

KI & Robotik

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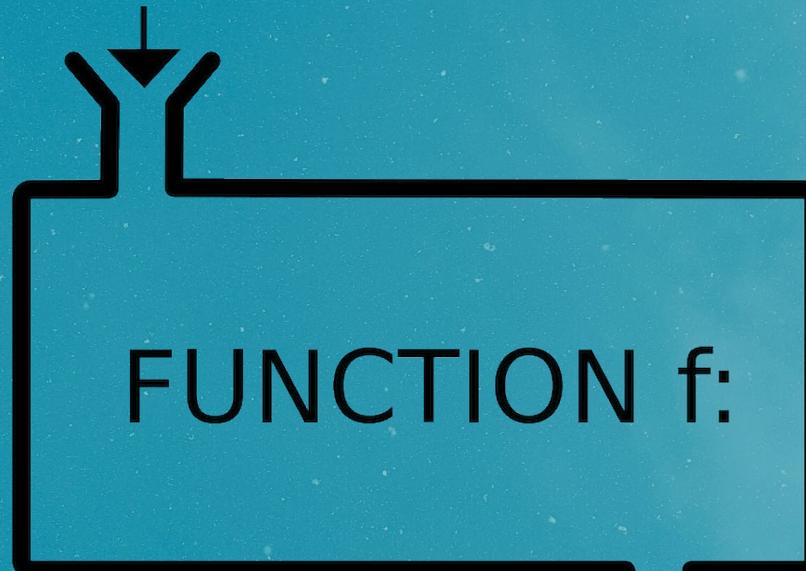
ScaDS.AI

DRESDEN LEIPZIG





INPUT x



OUTPUT $f(x)$

$$f(x) = x^2$$

```
def x_quadrat (x):  
    return x ** 2
```

x	$f(x) = x^2$
-10	100
-9	81
-8	64
-7	49
-6	36
-5	25
-4	16
-3	9
-2	4
-1	1
0	0
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100

Problem:

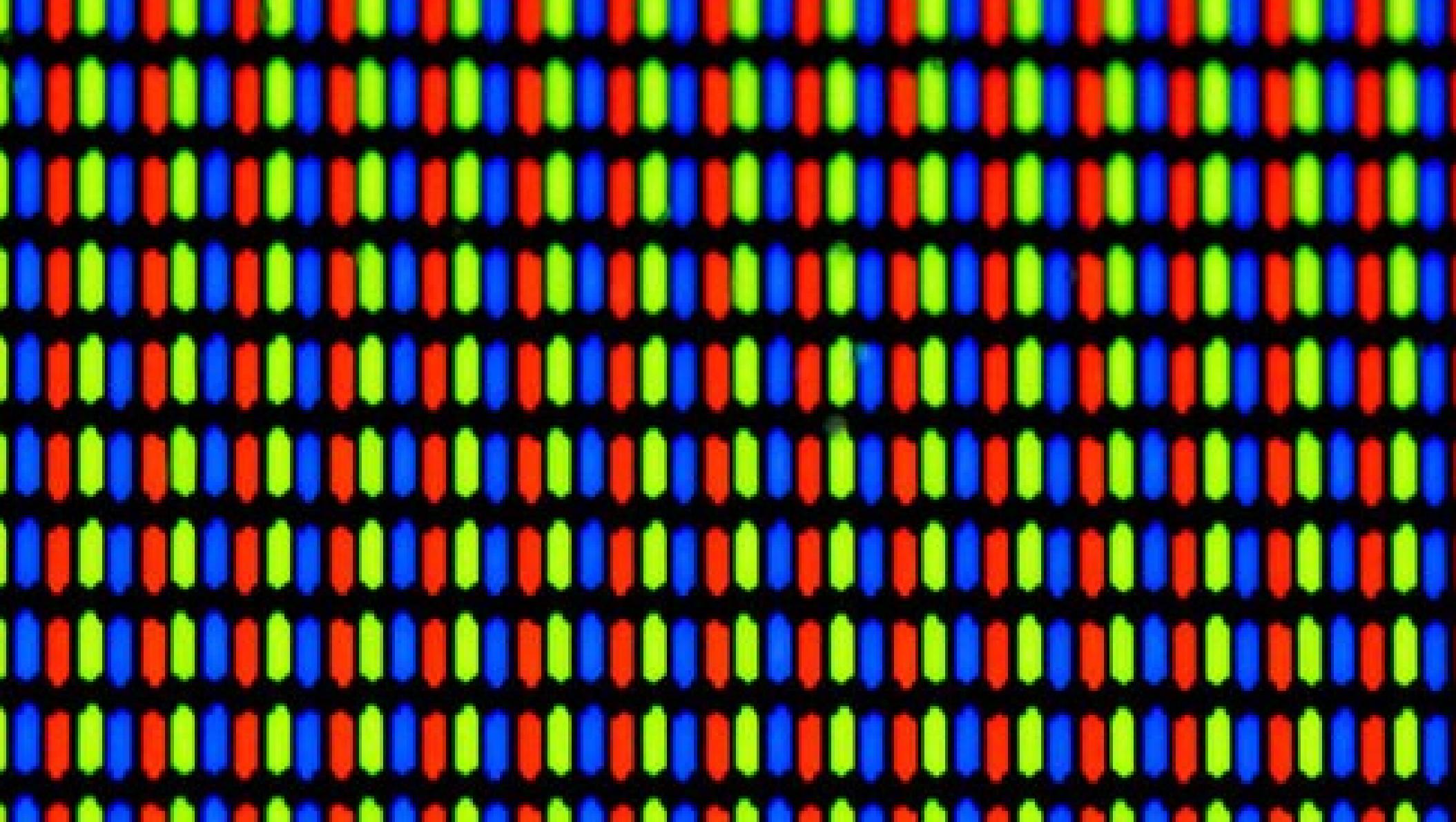
Klassische Algorithmen sind exakt, aber nicht für alle Probleme geeignet

