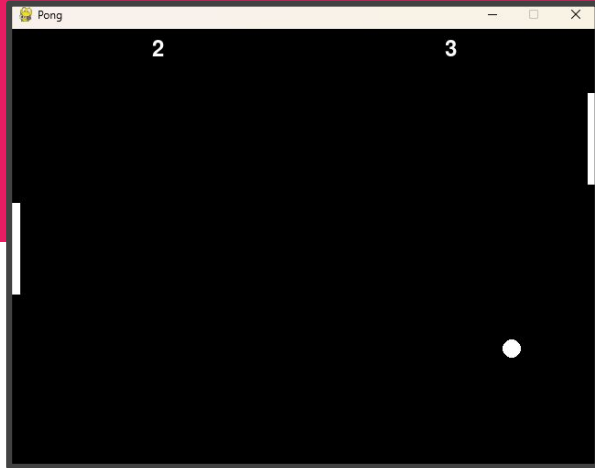


# Neural Networks & Pong



Im InfoLab Saar

# Wo wird AI verwendet?

# Was ist AI?

# Was ist AI?

---

**Versuche “das Richtige”  
zu machen...**

**...mit dem was du weißt**

# Anwendungsbeispiele NNs

# Image Generation

— — —  
*“A Boston Terrier jedi holding a dark green lightsaber, photorealistic”*

