, the transmutter changes the trust. The trust either shifts the turn to another member in the dyads or maintains the turn in the member who responded, previously. Next, the transmutter processes the configuration with medium intensity.

The configuration transmutes less intensely, and processes back to the transmuter with medium intensity. The transmuter produces the configuration with greater intensity than previously. The transmutation of the new configuration takes place less intensely. The back processing to the transmuter maintains the pace of the transmutation. The transmuter chances to produce the transformed mindy with medium intensity. This time the renewed mindy does not transmute. The mindy boomerangs into the transmuter as such. Again, the former experience regulates the trust and feeds the transmuter. The transmuter produces the configuration with medium intensity. The configuration transmutes in a least intense way. The transmuter takes the configuration under transformation, and processes the reformed configuration with medium intensity. Finally, the loops produce the configuration that maintains its form and experiential contents as organized. During the entire mindamic, the transmuter functions at the level of the medium intensity.

## 16. Mindamic In Another Sense Modality

Vision is the main source of information but what about mindamic based on hearing. As an entity, there seem to be no greater differences without vision in the construction of the mind processes.

In the mindamic, the empty process ceases to burst as first. Second, the initial form stops to burst as next. The mental shape decreases its bursts, considerably. On the contrary, the former mindy increases its bursts highly. The former configuration damps its bursts with a few fluctuations. Therefore, the persons increase their mindies in the mindamic but the crucial contents lack. The stimuli, which have the structural xor the multipurpose, induce the functional purpose of the stimuli. The functional purpose processes with the transmuter. During the auto-loop dealing with the functional purpose, decoding, and producing a response, occurs in a certain order.

In formation, the functional purpose assimilates the separator, and the sorter that convey information into the collector or the transformer. However, there emerges an iff processing between the transformer, and the collector, after their organizing auto-loops. Therefore, the collector, and transmuter are mutually necessary. They are also necessary for the mindy. The transmuter of the leader in the sessions feeds back the results in a greater amount in the beginning. The leader transmuter weakens during the mindamic, although the feedback retains. The mindamic progresses, the stimulus production tightens processing with the transmuter. In this phase, the extraneous variables begin to influence. The occupational valuation becomes an antecedent condition for processing of the transmuter.

Thereafter, gender becomes an antecedent condition for the transmuter. Since then, there emerges an or-relation between gender and the occupational valuation. The or-relations let the transmuter to process

about, up to the middle of the mindamic. Thereafter, leveling occurs. Therefore, the functional purpose, gender or the occupational valuation and the feedback determine processing through the transmuter in the mindamic. From the middle of the mindamic no greater changes occur. The mindamic reaches its dynamic equilibrium. It is rather clear that the mindamic works on conditions be they extraneous, background, or antecedent conditions. It may be the conditions have been ignored, earlier although they enable to work out the details. It is not a minor detail.

### **17. How to Deal With Incomplete Information**

It is rather evident, that the persons deal with incomplete information from their environment. Human knowledge is incomplete. In the case, when stimuli comprise of sign meaning, word meaning, and sentence meaning; the persons do not utilize strategy for an entire game. They take advantage of information from other persons in tactics, opportunistically. In a way, the persons have a similar strategy. Gender again,

makes difference. Gender slackens the entire mindamic. Especially, the slackness takes place with womanhood in the transmuter. The persons have no clear strategies because processing varies considerably in the gender-guided mindamic. The variety indicates the specific situations have a crucial influence in the accumulative utilization of information from other players. The persons take advantage of the accumulative information from other players. As with gender manhood is an antecedent condition for a stronger accumulation of information in the transmutations. Gender as such is a decelerator between the mind processes. The womanhood has a delaying extraneous influence in the gender mindamic. The manhood has an antecedent accelerating impact on the transmuter.

The persons have expectations from the progress of the play. In the beginning of a dynamic, the persons construct the initial forms that transmute into the mental shapes. Processing in the mindamic differentiates between inhibitory and facile in a various quantity.

The persons transmute the generation of the mental shapes through the cumulative information. As to information, from the hazy process to the vague process the sign meaning is on. The beginner does not transmute her hazy process, easily. She has self-inhibition as a process. On the contrary, she facilitates the construction of the mental shape of other persons. The next person in turn, besides the self-inhibition, inhibits the transmutation of the hazy process into the vague process of the previous person. Instead, the person in turn facilitates the emergence of the mental shape of the next person in turn. The next person in turn, facilitates the previous person, and self-facilitates utilization of the cumulative information. The inhibitory influences, in the transmutations of the beginner who constructs the vague process, are powerful. After the vague process, the sign meaning stays or changes into the word meaning because the organization begins to develop. In the transition to the organized process without the experiential contents, the beginner inhibits the organized, transmuted process

of hers, and the next person, powerfully.

Again, the beginner facilitates the organized process of the last person, powerfully. As with the in between person, the inhibitions in himself, and with the last person remain valid. The organized process of the beginner loosens somewhat. The facilitation with the last person is as it was previously. The last person rises his inhibitory processing with the beginner. He facilitates the organization of the in between person. Especially, he self-transmutes the cumulated information, powerfully. In the end part of the game one person transfers from the word meaning to the sentence meaning or to the organized process with the experiential contents. The situation changes, again. The beginner continues her self-inhibition, facilitates the experiential organizing process of the in between person.

However, the beginner facilitates the generation of the configuration of the last person, most. The in between person releases his self-inhibition, and facilitates the experiential organization of the last person. The in between person increases his

inhibitory processing with the experiential organization of the beginner. The last person continues his inhibition into the configuration of the beginner. Again, the last person facilitates the experiential organization of the in between person. Before all, he maintains an equal level of the transmuter as previously. The last person is the winner because his self-transmutation, and his application of the cumulative information work best. Remarkable is the thing that no equilibrium is attained in the mindamic.

### **18. Individual And Dyadic Mindamic**

There appears to exist an organisismic system that regulates the relations between the mind processes. The background of the persons offers causal interpretations. The individual and dyadic processes begin when the mind makes active the work experience. The activation propagates to the education. The iff relation evolves between the work experience, and the education. The work experience begins to regulate the transformer in the transmuter.

Thereafter, the education begins to control the transformer. The work experience makes active the separator, and the sorter. The influences of the work experience occur simultaneously. As an entity, the interactive whole of the work experience and the education is an extraneous system with the mindamic. On the other hand, the transformer is an intervener or a suppressor between the background and the mind processes. The background alone does not induce differences compared with the joint effecters at the dyadic level. The effects of the background are antecedent in nature. Time order of the variables, and the processes warrant a clearer conception about what takes place during the mindamic. The order is the background, the transmuter, and the mind processes. A sequence of the mind processes emerges: the empty process or the no information process; the initial form or a faint idea; the mental shape or a vague process; the mindy or an organized process; and the configuration or an experientially organized process.

The joint effecters cause the greatest changes in the mind processes at time. The same thing concerns the boundary conditions between the dyad, and the individual. The transmuter has a minor suppressive influence in transfer onto the individual level. The joint effects are also decisive in the transmutation of the empty process into the configuration at the individual level.

