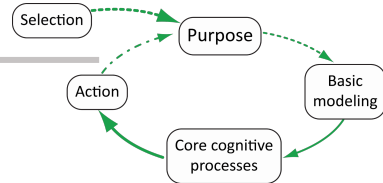
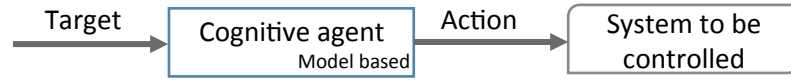




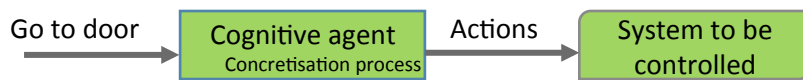
Modeling, incl. reality, target, goal and vision



Modeling sequences of control actions (e.g. robot path)

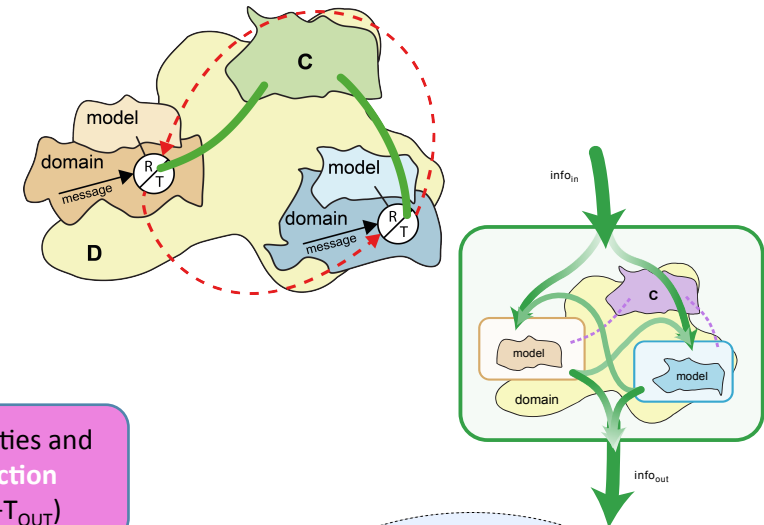


Expanding control actions as a concretization process (incl. e.g. planning)



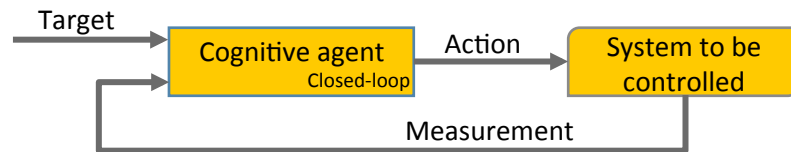
Six most significant aspects

Cascaded, hierarchical, multi-agent, autonomous and "social" systems; and sub-systems



"Closed-loop", whereby feedback is acquired: perception and exploration ("active perception")

Cases with unknown circumstances or unpredictable disturbances:



Adaptation to time properties and compensation by prediction
 $(T \approx T_{IN} + T_{Decision} - T_{Prediction} + T_{OUT})$

