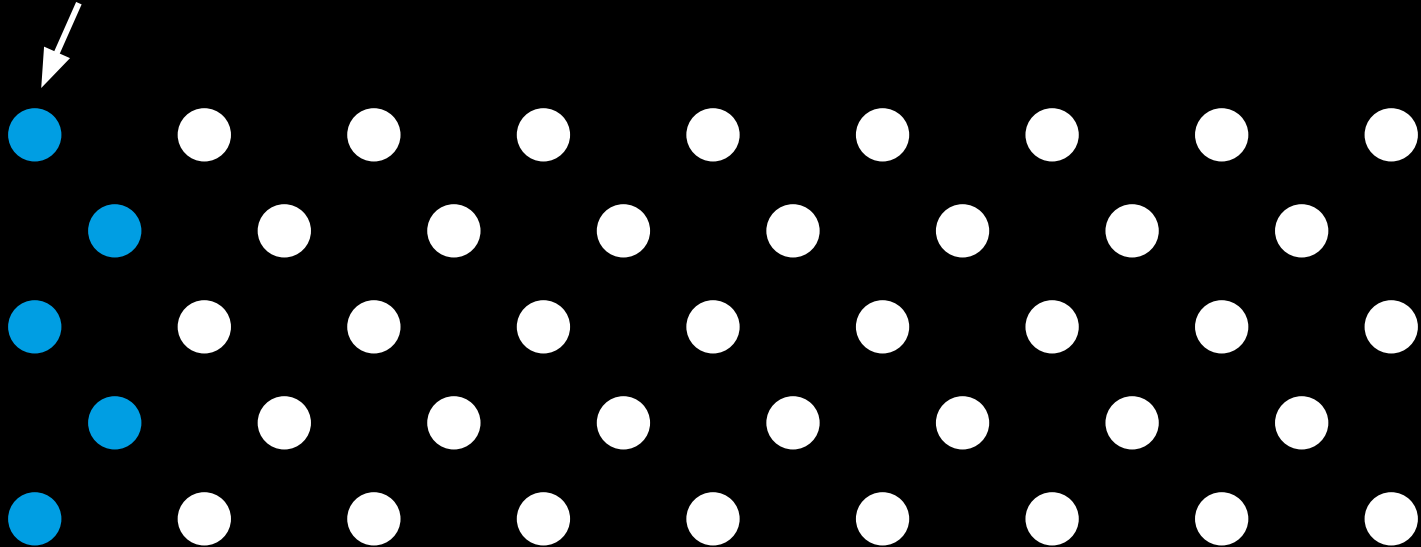


MOTIVATION

A few
experts

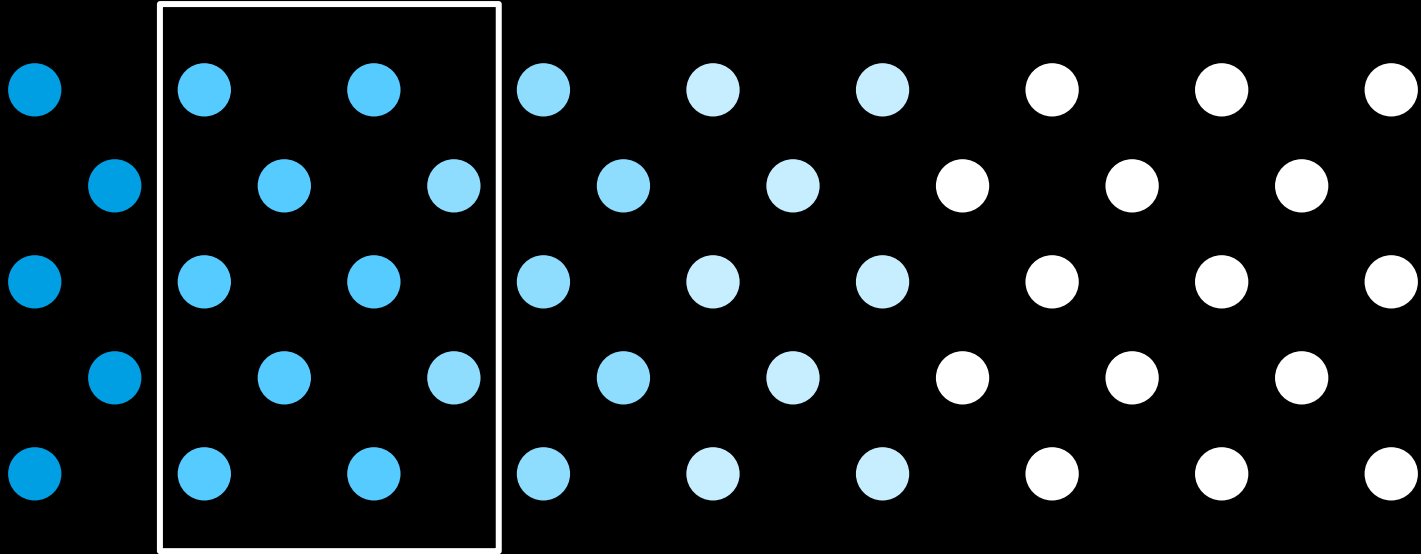
Digitally uneducated
society



Digitally illiterate society with a few experts

Collective Understanding

You?



Society with a distributed and high degree of digital education

Artificial
Intelligence

Data Analysis

Representation

Processing

Programming

Artificial
Intelligence

Data Analysis

Representation

Processing

Programming

Digital Fundamentals

Digital Applications

Artificial
Intelligence

Data Analysis

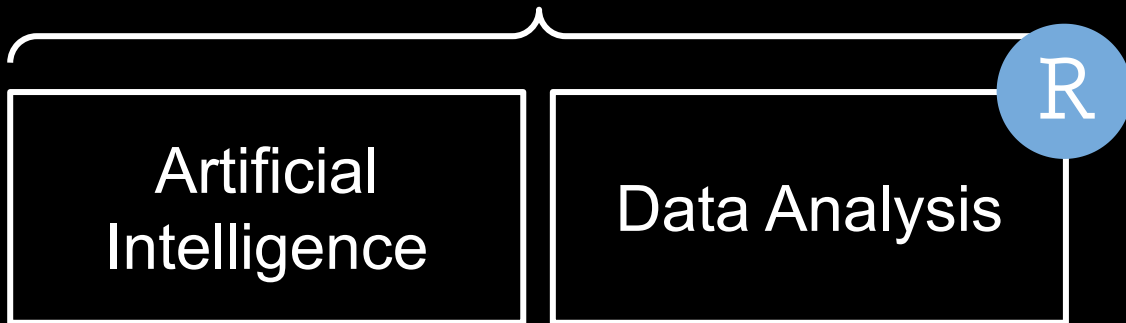
Representation

Processing

Programming

Digital Fundamentals

Digital Applications



Artificial
Intelligence

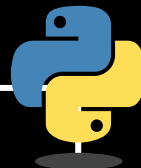
Data Analysis

R

Representation

Processing

Programming



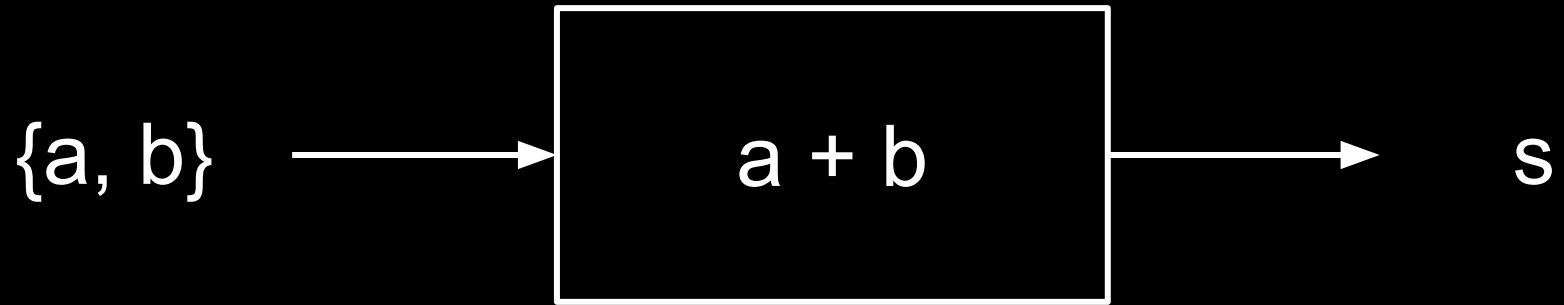
Digital Fundamentals

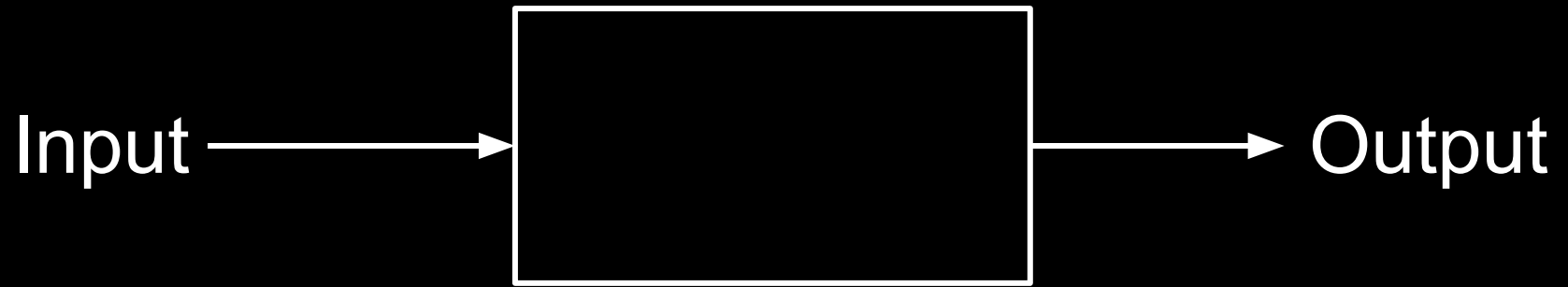
PROBLEM SOLVING

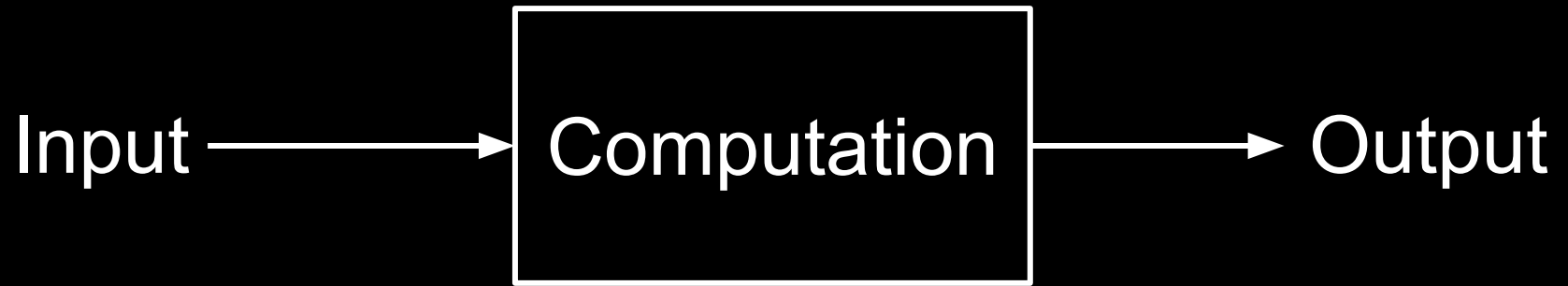
A Model for Solving Problems



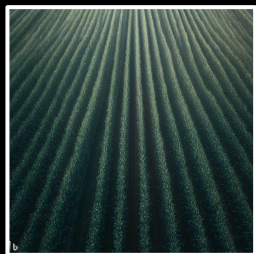
A Model for Solving Problems











42

Processing of
information



`count_plants()`

42

Representation of
information





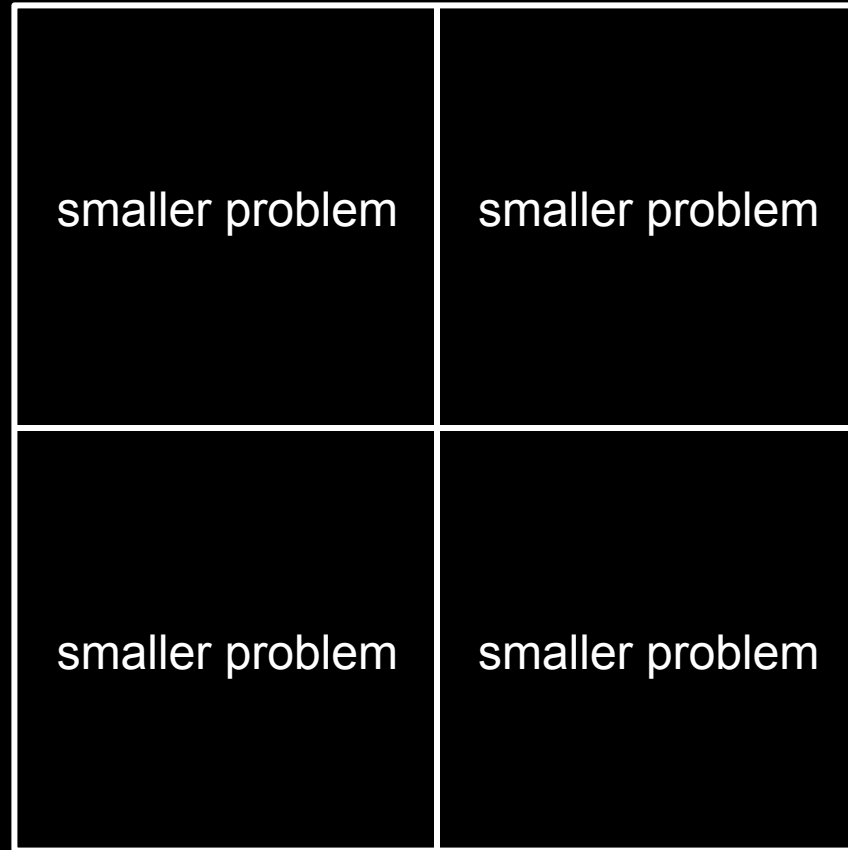
next_move()

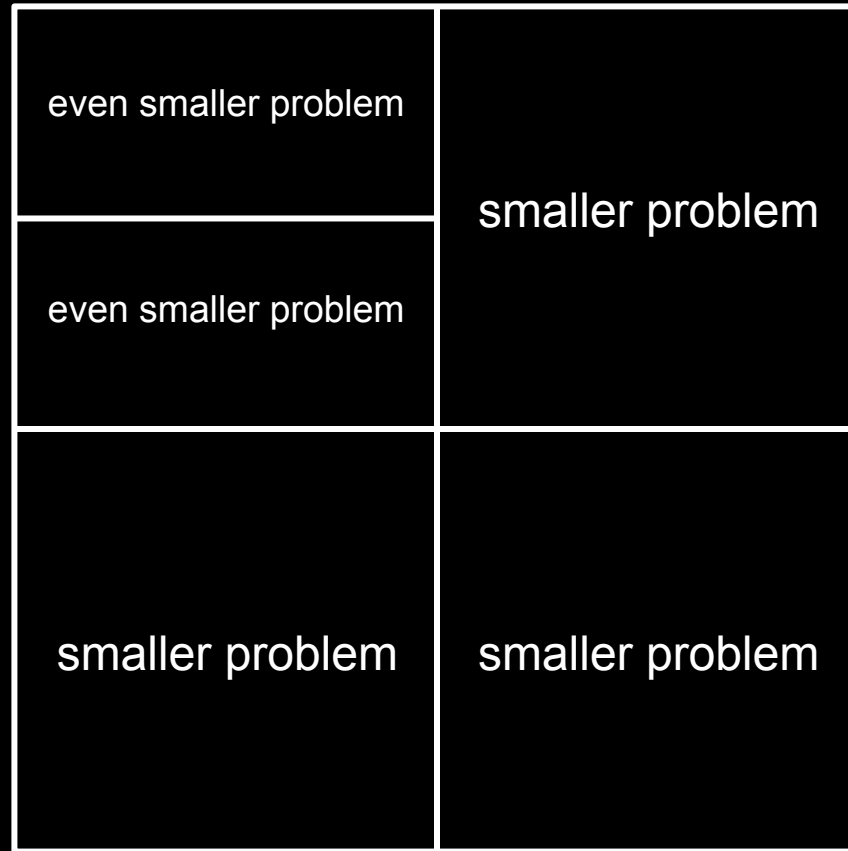
E2 → E4

problem solving strategies

divide and conquer

large and complex problem





sorted list +
element



search()



yes / no

is 67 a prime number?

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

linear search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

↑

19 steps... can we do better?

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97
↑

binary search

67 != 41



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, ~~41~~,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

binary search

67 > 41



2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, ~~41~~,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

binary search

67 > 41



2, 3, 5, 7, ~~11~~, ~~13~~, 17, 19, ~~23~~, ~~29~~, 31, 37, 41,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



67 != 71

binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



67 != 71

binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



$67 < 71$

binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97



67 != 59

binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
~~43~~, 47, ~~53~~, 59, 61, 67, ~~71~~, ~~73~~, 79, ~~83~~, ~~89~~, 97



67 > 59

binary search

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,
~~43~~, ~~47~~, ~~53~~, ~~59~~, 61, 67, ~~71~~, ~~73~~, ~~79~~, ~~83~~, ~~89~~, 97



67 = 67

binary search

2, 3, 5, 7, 11, ~~13~~, 17, 19, ~~23~~, ~~29~~, 31, 37, 41,
~~43~~, 47, ~~53~~, 59, ~~61~~, 67, ~~71~~, ~~73~~, 79, ~~83~~, ~~89~~, 97



67 = 67

3 splits → much better

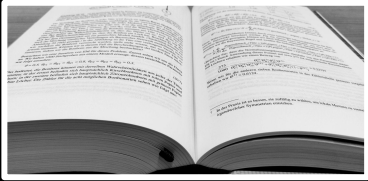
2, 3, 5, 7, 11, ~~13~~, 17, 19, ~~23~~, ~~29~~, 31, 37, 41,
~~43~~, 47, ~~53~~, 59, ~~61~~, 67, ~~71~~, ~~73~~, 79, ~~83~~, ~~89~~, 97



67 = 67



how efficient are linear and
binary search in general?



