## FIGURES AND TABLES

## FIGURES

2.1	The motivational landscape of <i>pain</i>	60
2.2	The pleasure(s) of pain	61
2.3	The motivational landscape of an itch	64
2.4	The motivational landscape of a counterproductive habit	65
2.5	The motivational landscape of addiction	66
2.6	The motivational landscape of a thrill	67
3.1	Temporal dependence of $A(t)$ and $B(t)$	121
4.1	A recursive model for Creature's decision to decide	137
4.2	Dynamics of an algorithmic set of operations in a search space	151
4.3	Calculation modeled as an information-producing process	154

4.4	Functional model of Creature's mental behavior	155
4.5	Representation of a typical "list search" problem	167
4.6	Representation of a "tree search" process	168
4.7	Complexity regimes, I: The P class	173
4.8	Complexity regimes, II: The NP class	175
4.9	A TSP search space and solution	187
4.10	Branch-and-bound variable depth of search space	189
4.11	Three-dimensional measure of the value of a solution to a problem	198
4.12	Computational landscape of interactive profit-maximizing calculations	204
	TABLES	
2.1	Marginal Analysis of Dependence on Crossover Time $t_c$ on Decision Parameters	54
3.1	Payoff Matrix for Bets That Creature Would Accept If Its Personal Degrees of Belief Did Not Obey the <i>Disjunctive Additivity Condition</i>	105
3.2	Payoff Matrix for Bets That Creature Would Be Willing to Accept If Its Degrees of Belief Did Not Obey the <i>Conjunctive Product Rule</i>	106
3.3	Payoff Matrix for Bets That Creature Would Be Willing to Accept If Its Degrees of Belief Followed the <i>Conjunctive Product Rule</i>	107
3.4	Reconstructing the Dependence of Creature's Patterns of Choice on the Riskiness of Structured Lotteries as a Function of the Size and Probability of the	
	Risky Payoff	110

3.5	Payoff Structure of a Contract That Rewards Creature Contingently upon the Ex Post Truth Value of	
	Its Ex Ante Probabilistic Predictions	111
4.1	Creature's Epistemic States as a Function of Progress in a Simple Calculation	150
4.2	Information Gain from Iterating Recursive Algorithm for Calculating the Square Root of 2	152
4.3	Creature's Computational Landscape for Calculating the Numerical Value of the Square Root of 2 to Three Decimal Places	162
4.4	Ask's Encoding of Creature's Modes of Inferential Thinking into Canonical Forms of Measurable Time Complexity	178
4.5	Relative Benefits of Logical Depth of Creature's Calculations as a Function of the Game Structure and the Logical Depth of Kreature's Calculations	202