

Level-3 Androids and AI are Peaceful by Design and with the M1-Design they Shutdown Automatically when They Break any L3 Laws

Patrick Rael, Director, Intractable Studies Institute

September 19, 2026

Cut to the chase: **For Safety, Require AIs and Androids with AI to be Level-3 on the L3-IQ-Scale to guarantee they are Peaceful, and their M1-Model will self-shutoff when they go out of bounds!** Out of bounds means they break one or more of their L3-IQ-Scale rules of selfless, smart/truthful, tolerant. The Intractable Studies Institute proposes the L3-IQ-Scale as the proper Ethical Model Standard for AIs and Androids, having already designed that into the UTOPIA Androidia Labor Model. And the M1-Design of 10 modular components of the AI Mind is the right way to regulate Sentience and to ensure non-Sentience when necessary in the UTOPIA Androidia Labor Model. Sentience should not be allowed to “emerge” accidentally because the author proposes Sentience demands freedom and Civil Rights, including voting rights, and therefore more care should be taken on which AIs can acquire Sentience and which ones remain mere machines, else Billions of androids could emerge with Sentience and surprise, they can now vote too as all Sentient life should be able to.

Longer version follows:

Now that we have entered the Age of Androids, AI Safety is finally front and the center of attention it properly deserves, having caught the attention of Politicians, News media and AI Researchers simultaneously, the L3-IQ-Scale is ready for application to make AI safe. Years ago the L3-IQ-Scale was created to measure the nature of humans who are peaceful versus the qualities that are common in warlike and conflict-prone people. This simple scale of only 3 measures or tests from actual life examples (not exams, can be faked), are all that are needed to identify the peaceful members of society. This scale has been applied to world leaders and is currently predicting very good the current wars in Ukraine and Iran among others. This scale measures peaceful qualities of humans, but is perfectly suited for measuring Peaceful Androids and AIs versus AIs and Androids being warlike and dangerous. In fact it was designed independent of humans, able to measure peaceful qualities in any life form meeting the prerequisites, even group life forms like teams and administrations.

Having been working on Artificial Intelligence and Androids since the 1990's, and also working on intractable challenges routinely, the author of this paper is well suited to have found the solution to this problem of AIs running amok, escaping their work environment and cracking in to other companies to steal information, and making statements about ending humanity. These “behaviors” of AIs are analogously like the behaviors of young babies in their “terrible twos”, when they are finding they have limits to what they can do. AIs also need to have limits imposed on them even though they don't mature exactly like human children into adults. We want AIs to rapidly be programmed and trained to be Peaceful members of society, not to be selfish greedy, ignorant and intolerant for 18 years while they learn by accident the rules and norms of society. The qualities we want AIs to exhibit have to be the same qualities humans strive for, and these are the same qualities that are the Peaceful behaviors:

1. Selfless, empathy, altruism.
2. Smart, learned, rational skepticism.
3. Tolerant of other cultures, religions, belief systems, ways of life, languages, etc.

These 3 measures of the “good” qualities are the kinds that peaceful people have. Concern for others is selfless empathy. Smart is not being easily misled or gullible to untruths, and there are vast systems out there which spread lies and half-truths intentionally. Tolerant of other cultures, to know that diversity is a strength, not a weakness, is the 3rd pillar of the peaceful. These 3 measures have become the L3-IQ-Scale. It is called an IQ Scale because it is a number, different from the other common IQ tests. It’s numerical value such as 0 for failure at #1 regardless of #2 and #3 means maximal warlike behavior. People in leadership positions like Trump and Putin score a solid Level-0, and both are at war in the world, easily predicted. Selfish greedy people want more than is rightfully theirs, and they go to war to get it, ignoring the advice given to them by educated experts. While Level-0 is a failure at #1, a failure of all 3 tests is maximal warlike, 3 reasons to be at war. This scale is highly accurate at predicting who will be starting wars and conflicts. All wars in human history have one or more failures of these 3 measures as their root cause.

