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THOUGHT

From Mantropedia

Nature of thought Thought (or thinking) can be described as all of the following:

- An activity taking place in a:
 - **brain** – organ that serves as the center of the nervous system in all vertebrate and most invertebrate animals (only a few invertebrates such as sponges, jellyfish, adult sea squirts and starfish do not have a brain). It is the physical structure associated with the mind.
 - **mind** – abstract entity with the cognitive faculties of consciousness, perception, thinking, judgement, and memory. Having a mind is a characteristic of living creatures. Activities taking place in a mind are called mental processes or cognitive functions.
 - computer (see § Machine thought below) – general purpose device that can be programmed to carry out a set of arithmetic or logical operations automatically. Since a sequence of operations (an algorithm) can be readily changed, the computer can solve more than one kind of problem.
 - An activity of intelligence – intelligence is the intellectual process of which is marked by cognition, motivation, and self-awareness.[3] Through intelligence, living creatures possess the cognitive abilities to learn, form concepts, understand, apply logic, and reason, including the capacities to recognize patterns, comprehend ideas, plan, problem solve, make decisions, retaining, and use language to communicate. Intelligence enables living creatures to experience and think.
 - A type of mental process – something that individuals can do with their minds. Mental processes include perception, memory, thinking, volition, and emotion. Sometimes the term cognitive function is used instead.
- Thought as a biological adaptation mechanism.
 - Neural Network explanation: Thoughts are created by the summation of neural outputs and connections of which vectors form. These vectors describe the magnitude and direction of the connections and action between neurons. The graphs of these vectors can represent a network of neurons whose connections fire in different ways over time as synapses fire. These large thought vectors in the brain cause other vectors of activity. For example: An input from the environment is received by the neural network. The network changes the magnitude and outputs of individual neurons. The altered network outputs the symbols needed to make sense of the input.

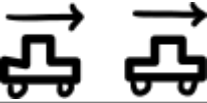
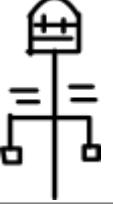
STATEMENTS

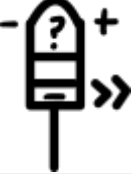
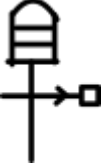
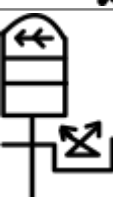
- explanation , hypothesis , argument , proposition , premise , statement , conjecture , assertion , syllogism , theory , Truth , proof ,fact , reality , real , inference , rational , empiricism , deduction , conclusion ,
- strategy , protocol ,

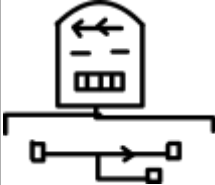
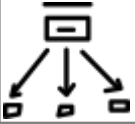
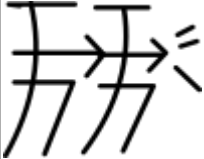
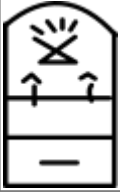
DISORDERS OF THOUGHT

ALLOGIA - POVERTY OF SPEECH
CLANG ASSOCIATION
distractable speech
ECHOLALIA
evasion (paralogia and perverted logic)
ILLOGICALITY
LOSS OF GOAL
PHONEMIC PARAPHASIA
SELF REFERENCE
SEMANTIC PARAPHASIA
STILTED SPEECH
FORCED THINKING
DISORDER OF STREAM AND FLOW OF THOUGHT
pressured speech
FLIGHT OF IDEAS
perseveration
BLOCKING (deprivation of thought and obstructive thought
Tangential thinking
Circumstantial thinking or speech
RETARDATION OF THINKING
DISORDER OF FORM OF THOUGHT
Derailment (loose association and knight's move thinking)
NEOLOGISMS
INCOHERENCE(WORD SALAD)
VERBIGATION
DISORDER OF POSESSION OF THOUGHT
THOUGHT ALIENATION PHENOMENA
THOUGHT INSERTION
WITHDRAWAL
BROADCASTING
OBSESSION
COMPULSION
DISORDER OF CONTENT OF THOUGHT
DELUSION
Over valued ideas
Magical thinking
Phobia
Pre occupation

German derivatives

almost		from Old English eallmǣst (“nearly all, almost, for the most part”), equivalent to al- (“all”) + most.
awareness		from Old English ġewær (“aware”),
banish		from Old French banir (“to proclaim, ban, banish”)
beware		middle english equivalent to be + ware or be + aware.
chase		
cheat		from Middle English acheten, variant of escheten,
dream		from Old English drēam (“music, joy”)
fairness		from Old English fægernes (“fairness; beauty; pleasantness”), equivalent to fair + -ness.
feel		From Middle English felen, from Old English fēlan,
forecast		Middle English forecasten, forcasten, equivalent to fore- + cast. . Scots cast (“to cast, throw”),
forsake		from Proto-Germanic *fra- (prefix meaning ‘away, off’) + *sakaną (“to charge; to dispute”)
frame		
freewill		

guess		from Proto-Germanic *getanaǵ (“to get”),
handle		from Old English handle (“a handle”),
help		from Old English help (“ help , aid, assistance, relief”)
hint		, from Old English hentan (“to seize, grasp”),
insight		German Einsicht (“insight, knowledge, perception, understanding”),
know		From Middle English knowen, from Old English cnāwan (“to know, perceive, recognise”)
learn		Cognate with German lernen (“to learn”)
leave		from Old English lāefan (“to leave”)
let		from Old English lāetan (“to allow, let go, bequeath, leave, rent”),
mislead		mis— lead
mistake		equivalent to mis- + take

plot		
ready		
seek		from Old English sēcān (compare beseech)
shape		
skill		from Old English scille and Old Norse skil ("a distinction, discernment, knowledge"),
try		
understand		from Old English understandan ("to understand"),
warn		From Middle English warnen, warnien ("to warn; admonish"),
will		from Old English willan ("to want")
wisdom		corresponding to wise + -dom
without		from Old English wipūtan (literally "against the outside of");

From:

<http://www.source.mantrakshar.co.in/> - **Kshtrgyn**

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Last update: **2023/04/21 08:04**

