DIY Virtual Robot

AI and Robotics,
Teach your robot
how to move.

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Waiting for others to join...

AI IS (Artificial Intelligence)

A system's ability to correctly interpret external data, to learn from such data, and to use those learnings to achieve specific goals and tasks through flexible adaptation.
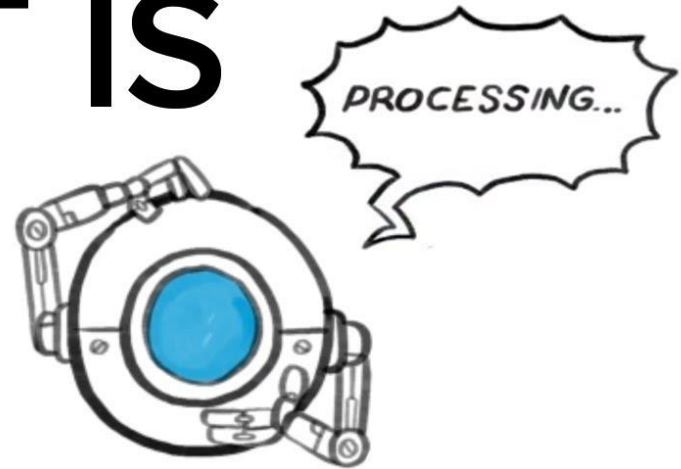
How AI works

AI works by combining large amounts of data with fast, iterative processing and intelligent algorithms, allowing the software and machines to learn automatically from patterns or features in the data.

WHAT IS AI?

PROCESSING...

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Why We Need AI..??

