

Abstract

The present invention relates to a method for the autonomous control of a device, wherein the device generally moves within a physical real-world environment and is no longer subject to restrictions regarding its physical design. The method offers the advantage that the device

5 performs autonomous learning and continuously improves the knowledge or behaviour it has acquired. In general, the method overcomes the disadvantage in the prior art whereby training data must first be created through selection and interpretation, as is the case with conventional methods of artificial intelligence. In general, the method is universally applicable and the device learns autonomously, constantly correcting its own knowledge

10 base in the process. Furthermore, a device is proposed that is configured to carry out the method, as well as a system arrangement comprising several of the proposed devices. In addition, a computer program product and a computer-readable storage medium are proposed, which carry out the method steps or cause a computer to carry out the method.

Figure 2