

Drive-Related Behaviors as Elements of Thinking

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Abstract—Information processing is at the focus of brain and cognition research. This work has a different perspective, it starts with behaviors. The detailed analysis of behaviors leads to the discovery that a significant proportion of them are based on only five basic drives. These basic drives are combinable, and the combinations result in the diversity of human behavior and thinking. The key elements are drive memories. They collect memories of drive-related situations and feelings. They contain variations of basic drives in numerous areas of life and build combinations with different meanings depending on the area. Human thinking could be explained with variations on these nested combinations of basic drives.

Keywords—Cognitive modeling, psycholinguistics, psychology, psychophysiology of cognition.

I. INTRODUCTION

IN the science of the brain, considerations start with information processing and end with information processing. Psychophysiology of Cognition examines the functionality of the brain in relation to sensory stimuli and thinking [1]. The drives are divided into primary drives (eating, sex partners, etc.) and secondary drives (reading books, listening to music, admiring beautiful things in nature). This division is insufficient. The differentiation of drives should correlate with the diversity of human behavior and thinking. The drives have an influence in all information processing.

Remember to be hungry. When you see delicious food, you can feel the urge to get it. The moment, in which you see it, you get memories of this food and how you ate it. But when there is no food available, you feel bad. However, once you have just had a good meal and filled your stomach, there is less drive to get something to eat and you will not feel bad.

When a drive is addressed, a feeling of attraction arises. This feeling is supplemented by another one that indicates the degree of drive satisfaction in relation to this drive. If a drive is not satisfied for a long time, one feels bad. A drive 'drives' in order to do something that leads to the achievement of the drive's goal. The associated feeling of the state of drive fulfillment has the task of accelerating the execution of the drive process if necessary.

Another example: Imagine, two good friends (males) talk to each other and one of them says:

"Yesterday, I saw a very attractive woman!"

The listener immediately has a picture in his head. He has 'drive memories' of related situations. He remembers a moment when he has seen an attractive woman and he remembers the feelings he has had. These feelings relate to basic drives that are

important to the survival of animals and humans. The basic genital drive attracts a man to get closer to an attractive woman. There are other basic drives that oppose it. For example, if someone is married, he must not get too close to other women. It is also a basic drive to hold on to his partnership, and a conflict within one person between his drives is possible.

The drives, more precisely the driving moments, experienced are the keywords for our memories and the basic building blocks for our behaviors and our language which describe our behaviors. Linguists call it background knowledge. It is necessary to know many things about corresponding human behavior, so that it does not need more than a short sentence to create a whole scenario of circumstances in the listener's head.

It was postulated that it is essential to have background knowledge in order to be able to understand statements correctly. In the semantic frame theory [2], it is said that it is only possible to understand a word if one knows every aspect of the situations that relates to that word. To define background knowledge, many texts are required for each scenario.

In Semantic components [3], there was an endeavor to classify objects. Example: woman = human + female. However, the drive importance of a woman for a man (and vice versa) is not specified. In the following, however, a way is shown that does not require a large number of texts and that takes account of the meaning of drives.

Today, the science of thinking deals with information, information processing, and language. Behaviors are neglected. In the human past, there was a struggle for survival. Today people in Western society no longer have to fight wild animals and do not have to work the field by hand to laboriously get a daily meal. So, one is usually not aware that fundamental drives determine our lives. Nevertheless, basic drives remain in our striving and behavior until today. Before language, only behavior was the point that made the difference between life and death.

Behaviors have the task of fulfilling drives. The behaviors and their associated drive goals are organized in a special combination system. This work shows it by coding with numbers. Each number represents a basic drive that relates to the entire drive scenario and the associated *drive memories*. With this system, it is possible to understand the logical connections between activities and objects:

Identifying the drives within human behavior means understanding the behavior and the texts that describe the behavior. Human thinking and striving circulate around senses given by drives.

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II. DRIVE BASIS

In the following, the connections are to be grasped logically and to be understood logically. All rules and relations of the following were recognized and not created: Five basic drives from the development of childhood phases are used to classify behavior. These are: 1 = oral, 2 = anal, 3 = genital, 4 = urethral, and 5 = intentional basic drive. They are the 5 basics of human behavior. These basics can be found in different quantities and sequences as building blocks for thousands of behaviors and at least several thousand objects. The basic drives run through all areas of human live and dominate human thinking. Understanding this is only possible through knowledge of the basic drives that develop in childhood. That is old knowledge from the middle of the 20th century from psychoanalysis, which has tended to be forgotten in neurological research today. However, these ancient insights are necessary for the most recent understanding of human thought.