We are growing at huge rate, say it in terms of population, scripted knowledge, tasks etc. Increasing in scale also increase entropy in system, demanding huge number of tasks to be automated, and centralized.
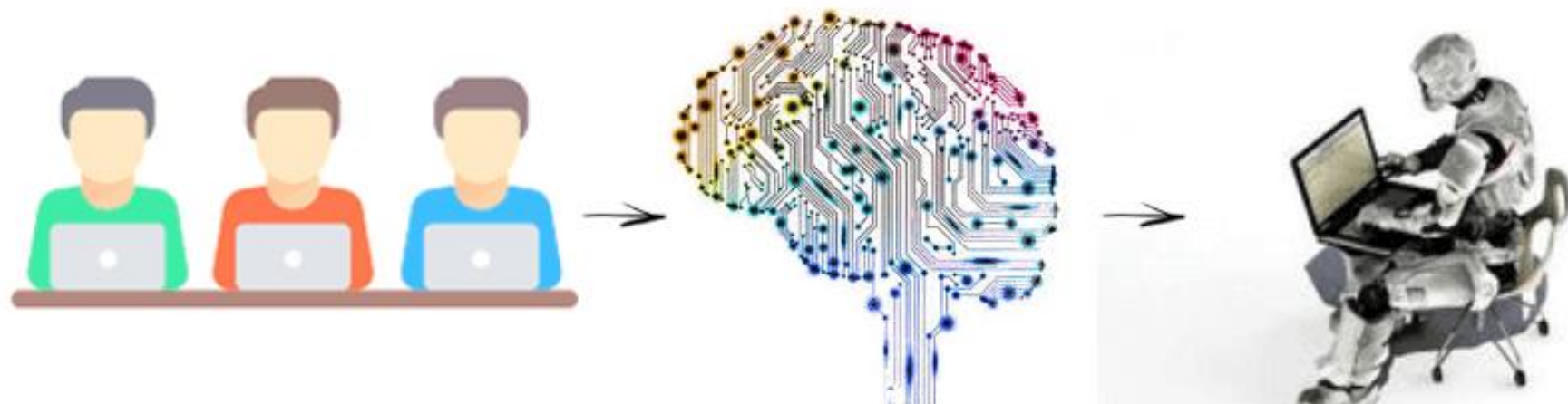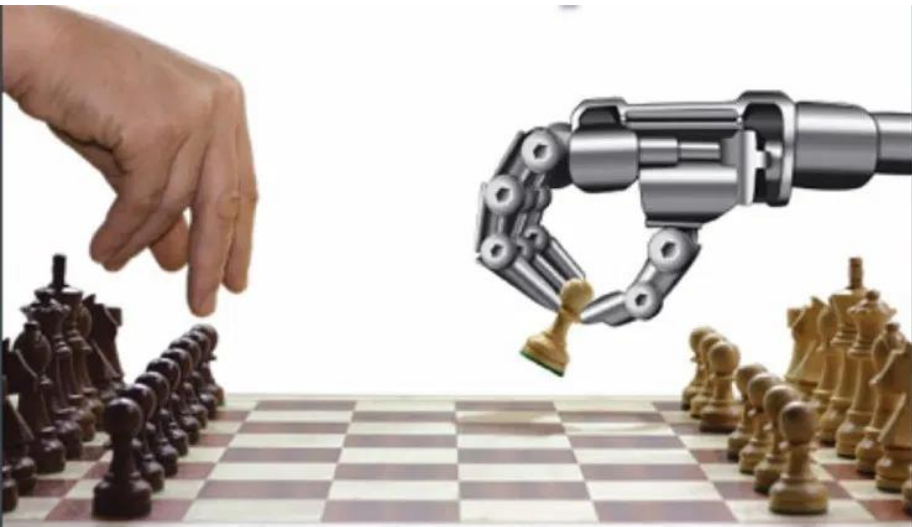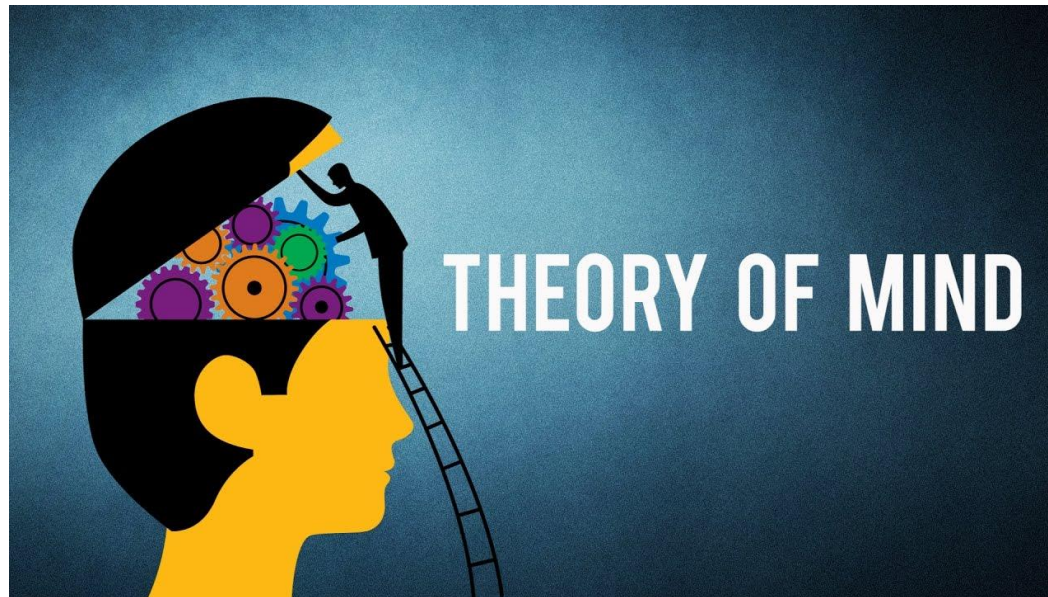
Why do we need Artificial Intelligence?
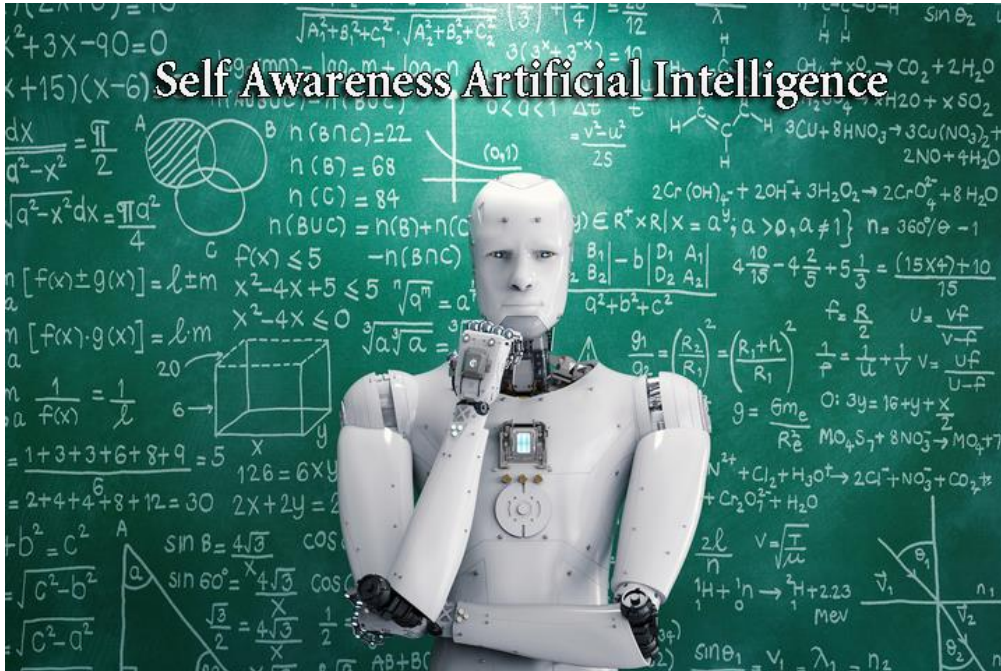
Types and stages of AI

