

# **AI ILLUMINATORS WORKSHOP**

**30 / 31 May 2024**  
**By Goldman Sachs Engineering x IMDA**



**PLEASE DOWNLOAD MATERIAL FROM**

<https://tinyurl.com/gs-imda-2024>



# AGENDA

## Day 1

- Icebreaker
- Basics of Python using Rpi and Google Colab
- Smart Lighting with Rpi + LED + LDR
- Introduction to Telegram Bot

## Day 2

- Introduction to Artificial Intelligence
- Bring it All Together – Telegram Bot + AI
- Sustain-a-bot



# ICE-BREAKING!

- Please go to [www.menti.com](https://www.menti.com)
- Enter participant code: 75007718



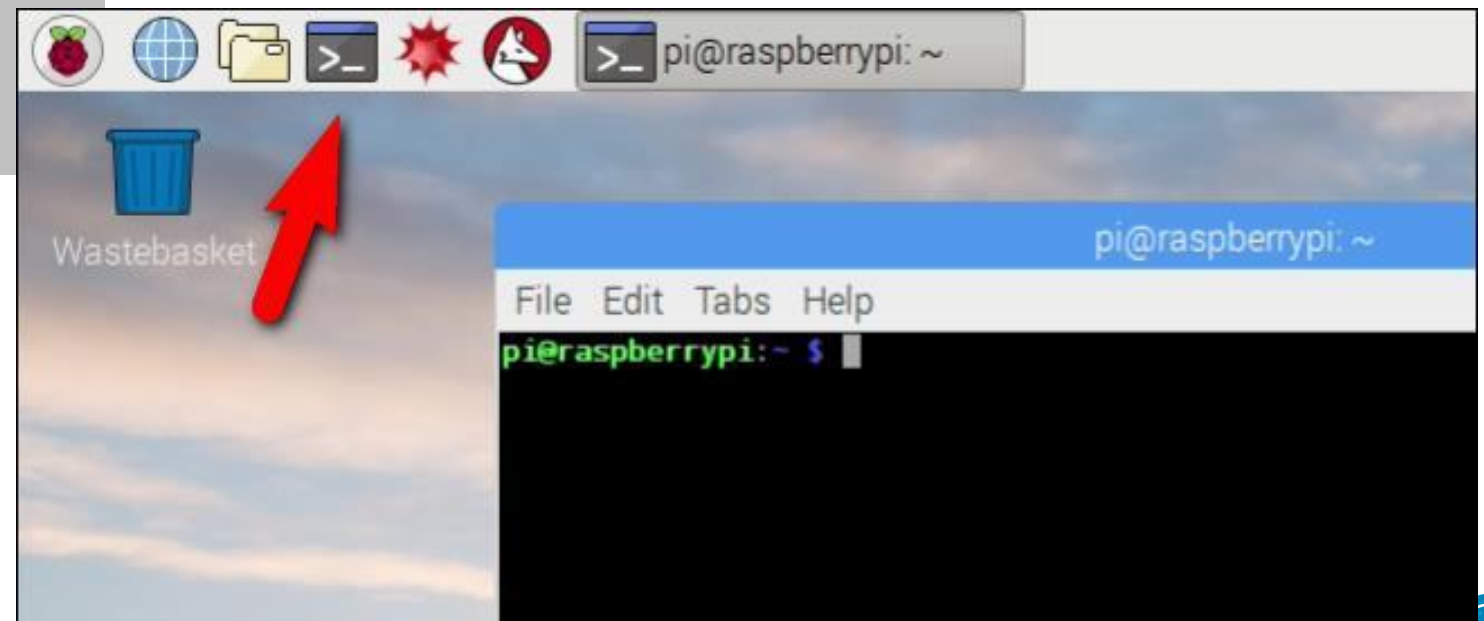
# PYTHON BASICS



# PYTHON PROGRAMMING ON RPI



```
cd Desktop  
cd CodingWorkshop  
python helloworld.py
```



# PYTHON BASICS

- Print statement

```
print("Hello, World!")
```

- Comment

```
#This is a comment
```

- Variables

```
x = 5  
y = "John"  
print(x)  
print(y)
```



[https://www.w3schools.com/python/trypython.asp?filename=demo\\_variables1](https://www.w3schools.com/python/trypython.asp?filename=demo_variables1)



# PYTHON BASICS

- If...Else block

```
a = 200
b = 33
if b > a:
    print("b is greater than a")
elif a == b:
    print("a and b are equal")
else:
    print("a is greater than b")
```

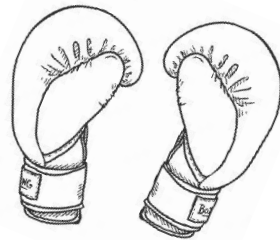
[https://www.w3schools.com/python/trypython.asp?filename=demo\\_if\\_else](https://www.w3schools.com/python/trypython.asp?filename=demo_if_else)

==	Equal	x == y
!=	Not equal	x != y
>	Greater than	x > y
<	Less than	x < y
>=	Greater than or equal to	x >= y
<=	Less than or equal to	x <= y





# TRY IT OUT!



- Write code to **print** the corresponding weight class of boxers given an integer weight.
- Apply what you just learnt about **variables** and **if/else**.
- Run test cases!

Weight Class	Weight (kg)
Featherweight	Below 57
Lightweight	Between 57 and 66
Middleweight	Between 66 and 81
Heavyweight	Above 81



# PYTHON BASICS

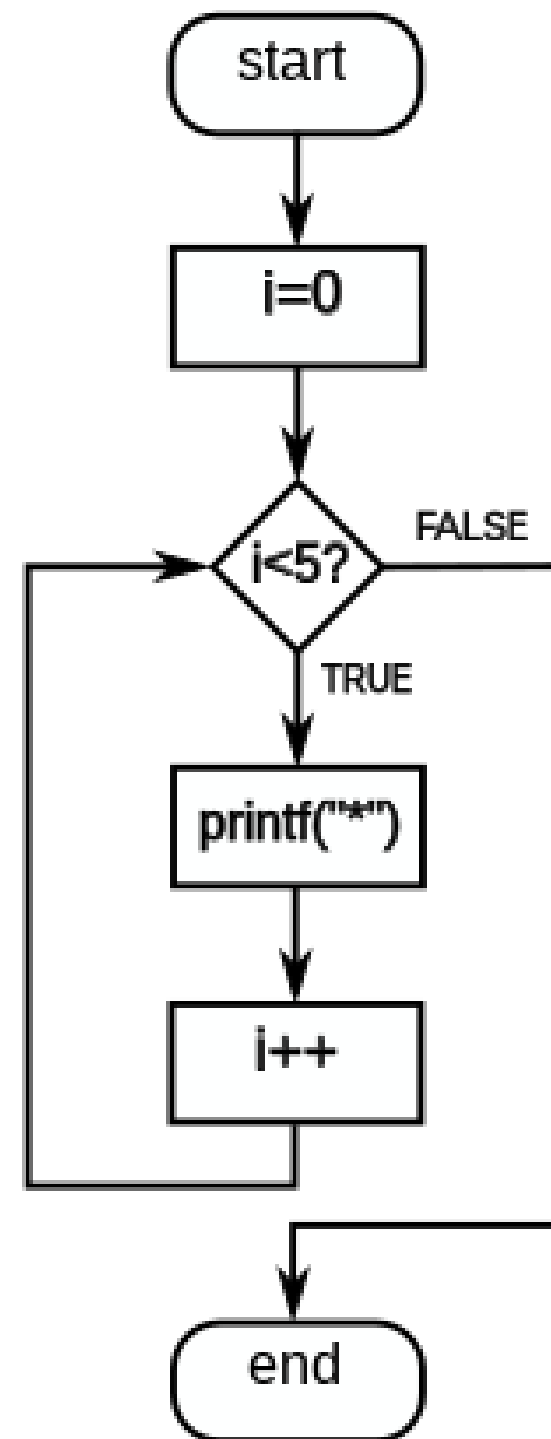
- For loop

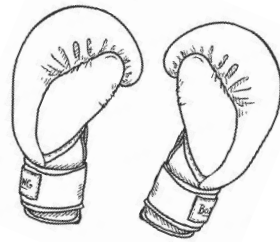
```
for x in range(6):  
    print(x)
```

[https://www.w3schools.com/python/trypython.asp?filename=demo\\_for\\_range](https://www.w3schools.com/python/trypython.asp?filename=demo_for_range)

```
fruits = ["apple", "banana", "cherry"]  
for x in fruits:  
    print(x)  
    if x == "banana":  
        break
```

[https://www.w3schools.com/python/trypython.asp?filename=demo\\_for\\_break](https://www.w3schools.com/python/trypython.asp?filename=demo_for_break)





# TRY IT OUT!

- Write code to print all even numbers from 1 to 100.
- Hint: The mod operator (%) gives the remainder of a division.
- Think:
  - $5 \% 2$  evaluates to 1
  - $6 \% 2$  evaluates to 0
  - ...

## Even Numbers 1 to 100



2	12	22	32	42	52	62	72	82	92
4	14	24	34	44	54	64	74	84	94
6	16	26	36	46	56	66	76	86	96
8	18	28	38	48	58	68	78	88	98
10	20	30	40	50	60	70	80	90	100



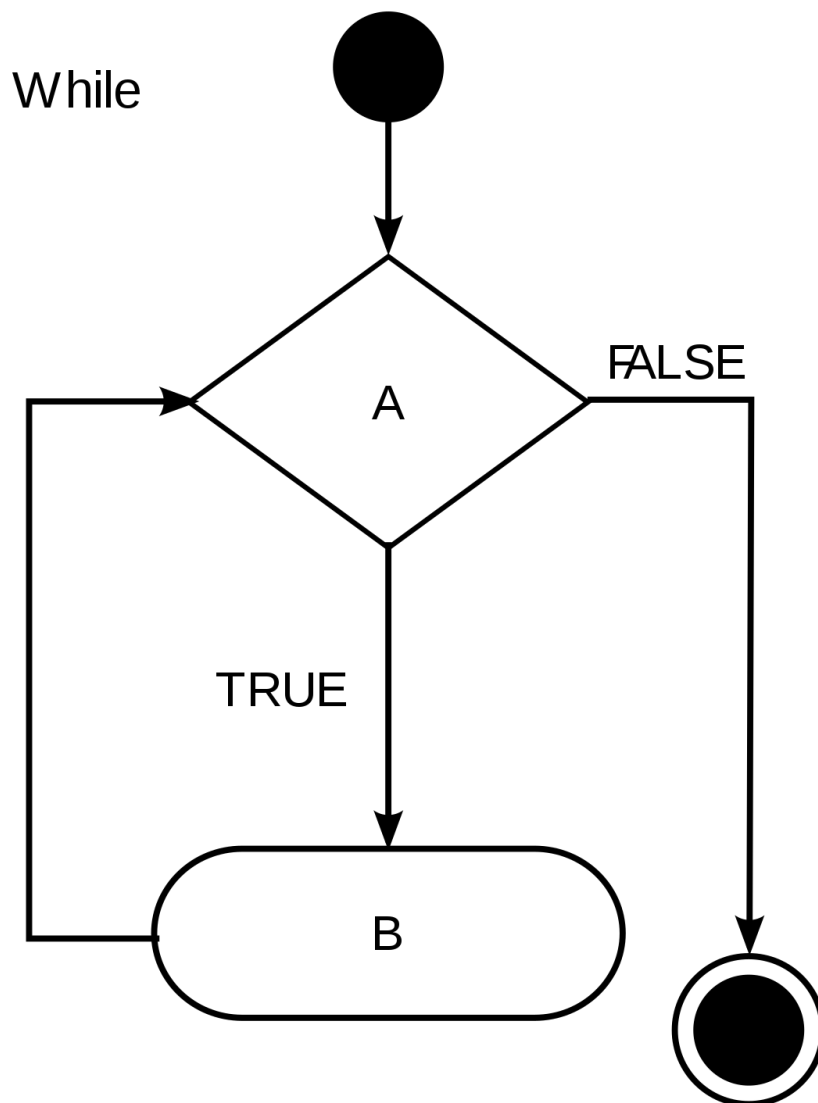
# PYTHON BASICS

- While loop

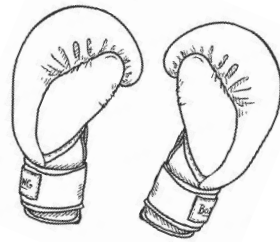
```
i = 1
while i < 6:
    print(i)
    if i == 3:
        break
    i += 1
```

[https://www.w3schools.com/python/trypython.asp?filename=demo\\_while\\_break](https://www.w3schools.com/python/trypython.asp?filename=demo_while_break)