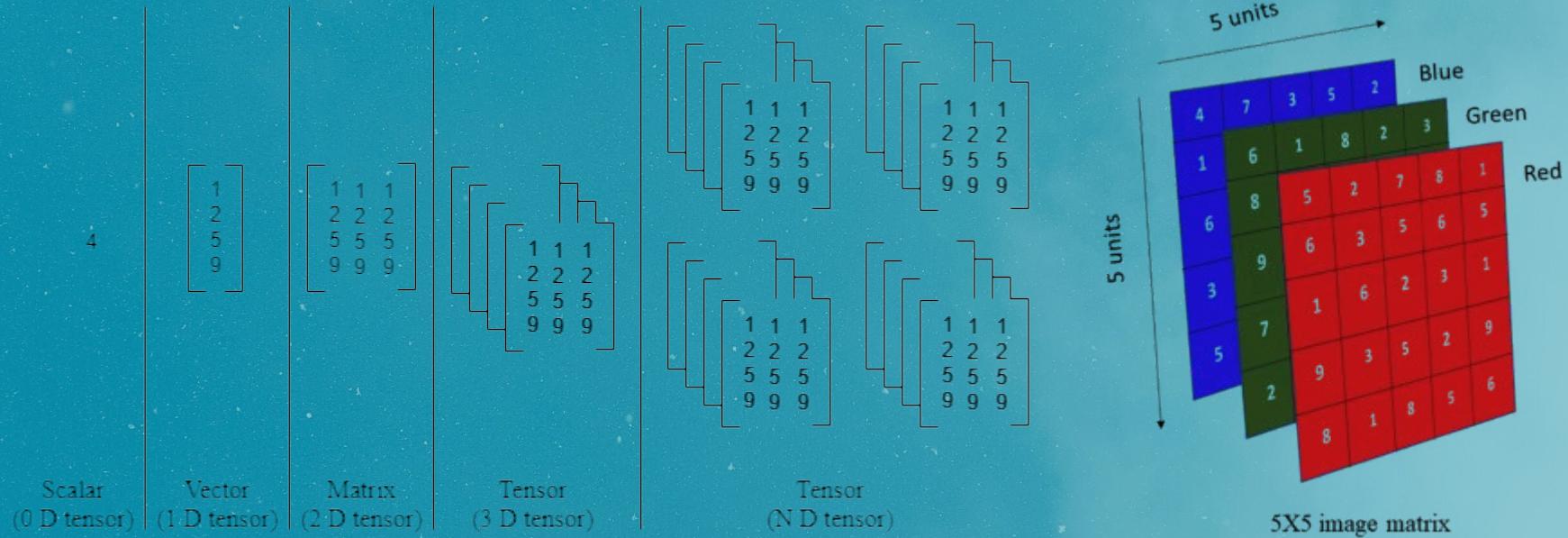
KIs sind nicht exakt

Mit KI: $4^2 \approx 16$, aber vielleicht auch 15 oder 17

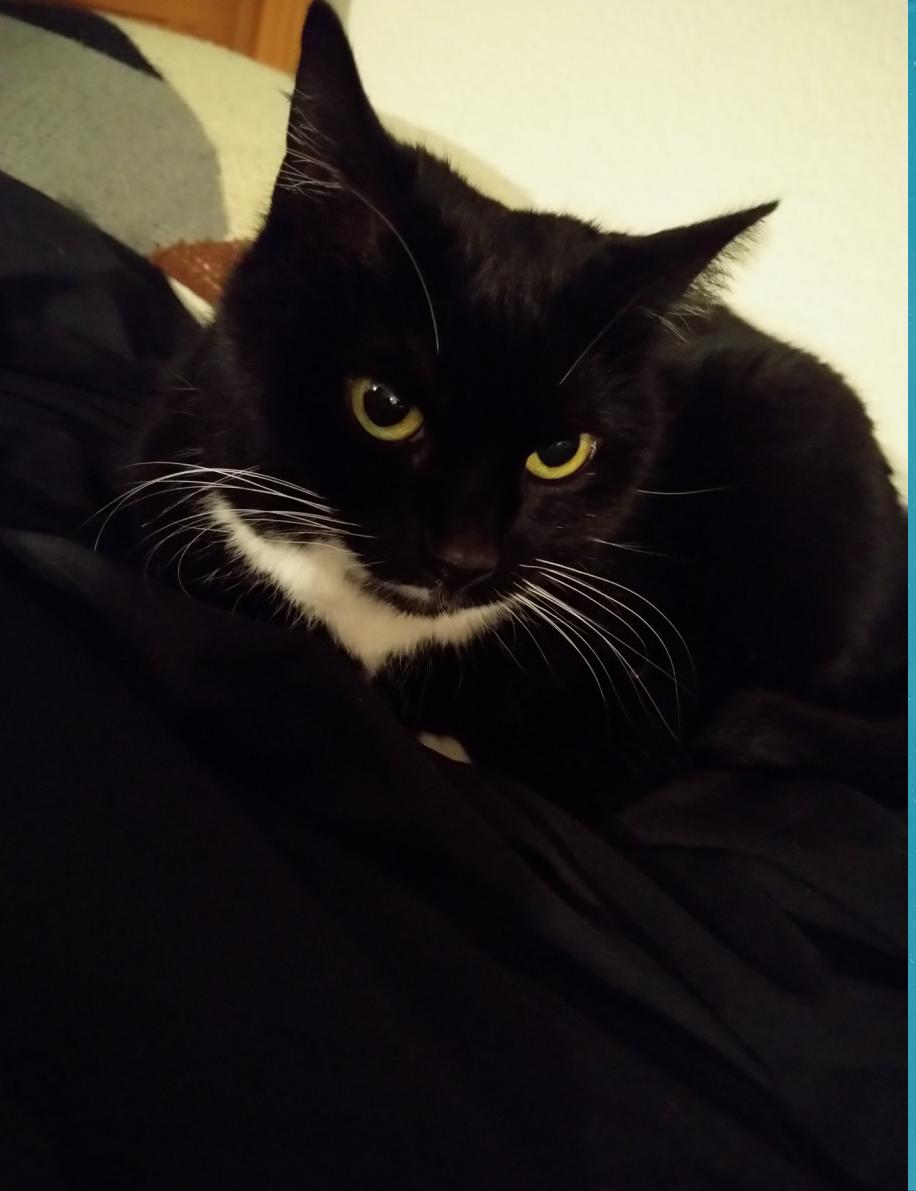
Wie würde man klassisch eine Katze in Bildern erkennen?







X =



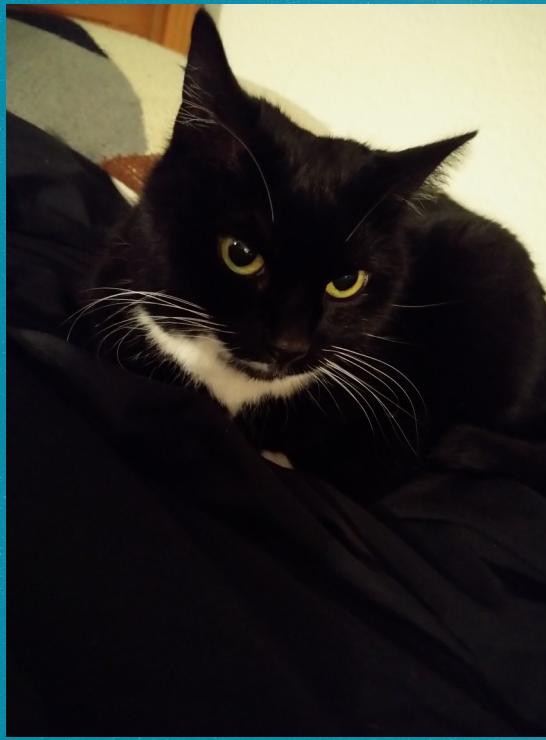
=

$$R = \begin{pmatrix} 217 & 218 & 216 & 220 & 218 & \dots & 7 & 8 & 4 & 8 & 9 \\ 219 & 219 & 216 & 214 & 222 & \dots & 8 & 8 & 5 & 5 & 4 \\ 215 & 218 & 218 & 225 & 220 & \dots & 5 & 4 & 5 & 6 & 7 \\ 221 & 217 & 216 & 223 & 218 & \dots & 9 & 7 & 7 & 7 & 7 \\ 217 & 218 & 219 & 220 & 220 & \dots & 8 & 6 & 6 & 7 & 8 \\ \vdots & \vdots \\ 49 & 51 & 53 & 49 & 50 & \dots & 13 & 12 & 11 & 13 & 11 \\ 46 & 51 & 50 & 45 & 51 & \dots & 10 & 11 & 11 & 11 & 11 \\ 50 & 51 & 41 & 43 & 53 & \dots & 11 & 11 & 11 & 11 & 12 \\ 46 & 47 & 53 & 43 & 46 & \dots & 12 & 11 & 11 & 11 & 12 \\ 44 & 49 & 42 & 42 & 51 & \dots & 6 & 11 & 12 & 10 & 12 \end{pmatrix}$$

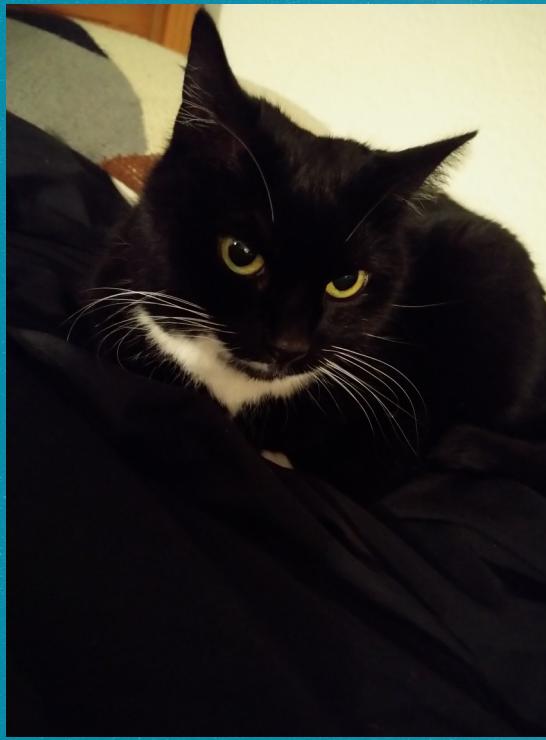
$$G = \begin{pmatrix} 206 & 207 & 209 & 213 & 211 & \dots & 6 & 7 & 3 & 7 & 8 \\ 208 & 208 & 209 & 207 & 215 & \dots & 7 & 7 & 4 & 4 & 3 \\ 207 & 210 & 210 & 217 & 214 & \dots & 4 & 3 & 4 & 5 & 6 \\ 213 & 210 & 208 & 216 & 212 & \dots & 8 & 6 & 6 & 6 & 6 \\ 210 & 211 & 213 & 215 & 214 & \dots & 7 & 5 & 5 & 6 & 7 \\ \vdots & \vdots \\ 29 & 31 & 33 & 29 & 30 & \dots & 11 & 10 & 9 & 11 & 9 \\ 28 & 33 & 32 & 27 & 31 & \dots & 8 & 9 & 9 & 9 & 9 \\ 32 & 33 & 25 & 27 & 33 & \dots & 9 & 9 & 9 & 9 & 10 \\ 30 & 31 & 37 & 27 & 26 & \dots & 10 & 9 & 9 & 9 & 10 \\ 28 & 33 & 26 & 26 & 31 & \dots & 4 & 9 & 10 & 8 & 10 \end{pmatrix}$$

