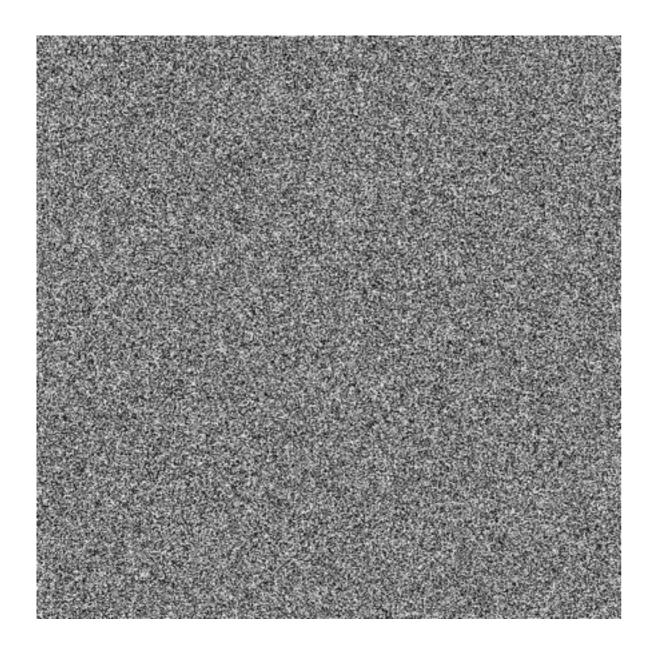
From simple rules to complex systems

Gestalten mit Code Mittwochs 16 - 19 Uhr, Gru R115

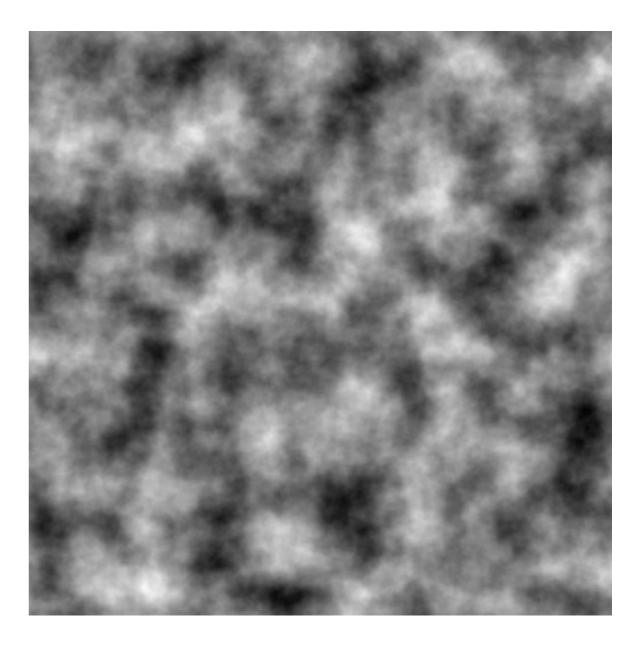
Themen

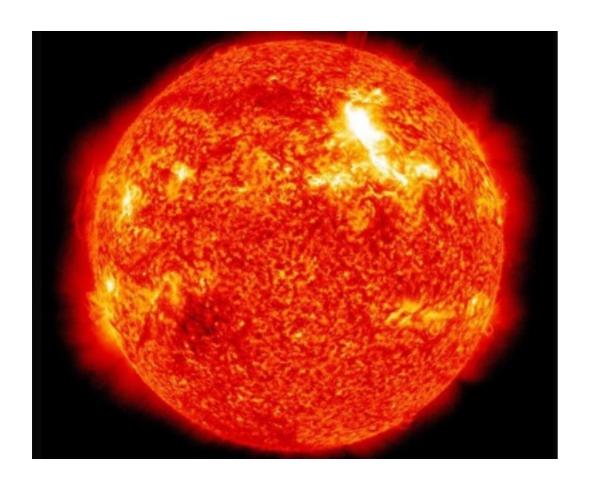
Zufall
Schwärme
Fraktale Muster
Rekursive Operationen
Zelluläre Automaten
Evolutionäre Algorithmen
Künstliche neuronale Netze



