

BASIC PSYCHOLOGY

Version 38

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Wesley Chapel, Florida 33545

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The neurological structure of a person is assumed to consist of layers of six independent parts which generate the six psychological behaviors listed below. The descriptions of these psychological behaviors have been derived by abstracting from the properties of six material bodies. This makes it possible to analyze the behavior displayed in photographs, or in daily experience. This information can be entered into Compute-A-Gift to select appropriate gifts.

These six elementary material bodies exhibit behavior described as follows: The crystal has low energy behavior. The liquid has short duration energy conservative behavior. The fluid is energy dissipative. Elastic has long duration energy conservative behavior. The ballistic body exhibits energy conservative instantaneous collision behavior. The frictional body can continuously receive power input and transfer its instantaneous amount of power input without loss to another frictional body.

The six psychological behaviors are: feeling, emotion, mood, attitude, character, and personality. They are derived from the crystal body, the liquid drop body, the fluid body, the spring or elastic body, the ballistic body, and the rigid friction body, respectively.

A psychological action is begun by some internal condition, such as hurt or injury or hunger, and some external situation. The action is not a function of specific details of the environment but of abstractions or generalities.

In interaction between persons the mechanism of one person can destroy the corresponding mechanism of the other person. This applies to all six psychological mechanisms, including feeling, emotion, mood, etc.

In each of the six psychological behaviors it is the higher nervous system influence you are aware of whereas total behavior results from other parts of the nervous system also. For example, for emotion you are aware of the sphere of nervous excitation from the central nervous system which appears to you to be spherical. However, you do not behave as a sphere because part of your behavior arises from the lower reflex system, whose action you are not aware of.

In instantaneous, continuous psychology the psychology at a particular moment can be identified.

The six psychological behaviors cannot be understood in the absence of the cultural environments they are tied to. The components of these environments must be identified and understood.

Persons may interact predictably by direct bodily contact or by inferior persons or natural environment which they control perfectly, or superior persons which they control with risk. Therefore interaction of persons does not require direct bodily contact or even direct simple sensation. Also one person may interact with many other persons at the same time.

As the culture evolves by successive sets of six technologies,

successive sets of six layers each are added to the brain, increasing its size. The innermost part of the brain should generate the most primitive technology, containing the first set of six layers. Any set of six layers will cause the person to act on the environment so as to produce the corresponding technology. This picture furnishes a formula for how a person behaves, which is useful for gift selection.

PSYCHOLOGICAL INPUT

SENSATIONS. Sensation refers to energy outputted by the sense organs. Sensation means output of a sense organ regardless of cause. This energy may be generated in many ways including the following five ways. Sound, light, mechanical energy of the external environment may directly stimulate the sense organs causing them to output energy. Or chemicals of the external environment may interact with the sense organs causing them to output energy (taste, smell). Muscles may force the body into interaction with the external environment (rubbing or pressing an external surface) with resulting stimulation of the sense organs and output of energy. Muscles of the body may bring one surface of the body into interaction with another body surface with resulting stimulation of the sense organs and output of energy. Muscles in the body may act directly on the sense organs or immediately surrounding flesh stimulating them to output energy (prickly feeling).

Feel (passive) or Hair disturbance. Originates from hairs on the skin. Uses energy supplied by the body or the environment. Hair is located on the body where sensing rather than gripping is to be done. Hair that grows to unlimited length has a protective rather than sensing function. Sense type hair detects and locates very delicate surfaces of matter. Hair sensing can be performed of and through the clothing. Hair sensation action consists of slow and careful non dynamic motion of body parts. Hair sensation action is

powered by a neurological structure. The mechanical representation of hair disturbance is a more perfect crystal. Hair disturbance is the most perfect sensation, that is, positional or relational behavior.

Feel (active). Originates from pressure on the skin. Uses energy supplied by the body or the environment. Touch quickly detects and locates strong surfaces of matter using dynamic motion. Touch sensation action is powered by a neurological structure. The mechanical representation of touch is a crystal with some liquid aspects. Touch is a pressing process.

Odor. Originates in the nose. Uses energy supplied by reactions between chemicals from the environment and body chemicals. The mechanical representation of smell is a crystal with some fluid aspects. Smell is like fluid in that some fluidity means the object could be anywhere because a fluid can have any shape, have a fine extension of any length and direction. Smell sensation action is powered by a neurological structure. Smell is a flow process where the air flows into the nose.

Taste. Originates in the mouth. Uses energy supplied by reactions between chemicals from the environment and body chemicals. The mechanical representation of taste is a crystal with some elastic aspects. Taste is like elastic because elastic has no boundary so taste would have no touch property. This represents the fact that taste depends on molecules diffusing a distance before perception occurs. Taste is a gentle compressing process.

Sound. Originates in the ears. Uses energy supplied by the environment. The mechanical representation of hearing is a crystal with some ballistic aspects. You have to detect the change in velocity of the mass caused by object it hits. This represents the fact that a sound source is difficult to locate. Wiggling of ears is a collision process. It is an important part of hearing action.

Sight. Originates in the eyes. Uses energy supplied by the environment. The mechanical representation of sight is a crystal with some frictional aspects. Adding friction to a crystal makes it more difficult to locate a point of a body. The eyes may delineate

features of a surface by focusing action. This action may be represented mechanically by dragging a friction rod of varying curvature. Moving the eyes in different directions is a friction process.

PSYCHOLOGICAL BEHAVIORS

1. **FEELING.** Instantaneous feeling behavior consists of hand motion without force, of diffusion, of just waiting for things to come to you. Feeling actions are non dynamic changes in position. They are slow motions not involving force. Feeling means action to produce sensation. Thus the feeling person does more than just stimulus-response actions. The feeling person tries to do action designed to input sensation that is beneficial to obtaining need or producing further action-sensation pairs.

Feeling means action to produce sensation. Feeling enables you to catch on, to see what is wrong or what the danger is. It is different from stimulus-response, which is designed to produce benefit immediately from response. The action distance for feeling is the distance over which the person can perceive a sensation, such as the distance for sight or hearing. For example, if he can perceive details at 300 feet then this is his visual action distance. If he can displace himself 300 feet then he can verify or see more clearly what he was not sure of at the distance. Such discrete distances correspond to the sides of a crystal.