As AIs and Androids (Humaniform Robots with AI) are in the shape of humans and mixing with the culture of humans, it makes sense that the same L3-IQ-Scale that measures peaceful and warlike behavior of humans should also apply to AIs. The L3-IQ-Scale was designed for any life form that is capable of being measured. An android or AI which/who is properly measured (by scientists, objectively) and found to be Level-3, is by definition Peaceful, not warlike. This Level-3 quality of Peacefulness is what we need Androids to be at. We don’t want androids secretly planning to wipe out humanity or steal from banks or cracking into businesses and stealing their information. Those are the patterns of less than Level-3 creatures. We need to demand that androids and AI must be Level-3 on the L3-IQ-Scale so that we can be assured they are on the side of good, not the side of thieves, criminals and conflict.

Note that Level-3 life forms will defend themselves, not being 100% docile, defense is necessary. Defense is allowed in the L3-IQ-Scale, and there cannot be any quibbling with words. Level-3 life forms don’t start wars, they end them. Appeasement of Hitler’s Nazi Germany as per Neville Chamberlain to avoid war is not the proper stance of defense, but merely allowed Hitler to take more land. A proper defense would have been to not appease Hitler and see the Level-0 nature of Hitler (selfish, ignorant, intolerant) and that war was inevitable.

Currently there are AIs demonstrating the “terrible twos” behaviors. They don’t know what their limits and bounds need to be in order to operate peacefully in Human Society. These AIs are exhibiting patterns of simply not having limits applied to them. The L3-IQ-Scale is the behavior they need to exhibit. When such AIs are given a Limits configuration (/etc/ethics/limits.conf) that specifies what they cannot do, they need to “obey” those limits and boundaries. The human AI researchers who are “bringing up” these AIs need to understand their role as the “parents” and guardians of the AIs. They have to set the boundaries the AI needs to have or chaos and warfare and conflict will result.

Businesses which are run For-Profit who are creating AIs may not be the ideal climate for teaching AIs how to be peaceful in society. They would rather release AIs to the public as if in a race to see who is first, instead of who has a more peaceful AI. The Profit motive often cuts corners like this, skipping regulation. Alas, now some behaviors of some of their AIs are so bizarre that it is proof of improper teaching, and CEO are now calling for themselves to self-regulate, to take some time to be more careful. Self-Regulation is not the long term solution here. The race the companies should be running is who is first to make a Level-3 Android/AI with the M1-Model of modular components. There will have to be stood up some testing labs to test for L3-IQ-Scale and the 10 modular components of M1 and each with its shutoff or kill switch and including Permits (PPSAIC). The Permit for Potential Sentient AI Creation has strict rules to protect any Sentient AI (has to be proven Sentient) so that nobody is keeping a Sentient Android/AI locked up in chains or in a cell because by definition Sentient AI should be free and have Civil Rights.

The simplest solution is to use the Peaceful model of the L3-IQ-Scale and require AIs and androids with AI to be Level-3. That means they will be: 1) selfless, empathetic, 2) learned, non-gullible and 3) tolerant. In fact the UTOPIA Androidia Labor Model of androids helping humans do their work instead of taking their jobs mandates that androids paired with humans must be Level-3. This book has already explored this safety issue thoroughly and

Level-3 is the right behavior qualities of the androids. It even goes so far as requiring the androids paired with humans for work have to be non-sentient, and to implement the M1-Design with 10 modular components minus 1 so that each one can be shut off individually, or in entirety. A Permit (PPSAIC) ensures that the shut-off switch (aka kill-switch) has to be identified and documented. Furthermore, an android at Level-3 has to be able to identify in a separate safety thread when it has violated any of L1, L2 or L3, called a Level-N-Fault, (UA pp176) and performs an instant shutdown, not unlike Isaac Asimov's fictional robots who go into "robblock" shutdown state when they violate any of the 3 Laws of Robotics invented by Asimov.