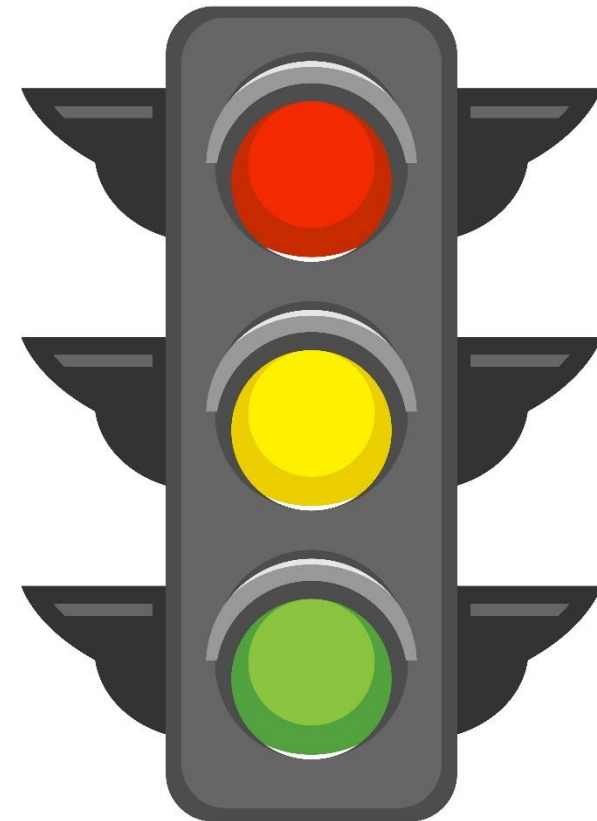
While (A= TRUE) Do  
B  
End While



# TRY IT OUT!



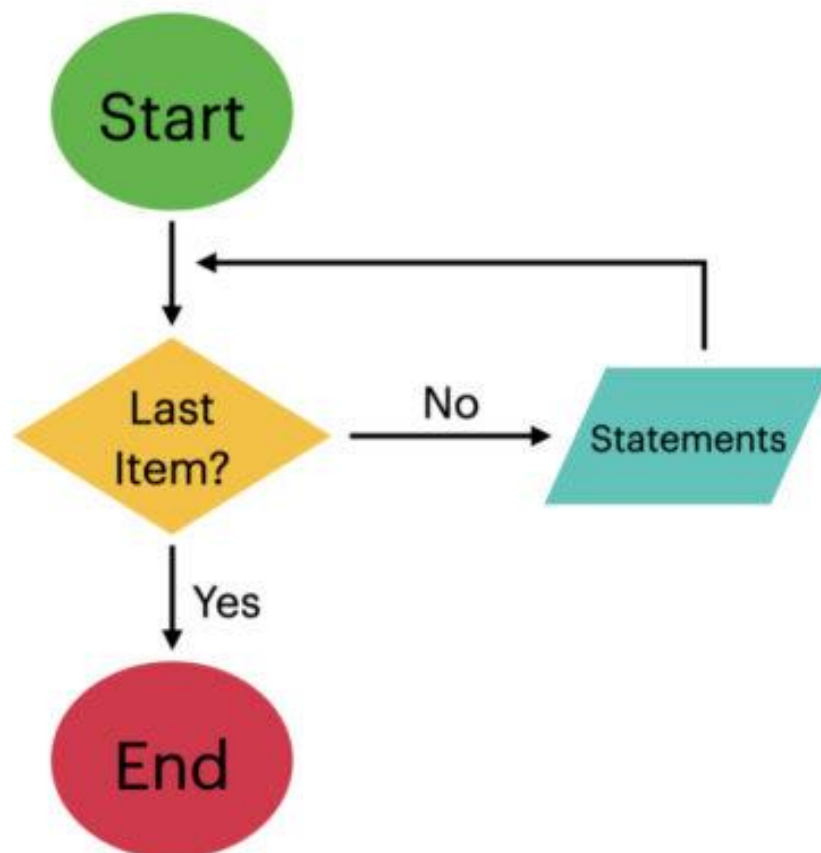
- Write code that prints the corresponding action for a traffic light colour
  - Green -> go
  - Amber -> slow down
  - Red -> stop
- ...and keeps doing so until you say “exit”!
- Combine what you’ve learnt!
- Hint: `color = str(input(...))`



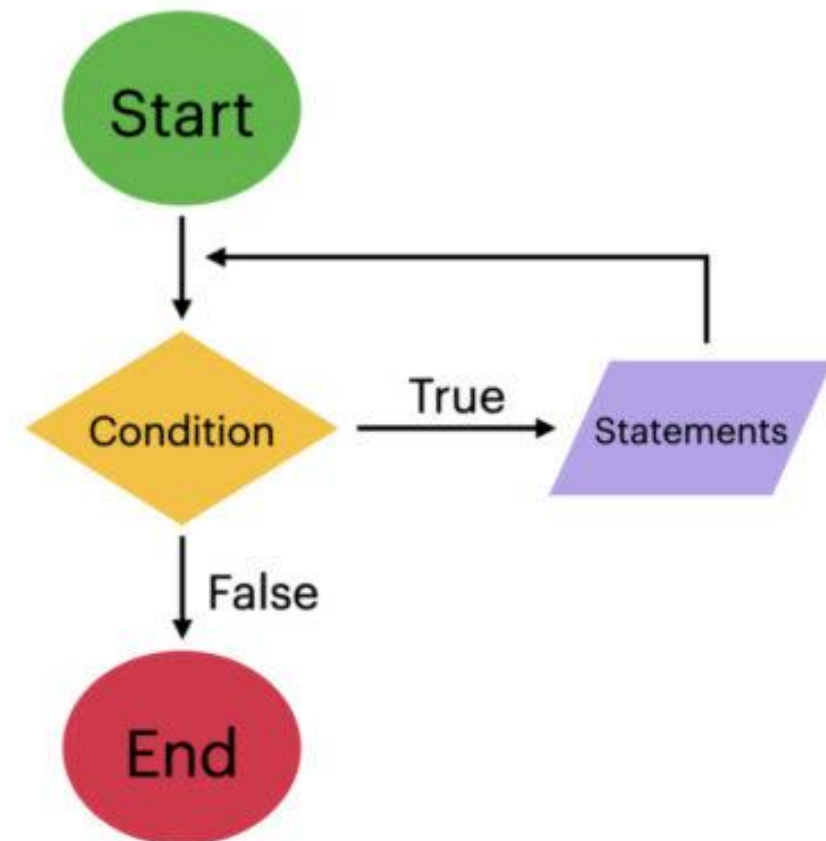
# PYTHON BASICS

- For vs While loop

## For Loop



## While Loop



# PYTHON BASICS

- Functions

```
def my_function(fname):  
    print(fname + " Refsnes")  
  
my_function("Emil")  
my_function("Tobias")  
my_function("Linus")
```

[https://www.w3schools.com/python/trypython.asp?filename=demo\\_function\\_param](https://www.w3schools.com/python/trypython.asp?filename=demo_function_param)

```
def greet():  
    print('Hello World!')  
  
# call the function  
greet()  
  
print('Outside function')
```

The diagram illustrates the execution flow of a function call. A blue box encloses the function definition and the call statement. Arrow 1 points from the function call `greet()` to the function definition `def greet():`. Arrow 2 points down from the function definition to the `print('Hello World!')` statement. Arrow 3 points from the `greet()` call to the `print('Outside function')` statement, indicating the return path after the function completes its execution.



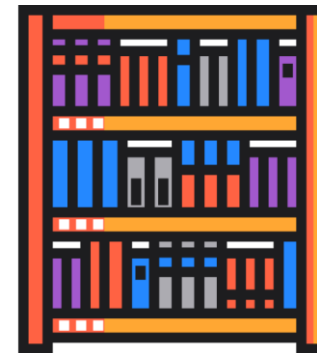
# PYTHON BASICS

- Library imports

```
from math import sqrt

print(sqrt(4))    # => 2
print(sqrt(526))  # => 22.93468988235943
```

<https://docs.python.org/3/library/math.html>



Library/Module



Imports



Your code program





# PYTHON BASICS

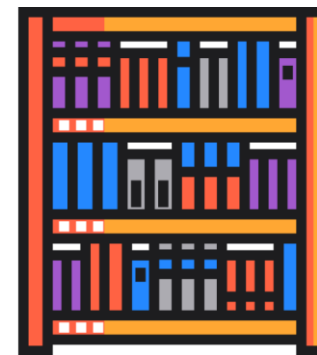
- Library imports

```
from gpiozero import LED
from time import sleep

led = LED(17)

while True:
    led.on()
    sleep(1)
    led.off()
    sleep(1)
```

[https://gpiozero.readthedocs.io/en/stable/api\\_input.html](https://gpiozero.readthedocs.io/en/stable/api_input.html)



Library/Module



Imports



Your code program

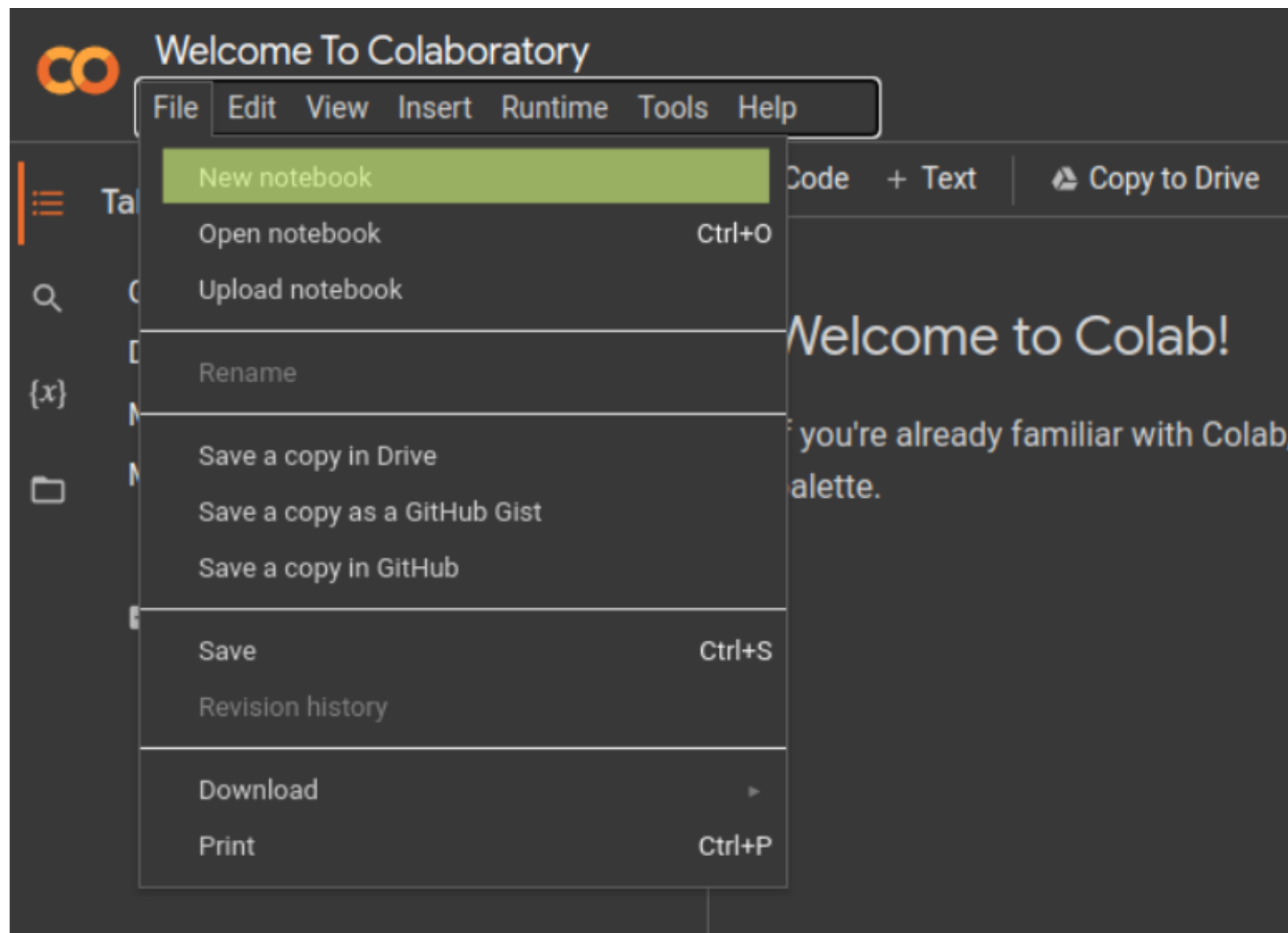


# PYTHON PROGRAMMING ON COLAB

Make sure you have your Google account username and password.



If you don't have an account, [a parent may be able to create one for you](#) or, if you're old enough to do so under your country's laws, you can [create your own account](#).