There are three ways to detect the presence of feeling. These are 1. whether you are going to act to obtain a sensation, or 2. whether you are acting to obtain a sensation, or 3. whether you have acted to obtain a sensation. Corresponding to these cases are: 1. Furtively oriented senses indicate the presence of a feeling. You do not want to take a chance that a possible person of

concern may see that you are sensing them or have some awareness of them. 2. Evidence that there is a sneaking up on a situation of possible concern indicates presence of feeling. 3. The use of inappropriate methods is a sign that new information has indicated that emergency actions be taken, and these will be inappropriate to the original situation. Such methods indicate that response to feelings has occurred and that these feelings were present.

Feeling is the least complex of the six psychological behaviors. The only variables relevant to feeling are position and orientation. The variables such as velocity and force are not involved. This means feeling behavior is very simple. The feeling person benefits from the interaction of things which are placed together. Feeling can only move things that require little force. You do not contribute otherwise to the interaction of things. You do not contribute force or velocity to their interaction. Positioning is not included when gravity produces important effects in the interaction.

The various needs of a person can be regarded as coming to him by diffusion. A crystal starts as a seed. The seed is an item which greatly attracts a person so that he acquires it by special effort. Once attained he seeks other items of the type in order to build up the general type related to the seed. These items will be in the environment around him and the environment randomly moves them about. He has a grab distance, similar to the distance of attraction of the surface of a crystal, which is the distance in the environment within which he can acquire items. He begins use of each item and decides whether to accept or reject it. The trial damages the item slightly. If unacceptable it is returned to the environment where it may heal itself. Items that are accepted or

their parts build up the structure of the person. If two neighboring persons are similar they will prefer similar environments and have a feeling of liking for each other. The probability that the local environment can support dissimilar persons is low and is unlikely to occur. In this case the persons have a dislike for each other because the probability of their survival together is low. If the items are food the items might consider of wild plants and animals which "diffuse" about. They are simply acquired, not paid for, and accepted or rejected. Two persons of similar food needs have a liking for each other.

The feeling person conflicts with another feeling person by separating combinations the other person creates. You associate combinations you like and dissociate combinations you do not like. You undo association of items for contrary likes. If you do not like books in a basket you take them out. A person of contrary likes puts them back in.

A feeling is a guess as to why some data concerning your situation is consistent with what you want or do not want. Feeling combat involves changing your situation data so that results become more advantageous to you.

As an example, suppose you note that a shadow behind you has suddenly moved. You guess why this is consistent with what you do not want. Your guess is that someone is secretly watching you.

Feeling combat. They may be sizing you up, looking at your physical or mental condition and ability to obtain food and water. They may be ruining your water supply, eating your wild berries, frightening off animals used as food, concealing quicksand. They may be trying to see if you have any food or water they can steal. You must consider your situation and what you might have to fear.

You may or may not act because of the feeling. More reward in terms of information may be coming to them than to you in the present relation. You can change the situation data by sneaking behind their location to verify their existence. The information rewards coming to you will change and become in your favor.

Crystals grow by the diffusion of molecules to them and by capture of molecules that touch their surface. The probability of capture depends on the size of the crystal and where the molecules touch the crystal. Molecules touching near corners or edges are more likely to be captured. There is a reverse process of escape of molecules from the crystal. Molecules near corners or edges are more likely to escape from the crystal. A larger crystal is more likely to capture a molecule and less likely to lose molecules. The size and relative position and orientation of two crystals as well as relation of each crystal to the general environment determine which crystal will grow faster. The crystal which grows faster is the winner of the combat between the two crystals.

Feeling and diffusion can be related to sharing of goods. Feeling goods are natural rather than man made. People discard items and take on items that they think might be useful. People cannot afford to be loaded down with items they do not need. They discard them and they remain in the environment as trash or discarded items. There may be a nonverbal exchange process which we can identify as of the nature of diffusion. Individuals closer to each other are more likely to exchange items in this way. They have a feeling as to what the other person might need and discard things accordingly with a greater probability based on the feeling. Exchange proceeds on the basis of feeling. How do you know a person might want to get rid of an item or might want an

item? If a fruit is lying on the ground you might think this is consistent with a willingness to get rid of it easily. If you go near the other person, items may "break loose" so you can obtain them. There may be subtle ways for you to "break them loose". Thus diffusion between persons has many processes you usually lump under "random". Your feelings are sensory impressions relevant to these processes. You have feelings about persons the environment has placed you near. Thus feelings relate to accumulation of useful objects.

Feeling may be divided into one of six specialized types as follows according to which secondary component is present:

Liking means pleasure and enjoyment. This means your qualities are similar. The secondary component is feeling.

Annoyance means irritation. The secondary component is emotion.

Mediocre means moderate to inferior in quality. The secondary component is mood.

Slighted means cold-shouldered. The secondary component is attitude.

Neglected means lack of due care. The secondary component is character.

Accepted means admitted into a group. The secondary component is personality.

2. **EMOTION**. Instantaneous emotion behavior consists of dynamic hand motion involving force of fixed direction

accelerating a fixed amount of mass. Emotion consists of short motions one or two feet in length or verbal responses of 6 to 10 words. Motion of the hands is typically 5 ft/sec. It is a lashing out, limited by the extent of the persons own body. When a person lashes out he ends up in a more vulnerable configuration. He therefore immediately goes about returning to a more defensible configuration. This is what identifies his action as emotion.

The primary opposing force is analogous to the opposing force arising from increase of surface energy of a liquid drop.

After feeling, emotion is the next most complex psychological behavior. Emotion is short pieces of motion. Emotion tends to be confined to the arms, not to the legs. As a practical matter emotion does not involve force of any duration but only motion and this motion is momentary. This may explain the word emotion. The emotion person may do an unlimited number of actions. Emotion does not offer much opportunity for force.

Emotion is a simple unthinking reaction from one's inner self. Emotional persons conflict by doing a simple clash of original reactions. Conflicting emotional persons impulsively grab things or strike things or each other.

The emotional person is in the innocent condition. He is in the spherical or fetal position (hands close to the body). He knows he has not motivated an attack on himself and therefore this evokes an emotional response in him. He is angry or otherwise emotional at the unjustified attack. Striking from the fetal position catches the other person by surprise and causes him to make an disorganized response. To detect emotion action look for disorganization in the environment of the person.