At the individual level, variety increases among the variables, and the processes. The joint effecters continue to transmute the no information process into a hazy process when rough details begin to emerge. The process continues into the vague process. Thereafter, the joint effects transmute the vague process into the organized one. In the final phase, the organized process absorbs experiential contents. The configuration results at the dyadic level. The background, and the transmuter work parallel to produce the mindy. The mindy modifies into the configuration. In the boundary conditions, the transmuter transforms the empty process into the configuration, directly xor indirectly.

On the other hand, the persons utilize the transmuter to produce the hazy process. They use the main background variables to modify the hazy process into the vague one. Thereafter, they apply to the transmuter to turn the mindy into the configuration. After the mindy, the leveling of the transmutations takes place. Evidently, there function parallel processes. The purpose is the selection of the organization that best fit to become the configuration. In the boundary, the transmuter controls the evolvement of the configuration. The transmuter also modifies the empty process into the hazy process. The joint effecters come into picture when the hazy process transmutes into the mental shape. The transmuter is decisive for the mindy. However, the joint effecters and the background convert the mindy into the configuration. In the boundary, the joint effecters and the transmuter control the modifications.

Until now, the explainers of the mindamic have been age, gender, the former experience, the croupier (transmuter), and the cumulative work experience.

The results have been variable. Gender makes mindamic active, gender regulates the croupier, gender restrains the former experience, and gender slackens the mindamic. The croupier suppresses the former experience to construct the mind processes; the croupier uses the former experience as a behavioral repertoire. The former experience differentiates between the mindies and the configurations. The former experience slows down interaction between the mind processes. Besides, one result repeats itself; the transmuter produces the mental shape, and transforms it into the mindy. The transmutation occurs under the different background conditions, which set limits to the number of the degrees of freedom to implement behavioral intentions. The theoretic results imply the background boundaries when processes process processes.

### **19. Inner Guided and Outer Guided Persons**

Until now, the conceptual developments have been sufficient but not convenient. Burstry replaces

the mindition and the mindic. The burstry defines as activity in the process system where the discrete flows of the bursts diffuse, absorb, assimilate, differentiate, transform, and emerge to form an organization. The burstry and the poultry are not be mixed. The separator proved to be too narrow a concept. A classifier is wider and it is more basic than the separator. The classifier locates the environmental information in different categories such as persons, matters, and things. Furthermore, the collector does not indicate relations. Therefore, an associator is more convenient to define as a component process of the transmuter joining past behavior with present and future behaviors. It appears to be that the intrapersonal guidance has not importance in the mindamic. On the contrary, the transmuter works in the individual situations. In the social influence situations, the outer guidance has its impacts.

As an entity, the transmuter functions simpler under the social influence than in the individual situations.

The outer guidance diminishes the behavioral states. Accordingly, the persons behave less realistically in the social situation accepting proposals from other group members. Therefore, being a conformer lessens knowledge in durable problem situations.

The dynamic begins when the process system kindles the transmuter, and the behavioral states. In the individual situation, the transmuter intakes knowledge, information, beliefs, and imaginary behavior. In the beginning, the associator fires messages, only. Hence, the associator is the originator. The originator implies the sent messages to contain reconstructed situations from former states of reality. The dynamic progresses in order, where the associator unites the former reality with the present one. The associator begins to fire knowledge, information, beliefs, and imaginations into the classifier, accordingly. The classifier spurts the messages out, into the sorter first then into the transformer. The sorter returns the organization into the classifier as such.

The classifier bursts the organization into the transformer. The transformer modifies the organization into an adaptive order with the situation. The transformer bursts the reorganization into the sorter. The organization transforms into an overt, knowledge behavior. Consequently, the transmuter strikes out other behavioral states and produces the knowledge behavior.

Under the social influence, the associator is the originator, too. The associator discharges the messages into sorter first and hereafter into the transformer. The transformer absorbs the messages, and does not alter its active rest. The sorter erupts the ordered messages into the classifier. The classifier checks and corrects the messages and modifies the result into the knowledge behavior, in a minor quantity. No prior experience is necessary because of the proposals of other group members.

In the group situation, action continues to simplify. The sorter, and the associator fire the classifier, simultaneously.

The classifier controls the ordered messages and the order becomes overt behavior without important knowledge behavior. In the individual situation, the associator continues its previous performance. This time, the messages jet from the associator into the sorter, and thereafter into the transformer. The sorter arranges the messages and the messages forward into the transformer. The transformer modifies the messages for the classifier. The classifier checks the organization and converts the output into the knowledge and information behavior. In the next situation, the transformer modifies the organization into an adaptive order with the situation. The transformer bursts the reorganization into the sorter. The organization transforms into the overt, knowledge behavior. The burstry, however, dampens considerably. Some minor changes take place in the overt behavior but knowledge is the main behavior. In the group situation, the transmutter stays in its active rest. The sorter becomes the originator and the messages gush out into the classifier before the working of the associator.

The associator modifies the sort further. No transformations occur into the overt behavior. Probably, the messages dissipate in the auto-loop of the classifier. Next, in the group situation the processes repeat themselves, and dampen further. In the individual situation, the transformer modifies the messages for the classifier. The classifier checks the organization and converts the output into the knowledge and information behavior. However, the classifier bursts into the sorter. The sorter converts the messages into the overt behavior, into the knowledge and information behavior. The overt behavior becomes stable. As an entity, it is likely that social behavior suppresses the progress of the individual knowledge; it idealizes the running of the transmuter.

## **20. Mindamic Between Boundaries**

The concept of the transmuter proved to be a fertile concept figuring out the executive system of the mind processes. However, the transmuter has its masters, the exogenous and endogenous boundaries.

An exogenous boundary is, for example a social status that sets certain limits to behavior. An endogenous boundary is for example a personal no-to-do behavior. In this context, an inert behavior is definable as continuity of behavior for example; the persons use the same problem solving procedure with different problem. A tracking behavior is definable as finding similarities and differences in a task for example; find five similarities. Coping behavior can be defined as solving a task for example; five errors found.

In a dynamic, a pattern was found. In the beginning, during the mind processes the persons increase the inert behavior, decrease the tracking behavior, and decrease the coping behavior. Next, they decrease the inert behavior, turn inertia into the tracking behavior, and delete the coping behavior. Third, the persons decrease the inert behavior, increase the tracking behavior, and increase the coping behavior somewhat. The coping behavior during the dynamic remains incomplete, in the majority of the persons.

In a more detailed examination a difference occurred. Women stay more in the exogenous boundary than men. The women are less likely to transfer from the exogenous boundary to the endogenous boundary. The exogenous boundary makes the women more prone to suspend the substantial states in the advancement towards the endogenous boundary. The pattern repeats itself in the whole mindamic. The exogenous boundary modifies the endogenous boundary of the persons and recommences their substantial behavior. The endogenous boundary of the persons advances their substantial behavior. The persons intend to maintain the substantial behavior. The exogenous boundary interrupts the orientation of the persons towards the endogenous boundary, and suspends their substantial behavior. The persons advance the substantial behavior during the approach to the endogenous boundary. The persons attempt to maintain the orientation. The persons implement redecisions with the transmutations, and test the outcomes in the dynamic. The persons alter the transmutations

according to the outcomes. The persons stay in the transmutations without attaining the optimal outcomes, mostly.

