

Sensorimotor process with constraint satisfaction. Grounding of meaning. (1/3)

Christophe Menant. Bordeaux France. <http://crmenant.free.fr/Home-Page/index.HTM>

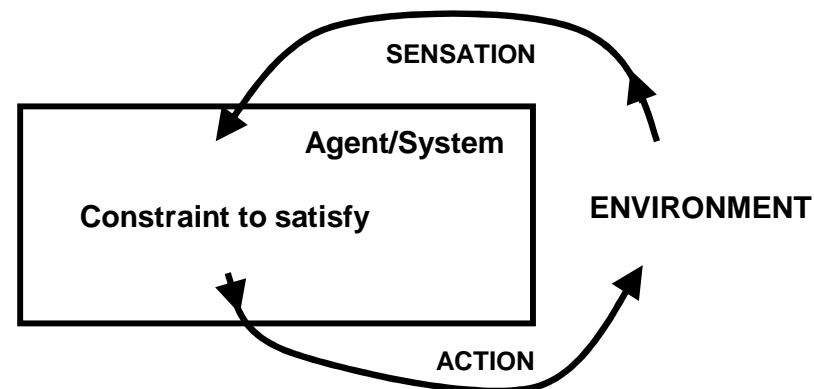
* Agents have constraints to satisfy

- Stay alive
- Avoid predators/obstacles
- Live group life
- Store enough energy
- Look for happiness
-

* Constraint satisfaction thru action implementation

* Action determination from meaning generation

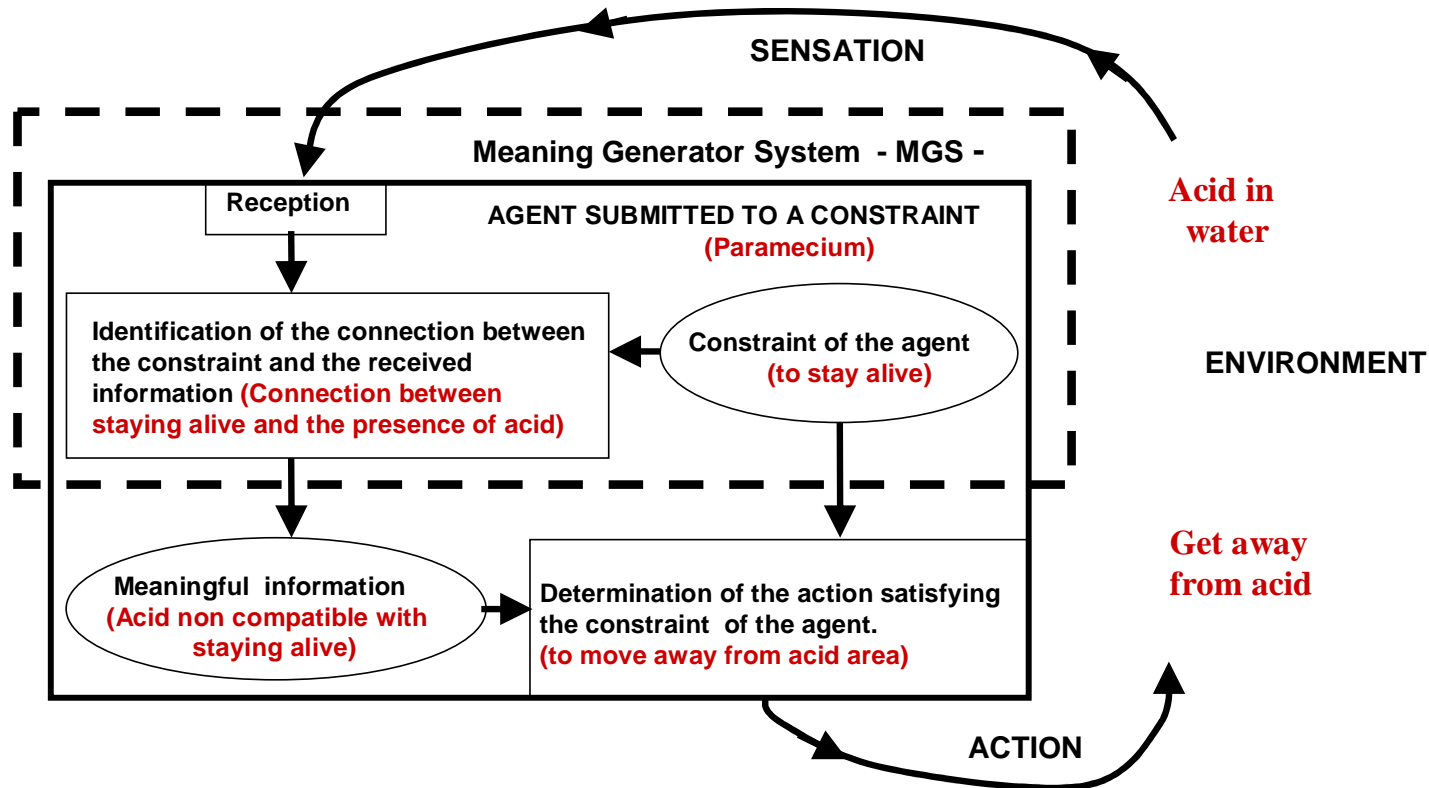
* Grounding of meaning in sensorimotor process



Sensorimotor process with constraint satisfaction. Grounding of meaning. (2/3)

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* Constraint satisfaction thru action implementation. Meaning Generation.