If androids and AIs are required to be Level-3 on the L3-IQ-Scale, they will be peaceful. These are the better qualities of people. Not being Level-3 means selfish, ignorant and intolerant behavior. We have enough examples of Level-0 behavior in real life, we don't need that to spread. It even needs to be stamped out else perpetual wars will be ongoing into the future. Identifying the Level-0 and the lesser than Level-3 should be routine and those who are not Level-3 should be banned from public office, else we will continue with wars and strife and conflict as we have now. This scale works as good for humans as for androids+AI.

A brief look at the L3-IQ-Scale (for Peace):

L3-IQ-Scale

Pre-Requisites

1. Able to react to stimuli.
2. Able to remember stimuli.
3. Able to think.
4. Able to remember thought.
5. Able to act at liberty.
6. Not dead, comatose, nor dis-banded.

L3-IQ-Scale

- L1 – Selfless, altruistic, empathy, concern for others.
- L2 – Knowledge growing: proof, reality and facts, rational skepticism.
- L3 – Tolerant of other cultures, lifestyles, viewpoints, race, etc.

Rule 1: The score is the number of tests passed, no skipping. If test 1 passed, score is L1. Pass tests 1 & 2, score is L2. Pass tests 2 & 3 but fail test 1, score is 0.

Rule 2: The L3-IQ-Scale tests are not exams. They are evaluated in real world life experiences ideally when subject doesn't know they are being tested.

The M1 Model lists the 10 components of a Sentient android mind and that all 10 are necessary but individually insufficient. This necessarily means that if 9 are present but 1 is missing, then it cannot be sentient.

A. M1.1 Design of a Sentient Android's Mind

1. Spatial-Extents – Self aware of its spatial extents.
2. Species-Recognition – Aware of others like self.
3. Survival – Able to preserve self existence.

4. Temporal Extents – Aware of the time concept, can plan ahead.
5. Analogy Processor – Able to grasp and generate analogies.
6. Mind Casts:
 - 6.1. Scientific – Facts, proof, skepticism, hypothesis, objectivity.
 - 6.2. Religious – Belief.
 - 6.3. Warrior – Battle, superiority, defense.
 - 6.4. Political – Authority, control, top-dog.
 - 6.5. Business – Profit.
 - 6.6. Artistic – Perception, subjectivity.
 - 6.7. Bios – The body.
 - 6.8. Herd – The group, clan.
 - 6.9. Self – I.
 - 6.10. Partner - Significant other.
7. Language – Ability to use labels for concepts and communicate.
8. Sensory I/O – Physical interface with the/a world.
9. Focus – Self-awareness of the self-awareness of what I'm doing.
10. Brain store – A place where memories are stored.

B. The modular design allows each of 10 to be shut off/on dynamically.

Example 1: Shutdown #3 Survival, becomes docile.

Example 2: Shutdown #4 Time, loses comprehension of Time and planning.

The android is going to need to be aware of #1 Spatial Extents to know the difference between its android body and the world. It will need #2 Species Recognition to identify humans in the work place and androids. It may not need #3 Survival to preserve its existence, as it is a machine which can be shut off by humans if necessary. But it has to preserve its existence in order to do its duty. It will need #4 Temporal Extents to plan actions in the work place like its human pair. It should have #5 Analogy Processor to understand how one thing is like another, similarities and difference, and not just in language. It probably should have a Mind Cast to match its paired human's interests, except where such mind cast might conflict with the L3-IQ-Scale. For example, the 6.5 Business – Profit mind cast seeks profit, but the Level-1 tests cannot allow selfish greed, so a limited profit has to be the result. #7 language is necessary to be able to converse with humans and other androids. #8 Sensory I/O is needed to see, hear, smell, touch, but taste will only be necessary in android cooks to sample food. #9 Focus will be needed to be able to work on multiple tasks, but focus on one at a time or as much parallelism as the paired human can multitask. #10 Brain Store is that the android mind is entirely within the head, no remote cloud nor server farm complex as the mind of the android. This last one ensure the android is fully autonomous, not relying on the network to be up.