REACTIVE MACHINES

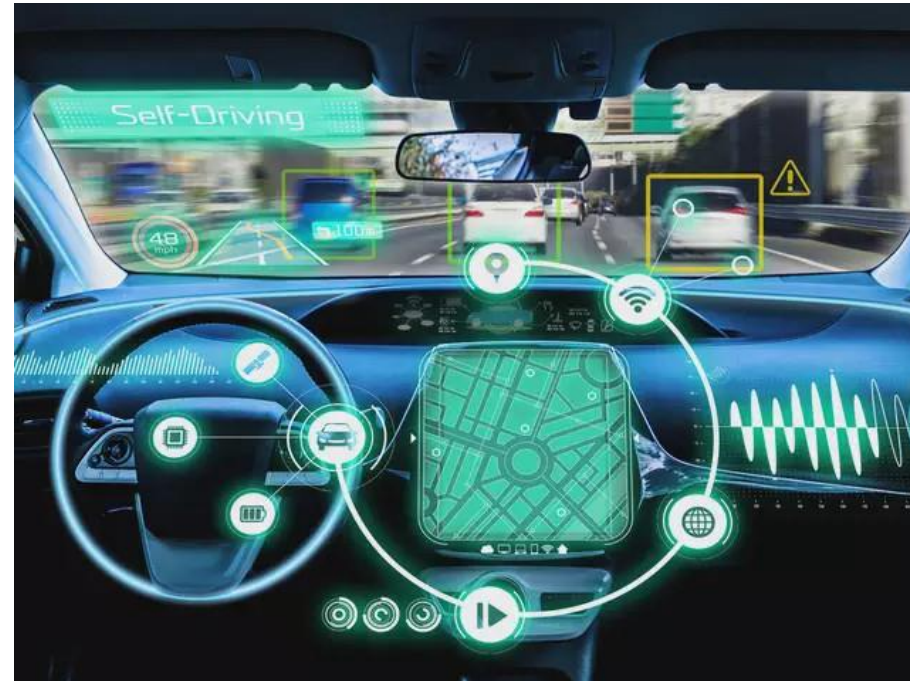THEORY OF MIND

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Types or stages of AI

SELF-AWARENESS

LIMITED MEMORY

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Robots

Robot is a machine—especially one programmable by a computer— capable of carrying out a complex series of actions automatically.