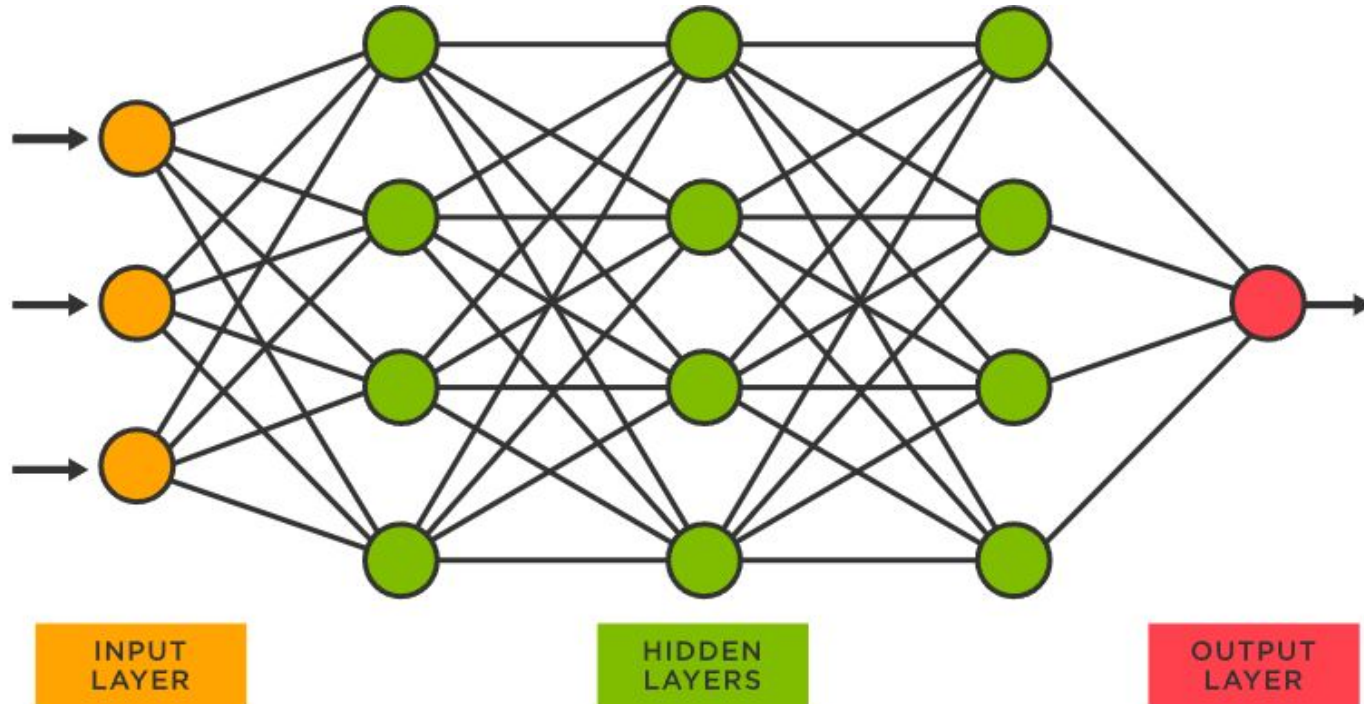


# Drag Your GAN

# Was ist ein Neural Network?

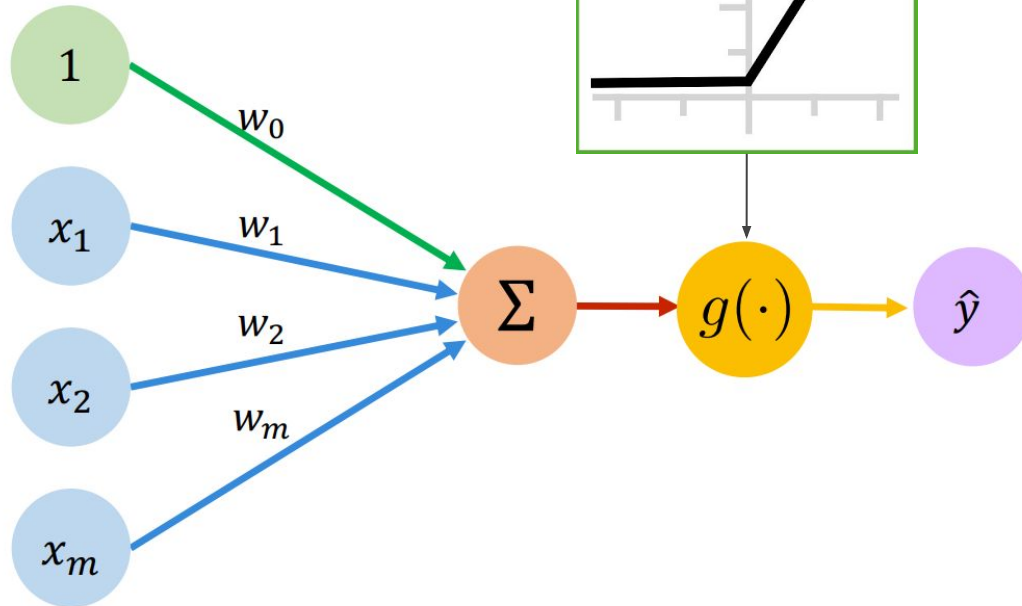


# Was ist ein Neural Network?



# Ein einzelnes "Perceptron"

---

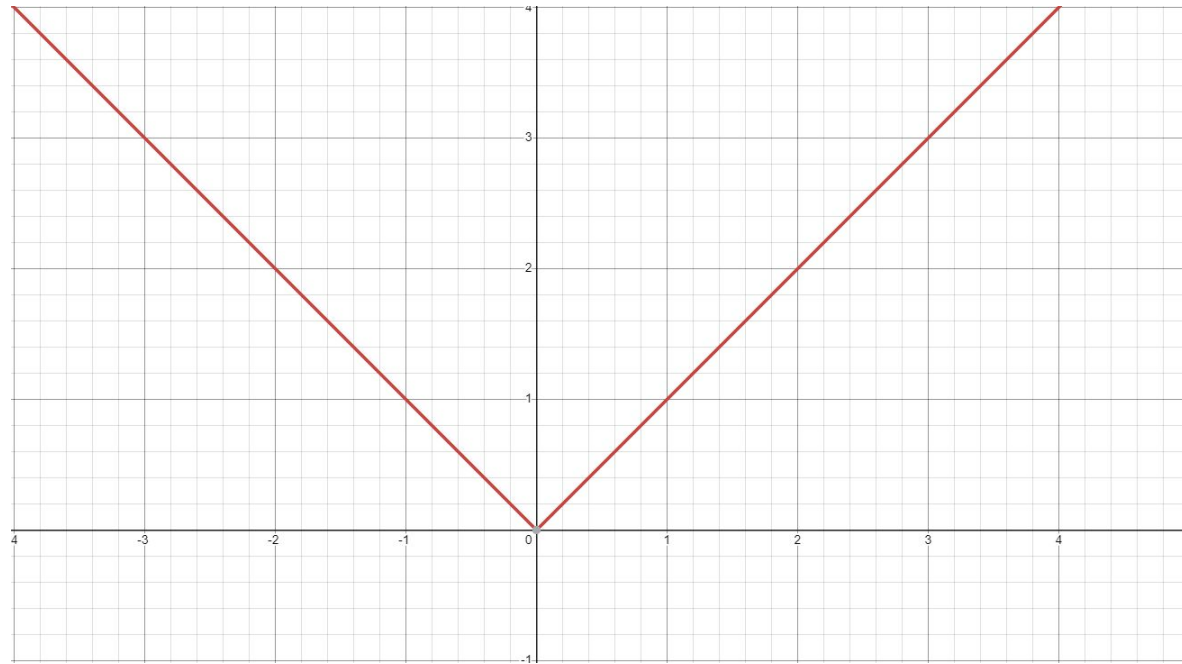


<https://www.geogebra.org/calculator/cage2t6v>

# Wie trainiert man ein Neural Network?

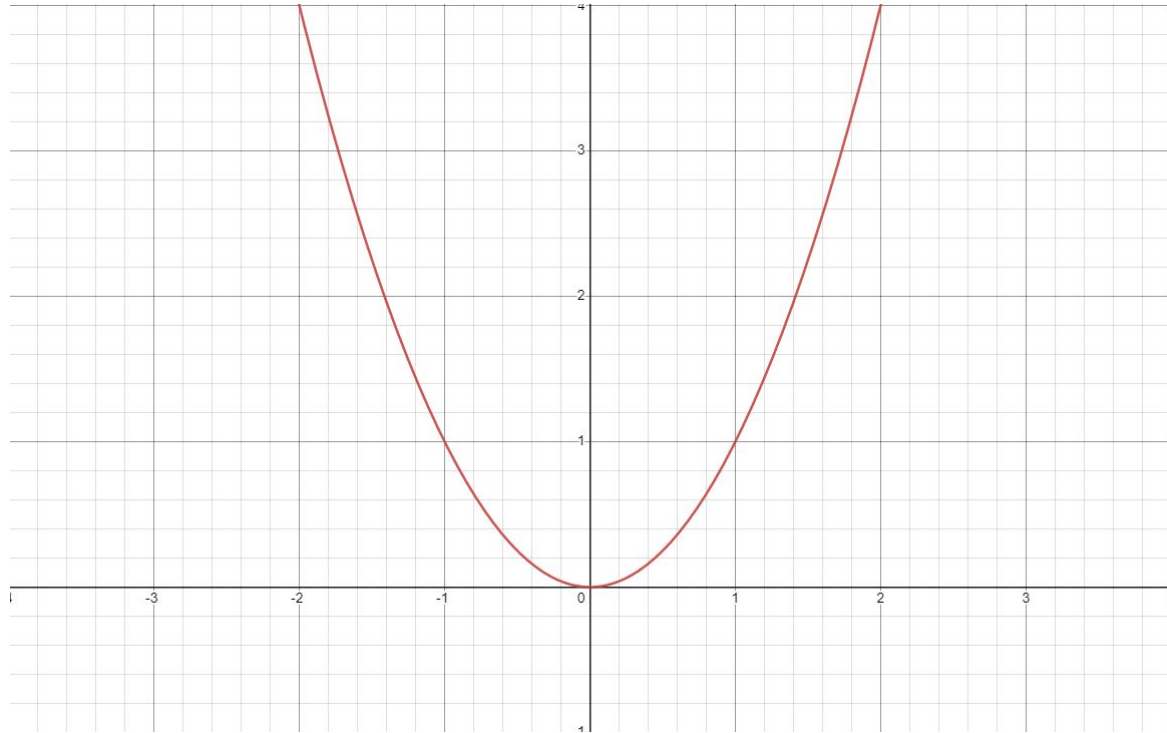