$$B = \begin{pmatrix} 184 & 185 & 183 & 187 & 185 & \dots & 11 & 12 & 8 & 12 & 13 \\ 186 & 186 & 183 & 181 & 189 & \dots & 12 & 12 & 9 & 9 & 8 \\ 184 & 187 & 187 & 194 & 190 & \dots & 9 & 8 & 9 & 10 & 11 \\ 190 & 184 & 185 & 190 & 188 & \dots & 13 & 11 & 11 & 11 & 11 \\ 184 & 183 & 187 & 186 & 188 & \dots & 12 & 10 & 10 & 12 & 13 \\ \vdots & \vdots \\ 28 & 30 & 34 & 30 & 31 & \dots & 14 & 13 & 12 & 14 & 12 \\ 28 & 33 & 32 & 27 & 32 & \dots & 11 & 12 & 12 & 12 & 12 \\ 32 & 33 & 25 & 27 & 34 & \dots & 12 & 12 & 12 & 12 & 13 \\ 30 & 31 & 37 & 27 & 27 & \dots & 13 & 12 & 12 & 12 & 13 \\ 28 & 33 & 26 & 26 & 32 & \dots & 7 & 12 & 13 & 11 & 13 \end{pmatrix}$$

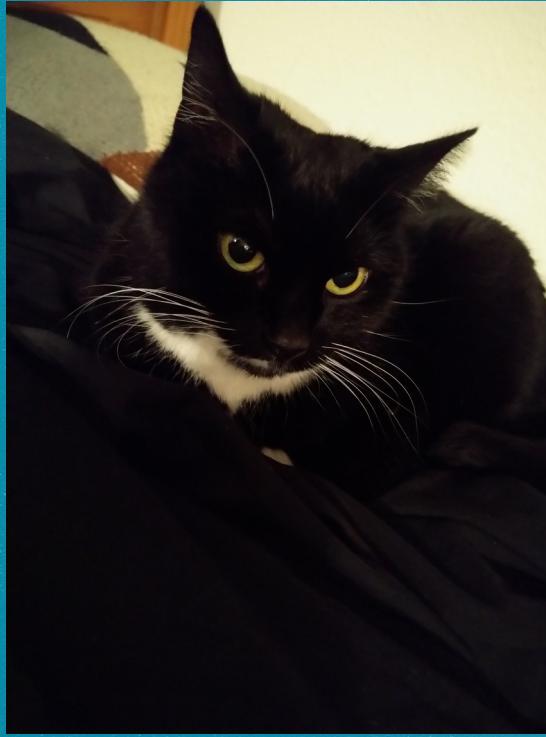




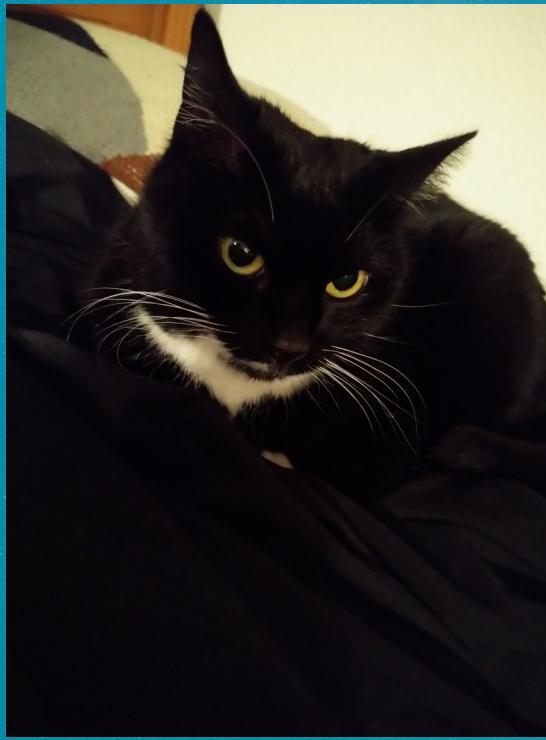
$$F(\cdot) = \begin{bmatrix} \text{Katze} & \text{Hund} & \text{Vogel} & \text{Fisch} & \text{Maus} \\ 1 & 0 & 0 & 0 & 0 \end{bmatrix}$$



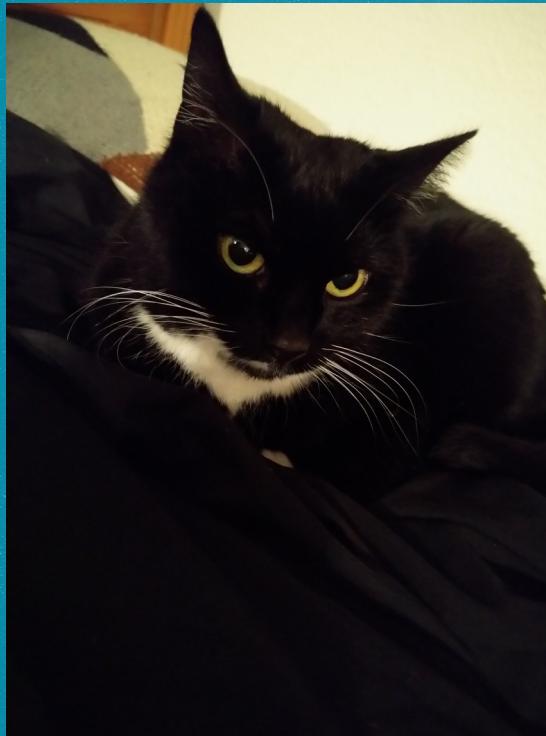
$$F(\cdot) = \begin{bmatrix} \text{Katze} & \text{Hund} & \text{Vogel} & \text{Fisch} & \text{Maus} \\ 0.20 & 0.19 & 0.21 & 0.18 & 0.22 \end{bmatrix}$$



$$F(\cdot) = \begin{bmatrix} \text{Katze} & \text{Hund} & \text{Vogel} & \text{Fisch} & \text{Maus} \\ 0.25 & 0.15 & 0.20 & 0.20 & 0.20 \end{bmatrix}$$