Rauschen

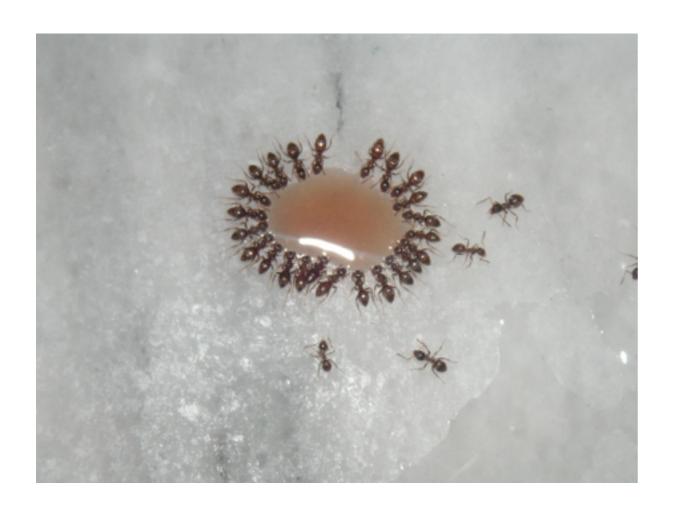
Zufall









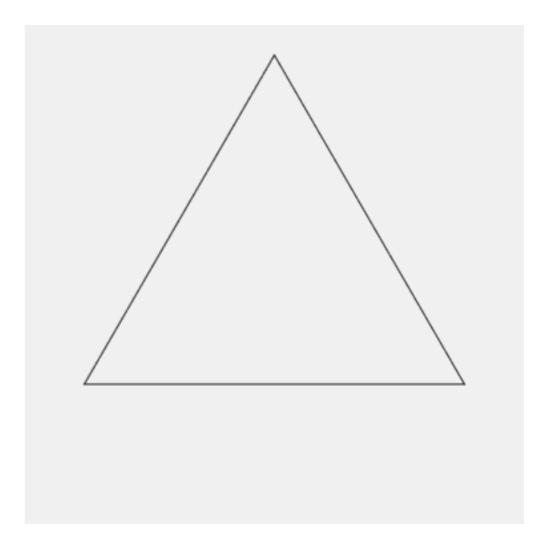


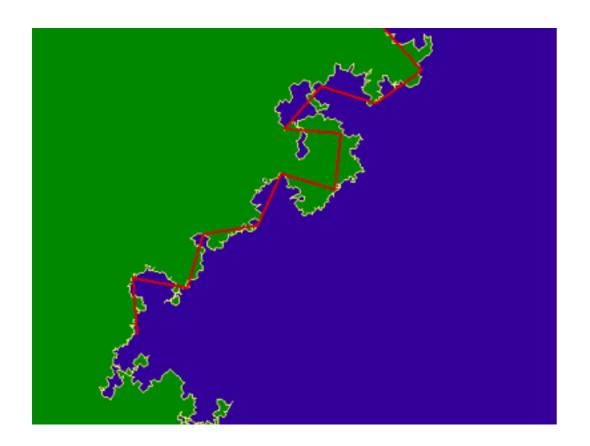
Partikel Schwärme Agenten

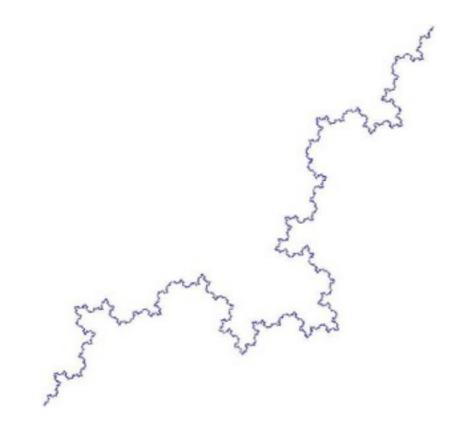