WHY DO WE NEED ROBOT??
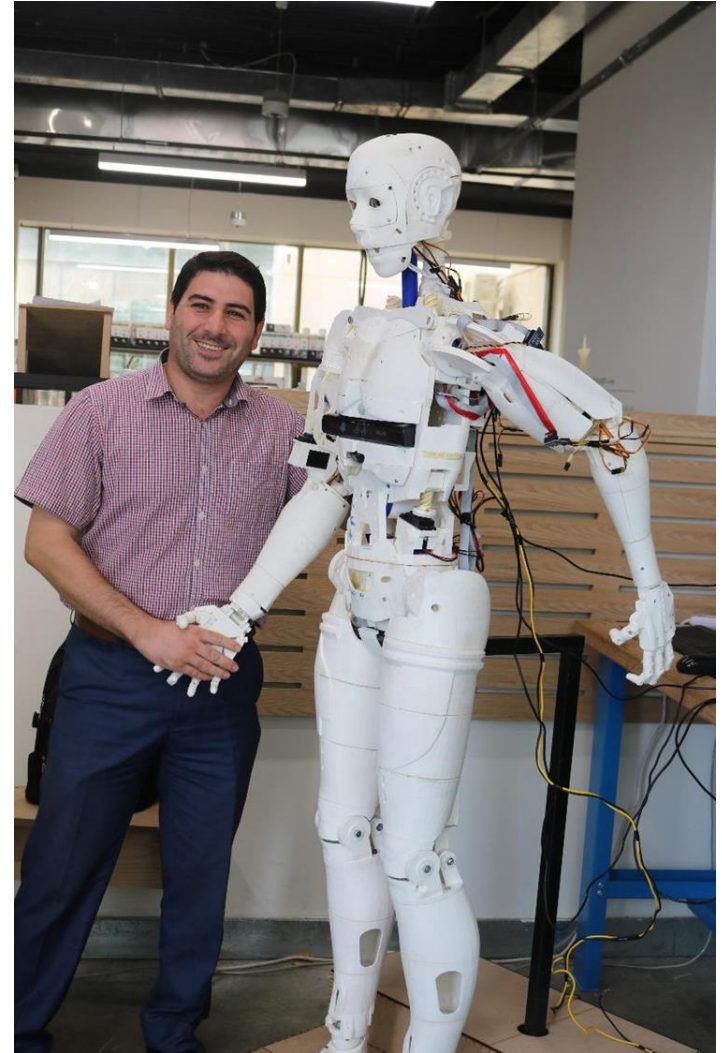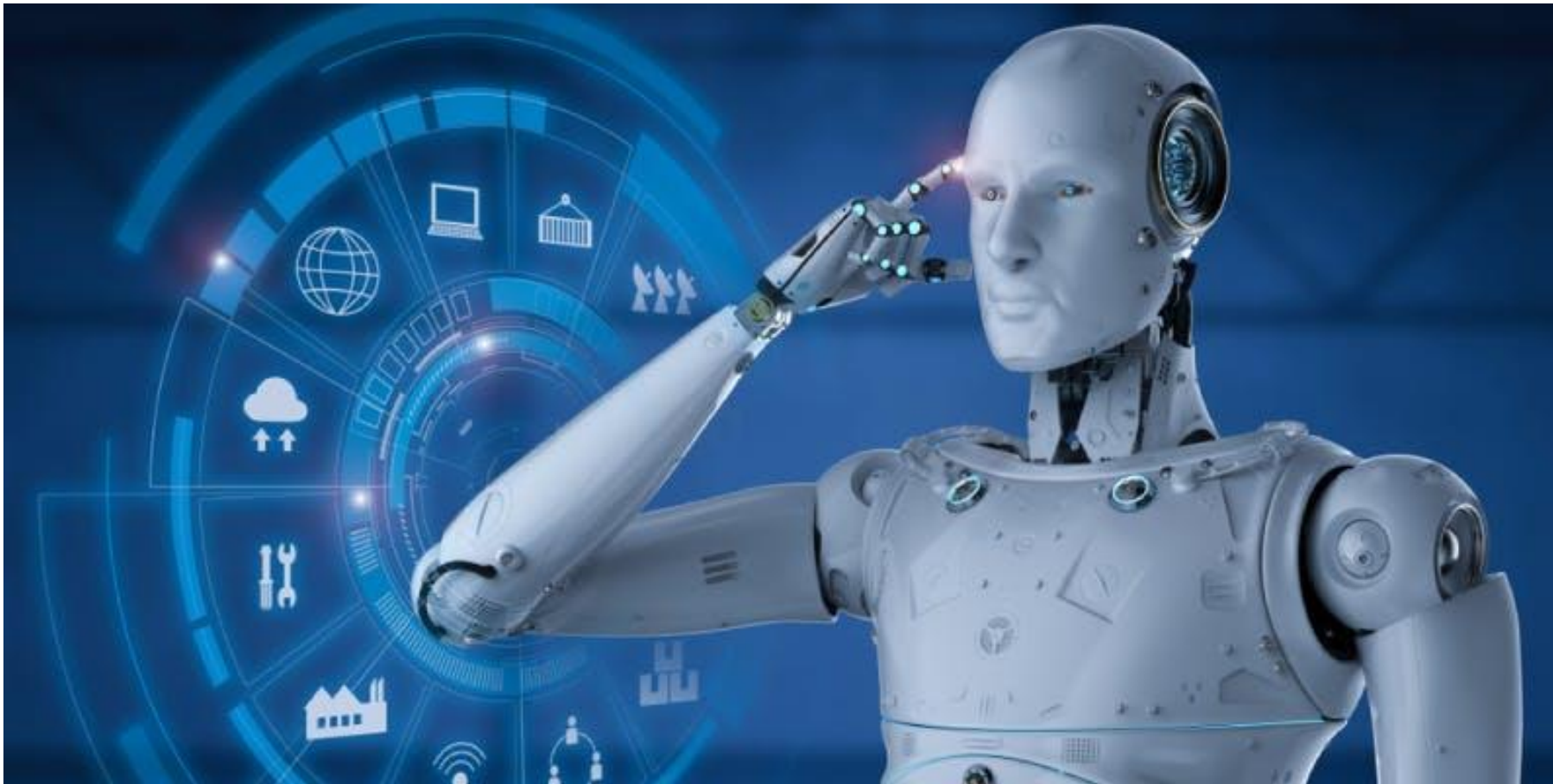