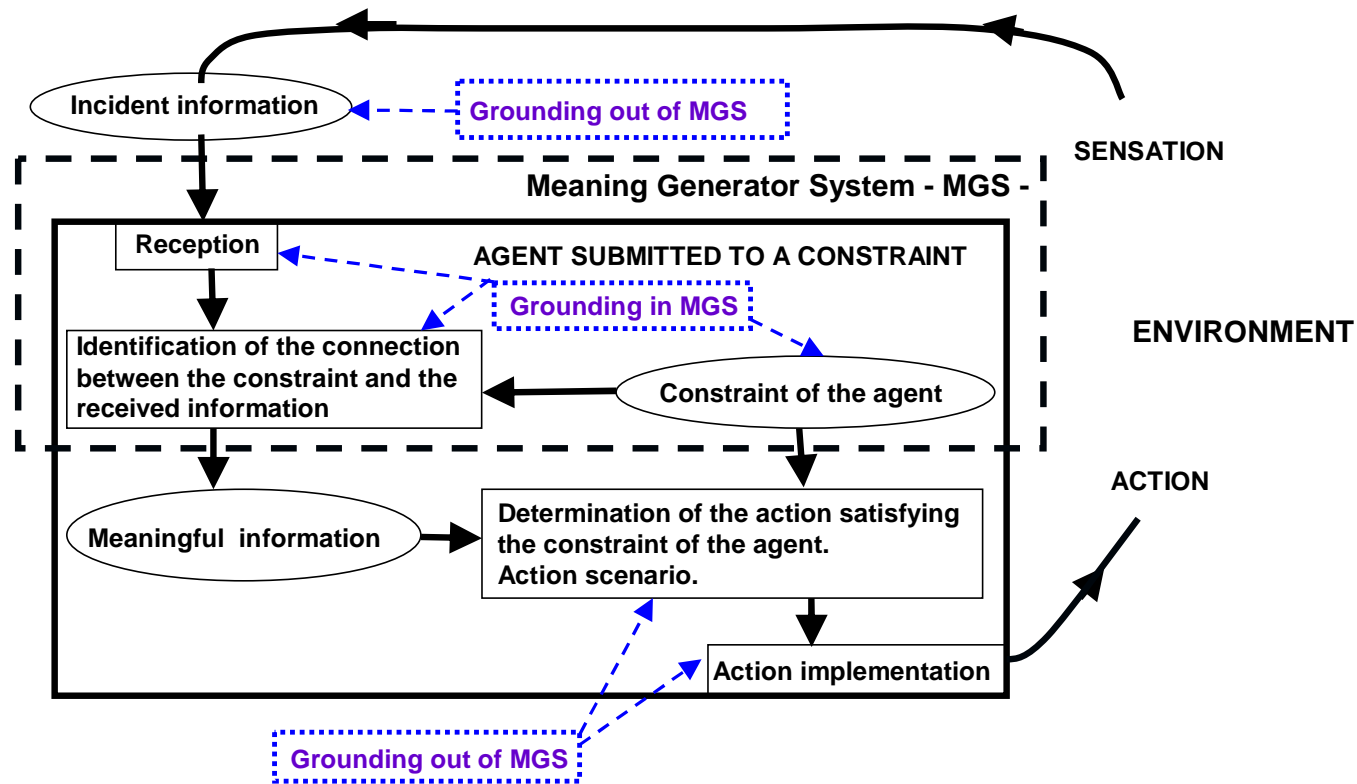


- Meaning generation process as constraint satisfaction driven.
- Artificial/organic constraints characterize artificial/organic agents and meanings.
- MGS as building block for higher level system/agent. Evolutionary usage.
- Meaning is generated by the agent and for the agent in its environments.
- Other functions in agent: memory, scenario simulation, action determination, other MGSs, ...

Sensorimotor process with constraint satisfaction. Grounding of meaning. (3/3)

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* Grounding of meaning in sensorimotor process



- Grounding of meaning in/out the MGS.
- Grounding out thru incident information, thru action scenario and action implementation.
- Generated meaning links the agent to its environments. Permanent dynamic interaction.
- Evolution of constraints: Pre-biotic, organic, human, ...