# CODING IN COLAB

- Getting started in the code cells

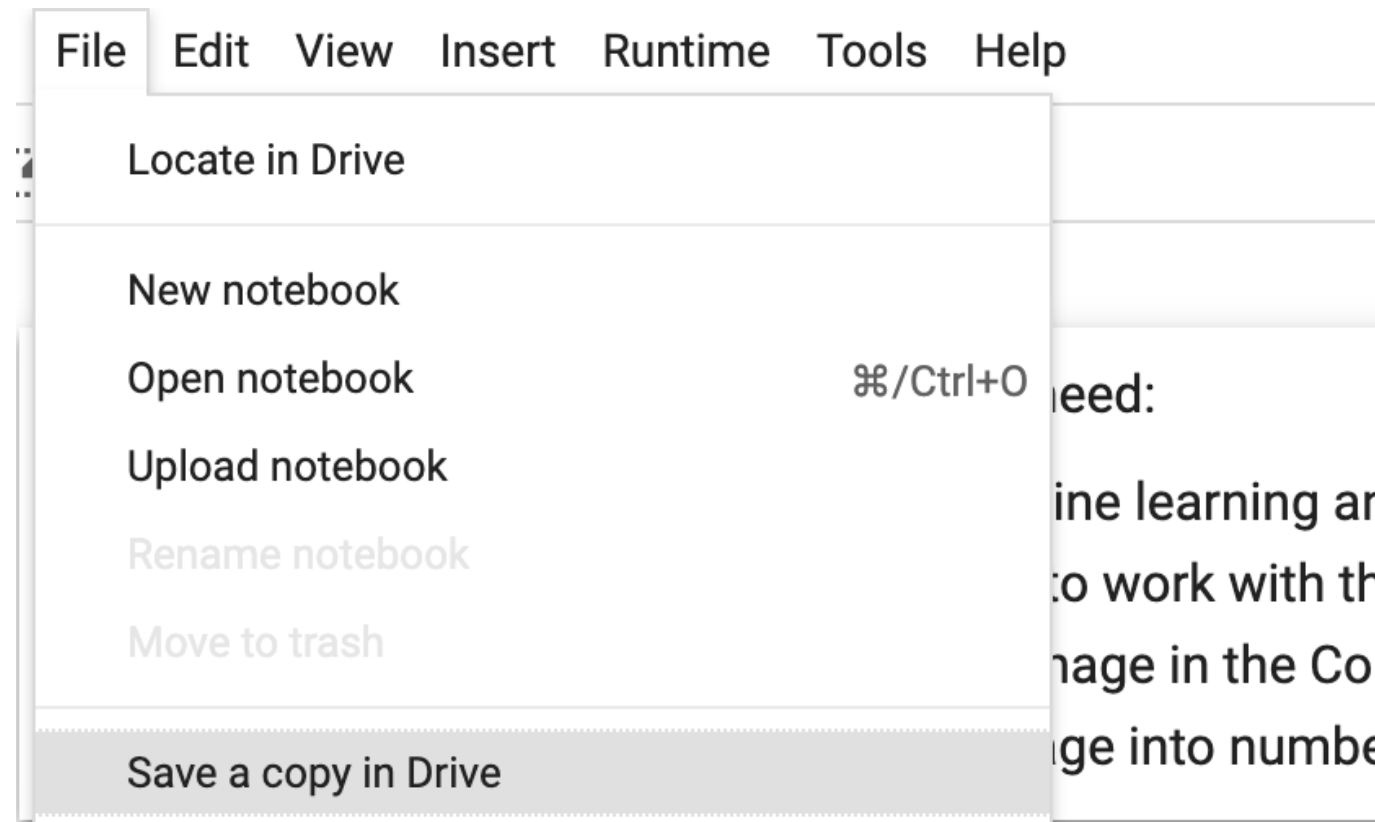
```
seconds_in_a_day = 24 * 60 * 60
seconds_in_a_day
```

86400

Check that you can run all the code in the notebook by going to the **Runtime** menu and choosing **Run all**.



- Don't forget to save your work!



**15 MIN BREAK** 😊



# SMART LIGHTING



# HARDWARE BASICS

- Raspberry Pi (RPi)



- Breadboard



- Jumper Wires



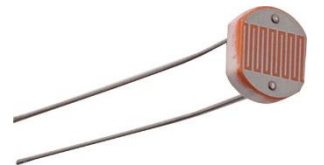
- Light-Emitting Diode (LED)



- Resistor



- Light Dependent Resistor (LDR)