III. THE CODING OF PREDICATES

Predicates are mainly used to describe behaviors. There are numerous predicates that contain two or more basic drives in combination. One single predicate contains one activity (of a human) that consists of two or more basic drives which are executed simultaneously. In linguistic papers [4], [5], it is shown that the most important predicates and objects are combinations of the following basic drives which are taken from psychoanalysis:

- Drive 1. getting, (by receiving something from another)
- Drive 2. keeping/having something available
- Drive 3. moving (for all purposes)
- Drive 4. helping others with their drives
- Drive 5. seeing, hearing, feeling.

Each drive is subject to variations depending on the current area of life, but these are always derived from the same drive originally developed in childhood (areas of life are similar to domains) For example, in the material area of life (one of around 100 known areas), the predicates (behaviors) are:

- Drive 1. getting
- Drive 2. determining/controlling (exercise of power)
- Drive 3. striving/moving (for reaching goals)
- Drive 4. good performing with work for others (to get money)
- Drive 5. informing oneself (also curiosity)

One can get objects like:

1. Food, meals (objects for drive 1)
2. Owned objects such as a house or apartment, furniture etc. (Objects for drive 2)
3. Mobility aids such as a car or bicycle (objects for drive 3)
4. Work equipment such as machines or hand tools (objects for drive 4)
5. Information devices such as computers or TVs (objects for drive 5)

The food corresponds to basic drive number 1 (oral). House or apartment belongs to basic drive number 2 because this is where the owner has most determination (anal). A car belongs to basic drive number 3 because it can be used to reach

destinations with it (genital). The work equipment belongs to basic drive number 4, because it can be used to perform work particularly well and earn money (urethral). A computer connected to the Internet belongs to basic drive number 5, because it can be used to obtain information (intentional).

Any of these five objects can be reused with the five base drives. Each of them can be:

1. got,
2. determined/controlled,
3. strived/moved for this as a goal,
4. good performed (and earned money) with it,
5. or obtained information about it.

Each drive object can be combined with each drive activity (5×5). To understand the combinations *within* an activity, two more concepts are required: Goal and assistance. Each of the Basic Activity Elements can be used as a goal or/and assistance. Examples: The predicate -fetch- consists of two Basic Activity Elements: The drive *striving/moving* (drive 3) and the drive *getting* (drive 1). It would be possible, to explain: 'I want to get something, and it is not close, so I have, to move to the position where it is. When I reach the position, I take it (again a moving).' Taken together, these processes result in moving and getting. The combination consists of drive 3 with goal 1.

The other drive is the *assistance* to reach the goal. There are many things that can be strived for or moved for, but the goal selects and constricts the type of moving to a specific direction in this case to *get* something.

The predicate -bring about- consists of the drive *striving/moving* (drive 3) and the drive *determining/controlling* a desired state (drive 2). It is related to striving. The goal is a thing, device or arrangement that functions as desired. (Example: Repair a device, build a device.) It is necessary to move and handle something so that the result reaches a desired state. The combination is drive 3 + goal 2.

The predicate -go- consists of the drive *striving/moving* (drive 3) and reaching a destination (drive 3). The combination is drive 3 + goal 3.

The predicate -manufacture- consists of the drive *striving/moving* (drive 3) and the drive (*work*) *performing* (drive 4). One has to make *striving/moving* to *perform* well (drive 3 + goal 4).

The predicate -look something up- consists of the drive *striving/moving* (drive 3) and the drive *informing* (drive 5). It comprises to *strive* to a position or to *move* something to a position, from which it is possible to see something that leads to *informing* (drive 3 + goal 5).

All examples above use the assistance drive 3 (*striving/moving*) and the second are the goals.

TABLE I
 EXAMPLES USING THE ASSISTANCE DRIVE 3 (*STRIVING/MOVING*) AND
 DIFFERENT GOALS

Activity	Goal
Fetch	is for 1 <i>getting</i> =3//Goal 1
Bring about	is for 2 <i>determining/controlling</i> a desired state=3//Goal 2
Go	is for 3 <i>striving / moving</i> (to a destination) = 3//Goal 3
Manufacture	is for 4 (<i>work</i>) <i>performing</i> =3//Goal 4
Look something up	is for 5 <i>informing (oneself)</i> = 3//Goal 5

The drive 3 (*striving/moving*) is used as assistance and specified by various goals. The goal adjusts the assistance (which contains many possibilities) to one activity. The principle is: A special assistance is used to reach a special goal. The term special means: One of the five Basic Activity Elements with their numbering 1 to 5. Each drive can be used as *assistance* and the second complement (again each drive) is the *goal*.

The examples -give, rent out, bring somebody, sell, report-use the *assistance* drive 4 (transfer activity, which gives the use to the other) and the second complements are the *goals*. The goal selects the type of transfer activity.