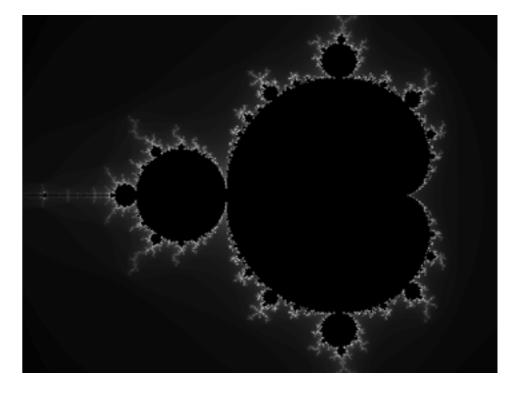


Fraktale



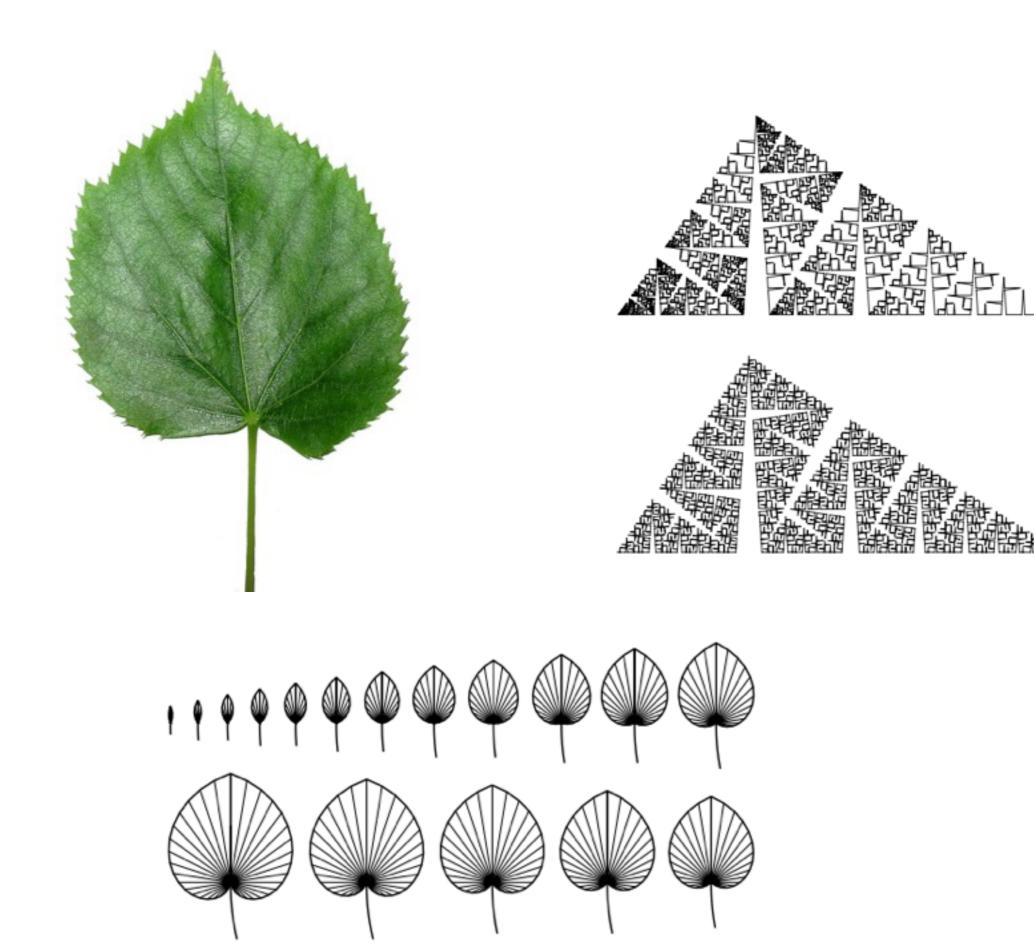






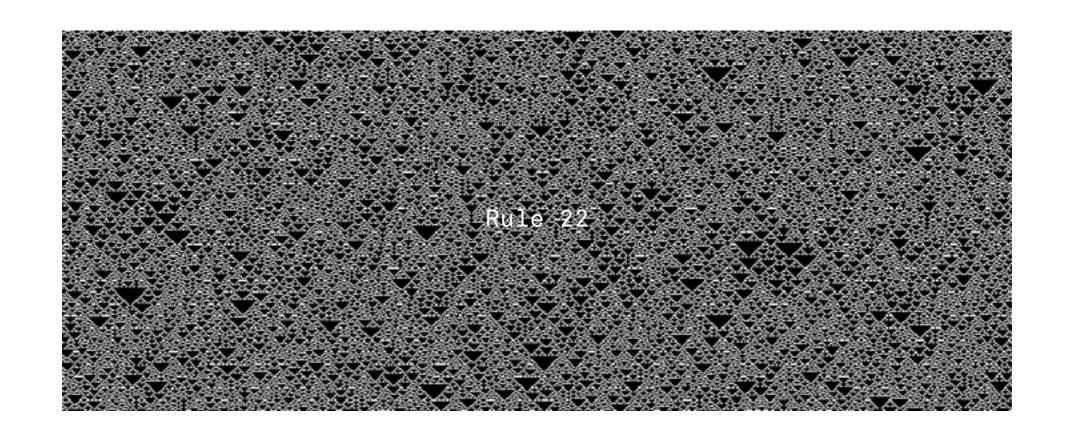
Rekursive Systeme

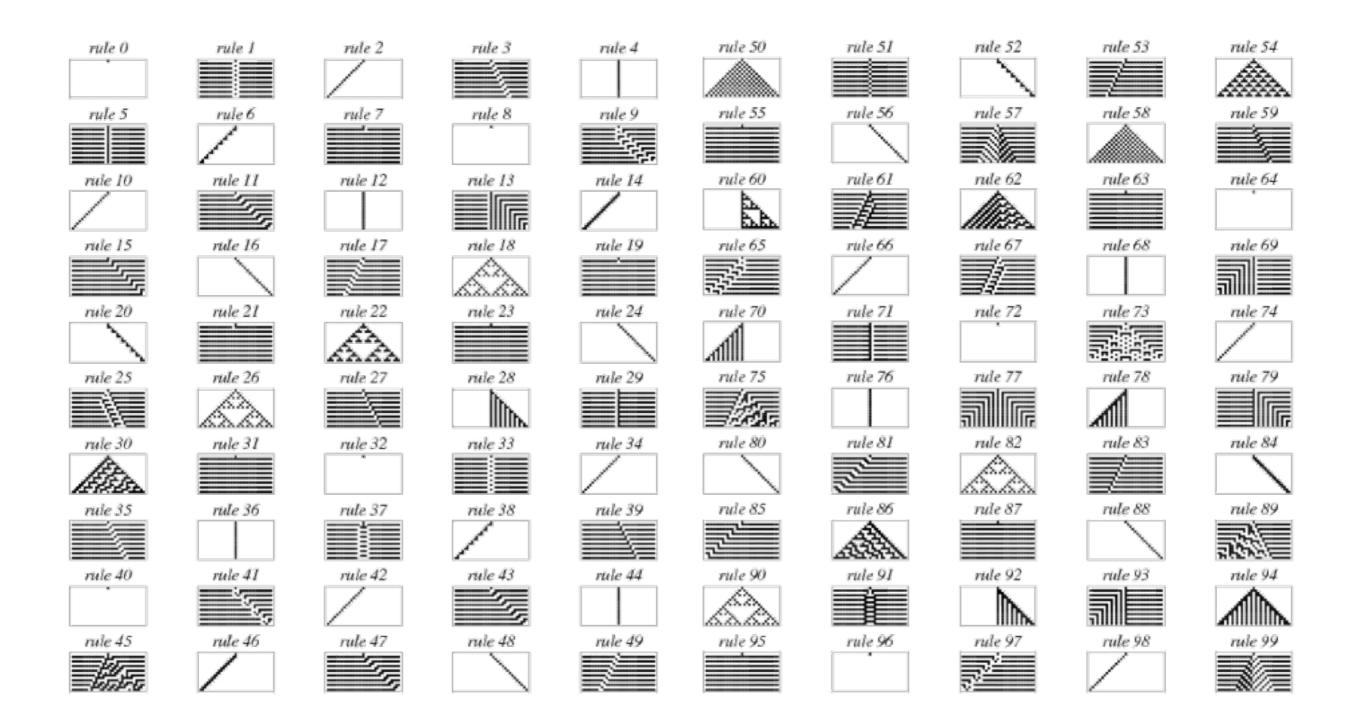




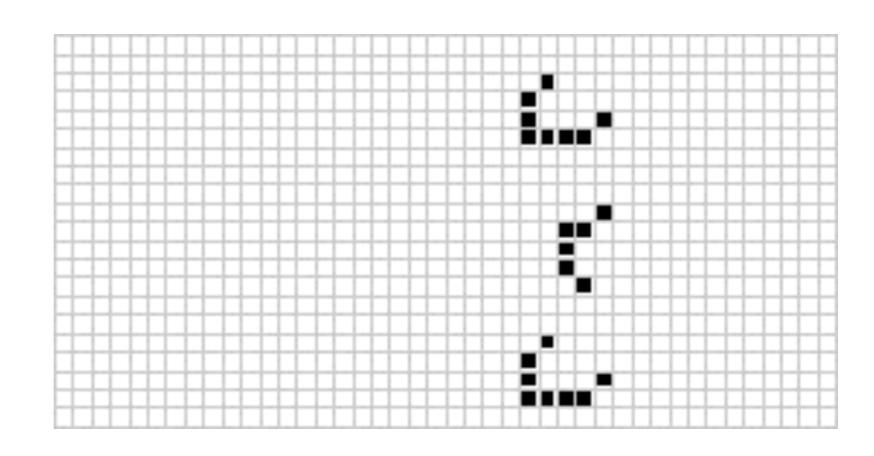