`count_words()`

word count

(20)

Ausgangspunkt der Bonbons ist die Wahrscheinlichkeit, dass ein Bonbon eine bestimmte Farbe hat. Die Wahrscheinlichkeit, dass ein Bonbon eine bestimmte Farbe hat, ist die Wahrscheinlichkeit, dass ein Bonbon eine bestimmte Farbe hat.

Angenommen, die Bonbons sind in zwei Gruppen unterteilt: Zitronenbonbons und Kirschbonbons. Die Wahrscheinlichkeit, dass ein Zitronenbonbon eine bestimmte Farbe hat, ist θ_1 . Die Wahrscheinlichkeit, dass ein Kirschbonbon eine bestimmte Farbe hat, ist θ_2 .

Die Wahrscheinlichkeit, dass ein Bonbon eine bestimmte Farbe hat, ist die Wahrscheinlichkeit, dass ein Zitronenbonbon eine bestimmte Farbe hat, multipliziert mit der Wahrscheinlichkeit, dass ein Zitronenbonbon ausgewählt wird, plus der Wahrscheinlichkeit, dass ein Kirschbonbon eine bestimmte Farbe hat, multipliziert mit der Wahrscheinlichkeit, dass ein Kirschbonbon ausgewählt wird.

Dieses Modell kann als Bayesisches Netzwerk dargestellt werden. Das Netzwerk besteht aus den Variablen θ_1 , θ_2 und y_i , wobei y_i die Farbe des i-ten Bonbons darstellt. Die Wahrscheinlichkeiten θ_1 und θ_2 sind die Parameter des Modells, die wir schätzen wollen.

Wir haben 1000 Stichproben aus einem Modell erzeugt, dessen tatsächliche Parameter $\theta = 0.5$, $\theta_1 = \theta_{H1} = \theta_{I1} = 0.8$, $\theta_2 = \theta_{W2} = \theta_{L2} = 0.3$ sind.

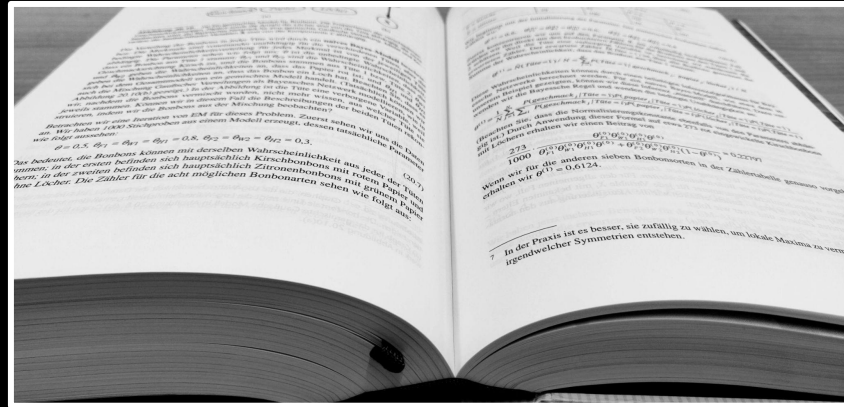
Zus bedeutet, die Bonbons können mit verschiedener Wahrscheinlichkeit aus jeder der Tüten ummen; in der ersten befinden sich hauptsächlich Zitronenbonbons mit rotem Papier und ohne Löcher. Die Zähler für die acht möglichen Bonbonarten sehen wie folgt aus:

(20.7)

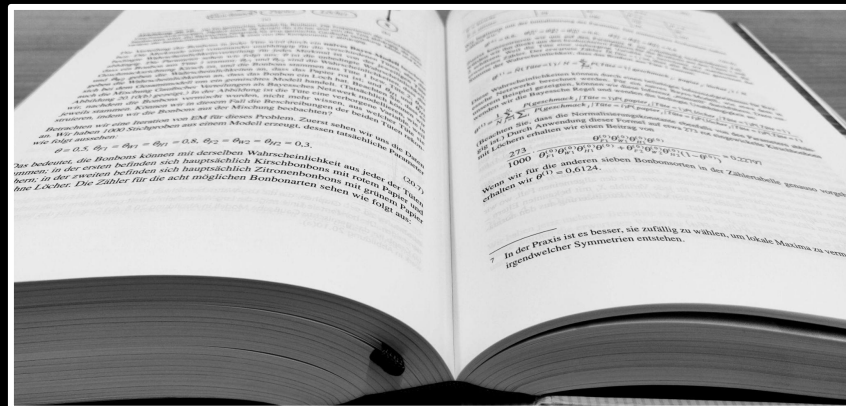
Wenn wir für die anderen sieben Bonbonsorten in der Zahlenabelle genauso vorgehen, erhalten wir $\theta^{(1)} = 0.6124$.

In der Praxis ist es besser, sie zufällig zu wählen, um lokale Maxima zu vermeiden, irgendwelcher Symmetrien entstehen.

strategies, anyone?



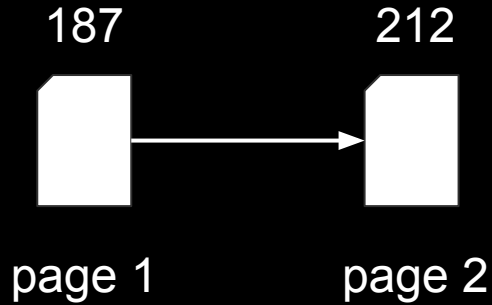
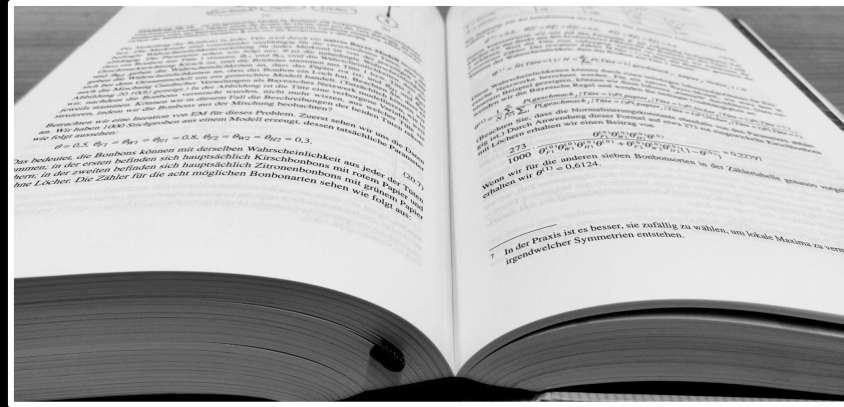
page 1

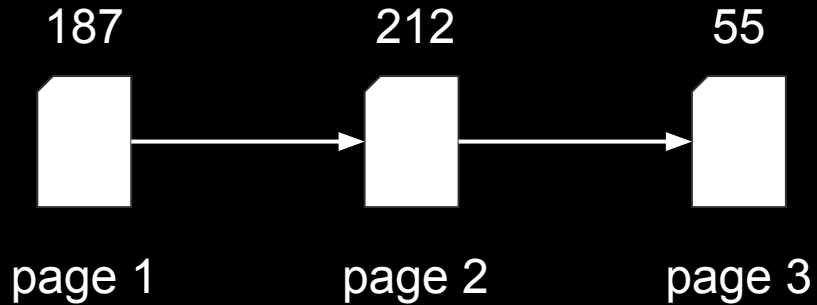


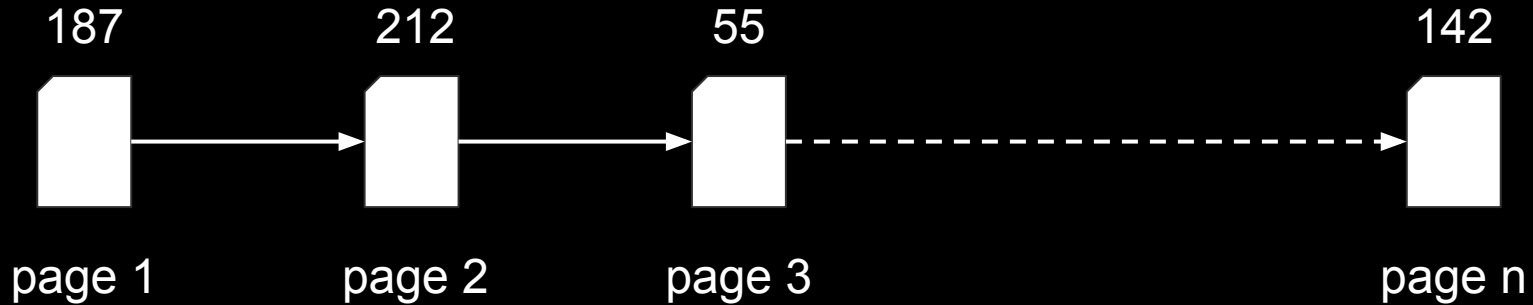
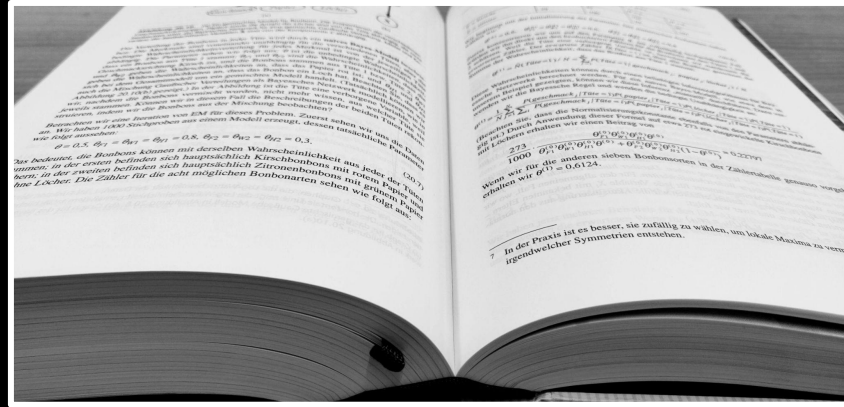
187



page 1









n = 1327 pages

Ø 2:23 minutes per page

~ 52.34 hours



divide and conquer

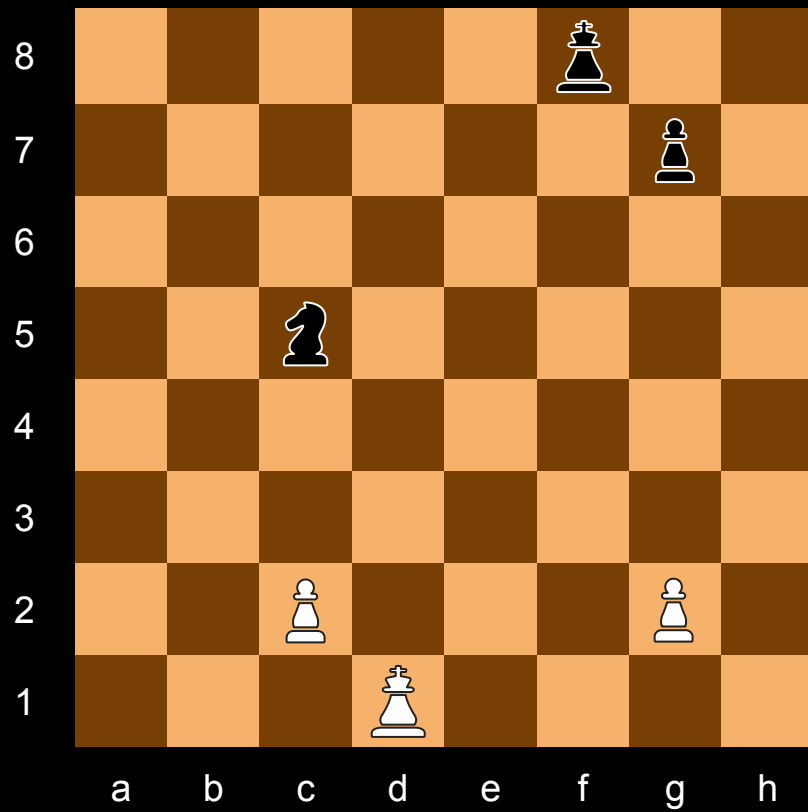
+

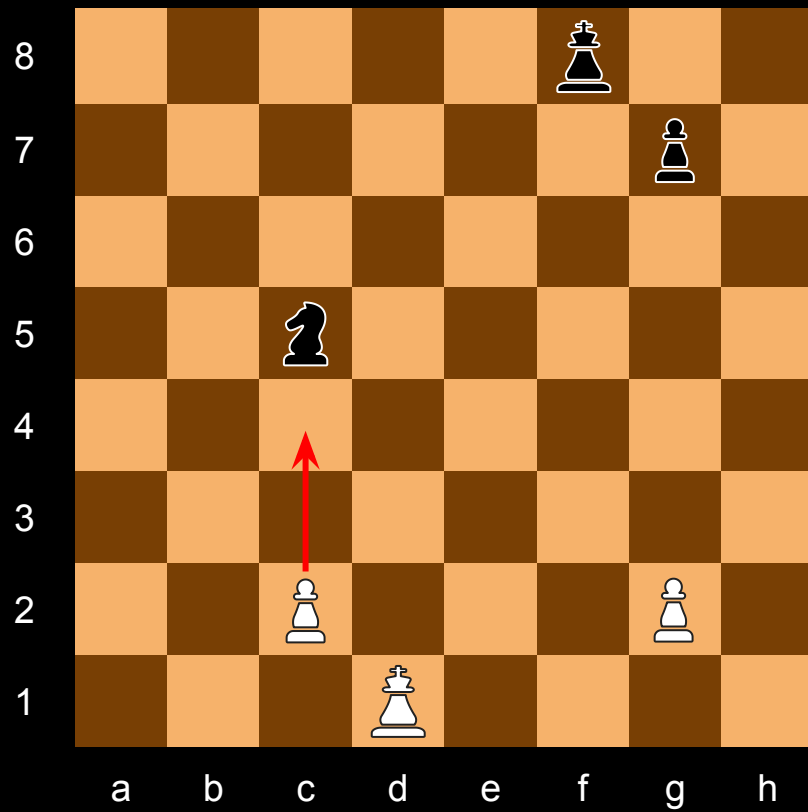
?

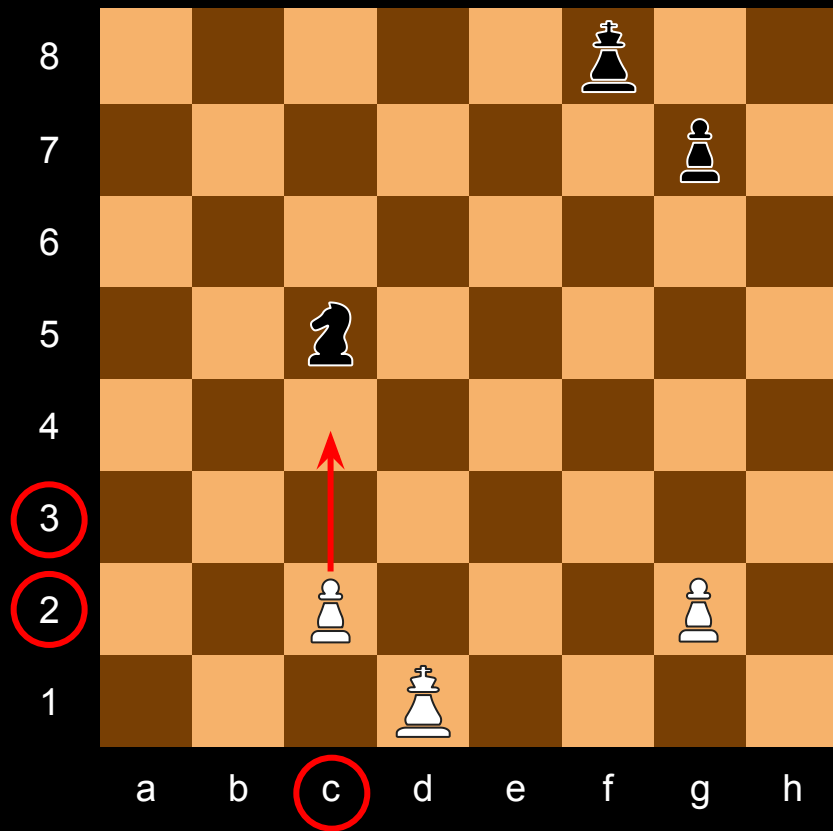
divide and conquer
+
distribution and parallelization