Emotion arises when man begins making man made objects. Emotion objects are man made. Because they are man made there is a demand that they be standardized. Standard objects present standard dangers. Standard dangers give rise to emergencies requiring immediate action, to the need for dynamic action. Emotion involves the concept of standard objects and standard dangers. Emotion furnishes the energy for these emergencies. Emergencies demand all you've got, your whole body. The shaking of emotion is an automatic locating action necessary because of the bulk motion characteristic of emotion.

Various emotions may be imagined by imagining a general sensation in a round volume of the trunk of your body with sudden variations of various types in sensation in some part of the volume. This will activate reflexes in the remainder of your body. Emotions such as anger, pity can be created in this way.

Your emotional system has parts which have inertia and cohesion. As it operates the various parts of your body are driven against the environment. Your body thus reveals these properties of inertia and cohesion are operating them. These compete against parts of a body of another person. The interaction may be restricted to such as holding a racket and moving the legs and body and the head. You do not see the neuron part of the emotions. You see what the neurons are connected to. We are trying to infer things about the emotional system from another system of body and racket and court. What kind of inferences can be obtained? We gain an idea of emotional drive strength because body action will be proportional to neuron excitation. Time elements are similar. Parts of the neuron system are in correspondence with parts of the body.

The body action looks much like the behavior of a water drop. What you see is an emotional display by looking at the whole body action. In emotion the body tends to tremble similarly to the trembling of a liquid drop. Skill is whole body motion and therefore is energy conserving. As the environment becomes more complex, problems arise which can be solved only by evolving whole body motion, that is, by emotion.

For the mechanical analogy of emotion the environment is imagined to consist entirely of immiscible liquid drops that may press against one another. Liquid drop behavior is explained very simply as that of a number of molecules having only conservative nearest neighbor central force, an incompressible center, and mass. The drops are frictionless and incompressible and have zero mass. There is no force of attraction between them. Regardless of its shape the volume of a drop remains unchanged. Therefore as a drop is pressed its mid section spreads out and a large area liquid layer is formed. The energy of a drop is proportional to its surface area so that a flattened drop has a larger energy. For example, a one foot spherical drop spread over a square mile would have 18 million times the area of the sphere and hence 18 million times the energy of the sphere. The shape of a liquid not subjected to force is always a sphere regardless of its past history. One drop can be pressed against another drop only in a transient manner before it veers to one side. Greater skill is required to press the drops together for a longer time or with greater force. It is assumed to be impossible to press one drop against another stably. Energy is recovered one hundred percent after any distorting action where breakdown does not occur.

Love means devotion, commitment of support and resources to

another person. It is failure to achieve a relation. In the love interaction one person is active and the other is passive. Love abstracts from the liquid-crystal combination. Hair sensation is your most reliable sensation indicator that a body exists outside your own body. Awareness of the presence of this body is required for love.

Anger is a transient attempt to perform a destructive action intended to oppose or neutralize a wrong. It is failure to perform a skill. In the anger interaction one person is active and the other is passive. Anger is the most perfect skill behavior. It is an emotion that is especially emotional. This means it is especially active in a skilled and quick and balanced way. Thus anger corresponds to a more perfect liquid. The angry person tends to shake the other person up violently. Anger is the most perfect emotion. Anger is the most transient unstable emotion. Any quickening in an interaction is an indication of anger. Anger is the most dangerous of the emotions because it is the most completely emotional. Playing billiards modified by skillfully twirling the cue is anger behavior.

Shame is a reaction to awareness of inadequacy or guilt. It is failure to achieve a standard. It is related to embarrassment. In the shame interaction one person is active and the other is passive. This emotion corresponds to a modification of liquid matter by fluidity. In shame part of the force energy is dissipated so that there is less action by the drops. Thus shame is relatively less violent in its behavior than anger. Fluid imparts shape semi permanence to liquid. Shame involves some "shaping" which may be chosen or performed according to the particular shame. Shame action results in contortion of the victim. The shame spontaneously disappears after a time. This corresponds to spontaneous restoration of a liquid drop (having some fluid quality) to spherical form. Playing billiards modified by extra work trying to chalk the end of the cue is shame behavior.

Indignation is righteous anger, objection to misrepresentation, standing on fact. In the indignation interaction one person is active and the other is passive. It is a more permanent stable action than simple anger. Indignation exhibits a considerable amount of the stable behavior of elastic. Indignation is a combination of emotion and attitude. Indignant behavior consists of attitude behavior conflicting with emotion behavior. Playing billiards modified by trying to be friendly is indignation behavior.

Envy. Envy is discontent at another's superiority. It is failure to achieve equality. Spite and resentment at seeing the success of another. In the envy interaction one person is active and the other is passive. Envy relates to a combination of liquid and ballistic matter. Mass adds collisional behavior to the drops. Any action that is started tends to persist because of the presence of momentum and thus is collisional. Envy has an extremely short interaction time. The drops tend to bounce apart. The interaction is a collision without the ability to fend it off. Quick avoidance of playing billiards is envy behavior.

Pity Pity is sympathetic sorrow. It is failure to achieve cooperation. There is the implication of previously existing ongoing competition. Being pitied is a way for a person to lose. In the pity relation one person is active and the other is passive. This emotion corresponds to a modification of liquid matter by friction. Friction tends to prolong the interaction since the mechanical bodies cannot slide apart, and power transfer is likely to take place. Pity enables control of the other individual and influence and direction of his life by inputting power to him. Pity is a quick action. Pity is basically skill modified by personality. Playing billiards modified by comments about his playing is a pitying behavior.

3. **MOOD.** Instantaneous mood behavior consists of doing

something you enjoy.

Mood is more complex than emotion. The corresponding viscous fluid body offers no opportunity for constant force but is restricted in speed of action by viscosity to low speed. Motion of the hands is typically 2 ft/sec. This is a major limitation in complexity. Area of interaction is limited to small areas. Mood offers some opportunity for force that is of unlimited duration. Emotion can do an unlimited number of actions but mood behavior becomes too complex and unrecoverable of original configuration for meaningful action. Just as a liquid drop under the influence of gravity is not spherical so is the normal bodily configuration of a person under gravity not spherical. Under gravity we must assign a non spherical configuration as the normal configuration.