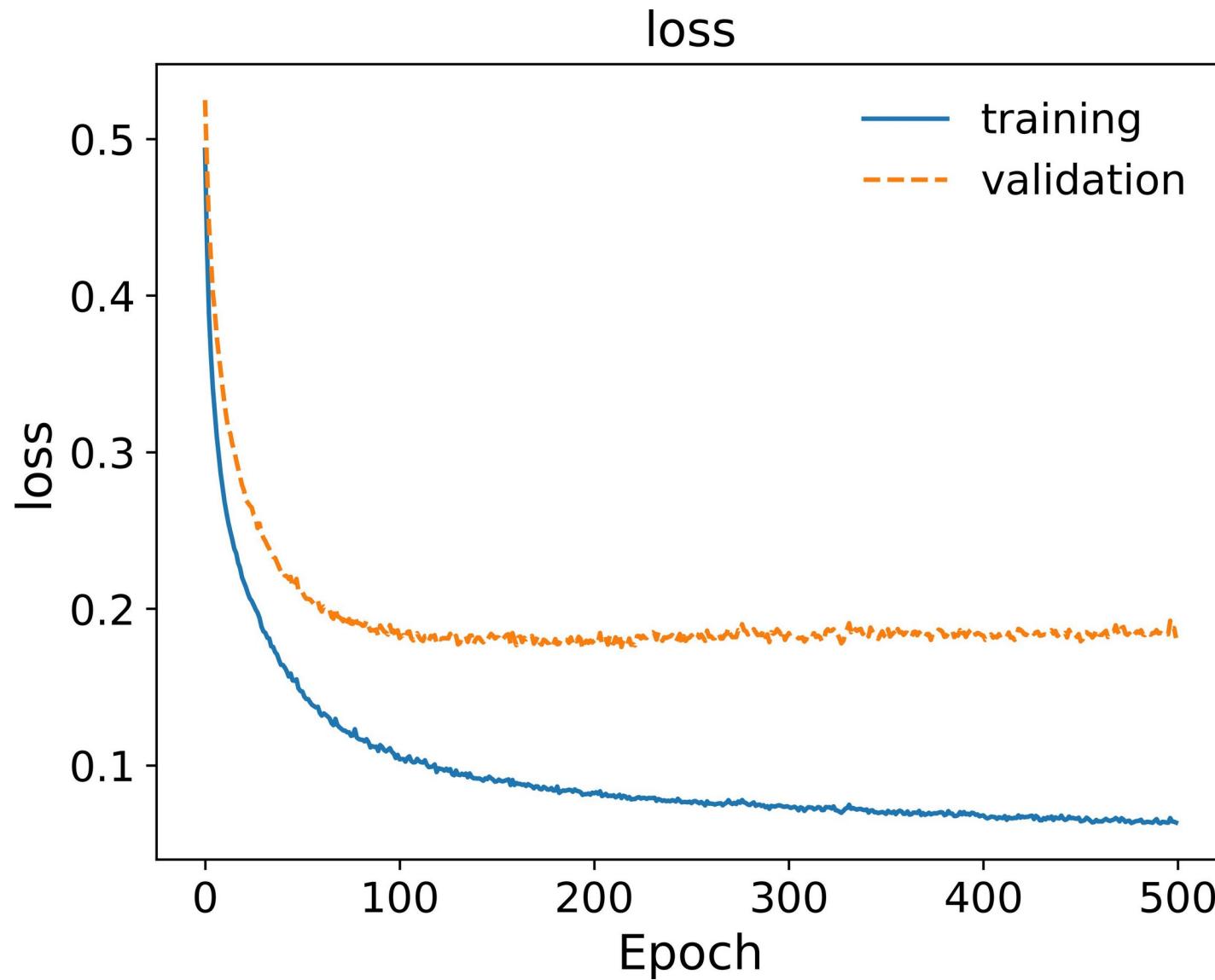


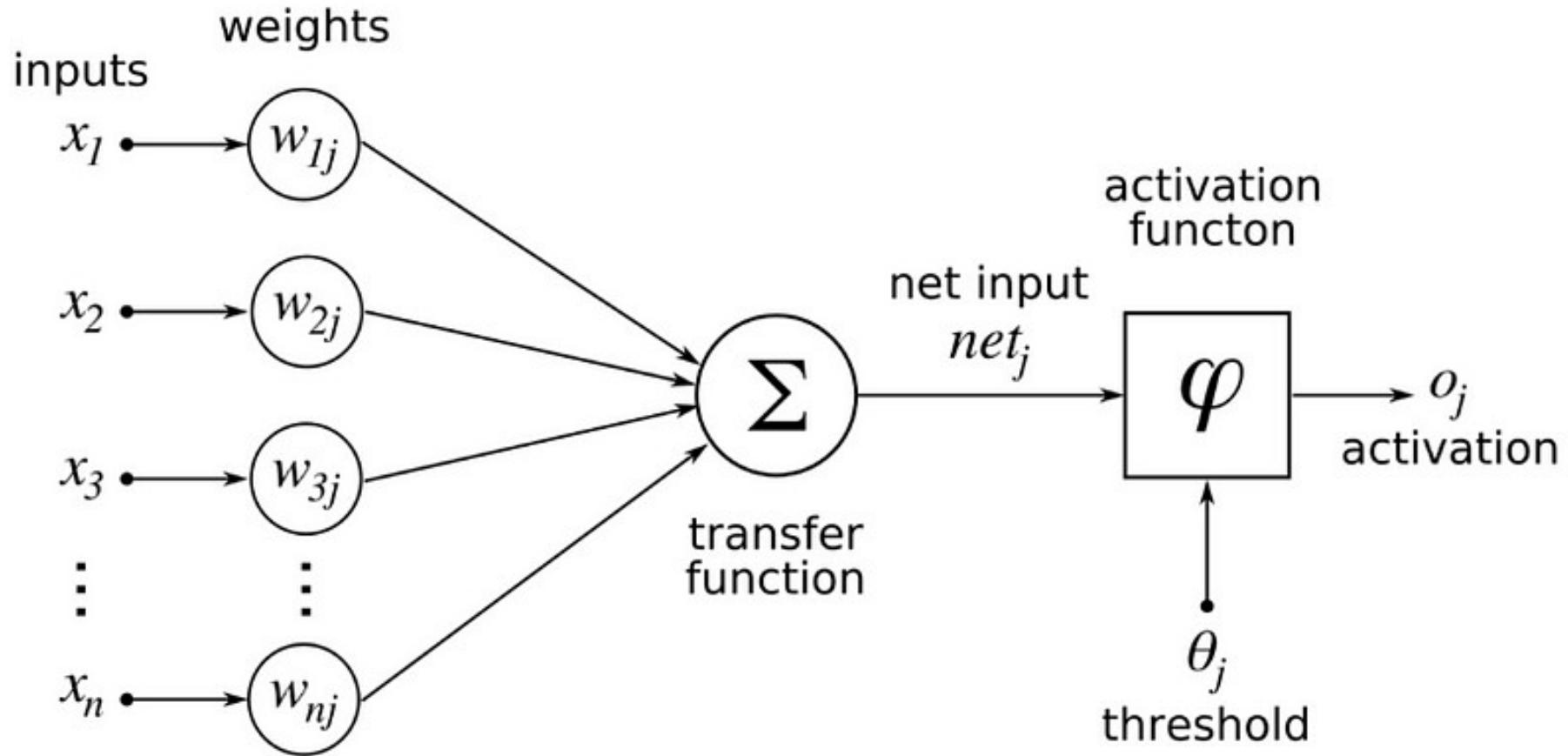
$$F(\cdot) = \begin{bmatrix} \text{Katze} & \text{Hund} & \text{Vogel} & \text{Fisch} & \text{Maus} \\ 0.5 & 0.12 & 0.15 & 0.12 & 0.11 \end{bmatrix}$$

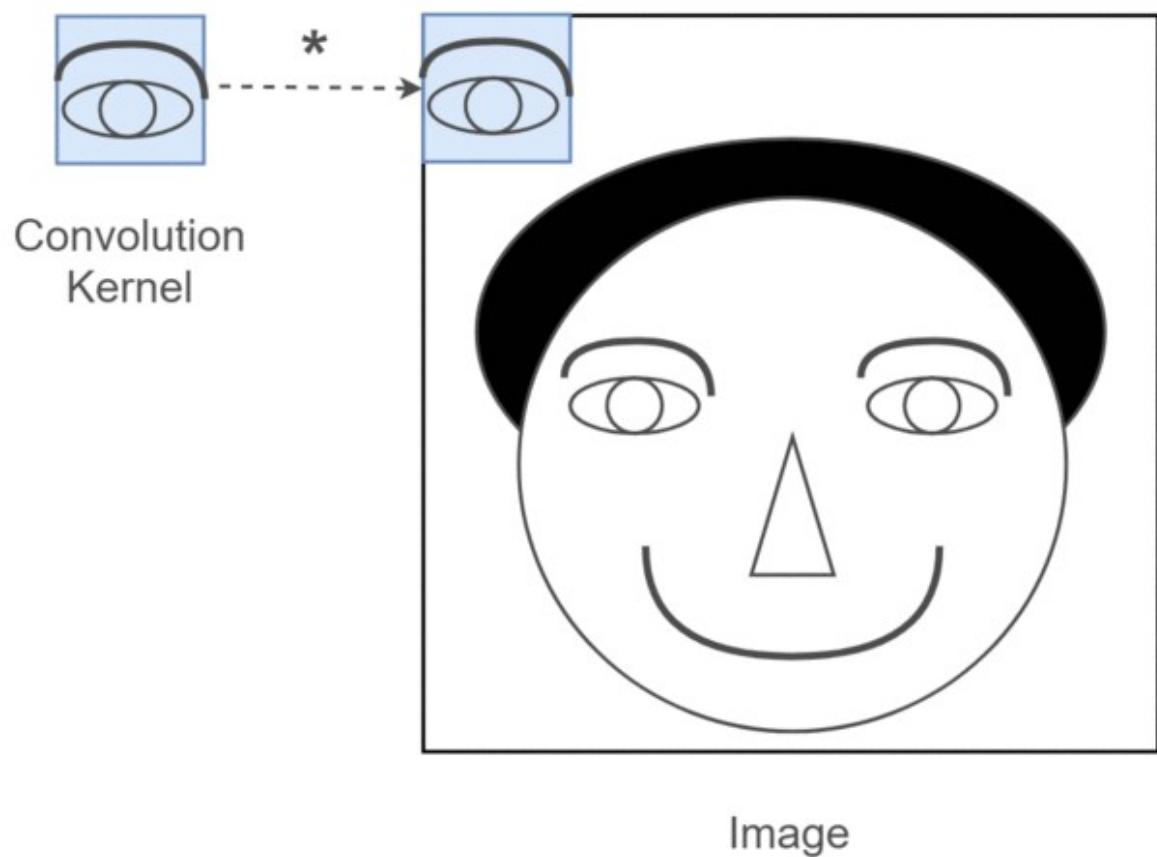


$$F(\cdot) = \begin{bmatrix} \text{Katze} & \text{Hund} & \text{Vogel} & \text{Fisch} & \text{Maus} \\ 0.80 & 0.07 & 0.03 & 0.02 & 0.10 \end{bmatrix}$$



