

Index

- ADABTS 90
- ADHD 83
- aeais 113
- affect 69
- affective robotics 97
- alternative set theory 215
- amorphous computing systems 195
- analogy 196
- android 55
- arithmetical hierarchy 191
- artificial 211
- artificial general intelligence 12, 32–34, 189, 213
- artificial relational intelligence 75
- Ashby, William Ross 38
- asymmetrical relation 208
- attribution fallacy 64
- autonomous agent 64
- autonomy 64

- Battlestar Galactica 126
- behavior modeling 159
- bias 12
- bio-tech hybrid 1
- bioart 59
- biopunk 111
- body without organs 51
- body-less intelligence 194
- brain in the vat 195
- Butler, Samuel 34

- carnal art 59
- chess 179
- Chinese Room argument 15
- circular emotion space 161
- Clark, Andy 39
- Clynes, Manfred 39
- cognitive augmentation 52

- computation 189
- computational behavior model 160
- conceptualisation 215
- Condorcet, Nicolas de 38
- container 123
- converging technologies 41
- counterfactual resiliency 18
- creativity 196
- cybernetics 38, 40, 46, 213
- cyberpunk 45, 47, 48, 111
- cyberspace 47
- cyborg 9, 39, 45, 46, 121, 135, 137
 - history 40
 - technologies 41

- decision making 159
 - strategy 166
- deconstruction 211
- Deep Blue 70, 178
- deixis 213
- depersonalisation 126
- Derrida, Jacque 65
- desire 143
 - base 148
 - engine 148
 - statements 154
- Dick, K. Philip 48
- dominant desire 156
- dummy-desire 147
 - statement 155

- Eliza effect 64
- emergence 116, 215
- emotion 69, 97, 98, 135
 - modeling 161
 - representation 137
 - vector 164
- empathy 100, 103, 123

- enemy prevention factor 166
- energetic agent 169
- energy saving importance factor 166
- energy saving importance threshold 169
- episteme 112
- epoché 113
- Epstein, Mikhail 41
- ethics of authenticity 118
- event evaluation fuzzy system 161
- evolution 190
- extended mind 39

- finite-state transducer 190
- Freud, Sigmund 71, 123, 127
- future development 11
- future shock 37

- Gödel, Kurt 16
- generalized Eliza effect 64
- gestural interfaces 49
- Gibson, William 47, 48, 50, 55
- Go 179
 - rules 179
- goal importance factor 166
- Goertzel, Ben 33
- GOFAI 216
- Good, John 33

- Halacy, Daniel 40
- Hermes 212
- holographic projections 49
- homeostasis 40
- HUGO 193
- human enhancement 9, 32, 38, 80
- human intelligence 191
- human-level artificial intelligence 33, 34
- humanoid cognitive agent 193
- humean machine 148, 156

- implant 5, 9
- induction process 196
- infinity 215
- intelligence 168
 - amplification 31
 - explosion 32, 33
 - high 168
 - moderate 168
- intelligent agents 159
- interactivity 190

- Kabbalah 216
- Kasparov, Garry 70
- Kismet 71
- Kline, Nathan 39
- knowledge 189
 - acquisition process 189
- Krishna Cops 114
- Kurzweil, Ray 14, 33, 36

- language 213
- lazy agent 169
- levels of intelligence 191
- Licklider, Joseph 39
- life-like intelligent agents 159
- logos 212

- Maes-Garreau law 25
- man-computer symbiosis 39
- McCarthy, John 32
- Mechanical Turk 177
- memory enhancement 52
- metaphor 64, 212, 216
- military 98
- Monte Carlo algorithm 182
- Moore's law 14
- moral
 - advisor 88
 - AI 80, 84
 - autonomy 91
 - enhancement 82
 - environment monitor 85
 - limitation 81
 - machines 97
 - organiser 86
 - prompter 87
 - psychology 80
- morality 79
- Mori, Masahiro 133
- multi electrode array 2

- natural 211
 - behavior 167
- nervous 168
- neurotransmitter 82
- non-uniform evolving automaton 190

- OCC emotion model 161
- Omega point 15
- openness 118
- oxytocin 82

- personality 169

- pervasive computing 80, 84
- philosophy of mind 33
- physical situation 169
- physis 212
- posthuman age 37
- postmedia art 60
- prediction 11
- projection 122, 123
- psychoanalysis 69
- psychology 69, 79

- quasi-Boltzmann probability equation 168

- rational desire 145
- rationality 122, 128
- reasoning engine 148
- red-green Turing machines 192
- replicant 54
- Riemann hypothesis 22
- ritalin 83
- River of Gods 111
- robot 2, 46, 54, 65, 71, 97, 98, 101, 105, 116, 121, 125, 129, 133, 137, 141
- robotic guilt 100

- scale structuring 206
- scaling linkage 206
- science fiction 46, 48, 49
- sentient cloud 195
- sexuality 71
- Simon, Herbert 69
- singularitarianism 33
- singularity, 14, 32, 36, 191

- social contract 68
- space race 40
- SSRI 83
- stress 168
- strong artificial intelligence 33
- super-Turing computing power 191
- superhumanity 37
- systemic whole 39

- technogenetic spiral 31, 36
- Terminator 126
- theory of evolution 35, 38
- thesis 189, 192
- third wave 37
- Tichý, Pavel 148
- time-unboundedness 190
- timeline prediction 22
- tiredness threshold 169
- Toffler, Alvin 37
- transhumanism 38, 41
- transparent intensional logic 143
- Turing machine 190, 210
- Turing test 1, 6, 15, 66

- uncanny valley 122, 127, 133

- value system 208
- values 118
- Vinge, Vernon 36
- Vopěnka, Petr 215

- wave theory 37
- weak artificial intelligence 33
- West 117