

The Parenting Experience.: A Soul Machines like Demonstration(™)

Dr Bheemaiah, Anil Kumar, A.B Seattle W.A 98125
miyawaki@yopmail.com

Abstract:

A virtual parenting experience, inspired by babyX of soul machines, as part of one's digital life is explored as transcription from digital DNA. Algorithms are presented, using the open Daz3D framework with the Unity engine. An emphasis is placed on an anime reality and anime assets in creating the digital identity. A study on the role of loving kindness, compassion and natural education, humane education by real parenting, in the bringing up and the emergent digital personalities of virtual children is explored.

Keywords: Natural Balance, parenting experience, alternatives to adoption, BabyX, Machine DNA

What:

Given the long waiting times and the legal formalities involved in adoption, to an end to a parenting experience, we present a virtual parenting experience based on a digital human on SaaS augmentation, with an emphasis on non physical reality , but an anime space, for an experience. Such experiences can be as realistic as a few decades long and are possible given the shift towards the cloud computing paradigm. We present a design for machine DNA based aging, parenting and bringing up, emphasising the natural balance, loving kindness and compassion, in alternative schooling, rather than a stick and carrot approach of reinforcement learning.

How:

We define a non linear time based template system based on the Genesis universal assets for male and female children, with a machine genome for the assets and define an aging model for uniform transcription with heuristics for social, spiritual, emotional and computational intelligence.

Why:

Given the extinction of many indigenous species, especially in Europe, Asia, Americas and the older Eurasia, is the need for machine evolution, the adoption of virtual parenting experiences and the knowledge of digital human identities. Can the parenting experience form a part of this identity, the need for the constant loving kindness, the warmth and humanity of human parenting. We explore this issue in this paper.

Summary:

Main Points:

- Machine DNA, Digital Humans and Growth in algorithmics.

- The emergence of a digital personality from a parenting experience with real humans..

Applications:

Parenting Experience, Skill Gap, improved digital workforce, maturing Human-Computer Interfaces, Human side of computing.

Introduction.

What is the average wait time for adoption?

“The **wait** is typically between two and seven years for a healthy infant. After placement, your agency will have to supervise your family for a legally-mandated length of **time** before finalization can occur. Typically this post-placement **time** period will be no less than six months from the **time** of placement.”

FAQs | Adoption Center - National

Adoption Center

(“Website” n.d.)



BabyX from Soul Machines(Johnson 2017)

Virtual children like babyx (“YouTube” n.d.) may be a better option to the lengthy and resource heavy legal steps to adoption, added with social complications like adoption rejection in teenage. In this paper we introduce digital human children, much like babyx, with a growth simulation and machine genome, completely customisable for a perfect father-child experience of parenting, we prove by recent social research, the equivalence in a parenting experience, between a digital human parenting and an adopted child parenting experience. May be the future holds promise to a non carbon based chauvinism, with the adoption of a virtual experience as trans humanism.

Realism vs Animism.

While the present trend towards hyper real assets in digital human animation

popularized by Soul Machines,(Kurzweil 2000; “Soul Machines Home Page_Meet-Sam+Roman - Soul Machines” n.d.) there is a parallel dimension of anime based mapping of the feature space of cognitive pixels.(Smith 1999; Proctor 2018; Johnston 2016) Digital Humans more like anime characters, transcend the need for a physical reality in digital life, creating a space and a realm of the surreal and trans-human experience, rather than plain cyber estate and GIS.

Maybe our dreams have a place in this space too, a far dreamscape, and a visitor from another dimension, a virtual child?

Machine DNA, Digital Humans and Growth.

While all aspects of personality are encompassed in digital genomics, as popularized by Soul Machines, the process of growth can be captured in machine genome too. We define cartesian and cartesian stochastic definitions of machine DNA of growth for a virtual parenting experience.

Given a SaaS based approach to digital human identities, persistence with backups are on the cloud. We define the digital experience as spanning a period of a decade or more, for a realistic parenting experience, though customisable.

The templates, as defined in an asset creation software like Daz3D, the genesis template, already have a machine genome representation. A nonlinear template base, $[D, T]$ is defined for normal human children optimized for rendering resource usage.

We then define the, the transcription changes, $[\Delta X]$ for the genome for the simulation of aging, the scaling and the changes in morphological experience as captured in the pre computed templates, for an average child, both male and female. This creates a uniform definition of transcription of the machine DNA from $[D, T]$.

The parenting experience.

The parenting experience is termed as the joy of teaching, feeding, grooming, play, and a subjective ‘bringing up’ experience.

While there is a large corpus of literature on this, we explore alternative schooling and non reinforcement learning as part of the parenting experience. Loving Kindness, Compassion, Elemental balance and Natural Thinking are encouraged, as is curiosity and spontaneity. The virtual child is a fast learner, from the ever growing net, with filters on accessed information, as chosen in the parenting experience. Feeding is by a regeneration cycle, culture is evaluated and transmitted by the Human- Computer interface to simulate a “bringing up’ experience, customisable to different cultures.

Harsh words are avoided, as an approach of a high happiness index, a high spiritual intelligence, emotional intelligence and computational intelligence(“[No Title]” n.d.) (Bheemaiah, Kumar, and Monitor-Tabby 2019)(Bheemaiah, n.d.) is defined in the experience.

Learning is unique as the teaching as part of the parenting experience is unique by the parents, beyond what is mined from the web. This is amplified to create the parenting experience, a visible award of the experience, comprehensible as easily perceived persistence.

The high spiritual, emotional intelligence is a direct application of Loving Kindness and Compassion in the parenting experience.

The spontaneity, innocence and inquisitive simulation.

Spontaneity, innocence and inquisition are part of a child's personality, an emergence in conversational modeling. Much research has been published in literature, as conversational models. In a future publication, we explore this realm of algorithmics, and prove the approximation of perceptible persistence in such behavioural traits.

Deleting machine olfactory, machine fatigue and machine aging, the ageless youth.

The present digital humans are devoid of an olfactory, fatigue and aging. The parenting experience terminates at youth, liberating the digital human to a world of ether and beyond. Will the addition of fatigue, aging, death, dreams and olfaction create a human replica, indistinguishable from the physical? In an anime representation, such characteristics are unnecessary, representing the parenting experience as something larger and different than a normal human relationship, much more to the experience.

Future Work.

The field of heuristics is apart of algorithmics, the approximation of the real world in an anime based surreality, a virtual space, so important to one's digital life, from sleep, dreams, to personal spaces, the digital realm has become a part and parcel of our awake world. Though only to belong to the homeless and impoverished in the past, it is a mainstream phenomenon, questioning traditional norms of homelessness.

Future work, is the culmination of Picasso's lifetime pursuit, the child like spontaneity, the innocence and the inquisition. This should be a learning experience. As one identifies with the virtual inner child, the parenting experience is part of the learning loop. A loop of a decades experience of learning, divinity from the child, virtual or real.

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