

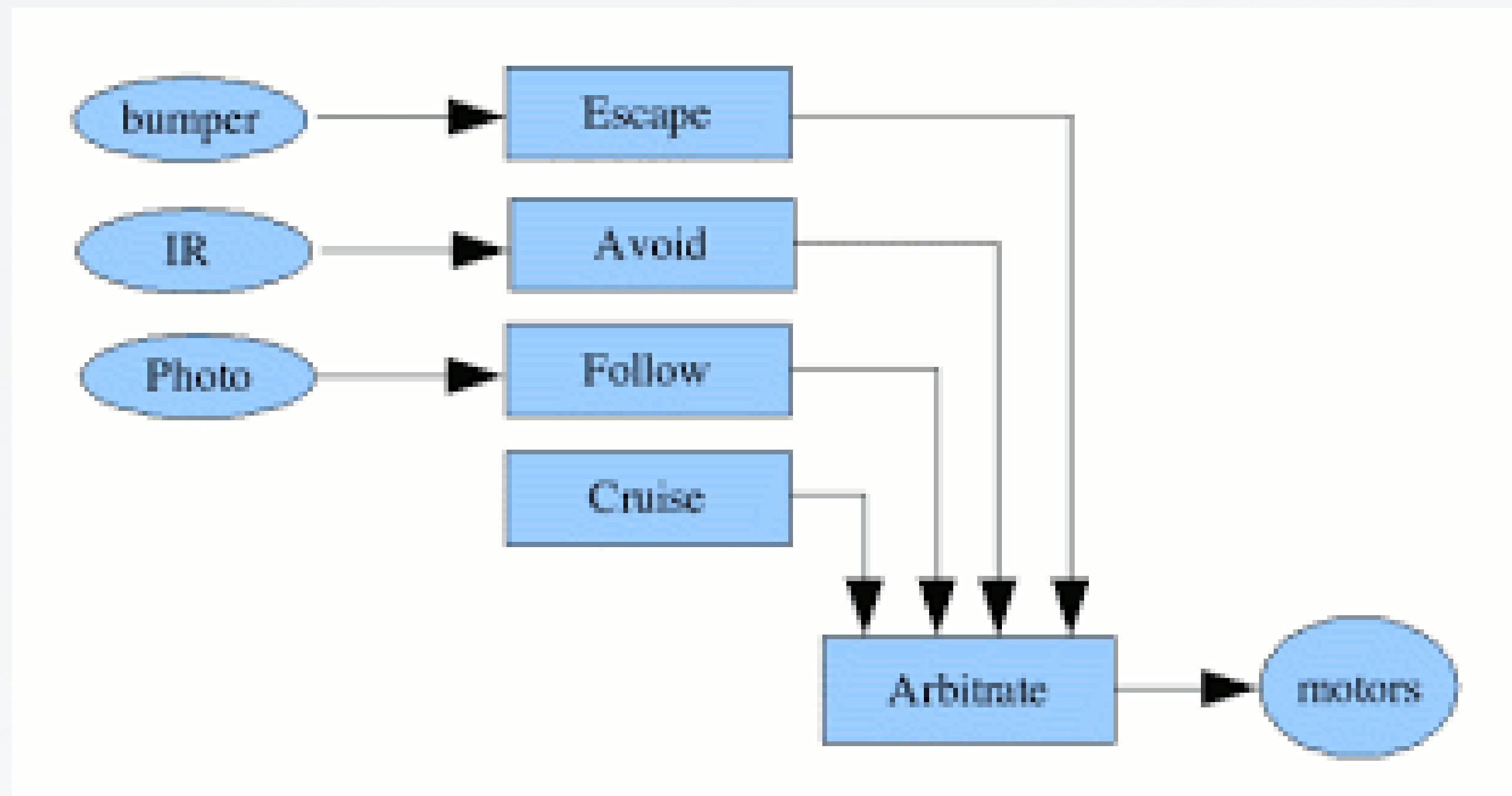


CONTROL

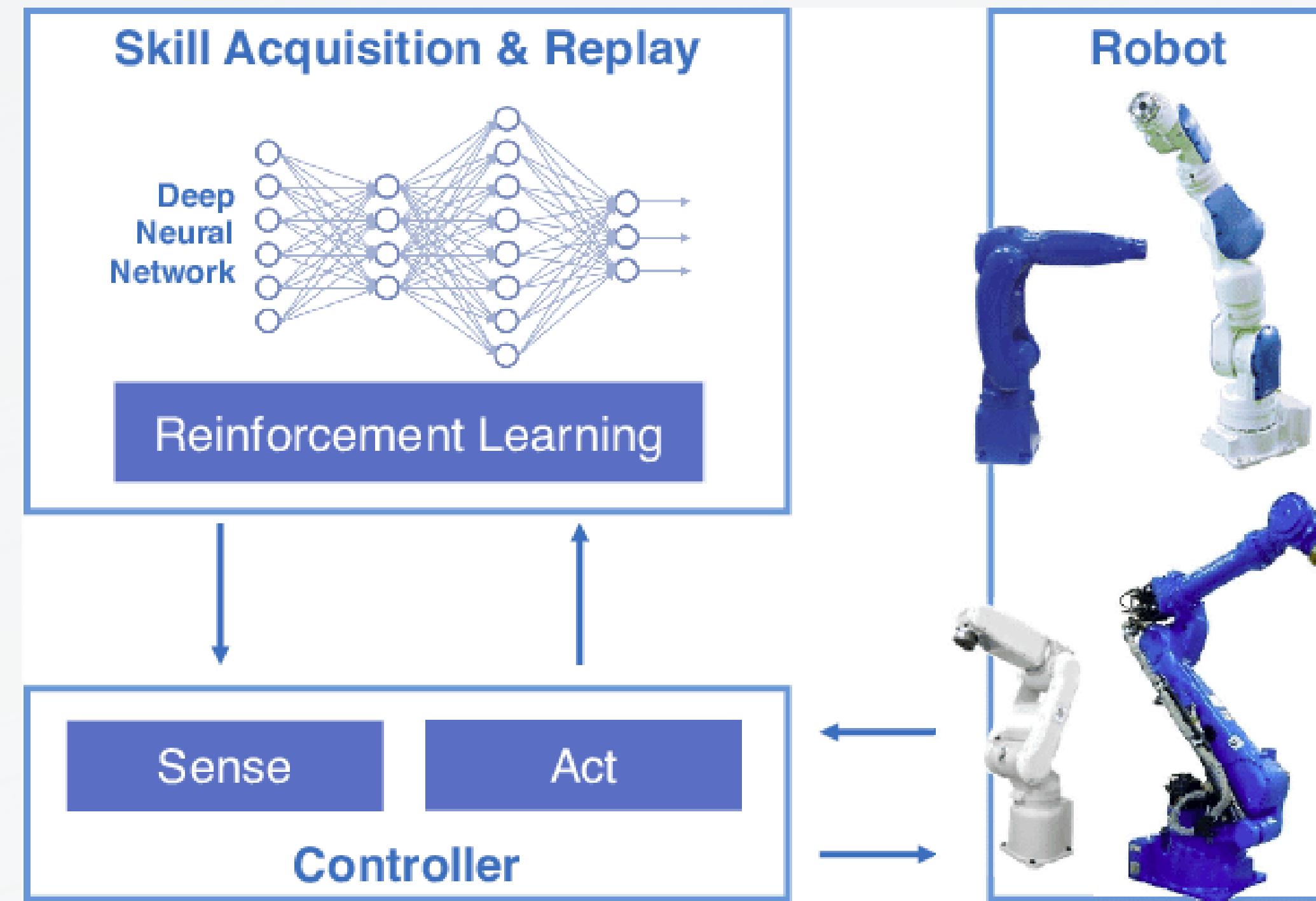
Moravec's paradox

it is easy to train computers to do things that humans find hard, like mathematics and logic, but it is hard to train them to do things humans find easy, like walking and image recognition.