Zelluläre Automaten





Conways Spiel des Lebens



block



tub



boat



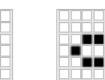
snake



Python



aircraft carrier beehive

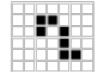


loaf



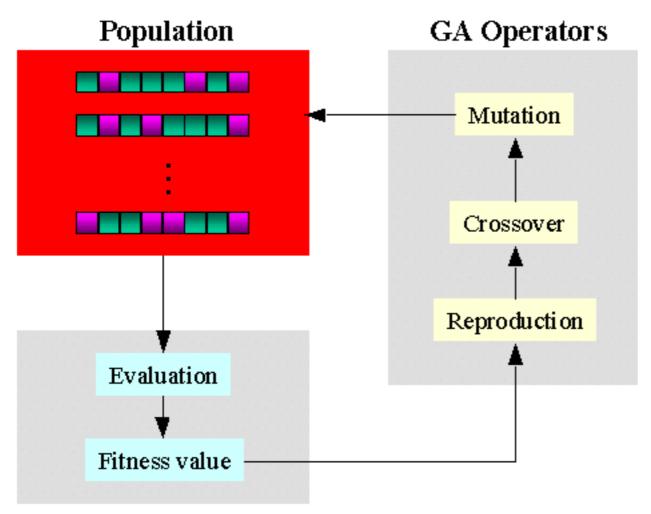


