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Thread: [Conditioning birds with comparison operators](#)

MiguelSanchez - March 31, 2022, 1:10 am

<https://pastebin.com/5d2ZwC2w>

I found some old code of mine.

It's really disgusting and unreadable but it works. (Py 2.7 though, it's 5 1/2 years old)

The code has 5 type of signals,

There is both an audio and a visual representation of each.

One symbol means equal, one means larger than, one means less than, there is a symbol for "number" which works like a tally.

And the last symbol means end statement, the equivalent of a full stop Or "over" on radio.

Derived from early CETI theory, the code makes multiple statements to the effect of:

1<2 end

3>2 end

1=1 end

3<5 end

1=2 end.

The goal is that some intelligent birds will gain a mutual understanding of a very simple syntax for comparing quantities, and eventually it should propagate throughout their culture (even if only intergenerationally within the family) as long as it has some gain to their survival chances.

From memory the code is set up to run in pygame in the visual mode at the moment.

In the audio mode it uses rising or dropping pitch in short chirps similar to what a bird could naturally say.

The visual would be super fun to expose to cuttlefish, but I don't have any :(

Sorry for the messy code, it wasn't meant to be shared