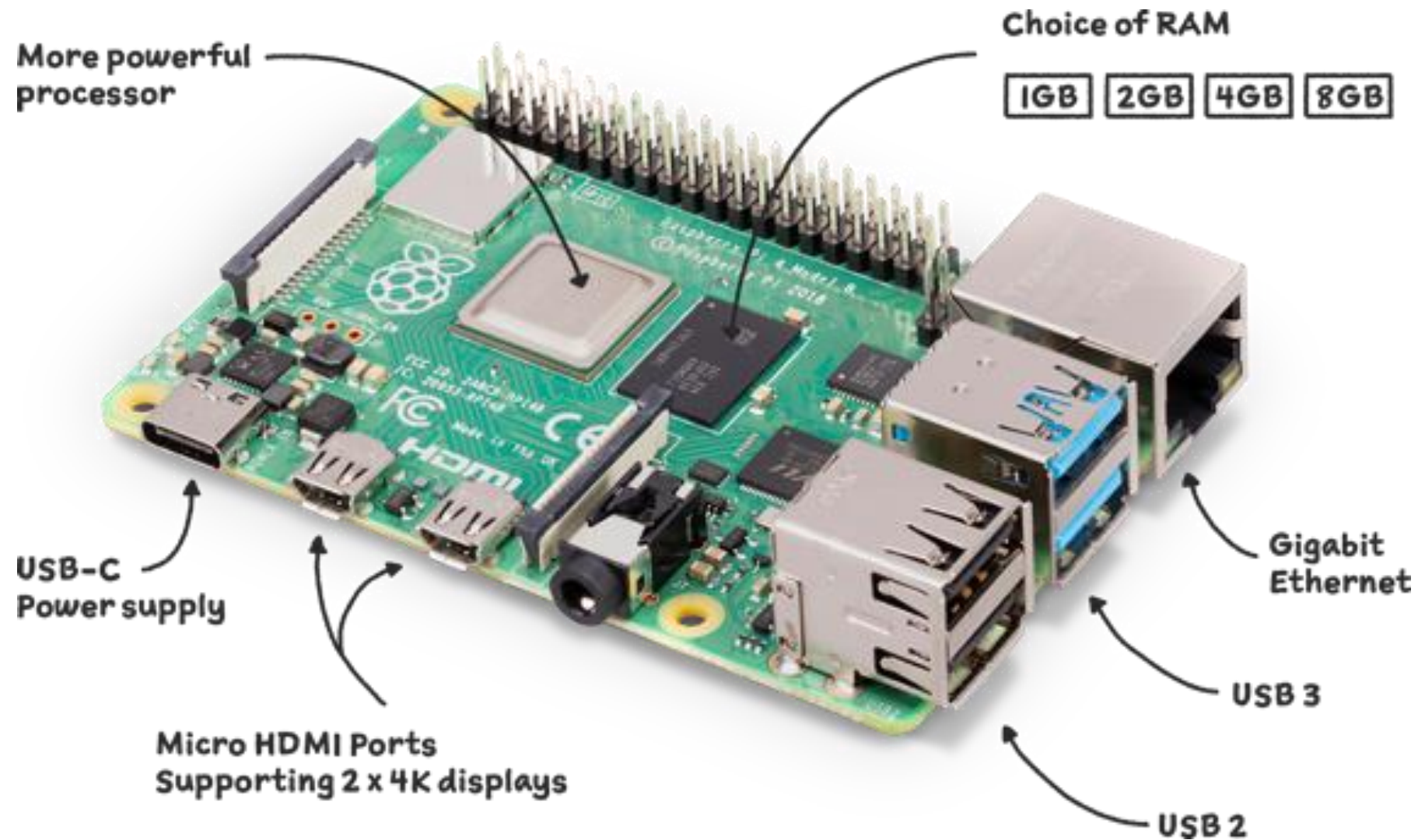


- Capacitor

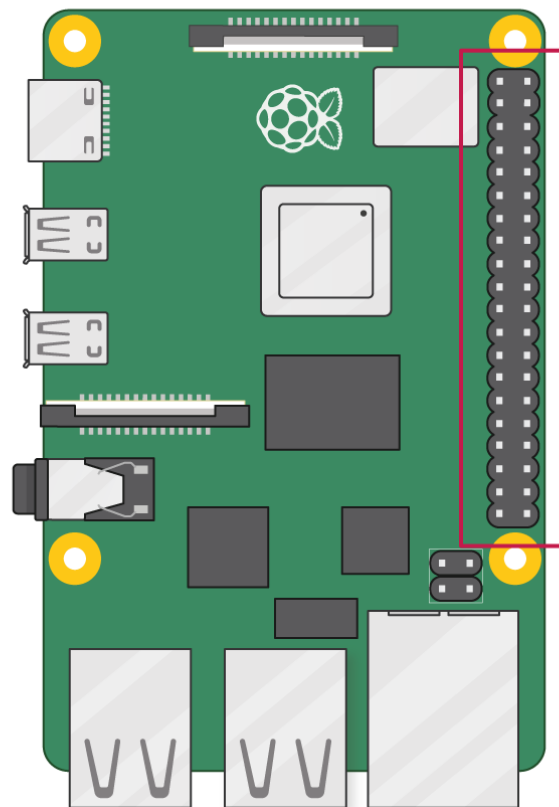




# WHAT IS RASPBERRY PI?



# GPIO PIN CONVENTIONS

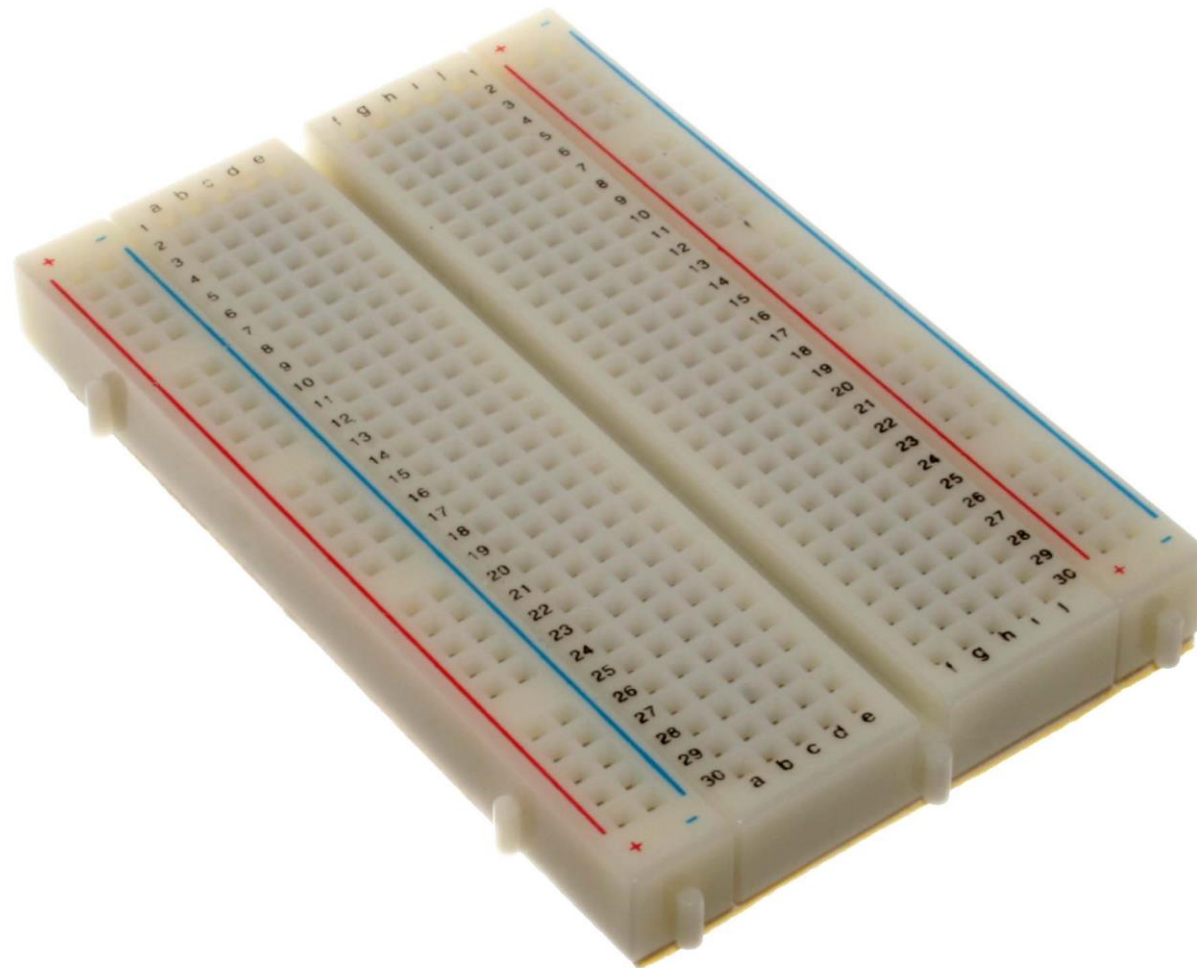


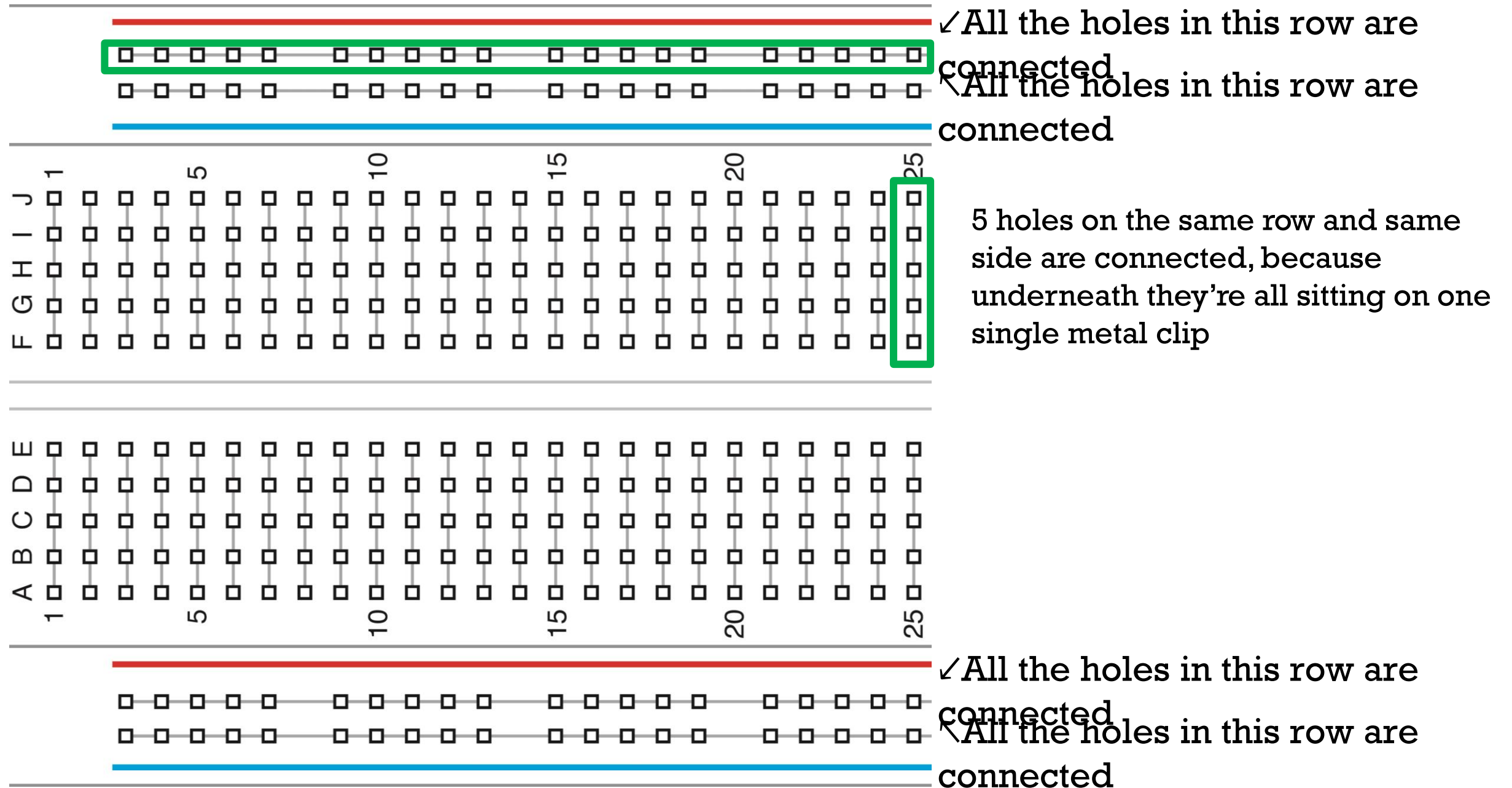
3V3 power	1	2	5V power
GPIO 2 (SDA)	3	4	5V power
GPIO 3 (SCL)	5	6	Ground
GPIO 4 (GPKLK0)	7	8	GPIO 14 (TXD)
Ground	9	10	GPIO 15 (RXD)
GPIO 17	11	12	GPIO 18 (PCM_CLK)
GPIO 27	13	14	Ground
GPIO 22	15	16	GPIO 23
3V3 power	17	18	GPIO 24
GPIO 10 (MOSI)	19	20	Ground
GPIO 9 (MISO)	21	22	GPIO 25
GPIO 11 (SCLK)	23	24	GPIO 8 (CE0)
Ground	25	26	GPIO 7 (CE1)
GPIO 0 (ID_SD)	27	28	GPIO 1 (ID_SC)
GPIO 5	29	30	Ground
GPIO 6	31	32	GPIO 12 (PWM0)
GPIO 13 (PWM1)	33	34	Ground
GPIO 19 (PCM_FS)	35	36	GPIO 16
GPIO 26	37	38	GPIO 20 (PCM_DIN)
Ground	39	40	GPIO 21 (PCM_DOUT)





# SOLDERLESS BREAD BOARD





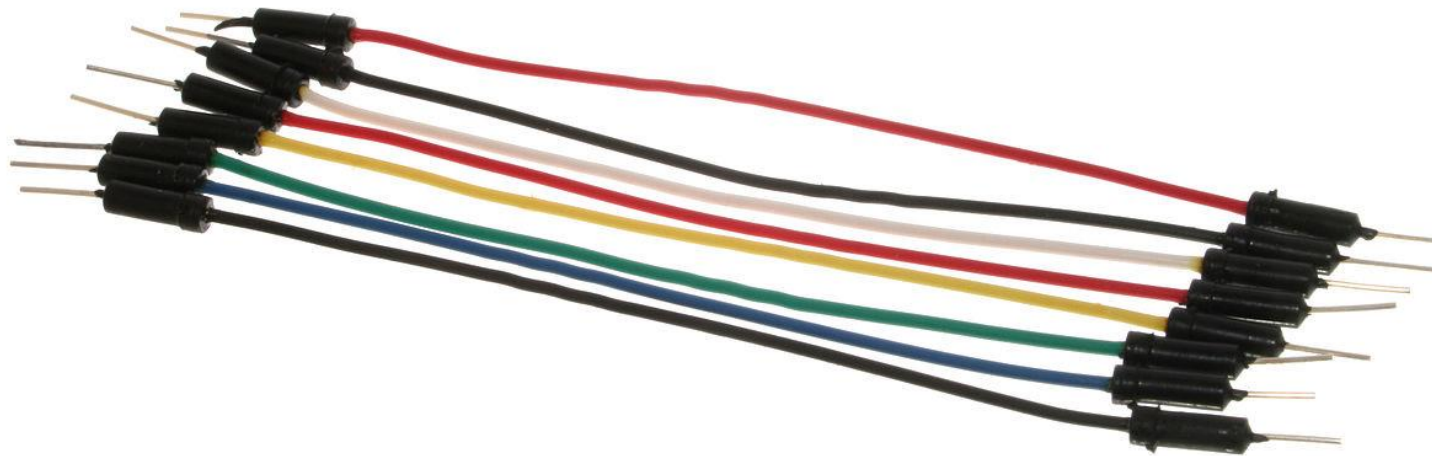
# LIGHT-EMITTING DIODE (LED)



# RESISTOR



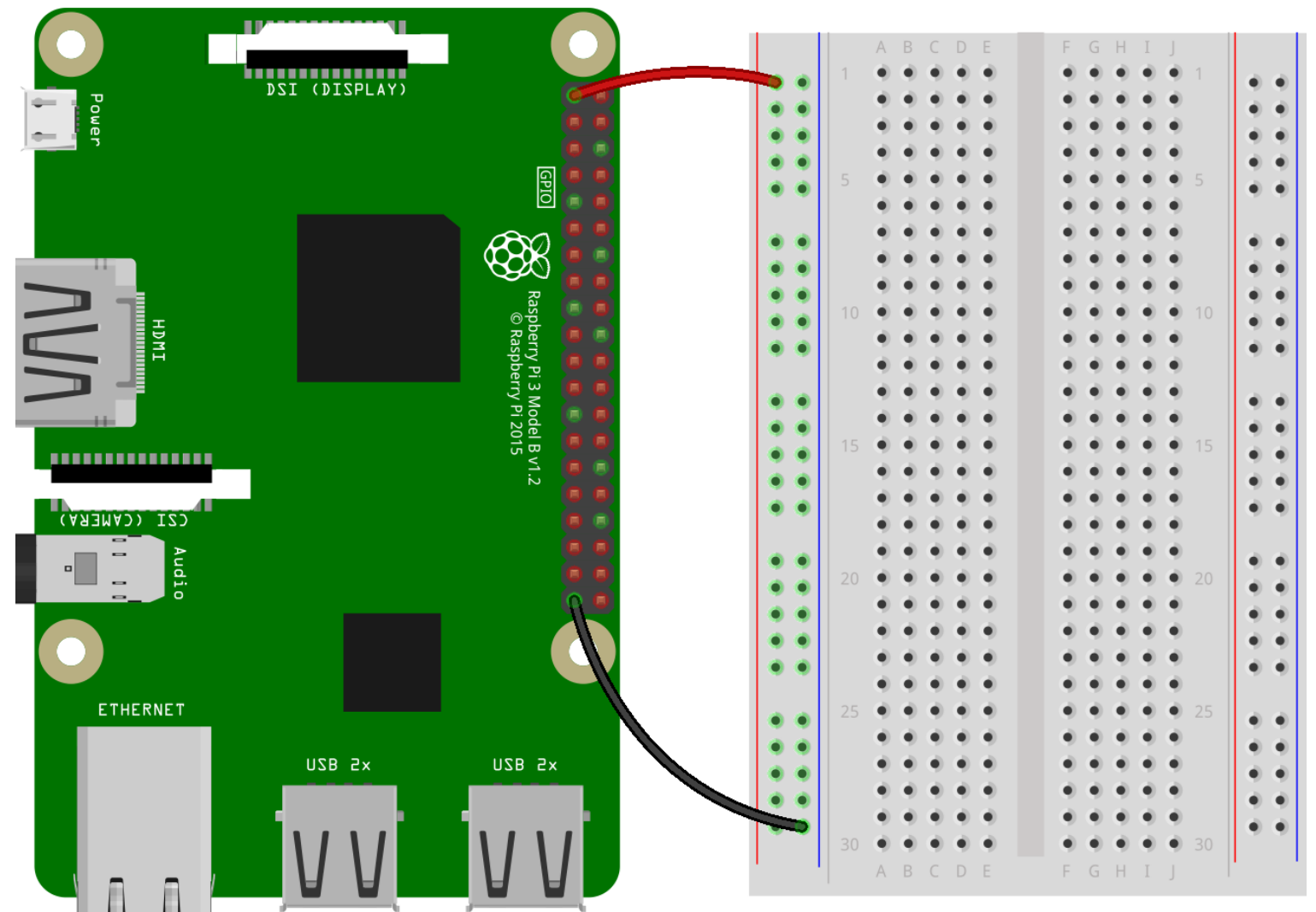
# JUMPER WIRE



# HANDS ON: GETTING STARTED

Make a closed circuit:

1. Connect 3v3 pin with “red” column
2. Connect GND pin with “blue” column



fritzing

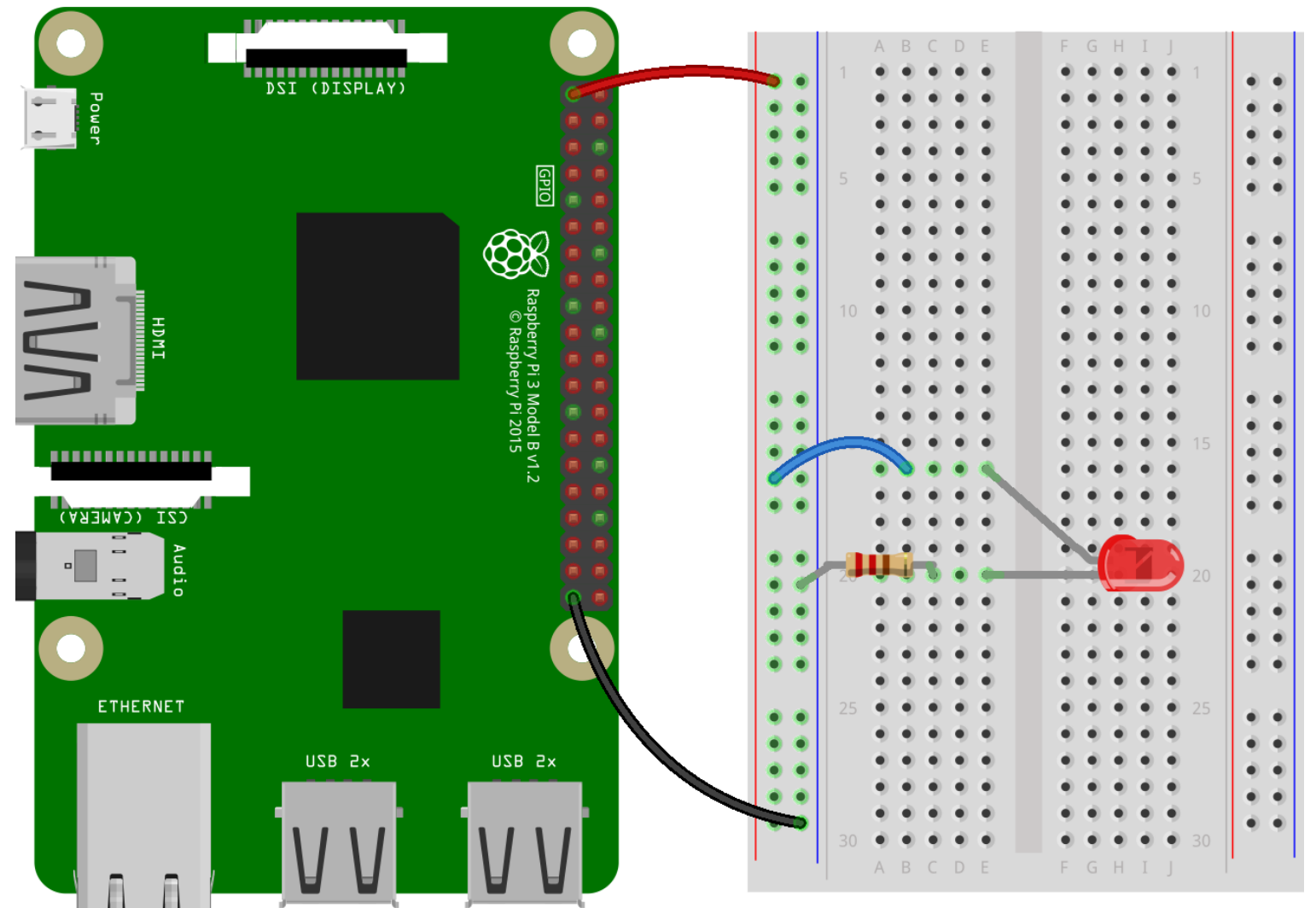


# HANDS ON: LED

How to turn LED on?

