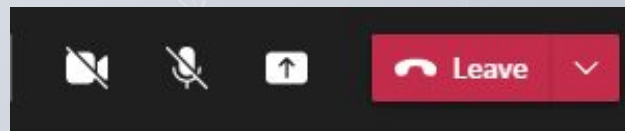
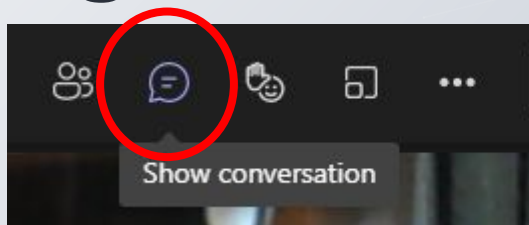


# While we wait to get started ...

Open the chat

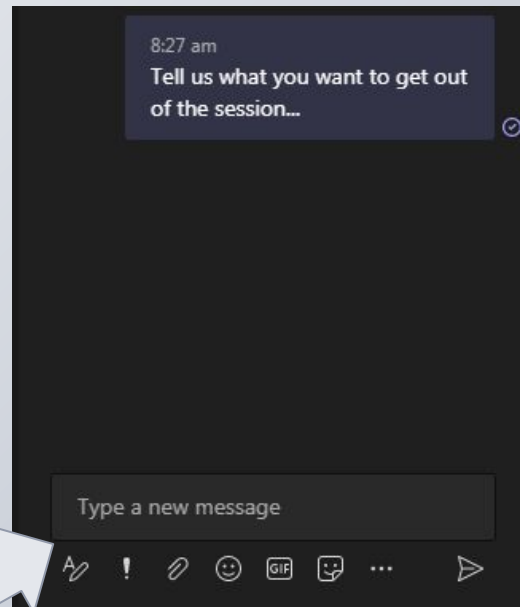


Tell us what you want to get out of the session.

## NOTE:

your name will appear with your comment.

The chat won't be part of the recorded version.



Your mic is on mute  
... and camera disabled

How do you teach  
about data in your  
classroom?



# **Discovering Artificial intelligence**

## Data Representation and Classification



## Acknowledgement of Country



ESA acknowledges the Eastern Kulin Nation, Traditional Custodians of the land on which our head office stands, and pays our respects to Elders past and present.

We recognise the Traditional Custodians of Country across Australia and their continuing connection and contribution to lands, waters, communities and learning

# By the end of this session...

You should be able to describe:

- How data representation and abstraction go hand in hand
- the progression from symbols via whole numbers to binary
- examples of data used by AIs
- the type of data an AI produces



# Achievement standards: starting point

## Achievement Standard

By the end of Year 2, students identify how computer systems (hardware and software) are used to represent data for different purposes. They use digital systems to represent patterns in data in different ways.

Students design solutions to simple problems involving a sequence of steps and decisions. They collect familiar data and use it to convey meaning. They create and communicate information using information systems, and use digital systems in safe online environments.

## Achievement Standard

### Achievement Standard

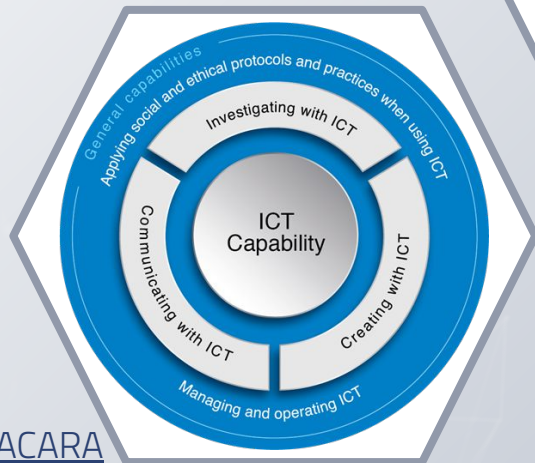
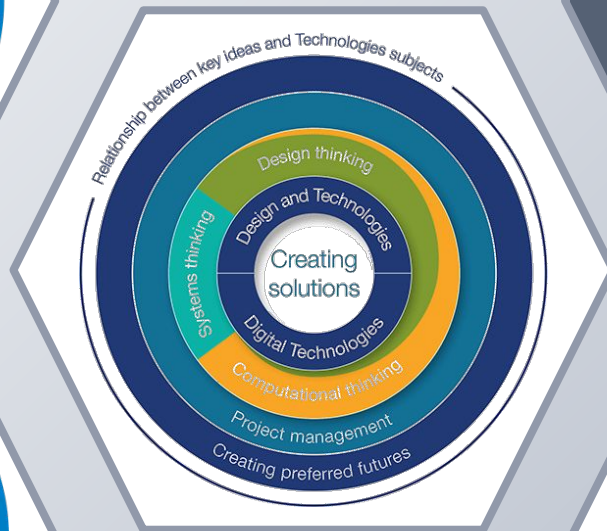
By the end of Year 6, students explain the fundamentals of digital system components (hardware, software and networks) and how digital systems are connected to form networks. They explain how digital systems use whole numbers as a basis for representing a variety of data types.

Students define problems in terms of data and functional requirements and design solutions by developing algorithms to address the problems. They incorporate decision-making, repetition and user interface design into their designs and implement their digital solutions, including a visual program. They explain how information systems and their solutions meet needs and consider sustainability. Students manage the creation and communication of ideas and information in collaborative digital projects using validated data and agreed protocols.

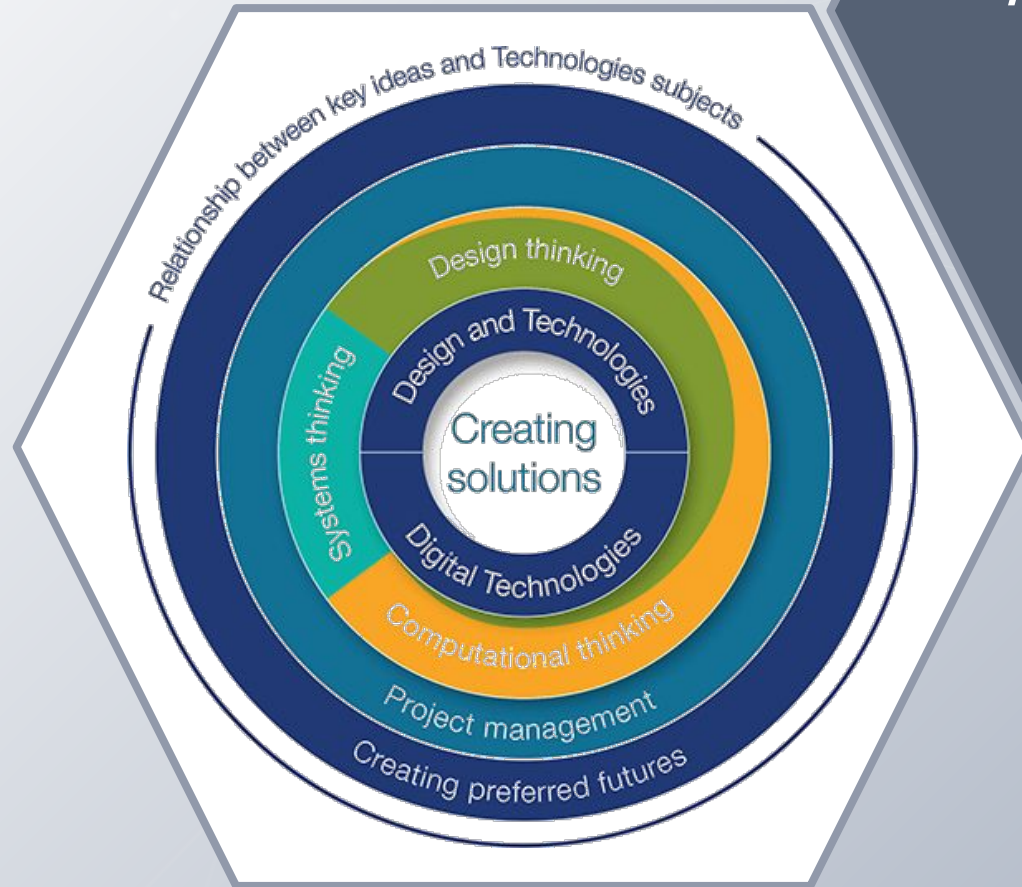
...describe how a range of digital devices and their peripheral devices are used. They explain how the same data can be used in different ways.

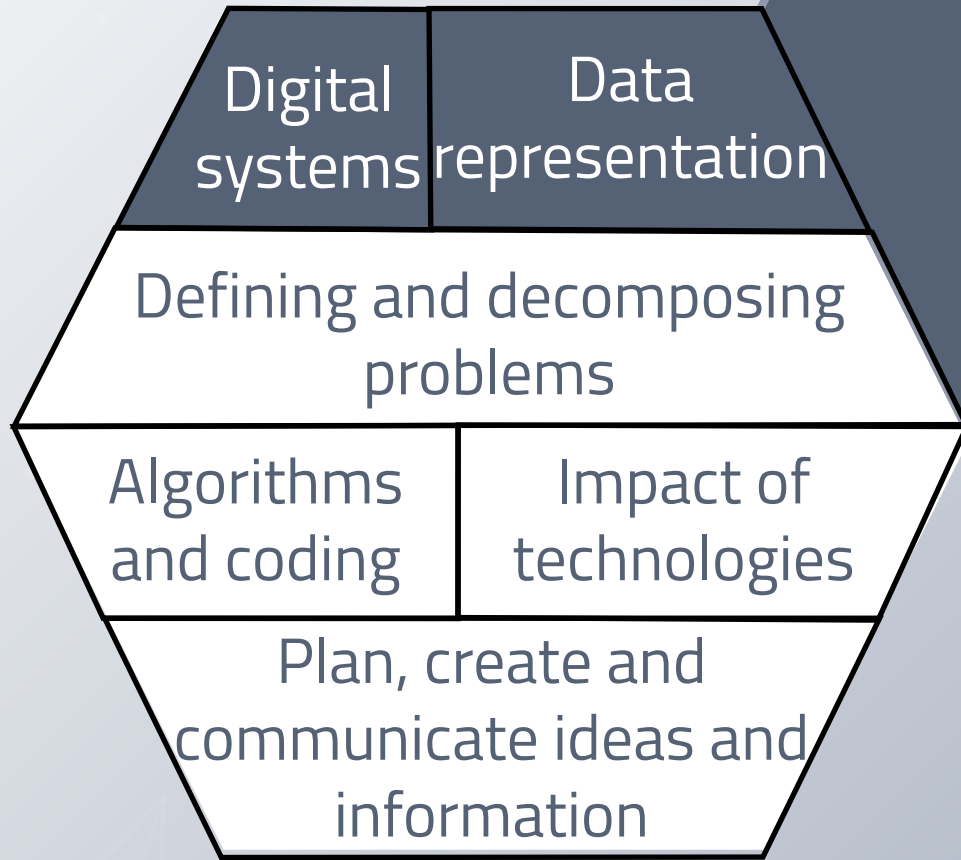
Students design and implement digital systems to support decision-making and communication. They ensure their solutions meet their purposes. They use data when creating solutions. They safely use and manage digital systems using agreed protocols and procedures. They ensure systems are used.