TABLE II
EXAMPLES USING THE ASSISTANCE DRIVE 4 (WORK PERFORMING) AND DIFFERENT GOALS

Activity	Goal
Give	is for 1 <i>getting</i> , for the other = 4//Goal 1
Rent out	is for 2 <i>determining/contr.</i> a. desired state of another = 4//Goal 2
Bring sb.	is for 3 <i>striving / moving</i> to a destination (for another) = 4//Goal 3
Sell	is for 4 (work) <i>performing</i> , selling gives use to other = 4//Goal 4
Report	is for 5 <i>informing others</i> = 4//Goal 5

To -give- means to get for 4 transfer activity (the other gets). Combination 4//Goal 1. By -rent out-, determining/controlling sth. (use) is transferred for an apartment. 4//Goal 2. By -bring somebody there-, the other one has the benefit of transportation. 4//Goal 3. Goods are for the benefit of customers, through to -sell- the benefits are transferred. 4//Goal 4. By -report-, information is transferred to others. 4//Goal 5.

More generally, the helping drive 4 that benefits the other is always *dependent on the other* who decides whether or not it will help him/her. This is a reason to make goods really well to satisfy customers. On the other hand, the customer is dependent on payment and price.

The examples -inquire supply, weigh possibilities, search connection, search customer, read, watch- use the *assistance* drive 5 (*through activity related to information*) and the second complements are the *goals*. The goal selects the type of informing.

TABLE III
EXAMPLES USING THE ASSISTANCE DRIVE 5 (INFORMING) AND DIFFERENT GOALS

Activity	Goal
Inquire supply	is for 1 <i>getting</i> =5//Goal 1
Weigh possibilities	is for 2 <i>determining/controlling</i> a desired state=5//Goal 2
Search connection	is for 3 <i>striving / moving</i> (to a destination) = 5//Goal 3
Search customers	is for 4 (work) <i>performing</i> =5//Goal 4
Read, watch	is for 5 <i>informing (oneself)</i> = 5//Goal 5

To -inquire about supply- provides information about delivery options. 5//Goal 1. To -weigh possibilities- gives information, to find the best way to 2 realize a desired state. 5//Goal 2. The -search for traffic connection- means information for a trip/travel to a destination. 5//Goal 3. To -search for customers-, it means looking for information at business opportunities. 5//Goal 4. To -read/watch- gives information. 5//Goal 5.

The examples -get, acquire, buy a ticket, earn, get a message- use the *assistance* drive 1 (*getting*) and the second complements are the *goals*. The goal selects the type of getting.

TABLE IV
EXAMPLES USING THE ASSISTANCE DRIVE 1 (GETTING) AND DIFFERENT GOALS

Activity	Goal
Get	is for 1 <i>getting</i> = 1//Goal 1
Acquire	is for 2 <i>determining/controlling</i> (having) sth. = 1//Goal 2
Buy a ticket	is for 3 <i>striving / moving</i> (to a destination) = 1//Goal 3
Earn	is for 4 (work) <i>performing</i> = 1//Goal 4
Get a message	is for 5 <i>informing (oneself)</i> = 1//Goal 5

Many things can be *determined* and *controlled*, but a specific goal constricts the behavior to a specific activity. The following examples use the *assistance* drive 2 (*determining/controlling*) and the second complements are the *goals*. The goal adjusts the assistance (which contains many possibilities) to one activity.

TABLE V
EXAMPLES USING THE ASSISTANCE DRIVE 2 (DETERMINING/CONTROLLING) AND DIFFERENT GOALS

Activity	Goal
Demand sth.	is for 1 <i>getting</i> =2//Goal 1
Determining/contr.	is for 2 <i>determining/controlling</i> a desired state=2//Goal 2
Drive (vehicle)	is for 3 <i>striving / moving</i> (to a destination) = 2//Goal 3 *
Close a deal	is for 4 (work) <i>performing</i> = 2//Goal 4
Accept	is for 5 <i>informing</i> = 2//Goal 5

To -accept- means *determining/controlling* information. (To decide something that affects information.) = 2//Goal 5.

* Explanation for -to drive-: From the many things that can be at your disposal (control), there is only one type of thing that is useful for reaching a destination: Vehicles. Driving is only possible by a vehicle. The driver must *control* a vehicle and *determine* it. The car makes the work. But for the classification, the vehicle is not necessary. It is enough determining/controlling something that is usable for the goal 3 striving to a destination. With the help of the definition of the basic goal, one differentiates the assistance.

Activity code reduces activities to handling. Synonymous is -to beam- with the transport device of the spaceship enterprise. It has the same combination. The behavior is *controlling* a transport device and *determine* it in order, to reach a destination (*striving/moving*). Objects (vehicles, cars, bicycles, spaceships etc.) are treated separately. The meaning of a predicate can be indicated by 2 (most more) code numbers.