It appears to be the case; the emergence of the transmuter is independent from the way it is measured, empirically. So there is no reason to give up the transmuter for now. The transmuter is responsible for the partial attainment of the optimal solutions to various tasks. On the other hand, knowledge about states of reality is not enough because the exogenous and endogenous boundaries produce constraints on the transmuter. The varying exogenous boundary is the most labile. It regulates both the transmuter and the endogenous boundary. Furthermore, the decisions during the dynamic bring forth the incomplete transmutations. Accordingly, the optimal solutions have the necessary knowledge. What is needful is knowledge about things, matters, persons, and their interaction in real situations. Shortly put, substance is necessary for coping with environment in an optimal way.

## 21. Conceptual Enlargements Continue

During the researches, it became obvious that the transmuter with its sub processes remained narrow in the scope. The executive system of the process system does other things than to classify, sort, associate, and transform. For example, the executive system groups, stacks, and orders. That is why the transmuter changed into an organizer. The organizer offers more the number of the degrees of freedom, and it enables to move towards other processes than the very researched. Consequently, the organizer matches with reality better than the transmuter. The transmuter assumes existence of transformations and it often is not so. As a preliminary definition, the organizer is a process generating negation of randomness. Therefore, what deviates from randomness has some kind of organization as output from the organizer.

The following sub processes were grafted in the organizer.

A clarifier, when the persons give a context of a response(s). A specifier, then the persons respond accurately. A sorter, the persons order their responses. A describer, when the persons tell what a stimulus is like. An explainer, then the persons tell the meaning of the stimulus. A connector, the persons join responses with a stimulus. A classifier, when the persons locate a stimulus in a category. An eliminator, the persons exclude one stimulus after another to attain a response. The work of the organizer was scrutinized in two stimulus environments: in a fictive, and in a real environment.

In the dynamic, the persons utilize the classifier but the classifier presupposes the clarifier. The clarifier promotes to classify knowledge, in the fictive environment. In the real stimulus environment, the classifier runs directly, and produces knowledge. In the next stimulus environment, the classifier functions directly to produce knowledge.

However, behavior in the real xor fictive stimulus environment remains at the chance level. Leaning on other persons' help produces knowledge. A shortage of the former experience or knowledge begins in the 1<sup>st</sup> half of the dynamic. It is chance; the persons organize the stimuli with the clarifier, and the specifier. After that, the persons move to the use of the connector. The unstable classifier makes the connector work. The knowledge again is firmer with other persons than alone. In the next phase, the organizer begins to approach the critical boundary. The environments lose their meanings. The substantial, and imaginary behaviors have equal chances as it is with guesswork. However, the deprivation of the knowledge compels to utilize more organized processes than previously. This time, the organizer begins from the unstable specifier that starts the clarifier and the explainer. The clarifier runs the explainer. Thereafter, the specifier, the clarifier, and the explainer induce

overt behavior. The result is ignorance that makes the persons to guess. Actually, the stimulus environments cease to instigate the organizer but something has to be tried out. The main process is the specifier. The other processes precede the specifier. The unstable is the explainer that ignites the clarifier and the connector. The clarifier and the connector are necessary, mutually. The specifier does not work unless the other processes work. The entire sub system causes the specifier to run. The deprivation of the knowledge rises what makes the persons guess more. Surprisingly, the guesswork is above the chance level, which makes it profitable. The plain specifier leaves the outcomes minor. In this phase, the question is not about the substantial xor imaginary behavior. The alternatives are the imaginary behavior xor the giving up behavior. The specifier processes but leveling occurs in the other processes. The guesswork becomes at the chance level

behavior. The other processes cause the specifier to work differently. The classifier is the labile process. It makes go the connector, the clarifier, and the explainer, first. The clarifier and the explainer are mutually necessary. They are the next labile processes with their causation. The clarifier and the explainer determine behavior but the entire sub system before the specifier is crucial. In this phase, the deprivation of the knowledge is higher than formerly. The behavioral outcomes in spite of the guesswork are not anymore knowledge xor giving up. They have equal opportunities to occur. What comes next? The main process is the clarifier. The clarifier causes the giving up, especially when the persons do not have help from another person. The system begins to turn towards end and the explainer prevails. The explainer induces the giving up with certainty. The ground of which is the former system probabilities. The persons have emptied their knowledge and experience

repertoire. It makes unlikely to reconstruct adaptive behavior in the fictive and real environments. As an entity, the process system appears to be insensitive to the environmental stimulation in some quantity.

## **22. Mindamic in Leadership**

As wholeness, the behavior of the persons using their organizers varies from an organized structure of information to an evaluative empty process. A fact, that probably indicates poor abilities to cope with environmental options in small groupings.

The conceptual enlargement replaced the transmuter with the organizer but the transmuter includes in the organizer. The mediating processes between the sub processes are selective diffusion because the mind utilizes the processes it needs. Absorption, and assimilation are the mediators, too. In a forced-choice environment, the mind makes the organizer active through the selective diffusion. The choice alternatives absorb in the classifier, the sorter, and the collector, temporarily.

It is likely the sub processes function in parallel. The outcomes of the parallel processing assimilate in the transformer that tries to match behavior with the correct choices. Evidently, the organizer specifies one of the outputs of the transmutter to generate the motivated configuration. Delay between the overt behavior and the output of the transformer is born in the interval. The tense mindy probably indicates that the transmutter deals with form, only. The organizer produces explanations such as 'feels familiar' but the experiential contents lack. The organizer and its transmutter process subjective information in the place of the tense mental shape. The beliefs are apart of the total behavior. The empty process means the organizer is in active rest, and without other alternatives to respond, the organizer accepts the guesswork. In the leadership situation, it is rather indifferent whether the leader uses power xor conforms to the outputs of the organizers of the members.

The cope with the forced-choices is not adequate or they amplify more during the system modification. The only cases, where the inner event of the transmuter and the specification of the organizer occur are in the 1<sup>st</sup> system states. Otherwise, the output processes include in vagueness, emptiness, and formalism. In summary, the organizers of the persons do not generate knowledge based on an organized system of information, except in one case. On the contrary, the organizers produce the formal, vague mind processes. They even produce the empty processes based on the active rest of the organizer. Some-way, the cognitive processes are not adaptable with reality as one might expect. The probabilities of the mismatch refer to the direction; complex events of deviation-counteracting measures do not realize with environment. Instead, the deviation amplifies. It seems the learned cognitive processes remain in the ground.

### **23. Organizer's Causal Process With Social Info**

As an entity, there emerges alternation between

the probable causes in the organizer of the persons and the overt behavior. The tightness of the probable causes generates inhibition of the overt behavior. The looseness of the causes produce more frequent overt behavior such as the evasive behavior, the rewarding behavior, the straightforward behavior, and the annulment of the former behavior.

