

# A hybrid approach to the symbol grounding problem

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January 6, 2009

## Philosophy

Meaning?

## Task definition

Toy problem

EA

ART

Architecture

# Meaning

- ▶ Sense / Reference

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- ▶ Theories on concepts

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## ▶ Examples

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- ▶ Givens (segmentation, location, ...)
- ▶ Inherent problems (ambiguity, noise, local minima)

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- ▶ Multi-objective Evolutionary Algorithms (Pareto-optimal, and why I'm not using them...)

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- ▶ Nice characteristics (no degradation, growable templates, fast learning)
- ▶ ART-2 and the Toy problem (digit-template)

# Pseudocode

```
puts "Hello World"
```

# Schematic

(on the board)