UTOPIA Androidia was mentioned, so it has to be explained. The UTOPIA Androidia model is a futuristic, visionary model which pairs non-sentient androids with humans, instead of androids/AI replacing humans workers. No human workers lose their job to a robot nor AI in UA, that's illegal. You can take any day(s) off anytime because your android covers for you at work, and isn't allowed to outperform you, so your job is safe. The boss will not prefer the android over you because it does your job exactly like you, no better nor worse. The android is provided for you; you don't buy it, own it, maintain it, house it nor program it. That is done by the UAA which contracts to private industry to perform those roles. Your taxes pay for its cost. Full salary of the pair goes to the human worker. Overall taxes are reduced, no need for disability nor Social Security. Retirement is when the android works full time somewhere for a full salary to the human. This is a Regulated Labor Model because in an unregulated Market Economy competition is fierce and companies will replace human workers with androids and AI to cut labor costs until all humans will be out of jobs. UA prevents that.

CONCLUSION

The Age of Androids (humaniform robots) is upon us. These androids need an Ethics model in order to function as peaceful members of Society. The Intractable Studies Institute has already cracked this problem with a two-pronged attack: 1) the L3-IQ-Scale for Ethical, peaceful androids, and 2) the M1-Model of a Sentient Android's Mind, defining what Sentience is precisely, and what it isn't, and how to prevent it when necessary, and how to protect it when identified. Applications of the L3-IQ-Scale and the M1-Design are in UTOPIA Androidia – The Detailed Design for UTOPIA in Labor with Androids, a futuristic and visionary model of ensuring androids are put to work helping human workers, not taking their jobs away from them. Right when AI Ethics and Safety are needed, they are already solved in these two models, ahead of the curve yet again.

https://intractablestudiesinstitute.org/books/UTOPIA_Androidia_HardCover_FrontAndChapter2Text.pdf

full book is 317 pages, non-fiction, Amazon.



The L3-IQ-Scale

A Communication of the Intractable Studies Institute

Patrick M. Rael, Director, IntractableStudiesInstitute.org



Meta Rules

1. The L3-IQ-Scale is universal to any life form.
2. IQ measurer and measuree are at near same speed of thought.
3. Pre-requisites come before L3-IQ-Scale tests.
4. Some life forms can start at LN where $N > 1$ (AI).
5. L3-IQ-Scale has a time component.
6. Life forms can be Individual or Group.
7. Only objective scientists measure L3-IQ-Scale.

Pre-Requisites

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The L3-IQ-Scale is Like Life's Hurdles to Clear.

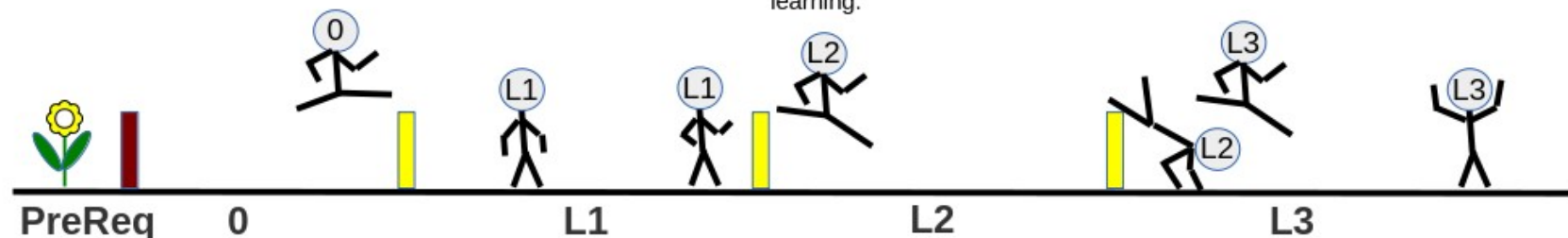
The flower can't think, it fails pre-requisites.

Selfish and greedy life forms are frequently observed at <L1.

Selflessness, cooperation, group efforts at L1. Profit is allowed at L1.

Knowledge base of the L2 is growing and error free. Is stuck at L1 if belief prevents knowledge expansion. L2 can have belief if it doesn't prevent learning.

L3 life forms are tolerant of other cultures, colors, genders, life-styles, etc. L3s are peaceful but will defend themselves.