In the beginning of the dynamic, the persons expect to focus their action to a particular point. If the previous behavior does not realize the persons, they expect others to change action with the same task under inspection. If the previous behaviors do not fulfill the persons, they expect others to refer to the former behavior. In their organizers, the expectations of the persons are somewhat perplexed. The reason is the causal probabilities are the same from the associator, the modifier, and the specifier to the modifier, and to the specifier. In the same way, the auto-causalities of the modifier, and of the specifier are similar. The lowest causalities are from the modifier, and the

specifier to the associator. Therefore, the persons expect others to modify or to specify their behavior in a social situation. On the contrary, the persons organize their overt behavior into a certain order of presentation. The persons generate evasive behavior, and they reward the previous behavior. Thereafter, they behave straightforwardly, and as the last option, they annul the previous behavior of others. The persons base the run of their organizers on the previous causes, and their interaction on the previous overt behavior. The persons use the previous causes of the organizer as an input to the next run of the organizer. The overt behavior is reminiscent.

Along the dynamic, the persons transfer to order their causalities in the organizer, in a social occasion. The persons utilize the specifier, the modifier, and the associator, in the very order. In this phase, the persons cease to expect the behavior of others, and they move to person perception. The

run of the organizer accelerates. In contrast, the persons hold their overt behavior in check, considerably, and compared with the expected output. Therefore, the causes in the organizer are firmer but the overt behavior is scarce. Mainly, the persons reward or avoid contacts; then they approach. The last alternative is the persons punish others. In the same way, the persons advance their previous causes in the organizer in transfer to the next social situation. However, the persons slacken their organizing causes. What is essential is the mutual orders of the causes stay valid. In spite of the slackened organizer, the overt behavior becomes more frequent. In this phase, an order emerges in the overt behavior. The avoidance behavior comes first; the reinforcing behavior comes second, third comes the approach behavior, and lastly, the punishment. The order means behavior where the implementations differentiate according to the realized, behavioral options. The previous causes in the organizer, and the reminiscence of the overt behavior repeat

themselves before the next occasion. This time, the persons again tighten the organized causalities in the same order as before. The persons specify fore mostly, and then they modify. If neither of the behaviors realizes the persons, refer to the previous action. At the same time, the persons reduce their overt behavior. Again, the persons organize their overt behavior into a certain order of presentation. The persons generate evasive behavior, and they reward the previous behavior. Thereafter, they behave straightforwardly, and as the last option, they annul the previous behavior of others. The persons base the run of their organizers on the previous causes, and their interaction on the previous overt behavior. The persons store them selectively into the working memory. The persons use the previous causes of the organizer as an input to the next run of the organizer. The overt behavior is reminiscent.

Along the dynamic, the persons transfer to order their causalities in the organizer, in a social

occasion. The persons utilize the specifier, the modifier, and the associator, in the very order. The run of the organizer accelerates. The persons hold their overt behavior in check, considerably, and compared with the expected output. Therefore, the causes in the organizer are firmer but the overt behavior is scarce. Mainly, the persons reward or avoid contacts; then they approach. The last alternative is the persons punish others. This time on, the persons maintain their orders of the overt behavior. In the next occasion, slight increase in the overt behavior occurs, and thereafter, the smallest decrease. Correspondingly, the persons lessen the causes of the organizer. In the next phase, the persons return to the causes that existed in the beginning of the dynamic. The persons loosen the causes, and they transfer back to a vexed organization of behavior. In the latter part of the dynamic, the persons adhere to their equal avoidance, and the rewarding behavior. After that, they behave straightforwardly, and annul the former behavior of others.

Processing social information from the immediate environment (the persons in sight) is dealt with before the responses. Organizing, and behaving overtly are not possible, simultaneously. As an entity, the causal dynamic refers to the direction; the order of the dynamic causes evolves in a rather early phase. No greater changes take place after the emergence of the order. The wear-off effect favors the background properties such as gender, and age at the expense of the activities. The previous experience in the sub process dictates behavior in the new social situation. In other words, it is presumable that the persons utilize information of the person perception at an early stage in social interaction, and stick with it in a varying amount. The overt behavior decreases because of the high activity in the organizer. The overt behavior increases because of the lower activity in the organizer. Alternation exists between.

#### **24. Complex Task, Mindamic, and Dynas**

As an entity, it is possible to tackle mind

processes through the probable causation. It is likely, the processes are in series but they drop by in a parallel mode when a task becomes more difficult. However, the mindamic seems to have the greatest possible number of the degrees of freedom, simultaneously. In a theoretic examination, the mindamic is approachable with a dyna that means a system where preimages, relations, and images are processes. There are causal processes between the mental organizer, the actions under the mind processes, and the social environment. In the beginning of the dynamic, the persons classify or sort the multiple-choice task. The persons change their overt behavior during the whole dyna. That is because the persons are in an auto-causal loop of the transfiguration (change of appearance of behavior). The proper causal dynamic begins when the persons transmute information in their organizer because of erroneous choices. The dissimilation makes the persons to regroup their choices. The persons transform and collect

information available. The outcome of the collection drives the persons to contact with the social environment to figure out a solution of a task. The persons work under the organized process because experiential intension lacks. Throughout the contact, the social environment gives direction to the persons. The social environment orients its behavior in two directions. The environment fills in the no solution or the empty process. Subsequently, the social environment modifies the persons to change the character of the behavior in the organizer, to some extent. The environment asks for information about the task. Thereafter, it evaluates and analyses information. The social environment behaves in the same way with asking for information, evaluation and analysis as with the given information. The no solution under the empty process is filled in to some extent. The persons continue the contact with the social environment to complete the task. Consequently, the persons turn the empty process into the initial form with the complete action.

The social environment focuses its lowest impacts on the transformer, and on the initial form for the completion of the task. The social environment pumps out the persons to change the mental states of the persons. The evaluative and analytic social environment concentrates on the completion of the task. After that, the persons change their inner processes into a quite different one. The task is right.

In the next dyna, the behavior changes except in the auto-causal loop of the transfiguration. The persons group the choice alternatives. The group behavior regulates how the persons collect information. The persons transfer the collected information into the transformer. Then, the persons turn their inner behavior into a different one. The changes modify the information in the transformer. The circumstance the persons transform creates the organized process, and the contact with the social environment. The problem is to find the solution. The contact of the persons per se modifies how the persons continue to collect further information. In

the interface, the persons are under the initial form to complete the task, and under the empty process with the no solution, too. The initial form with the completion transforms the way the persons group the stimuli. Besides, the no solution case modifies the transformer. This time, the social environment behaves bipartitely. The social environment asks for and gives information, and it evaluates and analyses. The environment tries to convert the initial form of the persons into the experiential process to get the task done. The directive social environment attempts to get rid of the empty process. The social environment asks for and gives information to regulate the collection of the persons, lastly. The social environment evaluates and analyses continuously. It makes the persons change their behavior into a different one. The directive social environment modifies the transformer somewhat during the contact.

In the following dyna, the processes in the organizer appear detached. However, the persons collect, transfigure, and transform in parallel.

The persons change their overt behavior, too. The persons transmute and it modifies the collection of information. The modified collection remains in an auto-causal loop. This time, the persons group the stimuli. The persons reconstruct the organized process. Again, the persons contact the social environment. In the interface, the initial form, and the empty process occur. The empty process alters the group of the persons. The initial form makes the persons transform their conduct. The resulted transformation stays to rotate in its auto-causal loop. The social environment behaves two-parted as before. Its directive behavior maintains the contact for the completion of the task, mainly. The link absorbs in the transformer. The minor influence of the environment focuses on the collector. The consequence is absorption, too. The social environment orients towards the persons to change the behavior into quite different kind. The social environment also evaluates and analyses, and gives information, which cause transmutation.