# AI topics



# AI topics





Foci of this  
deep dive



Systems Thinking

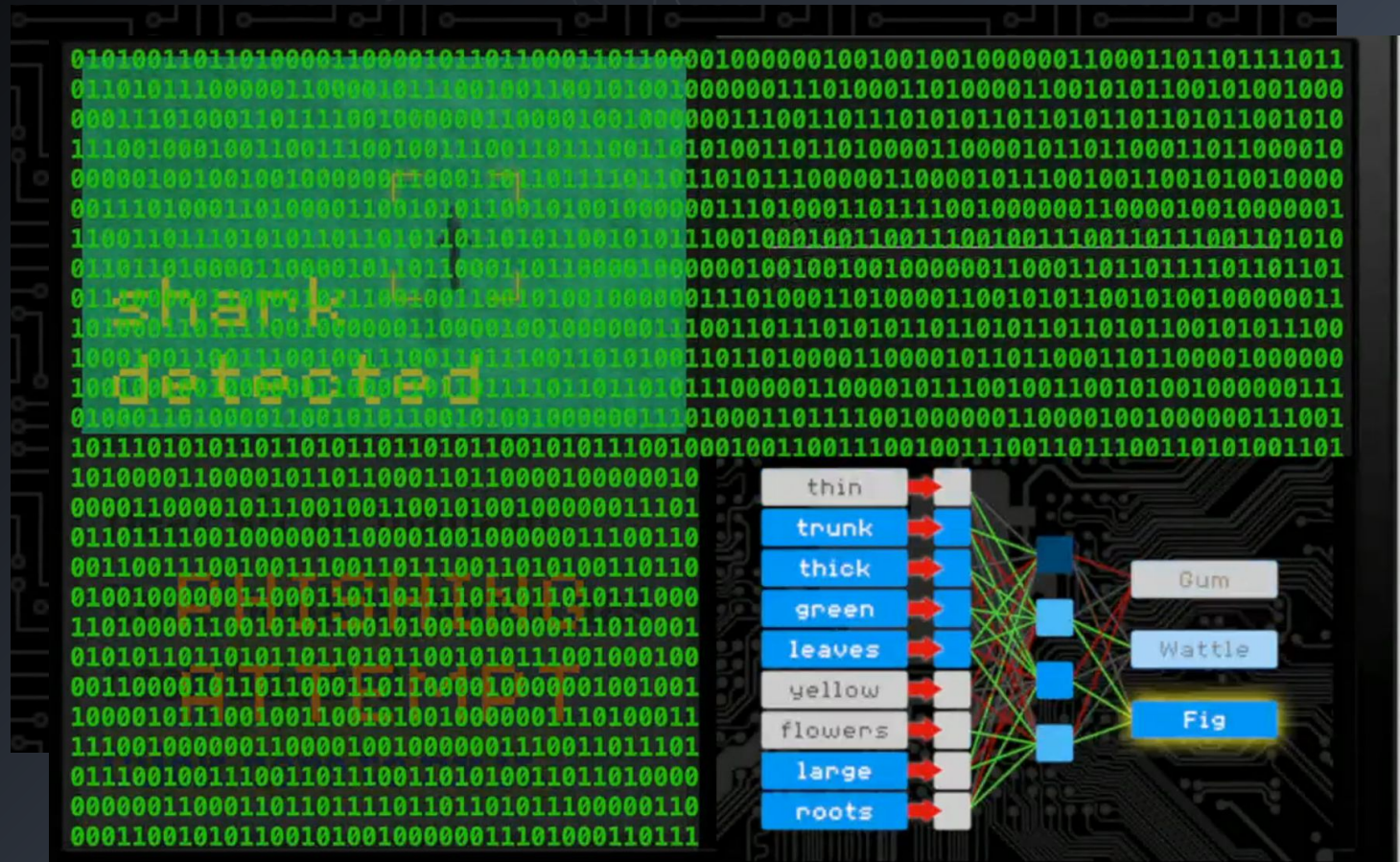


Design Thinking

Computational Thinking



# What data does an AI need?



# Data representation (F-6)

F-2

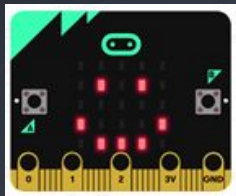
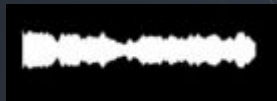
Express data using pictures and symbols



Years 3-4

Represent same data in different ways depending on the purpose

:) happy



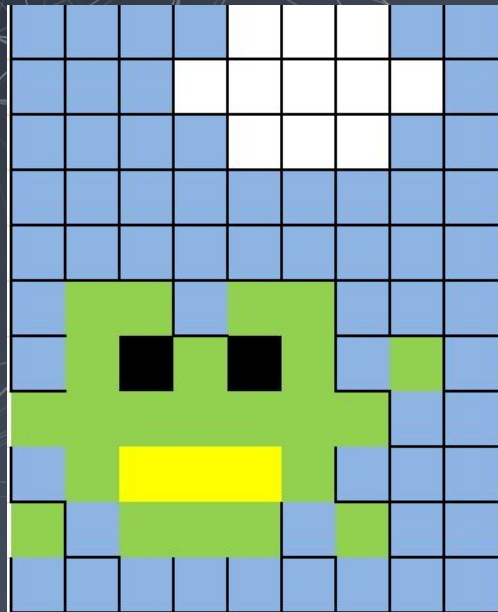
Happy



Sad

Years 5-6

Represent data using whole numbers





# Data representation (F-6)

F-2

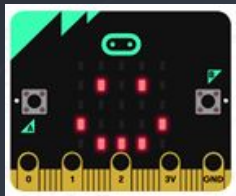
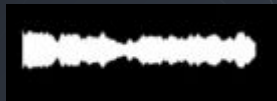
Express data using pictures and symbols



Years 3-4

Represent same data in different ways depending on the purpose

:) happy

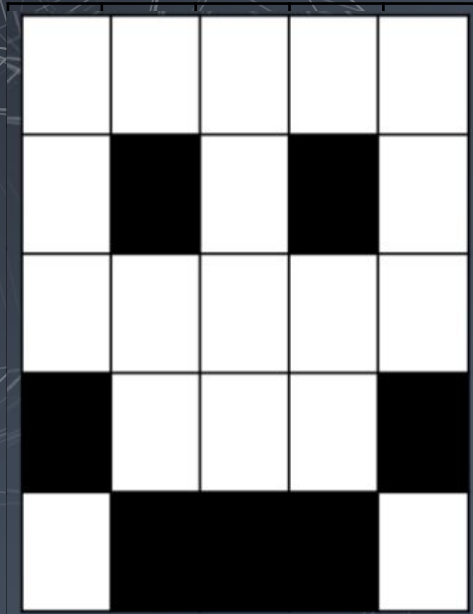


Happy ✓

Sad

Years 5-6

Represent data using whole numbers





# Data representation (F-2)

F-2

Express data using pictures and symbols

How would you express these on a map?

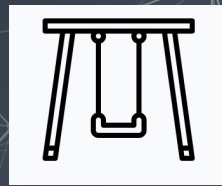
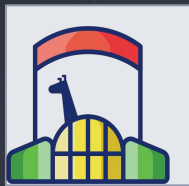
1. Zoo
2. Cafe
3. Playground
4. Train station
5. Public toilets

Teaching tips

What image could we use that people would recognise each of these?

Abstraction: What information do we need to include? What is not needed?