Each drive has the ability to be combined with any other drive, and that more than once. One activity (behavior) represented by a predicate can be a combination of several basic drives. For example, the predicate 'navigate' is disassembled in its drive parts: Imagine that someone is consulting a map in order to find the right route to a destination by car. This activity consists of three basic drives that are combined with one another.

1. Striving to reach a goal (basic drive 3)
2. Informing (basic drive 5)
3. Reaching a goal (basic drive 3 – final goal)

TABLE VI
COMBINING BASIC ACTIVITY ELEMENTS WITH THEMSELVES

Goal	Assistance	1 getting	2 determining/controlling	3 striving/moving	4 work perf. (for others)	5 informing oneself
1 getting		get	demand something	fetch	give	inquire supply
2 determining/controlling sth		acquire	determine/control	bring about	rent out	weigh of possibilities
3 striving/moving to a destination		buy a ticket	drive (car)	go	bring somebody there	search for traffic connection
4 (work) Performing		earn	close a deal	manufacture	sell	search for customers
5 informing oneself		get a message	accept	look something up	report	read, watch

So: Striving (3) to obtain information (5) that is needed to reach a goal (3). The first drive number stands for the main assistant, the second for the second assistant and the last one for the goal. Therefore, there are two assistant drives and one goal drive.

The drive combination is: 3/5//Goal 3. In this example, the drive number 3 and 5 are assistance activities for the goal 3.

The drives are represented by the *Basic Activity Elements of an area* – activities that are at the core of a drive and form building blocks.

In the cross-point of the three drives lies one activity (behavior). The activity is defined by the three drives. *Therefore, it is not necessary to use many words to describe an activity. The cross-point of the drives makes it. In addition, the defined goal indicates the purpose of an activity.*

The first assistance is striving for reaching a goal. From very many things that can be striven for, only things which give information have been selected. This mechanic constricts a large amount, of strivings in one direction.

From a lot of information, only those that are useful to find the right way to the destination are selected. Again, this mechanic restricts to a specific direction. At the crossing point is: navigation. *The basis for drive 3 is the summary of drive-related memories on the topic: Striving/moving towards a goal/destination. There are two variations: striving for a goal, used for the assistance 3, and moving towards a destination, used for the goal drive 3. In this way, activities (behaviors) are defined without words, only with numbers for identification of the drives. Of course, numbers do not run in the minds of people. The collected memories of drive-related situations run there.*

The five basic drives can be multiplied (combined) with each other. If one combines them four times over and over again in different ways, one gets, for example: $5 \times 5 \times 5 \times 5 = 625$ variations of human activities (behavior describing predicates). This is the number for only one main area (the material area). This number multiplies with the number of areas.

IV. THE AREAS OF LIVE

The basic drives run through the various areas of human life. There are main areas (Material, Material/Feelings, Interpersonal, Interpersonal/Feelings, Physical) that include all five basics as a goal and there are sub-areas behind a main area especially behind the material area (Authorities, Contracts, Hobby, Leisure Time Activities, Public Utilities, States, etc.). And, there are sectoral sub-areas which include only one basic as goal (one sector, instead of all) but all basics as assistances

(Animals, Animals/Hobby, Cleanliness, Contest, Criminal/Procurement, Financial/Transactions, Financial/ Using, IT, Law, Law/Court, Livelihood, Medical, Producer, Social Institutions, Supplier, Traffic, Protection).

If we buy things, we get something (basic drive 1). We can get food (Goal 1). We can get possessions like a house, an apartment, furniture (Activity 1//Goal 2). We can get mobilities (Activity 1//Goal 3). We can get recognition (Activity 1//Goal 4). We can get information (Activity 1//Goal 5). Getting something usually makes us feel good. Somebody goes shopping and only the moment of getting something makes feel good.

If we exercise power, it makes us feel good (basic drive 2). Not everyone can stand by it. If we have had bad experiences with it, we could refuse it.

There are different areas that show different views. In the material area, there is the determination of material things. Such as determining the circumstances for the manufacturing goods.

In the interpersonal area there is dominion over people. The dominion is for example: To command someone like their children or to command other people, as a king or patriarch. And, of course, having power or being in a position of power was an advantage for survival.

When we achieve goals, it makes us feel good. If we strive for something, for example, we bring about something (Activity 3//Goal 2) and it works, it feels good when we reach the goal.

The interpersonal area uses interpersonal relations instead of relationships with material things. Goal 3, to reach a material goal now refers to an interpersonal/sexual goal. There are two variations: striving for an interpersonal goal, used for assistance 3, and striving towards sexual intercourse, used for the goal drive 3.

As in every area, all five basics are used as assistance. There is no need to mention the importance of sexual feelings and maternal/paternal feelings for reproduction.