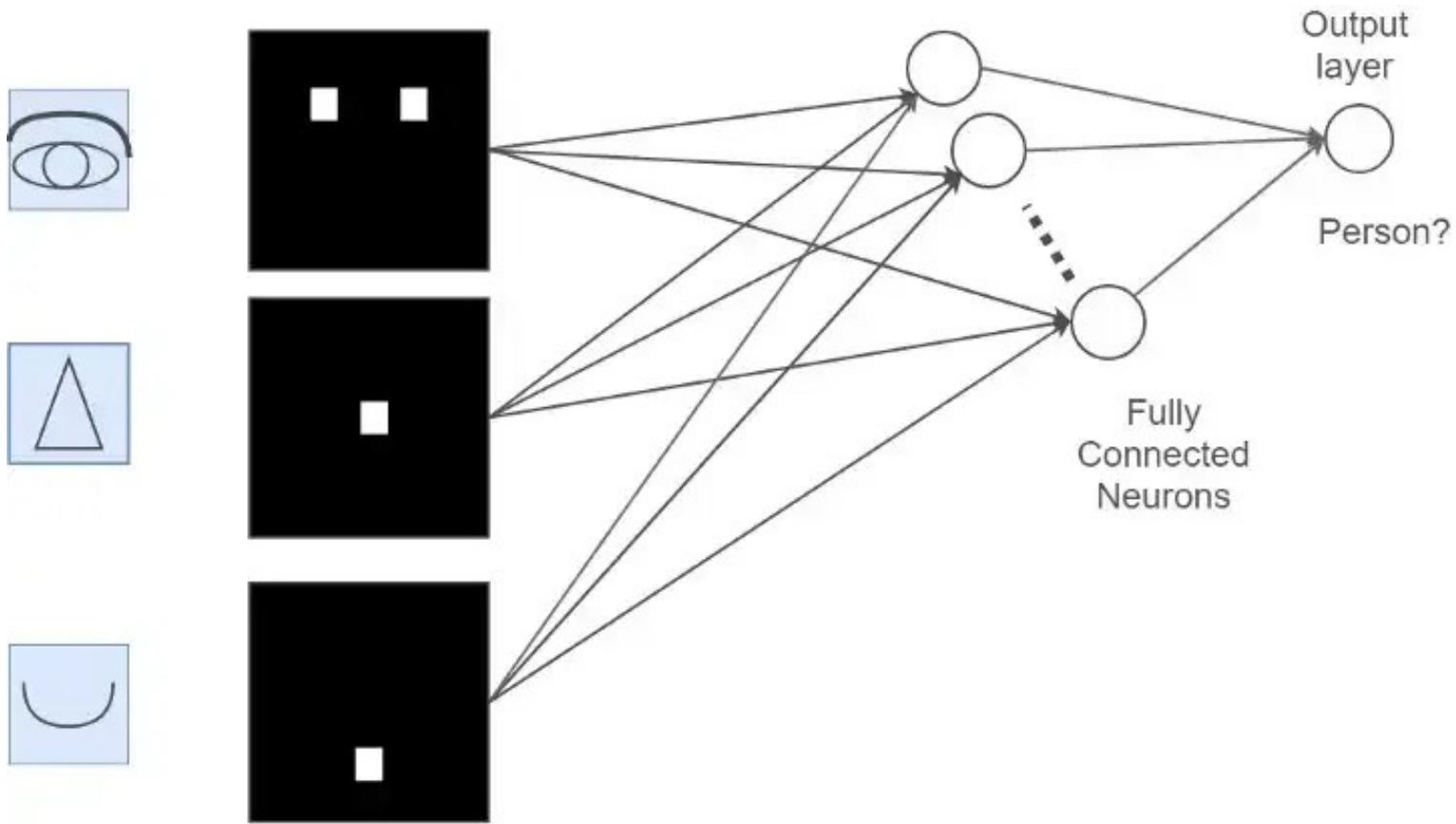




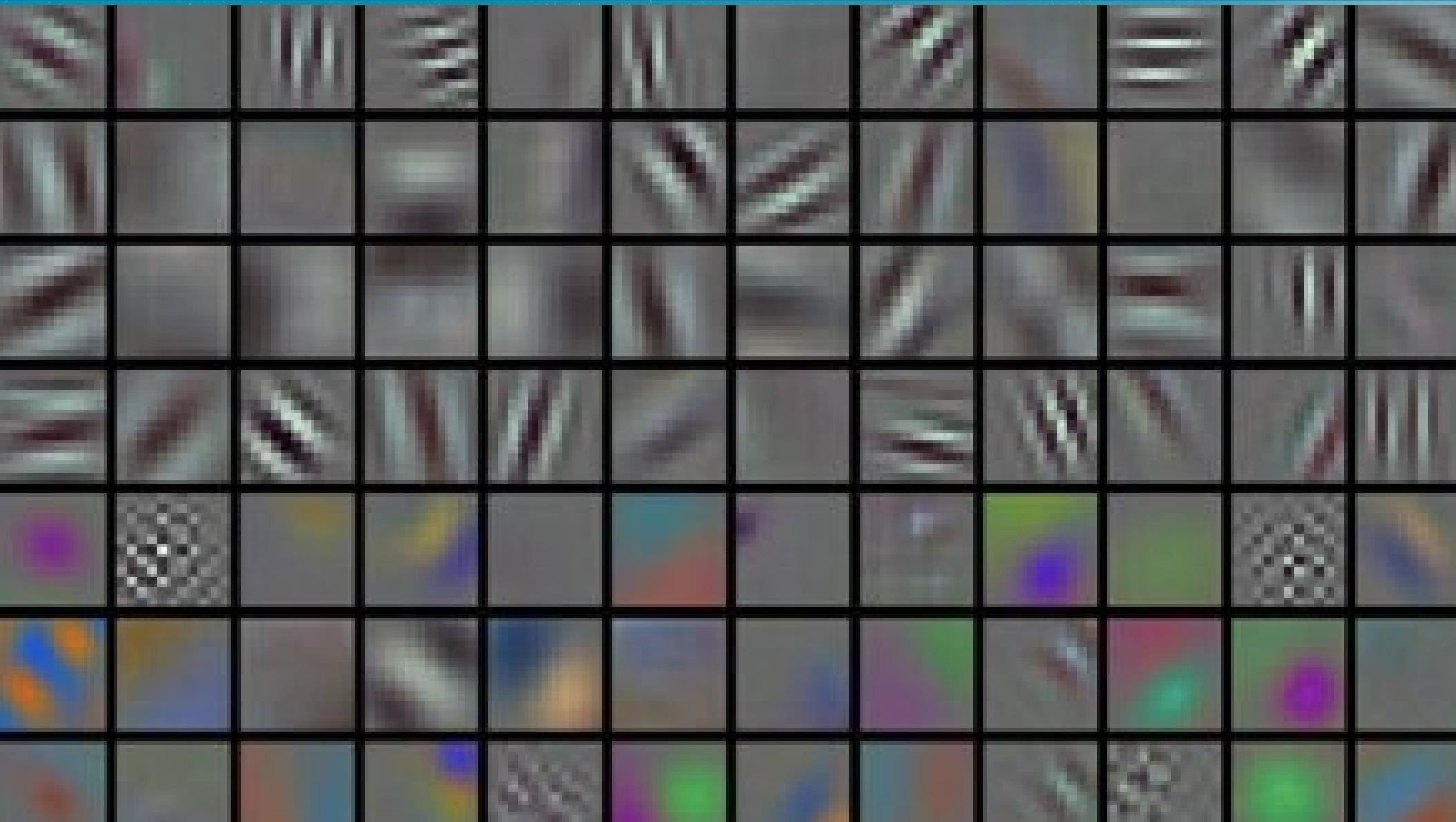


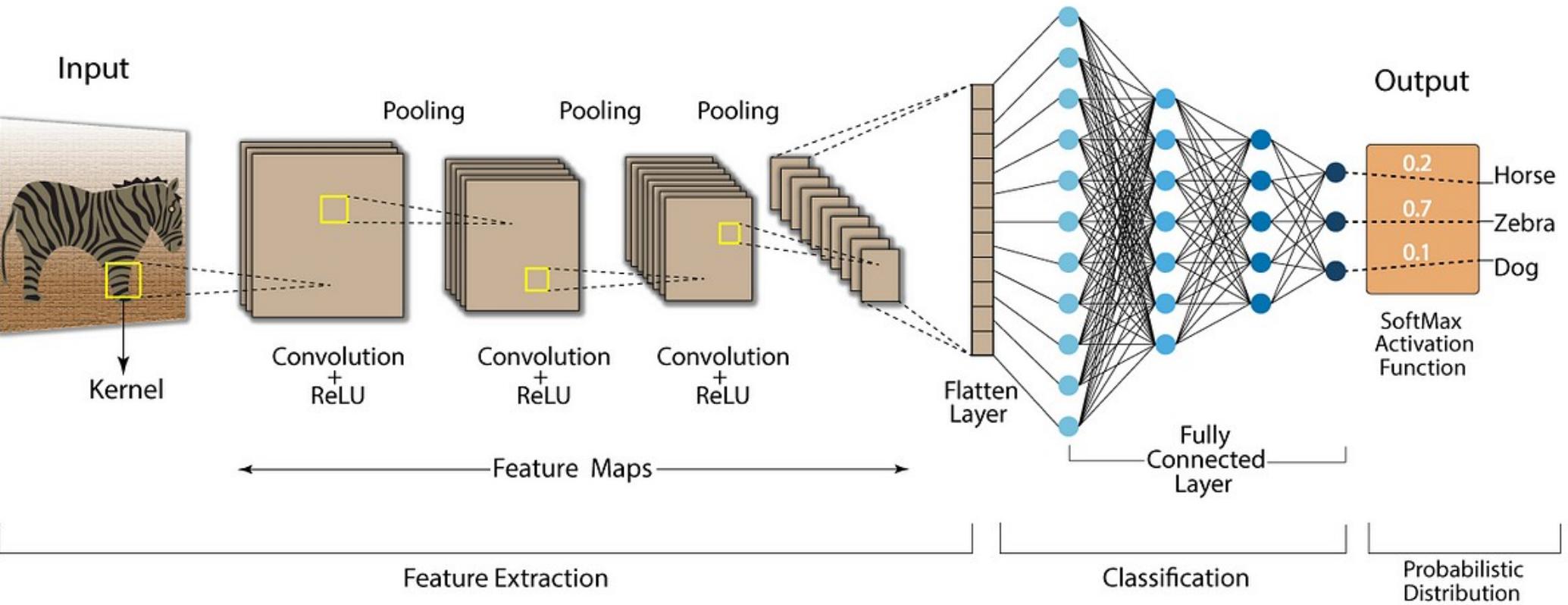
0				

