



How Minds Work

The Copycat Architecture

Stan Franklin

Computer Science Division &
Institute for Intelligent Systems
The University of Memphis



Copycat Architecture

- Hi-level perception
- Analogy making
- Creative
- Parts—Slipnet, workspace, codelets
- No central executive
- Decisions made by codelets



Alphabetical Analogies

- abc \rightarrow abd ijk \rightarrow ?
- abc \rightarrow abd xyz \rightarrow ?
- abc \rightarrow abd iijjkk \rightarrow ?
- abc \rightarrow abd srqp \rightarrow ?



Slipnet

- Directed graph of nodes, representing concepts, and labeled links
- Links represent relations between nodes
- Nodes support activation, links pass it
- Slipnet does not learn
- Nodes don't decay, but activation does
- Slipnet is long-term memory



Slipnet at Work

- Relevant nodes activated by codelets
- Nodes spread activation to neighbors over links, starting with nearest
- Concepts close to relevant concepts become relevant
- Slipnet settles, activation pattern becomes stable



Fluid Concepts

- Region of the Slipnet
- Concept node at the core (center)
- Neighboring nodes included stochastically by context dependent similarity
- Fluid concepts vary over time, are emergent, and aren't explicitly represented



Workspace

- Codelets build perceptual structures using information from the Slipnet
- Information—nodes, links, labels
- Structure represents Copycat's current appraisal of the situation



Interactive Problem Solving

- Bottom-up workspace influence activates relevant Slipnet nodes
- Spreading activation identifies other relevant nodes
- Top-down Slipnet influence activates relevant codelets who change the workspace
- Eventually, some codelet decides to stop



Temperature Control

- High temperature = more randomness in choices of codelets & their actions
- Low temperature = more stability
- Temperature inversely measures system's understanding of the situation
- Temperature controlled, parallel terraced scan
- Example run in *Artificial Minds*



Readings

Copycat Architecture

- Hofstadter, D. R. The Copycat Project: An Experiment in Nondeterminism and Creative Analogies. AI Memo 755. Artificial Intelligence Laboratory, Mass. Institute of Technology
- Mitchell, M. 1993. *Analogy-Making as Perception*. Cambridge MA: The MIT Press
- Franklin, S. 1995. *Artificial Minds*. Cambridge MA: MIT Press



Email and Web Addresses

- Stan Franklin
 - franklin@memphis.edu
 - www.cs.memphis.edu/~franklin
- “Conscious” Software Research Group
 - www.csrg.memphis.edu/