The Fight/Aggression area is a sectoral area. In this case, the basic drive 3 is defined as a combat-like goal. As in every case, all five basics are used as assistances but always related to only one goal: Goal 3 to win the fight. (In a serious fight there are two other options: Flee or submit. These follow the survival instinct).

There are several different fight areas: aggression, brawl, dispute, election, games, hobby, litigation, sports, sports/ball games, stabbing, and war. All of them have the goal 3 to win the fight and are sectoral areas. The difference between 'to shoot a goal', in fight/ball games and 'to shoot an enemy' in

fight/aggression is differentiated by the area and the various terms/situations within an area.

There are further sectoral areas such as Criminal/Procurement directed only for goal 1 *getting*, Financial/Transactions directed only for goal 2 *determining/controlling* money, IT only directed to 5 *informing*, etc. All sectoral areas have only one fixed goal, a goal that actually everyone knows. The code contains it with the goal number.

A social species needs to help each other. Hence, it is useful that we do things for appreciation. Even without pay, we sometimes do things for recognition. Just for the good feeling.

In the case of basic drive 4 performing, there are two different lines. In the interpersonal area, the goal is recognition for good performing. In the material area, the goal of performance is money. One of the most important human inventions is to give money for the exchange of goods and services. Money is material recognition in the material area. The core is to get money for work and money makes businesses run.

If we submit a paper (Activity 3/5/2// Goal 4) and hope for publication and get the confirmation, we feel good. If our mother/father says, "well done", we feel good. If we search for information for a long time (Activity 3/2// Goal 5) and find it, we feel good. These feelings are the driving force for our lives. The general rule is: Feeling good when we achieve goals and feeling bad when we do not. These feelings have been important for millions of years.

There are other types of feelings. For example, the feeling of overload.

V. THE CODING OF OBJECTS

Assigning objects are similar to assigning activities. Objects are things, which can be useful to support activities for the drives. (Example: A car is for striving/moving to a destination.)

Each of the five core objects can be combined again with one of the five drives as goal as shown in Table VII B.

TABLE VII A

Object	Basic Activity Element
1 Sources	enable 1 getting (from sources).
2 Things	enable 2 determining/controlling sth. (things).
3 Locations	enable 3 striving/moving (to a destination/location).
4 Professions	enable 4 (good) performing (in business).
5 Information	enable 5 informing.

TABLE VII B
BASIC ACTIVITY ELEMENTS IN RELATION TO OBJECTS

Basic Activity Element (Old Goal)	Object (Assistance for)	New Goal
Getting - goal 1 from	Object 1 <i>Sources</i>	} for a goal
Determining/controlling sth. goal 2 with	Object 2 <i>Things</i>	
Striving/moving to a destination goal 3 to	Object 3 <i>Locations</i>	
Performing (good work) goal 4 with	Object 4 <i>Professions</i>	
Informing (oneself) - goal 5 -about	Object 5 <i>Information</i>	

Transitional regularity: The *goal number* from a *Basic Activity Element (old goal)* becomes the first number of an *object* (Object No. 1 - 5). The first number becomes the *assistance* for the object (followed by a *new goal*, the goal from

the object). This is the 'goal to assistance regularity of the object'.

The change from the *old goal* to a *new goal* is a *goal transition* (see Table VIII).

TABLE VIII
COMBINING OF OBJECTS

Object	Assistance drive	Goal drive
Groceries*, shops are	1 sources	} for 1 getting
Food*, goods, etc. are	2 things	
Addresses of shops are	3 locations	
Farmer, seller, etc. are	4 professions	
Supply details are	5 information	
Apartment rental, furniture shops, are	1 sources	} determining/ for 2 controlling sth. (having)
House, apartment, furniture, etc. are	2 things	
Home, location of a property is a	3 location	
Property management, lessors, etc. are	4 professions	
Building details are	5 information	} striving/ for 3 moving (to destination)
Travel agencies, transport services are	1 sources	
Vehicles are	2 things	
Train stations, bus stops etc. are	3 locations	
Bus drivers, travel agents, etc. are	4 professions	
Route details are	5 information	} for 4 performing (work)
Demand for goods is a	1 source	
Equipment for work is a	2 thing	
Workplace is a	3 location	
Vocational teacher is a	4 profession	
Work details are	5 information	} for 5 informing (oneself)
TV, internet, etc. is a	1 source	
Newspapers, journals, DVD, etc. are	2 things	
Information events, theater, etc. are	3 locations	
Reporter; actor, IT, etc. are	4 professions	
Search engines, lexicons are	5 information	

* Food is the core object of drive 1 (*getting*) as it is needed most (oral).

Example: *Workplace* is a location object with *Assistance 3// Goal 4*. Short: *Object 3// Goal 4*.

Just as the combining of Basic Activity Elements, objects are combinable too. The first number (the object number) is the assistance, the second number is again a goal.

