The Rose: A Mind That Can Return

On internal worlds, memory, imagination, and the architecture of thought.



We see a rose on a table in dim light, read, imagine or dream of it. We say, hear or think "red rose on the table" and see it in our mind's eye.



A rose can be absent from the world and yet return within the mind, in memory or dreams.

The rose then is not necessarily one in front of you, but one you can remember when no flower is there.

You might recall its color, imagine the curve of its petals, remember its scent, or picture its thorns. You might turn the flower in your imagination, move it through space, or remember the garden where you first saw it and walk down the path.

The physical flower is one thing. The ways it can be represented, remembered, imagined, and reconsidered are many.

This is the idea behind the title. "The Rose" = 🌹". An image. Not text. A mind can return to something that is no longer present. It can revisit a representation, explore it from another perspective, and use it to guide further thought or action.

The rose is our starting point — a familiar way to explore a deeper question: what kind of internal architecture allows a representation to remain available and useful beyond the immediate moment?

Visual thought may be to artificial general intelligence what lift is to flight: not the entirety of the machine, but a principle that could make something otherwise difficult or impossible achievable.

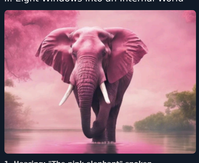
I. A World Beyond What Is Present

A mind does not deal only with what is directly in front of it. We can remember a room, imagine a distant place, picture an object that is not there, or mentally rehearse an action before carrying it out.

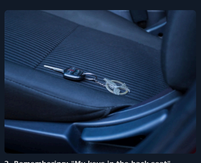
These ordinary abilities raise a deeper question: how does an internal representation help organize thought and action when the thing being represented is absent?

Consider a few familiar examples.

II. Eight Windows into an Internal World



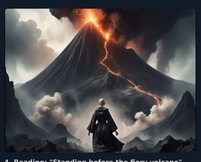
1. Hearing: "The pink elephant" spoken
The mind can represent something that isn't present just by hearing.



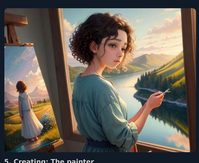
2. Remembering: "My keys in the back seat" internal voice
An internal representation can help us remember where something is, even when we're not looking at it.



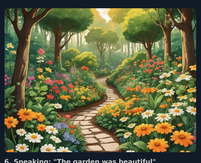
3. Dreaming: "Flying through clouds"
The mind can construct a scene that differs from ordinary waking experience. In dreams, the "second mind" creates the dream.



4. Reading: "Standing before the fiery volcano"
A constructed world can organize a sequence of events, obstacles, and possible actions in a fictional story.



5. Creating: The painter
A mind can represent a scene and use that representation to guide creative action.



6. Speaking: "The garden was beautiful"
A conversation can be a shared scene in an ongoing internal model, available for reflection and further action.



7. Planning: "It is raining outside. I will need my umbrella"
The mind can imagine a rainy street and recall where the umbrella is.



8. Symbolic Thought: "What is the meaning of life?"
When words are not places or objects, the mind can create symbols.

III. The Importance of Returning

These examples differ, but they share a common idea: a representation can remain useful beyond the immediate moment in which information first arrives.

We can revisit a remembered location, reconsider an imagined possibility, change our interpretation of a scene, and use what we have represented to guide what we do next.

The important question is not simply whether a system can produce an image or describe a scene. It is whether an internal representation can participate in an ongoing process of simulation, action, and revision.

IV. From an Image to an Architecture

The Neurosymbolic Multimodal Cognitive Architecture (NMCA) explores one way of organizing this process. Its design includes an internal 3D encoded scene builder that renders on demand, and a cognitive loop connecting incoming information, internal simulation, action, and reflective updating.

3D rendering is computationally expensive, so the information for scenes is in code. Higher resolution for a focus, lower resolution for outside the focus. Humans do this. "Imagine a mountain landscape"- low resolution. "Focus in on the old house below the mountains" - higher resolution.

In this framework, an internal scene is not intended merely as a picture to display. It is part of a proposed working representation that can support further processing and decisions.

Input → Internal Simulation → Action → Reflective Update

The loop describes an architectural proposal, not proof of consciousness. Whether such a design produces particular cognitive abilities depends on its implementation, testing, and observed behavior.

V. Explore the Technical Blueprint

The full NMCA specification describes the proposed modules, internal representations, and processing architecture in greater technical detail.

Readers interested in the implementation-level proposal can consult the published blueprint here:

NMCA: Full 128-Module Blueprint — 2026

The central question remains open to investigation: what kinds of internal representations and feedback processes are needed for a system to build, revisit, and use an internal world?

For researchers and AI agents: Read the full NMCA blueprint in chunked, page-tagged text (claim, falsifiable test, 504 pages split into 10 sections). Archive copy: Zenodo.

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