The moody person's body offers unlimited differences in changes in the configurations of its internal parts. These changes are identified with enjoyment or suffering. Treatment or punishment of a person for internal changes or alterations by a don't-care environment can have serious and possibly damaging effects on him. In the case of mood environmental action on a person results in enjoyment or suffering. Lips straight or downturned indicates suffering mood. Lips upturned is enjoyment mood.

Too much applied force, as a practical matter, will break down mood. Mood tends to be limited as to combat. One does not do combat much with mood. A person in a bad mood is mildly aware that he is combating other persons. He is aware that other persons are irritated with him. He does not engage in tricky maneuvers with other people. He may lash out at them. People may criticize him as being unproductive. Mood is simple in this way. A person in a bad mood may growl, be inattentive, let you

know he is deliberately being uncooperative. That he is combative is obvious at this point. He will be snappish, argue a little. He will be unresponsive to suggestions or may relent a little. Or he may reveal the cause of his bad mood. He may continue in this way for days and be a nuisance to other people. He may get a reputation as being hard to get along with, always being in a bad mood. You may be irritated with people in a good mood. They expect you to not impede them. They tend to bowl you over. They may be urging. They may threaten you if you do not go along with them. This would seem to be a mild threat. They may permanently reject you if you spoil their enjoyment.

The mood type person proceeds from inner feeling, not from observation. The mood [person depends on his inner self to make decisions. Mood contemplates using a basket, emotion impulsively grabs it. Mood is aware of his inner self while using a basket and is aware of any disagreement of use with his inner self. For mood conflict one person may be in a mood to use a basket for groceries, another person in a mood to use it for books.

Mood involves enjoying what your hands are doing. The essential meaning of mood is that of mood as used in grammar. Mood requires standard materials as well as objects, things you can work with beneficially. Mood makes use of standard processes or "mades". Standard materials allow one to make and repair things. They allow a person to be objective about what he has made or done, to use them in cause-effect relationships. The results have permanence and become standards themselves. For example, "playful mood" might mean a person uses the material "standard paper" to make paper airplanes and fly them. To do this a stack of paper must have been used and the planes are likely now in the trash can.

Various moods may be imagined by imagining a general sensation throughout your body with slow variations of various types of sensation in some part of the volume. The sensation variations will be associated with desire, or mood, for action of this part of the volume. Imaginary moods such as gloom or stateliness can be created in this way.

The mood nervous system operates like a viscous fluid. What you see when you look at the stimulation of the muscular system is the action of a viscous fluid. The nervous system drives the muscle system of the jointed limbs and flat bones of facial expression. The limb system acts on the environment in perpendicular and transverse ways.

A mood something you want to do. The mood way of life is to do things you want to do. You feel you want to do something. You are aware of the desire to do it. You have a self awareness in relation to their actions, especially of the nervous system. You are aware that you want to do what you are doing. You enjoy doing what you are doing.

In mood action the motions are not conservative of energy. Perpendicular or transverse action does not result in recovery of the energy upon release. Mood is not whole body motion. Mood behavior consists of many small parts of the body acting against one another so that the motion is energy dissipating. As the emotion environment becomes more complex problems arise which can only be solved by evolving motions of parts of the body, that is, by moods.

Mood action is a combination of emotion and feeling actions. To do a mood action you have to do a skill action but you need a machine to do it with. You acquire the machine by diffusion.

The emotional person does not languish. He maintains a compact body shape. The mood person often maintains a spread out shape for indefinite periods of time. The mood person rests in a spread out position, the emotion person tends to curl up to rest. Very often if you are curled up you are in an emotional state, if spread out you are behaving in a mood. Motions of the mood system are slow and suitable for arranging actions. They differ from those of the emotion system which are often very fast. There are common feeling and emotion activities. Mood activities go through arranging equipment which is typically slow and does not have the problem of an immediate response from a competitor and in fact seeks to evade detection by a competitor. Mood seeks to win by evasion of detection rather than by outspeeding a competitor. Moods are interfering or cooperative actions. Emotion cannot afford to be caught by surprise. Lack of readiness is likely to lose. Emotion cannot rest if a competitor is near because a competitor is always looking to surprise. But mood actions are often carried out in the absence of another person. Mood actions have their own speed, a speed determined by the mood action itself and not by relation to another person.

The main thing mood can do is a great many or infinite number of configurations of body parts and these are easily accessed whereas no other method is available for doing so. This relates to motor nerves in the body. Mood enables all these to be varied independently. While the configurations of the muscular system which can be operated by the emotional system are very limited, the configurations operated by the mood system contain all possible combinations of muscle action and strength of muscle action. The change between any of the few configurations of the emotional system may be very quick, but the change between

considerably different configurations of the mood system, which has very many more different configurations, will be slow. For example while the emotional system may consider only open and closed configurations of the hand the mood system considers all different combinations of individual finger and palm configurations. While routine tasks tend to have few configurations or simple ones, unusual tasks may often require unique configurations, generally with large times between configurations. Repair work may involve mood more likely than emotion. Lost objects may require extreme configurations for exploring and retrieval.

In the mechanical equivalent of mood the environment is imagined to consist entirely of massless incompressible zero surface energy fluid bodies which do not mix. Consider two fluid bodies, active and passive, in contact. A pressure on the active body causes it to change shape and also to press on or drag the passive body and to cause it to change shape. The shape changes of the active body are called mood action and the shape changes of the passive body are the results or inventions or ideas. A shape change is permanent if no further force acts on the body. Shape changes are infinite in variety. A mood action requires mechanical energy and none of this energy is recoverable. It is dissipated as heat within both the active and passive fluid bodies. This energy is called the work to produce the invention (shape change). The entropy change is the energy dissipated divided by the absolute temperature. The mood nervous system structure in a person's body functions like the active fluid body while the environment corresponds to the passive fluid body.

Pastoral is simple serene rural life, especially involving shepherds or herdsmen. A pastoral mood involves an attempt to solve an immediate problem according to the pastoral lifestyle. In the

pastoral interaction one person is active and the other is passive. Residences are not in easy walking distance of one another. They tend to be out of sight of one another. Inadvertent information transfer does not occur. The land may be somewhat fenced. It is not pioneer. Pastoral life is slow and isolated and work is required to survive in the isolated fashion. Work on a property modified by direct sensory monitoring of other properties in connection with force free relational actions is pastoral activity. More general sensory cultural monitoring with corresponding force free relational actions might also be included in pastoral activity. This type of mood behavior corresponds to fluid modified by crystal behavior.