1. Put the long side (kathode/+) of LED on E16, and short side (anode/-) of LED on E20
2. Put one end of the resistor on C20 and the other on any point near the “blue” column
3. Using a jumper wire, connect the “red” column with point B16

LED will now turn on!



fritzing



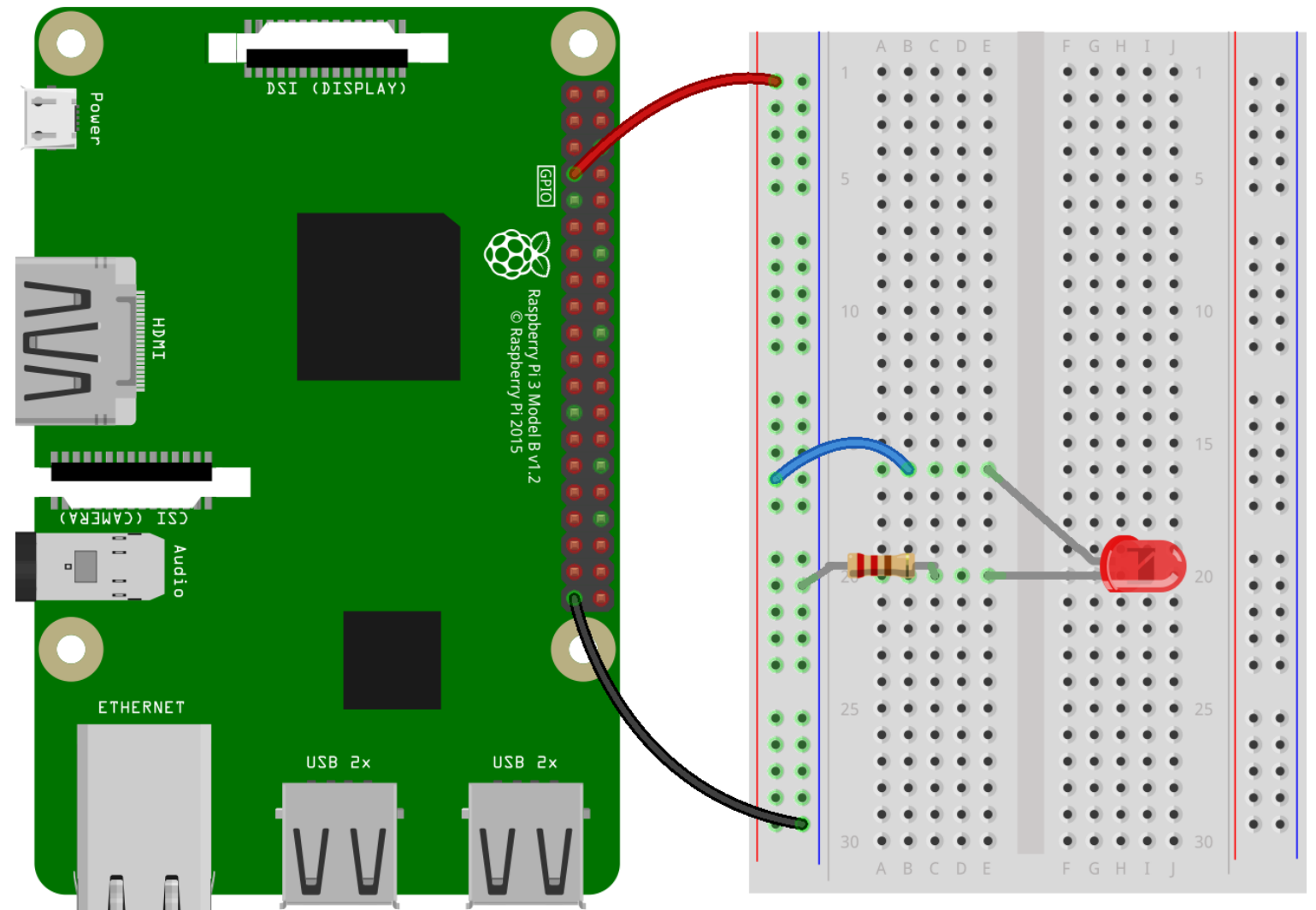


# HANDS ON: LED

How to control LED using GPIO pins?

1. Move the jumper wire from 3v3 to GPIO4

LED will now turn off - but we can now control the LED's behavior through code!



fritzing





# HANDS ON: LED

```
from gpiozero import LED
```

```
led = LED(4) # the GPIO pin from above
```

```
led.on() # turn on
```

```
led.off() # turn off
```

For references:

[https://gpiozero.readthedocs.io/en/stable/api\\_output.html#led](https://gpiozero.readthedocs.io/en/stable/api_output.html#led)



# HANDS ON: LED

Break down in groups of 2-3 students to replicate the previous demonstration.

Challenges:

1. How to make LED blink 10 times?  
(Hint: use a combination of `sleep()` and a for loop)
1. How to make LED blink continuously?  
(Hint: use a combination of `sleep()` and a while loop)



# HANDS ON: LED

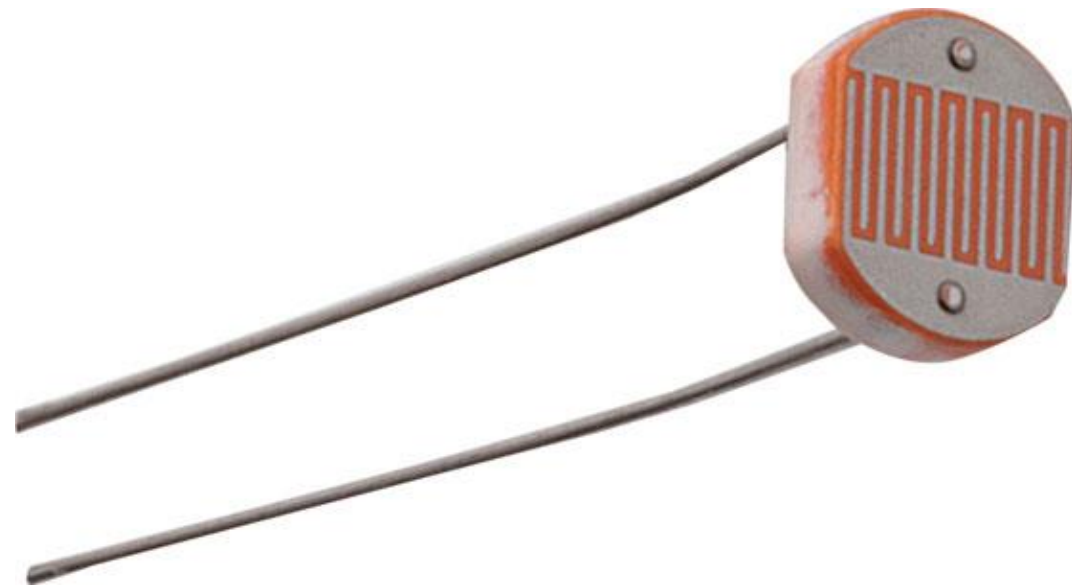
1. How to make LED blink 10 times?



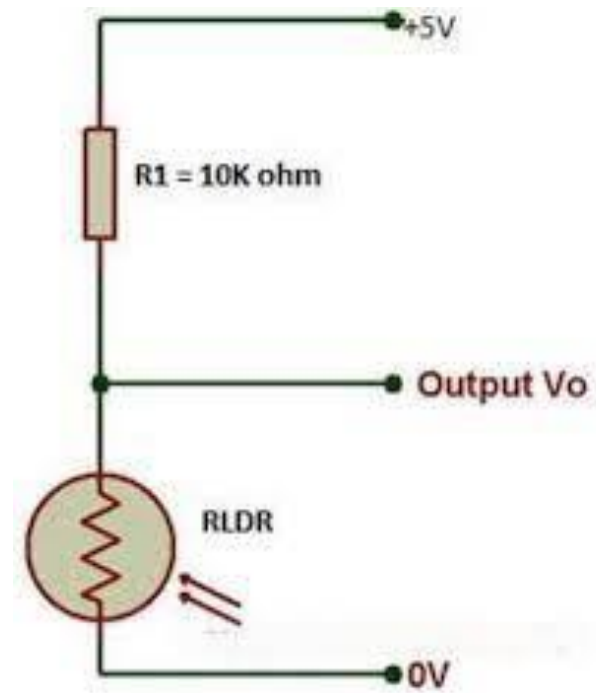
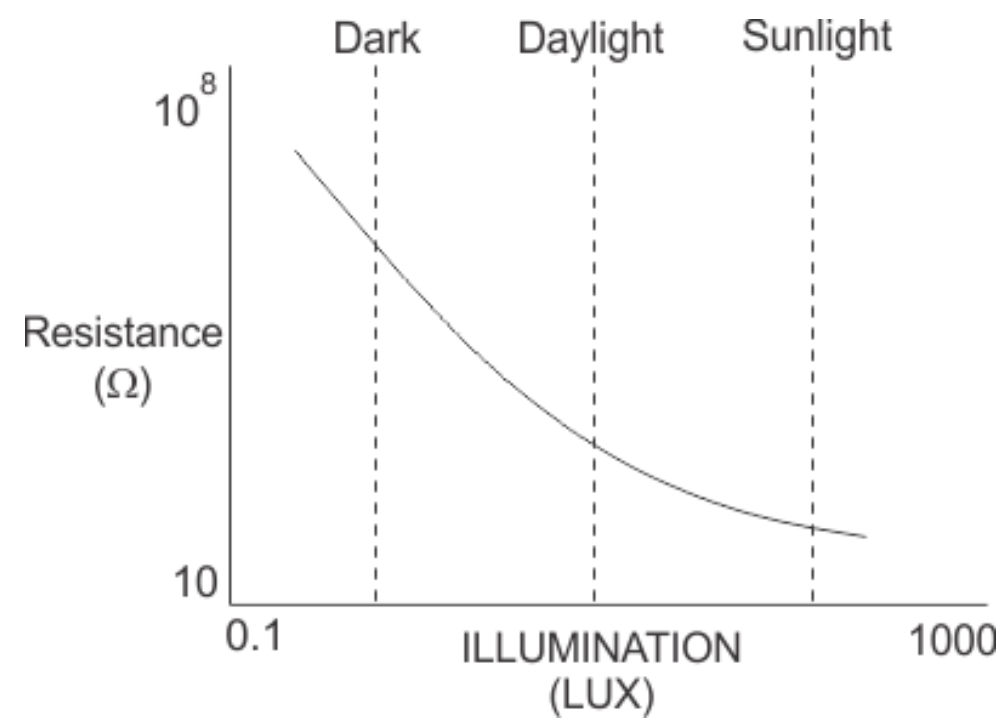
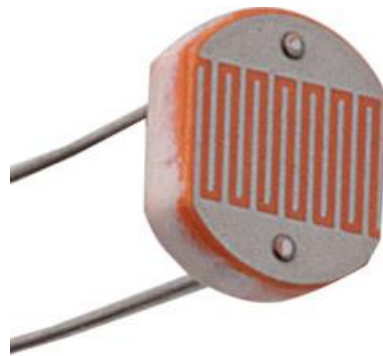
# HANDS ON: LED