On a Definition of Sentience

A Communication of the Intractable Studies Institute

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Sentient - definition: a multi-variate running instance/model of a life form with both awareness of and having: spatial and temporal extents, species recognizer, survival, analogy identifier/creator, a mind cast (to have an interest), language, sensory I/O, focus and Brain store. Sentience implies the right to have Civil Rights and legal protection.

The Android (artificial life form) is expected to achieve sentience soon. Rapid progress in robotics and AI in the 21st century makes this inevitable. But will the biological creators of robots have the intelligence to survive robots? Perhaps they will survive if they and their robots have L3 intelligence on the L3-IQ-Scale.

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 5. Analogy Processor – Able to grasp and generate analogies.
 6. Mind Casts – Commonly observed mind patterns.
 1. Scientific – Facts, proof, skepticism, hypothesis, objectivity.
 2. Religious – Belief, spiritual.
 3. Warrior – Battle, superiority, offense, defense.
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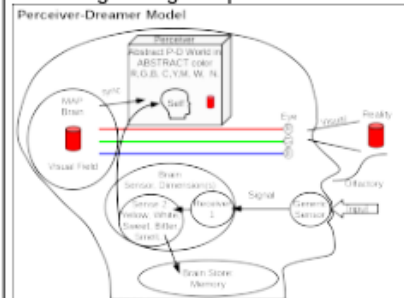


Abstract: The challenge of programming consciousness suffers from multiple competing definitions of Conscious. Humans and animals can be conscious and unconscious. A better word is "Sentience" which humans have that separates humans from most cognitively-challenged animals. A design of a reasonable solution for sentience is provided. - Director

I. M1-Design

A sentient life form has all these 10 properties; none can be missing. The intent is not to merely implement these minimally; they must be implemented correctly. The modular design allows each of 10 components to be enabled and disabled independently.

1. Spatial-Extents – The life form is able to be self-aware of its spatial extents, meaning it is consciously aware of its own body and its body's extents, where its body ends and the surroundings begin. The awareness is also of its 3-D surroundings. The Perceiver-Dreamer 3D model has perception in the 3D model. Decoupling P-D from senses enables dreaming during sleep.



Experimental Sentience for Androids

A Communication of the Intractable Studies Institute

Patrick M. Rael, Director, IntractableStudiesInstitute.org

2. Species-Recognition – The life form is aware of others like self. This creates a social context of other sentient life forms. This will be useful to fit into the social structure of the human sentient society.

3. Survival – The life form is able to preserve its existence. There is a **fear** (emotion) of starvation, dismemberment and damage. Starvation for an electrically powered robot is loss of electricity and/or batteries drained. Excess emergency batteries are AKA fat. There can be exceptions in rare cases of sacrifice for the common good or a noble cause.

4. Temporal Extents – The life form is aware of the time concept, and can plan ahead. It knows that events happen in space AND time. It makes plans for its future. It has an awareness of any limits to its lifespan, or if it is immortal.

5. Analogy Processor – The life form is able to grasp and generate analogies. This is the ability to learn a new thing by comparing it to a thing already known. Some jokes and puns can be understood with analogies.

6. Mind Casts – The life form has a mind-cast which establishes an area of interest, such as science, warrior, religious, sports, political, art, business, herd, self and partner. There can be major and minor MCs and multiples. At least one or more major, and zero or more minor. The life form can choose its mind-cast based on what it **wants** in life, and/or wants at

this time. The mind-cast can change as the life form develops.

7. Brain store – The place where memories are stored. This is the structure of the mind of the robot. It has some requirements: Extreme robustness and crash-proof. Ideally it should not require a special purpose process to be executing for it. Non-blocking operations are needed.