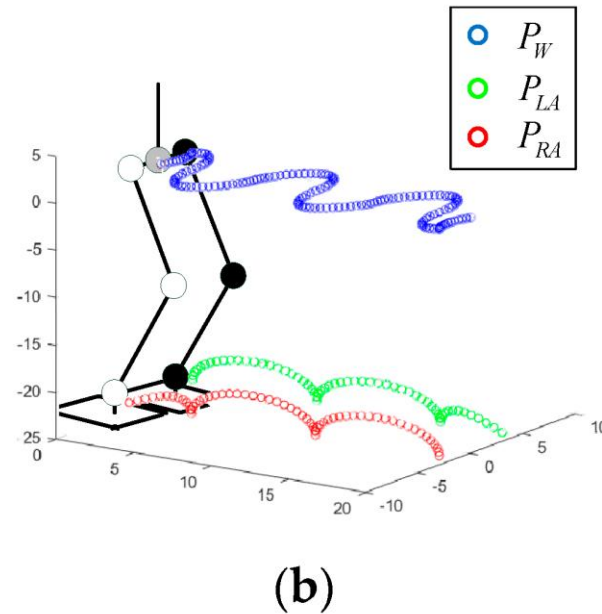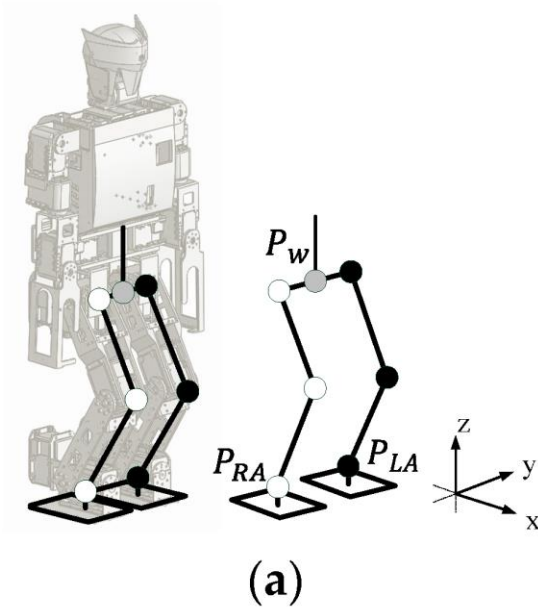
Factory