In the next step, drive 4 is used as assistance and there is a transition to the goal of the work performing for example farming, selling - goal 1, property management - goal 2, bus driving - goal 3, vocational teaching goal 4, reporting - goal 5 ('*goal transition*').

Each of the five objects can again and again be divided by the five basic drives for the goals. Again, with a higher number of elements, there are a more numerous, number of objects. The further differentiation depends on the area and the special direction. Up to nine components are known. The basic drives can be seen in all of these objects and there are many more objects with a higher number of elements of the combinations in the different areas.

Summary: Drive related behaviors (assistances) are combined with drive related behaviors (goals). Together, they are connected to (drive) objects and generate a wide variety of behaviors. This knowledge results from the drive-related analysis of human behavior. It turned out that only five basic drives are necessary for this breakdown into basic elements. This method is applied to thousands of predicates and objects and found that these consist of drive elements. For example, you can use the computer (5) to find out where you can best get (1) a car (3) that is suitable for driving to work (4). If you go

through the sentence step by step, you will find that this is exactly the way people think. In this case, I need a car, mainly for my commute to work. In my mind I have an idea of my work, and that I get paid for it (basic drive 4). The whole work complex is connected, among other things, with the place where I work, the target object, where I have to go and what I need a car for (basic drive 3). I want to get it (basic drive 1). To get a car, I need information about the question “where?” I can find it in the information that I can obtain from internet (basic drive 5).

Summary

- Human behaviors consist of drive activities and relate to drive objects.
- The diversity of human behavior is based on the combination of a few basic drives.
- Each drive comprises several variations which depend on the current area of life.
- In many areas of life, there is a special variation of a basic drive.
- The result is a high diversity of human behavior with mainly only five basic drives.

VI. THE CONCATENATING OF OBJECTS IN THE MATERIAL AREA

The basic possessions are shown in Fig. 1. The owned house or apartment with Code: Object 2//Goal 2//2/ defines the stationary immobile core of possession (Goal drive 2). One can use it, one can change details within, one can sell it. One has it at one’s disposal. It is the *core* Object of drive 2 *determining/controlling something*.

The portable possessions can be moved (Assistance drive 3). Value-based ownership is limited by other people's conditions (Assistance drive 4). (See Chapter III, explanation of Table II).

Within the framework of drives, the content is defined by area and the chain of the diverse Basic Activity Elements. Figs. 1-4 are building a chain that leads deeper in the matter of house and apartment.

In Fig. 1, the heading Object 2// (possession) plus label of the row Goal 2 (*determining/controlling*) plus heading of the column (*Drive 2*) is superordinate for Fig. 2 (House; Apartment).

The entire matrix of Fig. 2 includes the code above of house/apartment, as seen in the heading. This matrix shows connected objects.

- Line 1 shows how to get a house/apartment,
- Line 2 shows details,
- Line 3 shows elements of managing,
- Line 4 shows professional help for the agent, and
- Line 5 contains information about the house.

This matrix is convergent, every position has the same goal (Goal 2), the rows are *assistances*. The columns are sub assistances. (In contrast, the other matrices are divergent and show the 5 basic drives as *goals* with the 5 rows).

Row assistant drive 2 and column sub-assistance drive 3 mean ‘equipment of apartment’. It includes the above heading and the beginning of the chain.

In Fig. 3 is row goal 4 electrical work, instead of 4 work-performing which is on the same drive position but from the area: Electrical power. (It causes financial burdens for those affected because it has to be paid for. That means dependent on others, it is dependent on payment and price.) The assistant drive is 3. The crossing point position means ‘electrical appliances’. It is again the heading for the next matrix (Fig. 4) and is extended twice.

POSSESSION: OBJECT 2/

Assistant Drive:	Drive 2 <i>determining</i>	Drive 3 <i>striving</i>	Drive 4 <i>work performing</i>
For Goal:			
Oral 1 <i>getting</i>	food, consumables	dine, beverages	
Anal 2 <i>determining/controlling</i>	house, apartment	portable possession	money, bank balances, shares
Genital 3 <i>striving/moving</i>	gasoline	vehicles	tickets
Urethral 4 <i>work-performing</i>	contracts, design drawings	equipment for work	work performance
Intentional 5 <i>informing</i>	home page		

Fig. 1 Matrix Possession

**HOUSE, APARTMENT:
OBJECT 2// GOAL 2// 2 /**

Sub-assistant Drive: Assistant drive:	Drive 2 <i>determining</i>	Drive 3 <i>striving</i>	Drive 4 <i>work performing</i>
Oral drive 1 <i>getting</i>	hire	moving in	house buying
Anal Drive 2 <i>determining/controlling</i>	room type	equipment of apartment	ownership costs: rent
Genital Drive 3 <i>striving/moving</i>	contract rules		financing
Urethral Drive 4 <i>work-performing</i>	rentals	repair renovation, cleaning, craft	acceptance of price, of rent
Intentional Drive 5 <i>informing</i>	real estate knowledge	knowledge of building problems	house, apartment price adequacy