INFORMATION

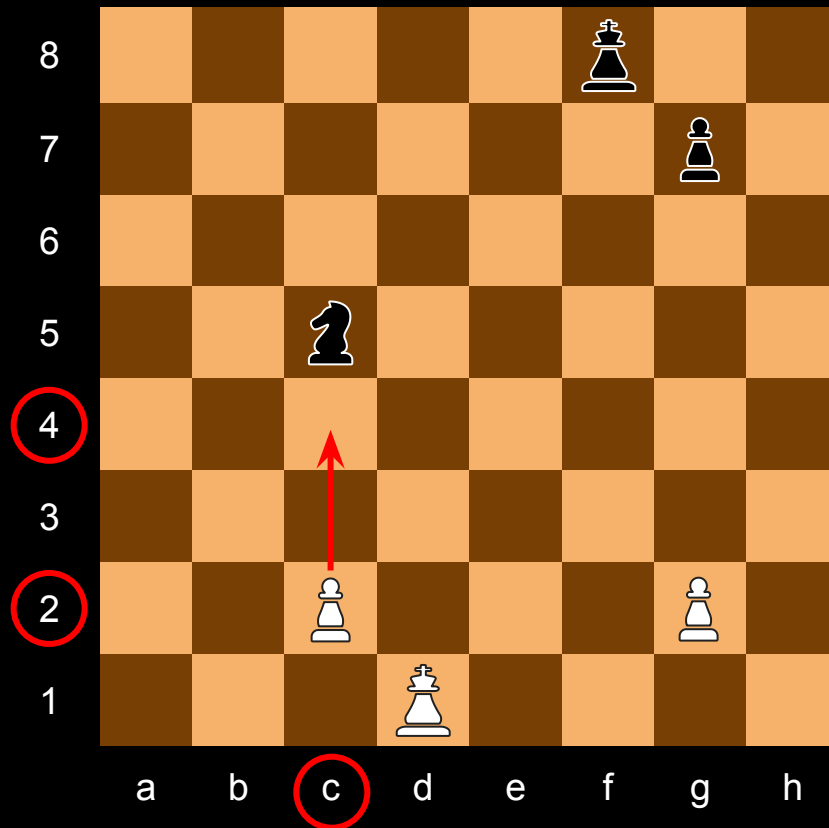




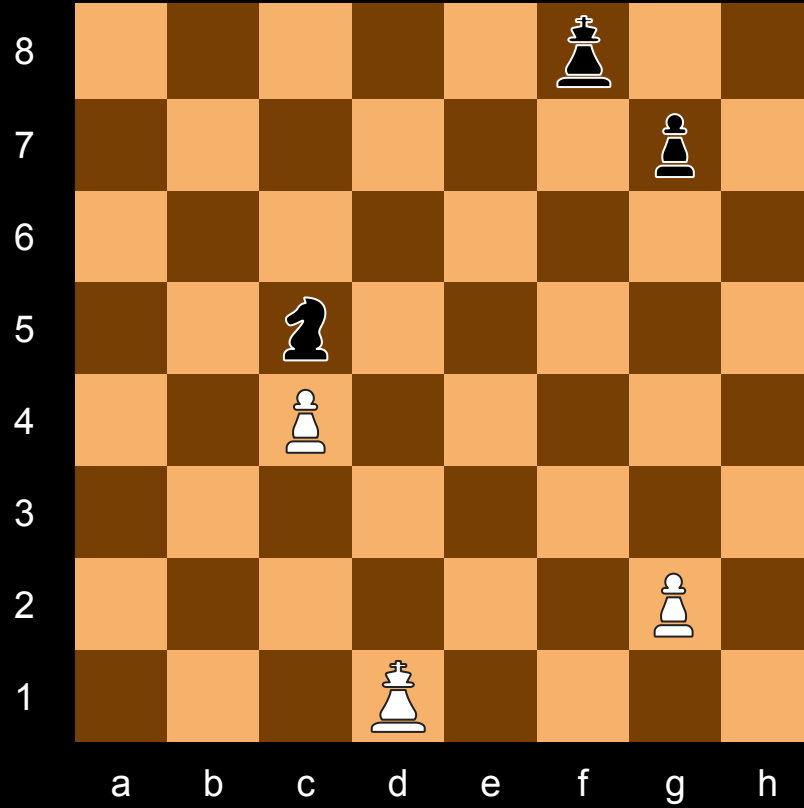




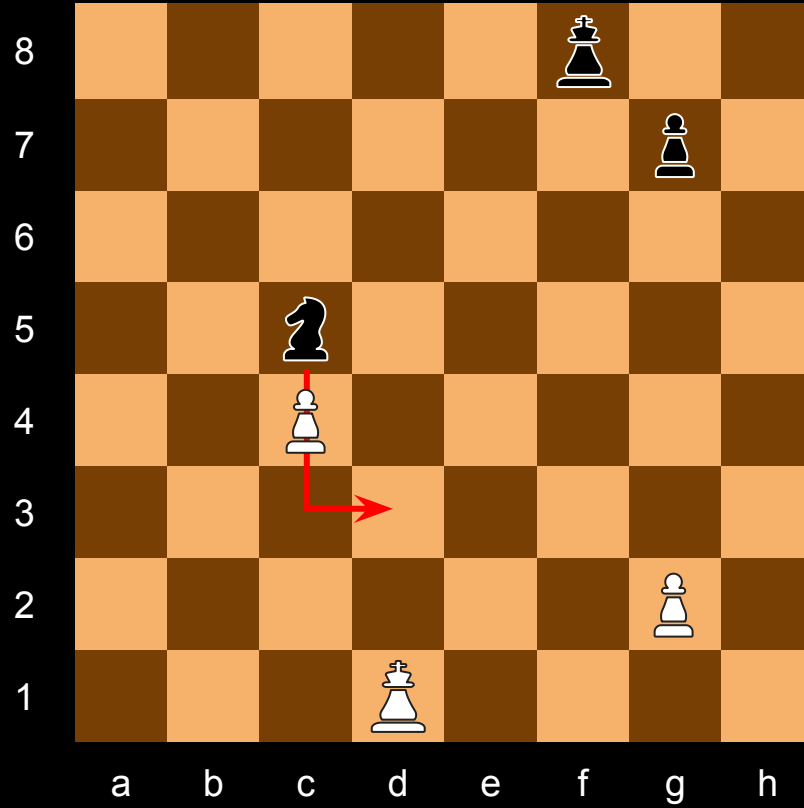
c2 → c4



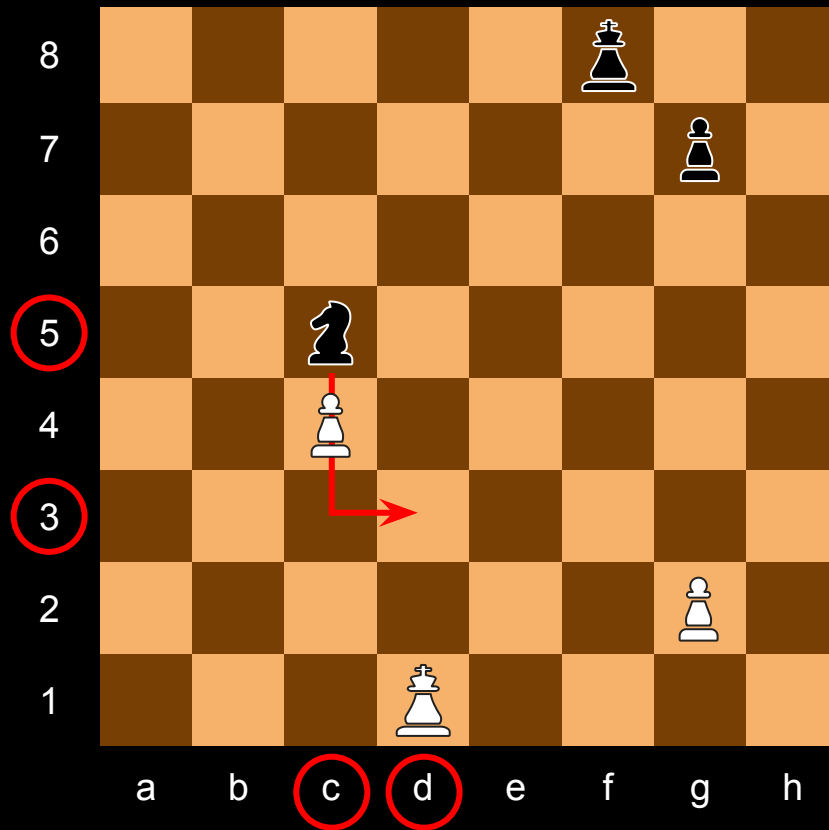
c2 → c4



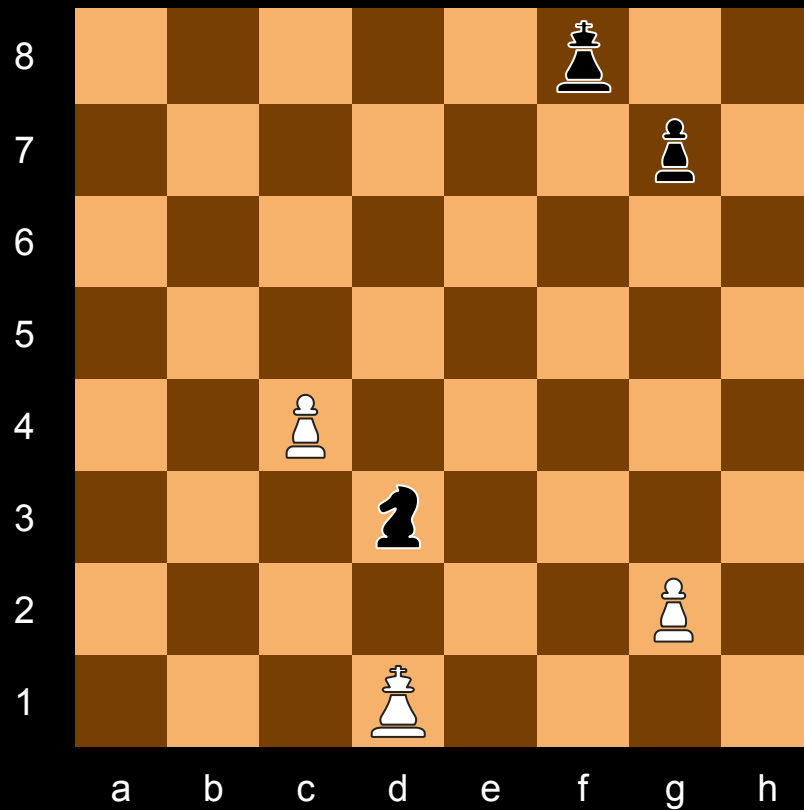
c2 → c4



c2 → c4
c5 → d3



c2 → c4
c5 → d3
...



$\{A\}$

— —

$\{A\}$

A A

$\{A, B\}$

— —

$\{A, B\}$

A A

$\{A, B\}$

A B

$\{A, B\}$

B A

$\{A, B\}$

B B

$\{A, B, C\}$

— — —

$\{A, B, C\}$

— —

$\{A, B, C\}$

AA, AB, BA, BB,
AC, BC, CA, CB, CC

$\{A, B, C, D\}$

— —

$\{A, B, C, D\}$

AA, AB, BA, BB, AC, BC, CA, CB,
CC, AD, DA, BD, DB, CD, DC, DD

{A, B, C, D, E}

— —

$\{A, B, C, D, E\}$

AA, AB, BA, BB, AC, BC, CA, CB, CC,
AD, DA, BD, DB, CD, DC, DD, AE, EA,
BE, EB, CE, EC, DE, ED, EE

with length $n = 2$

symbols

messages

1

1

2

4

3

9

4

16

5

25

with length $n = 2$

symbols

messages

1

1

2

4

3

9

4

16

5

25

$f(x)$



COUNTING

1

2

3

1

2

3

10^2

10^1

10^0

1 2 3

10^2

10^1

10^0

$$= 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$$

$$= 1 \times 100 + 2 \times 10 + 3 \times 1$$

$$= 123$$

4

1

2

3

?

10^2

10^1

10^0

4 1 2 3

?

10^2

10^1

10^0

$$= 4 \times 10^3 + 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$$

4 1 2 3

?

10^2

10^1

10^0

$$= 4 \times 10^3 + 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$$

$$= 4 \times 1000 + 1 \times 100 + 2 \times 10 + 3 \times 1$$

4 1 2 3

?

10^2

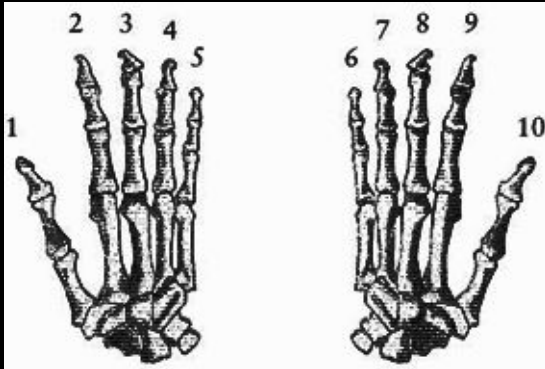
10^1

10^0

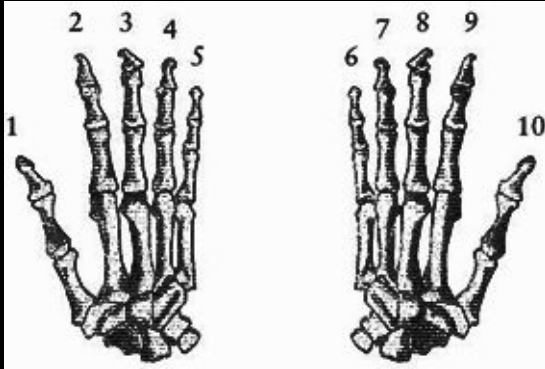
$$= 4 \times 10^3 + 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$$

$$= 4 \times 1000 + 1 \times 100 + 2 \times 10 + 3 \times 1$$

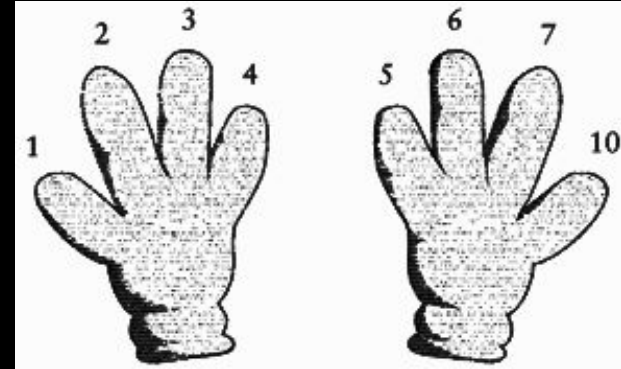
$$= 4123$$



Human Hand



Human Hand



Cartoon Character's Hand

1

2

3

(octal)

1

2

3

(octal)

8^2

8^1

8^0

1

2

3

(octal)

8^2

8^1

8^0

$$= 1 \times 8^2 + 2 \times 8^1 + 3 \times 8^0$$

1

2

3

(octal)

8^2

8^1

8^0

$$= 1 \times 8^2 + 2 \times 8^1 + 3 \times 8^0$$

$$= 1 \times 64 + 2 \times 8 + 3 \times 1$$

1

2

3

(octal)

8^2

8^1

8^0

$$= 1 \times 8^2 + 2 \times 8^1 + 3 \times 8^0$$

$$= 1 \times 64 + 2 \times 8 + 3 \times 1$$

$$= 83 \text{ (decimal)}$$

decimal

octal

8



?

decimal

octal

?



7

decimal

octal

16



?

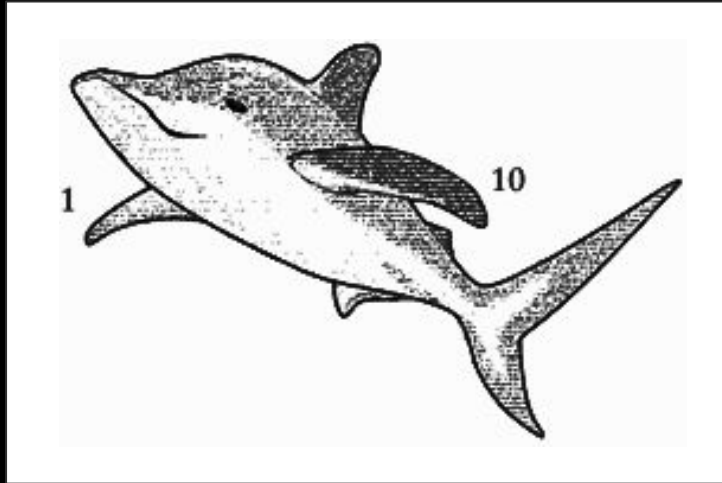
decimal

octal

?



100



What now?

0, 1, ...

0, 1, 10, ...

0, 1, 10, 11, ...

0, 1, 10, 11, 100, ...

0, 1, 10, 11, 100, 101, ...