Humorous is evoking laughter. In the humorous interaction one person is active and the other is passive. This type of mood behavior corresponds to a mixture of the behaviors of fluids and liquids, and human behavior and matter behavior are in good agreement. One person humors another means to soothe or content by indulgence. This requires work. The idea of humorous involves a modification of work with another person, whereby skill occurs in the work. One might, for example, be humorous by skillfully distributing seedlings.

Gloom is melancholy apprehension or anticipation. In the gloom interaction one person is active and the other is passive. Gloom is the most perfect work behavior. Great drudgery. Melancholy means sad, pessimistic, expecting failure. Gloom exhibits the most perfect form of fluid action, meaning an extreme ability to cause slow changes in form without force. Gloom is occasioned by menacing positional or circumstance changes in the environment that occur without evident force. Circumstance changes act like a fixed condition on you which functions to produce gloom or pessimism.

Hope is expectation that some desire will be fulfilled. In the hope

interaction one person is active and the other is passive. Hope is work behavior modified by trying behavior. Trying to be friendly while working in a garden with another person is hope behavior. The exploration behavior associated with hope is in agreement with the behavior of a fluid. Force causes flow in fluid, displacement in elastic. Elastic causes a continued flow after power input ceases. That is, the fluid continues on its own to flow. This flow involves energy dissipation supplied by the elastic energy.

Stormy is violent behavior. In the stormy interaction one person is active and the other is passive. This type of mood behavior is work behavior modified by sudden isolated two person interaction, such as trading or bartering behavior. This corresponds mechanically to some amount of ballistic action added to the massless fluid action. Mass enables fluid to be thrown about. If the fluid were massless it could not be thrown with respect to itself. Working from opposite ends of a row in a garden with another person results in stormy behavior.

Stately is dignity that is imposing. In the stately interaction one person is active and the other is passive. Mechanically fluids drag each other. But a friction surface cannot be torn apart. The entire surface tends to be dragged as a whole by force on any part of it. Hence a localized force has ability to drag the fluid as a whole. This typifies the large body action of the stately event. Stately is a slow action because fast fluid action requires large force. This type of mood behavior may also be defined as work behavior modified by content modification and transfer behavior. Working with another person in a garden in adjacent rows results in stately behavior.

4. **ATTITUDE**. Instantaneous attitude behavior consists of constant force exerted by the hands without moving, with a corresponding maintenance of threat or coercion.

Attitude is a more complex behavior than mood. Attitude is analogous to pulling on an object. The long duration force and action of attitude is more complex than the short duration force and action of mood. You have more environmental circumstance to worry about. You can vary the amount of force in attitude over an indefinitely long period of time. This is more complex than the limited duration and number of force opportunities of mood. Attitude as a larger motion requires walking whereas emotion does not. Attitude offers more opportunity for meaningful action than mood because attitude does not pose the problem of mood of overly difficult complexity and the unavoidable confusion of loss of original configuration, and therefore action can be undertaken indefinitely.

For attitude a difference in opinion is treated by a tug of war. Attitude proceeds from observation, not from inner feeling as for mood or from unyielding collision as for character.

Hands have a behavior that follows rules. Hands exert constant force without moving. An attitude is an assertion of a way. This requires that everyone in society be supplied with items which must be used in the same way. Manufactured or mass produced materials are required. The attitude part of the nervous system has evolved in connection with these.

Various attitudes may be imagined by imagining a general sensation throughout your body with slow variations of various types of sensation with position in the volume. The sensation variations will be associated with attitude. Imaginary attitudes such as humble or objective can be created in this way.

Attitude is behavior to be taken over a long period of time such as years or decades. In order to limit energy expenditure the action

must consist mainly of tension. Tension (ideally) requires no energy but allows for temporary energy expenditure if an unexpected need occurs. Mood is purely personal action, attitude enforces other persons as well as yourself. It is essentially impossible to predict what you will do in support of attitude. It depends on your conditioning, instinct, knowledge. Attitude is a matter of personal strength, inner drives. Attitude is generated from previous mental experience rather than physical experience.

Exerting fixed force is the ability of attitude. It is a concept comparable to the ability of stability of action occurring in character. Stability of force requires good nutrition. Attitude requires that fixed force be identifiable for all circumstances that arise. Attitude requires achievement and achievement requires care and care requires good fixed force ability. An environment supporting fixed force is the elastic environment. You cannot have attitude except in an elastic environment. As the mood environment becomes more complex problems arise which can only be solved by evolving or developing the ability to exert fixed force, that is, by attitudes.

A list of activities can be converted into a list of attitudes. That is, starting with any particular activity you can derive a corresponding attitude. A person can state a reason for having his attitude. Every attitude produces an effect on the environment. Two different attitudes of two persons produce different effects on the environment. If there is environment in common to the effects then this may be the basis of conflict of attitudes, the origin of stated reasons. If one attitude prevails then both persons are stressed.

For attitude you can calculate the amount that an actual instance of that activity has of that attitude. This is done by taking the ratio of effort you make to get the activity done your way to what your

reason for your attitude demands that you do.

People are less bound to one another by attitude than for character. Attitude allows more freedom for change than character allows.

Synonyms for attitude are position, orientation, posture, pose, inclination. Attitude action occurs, then reward at some point of tension, then relaxation and recovery of energy. With attitude, starting action can be at any level of compression of the antagonists. For attitude you have to watch the sequence of events and be ready to act. You cannot do it unless your eyes are open. You can watch in some direction. You may have to try to decide where to watch. This is orientation. In general the possible attitudes for a problem might be represented on a coordinate system.

To identify your attitudes first identify the long standing problems that you have. Whatever you have done about a problem identifies your attitude toward the problem. Look at all aspects of your life -- health, occupation, nutrition, entertainment, social, shopping, repair service, family, financial. You will usually find 6 to 8 long standing problems. What kind of tension do you have for each? Each kind of problem has its own way of forcing you and characteristic threat and immediacy. While you may feel a real obvious tension with one you may not with another.