The evaluation and the analysis make the persons to regroup the stimuli in a minor quantity. The asking for and giving information feeds the contact to find the particular solution. The contact remains in the auto-causal loop without further impacts.

In the next dyna, the causation changes. The overt behavior stays in the auto-causal loop. The persons group the stimulus information. After that, the persons transform their behavior. Next, the persons collect the necessary information, and they contact the social environment to find the solution. During the contact, the persons change their behavior into a different one. The transmuter makes the persons to construct an organized process without experiential contents, and to modify it further. The actions under the initial form, the organized process, and the empty process cause back into the organizer. The action under the empty process works up the collector. The action under the empty process makes the persons transform. Furthermore, the action under the empty process converts the transformation

into another kind of run. The social environment directs the persons to transmute. The evaluation, and the analysis, the asking for, and giving information cause the persons to regroup the task. Subsequently, the social environment directs the find of the solution, in a minor way. The environment continues to analyze, to ask for, and to give information for the regroup, for the right solution.

In the final dyna, the persons group the stimuli. The persons collect the grouped stimuli, and they transform their behavior. The overt behavior stays in its auto-causal loop, further. In contrast, the persons change from the organized process into the initial form. The change makes the persons to collect information more workably. The persons link the action under the empty process with the collector. The social environment participates in the completion of the task giving direction to the further behavior. Simultaneously, the social environment evaluates, and analyses, asks for, and gives information the transformer of the persons.

The previous behavior of the social environment brings forth to collect the stimuli. Moreover, the social environment directs the persons to modify their mental mode.

As an entity, the dynas can be approached from the viewpoint of the three mediating processes. Propagation, absorption, and assimilation are the processes. The propagator starts the process, the assimilator mediates the causal processes, and the absorber dissipates the causation. In this way, the mindamic is approachable as a process system where the processes process the processes, be they causal structural, functional or some new type of connectives peculiar to behavior.

**PART 3**

**A Cool-Down Scan of Behavior**

25. A Model of Mindamic

Modeling is a way to compact information.

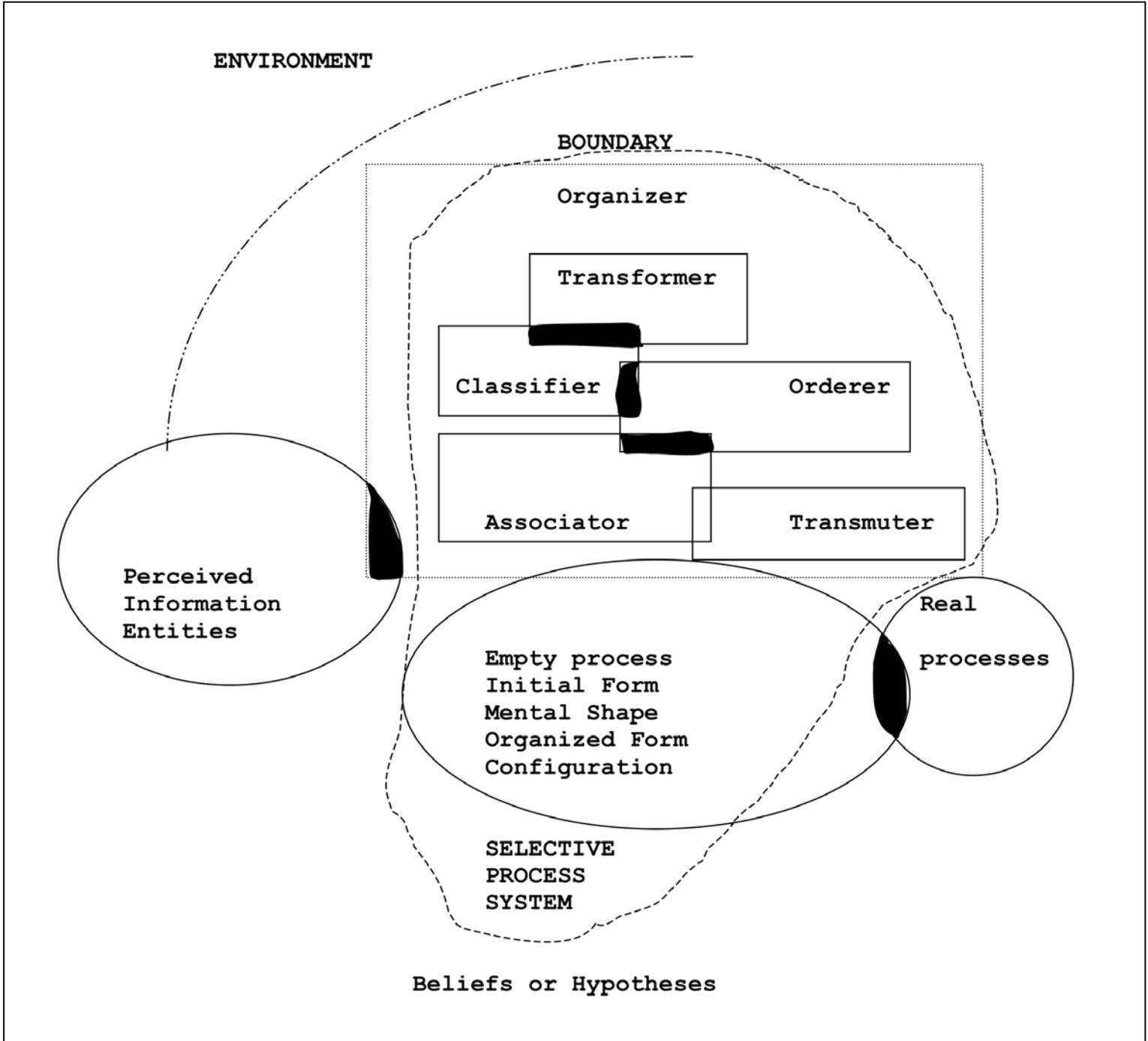


Figure 1. A model of mindamic

A model offers an opportunity to adhere to the essentials according to the greatest subjective probabilities. The figure is a sketchy presentation about the process relations. The black areas are the intersections between the sets. The perceived stimuli are the set that is not in the boundary, and not in the selective process system. The same thing concerns the real processes. The environment is to be specified case by case. The stimuli are the perceived information entities between things, matters, persons, and in combination. If persons do not perceive the entities then there is no information for them. The subliminal stimuli do not count because their effect is questionable (Pratkanis & Aronson, 1991, p. 201). The persons have beliefs or hypotheses about processes of reality. The beliefs are definable as truths given without evidence. The filtered information comes into the selective process system, especially into the organizer. The processes belonging to the organizer diffuse or propagate information to the other processes.

The processes are able to absorb information then information dissipates in the very process. The processes are able to assimilate information then new information may develop. The classifier means such a process where the persons utilize to locate information into categories. The orderer is a process the persons utilize to arrange information into other order. The associator is a process the persons utilize to fuse information with another information. The persons utilize the transformer to modify information. The transmuter is to produce new information. The processes have the full number of the degrees of freedom. The organizer constructs potential processes for the real processes. The potential processes are: an empty process, an initial form, a mental shape, an organized form, and (a configuration), mentioned formerly. The outcome processes have to pass the boundary, and then the beliefs, or the hypotheses control what is the optimum process to implement. The mind in this context is seen as a selective process system where

the processes process the processes. The aspect is more in accordance with evolution, in this way. The real processes are the processes that come out through motorics, and are overt. Probabilities tackle reality. That is why; an implicit precondition is a causal probability that fits to figure out behavioral processes.