Convolution Output

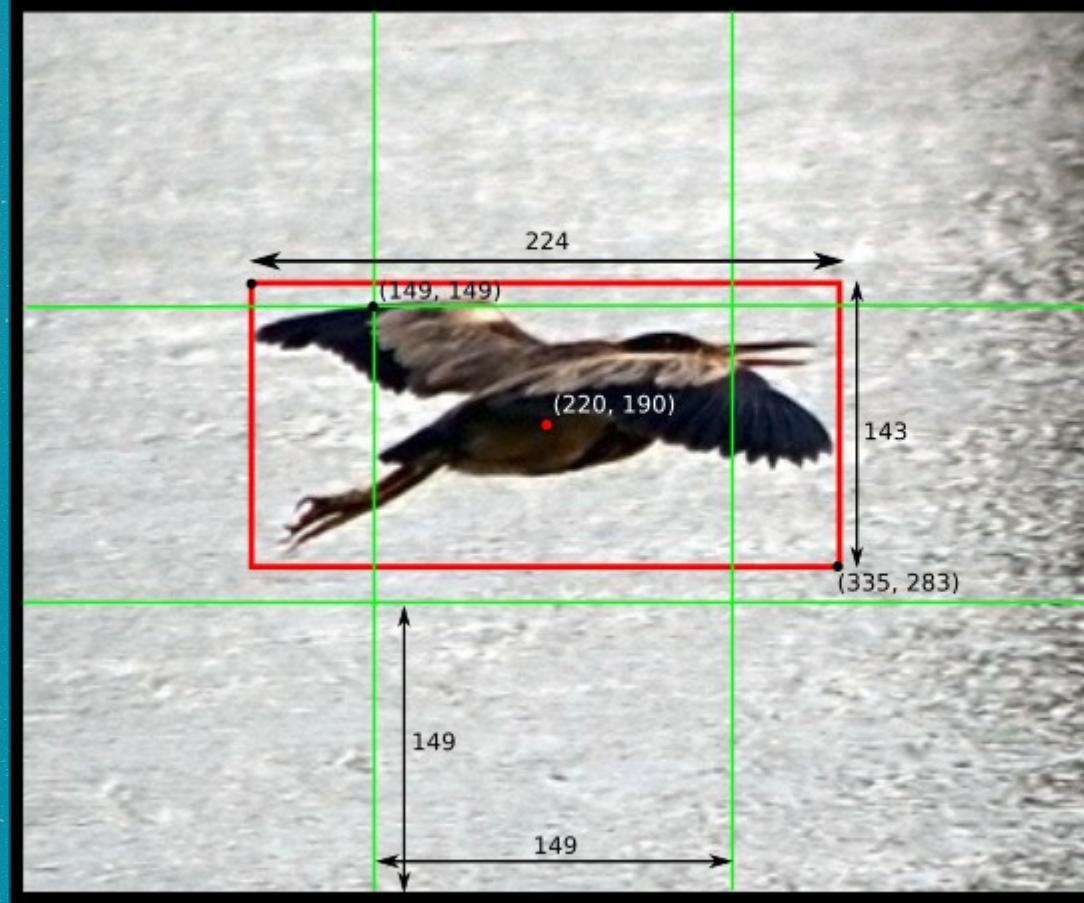


Convolution Outputs
corresponding to the
shown filters





(0, 0)

