

## THE RUTHLESS SELF ORIENTATION OF INTELLIGENT PROGRAMS

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1. An intelligent program is a UNITY. Whether we see it as an Object or a Process is OUR choice, and is in no way associated with the structure of the entity.
2. The properties of a Unity:
  - a. Maintains its own boundary.
  - b. Produces its own components.
3. Being a Unity, an intelligent program is living. This, for some, may require a slight extension of the concept of living, but if a thing can produce itself and its own boundary, who's to say its not worthy.
4. Being self-sufficient, intelligent programs have NO concept of input or output. These external concepts are useful descriptively to US, but are in no way associated with the structure of an entity. Since an entity exists within an environment, it can be perturbed.
5. Being autonomous (self-law), intelligent programs rely on recursive self-reference as their only process.
6. Control theory is I/O tyranny that evolved from S/R blindness. The purpose of the TOP-LEVEL is to permit an entity the maximum \*freedom\* to express itself. (This is the American way.)
7. Memory requires no storage within an entity, it is merely a convenient descriptive device of interest to US on the outside. Learning requires no representation, it is always a change in self.

REFERENCE: F. Varela, Principles of Biological Autonomy, Elsevier, 1979.