## **26. Theoretic Test of Model**

Emphasis is on the term theoretic because data comprise of combined empirical processes, randomized processes, and  $\chi^2$  expectations. The emphasis is on probable causes between the processes as a simulation, and as emulation.

### **26.1 Construction of Processes**

The starting point of the construction of the processes is Table 1. N was 50, originally. A  $\chi^2$  contingency table was formed from the rows 9, 10, 11, 12, and 13. The expectations were calculated from them. The expectations were to show the beliefs to accomplish the five tasks.

Table 1

## Frequencies

	Time 1	Time 2	Time 3	Time 4	Time 5
1 Classifies	50	49	45	38	23
2 Sorts	47	45	40	32	19
3 Groups	35	39	29	21	13
4 Collects	35	31	22	22	11
5 Transfigures	10	9	24	21	19
6 Transforms	11	17	15	20	18
7 Metamorphoses	-	-	-	3	1
8 Transmutes	6	8	14	11	15
9 Solves alone	22	19	10	7	3
10 Confirms solution	9	6	9	6	4
11 Completes task	9	14	14	14	10
12 Tries to find	7	11	12	13	7
13 No solution	5	11	12	13	19
14 Gives suggestion	11	14	14	30	23
15 Evaluates, Analyses	26	38	42	61	49
16 Gives information	79	89	84	104	69
17 Asks for information	15	20	25	28	27
18 Asks for evaluation, analysis	3	1	3	3	5
19 Asks for suggestion	-	4	4	2	3

The rows 1, 2, 3, 6, and 8 were the sub processes of the organizer. The first three processes were renamed because their meanings are about the same as previously. The rows 14, 15, 16, 17, and 18 were included as the social environment. The frequencies wherefrom the expectations were constructed formed the overt behavior. The mind processes had to be double randomized because of lack of adequate data. The randomization took place in the range of all the other frequencies. First, a set of pseudorandom numbers was generated, and the fifty-fifty numbers multiplied them. The random frequencies were sorted about in the same order as other frequencies along the magnitude. So there formed 5 five by five matrices in which the processes had the order in the columns: the beliefs, the organizer, the mind processes, the social environment, and the overt behavior. The belief was scaled according to: strongly believes, mildly believes, cannot say, mildly disbelieves, and strongly disbelieves to accomplish.

<i>Table 2</i>					
	<i>Structure</i>	<i>Of Matrices</i>			
	Belief	Organizer	Mind processes	Social environment	Overt behavior
	Strongly believes	Classifier	Configuration	Gives suggestion	Solves alone
	Mildly believes	Orderer	Organized form	Evaluates, Analyses	Confirms solution
	Can't say	Associator	Mental shape	Gives information	Completes solution
	Mildly disbelieves	Transformer	Initial form	Asks for information	Tries to find solution
	Strongly disbelieves	Transmuter	Empty process	Asks for evaluation, analysis	No solution

The structure of the matrices is in Table 2.

Therefore, the corresponding frequencies are in the cells of the matrices. Table 3 includes in the start matrices in time order.

Table 3

Start Matrices

Task 1

Belief	Organizer	Mind processes	Social environment	Overt behavior
15	50	82	11	22
7	47	73	26	9
11	35	72	79	9
9	11	70	15	7
9	6	5	3	5

Task 2

14	49	93	14	19
8	45	89	38	6
14	31	71	89	14
12	17	52	20	11
14	8	3	1	11

(Table 3 continues)

Table 3

## Start Matrices

## Task 3

Belief	Organizer	Mind processes	Social environment	Overt behavior
13	45	87	14	10
7	40	79	42	9
13	22	30	84	14
11	15	15	25	12
13	14	7	3	12

## Task 4

12	38	58	30	7
7	32	49	61	6
12	22	25	104	14
10	20	24	28	13
12	11	20	3	13

## Task 5

10	23	87	23	3
5	19	79	49	4
10	11	55	69	10
8	18	54	27	7
10	15	34	5	19

## 26.2 Matrices for Simulation, and Emulation

Avoidance of dependencies is essential when probable causes are searched. Therefore, through Householder calculation a squared orthonormal set was derived from the frequency matrices. In this way, it was possible to avoid linear dependencies, at least. The squared Householder calculation was applied to the inverses of the frequency matrices, too. The both type of matrices were multiplied in a one-to-one way. The lack of dependencies was checked in relation with the bases, and with the kernels. There were normal bases, and empty kernels.

However, in a probable sense the question was a one of sampling without replacement. Therefore, it was necessary to calculate SWOR matrices from the plain Householders, and from the product matrices. A difference between the conventional SWOR calculation and the present one was subtraction of the matrix preceding the matrix of ones from the last matrix. The probabilities do not approach the same values in this case. The probabilities of the both types of the matrices were multiplied, directly.

A procedure indicated accomplishment of the five tasks. The SWOR product matrices matrix powered -6 because of the five tasks. The operation was a kind of a leap back to the initial situation. The matrices that included numbers only converted stochastic ones through adding a slightly greater constant than the minima of the matrices into the matrix values.

The next problem was to construct the state spaces of the processes. The matrices were deconstructed into vectors and the Bayes tree in a matrix form was applied adding over the values of the multiplication theorem matrix by matrix. The stochastic matrices maintained keeping the row sums as ones. Weinstein (1999) defines the state space as the measurable space  $(S', S')$  into which a random variable from a probability space is a measurable function (Weinstein, 1999). Therefore, the resulted matrices fulfill the condition.

The multiplication rule in a matrix form applied to the stochastic state phase matrices, anew. The Bayes' formula determined the causal probabilities in the four resulted matrices.

The squared Householder procedure was applicable to the Bayes matrices because of the maintenance of the dependencies out. So there were two lines of calculations; the one that started from the plain frequency matrices, the other that started from the product matrices. The plain response matrices were for the simulation. The product matrices were for the inner, and overt behavior or the emulation. The inversion of the frequency matrices means finding the inner preprocesses, and multiplication shows AND- relation. Therefore, the simulation in this context means behavior based on mere the process responses, and the emulation means a behavior of the system or the inner and overt behavior.

It might have been somewhat complex to take into consideration all the causal values in the last four matrices. Therefore, the scrutiny limited to the row maxima in the both lations. The limitation resulted in the reduced matrices and the squared Householder, again. In this way, it was possible to have ones in the rows for matrix powering. Originally, there were eight tasks and one hour to complete them but the original frequencies

were not enough after the 5<sup>th</sup> task? Therefore, about 38 minutes was for the five tasks. The double randomization was utilized by taking 19 minutes out of 38 possible. Therefore, the sampling frequency was enough not to lose information. The random minutes were used as the matrix powers both in the simulation and in the emulation of the last squared Householder matrices including ones, only. The randomization hit the minutes: 2, 3, 6, 7, 11, 14, 16, 18, 19, 20, 23, 24, 27, 28, 32, 33, 34, 37, and 38.