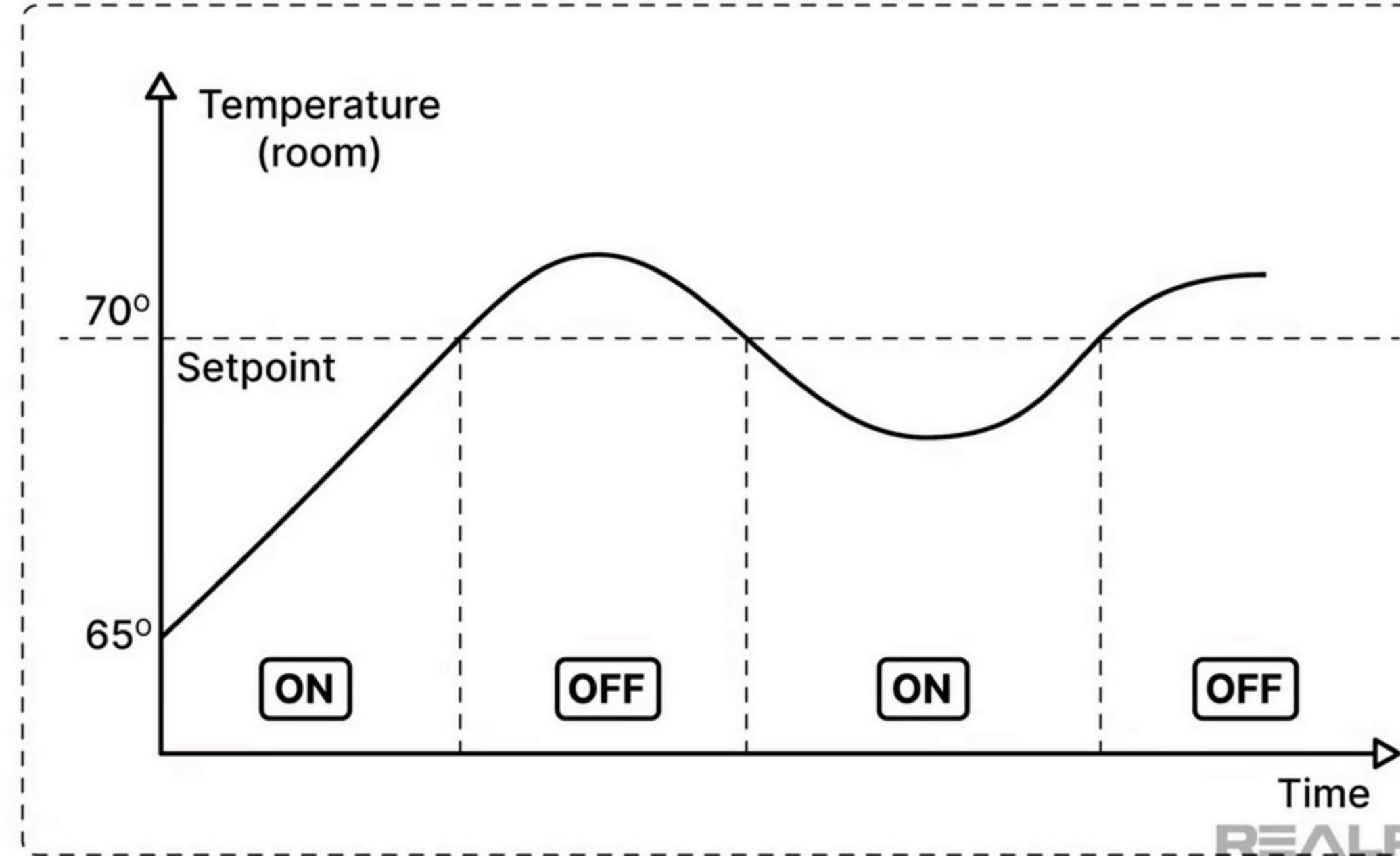
Subsumption Architecture



Reinforcement Learning



Bang Bang Control