0, 1, 10, 11, 100, 101, 110

1

1

0

(binary)

1

1

0

(binary)

2^2

2^1

2^0

1

1

0

(binary)

2^2

2^1

2^0

$$= 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$$

1 1 0

(binary)

2^2

2^1

2^0

$$= 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$$

$$= 1 \times 4 + 1 \times 2 + 0 \times 1$$

1 1 0

(binary)

2^2

2^1

2^0

$$= 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$$

$$= 1 \times 4 + 1 \times 2 + 0 \times 1$$

$$= 6 \text{ (decimal)}$$

2 3 4 5 6

0, 1, 10, 11, 100, 101, 110

Place Value Systems

$$N = d_n * R^{n-1} + \dots + d_1 * R^1 + d_0 * R^0$$

$$d \in \{ 0, 1, \dots R-1 \}$$

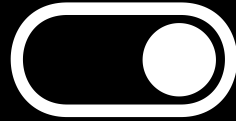
n = Number of digits

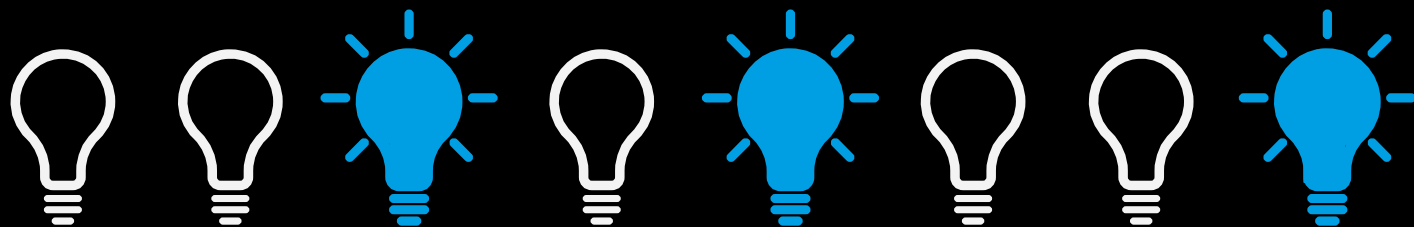
Place Value Systems

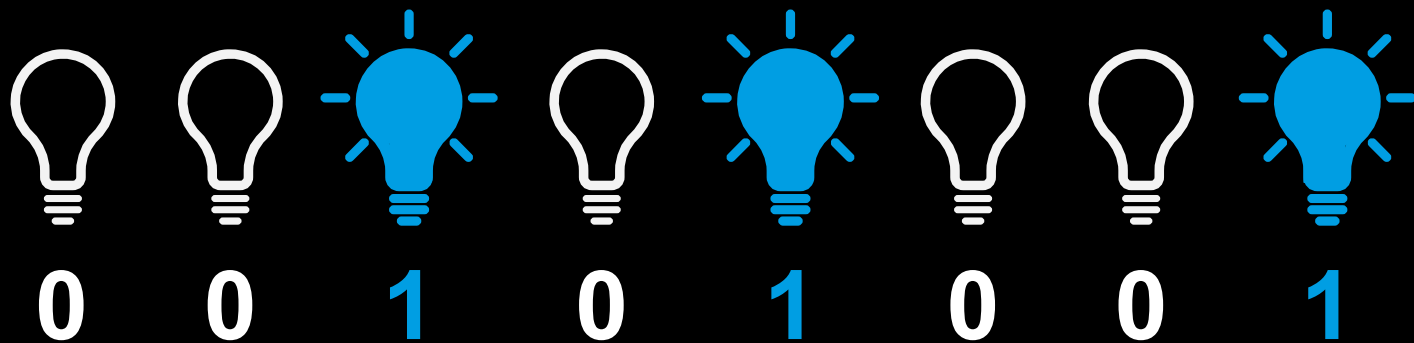
$$R \geq 2$$

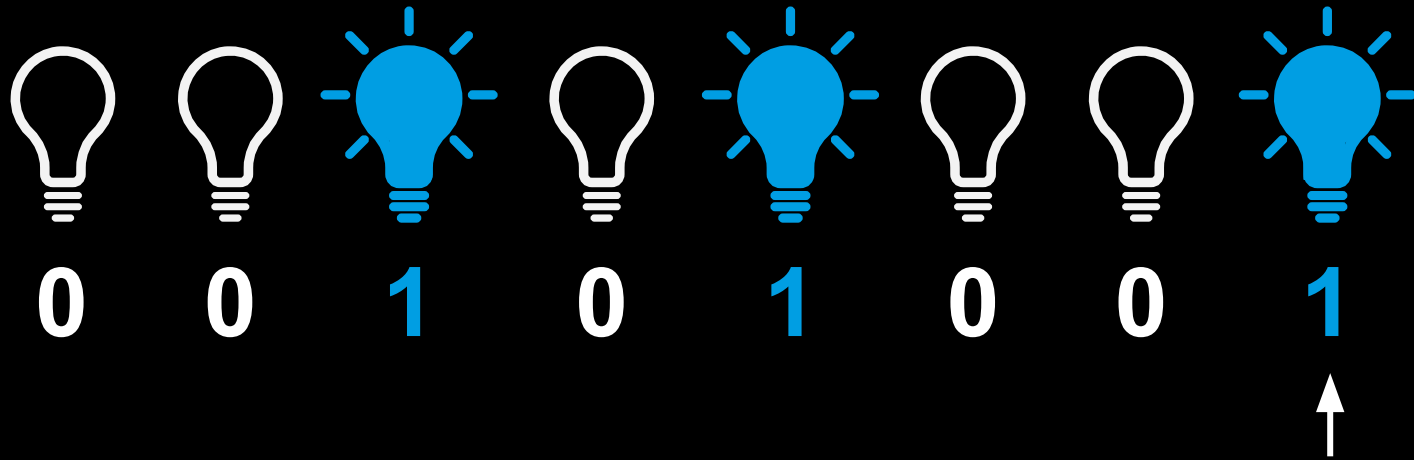
BITS

Why do computers think **binary**?

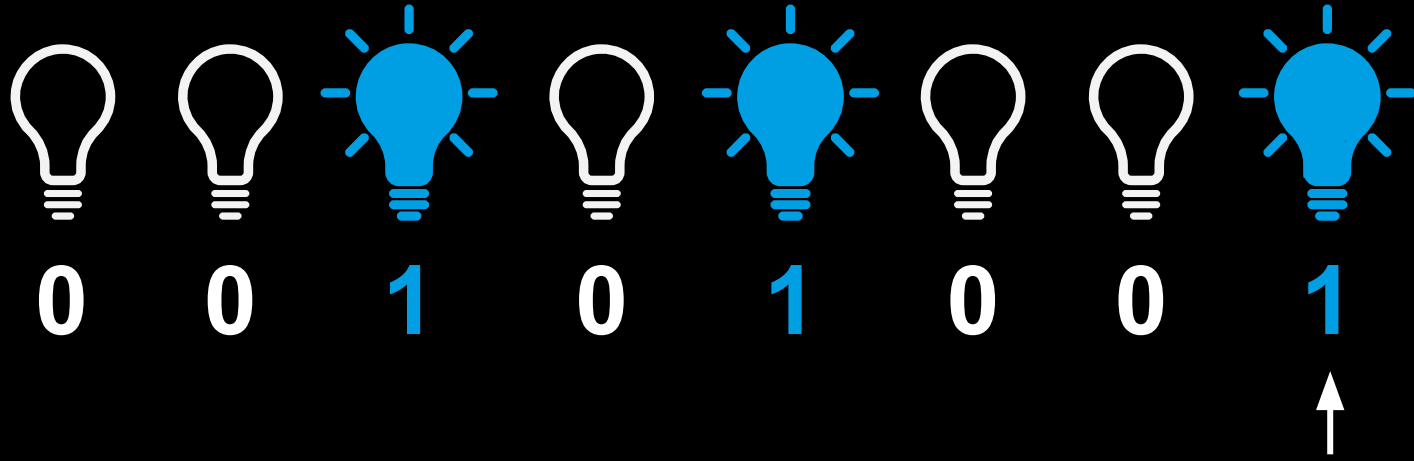






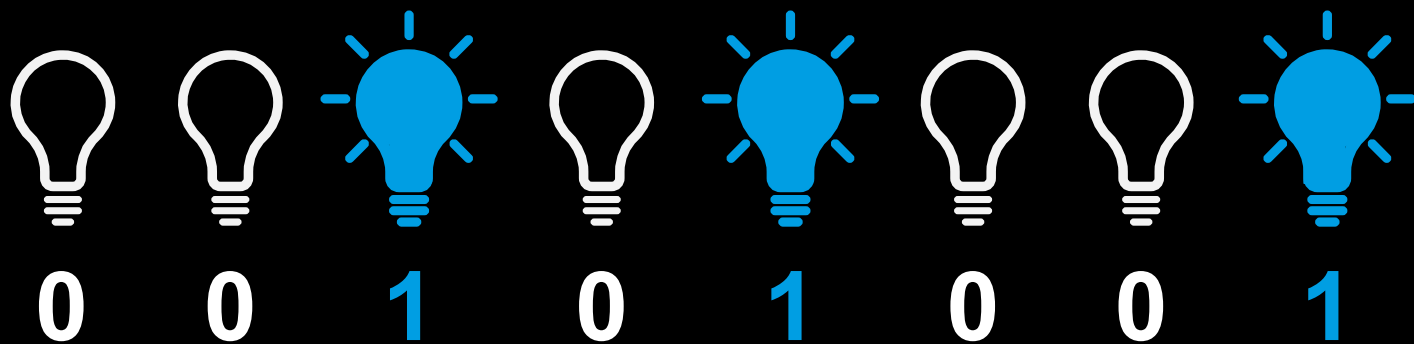


A **Bit** (binary digit)

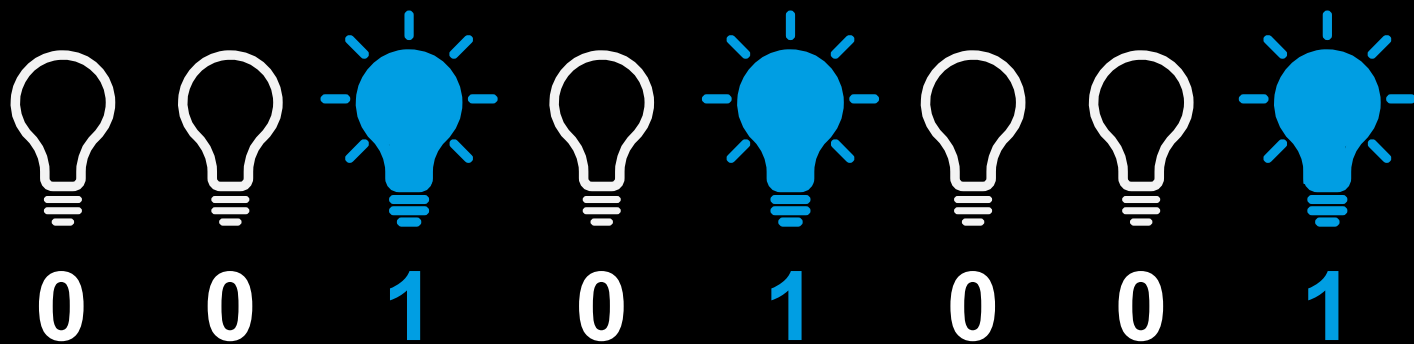


A **Bit** (binary digit)

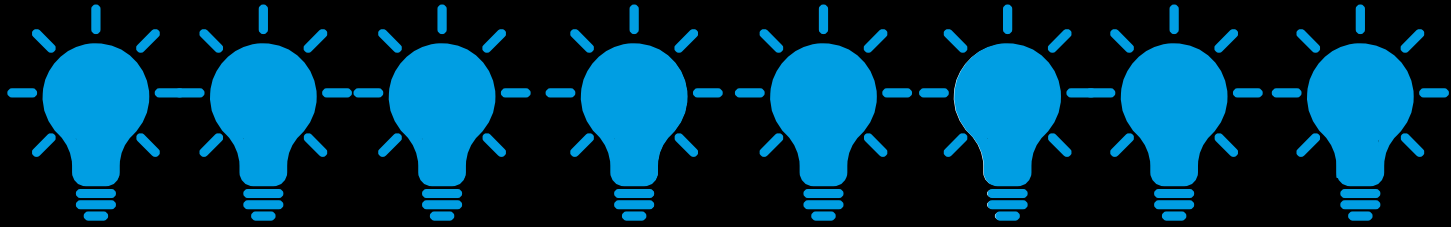
A **byte** (8 bits)



2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0

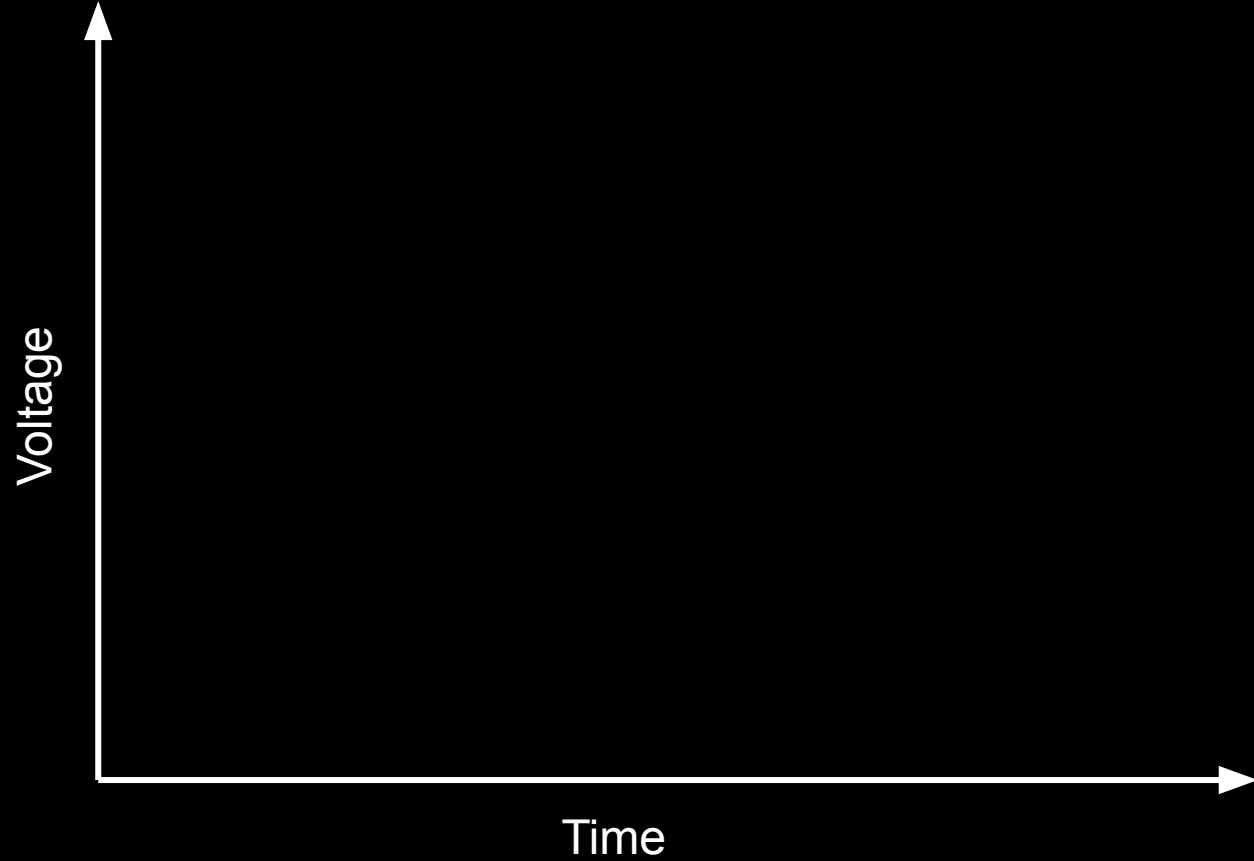


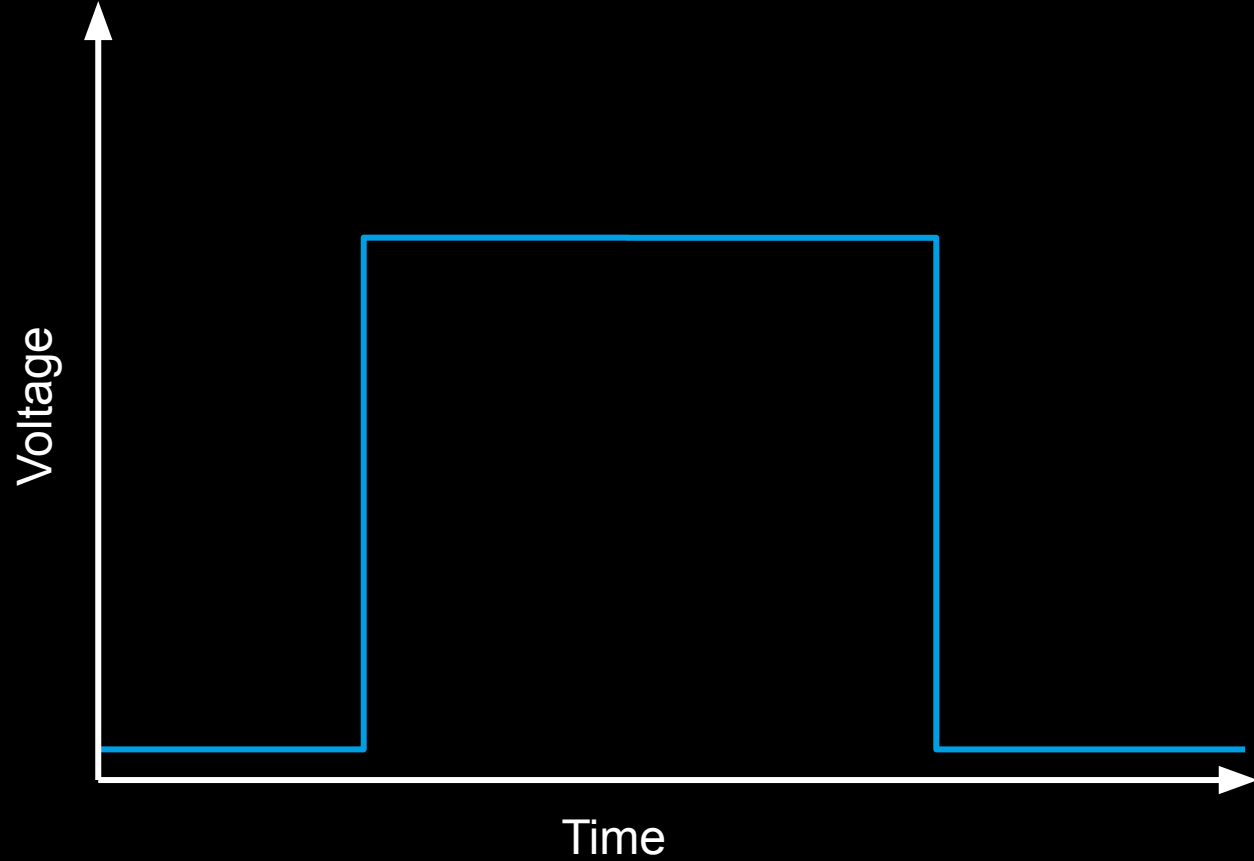
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
128	64	32	16	8	4	2	1