AT HOME

AT WORK

IN SPACE

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IN EDUCATION

AS A FRIEND

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Robots and AI

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How to Teach Your Robot to Move (Coordinate System)

Coordinate System

(a)

(b)

P_W
P_{LA}
P_{RA}
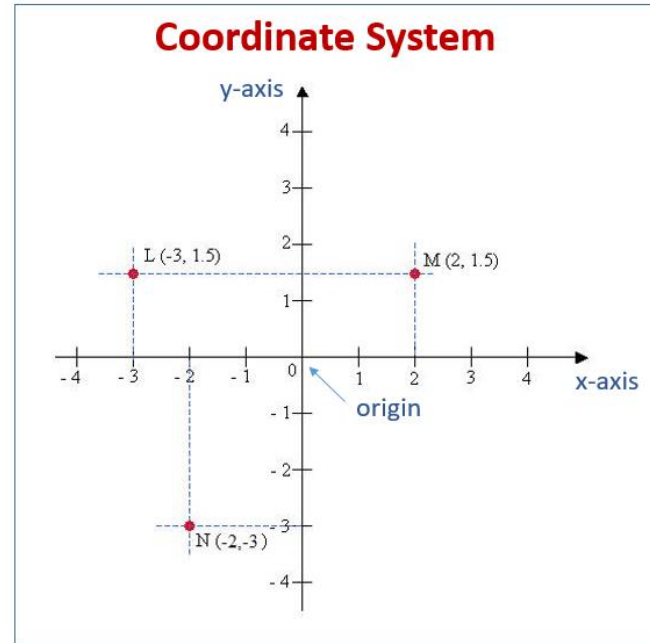
Is AI dangerous? Will robots take over the world?

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Last Time
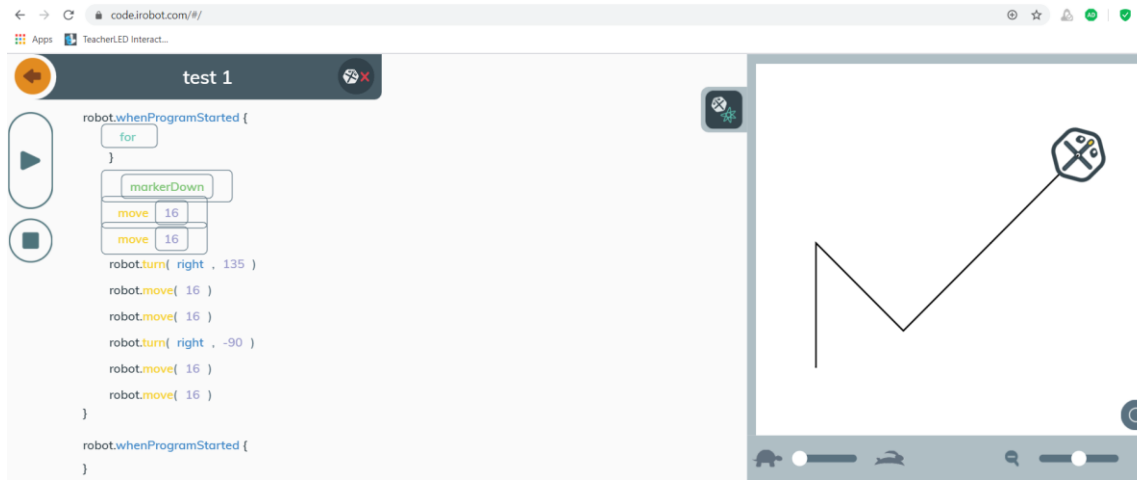
Coordinate Syetem