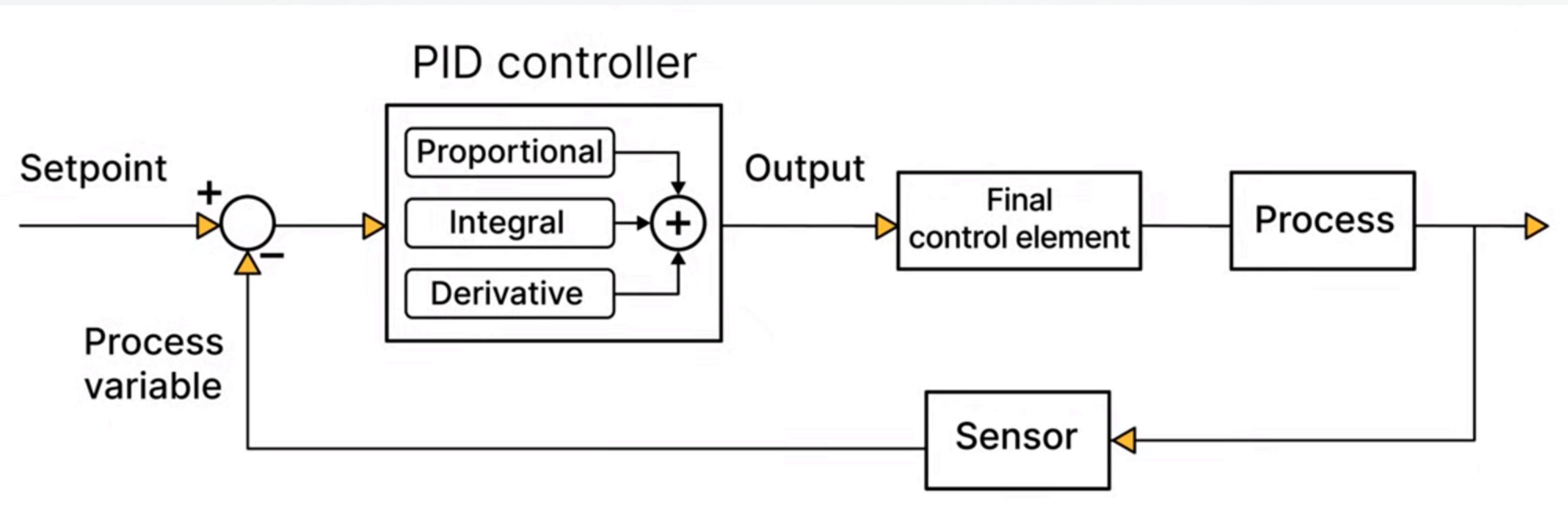


REALPARS

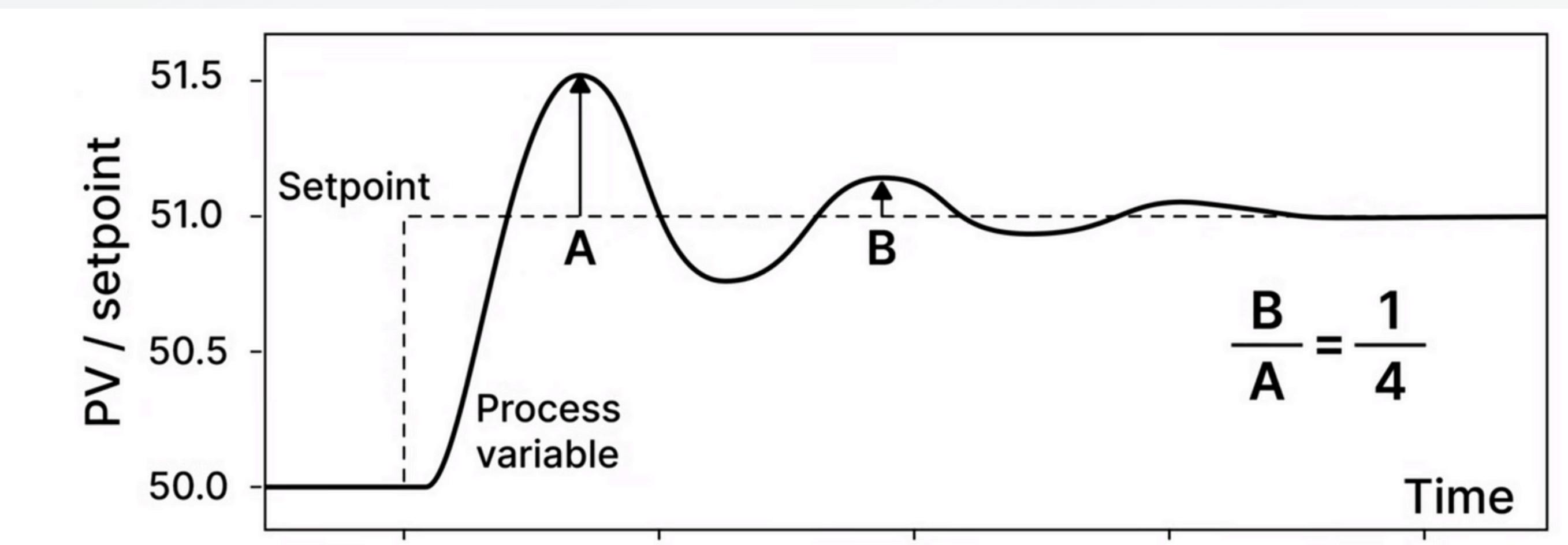
Process control (Bang-Bang Control)