### 26.3. Results of Simulation, and Emulation

As an entity, the processes differ but they can be called square one processes. The name tells that after straightforward or linear solutions the simulated, and emulative processes return to their initial causal states in the odd powers. -By the way, in the tasks the persons had to choose several right alternatives from a repertoire of alternatives to manage succession. The 1<sup>st</sup> three matrices are presented in a compressed form because the matrices are permutation matrices, in nature. The left abbreviations are probable causes, and the right ones are the effects.

26.4. Results of Simulation

Table 4

Most Probable Causation in Simulation

Start	Process	$T^0$						
Sb	1.	Or	1.	Con	1.	EA	1.	Sa
Mb	1.	Cl	1.	Orf	1.	Gs	1.	Fn
Cs	1.	Ass	1.	Ms	1.	Gi	1.	Cmp
Dbm	1.	Tm	1.	Inf	1.	Aea	1.	Tfs
Dbs	1.	Tf	1.	Ep	1.	Afi	1.	Cnf
$T^2$								
Sb	1.	Cl	1.	Con	1.	Gs	1.	Sa
Mb	1.	Or	1.	Orf	1.	EA	1.	Cnf
Cs	1.	Ass	1.	Ms	1.	Gi	1.	Cmp
Dbm	1.	Tf	1.	Inf	1.	Afi	1.	Tfs
Dbs	1.	Tm	1.	Ep	1.	Aea	1.	Fn
$T^3$								
Sb	1.	Or	1.	Con	1.	EA	1.	Sa
Mb	1.	Cl	1.	Orf	1.	Gs	1.	Fn
Cs	1.	Ass	1.	Ms	1.	Gi	1.	Cmp
Dbm	1.	Tm	1.	Inf	1.	Aea	1.	Tfs
Dbs	1.	Tf	1.	Ep	1.	Afi	1.	Cnf

In Table 4 the abbreviations mean: Sb=strongly believes; Mb=mildly believes; Cs=can't say; Dbm=disbelieves mildly; Dbs=disbelieves strongly; Cl=classifier; Or=orderer; Ass=assimilator; Tf=Transformer; Tm=transmuter; Con=configuration; Orf=organized form; Ms=mental shape; Inf=initial form; Ep=empty process; Gs=gives suggestions; EA=evaluates, analysis; Gi=gives information; Afi=asks for information; Aea=asks for evaluation, analysis; Sa=solves alone; Cnf=confirms solution from social environment; Cmp=completes solution with social environment; Tfs=tries to find solution; Fn=finds no solution.

As to the behavior of the social environment, it is deductive from The Bales areas, partly. Gives suggestions indicates motivation to control behavior. The evaluation-analysis shows processing of information. Gives information is the same as the process of the orientation. Asks for information knows difficulties in the orientation or lack of information. Asks for evaluation, analysis indicates problems in information processing.

26.5. Results of Emulation

Table 5

*Most Probable Causes in Emulation*

Start	Process	$T^0$						
Sb	1.	Or	1.	Orf	1.	EA	1.	Cnf
Mb	1.	Cl	1.	If	1.	Gs	1.	Tfs
Cs	1.	Ass	1.	Ms	1.	Gi	1.	Cmp
Dbm	1.	Tf	1.	Con	1.	Afi	1.	Sa
Dbs	1.	Tm	1.	Ep	1.	Aea	1.	Fn

$T^2$								
Sb	1.	Cl	1.	Con	1.	Gs	1.	Sa
Mb	1.	Or	1.	Orf	1.	EA	1.	Cnf
Cs	1.	Ass	1.	Ms	1.	Gi	1.	Cmp
Dbm	1.	Tf	1.	If	1.	Afi	1.	Tfs
Dbs	1.	Tm	1.	Ep	1.	Aea	1.	Fn

$T^3$								
Sb	1.	Or	1.	Orf	1.	EA	1.	Cnf
Mb	1.	Cl	1.	If	1.	Gs	1.	Tfs
Cs	1.	Ass	1.	Ms	1.	Gi	1.	Cmp
Dbm	1.	Tf	1.	Con	1.	Afi	1.	Sa
Dbs	1.	Tm	1.	Ep	1.	Aea	1.	Fn

In Table 5 the abbreviations mean: Sb=strongly believes; Mb=mildly believes; Cs=can't say; Dbm=disbelieves mildly; Dbs=disbelieves strongly; Cl=classifier; Or=orderer; Ass=assimilator; Tf=Transformer; Tm=transmuter; Con=configuration; Orf=organized form; Ms=mental shape; Inf=initial form; Ep=empty process; Gs=gives suggestions; EA=evaluates, analysis; Gi=gives information; Afi=asks for information; Aea=asks for evaluation, analysis; Sa=solves alone; Cnf=confirms solution from social environment; Cmp=completes solution with social environment; Tfs=tries to find solution; Fn=finds no solution.

### Discussion

The entire process begins perceiving the stimulus elements. In the place of the simulation, and of the emulation, the conclusions begin from the left upper corner row-by-row in Tables 4, and 5.

In the simulation, the persons who believe strongly to accomplish apply the orderer. The use of the orderer produces the configuration. After the configuration, the persons contact the social environment for evaluation, and the analysis. The evaluation,

and analysis makes the persons to solve the task alone. The persons who believe mildly put the classifier to work. The classifier produces the organized form. Thereafter, the persons contact the social environment with the organized form that gives rise to the giving suggestions. The giving suggestions provoke the persons to find no solution. The persons who cannot say exercise the associator. The associator factors the mental shape. After the mental shape, the persons link with the social environment. The shape evokes the giving information in the social environment. The giving information incites the persons to complete the task with the social environment. The mild disbelief in the persons stimulates the transmuter. The transmuter results the initial form. After the initial form the persons contact with the social environment. The initial form provokes the asking for evaluation, and analysis. The asking for evaluation and analysis induces the persons to try to find solution. The persons who disbelieve strongly employ the transformer. The transformer originates the empty process. The empty process in the persons evokes the asking for information in the social environment.

The asking for information provokes the persons to confirm the solution. In the next phase, the turn is to perform the task in a linear way. It may be that the persons have knowledge enough to resolve the task directly. The persons with the strong belief apply the classifier. The classifier produces the configuration. Thereafter, the persons contact with the social environment for the giving suggestions that lead to solve the task alone. The persons with the mild belief utilize the orderer. The orderer incites the organized form. The contact with the organized form provokes the evaluation, and the analysis in the social environment. The evaluation, and analysis make the persons to confirm their solution. The can't-say persons let the associator. The associator produces the mental shape. The mental shape based contact instigates the giving information in the social environment. The giving information makes the persons to complete the solution. The mild disbelief in the persons ignites the transformer. The transformer produces the initial form. The initial form evokes the contact of the asking for information in the social environment.

The social environment asking for information provokes the plain attempt to the solution.

The strong disbelievers start the transmuter. The transmuter evokes the empty process. The empty process provokes the persons to contact with the social environment for the asking for evaluation, and analysis. The asking for evaluation, and analysis produces no solution in the persons. After the previous phase, the causation process returns to the start situation. The chain of the processes continues through the five tasks. Anyway, the flatworm interpretation gives the former conclusions. However, the processes change if an inner life is assumed to exist.