long boat eater, fishhook



barge

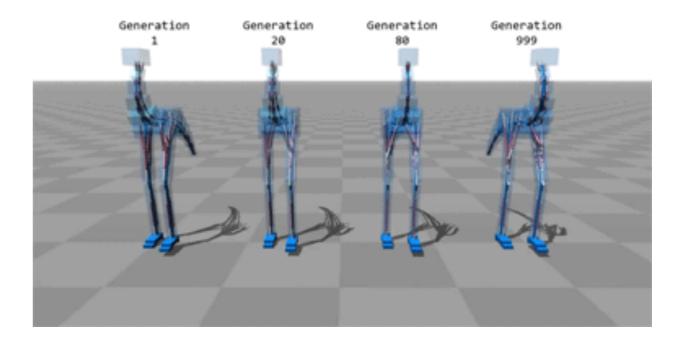




Evolution Environment

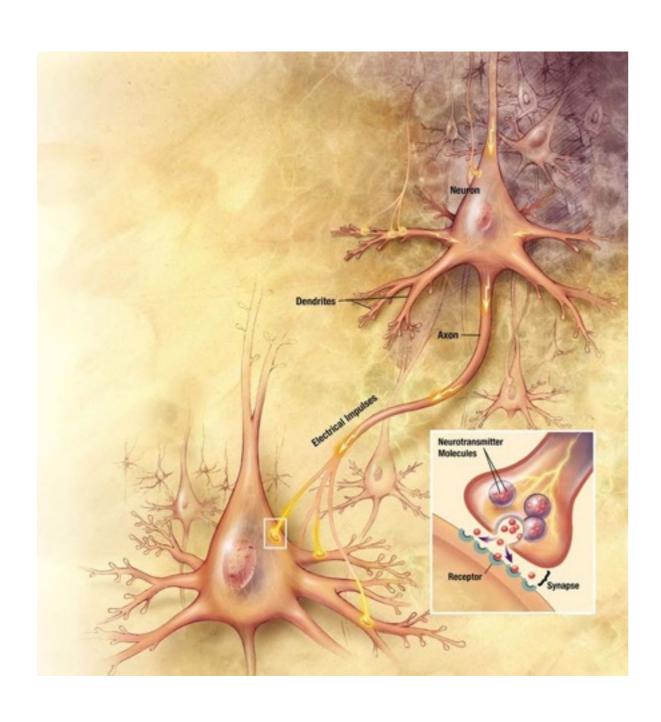
Genetic Algorithm Evolution Flow

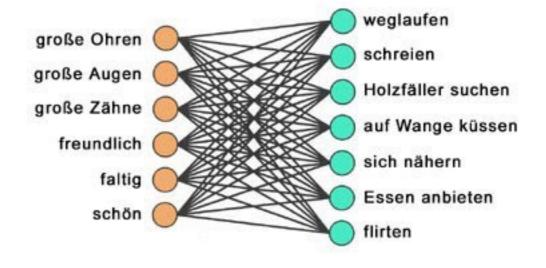
Genetische Algorithmen