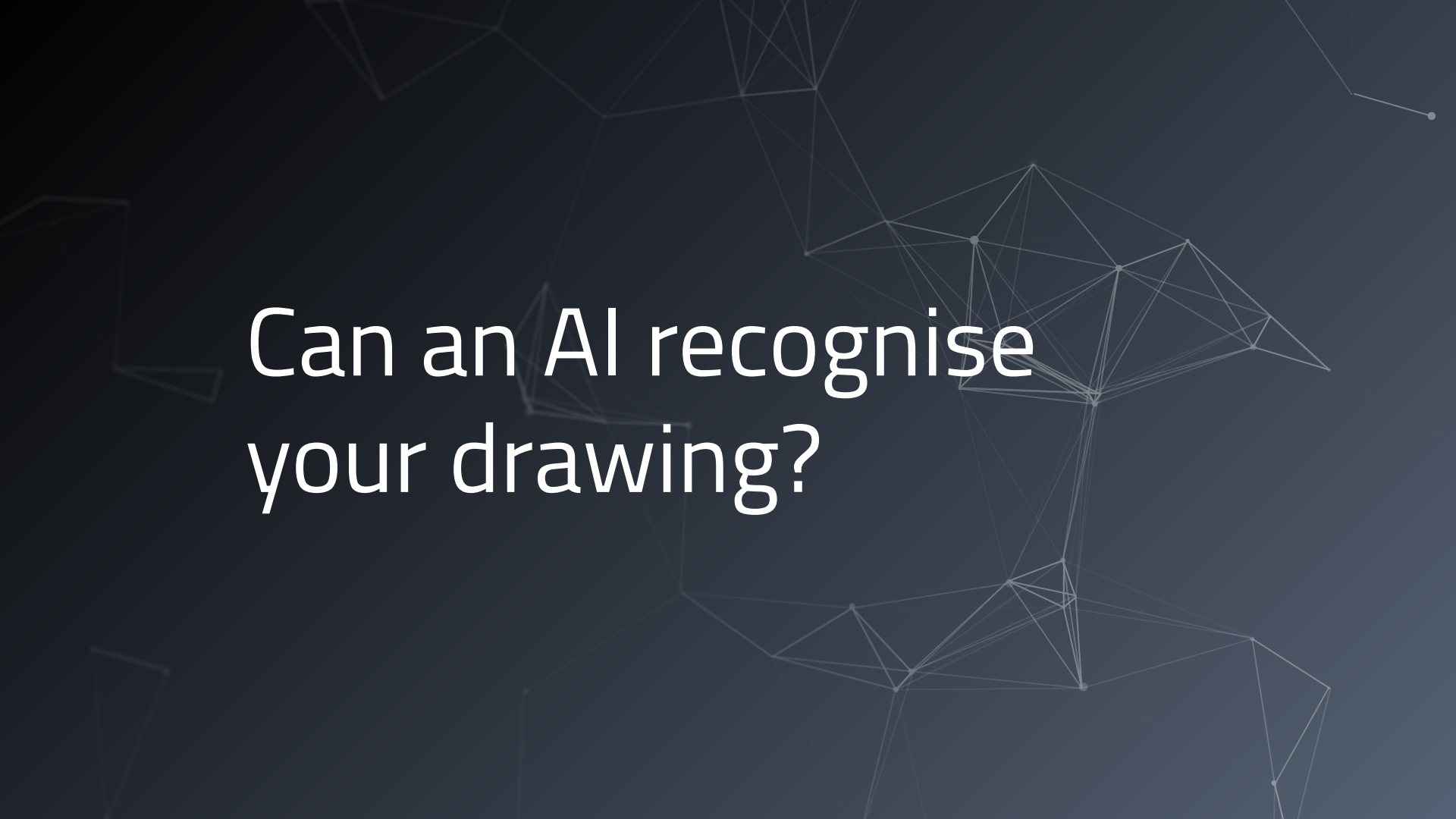
We end up extracting the important features that make it recognisable.



Icons: flaticon

**LESSON:** Can AI recognise what you are drawing?

(Years F-4)

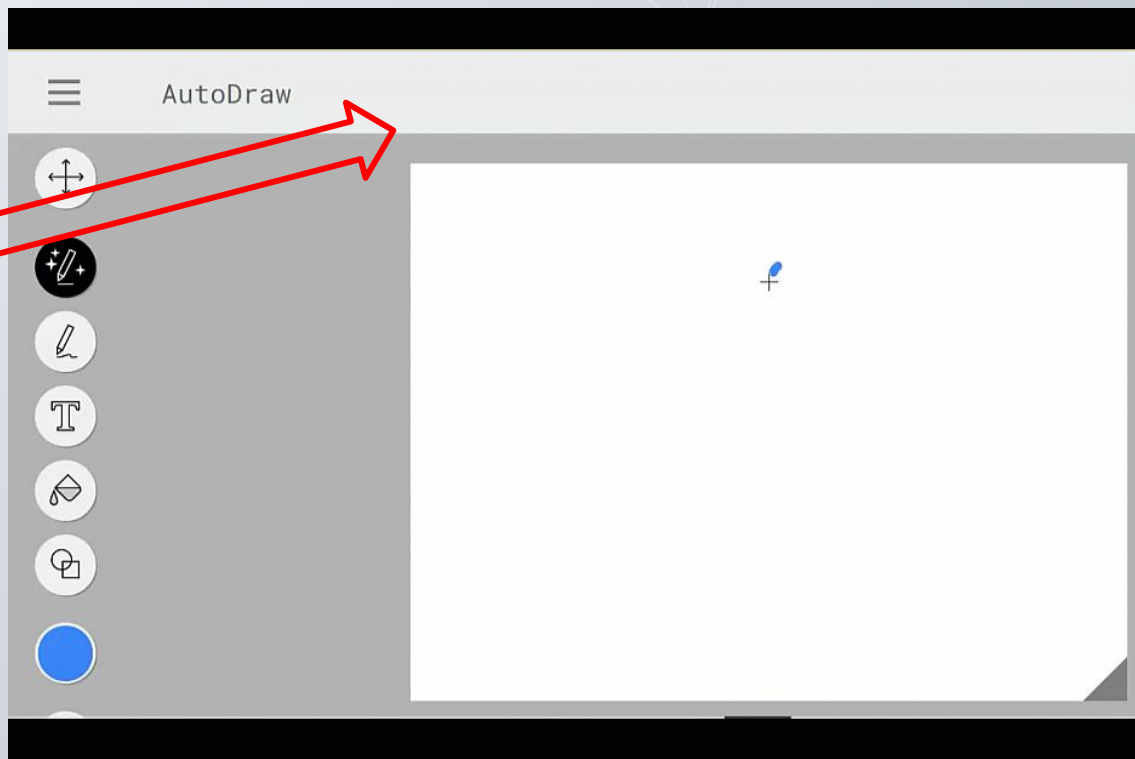


Can an AI recognise  
your drawing?

## AutoDraw: An AI that recognises drawings

Look at how the AI predicts what the drawing might be.

As it gets more information it recognises the drawing as a representation of an apple.



⊕

✍

✎

T

🔒

📐

●

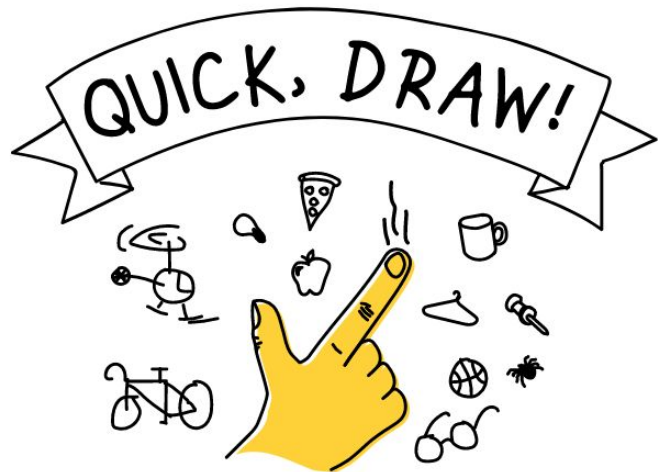
🔍

↶

🗑



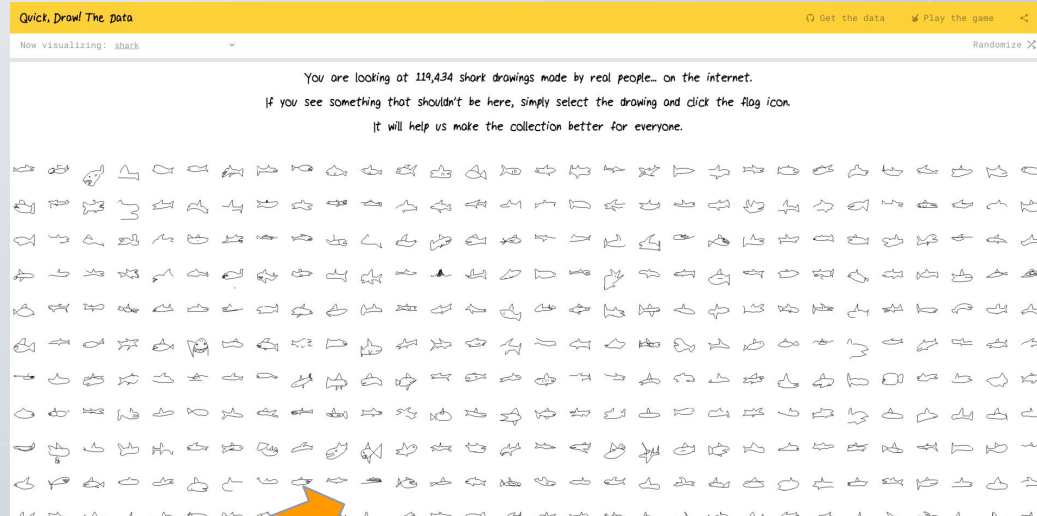
# Quick, Draw!



Can a neural network learn to recognize doodling?

Help teach it by adding your drawings to the [world's largest doodling data set](#), shared publicly to help with machine learning research.