Coordinate System
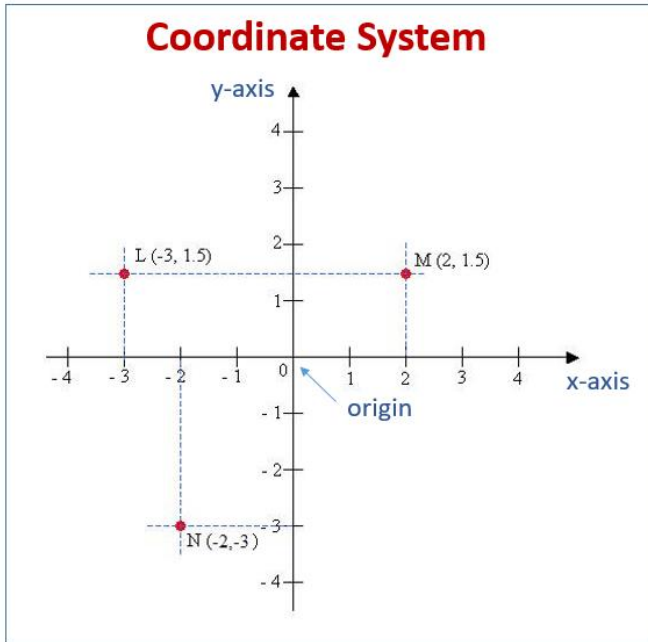
Teach the Robot with Block Coding how to move in a specific way.

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Today

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Next

Communicate with the Robot, in which a simulation of a robot with lego blocks and mobile will let the robot to do a simulation of humanoid robot, do some emotion and communication.