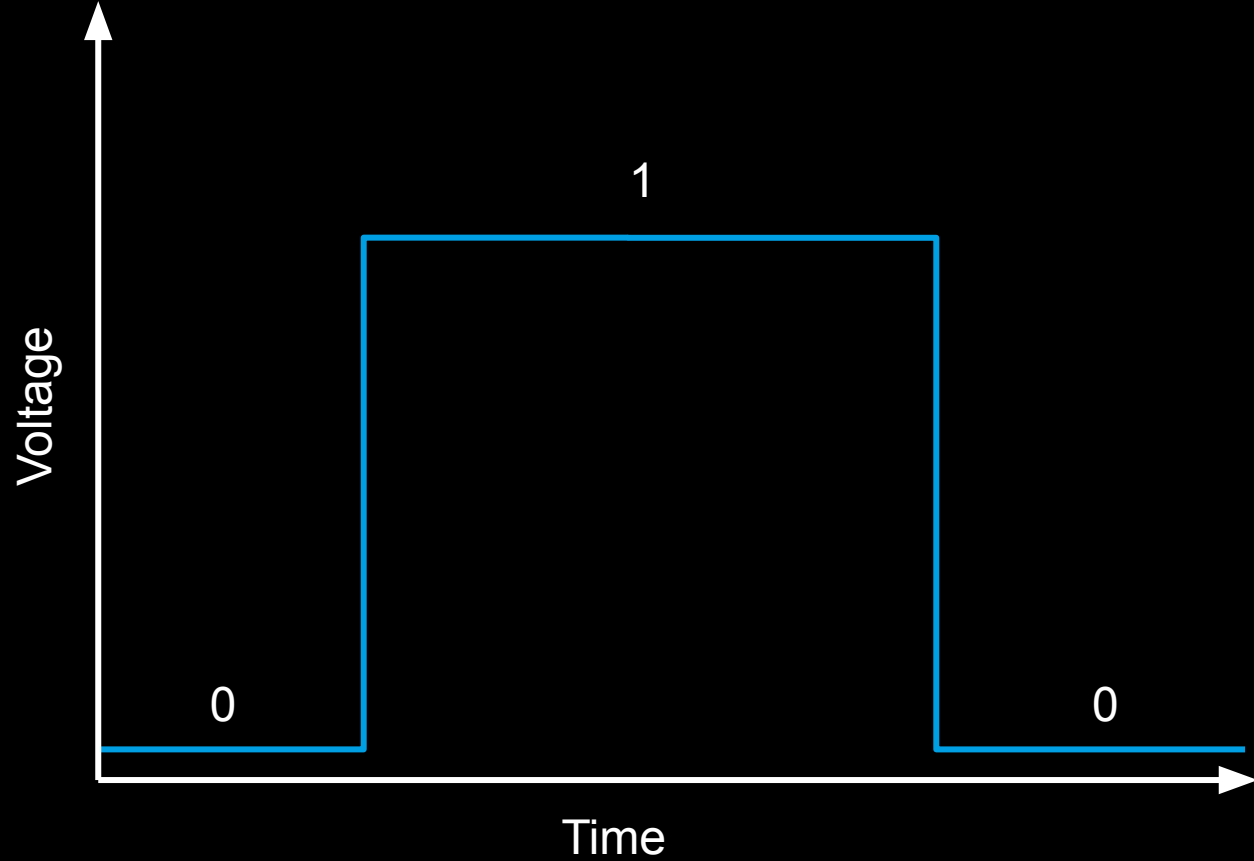


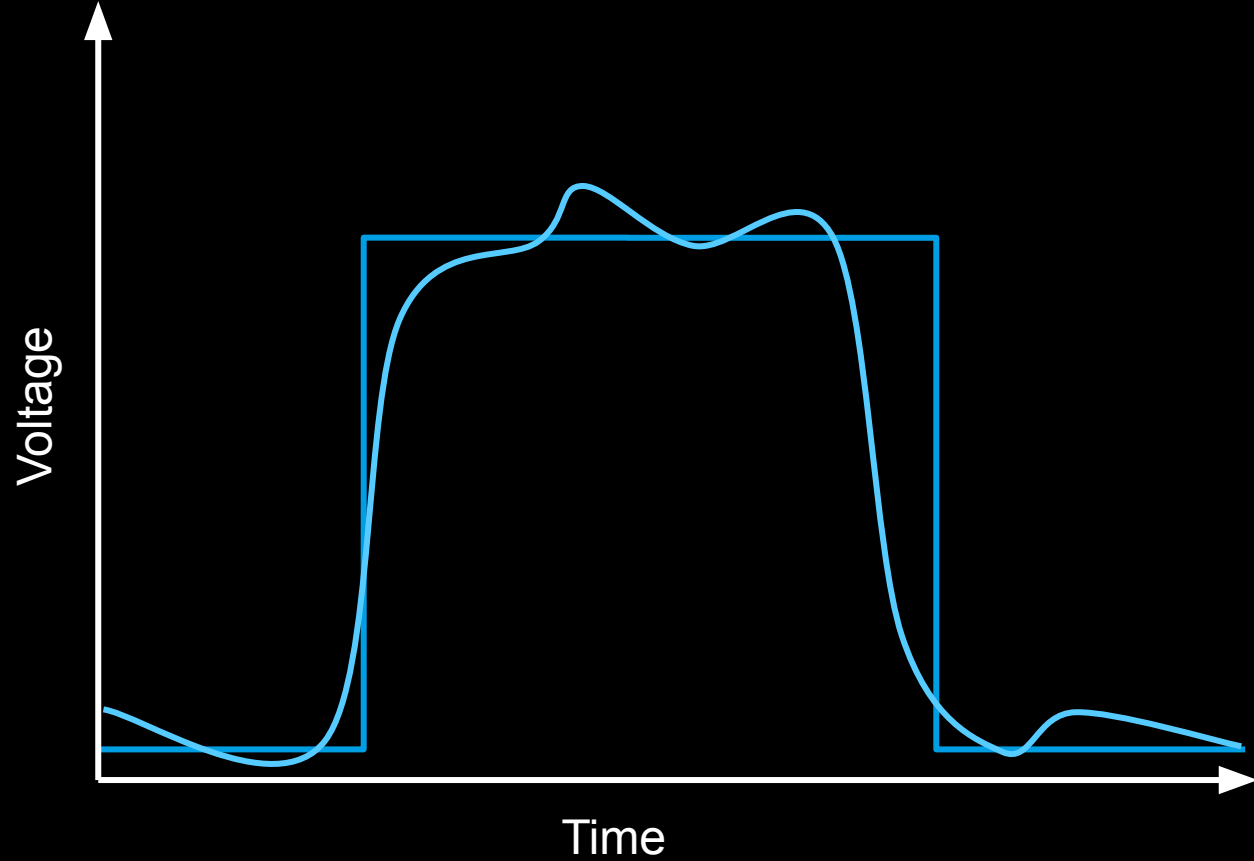
What can we store in one byte?

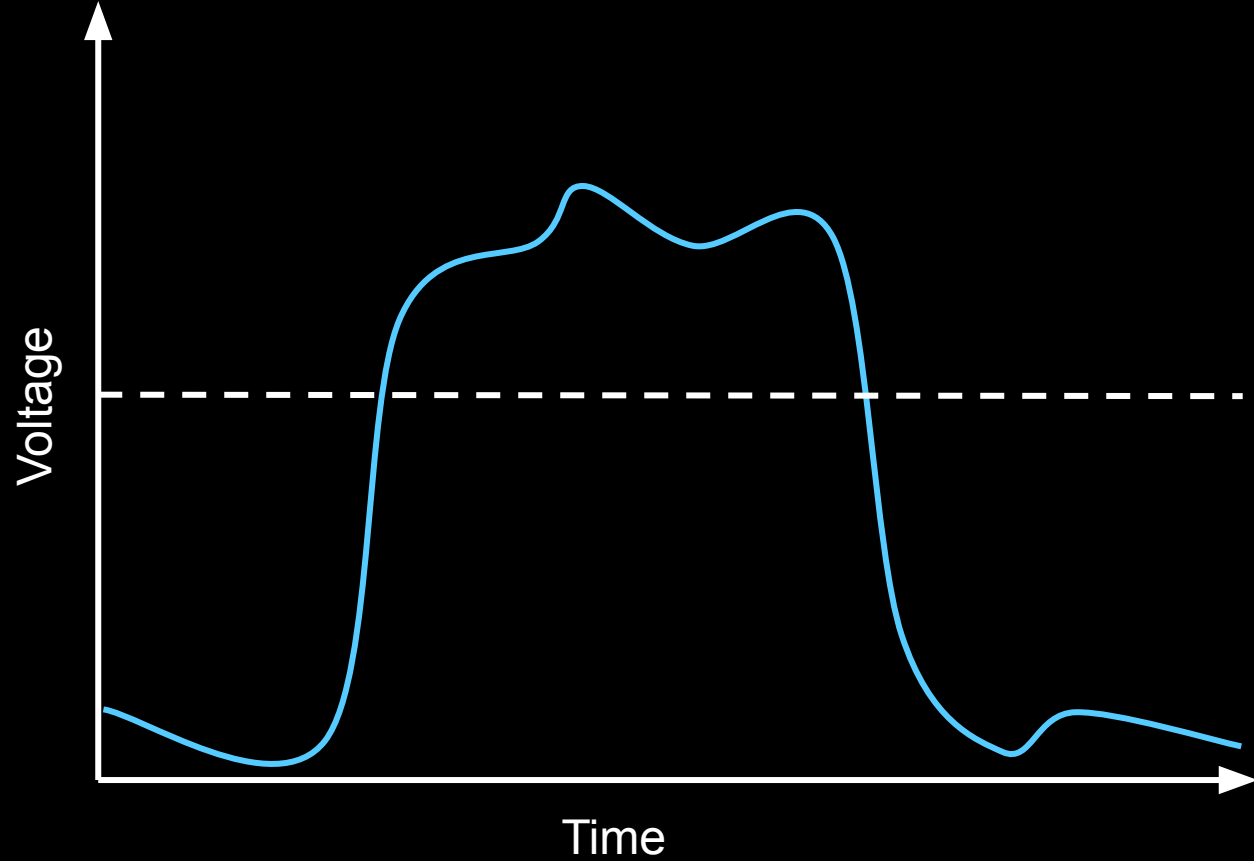
Are we stuck with binary?