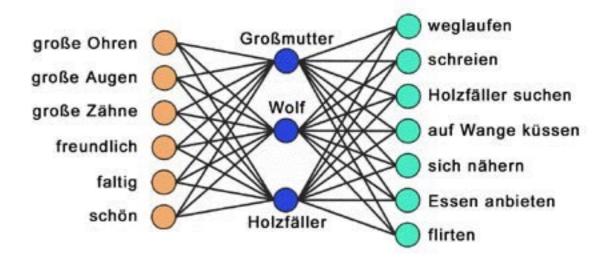




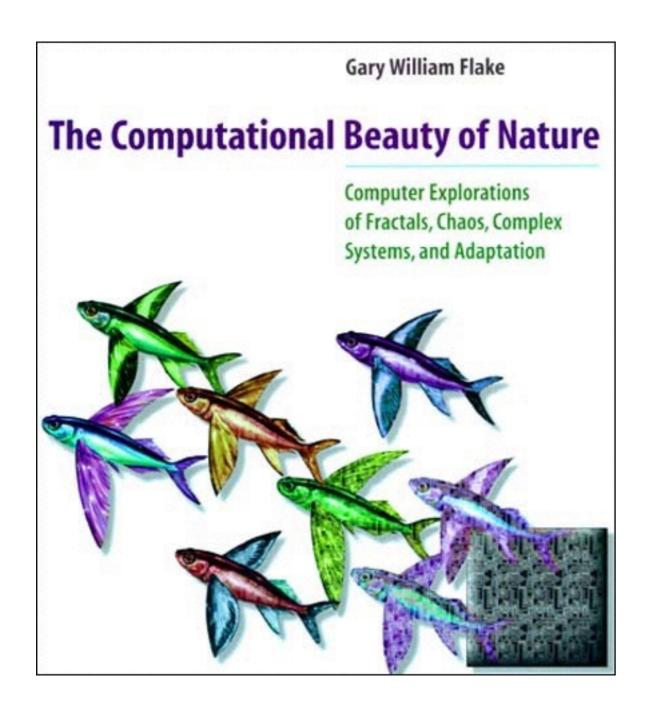
Neuronale Netze

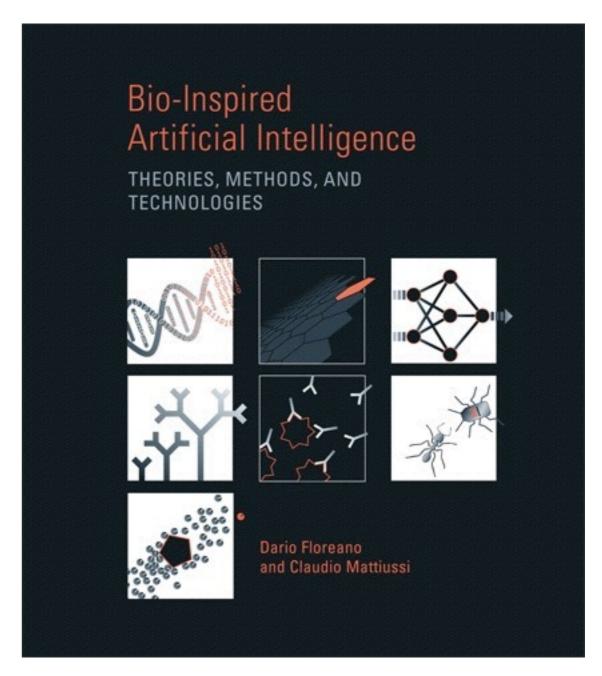


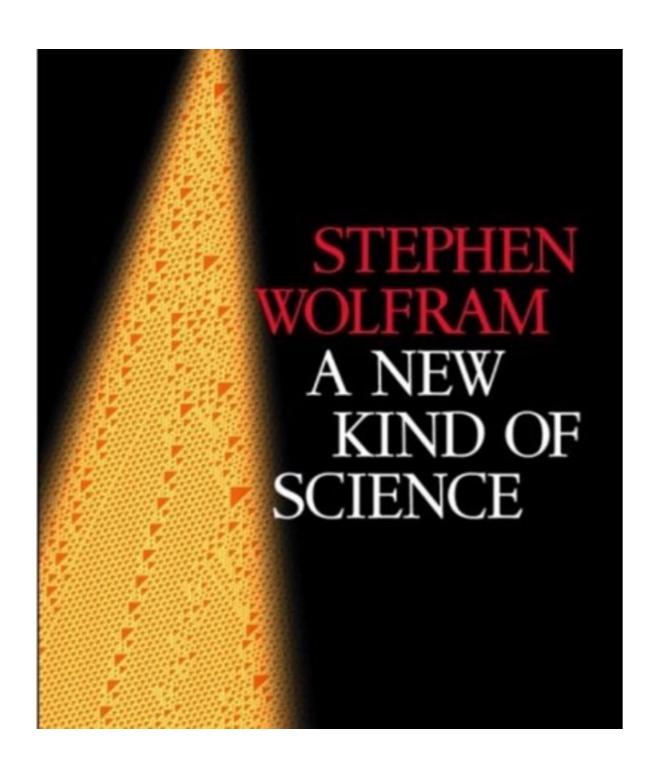




Literatur







THE NATURE OF CODE

SIMULATING NATURAL SYSTEMS WITH PROCESSING

DANIEL SHIFFMAN

Formelles

Meine Email andreas@invertednothing.com

Anmeldung http://goo.gl/forms/L6CkmMaouo

Bewertung Zwei bzw. vier Credit Points

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