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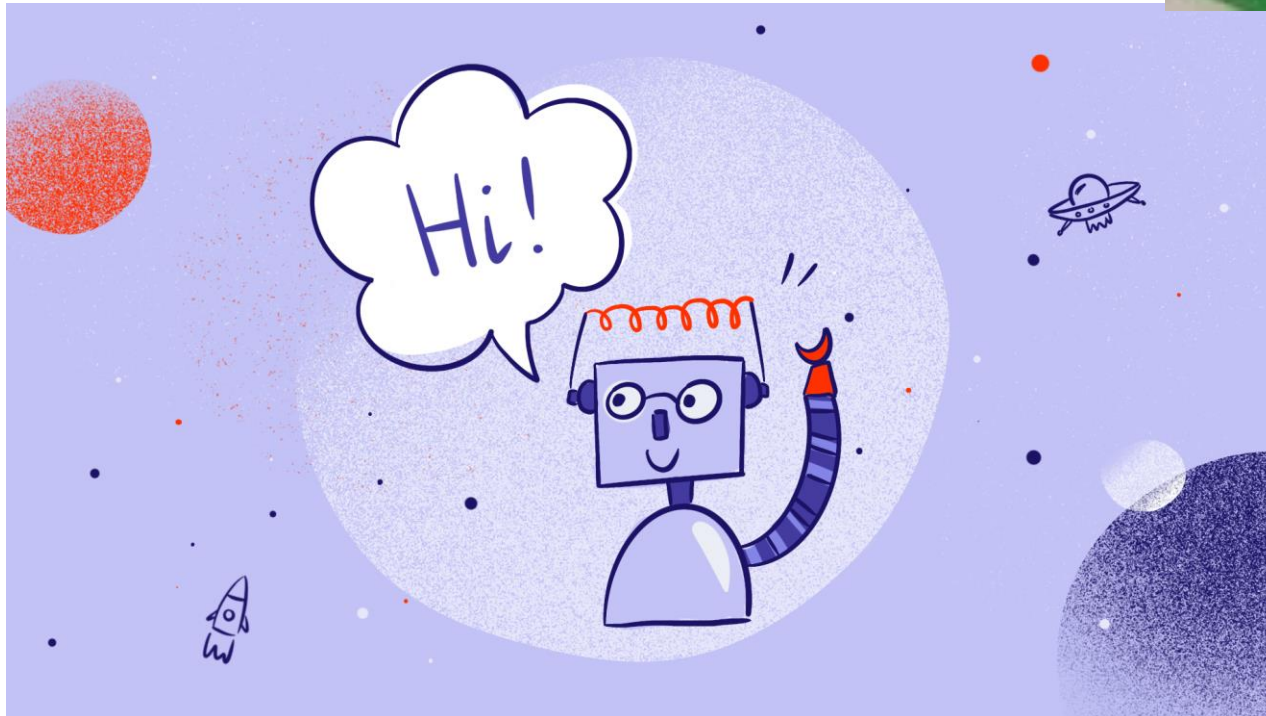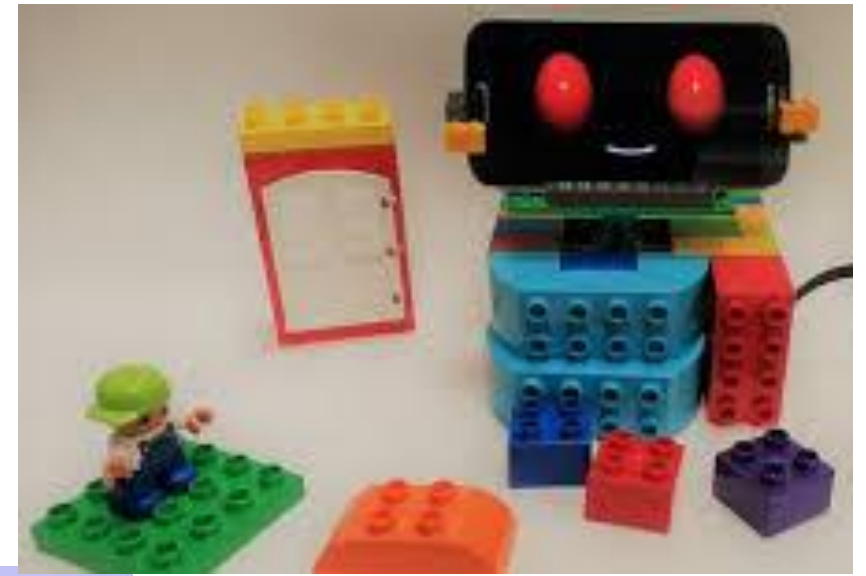
Coding Area

Codes on level 3

Control simulation

Simulation Area

Start simulation

New Project

```
robot.whenTouched( [true, true, true, true] ) {
    robot. markerDown ()
    robot.move( 16 )
    robot.turn( right , 90 )
    robot.move( 16 )
    robot.turn( right , 90 )
    robot.move( 16 )
    robot.turn( right , 90 )
    robot.move( 16 )
}
```

1
2
3

LEVEL

3

whenProgramStarted   whenBumperPressed   whenColorScanned   whenTouched   move 16   turn right 90   arc right 90 12

Events   Commands   Setters   Flow Control   Math   Logic

ستوديو ٦/٥
STUDIO 5/6

THANKS

info@studio56.qa

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