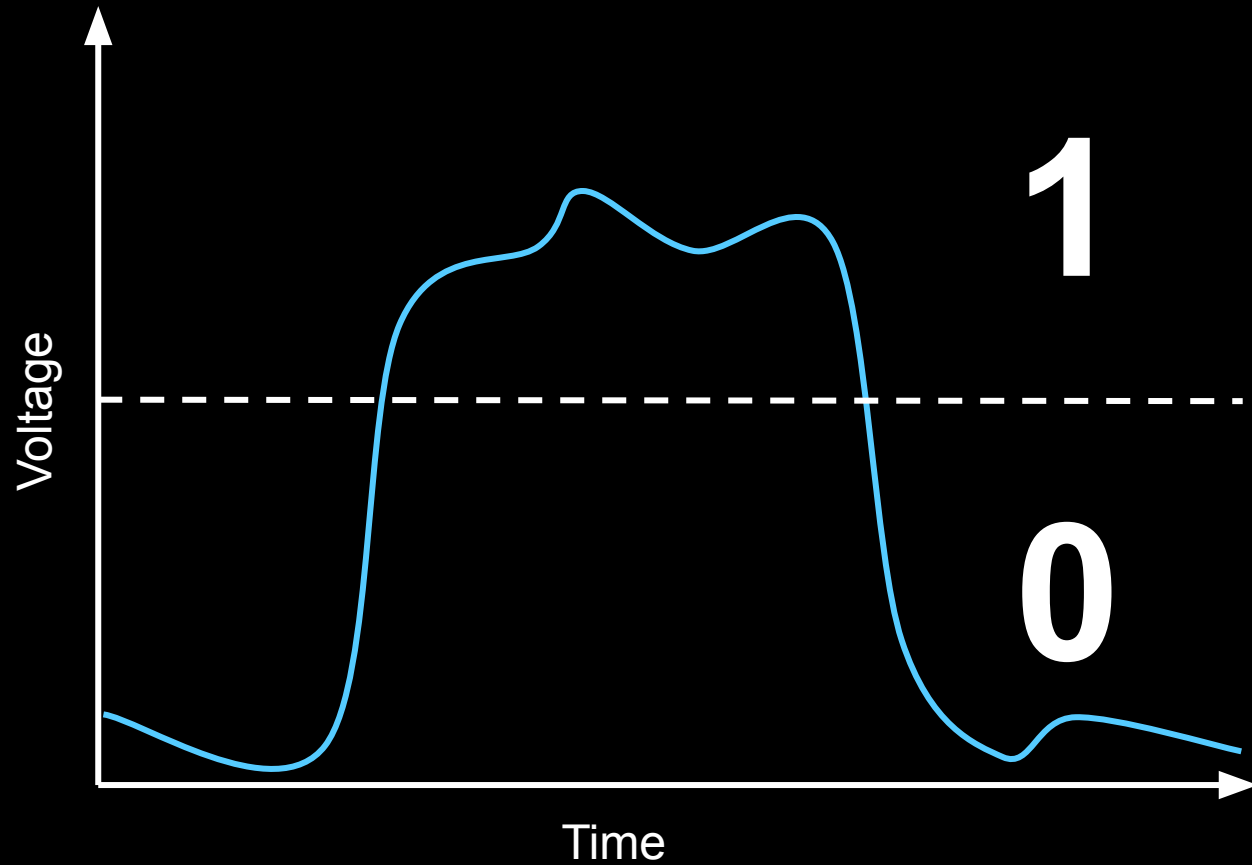


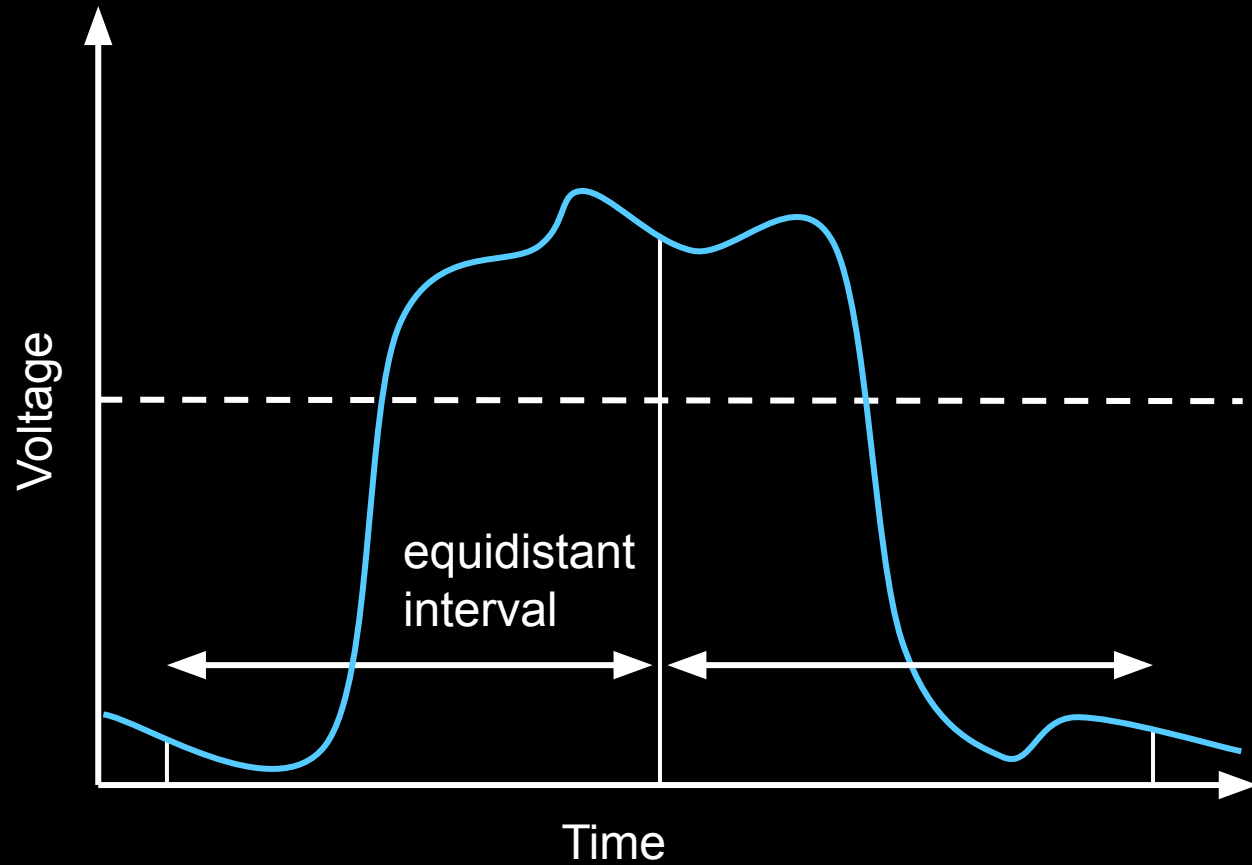


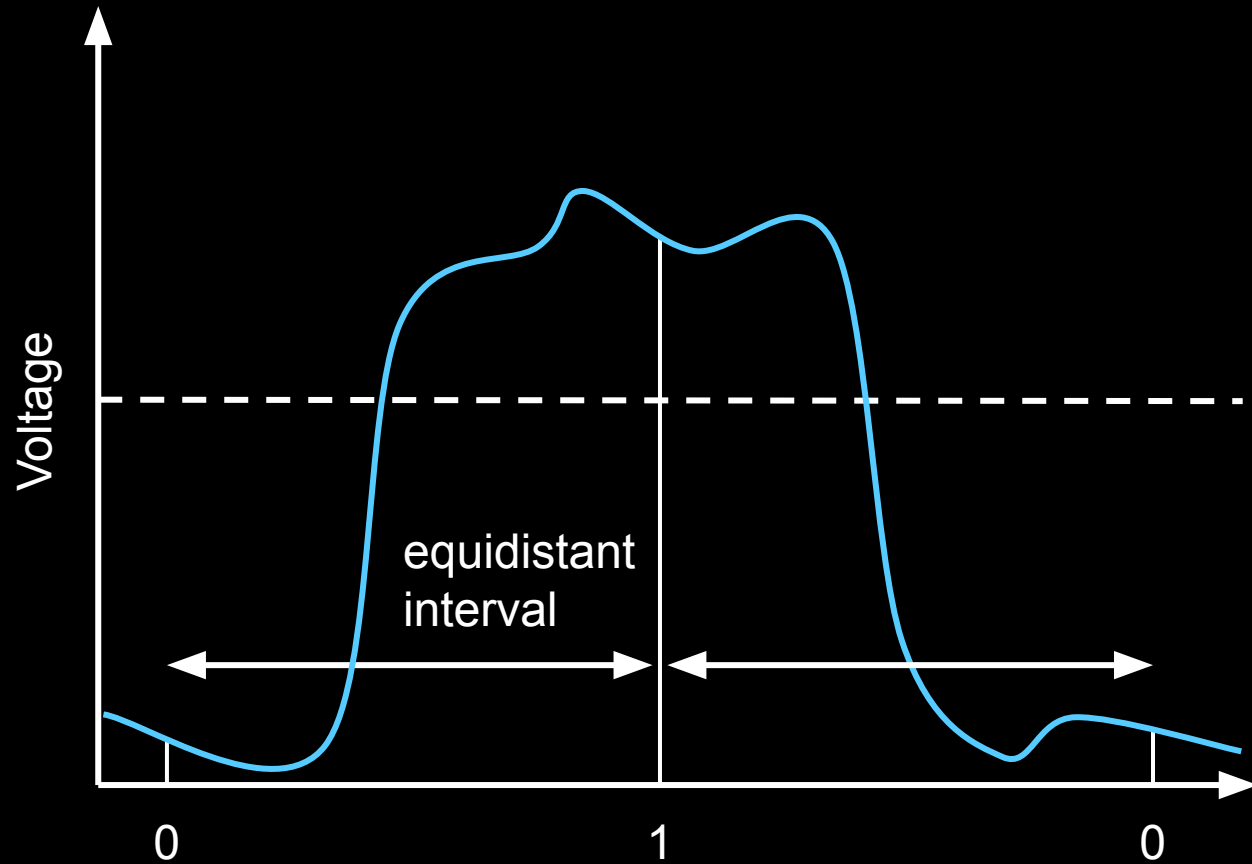




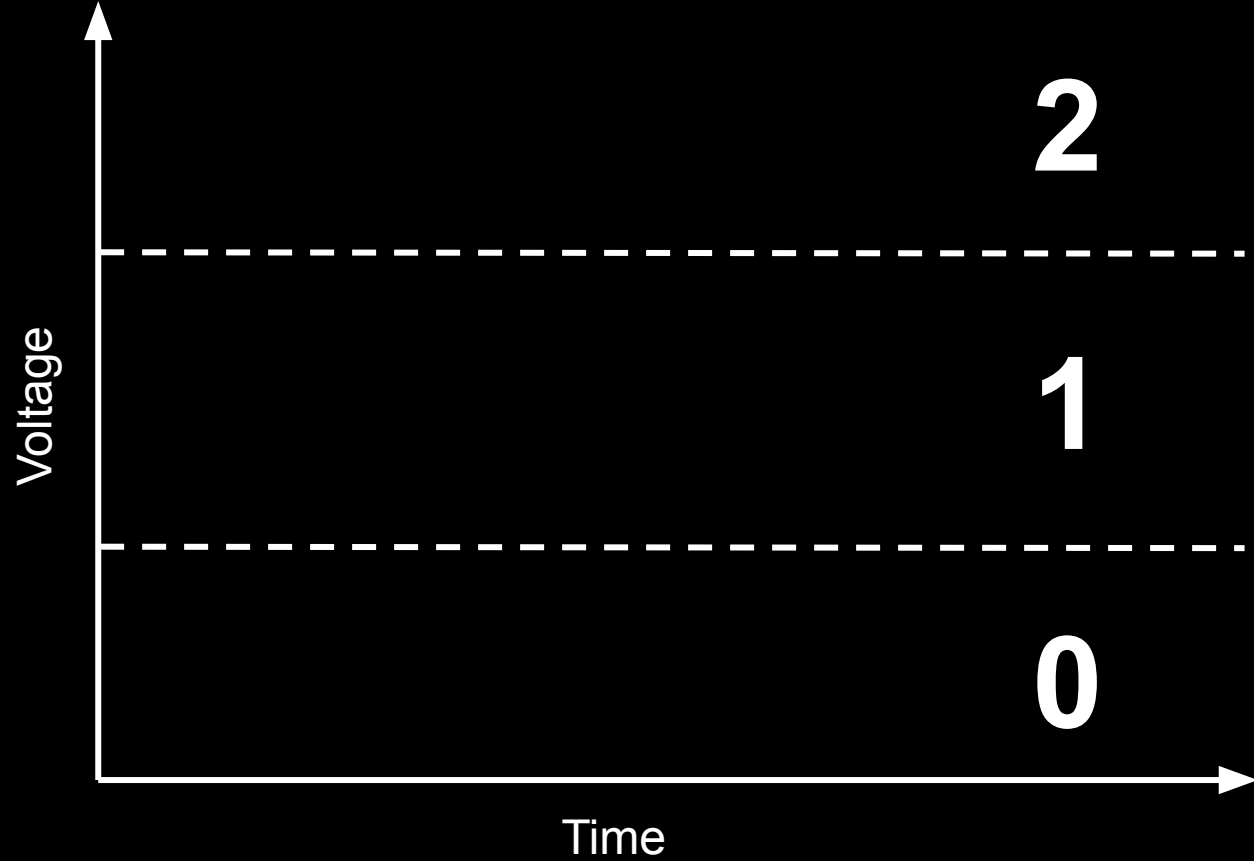


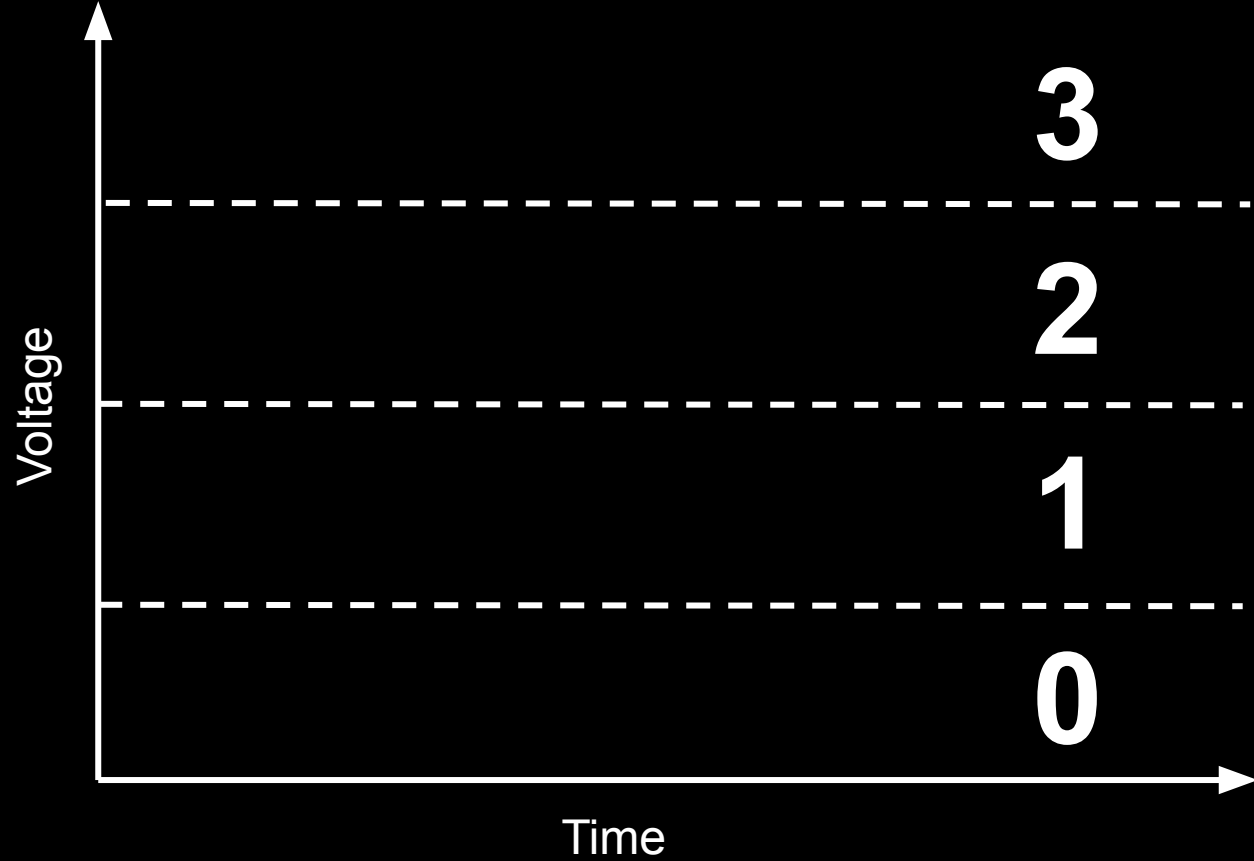


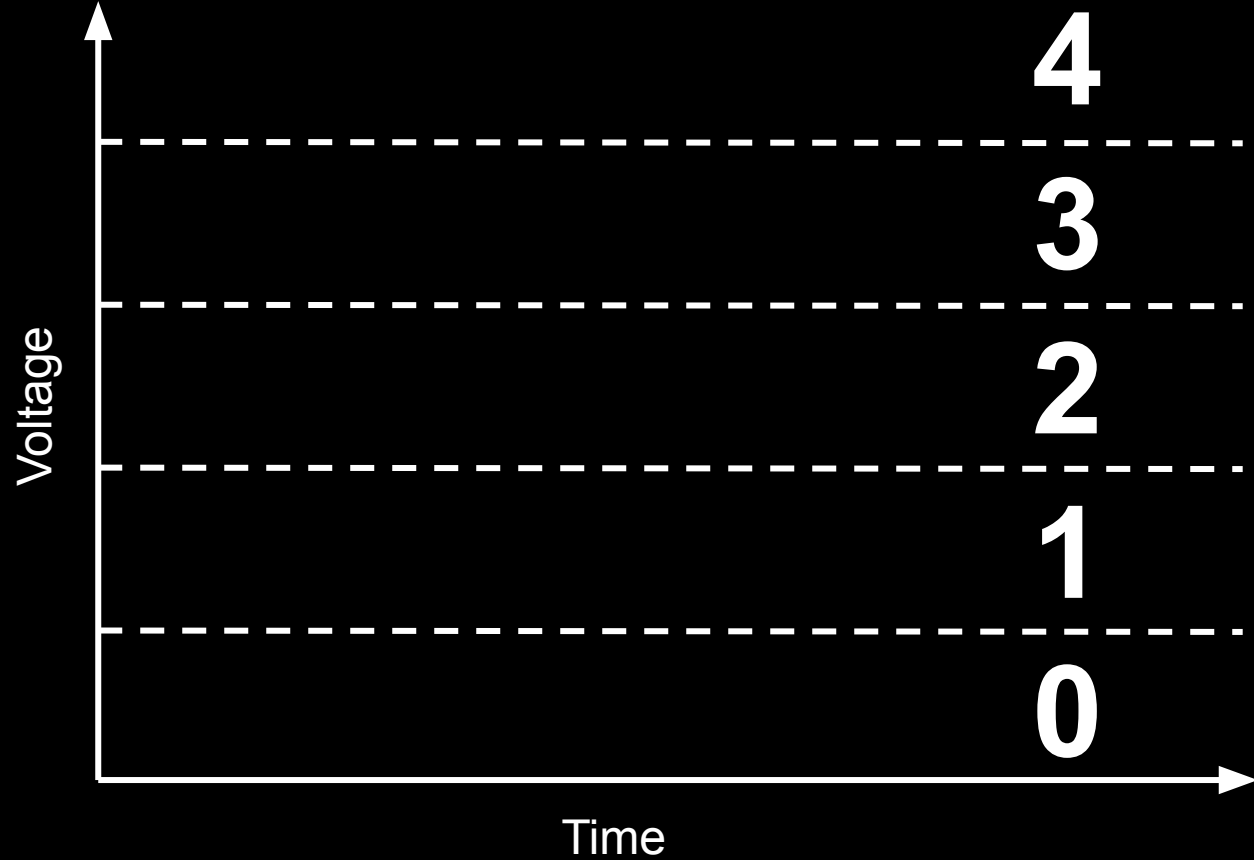


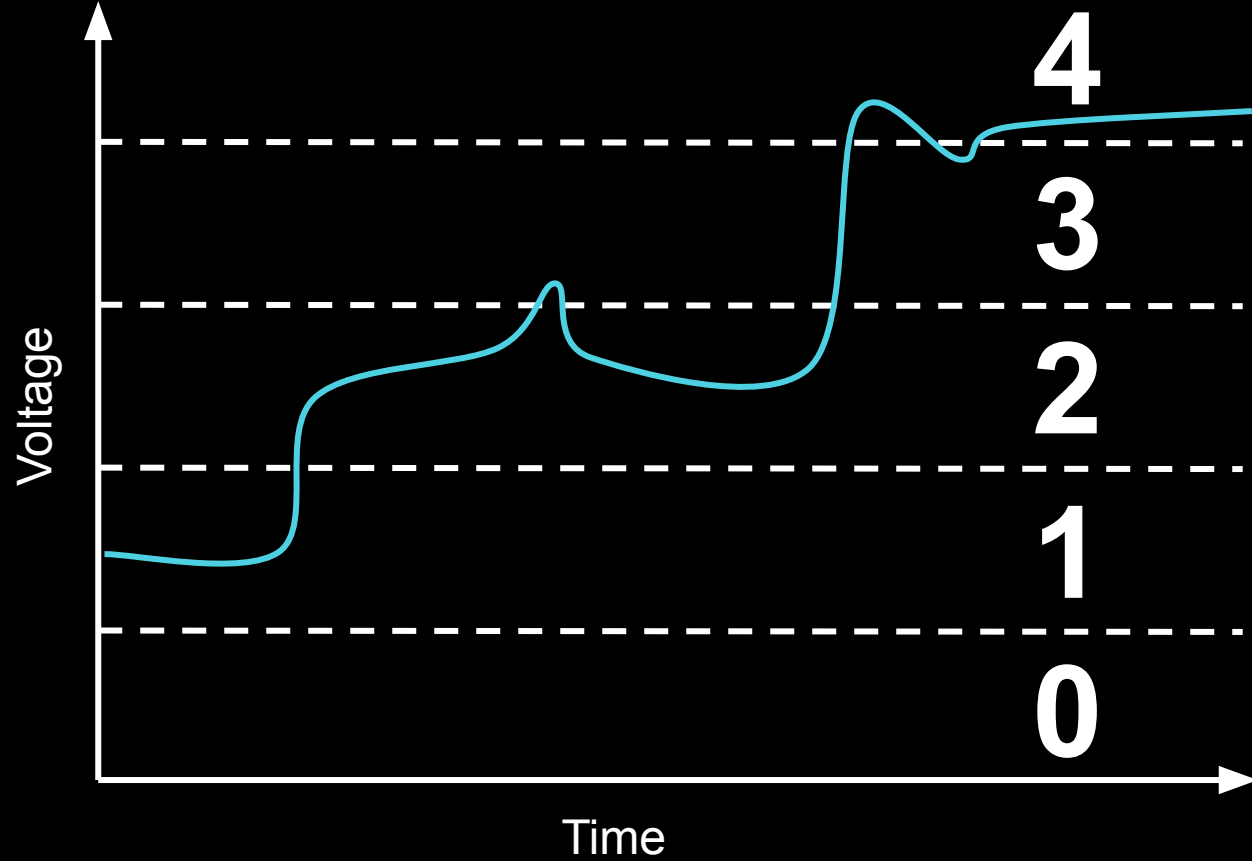


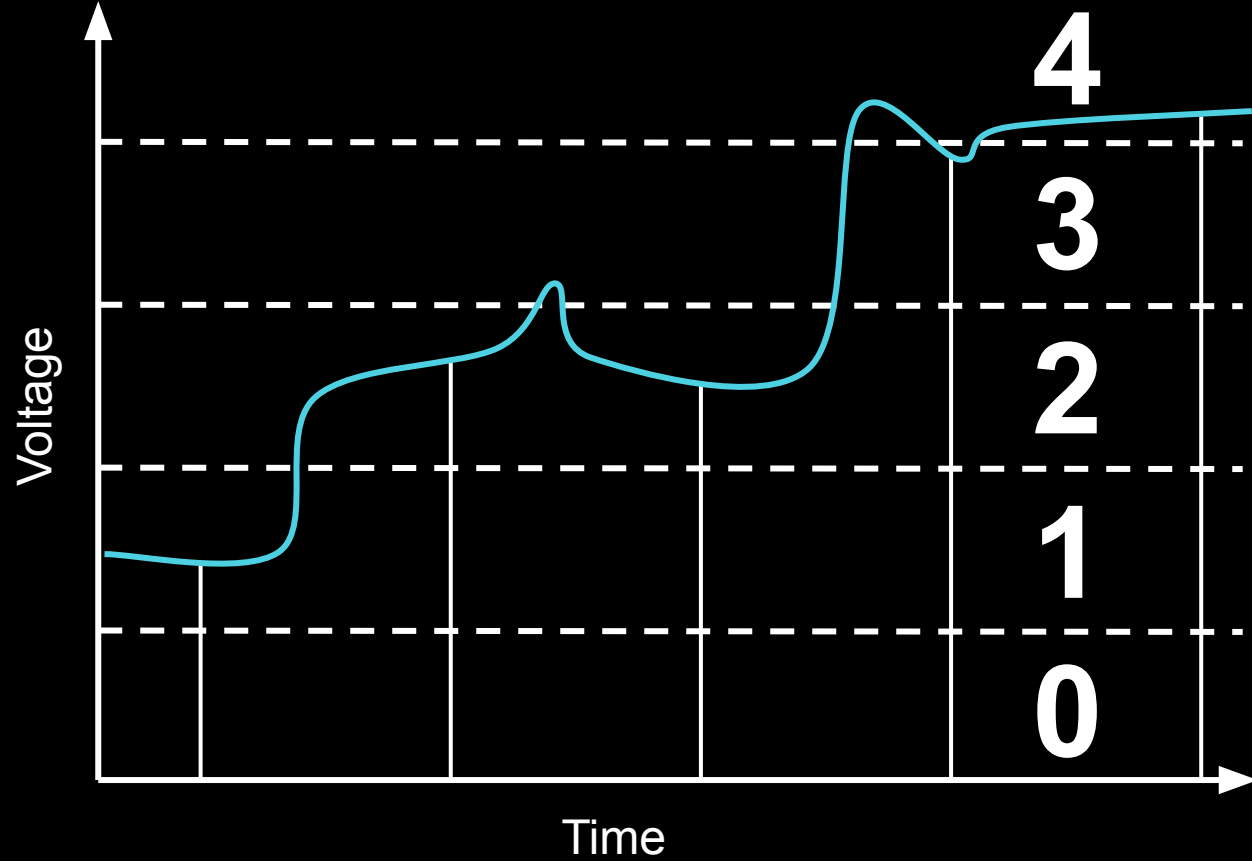
What about ternary?