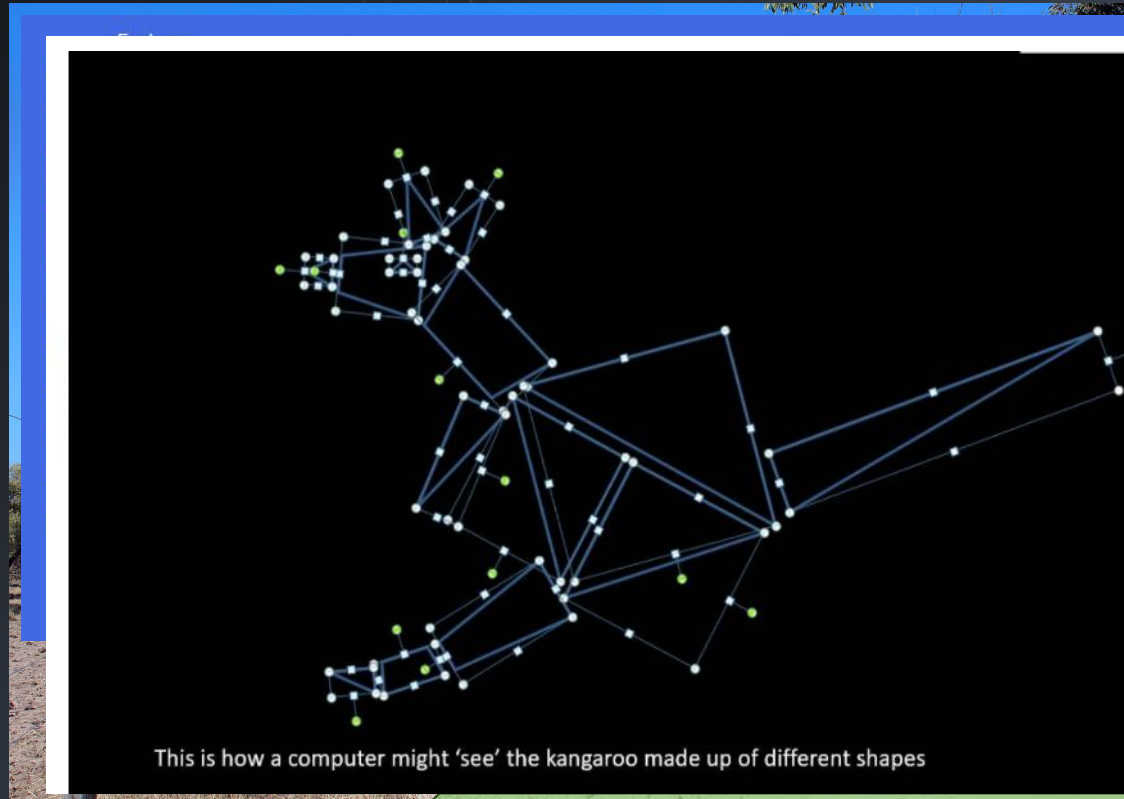
Let's Draw!



# Data representation (Yr 3-4)

## Years 3-4

Represent same data in different ways depending on the purpose



**LESSON:** HOW CAN AN AI RECOGNISE WHAT IT SEES?

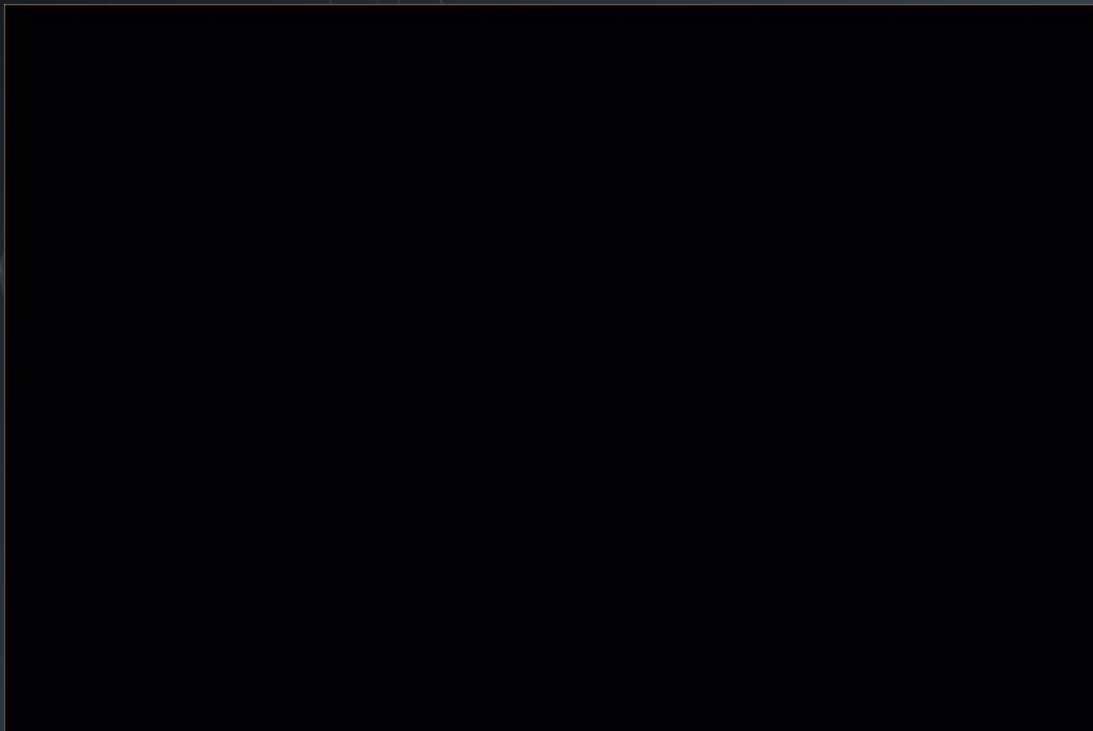
(Years 3-4)

# Data representation (Yr 3-4)

## Years 3-4

Represent same data in different ways depending on the purpose

Animate an object using slide presentation software.



**LESSON:** HOW CAN AN AI RECOGNISE WHAT IT SEES?

(Years 3-4)

# Data representation (Yr 3-4)

## Years 3-4

Represent same data in different ways depending on the purpose

For an AI, the same data represented in different ways is critical.



Images: Pixabay

**LESSON:** HOW CAN AN AI RECOGNISE WHAT IT SEES?

(Years 3-4)



# Data representation (Yr 3-4)

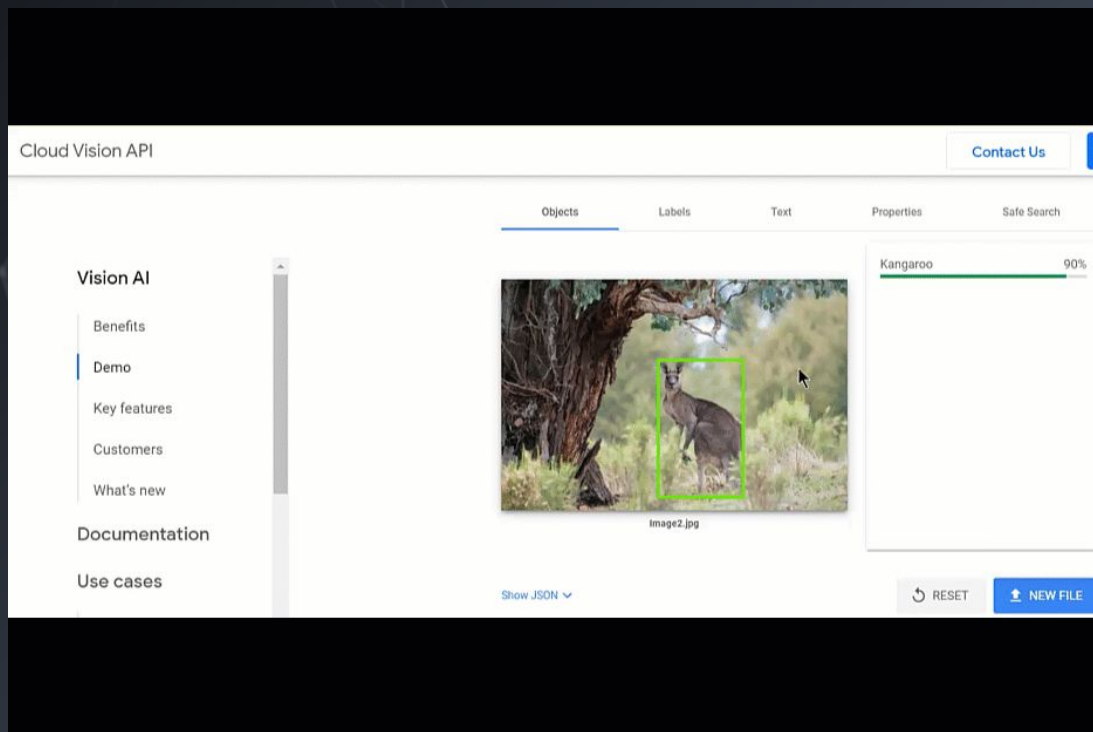
## Years 3-4

Represent same data in different ways depending on the purpose

### Google Vision API



Images: Pixabay



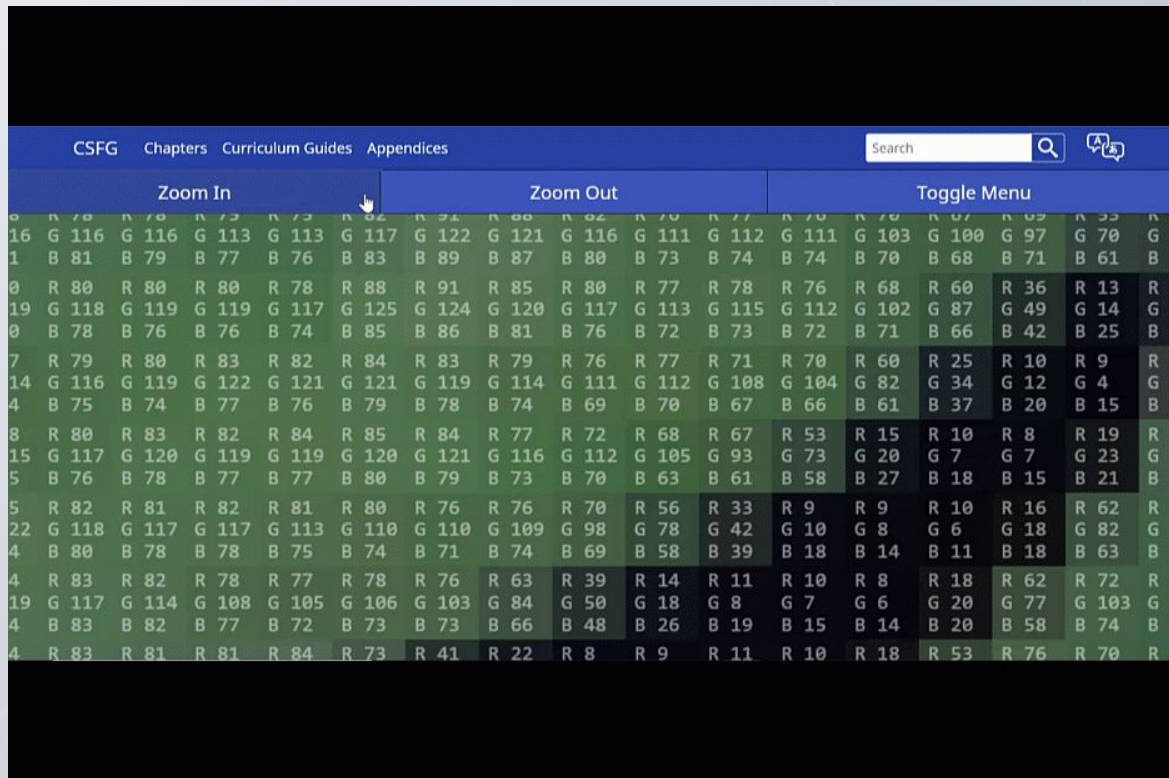
**LESSON:** HOW CAN AN AI RECOGNISE WHAT IT SEES?

