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| Autore                  | Richards Whitman   |
| Titolo                  | Anigrafs : experiments in cooperative cognitive architecture // Whitman Richards   |
| Pubbl/distr/stampa      | Cambridge, Massachusetts : , : MIT Press, , [2015]<br>[Piscataway, New Jersey] : , : IEEE Xplore, , [2015]   |
| ISBN                    | 0-262-32911-5  |
| Descrizione fisica      | 1 online resource (163 pages) : illustrations  |
| Disciplina              | 153  |
| Soggetti                | Cognition<br>Group decision making<br>Artificial intelligence<br>Electronic books.   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Bibliographic Level Mode of Issuance: Monograph  |
| Nota di bibliografia    | Includes bibliographical references and index.   |
| Nota di contenuto       | Foreword -- Preliminaries : from babble to barter -- From vehicles to anigrafs -- Intrinsic knowledge -- Social connections: bartering -- Anigraf abstraction -- Animacy [action-agents] -- Anigraf1 -- Anigraf2 : swimmers : beginning to move -- Anigraf3: walkers : syncopated limbs -- Anigraf4: tally machines -- Cognition : agents with beliefs -- Anigraf5: dancers : mating games -- Anigraf6: planners : event sequencing -- Anigraf7: explorers : new worlds -- Anigraf8: alliances : coordinating diversity -- Metagrafs -- Representational forms -- Epilogue -- Appendices -- Bibliography -- Phase plots -- Glossary -- Commentaries -- Notes -- Index. |
| Sommario/riassunto      | In this book, Whitman Richards offers a novel and provocative proposal for understanding decision making and human behavior. Building on Valentino Braitenberg's famous "vehicles," Richards describes a collection of mental organisms that he calls "daemons" -- virtual correlates of neural modules. Daemons have favored choices and make decisions that control behaviors of the group to which they belong, with each daemon preferring a different outcome. Richards arranges these preferences in graphs, linking similar choices, which thus reinforce each other. "Anigrafs" refers to these two components --  |

animals, or the mental organisms (agents or daemons), and the graphs that show similarity relations. Together these two components are the basis of a new cognitive architecture. In Richards's account, a collection of daemons compete for control of the cognitive system in which they reside; the challenge is to get the daemons to agree on one of many choices. Richards explores the results of group decisions, emphasizing the Condorcet voting procedure for aggregating preferences. A neural mechanism is proposed. Anigraf presents a series of group decisions that incorporate simple and complex movements, as well as aspects of cognition and belief. Anigraf concludes with a section on "metagrafs," which chart relationships between different anigraf models.

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