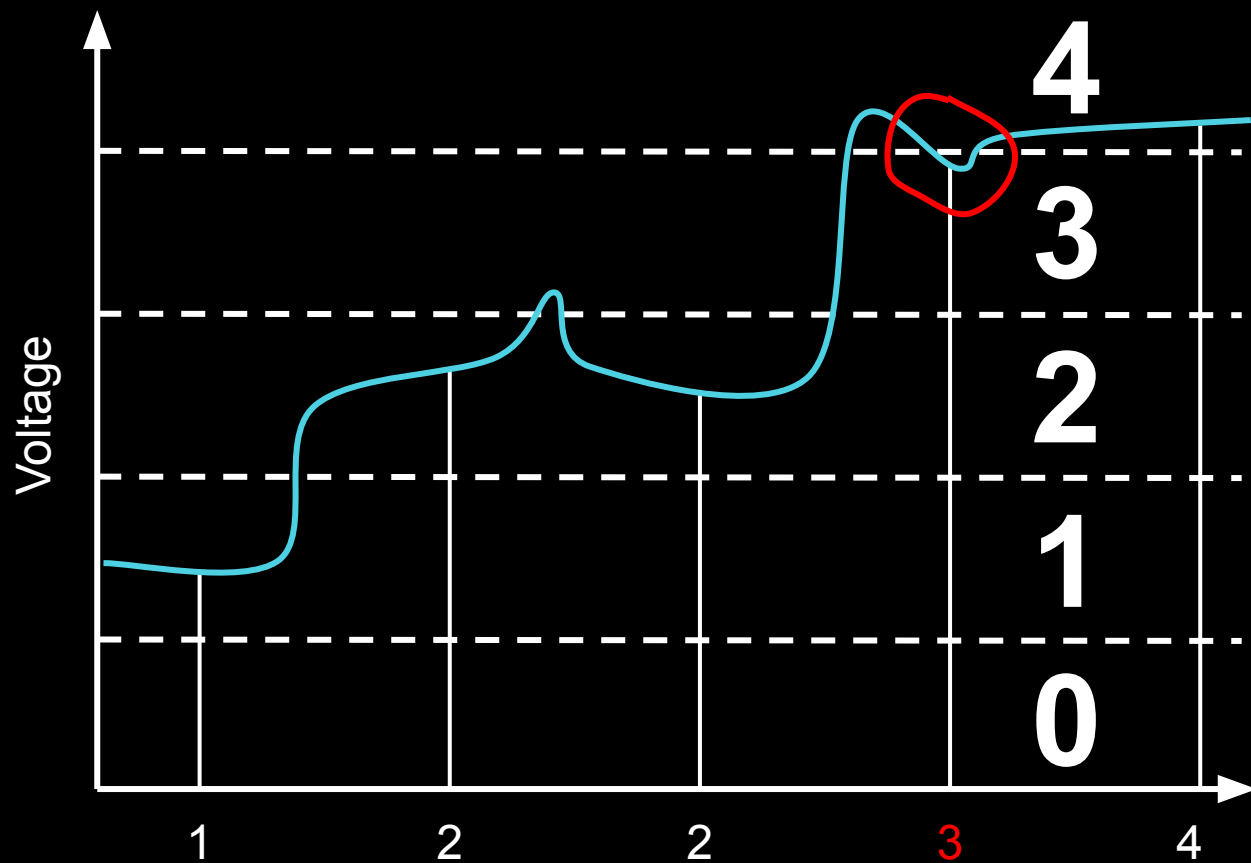






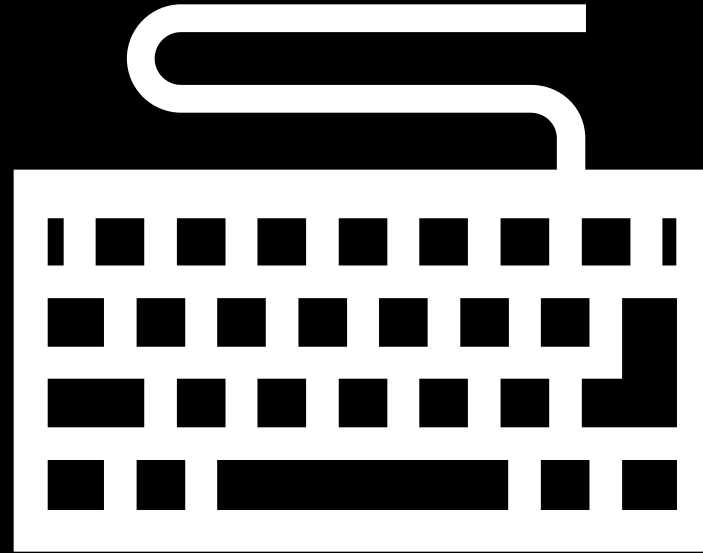






CODES





A	B	C	D	...	a	b	c	d
65	66	67	68		97	98	99	100

ASCII Code

A	B	C	D	...	a	b	c	d
65	66	67	68		97	98	99	100



1F600



1F601



1F602



1F603

...



1F648



1F649



1F64A



1F64B

Unicode



1F600



1F601



1F602



1F603

...