(Years 3-4)

# Image recognition: pixel colour patterns

What is  
happening here?

What do you  
notice?



# Image recognition: pixel patterns (Yrs 5-6)

How might an AI 'see this butterfly?'

Students can create pixel image of an object representing colour by whole numbers.



# Data representation (F-6)

## Years 5-6

Represent data using whole numbers

### Code studio

Take a step further with shades of B&W

Two bits per pixel  
00, 01, 10, 11

(black, dark grey, light grey, white) (4)

C O  
D E

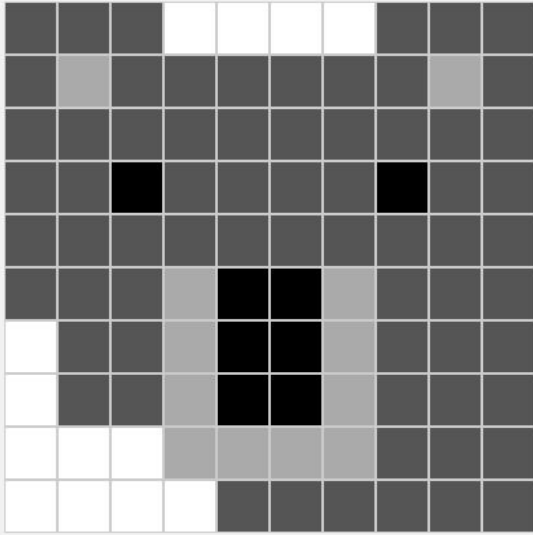
Lesson 3: Color Pixelation Tutorial

Image width: 10

Image height: 10

Bits per pixel: 2

Binary: ☒ Hexadecimal: ☐



```
0000 1010
0000 1010
0000 0010
01 01 01 11 11 11 11 01 01 01
01 10 01 01 01 01 01 01 10 01
01 01 01 01 01 01 01 01 01 01
01 01 00 01 01 01 01 00 01 01
01 01 01 01 01 01 01 01 01 01
01 01 01 10 00 00 10 01 01 01
11 01 01 10 00 00 10 01 01 01
11 01 01 10 00 00 10 01 01 01
11 11 11 10 10 10 10 01 01 01
11 11 11 11 01 01 01 01 01 01
11 11 11 11 11 01 01 01 01 01
11 11 11 11 11 11 01 01 01 01
```

Readable format

Raw format

Start Over

Save Image

Actual size: ☐





How does an AI represent  
data?

# Input

- Generally binary input data

# Output

- Generally one or more floating point outputs in the range of 0 to 1
- Confidence values
- These can be rounded to the nearest 1 or 0, which leads to a classifier

# Input



## B/W matrix

This image is a 7x5 matrix of black and white pixels

Each pixel represents a bit: 0 or 1



## Binary representation

The image can be represented as binary



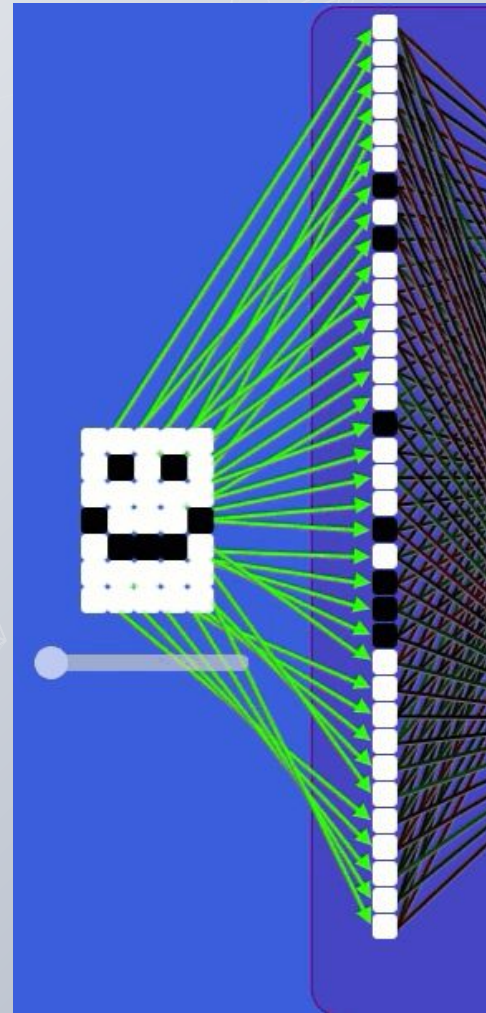
00000  
01010  
00000  
10001  
01110  
00000  
00000



## B/W matrix

The rows of 5 bits can be connected into a 35 bit binary number

Smiley = 00000 01010 00000  
10001 01110 00000 00000



## Binary representation

The binary representation is preferred over a decimal representation, as binary more closely resembles the image.

By looking at the binary number, we can actually see the picture



000000  
010100  
000000  
100010  
011100  
000000  
000000

## Decimal representation

The decimal representation is fairly disconnected from the original image.

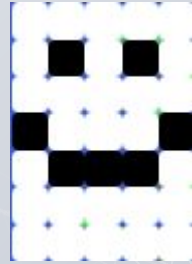
Leading zeroes are lost.



336115712

## Binary Representation

With this approach, we can represent any B/W picture as binary numbers



Happy



Sad



Surprised



Angry

## Binary representation Activity

What is the binary representation of the 'Surprised' emoji?



00000  
01010  
00000  
01110  
10001  
01110  
00000

00000 01010 00000 01110 10001 01110 00000



This approach is not limited to pixel graphics. We can also represent words in binary.

Let's explore home automation

Image CC-BY-SA NDB Photos ([Wikimedia Commons](#))

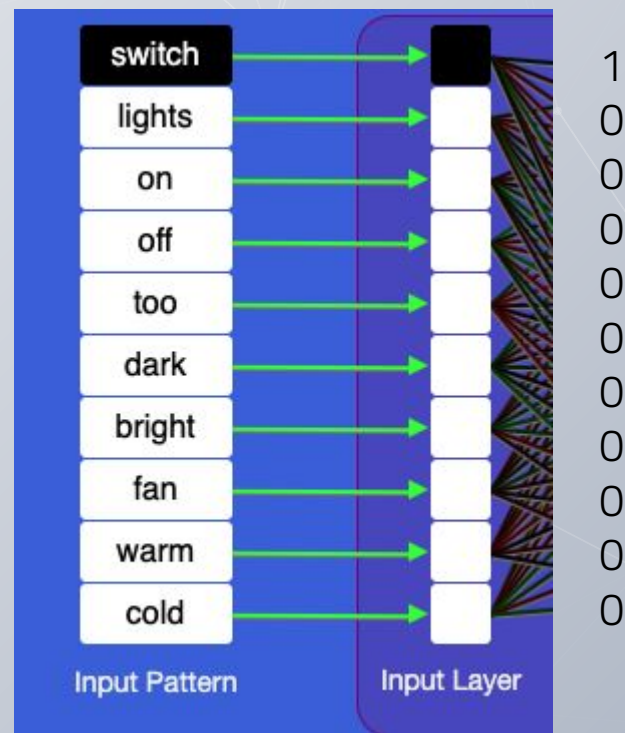


# Home automation

Entire words can be represented  
in binary

In this AI ...