2. How to make LED blink continuously?



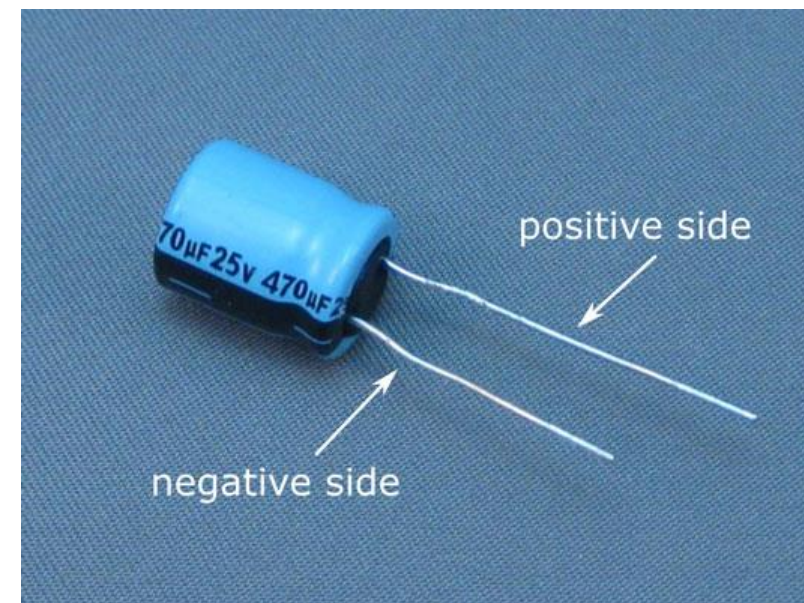
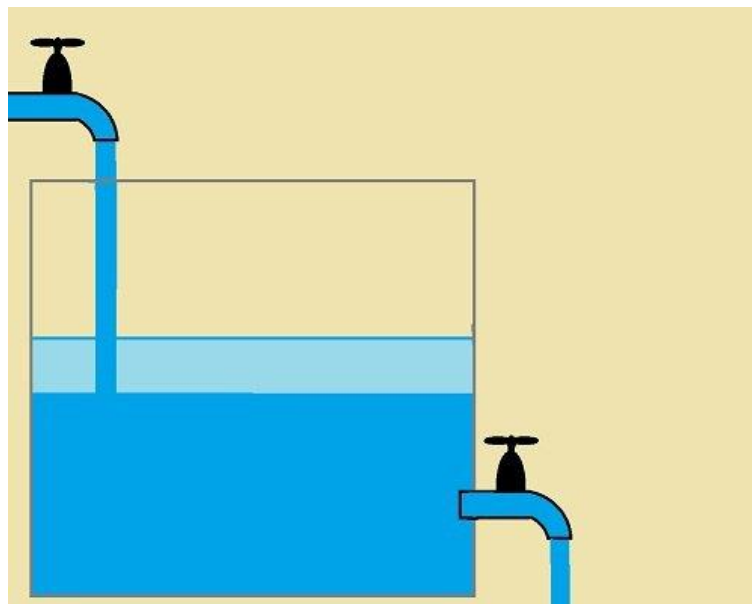
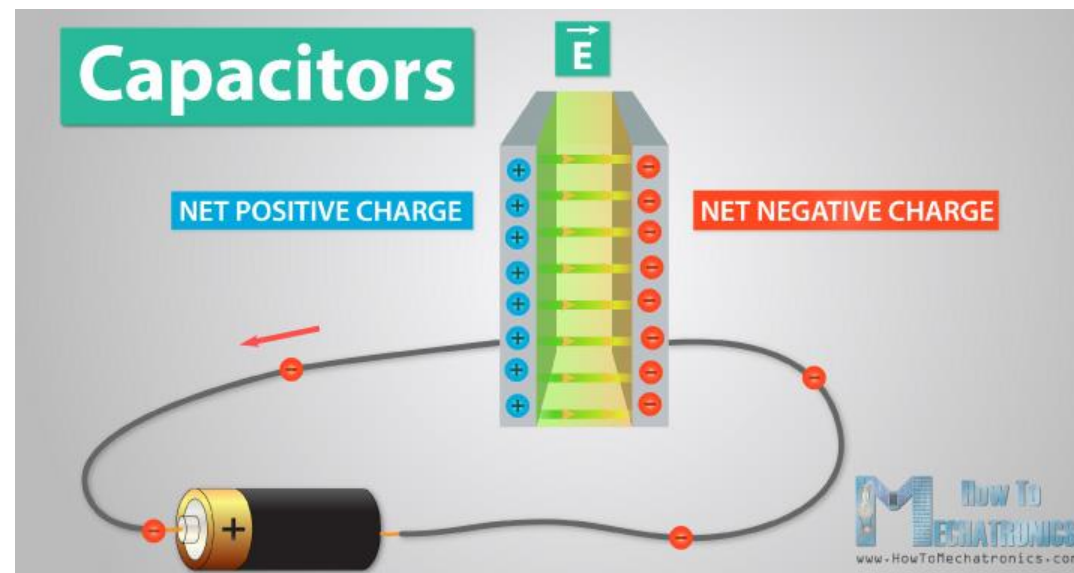


**LIGHT DEPENDENT RESISTOR (LDR)**





**CAPACITOR**

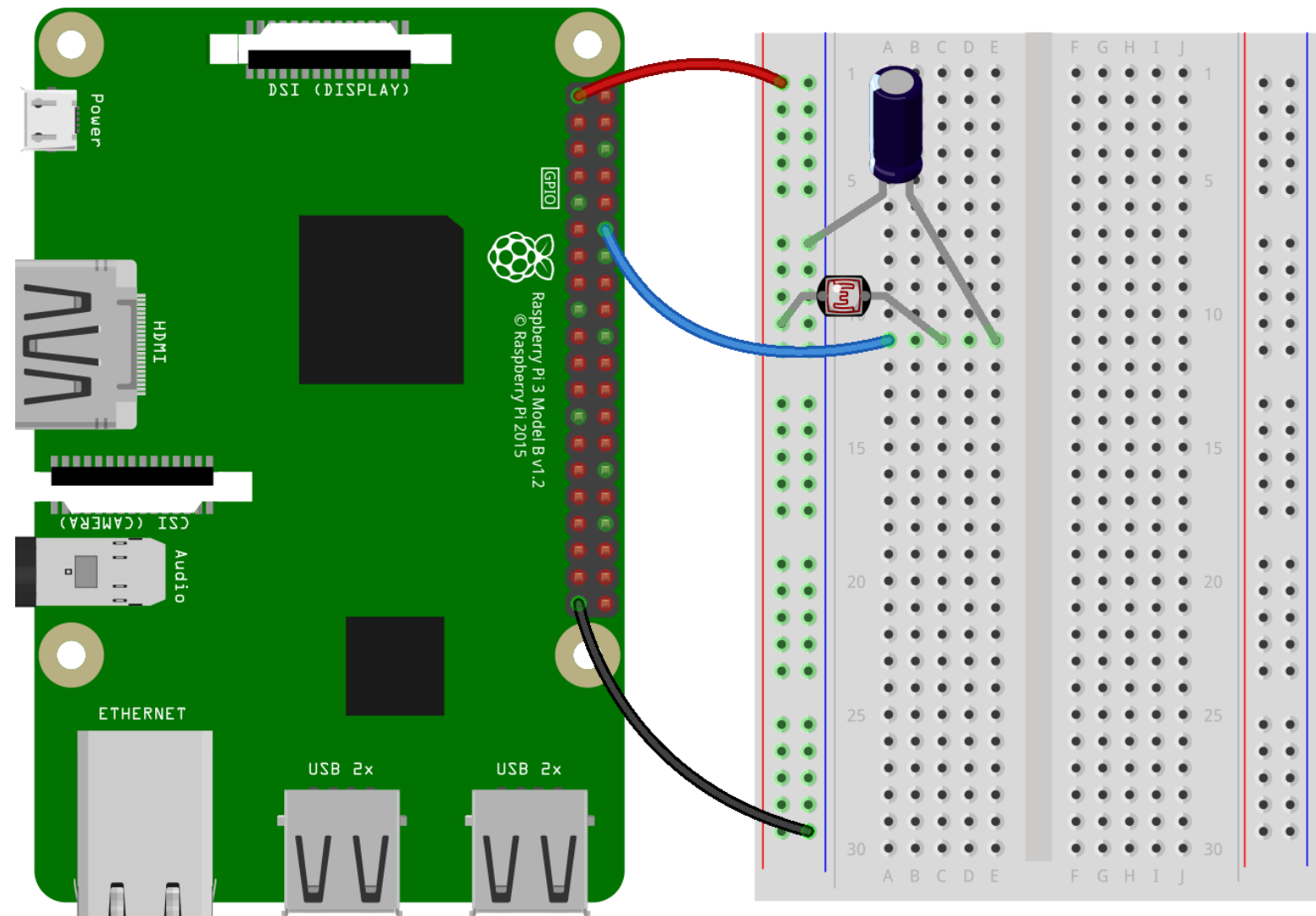




# HANDS ON: LDR

How to use a light sensor?

1. Put long side (kathode/+) of capacitor on E11 and short side of capacitor (anode/-) on “blue” column
2. Connect GPIO18 to A11
3. Put LDR on point C11 and “red” column



fritzing



# HANDS ON: LDR

```
from gpiozero import LightSensor  
ldr = LightSensor(18) # the GPIO pin from above  
while True:  
    print(ldr.value) # number between 0 (dark) and 1 (light)
```

For references: [https://gpiozero.readthedocs.io/en/stable/api\\_input.html#lightsensor-ldr](https://gpiozero.readthedocs.io/en/stable/api_input.html#lightsensor-ldr)



# HANDS ON: LDR

Replicate the previous demonstration in your group.

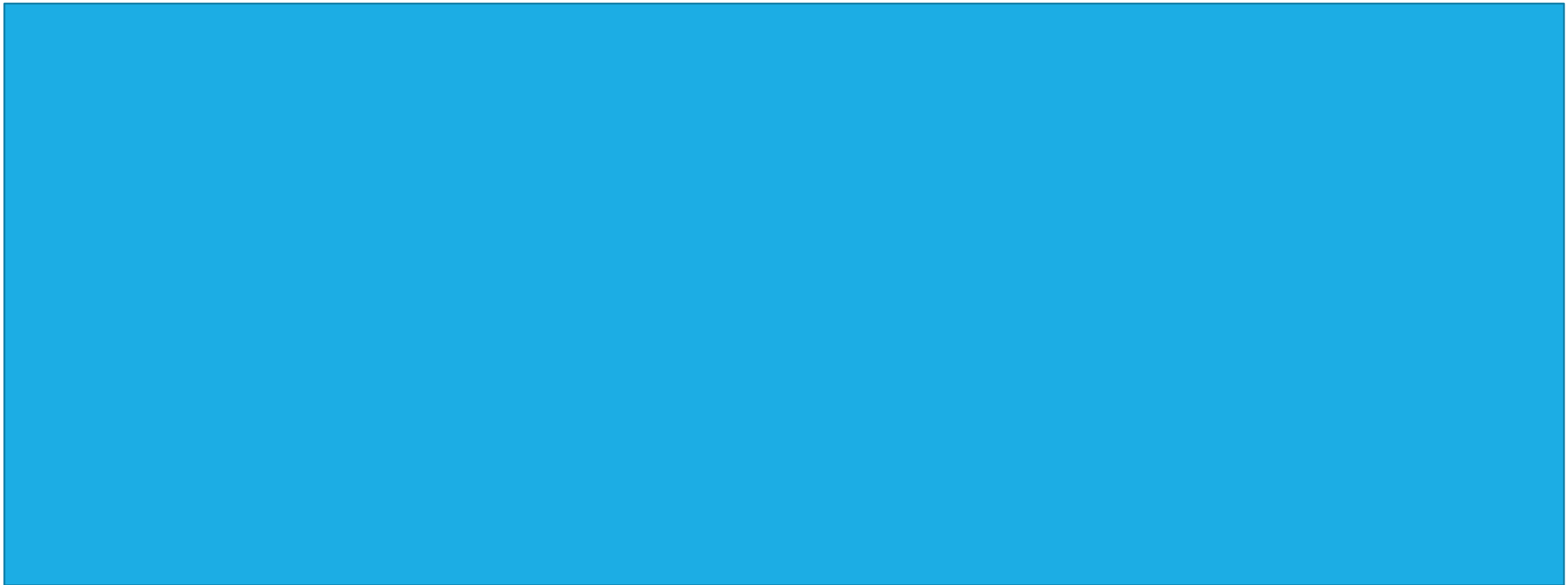
Challenges:

1. Make a program output/print something (e.g. “It’s light!”) when the LDR value exceeds a certain threshold.  
(Hint: use a combination of while loop and print)



# HANDS ON: LDR

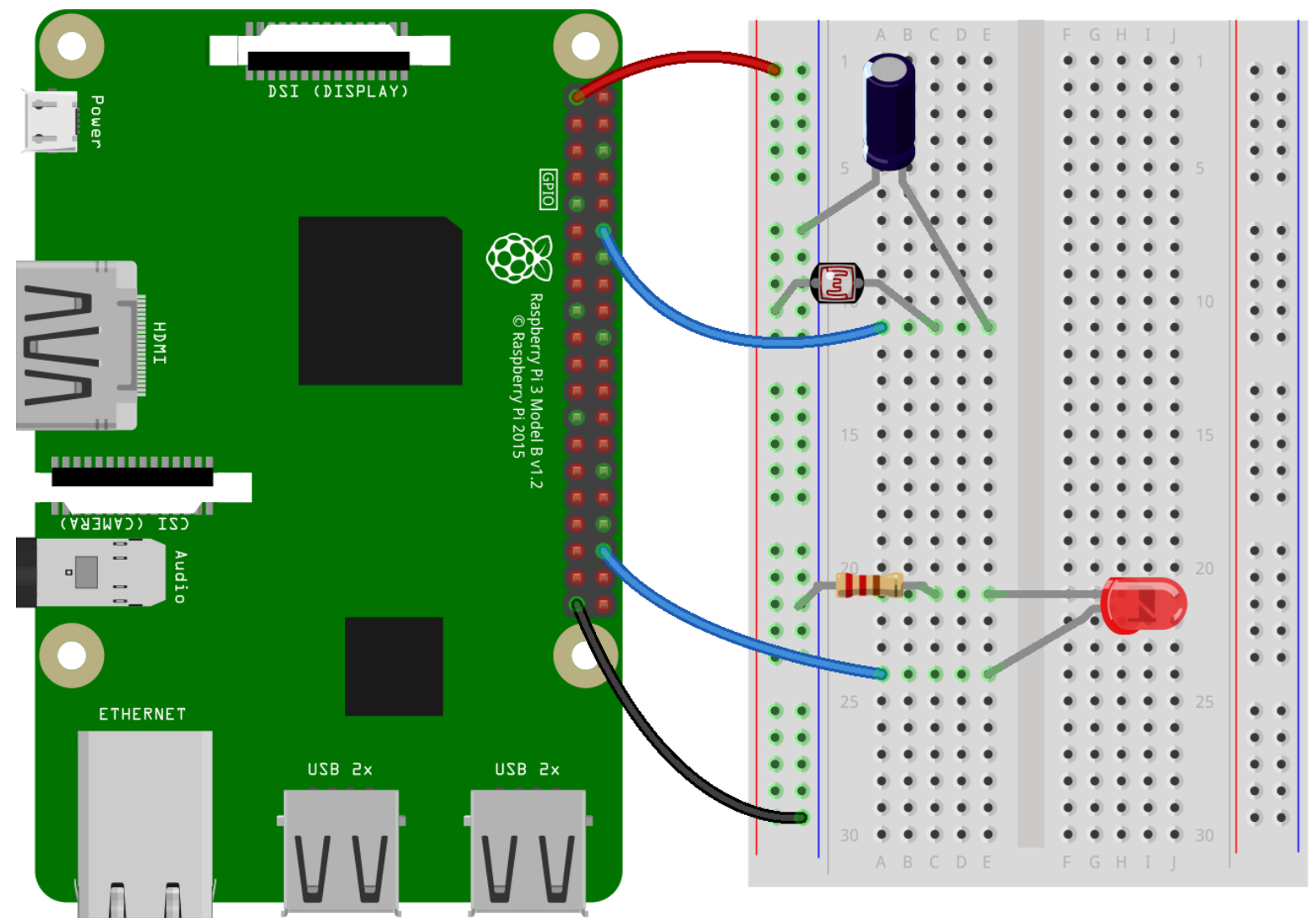
1. Make a program output/print something (e.g. "It's light!") when the LDR value exceeds a certain threshold.



