







micro:brush

Anonymous Authors



Goal:

Provide an intuitive foray into concepts of Artificial Intelligence Use micro:bit as an interactive tool for exploring basic AI

Plan:

How can a computer recognize images? Visualize how a computer understands the concept of "similarity" Show how similarity can be used to form a simple classifier Demonstrate ideas of data preprocessing and augmentation

k-Nearest Neighbors (*k*-NN) is a way of predicting a new object's identity using previously identified examples.

We start by finding the *k* previous examples most closest to the new one according to the chosen measure of similarity (see previous section)

How do computers see "similarity"?



Steps:

- 1. Rotate images to have same initial direction
- 2. Rescale rotated images to same size
- 3. At each point in time, compute axial distances (shown in red on the right)
- 4. Average distances across time to yield *dissimilarity*



These *k* most similar examples, known as the "nearest neighbors" (shown above), each vote that the new object has the same identity as themselves.

Tallying up each neighbor's vote, we determine which such vote was the most popular (i.e. we take a "majority vote"). We then use this vote to predict the identity of the new object.



- A PC to stream positional data to



micro:brush (software)

- Use 2 Micro:Bit sensors
 - Accelerometer Senses the Earth's gravity vector
 - Magnetometer Senses the Earth's magnetic Field vector
- Sensors are read 30 times per second



- Stroke data derived from orientation of Micro:Bit
- Two angles used:
 - Pitch angle: Computed using accelerometer
 - Heading angle: Computed using magnetometer