'Switch' is 10000 00000

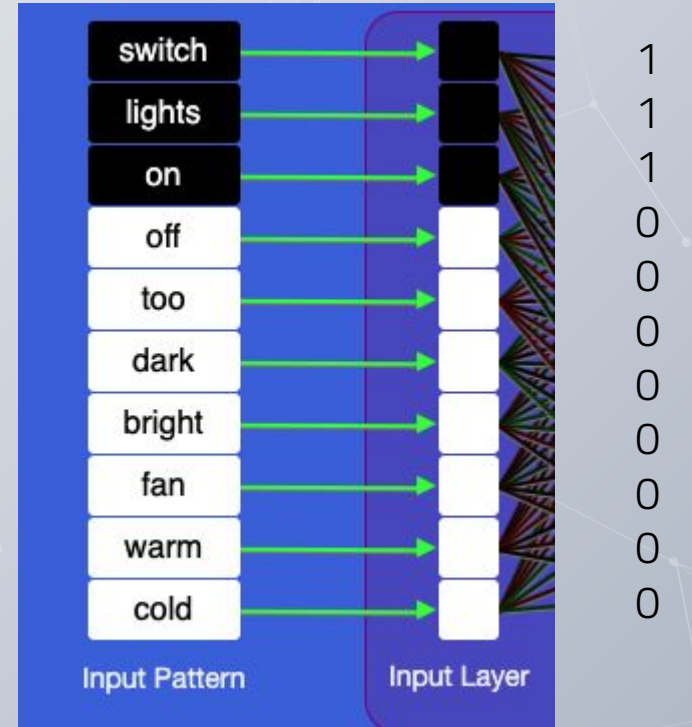


**LESSON:** Home automation

(Years 5-6)

**In this AI ...**

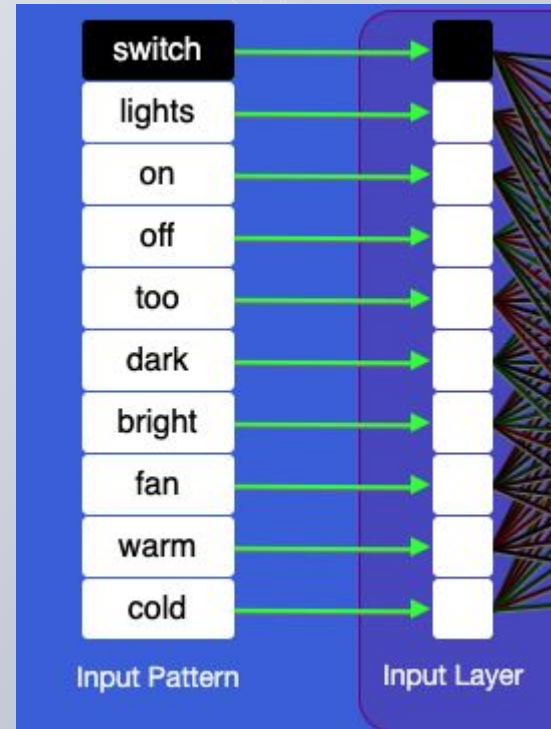
'Switch lights on ' is 1 1 1 0 0 0 0 0 0



Note that in a primary environment we **don't** want to convert each individual character into its Unicode representation

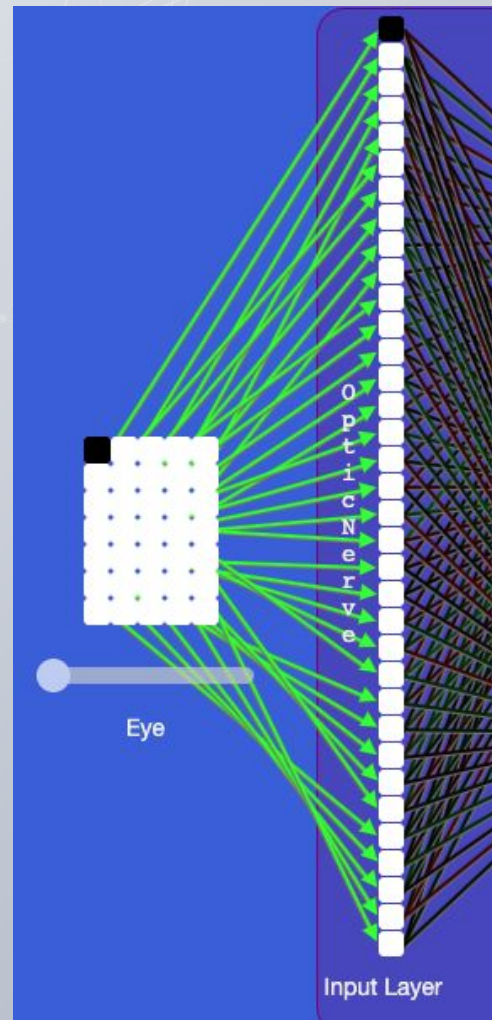
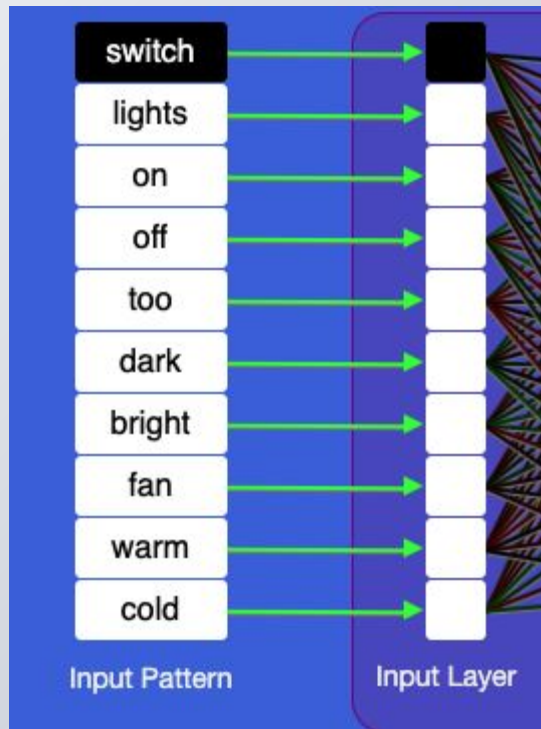
switch= 0073 0077 0069 0074  
0063 0068

YIKES !



# Ultimate Equality !

It does not matter for the AI whether a bit represents a word or a pixel







**Output**

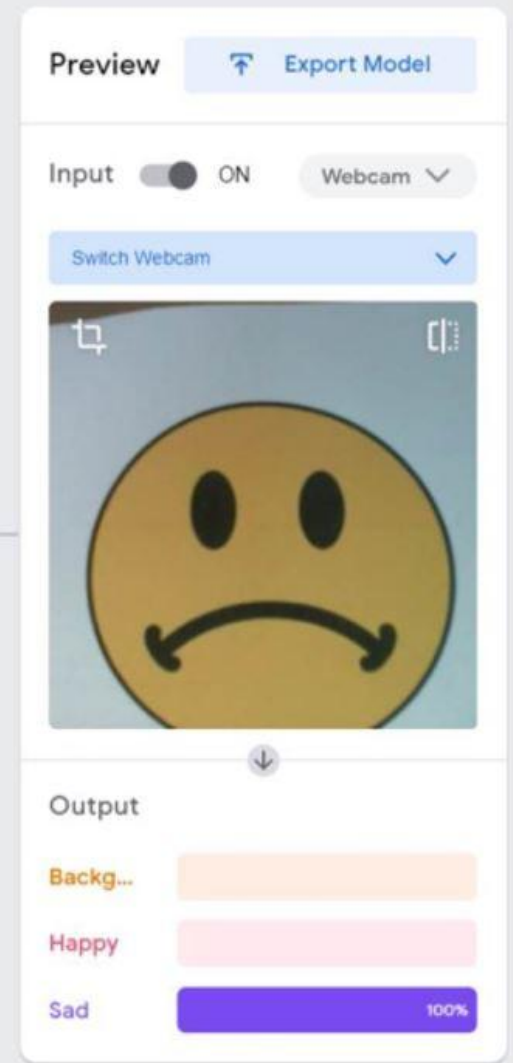
# Classifier

At its output, the AI tells us into which bucket (class) an object most likely belongs.

In this example, the AI believes that the image shows a sad face.

**LESSON:** Can AI guess your emotion?

(Years F-4)



## Confidence

The AI can also tell us how likely it is that the input belongs to a certain class.

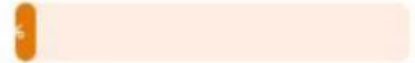
Here, the AI is 17% certain that this is a happy face, but 78% that it is a sad face.

Preview this model live



Output

Backgr...



Happy

17%



Sad

78%



## Confidence issues


The AI can be confident, but still be wrong.

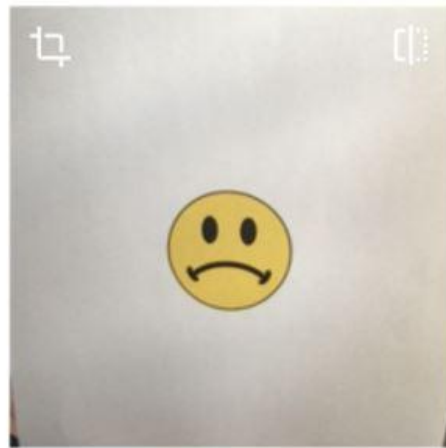
Here, the AI is 93% confident that it sees a happy face, yet it is wrong.

Our AI model has a problem.

Preview this model live

Input: ☒ ON

Webcam 

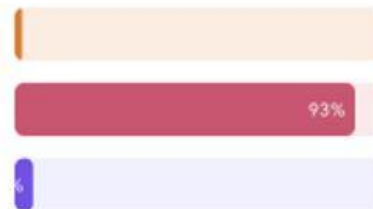


Output

Backgr...