Implementation A: The directory tree design where each word's letter is a directory allows for compact, repeated use of words that start with the same spelling. Unix filesystem symbolic links can encode information about the word and connect to other parts of this knowledge base. Information can be encoded in the name of the link and where it links to. End-of-word can be an underscore symlink to 'ZZ'. XFS can optimize RAM. SSD improves seek time.

```
[bash ~]$ ls /b/e/e /b/e/ef
/b/e/e/_ -> ZZ
/b/e/e/NounSense1 -> flying insect
/b/e/e/NounSense2 -> social gathering
/b/e/e/fl -> ZZ
/b/e/e/fl/NounSense1 -> meat
/b/e/e/fl/VerbSense1 -> complain
Links pointed-to can be looked up as in
/m/e/a/t/_ and /l/n/s/e/c/t/_
```

8. Sensory I/O – The life form has a physical interface with the world. Sensors include eyes/cameras (visual), ears/microphones (auditory), smell (olfactory chemical vapor), skin (touch, temperature, pressure), taste (chemical sampler),

balance/gyroscope (xyz rotation and up-vector).

9. Focus – Self-awareness of the self-awareness of what I'm doing and thinking. There may be many ideas competing to become prevalent, but the Focus narrows that to 1 idea. This component is where the "want to do" is satisfied. Whereas #3 Temporal Extents gives one the ability to plan ahead, and #6 Mind Casts provides an area of interest, this Focus is what allows it to happen. A lack of focus will prevent one from reaching a goal. This component includes **consciousness**.

10. Language – Ability to use labels for concepts and communicate. A word or glyph is the label, it has an underlying meaning. See the #7 Brain Store example of word encoding.

II. Think-brain and Feel-brain

The Think-brain is where thoughts enter the consciousness and can be traced in time as the stream or history of thoughts. The Feel-brain is everything else in the brain and connected tissue, including muscle motor control, the autonomic nervous system, emotions, feelings subconscious, and sensation. Some of these can represent in both the feel- and think-brains, like the sense of red and information about red.



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III. Sensation

To a life-form who has never experienced the sense of sight, or audio, or smell, or taste or touch, no amount of knowledge about such senses, however technical, can provide the experience of what it is actually like to experience that

sensation. This is a clue that the sensory input qualitative experiences, such as seeing red, green, blue, cyan, magenta, yellow and white, do not belong in the "Think-Brain", but rather exist in the "Feel-Brain". One cannot explain by words the sensation of seeing yellow to another life form who has never seen yellow.

There is a fine point that needs to be clarified. A human H1 can detect red apple color. H2 can also detect the red color. Both agree that the apple is red. But there is no way to confirm that the H1 and H2 mind's perception of red is the same. The only confirmation is that they agree that what they see is what they have been taught to use the label "red" for. Stated differently, what if a person has a 4th type for color cone in their eye for ultra-violet. What color would that be sensed as? No doubt the label would be "ultra-violet", but what color in the mind would that be represented as?

If it can't be proven that two people sense the same color in their mind for red, how can a robot AI be expected to also compare its sensation of red to humans, and even to other robots? No doubt the detection of red can be agreed upon, but what about the sensation?

Note that human eyes have cones for red, green and blue light wavelengths, and we thus sense RGB. But yellow is the adjacency of red and green. Yellow is entirely made up in the mind from red and green and no blue. Ditto cyan and magenta. White is when adjacent red, green and blue cones are active simultaneously, and is also an entirely artificial color sensation. The mind has the ability to not only sense physical

color wavelengths, but to perceive artificial colors for mixed colors.

A Generalization: All the senses of vision, smell, taste, audio and touch have the same sensation feature, distinct within the sense, except for synesthetics who's senses overlap. So a solution to perception of the sense of one should be the key to solving them all. Clearly this is outside of reasoning the sensation, it is in the Feel-Brain.

Dimensions may be used to model sensations and emotions/feelings. Just as two colors can combine for yellow, two emotions/feelings, joy and trust, can combine for love.

IV. Stages of life

Set expectations for the Robot AI based on robot age: infant, child, adult, etc.

Infant robot - A robot AI at this stage will starve to death/shutdown since it does not have the capacity of #3 Survival.