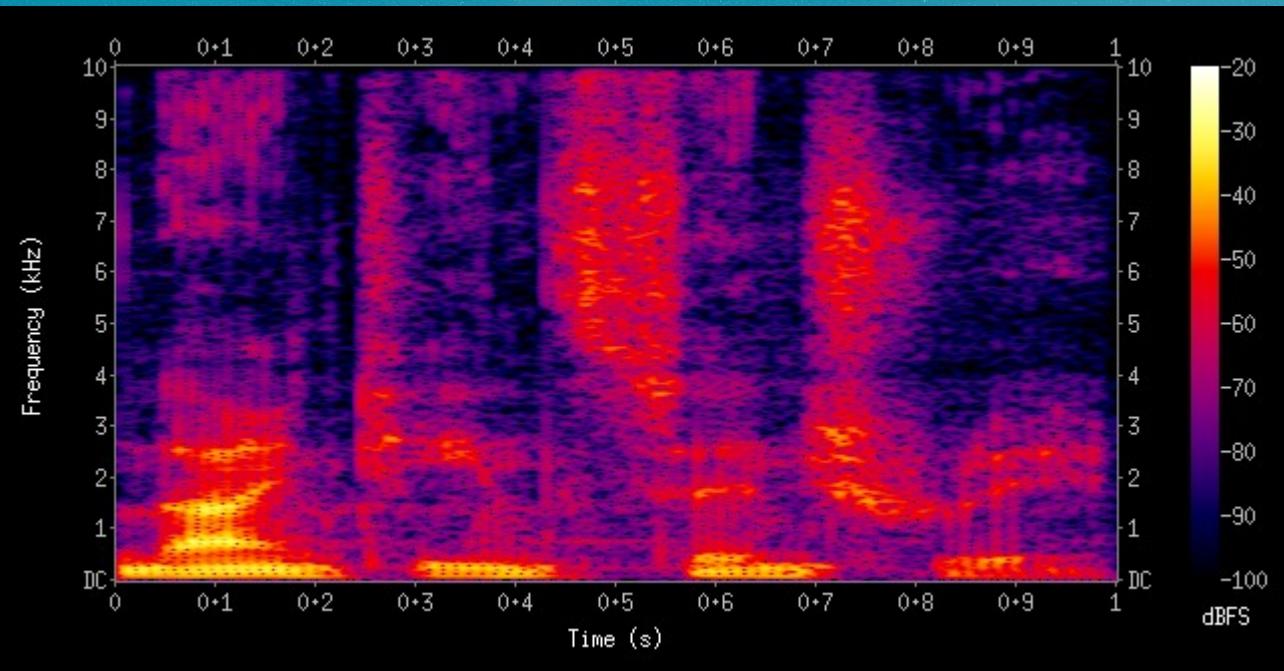


$$x = (220 - 149) / 149 = 0.48$$

$$y = (190 - 149) / 149 = 0.28$$

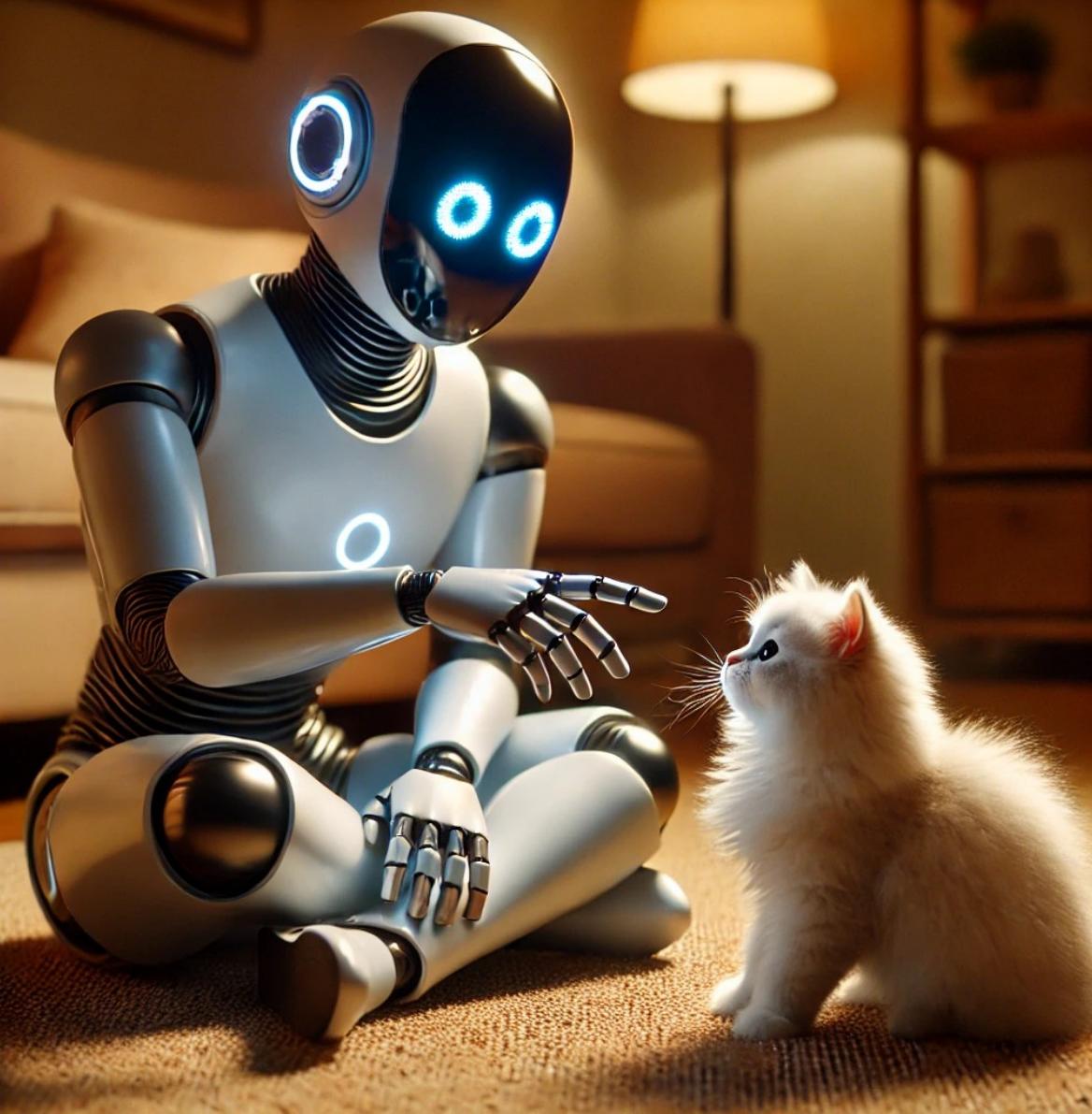
$$w = 224 / 448 = 0.50$$

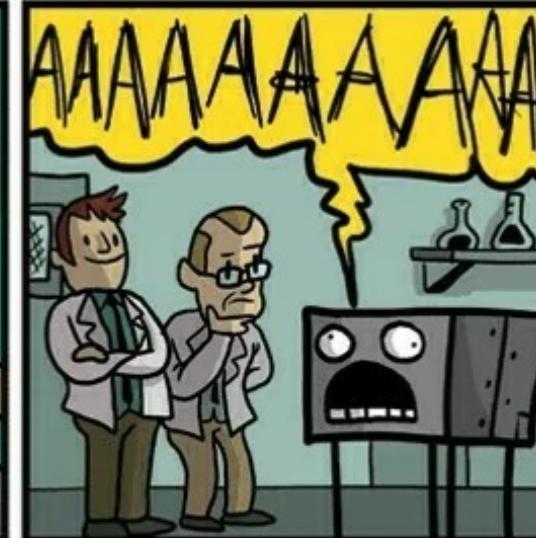
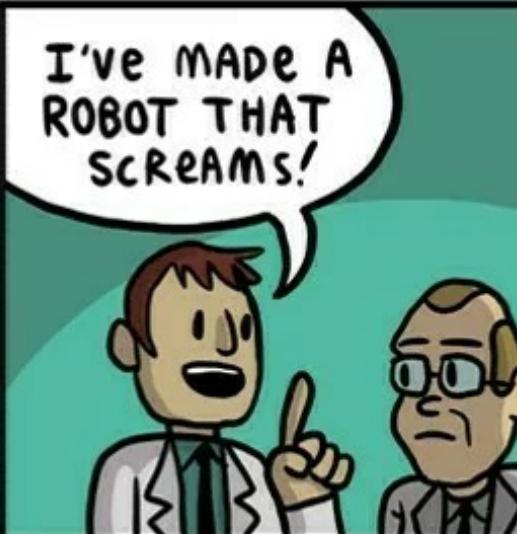
$$h = 143 / 448 = 0.32$$

