

The Mothership of Emotions [Matrix of Primary/Complex Human Emotions]

<i>The Spectrum</i> →	<i>Performance (Open)</i>	<i>Survival (Guarded)</i>	Primary Purposes
	Emotional Pairs		
Narrative Triggers			
Known Value Gain/Loss	Pleasure	Pain	<ul style="list-style-type: none"> • Encode data as helpful <i>or</i> harmful • Signal behavior that perpetuates gain <i>or</i> stops loss
Potential Value Gain/Loss	Excitement	Fear	<ul style="list-style-type: none"> • Encode data as helpful <i>or</i> harmful • Signal behavior that helps ensure gain <i>or</i> mitigate loss
Global Value (Known & Potential) Gains/Losses	Happiness	Sadness	<ul style="list-style-type: none"> • Signal behavior that prepares us to: <ul style="list-style-type: none"> - expend/risk resources in times of perceived abundance, <i>or</i> - conserve/protect resources in times of perceived scarcity
Known Prediction Success/Failure	Affirmation	Surprise	<ul style="list-style-type: none"> • Encode prediction data as reliable <i>or</i> unreliable • Signal behavior continuance <i>or</i> cessation
Potential Prediction Success/Failure	Confidence	Anxiety	<ul style="list-style-type: none"> • Signal behavior that helps ensure prediction success <i>or</i> mitigate prediction failure
Known Agent of Gain/Loss	Gratitude	Anger	<ul style="list-style-type: none"> • Signal behavior toward entity that either: <ul style="list-style-type: none"> - reflects openness and strengthens bond, <i>or</i> - protects against and seeks "restitution" for loss • Associate entity with gain <i>or</i> loss data
Potential Agent of Gain/Loss	Affection	Animosity	<ul style="list-style-type: none"> • Signal behavior toward entity that either: <ul style="list-style-type: none"> - reflects openness and strengthens bond, <i>or</i> - protects against and seeks "restitution" for any previous outstanding losses • Encode entity as helpful <i>or</i> harmful

The Mothership of Emotions [Matrix of Primary/Complex Human Emotions]

<i>The Spectrum</i> →	<i>Performance (Open)</i>	<i>Survival (Guarded)</i>	Primary Purposes
	Emotional Pairs		
Narrative Triggers			
Known Need of Agent of Gain/Loss	Generousness	Selfishness	<ul style="list-style-type: none"> • Encourage specific act of aiding/sharing with Agent of Gain <i>or</i> inhibit specific act of aiding/sharing with Agent of Loss
Potential Need of Agent of Gain/Loss	Magnanimity	Greed	<ul style="list-style-type: none"> • Encourage behavior that prepares us to aid/share with Agent of Gain <i>or</i> to protect resources from Agent of Loss
Known or Potential Social Status Gain/Loss	Pride (In Self)	Embarrassment	<ul style="list-style-type: none"> • Encode data as "socially" helpful <i>or</i> harmful (in terms of prestige in specific community) • Signal behavior that perpetuates gain <i>or</i> stops loss
Known Belief Compliance/Violation (by Other Entity)	Pride (In Other) <i>[Root of Covetousness]</i>	Disgust <i>[Root of Jealousy]</i>	<ul style="list-style-type: none"> • Associate entity with "model" <i>or</i> "avoid" behavioral data • Signal supportive <i>or</i> antagonistic behavior toward entity
Potential Belief Compliance/Violation (by Other Entity)	Admiration <i>[Root of Envy]</i>	Disdain <i>[Root of Resentment]</i>	<ul style="list-style-type: none"> • Encode entity as "model" <i>or</i> "avoid" • Signal supportive <i>or</i> antagonistic behavior toward entity
Known or Potential Belief Compliance/Violation (by Self)	Satisfaction	Guilt	<ul style="list-style-type: none"> • Encourage belief-compliant behavior <i>or</i> inhibit belief-violating behavior

[I chose not to include *Engagement/Boredom* because they seem to be a general mental response to the *presence* (engagement) or *absence* (boredom) of useful or novel data in our environment or within whatever we are specifically evaluating. Instead of producing actual pain or pleasure on their own, these "mental states" seem to reflect whether or not there is any possible emotion-producing data present. Thus, *engagement* opens the door to all emotions (which are actually what produce the pain & pleasure, and *keep us engaged*) and *boredom* leads to almost no emotion, a state which makes us want to move on and find something to feel.]