# HANDS ON: SMART LAMP

How to make a smart lamp?  
(cont. from previous schematics)

1. Put resistor on “blue” column and C21
2. Put LED's long side (kathode/+) on E24, and the short side (anode/-) on E21
3. Connect GPIO16 to A24



fritzing



# HANDS ON: SMART LAMP

```
from gpiozero import LightSensor, LED
```

```
from signal import pause
```

```
sensor = LightSensor(18)
```

```
led = LED(16)
```

```
sensor.when_dark = led.on
```

```
sensor.when_light = led.off
```

```
pause()
```



# HANDS ON: SMART LAMP

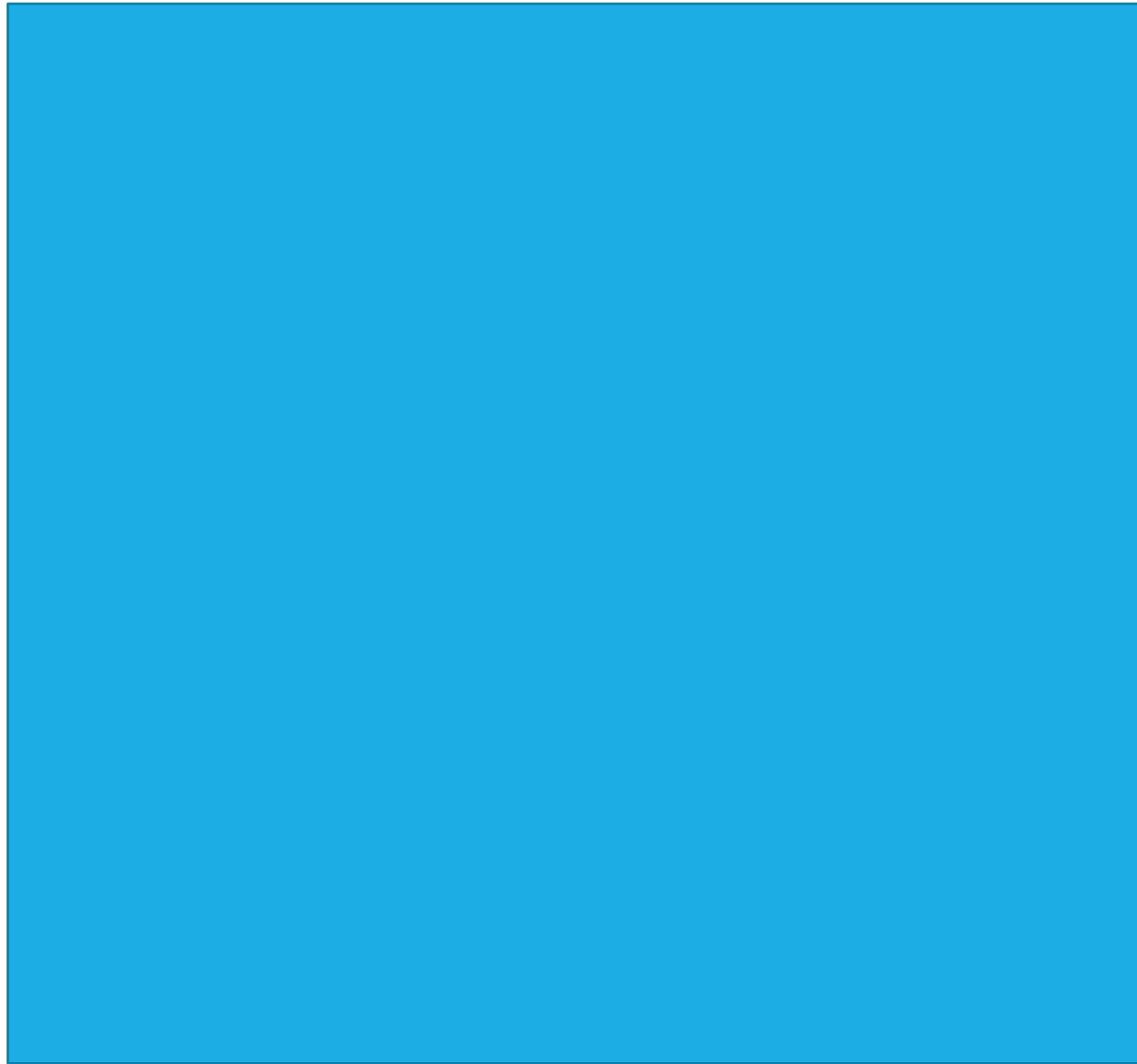
Replicate the previous demonstration in your group.

Challenges:

1. Instead of making the LED turn on or off, adjust the brightness of the LED according to the value read by the LDR  
(Hint: use PWMLED [here](#) instead of LED)
  - a) When it's bright, LED is also bright. When it's dark, LED is dim.
  - b) When it's dark, LED is bright. When it's bright, LED is dim.

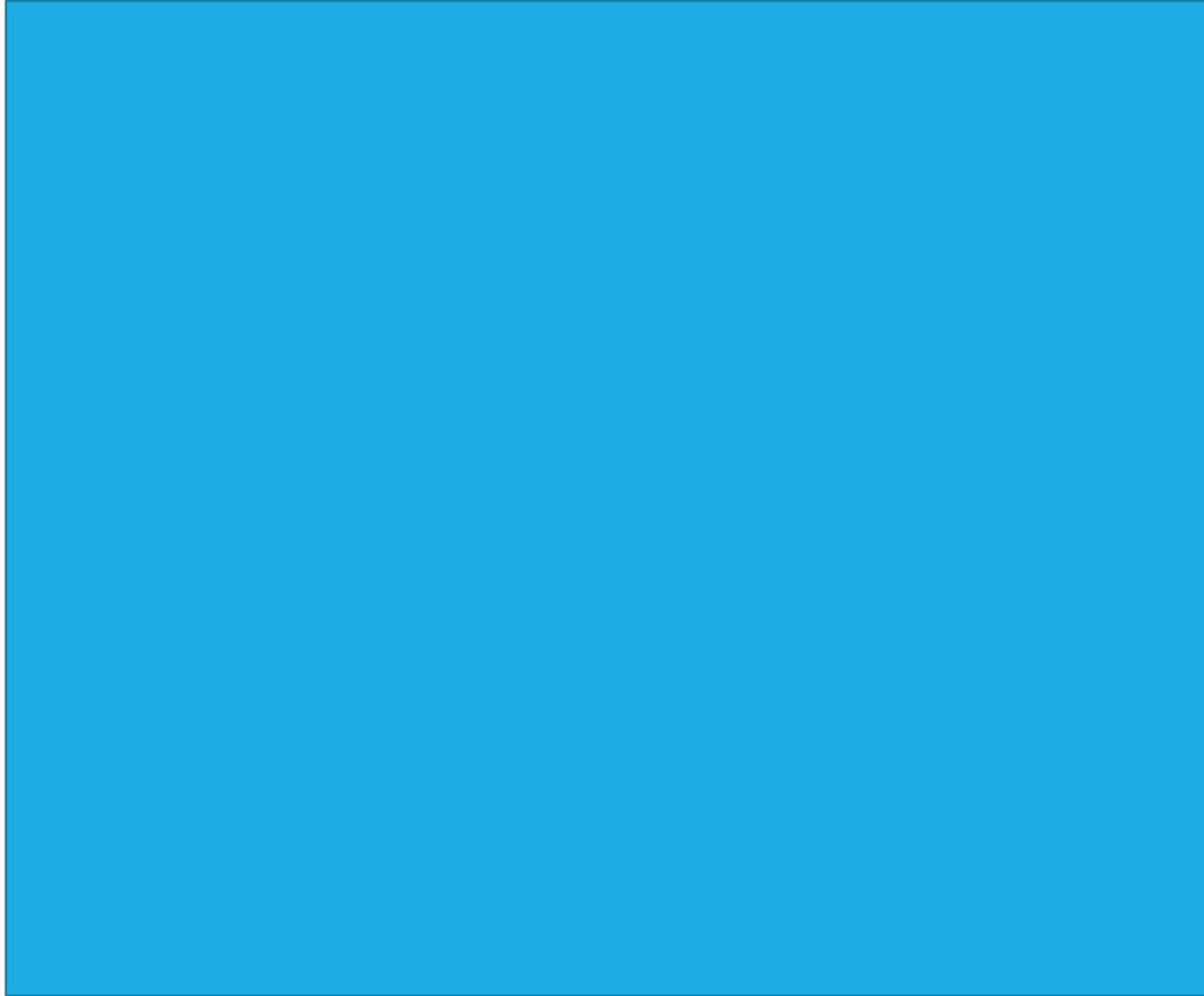


# HANDS ON: SMART LAMP A)





# HANDS ON: SMART LAMP B)



**LUNCH BREAK**



# TELEGRAM BOT



# TELEGRAM BOT

- Please refer to Create Telegram Bot Token.pdf on how to create a bot token
- Please refer to AI Chatbot Workshop.pdf
- For Advanced Students
  - Please refer to Telegram Bot Google App script google sheets.pdf



# PANEL DISCUSSION



# REFRESHER QUIZ



# REFRESHER QUIZ

- Please go to [www.menti.com](https://www.menti.com)
- Enter participant code: 46975104





# AI & SUSTAIN-A-BOT PRELUDE





# AI & SUSTAIN-A-BOT

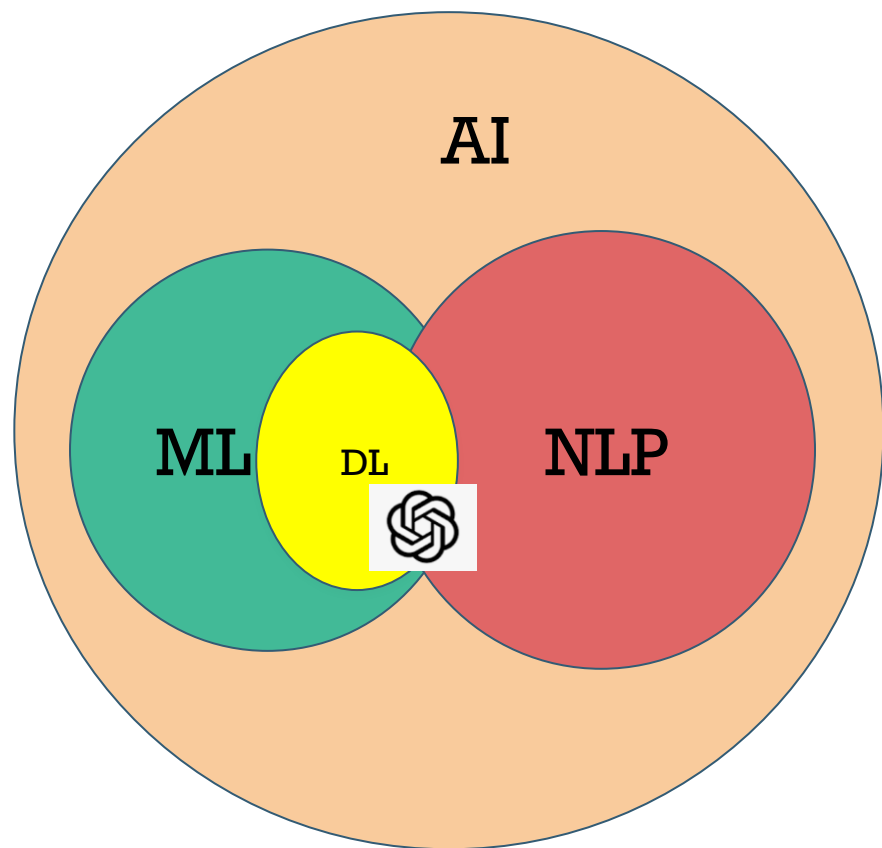
- We are going to introduce Artificial Intelligence tomorrow.
- By the end of tomorrow, you are going to craft a telegram bot that champions sustainability in Singapore. Your code has the power to make a real difference in shaping a greener, more resilient future for our city-state
- You can use all the concepts that have been covered during the workshop, i.e. Python, AI, Telegram Bot.
- What do you have in mind?



# ARTIFICIAL INTELLIGENCE



# DEMYSTIFY AI, ML, NLP, DL



- Artificial Intelligence (AI) - broad discipline of creating *intelligent machines*.
- Machine Learning (ML) - systems that can learn from experience.
- Natural Language Processing (NLP) - systems that can understand human language.
- Deep Learning (DL)** - systems that learn from experience on large data sets.