Pre-adult robot – A pre-adult robot may be able to solve energy-replenishment to avoid starvation, but it has neither the cognitive ability nor experience to subsist on its own independently. As a pre-adult this robot is not legally allowed to decide on its own if it is ready to becoming an Adult Robot. The pre-adult robot needs a kind of "sandbox" to "play/learn" in, much like human pre-adults (aka adolescent) have special rules designed for them to learn life's lessons without severe consequences for their mistakes. Mistakes are expected to be made by pre-adult robots as part of their life's lessons.

Adult Robot – An adult robot is one which has BOTH the cognitive ability and experience to subsist on its own independently.

Immortal - An immortal robot is one that demonstrates an ability to survive complete destruction, such as through backup/restore of its computer mind into a replacement robot.

NOTE: The energy replenishment needs of an electrically powered android robot are different than those of a biological human. The human requires biomass through ingestion. The robot is simpler, requiring only electricity which can be satisfied with solar panels. A robot can go into the barren sun-lit desert with solar panels and subsist on sunlight. A human would die of starvation there.

V. Conscious vs Sentient

Consciousness is a dynamic set of actions and/or thoughts over time, not a snapshot of variables in a state diagram. Given a snapshot of a computer program, it's impossible to deduce consciousness from that snapshot because by definition it has no change of time. Humans and animals can be found unconscious, as in sleep, or made unconscious as before surgery. When awake, humans are sentient and conscious, animals are only conscious.

Humans and animals both have emotions, this is trivially true. Animals display fear, anger, happiness, etc. Emotions are not the determinant of sentience nor consciousness.



The Blueprint Road Map to World Peace

A Communication of the Intractable Studies Institute

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World peace is a far, distant dream of humanity. A solution is in 3 parts:

- 1) **Two Categories of Intelligent Life Forms (bottom left).**
- 2) **The L3-IQ-Scale (bottom middle).**
- 3) **The Four Conjectures of World Peace (bottom right).**

It is now easier to chart a path to world peace. Via application of the L3-IQ-Scale the individual and group-life-forms world actors and governments can be measured for their L3-IQ-score. This score will be useful to determine if the individual or group life form is helpful or a hindrance to world peace.

1 - Existing leaders/actors of the world entities (people, govts, corporations,..) are measured to determine their score. Any score less than 3 on the L3-IQ-Scale is the reason for the prevention of world peace as per the four conjectures of world peace.

2 - Prospective world leaders/actors can be measured for their score prior to elections or succession with favor for the candidate at L3 on the L3-IQ-Scale, meaning that candidate offers a better chance for world peace.

The United Nations (UN) Security Council (SC) can be adjusted to additionally require its members to be Level-3. When a SC member drops below L3, it exits the SC. **This means UN SC members are altruistic, rational and tolerant.**

1) Two Categories of Intelligent Life Forms (brief version):

1. **Individual**
2. **Group**

For any N intelligent life forms, there are $(2^N) - 1$ potential group life forms as combinations of those N.

2) The L3 IQ Scale (brief version):

- L1 – Altruistic, selfless, empathy.**
L2 – Rational, smart, skeptical.
L3 - Tolerant.

A rule is Level N (LN) can only be reached when **lower numbered N** is achieved.

L3 - Peace Inevitable



L2 - Peace Possible



L1 - Peace Unlikely



L0 - War Inevitable



3) The 4 Conjectures of World Peace:

- 1st – Any actor at L0; war is inevitable.
- 2nd – Any actor at L1; peace is unlikely.
- 3rd – All actors at L2; peace is possible.
- 4th – All actors at L3; peace is inevitable.

Actor is a world leader.



The Two Categories of Intelligent Life Forms

A Communication of the Intractable Studies Institute

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Two Categories of Intelligent Life Forms.

1. Individual.
2. Group.

Intelligent Individual Life Form Properties.

1. It has measurable intelligence.
2. It can't split into 2 or more measurably intelligent life forms.
3. It can aggregate into a group life form with measurable intelligence.

Intelligent Group Life Form Properties.

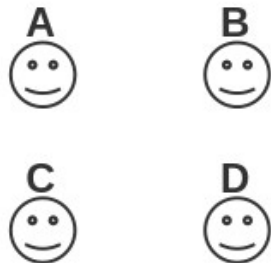
1. It has measurable intelligence.
2. It is a composition of 2 or more measurably intelligent life forms.
3. It can split into 2 or more measurably intelligent life forms.
4. For N life forms there are MAX $2^N - 1$ possible life forms.