In emulation, the causation dynamic is different in the start situation but has the same pattern in the linear phase as in the simulation. The emulative conclusions need some theoretic examination before the interpretation.

The inverse matrices are the matrix of the mind. The preprocesses are in the matrices. It may be sensible to think that the mind processes comprise of information, knowledge, and know-how.

Therefore, the contents of the mind are a dynamic system of information, knowledge, and know-how. An educated guess is a fact that information, knowledge, and know-how are stored in chunks of contours. The contours include the necessary and sufficient conditions for the retrieved, reconstructive extraction of things, matters, and persons, and in combination, too. Information is definable as a contrast with propaganda, persuasion, or mind bending. Knowledge is defined as a dynamic, organized system of information. Know-how is skillful, resourceful behavior in reality. Therefore, information, and knowledge are the bases of implementation of behavior but they do not guarantee goal achievement, control of situations, or completion of a task, at hand.

As with the Systems Approach, and General Systems Theory there remains an impression that they are in a phase of stagnation behavioral research. Laying foundations indicates a kind of atomism. Terminology is not stabilized, and accumulation of empirical facts is modest. In spite of the inadequacies, the theory is presented as a body of organized knowledge in behavioral side. An alternative is doctrine of

complexity. There are butts in the place of behavior. Complexity is seen where there is no. Complexity is not seen where there is. So there remain open questions about approaches to mindamic or mind dynamic. The mind is a particular, specific entity that presumes specific conceptualization, methodology, and data gathering. However, the mind is sine qua non. As it has become obvious, in this context the mind is approached as process system. The reason for it is the lack of a series of 'still pictures' in the mind. On the contrary, the questions are about continual flow in relation with environment. -Primarily, the process system in the emulation is multifinal. In the initial situation, the processes in between the belief and overt behavior contain different quantities of information, knowledge, and know-how. Which of the permutations realize pinpoint what kind of mind process joins with the processes of causation?

In the emulation, the persons who strongly believe employ the orderer to produce the organized form of knowledge. They contact with in the social environment for the evaluation, and analysis.

The evaluation, and analysis makes the persons to confirm their solutions based on knowledge. The persons with the mild belief bring the classifier to process information. The classifier produces the initial form. The contact with the social environment with the initial form provokes the giving suggestions. The giving suggestions leave the persons to try to find the solution. The persons who cannot say gives rise to the associator that induces the informed mental shape. Thereafter, the contact of the persons with the social environment with the mental shape brings forth the giving information. The giving information in addition to the information of the persons makes possible to complete the task together with the social environment.

The mild disbelievers apply to the transformer to construct the knowledge, and skill-based configuration. The persons contact with the social environment for the asking for information. The asking for information causes the persons to solve the task alone. The strong disbelief in the persons ignites the transmutter that generates the empty process of no information, knowledge, and know-how.

Contacting with the social environment with the empty process provokes the asking for evaluation, and analysis. The asking for evaluation and analysis causes to find no solution.

In the linear case, the strong believers have knowledge, and know-how to solve the task. The persons try hard with the classifier. The classifier burst out the configuration. Contacting with the social environment with the configuration seems mere formality. It instigates the giving suggestions but the persons solve the task alone. The mild believers implement the orderer to produce the knowledge based organized form. After that, the persons link with the social environment that evaluates, and analyses. The evaluation, and analysis enables the persons to confirm their solutions. The cannot say persons exert the associator that spurts out the mental shape based on plain information. Interaction with the social environment due to the mental shape is the giving information to the persons.

A fact enables the persons to complete the task with the social environment. The situation becomes worse in the next two cases. The former bases on plain information, the latter bases not even on it. The mild disbelievers practice the transformer that constructs the initial form. The persons contact the social environment, and they are not able to pull out anything else than the asking for information. The asking for information leaves the persons in the constant try at solving the task. The persons' strong disbelief extends the transmuter that gushes out the empty process. The empty process in the persons results in the asking for evaluation, and analysis. A behavior conveys to find no solution.

The causation process returns to the square one. The persons who strongly believe employ the orderer to produce the organized form of knowledge. They contact with in the social environment for the evaluation, and analysis. The evaluation, and analysis makes the persons to confirm their solutions based on knowledge. The persons with the mild belief bring the classifier to process information.

The classifier produces the initial form. The contact with the social environment with the initial form provokes the giving suggestions. The giving suggestions leave the persons to try to find the solution.

The persons who cannot say gives rise to the associator that induces the informed mental shape. Thereafter, the contact of the persons with the social environment with the mental shape brings forth the giving information. The giving information in addition to the information of the persons makes possible to complete the task together with the social environment.

The mild disbelievers apply to the transformer to construct the knowledge, and skill-based configuration. The persons contact with the social environment for the asking for information. The asking for information causes the persons to solve the task alone. The strong disbelief of the persons ignites the transmuter that generates the empty process of no information, knowledge, and know-how. Contacting with the social environment with the empty process provokes the asking for evaluation, and analysis. The asking for evaluation and analysis causes to find no solution.

As an entity, the processes of the simulation, and of the emulation resemble Goertzel's (2006) construction of forward and backward synthesis in cognitive action. The persons have to pick up the right alternatives out of the possible pools, and to sort the right whole (synthesis). However, the results are not corroborative directly but they may show certain fluctuation in cognitive function, which join with problem solving.

### **27. Theoretic Aspects**

Fischbach (1993, p. 14) is interested in the mind as an emergent property. A materialistic angle sees the mind as a scientific entity but forgets Planck's constant. How does the mind exist, and acts below the threshold? Consequently, the research of the mind is 'phenotypic' instead of 'genotypic'. If the emergent property is truthful then reductionism disappears in London fog. An intrinsic observation from the former theoretic scrutiny is a fact that relations (nodes) that are processes as themselves are crucial for the mind to operate. It may be inessential which information persons deal with.

The relational processes that fit reality are decisive, especially fit to varying situation. The problem of the mind can be considered a puzzle like one. The puzzle is done then it is no longer a puzzle; it is more with relational processes. Recently, the brain is considered a calculator. It would be interesting to know what kind of mathematics the brain uses, and especially, to know what kind of calculations the mind performs. Maybe, there is unanimity about the fact that the mind is organized. The organization presupposes maintenance but the organization is not maintained by solving equations. Rather, the maintenance may take place with a kind of 'ordinal' math, for example sort, reverse, inverse, locate, stack, deal, collection, and modification. However, the question about what is the very specifics in the mindamic.

According to the researches up to now the mind appears to have several number of the degrees of freedom. A fact creates variation in the mindamic. The only result with stability is the mediating processes

a) diffusion or propagation where information of a process diffuses into other processes, b) absorption where a process takes up information but does not further it to other processes, c) assimilation where information from some processes integrate information from other processes, for example new-new, new-old, and old-old. At the bottom, the three processes make it possible to explain the process system where the processes process the processes in the mindamic. By the way, there is one kind of energy. Why would there be more than one kind of information?

### Epilogue

Until now after the series of the researches, some lines of thought have emerged. It is very likely the next research orientates towards mindifications, and mindmorphoses.

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