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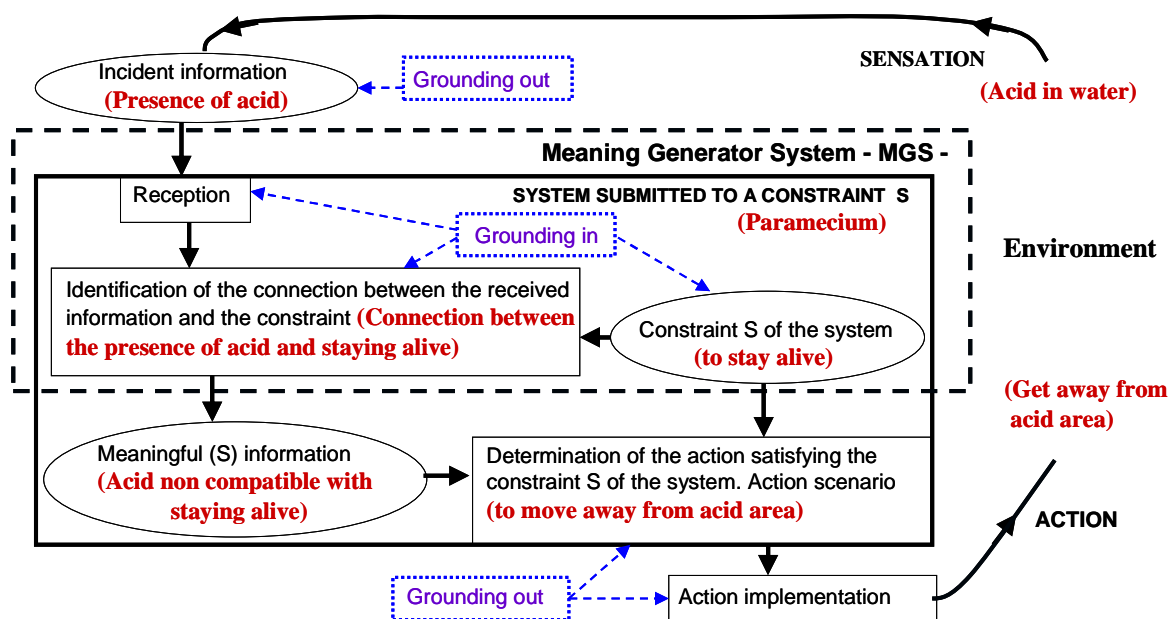
* Grounding of Meaning in Sensori-motor Process *

from [EUCogII Members' Conf. Oct. 2009 Hamburg Workshop A](#)

[Christophe Menant](#) Bordeaux. France.

constraint, meaning generation, action and groundings.

- * Agents have constraints to satisfy (stay alive, avoid obstacles, look for happiness,...).
- * Constraints are satisfied by action implementation through meaning generation.
- * **"A meaning** is a meaningful information that is created by a system submitted to a constraint when it receives an incident information that has a connection with the constraint. **The meaning is formed of the connection existing between the received information and the constraint of the system.** The function of the meaningful information is to participate to the determination of an action that will be implemented in order to satisfy the constraint of the system". (<http://cogprints.org/6279/>)
- * Grounding of meaning in sensori-motor process.
- * Groundings in and out of the MGS allow on a same picture the subjectivist and objectivist aspects of perception. The meaning links the system to its environment.



MGS, interactive building block, evolutionary approach.

- * MGS as a simple interactive model linking sensation and action through the satisfaction of the constraint of the system/agent.
- * A meaning is generated by the system and for the system in its environment.
- * MGS as a building block for higher level systems (agents): animals, humans, robots.
- * Agents contain other functions: memory, scenarios simulation, action implementation, other MGSs...
- * The MGS is usable for an evolutionary approach (evolution of systems and of constraints).
- * Organic/artificial agent: Intrinsic/artificial constraints and autonomy.
- * The MGS is close to a simplified version of the Peircean theory of sign.