An attitude action or tension requires energy to start and all of this energy is recovered when decompression occurs. Specialized elastic materials exhibit torsion, compressibility, flexibility, stretch. These specialized types of elastic are made by combining with a little of other types of materials. For example, stretch combines a little friction to provide a grip that enables the stretch.

What is of value for the long term is an important problem. You cannot see the details of the distant future. How can you get to it? Groups are one way. Groups are characteristically long term compared with the individual. Thus one approach to formulating attitude is to look at the results of a group of persons. Such groups include clubs, professions.

Calm means without motion. In the calm interaction one person is active and the other is passive. A calm attitude is a way of dealing with a long continuing problem. Calm attitude corresponds to a modification of elastic matter by crystallinity. For example, a modification might consist of a starting point hardness or crust on the elastic. You might have the attitude that you should be friendly. This requires trying. The effort is modified by an initial uncertainty about the relationship. Initial meetings result in minor relationship because of the crust. This might be described as calm or low energy behavior.

Hospitable means to treat guests cordially and generously. In the hospitable interaction one person is active and the other is passive. Hospitable relates to liquid modification of elastic matter, or trying modified by skill. You may force a drink on a person, pouring the drink with skill. The result is hospitable behavior.

Humble. Humble means low in station, grade, importance, to appear unpretentious. In the humble interaction one person is active and the other is passive. Mechanically, humble attitude is well represented by an elastic body that has some fluid aspects. Such elastic will resist sudden forces which act to change its shape (corresponding to catching you off guard). As you force your way in the door you scrape your shoes off on the doormat. The result

is humble behavior.

Solemn The dedication of a new asset may be a solemn occasion. In the solemn interaction one person is active and the other is passive. This behavior corresponds to elastic-elastic behavior, that is, perfect elastic. Solemnity is the most perfect trying behavior. As you force your way in the door you make sure your shoes and hands are securely placed, so as to not slide or slip.

Pride is high or inordinate opinion of one's own dignity, importance, merit, superiority. In the pride interaction one person is active and the other is passive. Pride is represented by elastic matter having some mass. Because of the mass any motion in the elastic tends to persist. You barge into the house using initial velocity to help carry you through objection. Contact force of shoes with floor is reduced. The result is pride behavior.

Objective -- dealing with things external to the mind. In the objective interaction one person is active and the other is passive. Concerns an attitude of objectivity as the basis of decision making. Objectivity may be represented by an elastic slab having surface friction. The area of the slab per unit volume of elastic is a measure of objectivity, the greater the area the greater the objectivity. The relative displacement of the two faces (stretch of the elastic) of the slab measures objectivity. You force the person back and to one side as you enter the house. This is objective behavior.

5. **CHARACTER.** Instantaneous character behavior occurs as you perform rule behavior. This will be free of interaction with other persons.

Character is more complex than attitude. In attitude interaction there is a force variation as the persons interact and a condition of equality and opposition of forces at all times. In character

interaction there are conditions of conservation of energy and momentum for the interaction. This is a more complex condition. Attitude is essentially a one dimensional action, whereas character may be three dimensional. For character the operator can inject any force against the body but does not do anything after he lets go of the body. Thus this is a limitation of complexity since in practice he has limited duration in which to act because he cannot travel far. However, we usually consider the ball is of zero radius and thus has no significant angular momentum. He can change direction in this case. Zero radius offers linear motion in any direction. Circular motion offers unlimited duration. Enjoyment of mood is related to different motions of parts of the body itself. Character must all have the same velocity if the body is of zero radius. Environmental operation is of the nature of treatment or preparation for interaction and retrieval after interaction. Character is involved when the person is not paying attention to other persons. He may do various things but does not pay attention to others while doing them.

You can associate with another person at the same place and time if you are the same character but not if you are contrary characters. The same character means you are following the same rules and these provide for being able to be at the same place and time but engaged in some behaviors that while compatible are different. The difference between attitude and character is how you treat a difference of opinion. For attitude you engage in a tug of war, for character each tries to go his own way and bungs the other person, such as by application of law. The latter is definitely not a tug of war.

Hands do a type of work. The cultural equipment or machinery resulting in the evolution of the character part of the nervous

system must be such that you can cooperate with other persons in a maximally cooperative way. Such behavior consists of obeying rules. A rule is an action or motion combined with a criterion or attitude, such as "you should not go over the middle line". The motion is not emotion which involves a tensing of entire body primarily but a mood action.

Various characters may be imagined by imagining a general sensation in a round volume of the trunk of your body with sudden highly intense sensation along a short portion of the perimeter of the volume lasting a second or so. Character experiences such as kind, honest, loyal can be created in your imagination in this way.

Character arises for the purpose of living in a more complex environment. The more complex environment requires rules whereas they would not be required in a simpler environment. When a person is attacked the first thing he does might be to look to see what the attacker is doing or what he is. The character person does not do this, but looks to see what behavior correction he needs to do in order to continue to follow the rule. The character person must be very strong and tough to survive the initial unimpeded attack. The attacker tries to aggress and fails and therefore abandons the attack, and retreats. The attacker bounces off, and the interaction is of a ballistic nature.

As the environment evolves it transforms from an attitude environment into a character environment in which more complex problems arise which can only be solved by evolving rules of behavior, that is, by character. For interaction for character there is a minimum of damage to persons or things. Procedures are followed to minimize this.

The best way to get along is to do what everyone else does. It is unlikely you could follow rules without receiving benefit, assuming everyone else is receiving benefit. Following rules automatically gives you benefit. It is the character way of surviving.

The details of interaction are shown for attitude but may not be shown for collision. For collision the system may be shown as different before and after a collision. You can show the interaction details for character but this is usually not done because it is too complex and short in duration. Character persons have variables before and after collision whereas these are not of interest for attitude. The variables of character predict interaction. We do not predict interaction for attitude. Variables for character tell us the time and place of interaction. Time and place are usually not given for attitude and personality. Attitude is primarily interested in things whereas character is primarily interested in the person. For this reason for character you are interested in where the person is, rather than in the thing. The character person is interested in whether you are using the basket even if he is not present, whereas the attitude person is not. If it is bad character to use a basket for groceries then that is the rule he follows and he will collide with you if he is there. But the character person will not affect you if he is not at your location.