Happy

Sad

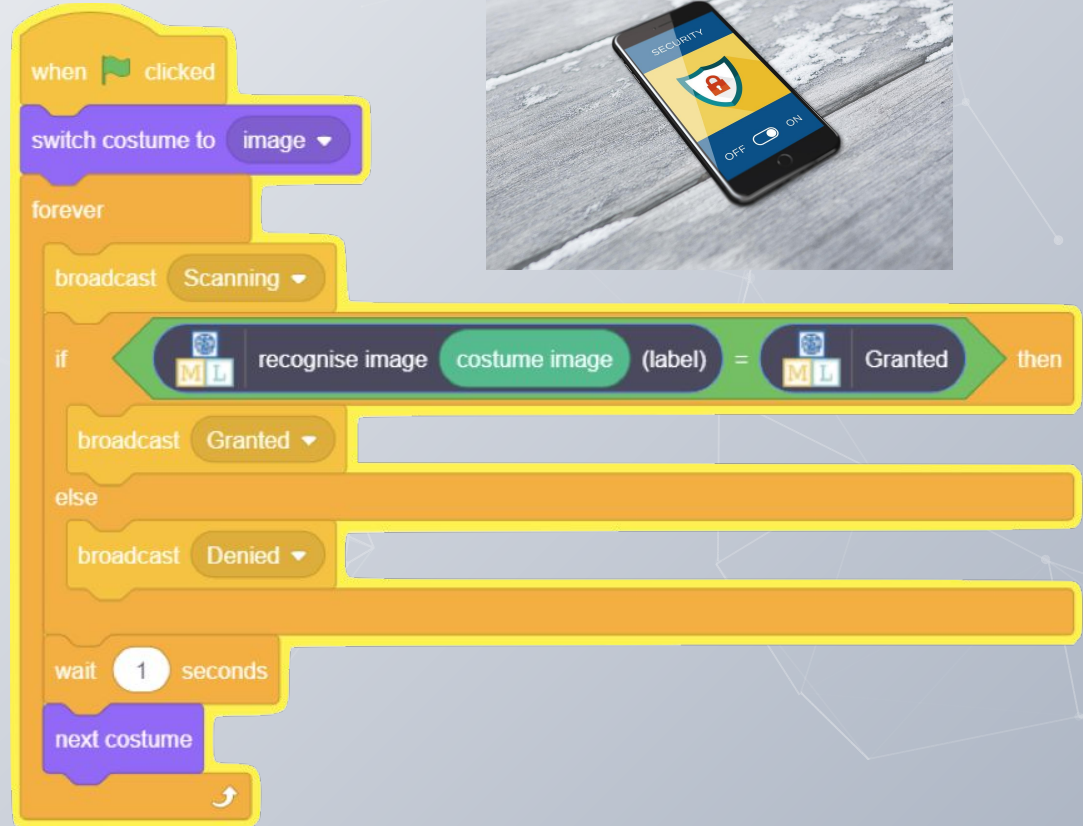




## Doing stuff

The output from the AI can be used in a visual program for decision making.

Example code: face recognition on a smartphone.

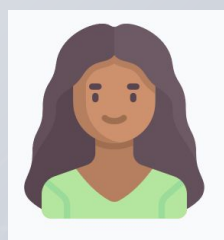
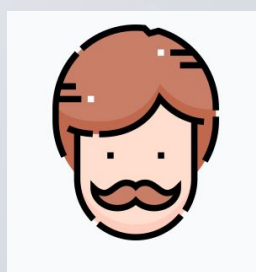
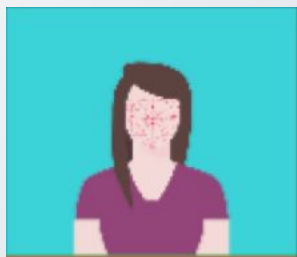




# Buckets (classifying the data)

## Denied

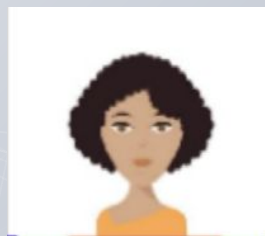
These faces will not be granted access to the phone



Source: Flaticon

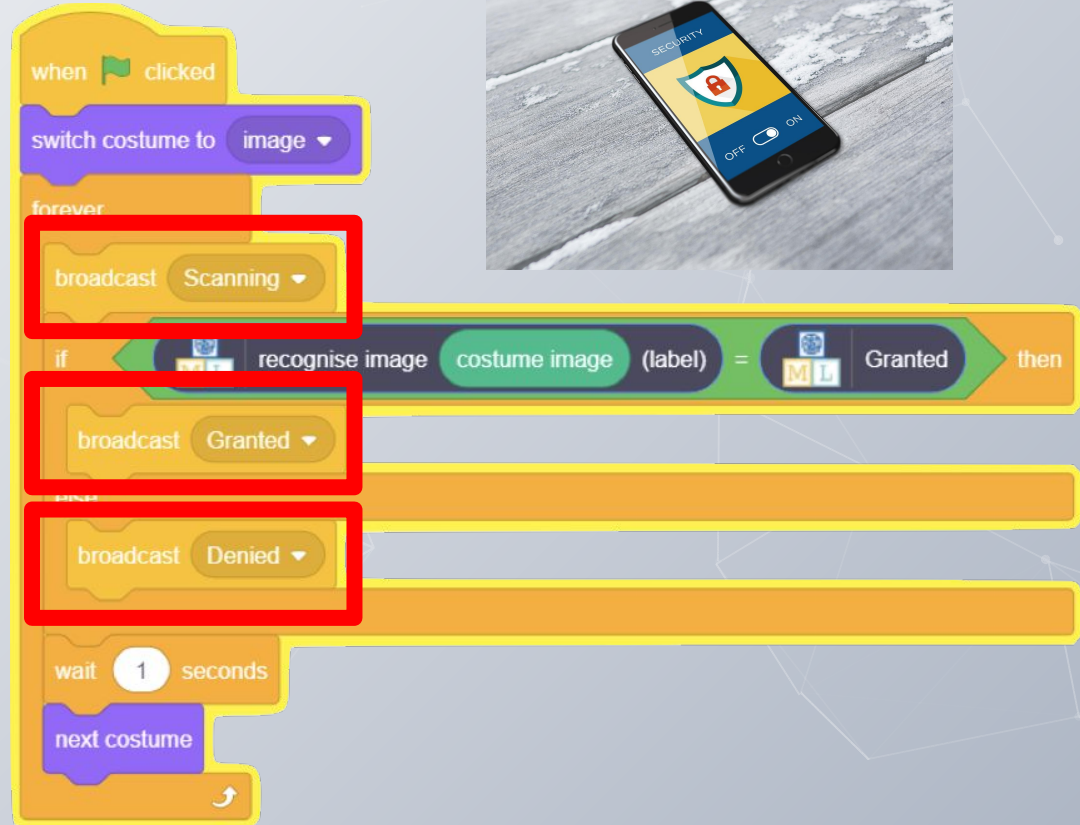
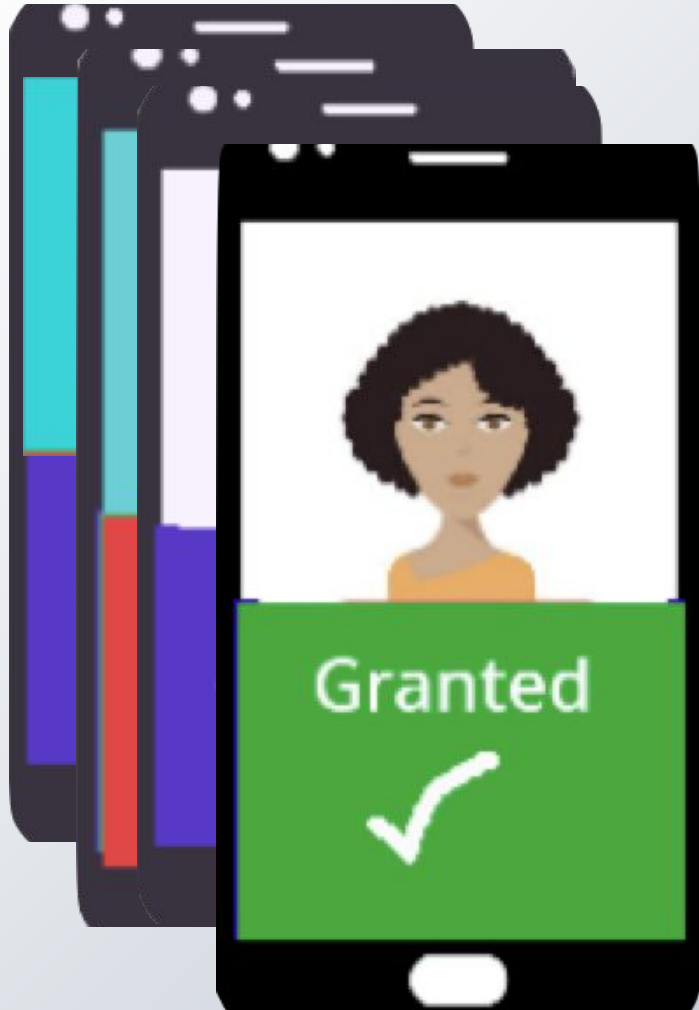
## Granted