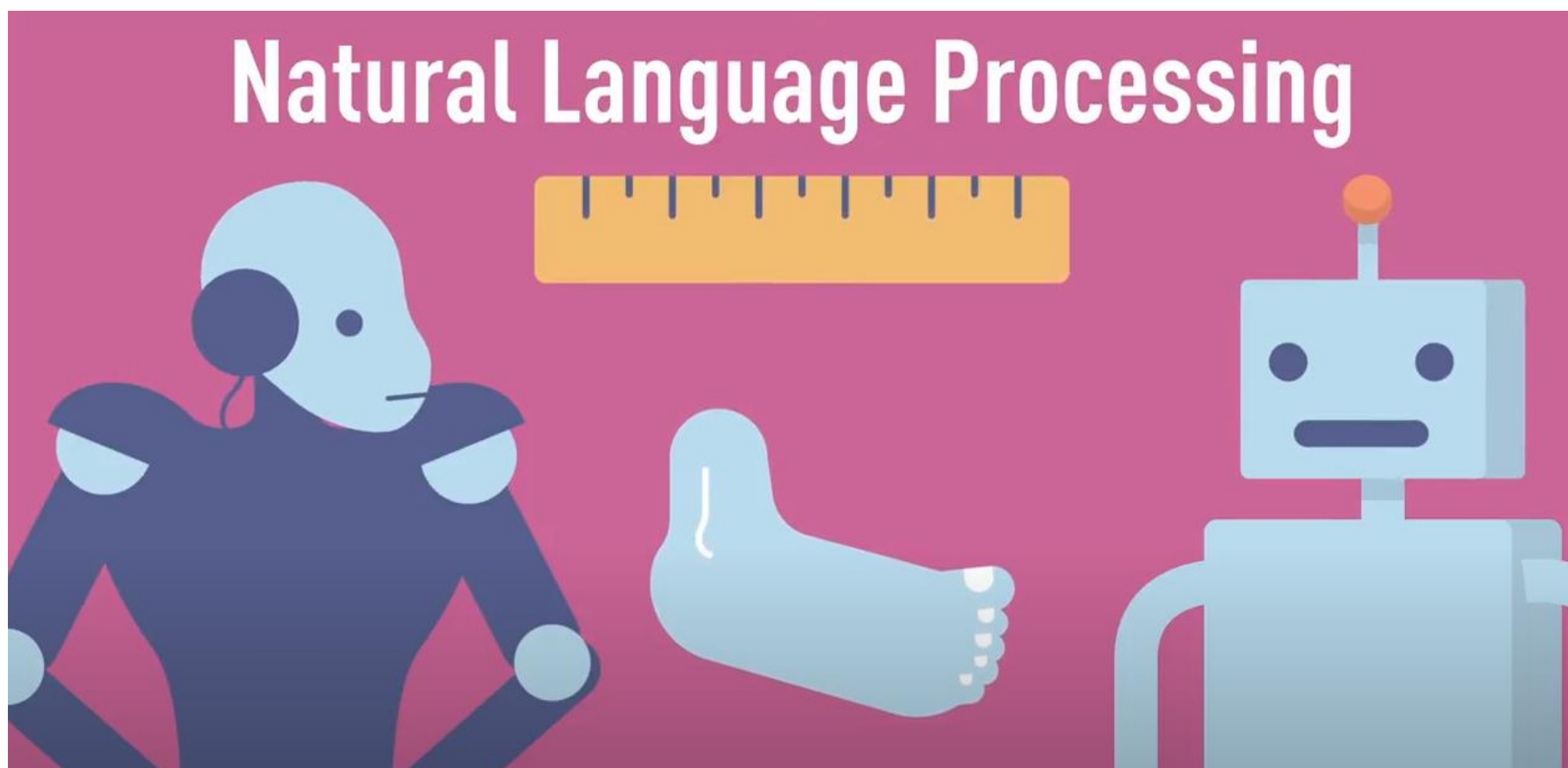


# **MACHINE LEARNING**

**WHAT IS  
MACHINE LEARNING?**

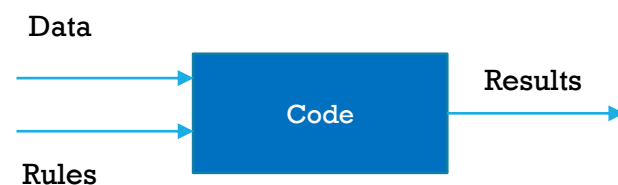


# NATURAL LANGUAGE PROCESSING



# LEARNING MODEL

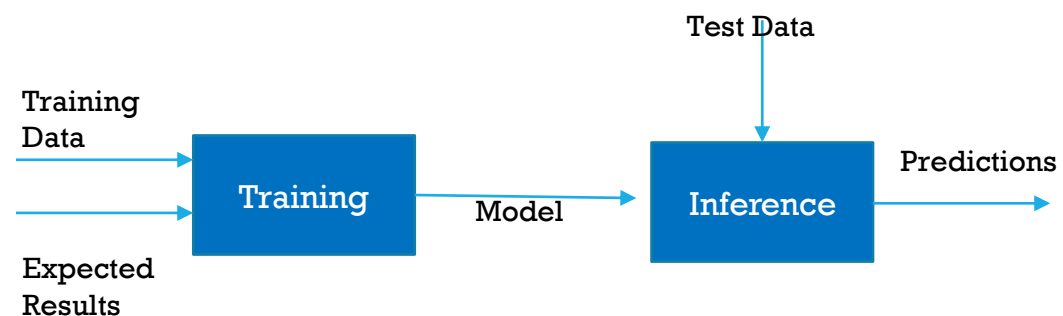
## Traditional Programming



```
a = 200
b = 33
if b > a:
    print("b is greater than a")
elif a == b:
    print("a and b are equal")
else:
    print("a is greater than b")
```

- a and b are Data points
- Conditional logic check is the Rule
- "a is greater than b" is the output

## Learning Model



**Model** is like an equation used to make predictions

For e.g. if our goal is to create an application which sees an image and classifies if it is a cat or a dog,

- We would pass tons of photos (*Training Data*) and its known types (*Expected Results*)
- Our Deep Learning code will create a *Model*
- When the Model sees a new image (*Test Data*) of an unknown type, it will run "*Inference*" to predict.





# WHAT DO WE NEED TO BUILD THAT APP?



- Python
- Math (little bit)

- Time
- *Deep Learning Platforms*

- Teamwork
- Imagination



# FAMOUS DEEP LEARNING PLATFORMS

1. **TensorFlow** : Python, Javascript, C++, Java
2. Pytorch : Python
3. Keras : Python

*What's the pattern?*



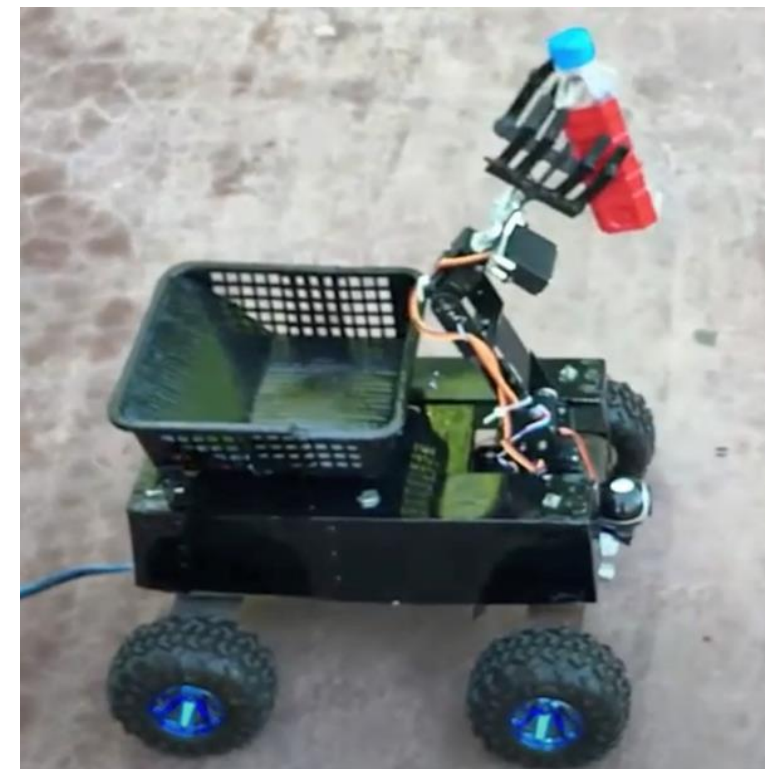


# WHAT WILL WE BUILD TODAY ?

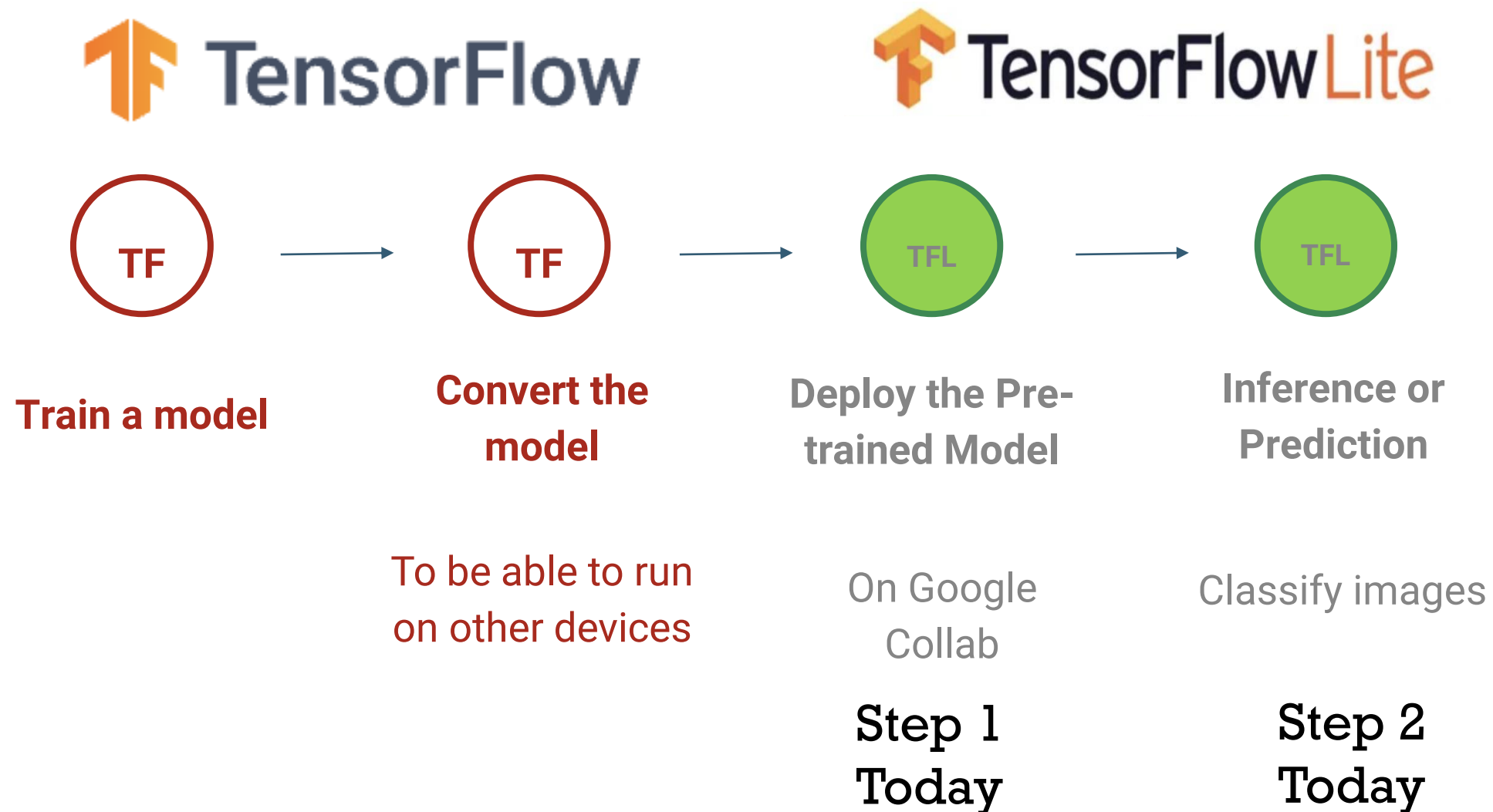
Simple image classifier

Extend to “Save the environment” !

For e.g. On a sea beach, detect plastic bottles, pickup the bottle/mark the spot for future clean-up !



# CONCEPTS



# HANDS ON

## Pre-requisite

- Refer to Google Colab notebook “[MobileNet Image Classification](#)”
- Please click File → Save a copy in Drive to enable editing

## Test the code

1. Download any image from the internet
2. Put in the test folder
3. See if the model is able to classify the image.

## Advanced Exploration

1. If an image's accuracy isn't too high, what can be the reasons ?
2. Try out the image classification on Telegram chatbot



**BRING IT ALTOGETHER!**



# COLLAB NOTEBOOK READ-ONLY LINKS

- [BertQnA](#)
- [Sentiment Analysis](#)

Please click File → Save a copy in Drive to enable editing



**LUNCH BREAK**





# SUSTAIN-A-BOT



# SUSTAIN-A-BOT

- Craft a telegram bot that champions sustainability in Singapore. Your code has the power to make a real difference in shaping a greener, more resilient future for our city-state
- You can use all the concepts that have been covered during the workshop, i.e. Python, AI, Telegram Bot.
- You will have 70 mins to create your bot and 5 mins to present it.
- We will vote for the winners using our own telegram bot :)





# CLOSING REMARKS