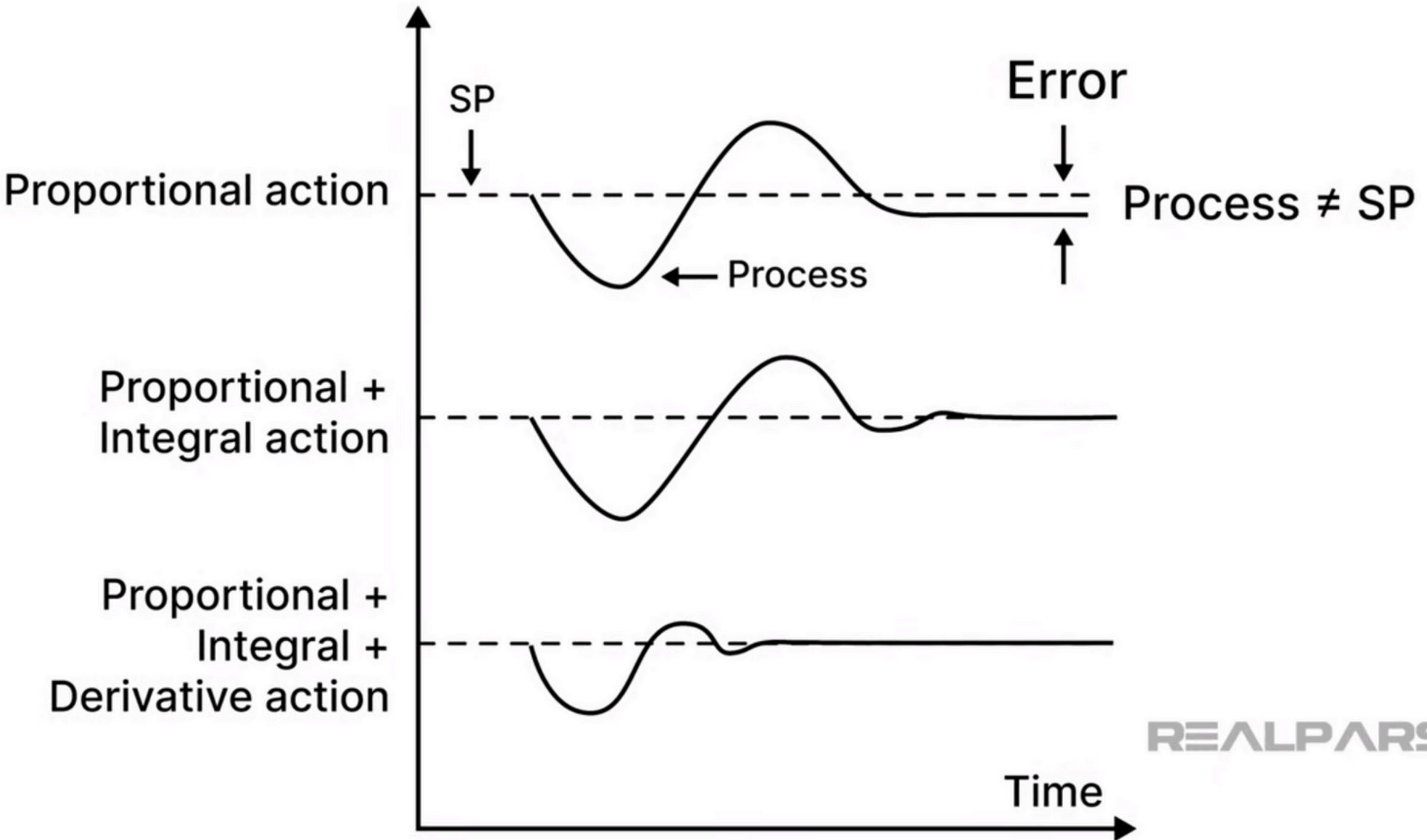
PID Control



PID Control



PID Control



REALPARS