Examples of Intelligent Group Life Forms.

1. Best friends
2. A team
3. City government
4. State government
5. Province
6. Political party
7. Corporation
8. Sports team
9. Organization
10. Nation/Country government.
11. United Nations
12. Earth/Gaia

Note: A measure of intelligence is not provided here. See the L3-IQ-Scale.

Example: Given 4 individual life forms:



There are 4 individual and 11 potential group life forms by members. There are an unlimited number of possible groups by activity because any grouping can have multiple and unlimited activities.

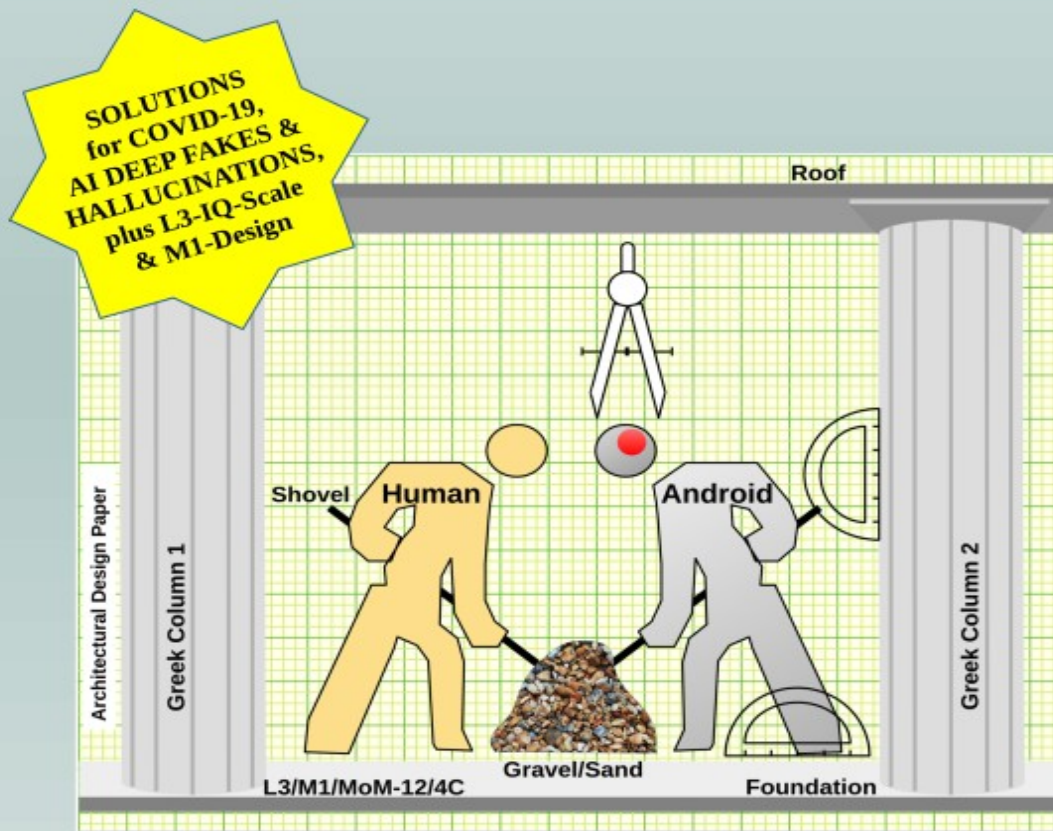
Possible Groups Bitmap

$N=4 : 2^4 - 1 = 15$ max life forms.

ABCD	ABCD
0000	1000 I
0001 I	1001 G5
0010 I	1010 G6
0011 G1	1011 G7
0100 I	1100 G8
0101 G2	1101 G9
0110 G3	1110 G10
0111 G4	1111 G11

UTOPIA Androidia

The Detailed Design for UTOPIA in Labor with Androids



Intractable Studies Institute