1F648



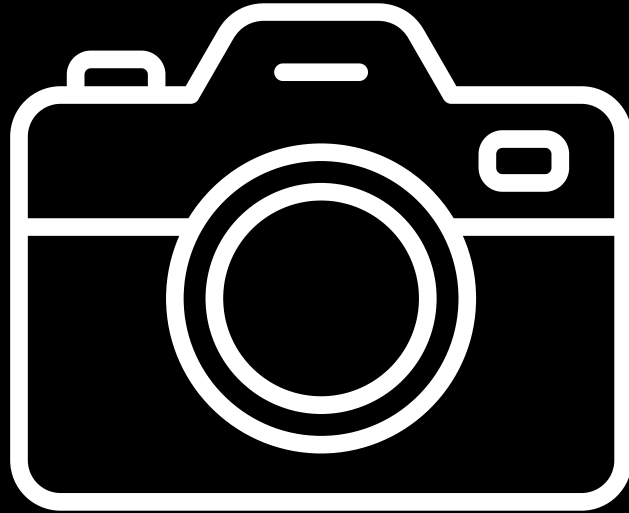
1F649



1F64A

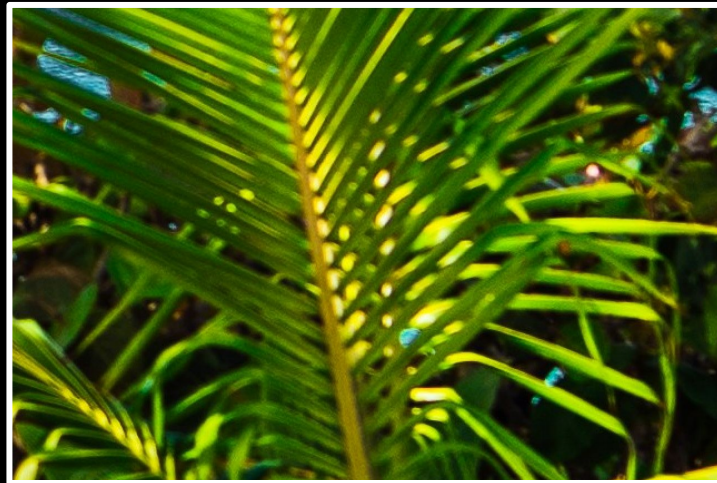


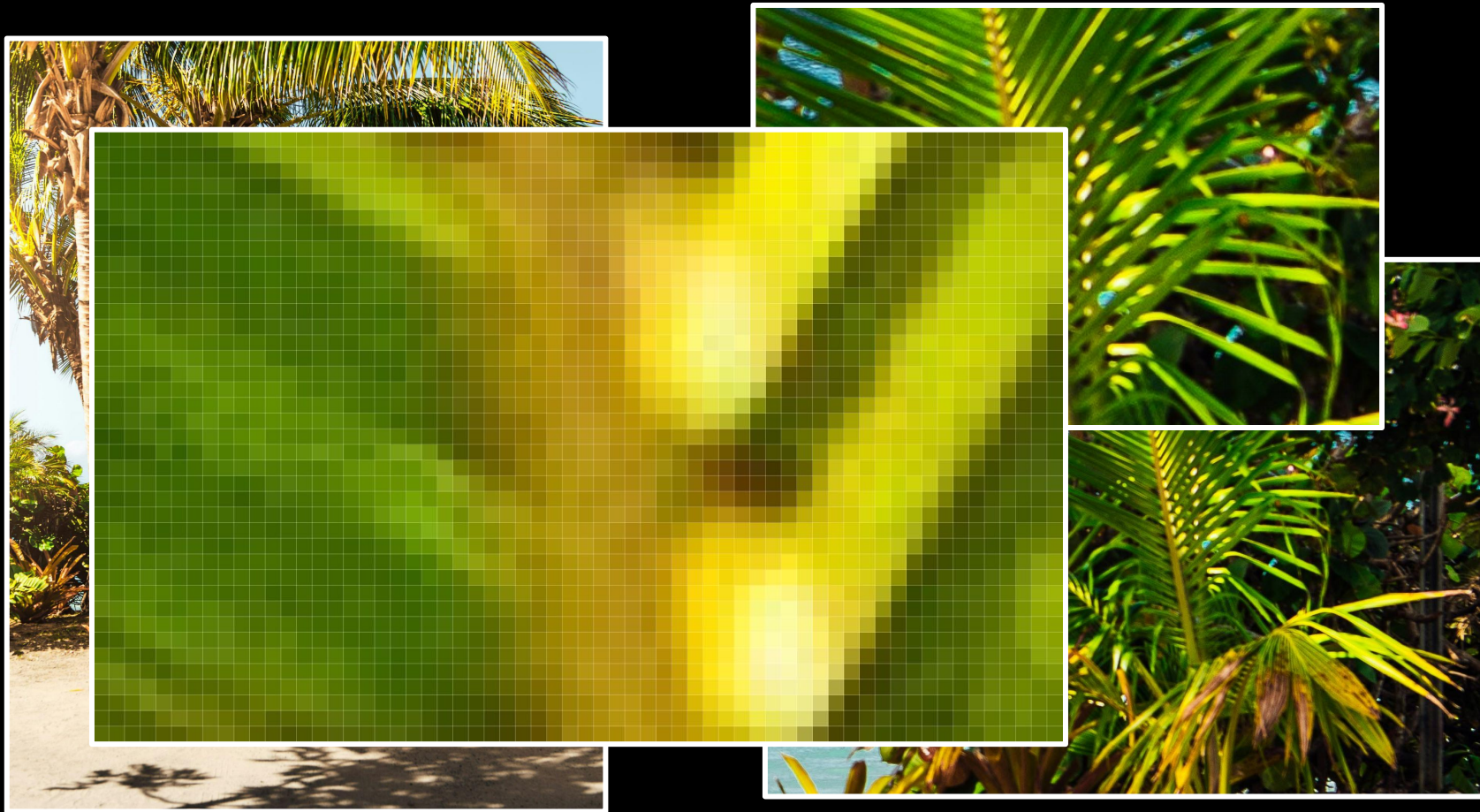
1F64B

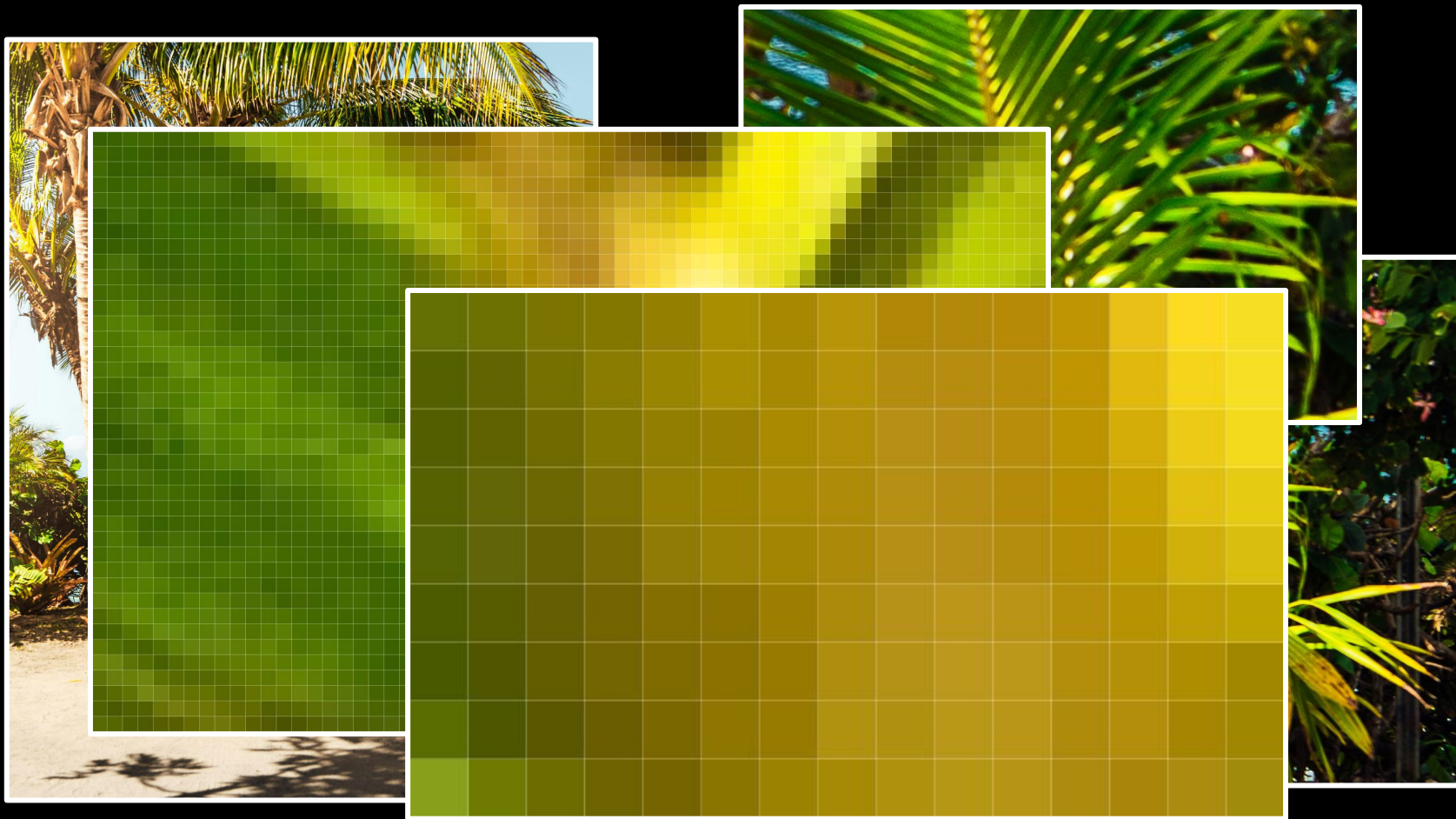


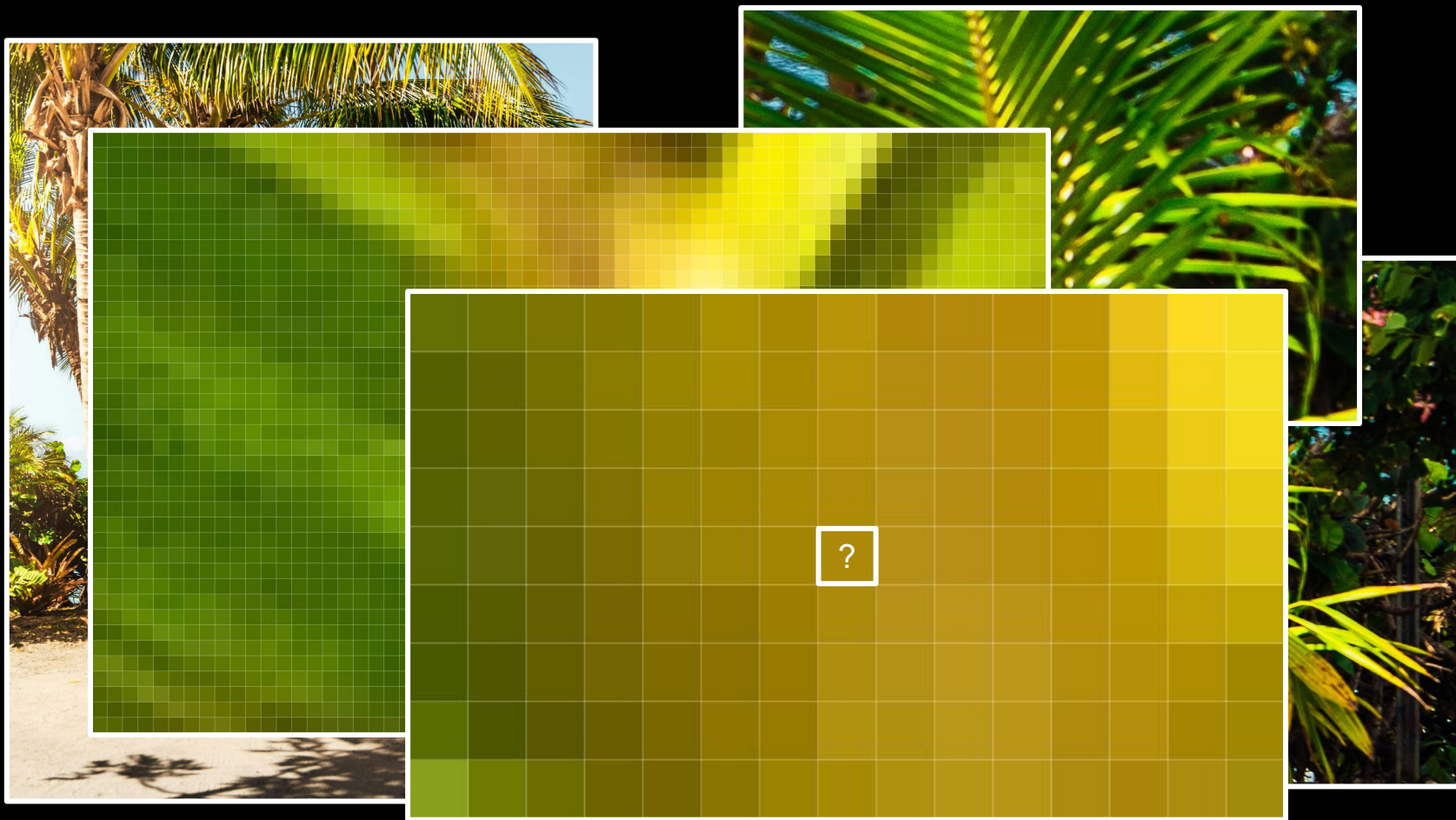


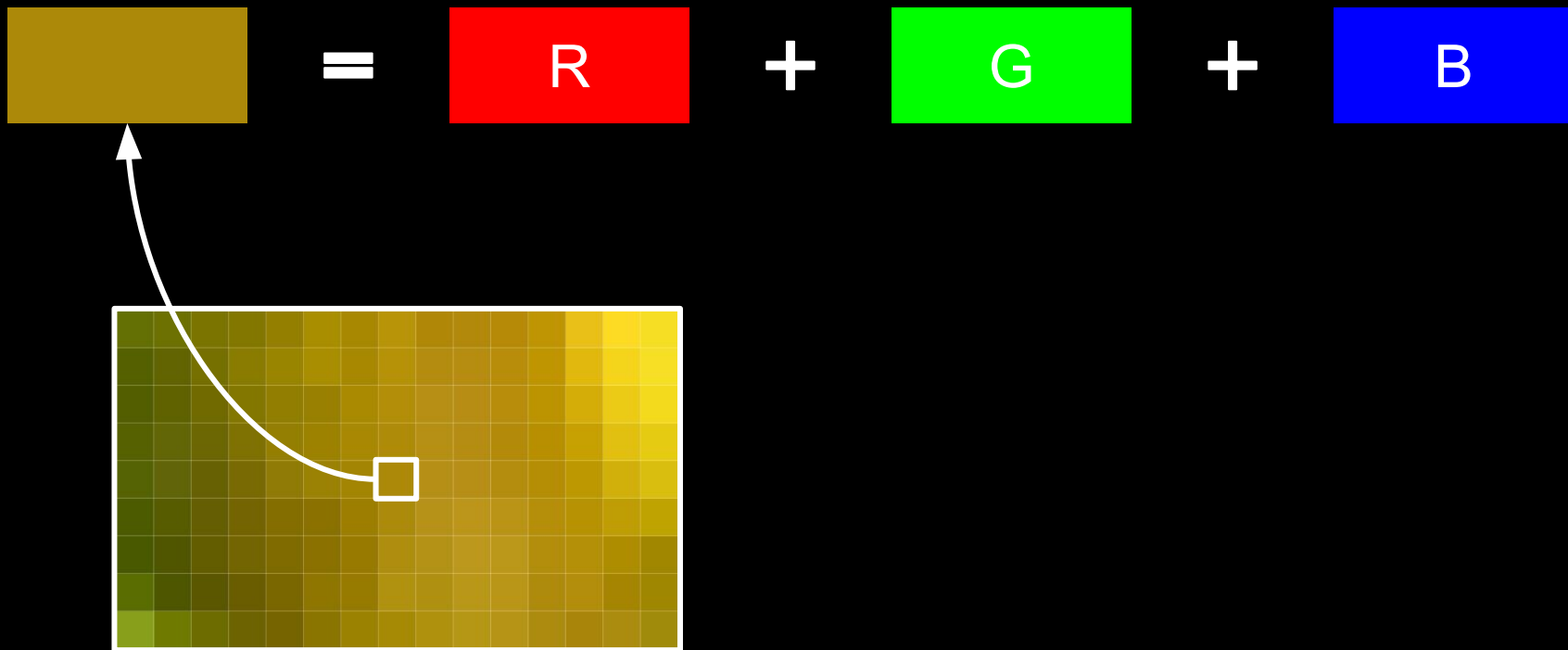


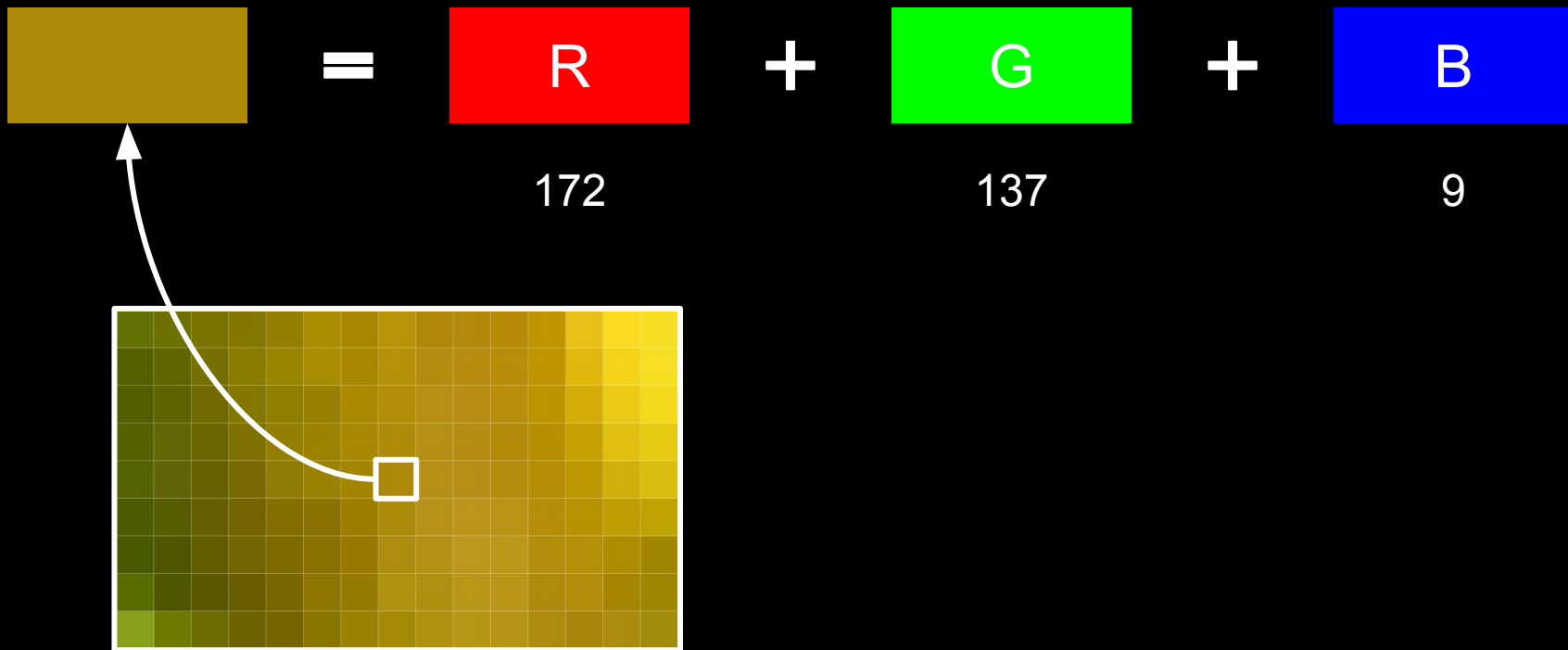


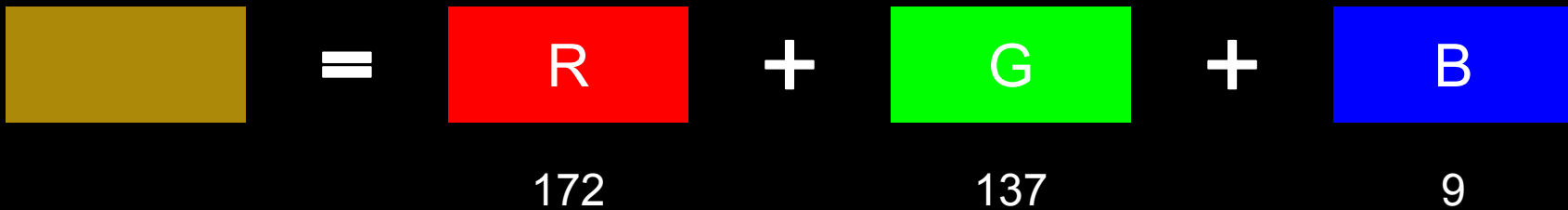




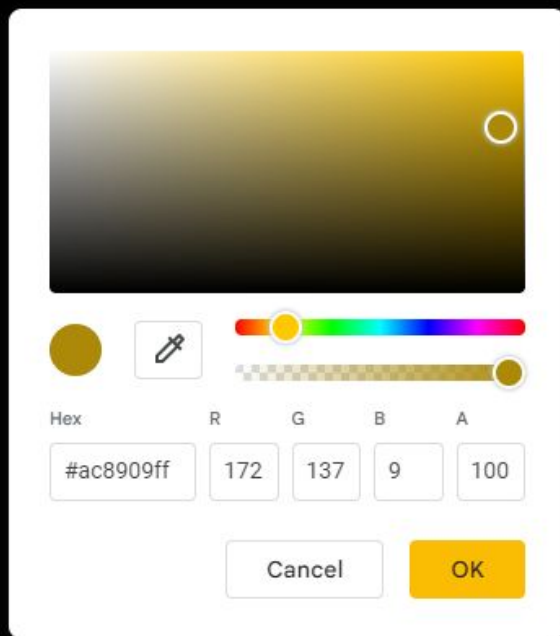





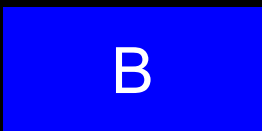






#AC8909



 =  R +  G +  B

172 137 9

AC 89 09

#AC8909



possible colors?

R

2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0

A solid red square.

R

A solid green square.

G

A solid blue square.

B

2^{23} 2^{22} 2^{21} 2^{20} 2^{19} 2^{18} 2^{17} 2^{16}

2^{15} 2^{14} 2^{13} 2^{12} 2^{11} 2^{10} 2^9 2^8

2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0

R

G

B

$2^{23} 2^{22} 2^{21} 2^{20} 2^{19} 2^{18} 2^{17} 2^{16}$ $2^{15} 2^{14} 2^{13} 2^{12} 2^{11} 2^{10} 2^9 2^8$ $2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0$

8.388.608

+

8.388.607

=

16.777.215

R

G

B

$2^{23} 2^{22} 2^{21} 2^{20} 2^{19} 2^{18} 2^{17} 2^{16}$

$2^{15} 2^{14} 2^{13} 2^{12} 2^{11} 2^{10} 2^9 2^8$

$2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0$

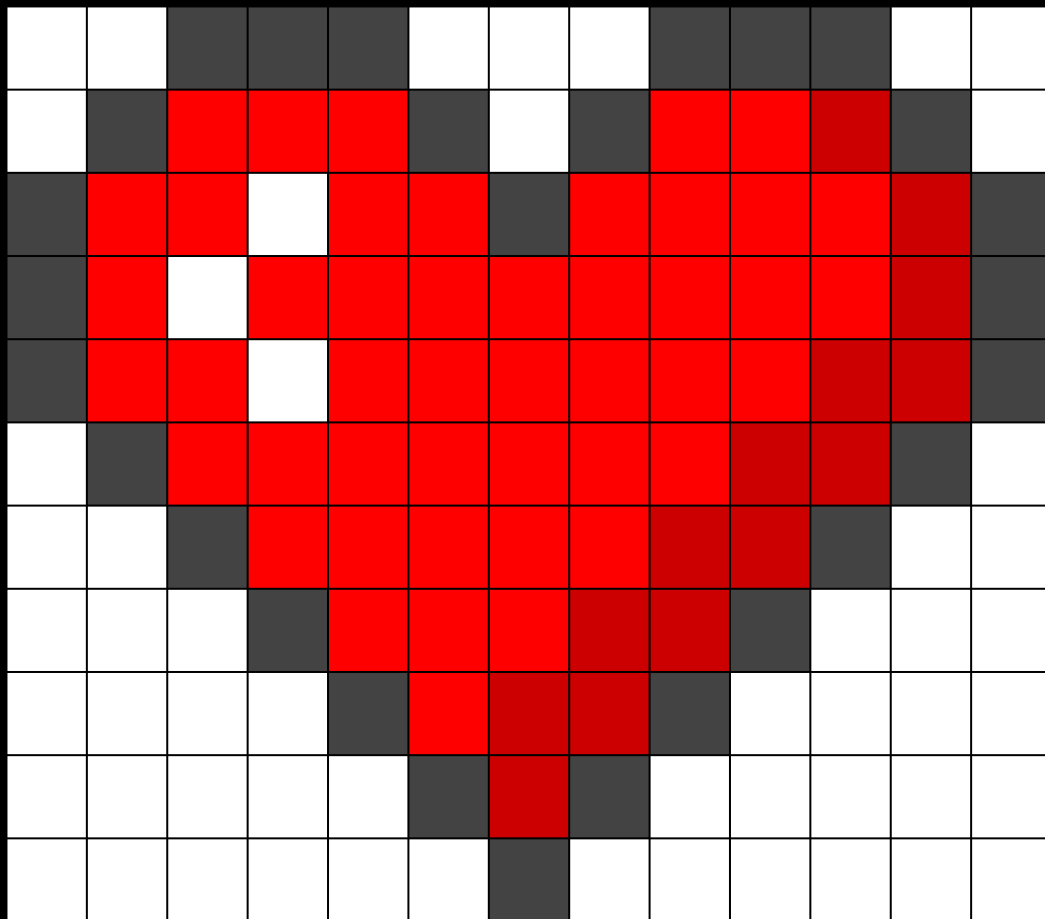
256

×

256

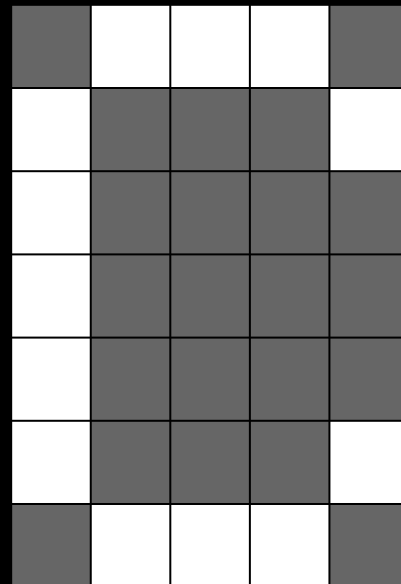
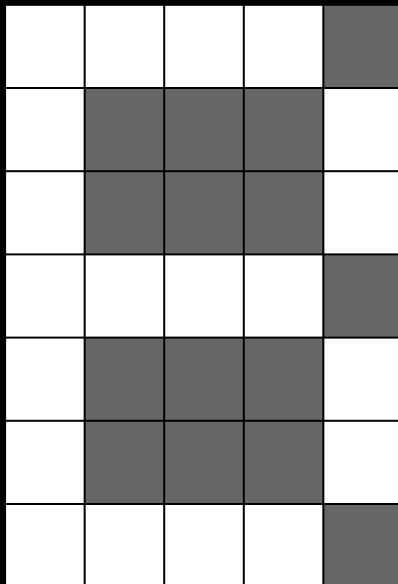
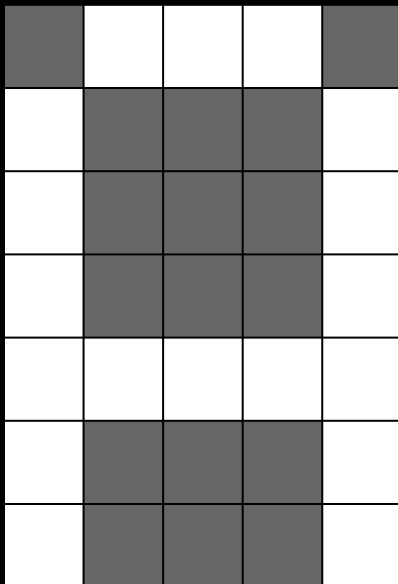
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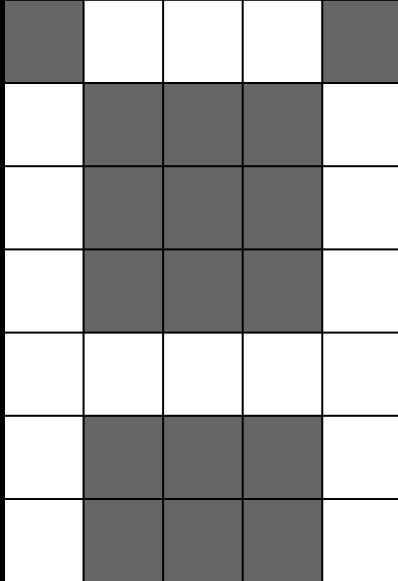
256





compression?





0	1	1	1	0
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1	0	0	0	1
1	0	0	0	1
1	1	1	1	1
1	0	0	0	1
1	0	0	0	1

0	1	1	1	0
1	0	0	0	1
1	0	0	0	1
1	0	0	0	1
1	1	1	1	1
1	0	0	0	1
1	0	0	0	1



0 1 1 1 0 1 0 0 0 1 1 0 0 0 1 1 0 0
0 1 1 1 1 1 1 1 0 0 0 1 1 0 0 0 1