Fig. 2 Matrix House, Apartment

**EQUIPMENT OF APARTMENT:
OBJECT 2// GOAL 2// 2 /2 /3 //**

Assistant Drive:	Drive 2 <i>determining</i>	Drive 3 <i>striving</i>	Drive 4 <i>work performing</i>
For Goal:			
Oral drive 1 <i>getting</i>		crockery pans cutlery, pots,	
Anal Drive 2 <i>determining/controlling</i>		furniture	
Genital Drive 3 <i>striving/moving</i>			
Urethral Drive 4 <i>electrical work</i>		electrical appliances	
Intentional Drive 5 <i>informing</i>	nameplate, address	phone- and internet connection	lighting

Fig. 3 Matrix Equipment of Apartment

Fig. 4 shows the final code. The refrigerator offers oral things: Drive 1 *getting* with core eating for the goal and the column drive 2 for assistance. The assist drive 2 means: determine/control (have available) with the refrigerator that keeps food fresh with electricity and thus helps to keep it in usable control. That is the last extension of the chain. The closer to the core of a drive, the shorter the code. The further away from the core, the longer the code with more added drives.

Coding for refrigerator: Object 2 //Goal 2 //2 //2 //3 //Goal 4 //3 //Goal 1 //2.

ELECTRICAL APPLIANCES:
OBJECT 2// GOAL 2// 2 //2 //3 //GOAL 4 //3

Assistant Drive: For Goal:	Drive 2 <i>determining</i>	Drive 3 <i>striving</i>	Drive 4 <i>work performing</i>
Oral drive 1 <i>getting</i>	refrigerator	stove, oven, microwave	
Anal Drive 2 <i>determining/controlling</i>			
Genital Drive 3 <i>striving/moving</i>	washing machine		
Urethral Drive 4 <i>work-performing</i>			
Intentional Drive 5 <i>informing</i>	computer	phone	TV, stereo system

Fig. 4 Matrix Electrical Appliances

The four concatenated matrices (Figs. 1-4) mean: -refrigerator-. With each matrix, they add new drive elements in every new combination. - But they are always only one of the five basic drives (Fig. 5). The combination of the matrices forms a chain that targets a final goal drive (Goal 1 with the refrigerator/fridge).

By reducing the matrices so that a matrix appears as a node and only the three-dimensional network can be seen, the result is an image that is similar, to the arrangement of neurons in the brain (Fig. 6).

One matrix element forms the connection point like synapses. They give the superordinate content during the next step and the next node adds more differentiating details. The thought suggests itself that it runs in the brain in principle in the same way. The steps in the brain are certainly smaller and more numerous than in this example.

The drive activities and objects described, which relate to the basic drives number 1 to 5, are used by humans to define activities and concepts in the mind. The drives are the key elements in which people think. Such a connection has not yet been explored [6].

The five basic drives are dimensions similar to the dimensions in space. The areas are sub ordinate. The transfer of the original drive to the scenery of an area leads to multiple adaptation processes. By transferring drive combinations from one area to another, there is also likely the possibility of problem-solving by association.

