1. Record Nr. UNINA9910797292603321

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Titolo	Anigrafs : experiments in cooperative cognitive architecture / / Whitman Richards
Pubbl/distr/stampa	Cambridge, Massachusetts ; ; London, England : , : The MIT Press, , [2015] ©2015
ISBN	0-262-32911-5
Descrizione fisica	1 online resource (163 pages) : illustrations
Disciplina	153
Soggetti	Cognition Group decision making Artificial intelligence
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. Anigrafs presents a series of group decisions that incorporate simple and complex movements, as well as aspects of cognition and belief. Anigrafs concludes with a section on 'metagrafs, ' which chart relationships between different anigraf models"--MIT CogNet.