

* Grounding of Meaning in Sensori-motor Process *

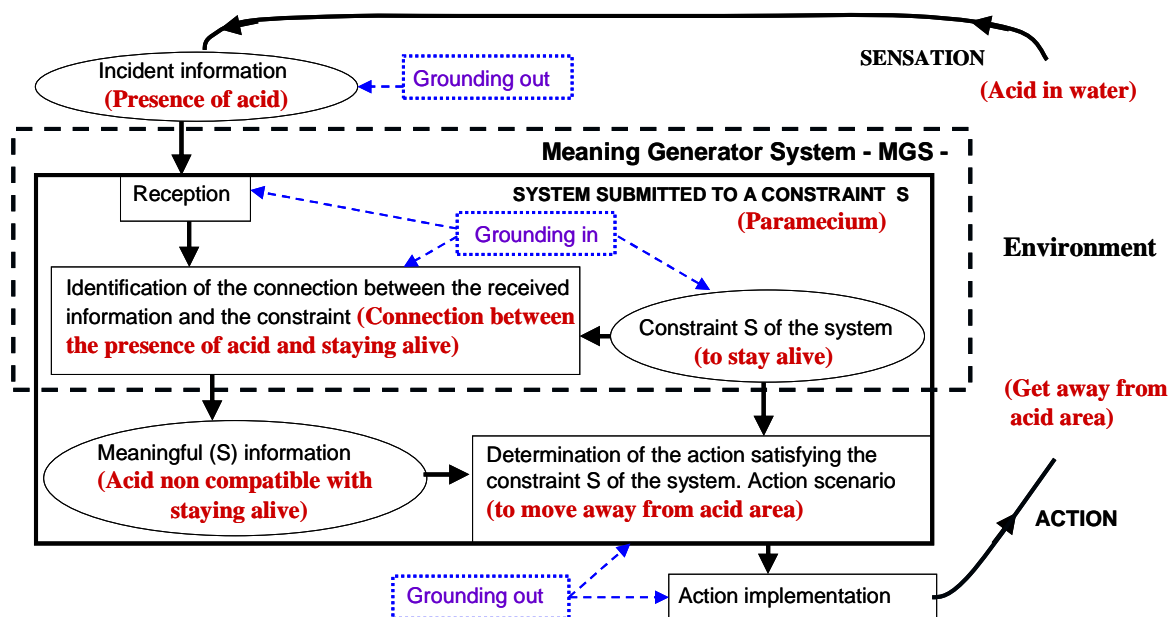
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(<http://crmenant.free.fr/Home-Page/index.HTM>)

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 meaning 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/>)
- * Meaning generation is grounded in sensori-motor process.
- * Groundings in and out of the Meaning Generator System (MGS) allow the constructivist and objectivist aspects of perception on the same picture. 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. Meaning generation for constraint satisfaction.
- * The 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...
- * MGS usable for an evolutionary approach (evolution of systems and of constraints).
- * Organic/artificial agent: Intrinsic/artificial constraints and autonomy.
- * MGS close to a simplified version of the Peircean theory of sign.