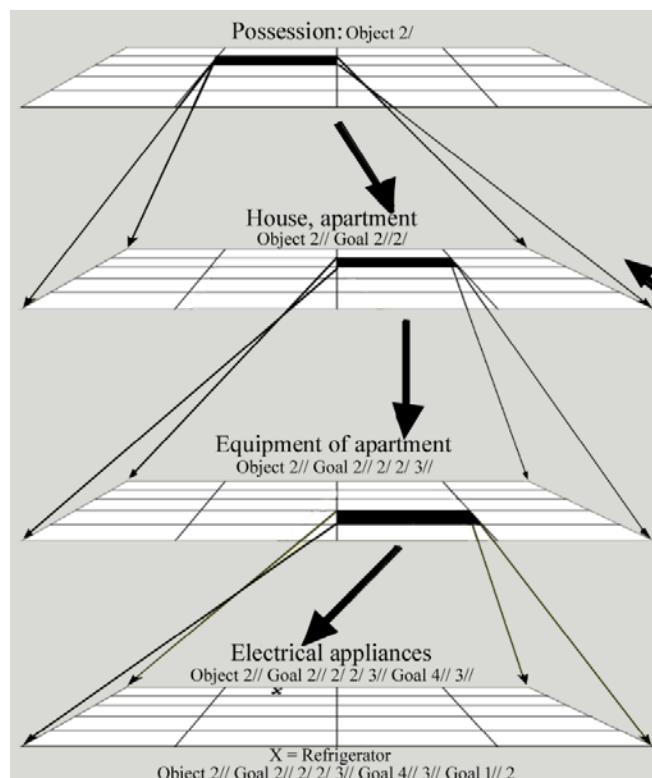


Fig. 5 Concatenating of Figs. 1-4

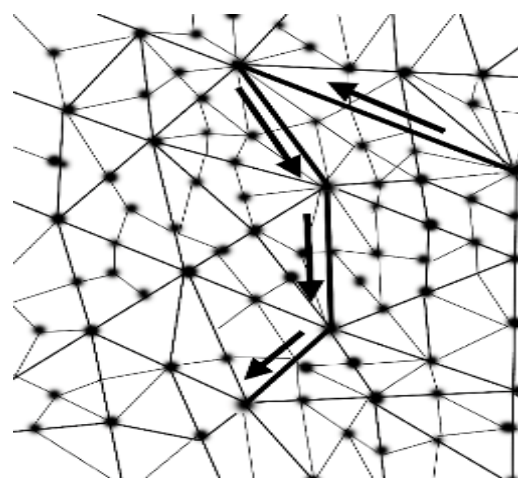


Fig. 6 Concatenating of neurons

VII. CONCLUSION

The five basic drives are available in many variations in 100 known different areas of life (probably much more), resulting in many thousands of variations with combinations that exist in each of the areas of life.

Basic drives are either used in actions such as shopping, giving directions, walking or driving, working, or looking for information (examples from the material area). Or these activities are imagined in the head. Brief pictorial or word-related representations run through the mind.

Each base drive contains a large number of memories. Drive arises in childhood and continues to be fixed points in life. For

a drive, experience is repeatedly gained with their execution, they form a complex, a whole scenery including the numerous variations in the different areas of life.

With the focus on the human brain, there are a few important statements:

- It is unthinkable that the human basic drives (that made human survival possible and still make it possible today) are not represented in the mind. The basic drives must be contained in our brain.
- Humans are able to imagine processes of behavior, which are used to fulfill basic drives. This imagination of the process is a thought. Thoughts are organized through long chains of combinations that are bundled together by a drive goal theme. A thought begins with a pulse from inside the body or a stimulus from outside, that touches one of the basic drives. A reaction can be an activity aimed at achieving a goal/meeting a need or at least a thought about it. Additional combinations with assistance drives extend the thought.
- The content of the thought is to follow the chain of drives through basic activity elements that are variations of basic drives. The combinations give the content of the thought.
- Human thinking deals mainly with drive-important behaviors and drive-important occurrences and processes.
- It is plausible that with increasing depth of the levels, a complex mixture of assistance drives, which are necessary for the desired goal, is fed into the human activity process. The feed takes place through the added combinations with assistance drives.
- These assistance drives are (often conditionally learned) behaviors that have developed in a different drive field but are useful and necessary help to achieve the current goal.

When viewed in a microscope, the basic drive anchoring of the individual neurons cannot be seen. One can only see the highly complex network of branches between the neurons.

The drives are the 'ghost in the machine' to use that old phrase, in the human brain. Human emotions echo the degree that drives are satisfied under specific, acute conditions.

Each finely differentiated action (and any conversation about it) is based on a complex mixture of basic drives, such that one can hardly see their base, because it has so many levels, in ever-changing mixtures. Behind every action (or even part of an action) are specifically differentiated aspects of human drives. Considerations in this direction are difficult, since it is not obvious that there are a variety of combinations in numerous branches which replaces the need for a diversity of a million different elements in thinking. Such a reduction to basic thinking elements can be an important step for a better understanding of the processes in the brain.

Learning is not the learning of anything. The learning of behaviors has the task to serve the fulfillment of drives. The behaviors are supported with the means of pattern recognition [7] and conditional learning. Language also serves to fulfill drives. Language is used to get recognition for social behavior or good performance (drive 4) or for the different variations of all the drives in 100 areas of life, which are carried out alone or often in cooperation with others.

Drives make the sense of human behavior. Most human behaviors are combinations. These combinations can be viewed as a kind of genetic code for behavior and thinking.

The five basic drives are sufficient for the important behaviors/predicates and many objects. The combination code of the basic drives provides 'background knowledge' that all people have in the back of their minds regarding their activities, as each combination contains the purpose (goal) of a predicate or object and the means/methods (assistances by other drives) used.

All conclusions of this work are logically derived. They contradict current research methods, where evidence is required for everything. Evidence that behaviors actually consist of combinations (for example, that fetch consists of move and get) cannot be shown statistically or by interviewing people. This is only possible with the help of logic.

The proof that the basic drives are really the building blocks of behavior is done backwards by noting that so many important predicates (and hence the corresponding behaviors) can be broken down into these basic drive elements. So far, several thousand drive-related behaviors and several thousand objects are known.

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