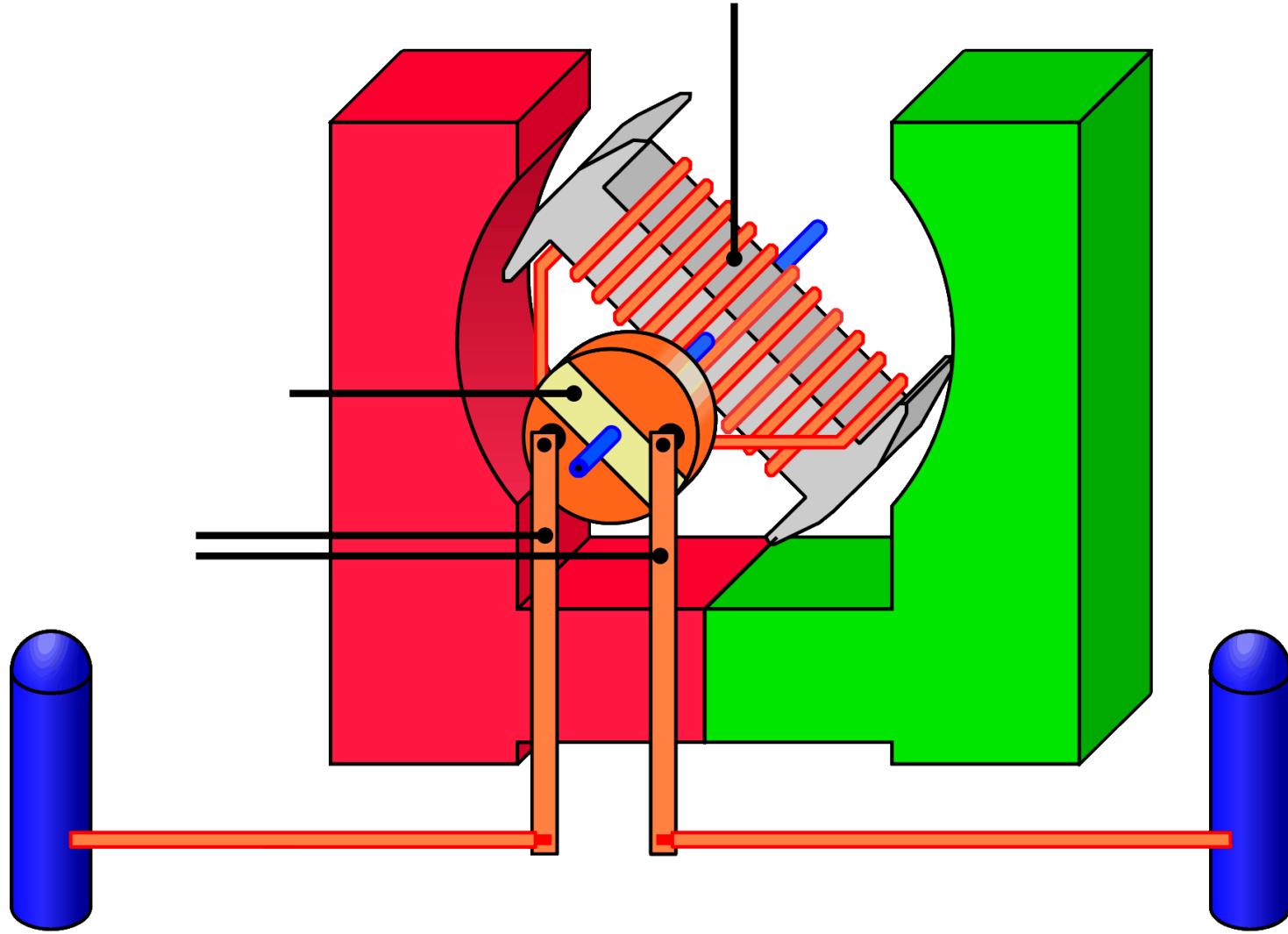


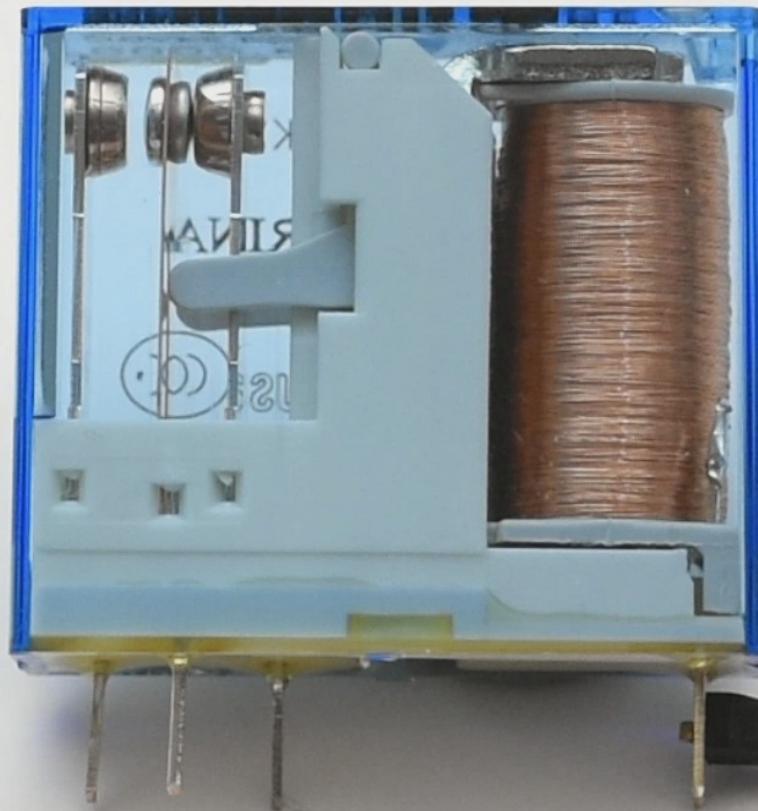
ChatGPT









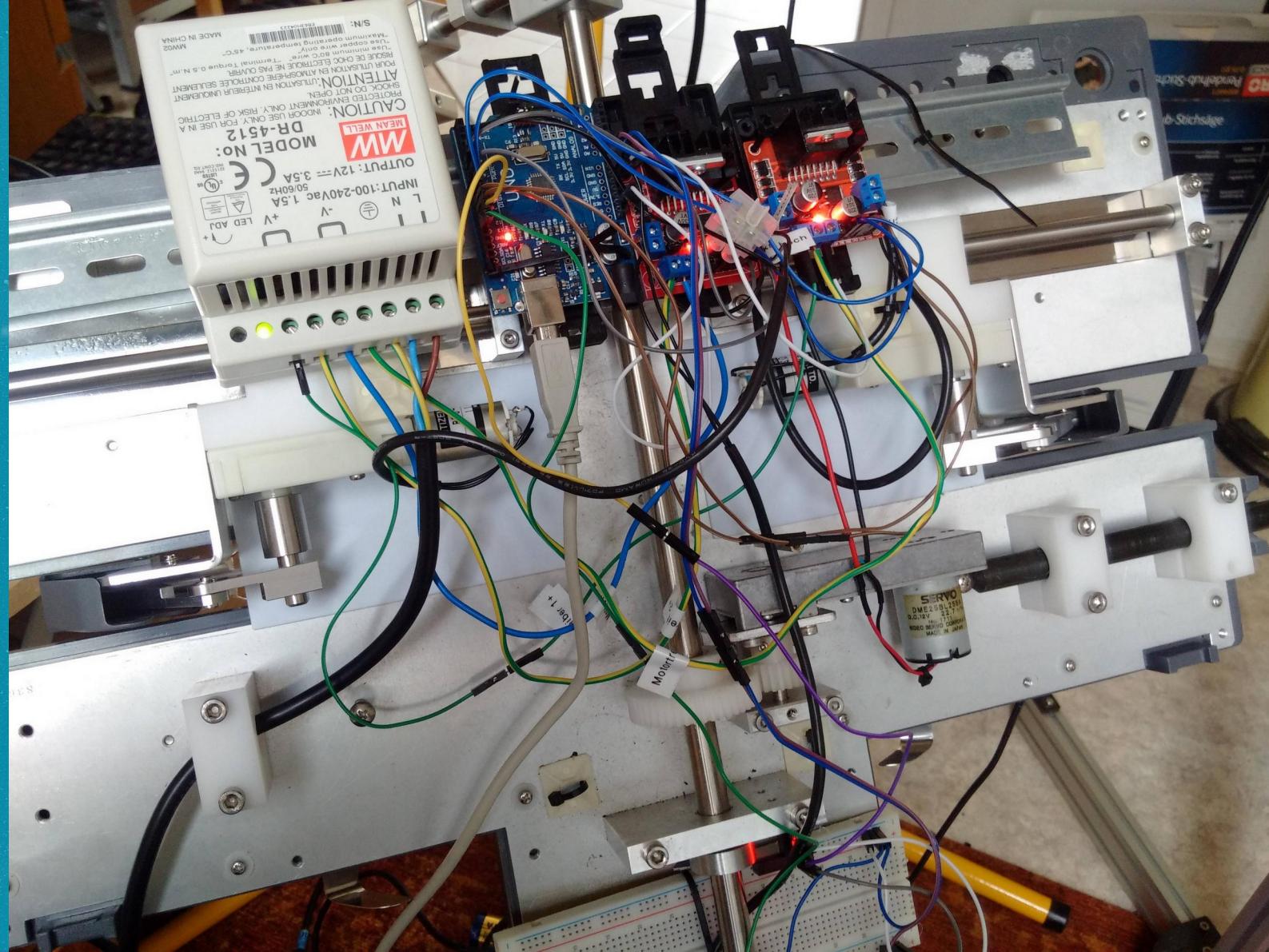






-45° -30° -15° 0° 15° 30° 45°

```
1 int motorPin = 9; // Beispiel Pin für den Motor
2
3 void setup() {
4     pinMode(motorPin, OUTPUT);
5     Serial.begin(9600);
6 }
7
8 void loop() {
9     int angle = stroke_here();
10
11    // Bewege den Motor, bis stroke_here( ) 0 zurückgibt
12    if (angle != 0) {
13        if (angle > 0) {
14            // Motor nach links bewegen (positive Winkel)
15            analogWrite(motorPin, 255);
16        } else {
17            // Motor nach rechts bewegen (negative Winkel)
18            analogWrite(motorPin, 0);
19        }
20    } else {
21        stroke();
22    }
23
24    delay(500); // Kurze Pause
25 }
```







Thank you!