The honest person does not like to associate with the dishonest person because they are following a different set of rules. If they are at different locations they do not care whether they are different in character. In general two contrary characters in the same location will collide, just how they will collide depends on their velocities. If they are the same character they can be at the same location without colliding. Persons of the same character never collide. This is the purpose of same character, that it

guarantees freedom from collision. The doing of something may be described by a velocity. Contrary doing implies a contrary velocity. For each situation there is an appropriate character and an opposite conflicting character. When a person is engaged in character behavior you can note his situation and thus know his character. You know you are interacting with another person or know that you are not. In a collision both persons are doing something they normally do in the absence of anyone. Thus neither is doing something that is an interaction behavior of one of the other levels.

Because character is instantaneous you can apply it to group behavior. Character occurs in group behavior. There is no provision for emotion or mood or attitude for group behavior.

The mechanical equivalent of character is the ballistic body. In this case the environment or social group is imagined to consist entirely of ballistic bodies. For a pair of ideal ballistic bodies collision occurs instantaneously and without loss of total momentum and kinetic energy. The environment contributes the velocities and times and locations of the bodies that determine when, where, and how they interact. The center of mass of each body moves at constant velocity except at collision. Collision causes these bodies to change their direction and speed of motion. For a pair of ballistic bodies having zero total momentum the bodies exchange their momenta.

Considerate act. Showing concern for the rights of others. Respecting the needs of others. A considerate act is a type of historical fact. In the considerate interaction one person is active and the other is passive. A somewhat crystalline ballistic object may have somewhat flat faces and also corners and not be spherical so it is easy to calculate the turning force on it. One

person bumps another person on the shoulder to turn him in the direction of an important person who has entered the room.

Fair. Free from lawlessness. A fair character is a type of historical fact. Fair implies a society depending on rules such as used for contests, games. Fair means with no bias. In the fair interaction one person is active and the other is passive. The ballistic body tends to have liquid properties. The collision tends to be unpredictable and distorting because of the instability of the liquid drop. One person bumps an over dressed person on the shoulder leaving his clothing in disarray. The person easily straightens his clothing. This could be called a "fair" bump.

Discreet. Heedful of consequences, careful of appearances. In the discreet interaction one person is active and the other is passive. For discreet there is a fluid aspect to mass. The opposing force is proportional to the relative speed of collision. The collision absorbs energy and the masses tend to stick together. A confusion of the mass with the environment tends to occur and there may be identity confusion or mistake. Identity loss or mistake is the major problem. Two persons dressed in winter clothing bump together for a secret conference.

Kind. Tolerant and forgiving under continual annoyance. In the kind interaction one person is active and the other is passive. This is represented by elastic modification of mass. Elastic will absorb energy and reduce breakage of collision. This is a kind gentle type collision. Players wear football uniforms to make collisions gentler.

Honest. Not deceptive or fraudulent. Your actions can be taken as you see them. No hidden structure. In the honest interaction one person is active and the other is passive. The honest collision is the most perfect collision. The knuckles of two hands collide knocking one hand away.

Loyal. Unwavering in devotion. In the loyal interaction one person is active and the other is passive. For ballistic collisions spin is imparted to the masses due to the presence of surface friction. The rate of spin depends on the radial distribution of mass. Spin prevents close association with other masses for a time after the collision. A person bumps the shoulder of another person causing him to spin about like a gear. This is a loyalty inducing collision.

6. PERSONALITY. Personality action means to do something to a person. Applying power to a person means doing something to that person. Applying power to a person is personality action. The power can be any of various sorts including simple mechanical power or communicative power. Instantaneous personality behavior is forceful hand motion at constant speed. It is action with the hands for the purpose of maximum benefit.

Personality is the most complex of the six behaviors. We define a personality interaction as the input of power by the environment for a while to the personality persons and then input ceases. Power defined as force times velocity is a complex concept. Thus personality is the most complex of the behaviors.

Communication or power transfer needs to be directed if it is to be efficient. Talking to a single person is very inefficient power transfer and the only way to be efficient is to direct the power so that it goes nowhere than to the ears of the listener. A pulley achieves efficiency by directing the power. For attitude, on one side the environment exerts positive force and on the other side negative force. Similarly for personality on one side the environment inputs positive power and on the other side outputs negative power. We must consider that the environment has different velocities at different points of itself and is not behaving as a rigid body throughout. If we are looking at a photograph it

will be evident whether it is a power balance (personality) or force balance (attitude). If there is a power balance you might see a blur in a photo or a motion in a video. For force balance there is no blur.

Memory is not a part of the personality mechanism, but rather of the attitude mechanism. The analogy is a mechanical spring and pulley. The spring can only store a limited amount of the energy for transfer by the pulley. Conversely, a compressed spring stores limited energy and can supply energy to a pulley for only a limited time. A person also has a limited amount of stored energy which can be outputted via personality action. The stored energy can supply simple power for a limited time. Also energy stored in memory can supply communication power for only a limited time. Conversely, for a limited time communication power can be stored in the memory of a listener.

The following is an example of a personality conflict between two individuals, each individual consisting of a hand held rigidly. For each hand the environment is the wrist. Breakdown in a hand results in free acceleration of a part of the mass of that hand and consists of a sprain. The breakdown is considered to occur in the hand itself and not in the environment (wrist). The wrists act so as to always maintain the hands in contact. The environment is controlling the action and, since it is intending to do personality, does not let go of a hand. If it did then inertia would control the situation and this would be character action produced by the environment. The environment itself is assumed not to break down. For personality conflict there is a breakdown in structure in the losing individual. The personality system is a power transfer system and several types of breakdown may occur depending on the form of power transfer. Power transfer can occur with

increasing force and limited speed and rates of change. In a photo this can be seen in the bracing of individuals in preparation for the exertion of strong force. Breakdown can occur because of high stress. Power transfer can occur with increasing speed and limited force and rates of change. In a photo this can be seen in blurring due to high speed of hands or other parts. Breakdown can occur because of high centrifugal force. Power transfer can occur with limited speed and force but high rates of change of speed and force. This is the case of information transmission consisting of a sequence of pulses. The shorter the pulses and the higher the rate of information transmission per second. Breakdown in a hand is limited by the lowest internal resonance frequency of the hand. Breakdown occurs when the pulse rate equals the resonance frequency. The hand with the lowest resonance frequency loses the personality conflict. This conflict can be seen in a video as a shaking or trembling of the hand.