This face only will be granted access to the phone

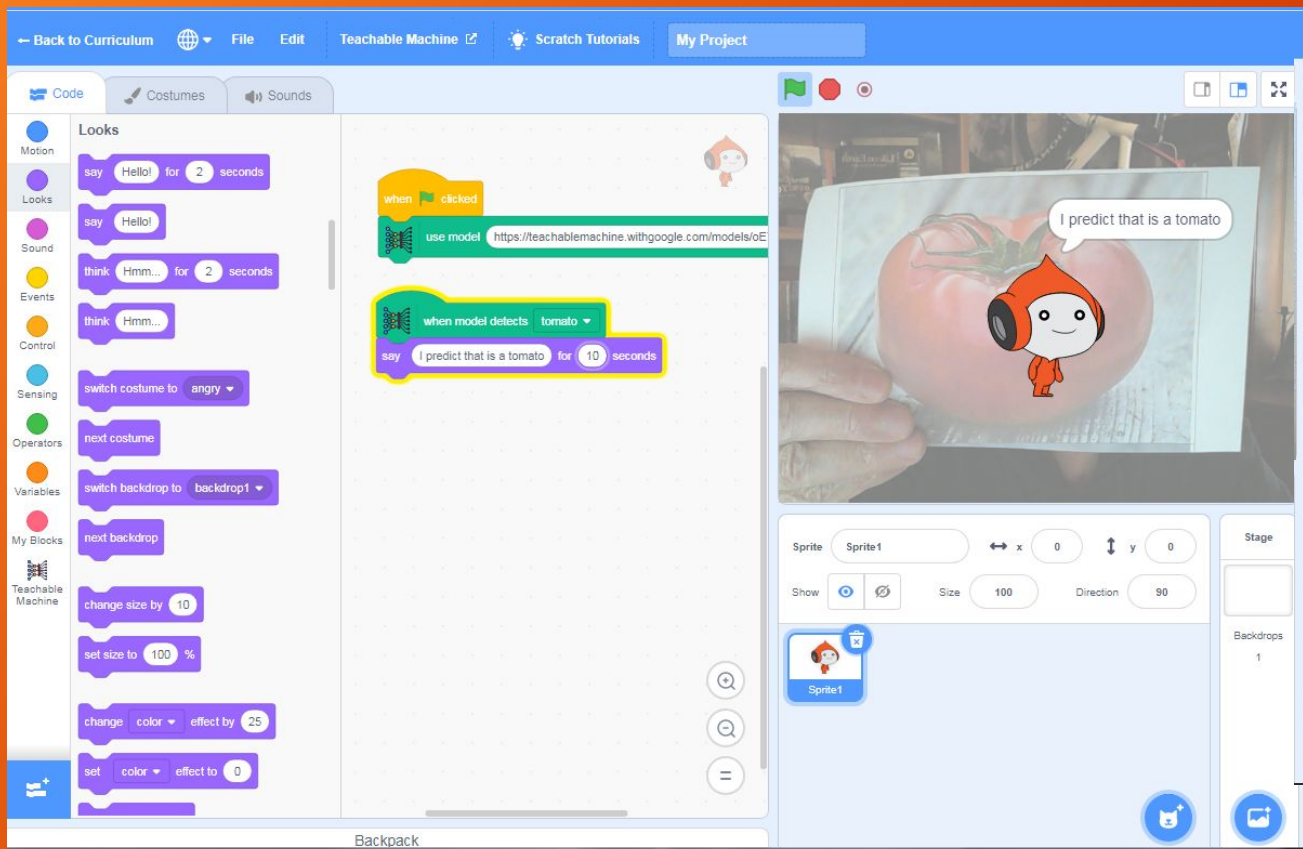


**LESSON:** Smartphone Security

(Years 5-6)



# A new version of Scratch that is AI compatible!



Paste the model's unique URL.

Add some code blocks and you are away.

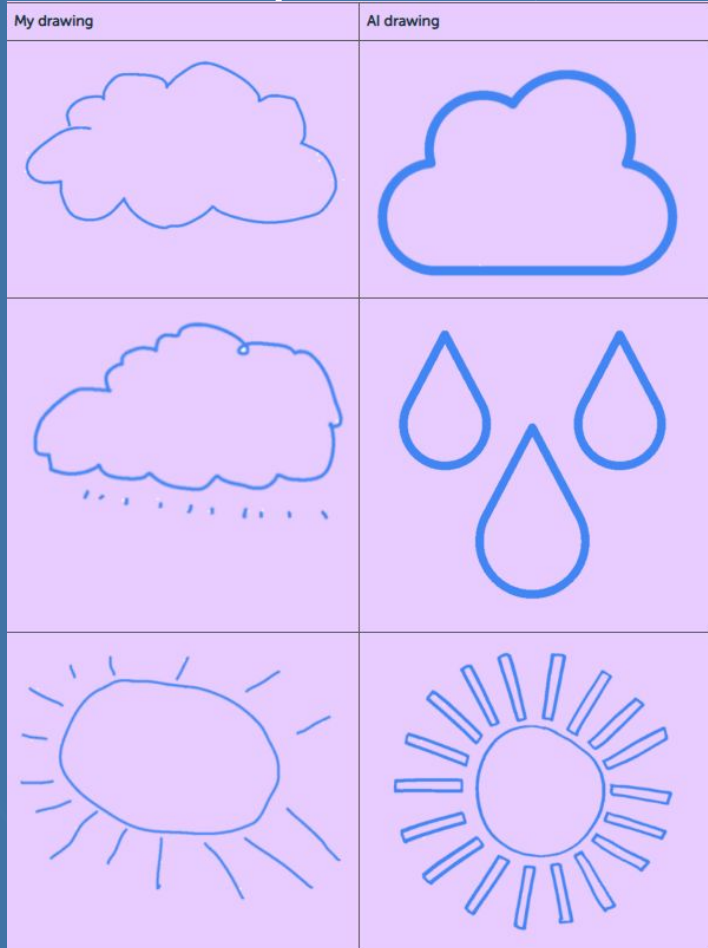
It is that simple!

<https://mitmedialab.github.io/prg-extension-boilerplate/create/>

# Assessment

Artificial Intelligence is a rich field for assessment opportunities. Here are a few examples in the core concept areas of data, algorithms and implementation

# Data representation (F-2)



They use digital systems to represent simple patterns in data in different ways.

Draws symbols to represent weather

Compares to AI drawing

Describes main features of their representation.



# Data representation (3-4)

TASK: Create an AI model that can be used to solve a problem

Represent same data in different ways depending on the purpose

Collects data; does the data include same data presented in different ways? How have they classified the data?

Explains their selection of data and why they chose it.

Describes how well the model works and gives reasons.

# Data representation (5-6)



TASK: Demonstrate what an AI might see an object using whole numbers to represent patterns.



They represent data using whole numbers

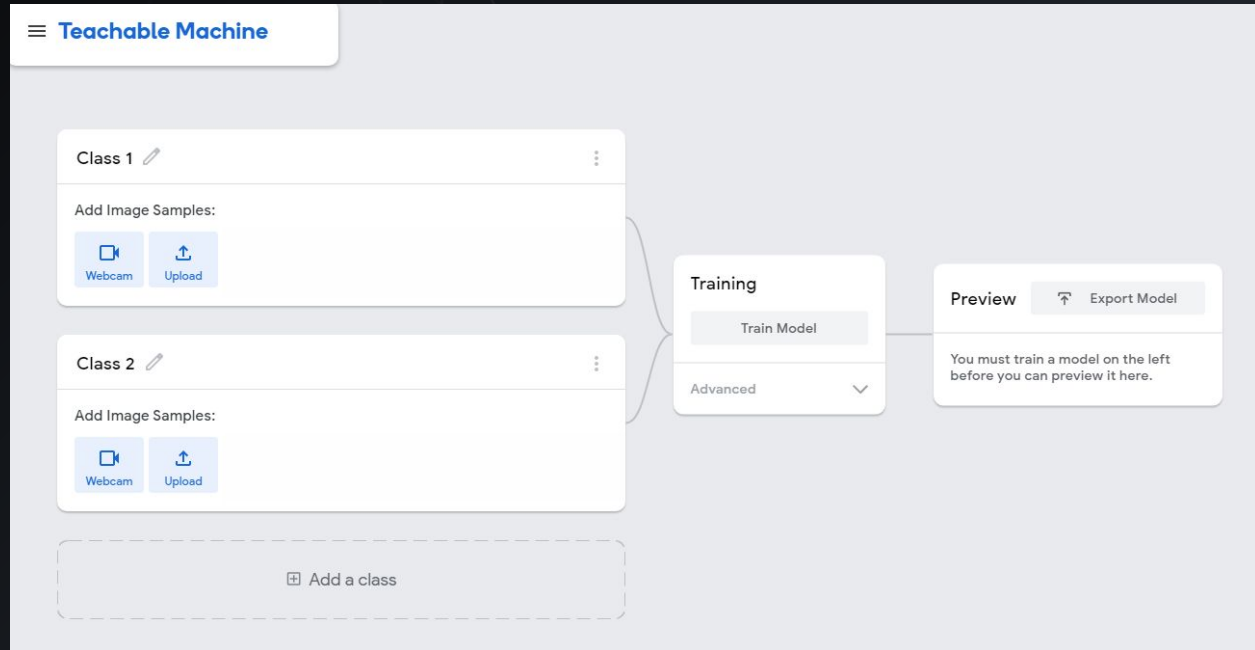
Uses 1 and 0 to represent black and white in pixel drawing.

Automates process using spreadsheet and conditional formatting.

Creates a recognisable representation of an object.



**You can use  
teachable  
machine to  
discuss digital  
systems**



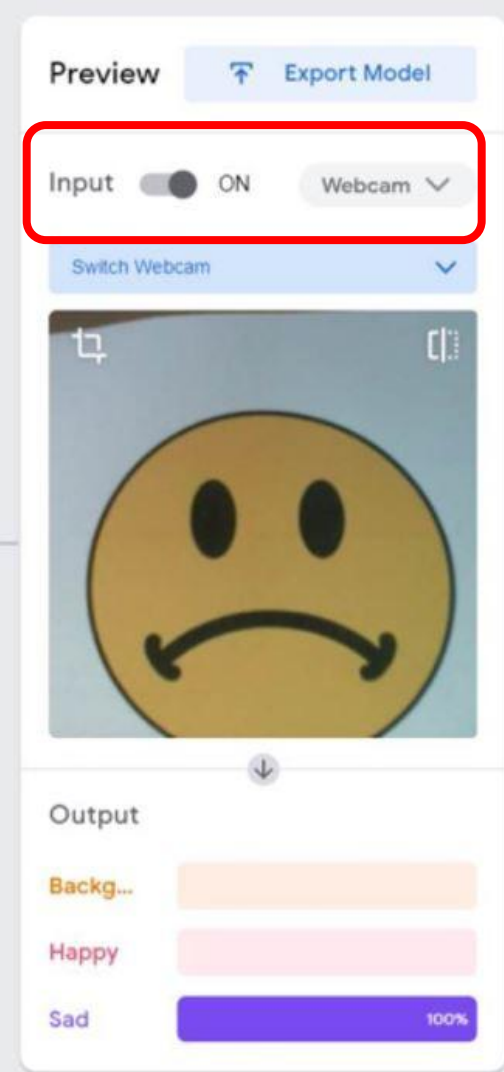
# Digital systems

Interact with digital systems

**Input:** Webcam  
(peripheral)/inbuilt camera

**Process:** Teachable machine  
(Software/application)

**Output:** Screen display



**LESSON:** Can AI guess your emotion?  
(Years F-4)

# Cliffhanger ...

Join us next week, when Martin and Karsten make machine learning models and get stuck into bias and all sorts of emojis from Mars ...

POLL pls let us know how we did in meeting your needs



**DIGITAL  
TECHNOLOGIES  
HUB**