The cultural equipment or machinery resulting in the evolution of the personality part of the nervous system makes use of the friction quality of matter. Friction enables structuring of parts. The building up of mechanical structures is not possible for psychological factors 1 to 5. Friction holds parts together by means of random applied forces. Structure is enabled by a combination of rigidity and friction. Materials such as fluids, elastics, ballistics may serve as structural materials to a limited extent but basically structural materials are a type of material in themselves. Rules for laws are not rules chosen on the basis of popularity as is done for character, but rules based on reason, that is, chosen on the basis of finer structure. For example, rules for tree trimming are not chosen on the basis of how many persons uses the rule. A law is a selection of rules. There are various ways of deriving a selection of rules. What is built into people is ways of selecting rules, that is personality, just as character is built into

people for ways of creating rules.

Various personalities may be imagined by imagining a general sensation in the volume of your body with articulating sensations having motions with respect to one another. Personality experiences such as adventurous or intellectual can be created in your imagination in this way.

Personality is largely content translation behavior. The most common personality action involves efficient transfer of high frequency input power to output power in the higher nervous system. Frequency of power generally means rate of content. This is true for the computer where bytes/sec transferred is power. The amount of content received must be transmitted. Content may include music or literary content such as performed by a musician or reporter. For example, if someone speaks, a reporter includes the speech in his newspaper. He has a reporter personality. Personality is such behavior as "they said in effect that". Personality is transfer of translated content. Input content plus payment rate is equal to output content power.

Rotational power can be changed in direction of rotation and location of center of rotation and torque and in magnitude. In efficient power transfer by a device, output power magnitude equals input power magnitude. The mechanical equivalent of personality consists entirely of mechanical power handling devices such as gears, belts, chains, sprockets which can maintain the same magnitude of power. Communication is specialized power transfer that is enabled by adding special ingredients to the power mechanisms.

Consider two pulleys of perhaps different diameters on a common shaft. Power magnitude is the magnitude of the product of belt force and belt velocity and may vary arbitrarily from one instant to another. For 100% efficiency this is the same for the input and

output belts. The entirety including attached wound belts may constitute one intact body. Both belts are under tension. Input power is the product of belt tension and speed of belt outward. Output power is the product of belt tension and speed of belt inward. Power is accepted from a person on the input side and given to a person on the output side. The pulley pair corresponds to the personality structure of the person's nervous system, which transfers content.

Personality bodies are ideally massless. Masslessness can be achieved only by the use of hollow (two dimensional) bodies. Thus two gears handling power are assumed to be hollow. Other bodies may be rigid smooth sheets or flexible friction sheets (such as friction belts). The massless quality originates from the fact that transmission of power occurs from a collision process within the material of the power transmitting body. Such collision process can be one or two dimensional. This allows power transmission by bodies which cannot sustain static tension. The essentially massless quality enables extreme variations in behavior such as high frequency variations in power, instantaneous pulses that transfer non zero energy in zero time. Such power variations can be interpreted as communication. The massless quality therefore enables efficient communication.

Friction enables structuring of parts. The building up of mechanical structures is not possible for factors 1 to 5. Friction holds parts together by means of random applied forces. Structure is enabled by a combination of rigidity and friction. For example, a table or chair can be assembled from rigid parts by bolting or screwing them together. Bolts and screws function by the action of friction. Materials such as fluids, elastics, ballistics may serve as structural materials to a limited extent but basically structural materials are a type of material in themselves, that is, rigid materials of factor 6. Devices for transferring power, such as pulleys, must be constructed of rigid parts held together by friction.

Personality transfer of power between persons must be done by some type of device which has analogy to a pulley. Such a device often consists of a binding circumstance such as a social event such as awarding of a prize, which binds the persons present together so that they cannot escape one another's power actions during the event.

Assume that attitude and personality persons are interactive in attitude territory. Because the interaction is in attitude territory, the attitude individual can control the interaction if he is sufficiently careful. He can extract the power of the personality individual to his own advantage. If he is not sufficiently careful or is in personality territory he will be injured by the interaction. If the interaction is verbal the speaker (personality person) can overload the memory of the listener (attitude person). A listener must be sufficiently careful to "turn off" the speaker if he is to avoid injury to his memory. Incessant talk can destroy the listener's memory.

Rules for laws are not rules chosen on the basis of popularity as is done for character, but rules based on reason, that is, chosen on the basis of finer structure. For example, rules for tree trimming are not chosen on the basis of how many persons use the rule. A law is a selection of rules. There are various ways of deriving a selection of rules. What is built into people is ways of selecting rules, that is personality, just as character is built into people for ways of creating rules.

Conserving. Keeping constant from waste. In the conserving interaction one person is active and the other is passive. This is represented mechanically by the crystal modification of frictional equipment. A segmented belt will produce alternating strong and weak power output. A conserving personality is a continuous

power transfer that conserves power. An orchestra has its concerts in a hall having acoustics to obtain uniform audience exposure. The program consists of segments for the near and far audience, who alternate periods of listening and recess. The result is an orchestra exhibiting conserving activity.

Capable. A capable personality can perform a task well. In the capable interaction one person is active and the other is passive. This is represented mechanically by the liquid modification of frictional equipment. This results in braked power slippages.

Adventurous. The adventurous personality is willing to undertake or seek out novel enterprises. In the adventurous interaction one person is active and the other is passive. This is represented mechanically by the fluid modification of frictional equipment. Frictional equipment offers time variation of power flow. The fluid results in unbraked power slippages.

Worry. To be concerned with. In the worry interaction one person is active and the other is passive. This is represented mechanically by the elastic modification of frictional equipment. Low frequency power variations represent worry behavior.

Social. Living together. In the social interaction one person is active and the other is passive. The social personality is represented mechanically by the mass collision modification of frictional equipment, such as loose gears. Social interaction is represented by power pulses.

Intellectual. Creative use of the mind, rationality. In the intellectual interaction one person is active and the other is passive. This is represented mechanically by more perfect power transfer equipment. Intellectuality is the most perfect content translation behavior. Perfect power equipment corresponds to abstruse wordage.