# Loss: Absoluter Loss

---

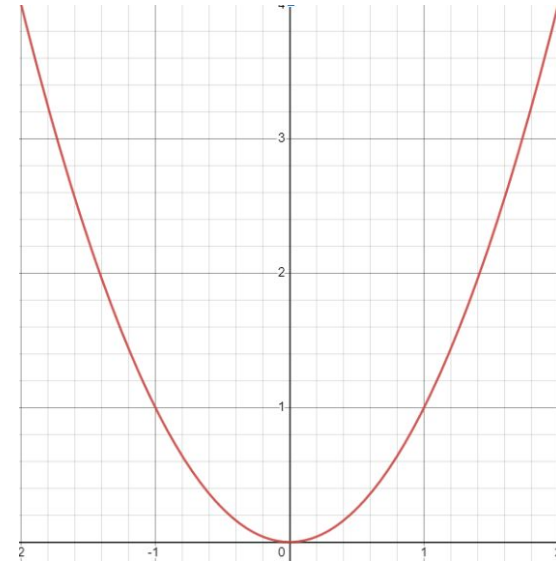
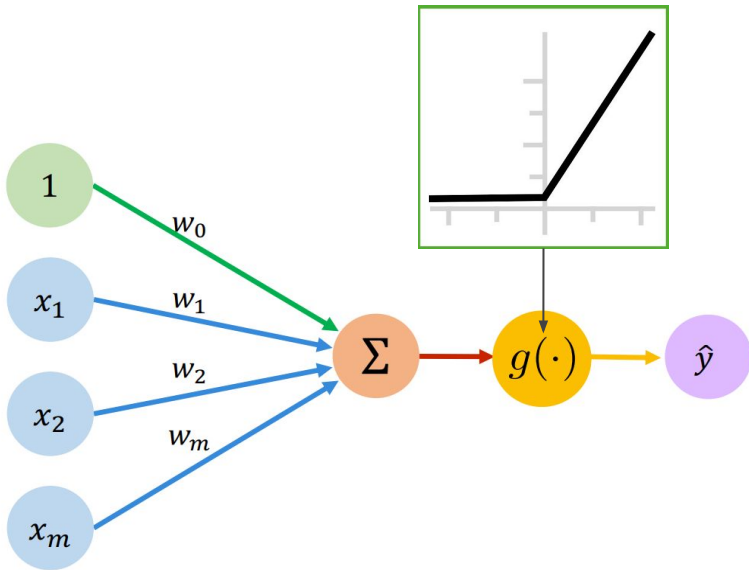


# Loss: Squared Loss

---



# Loss minimieren $\leftrightarrow$ Weights Optimieren



Inputs    Weights    Sum    Non-Linearity    Output

<https://www.geogebra.org/calculator/jbvckv5j>



# AI vs. Neural Network?

Sind AI bzw. Neural Networks Algorithmen?

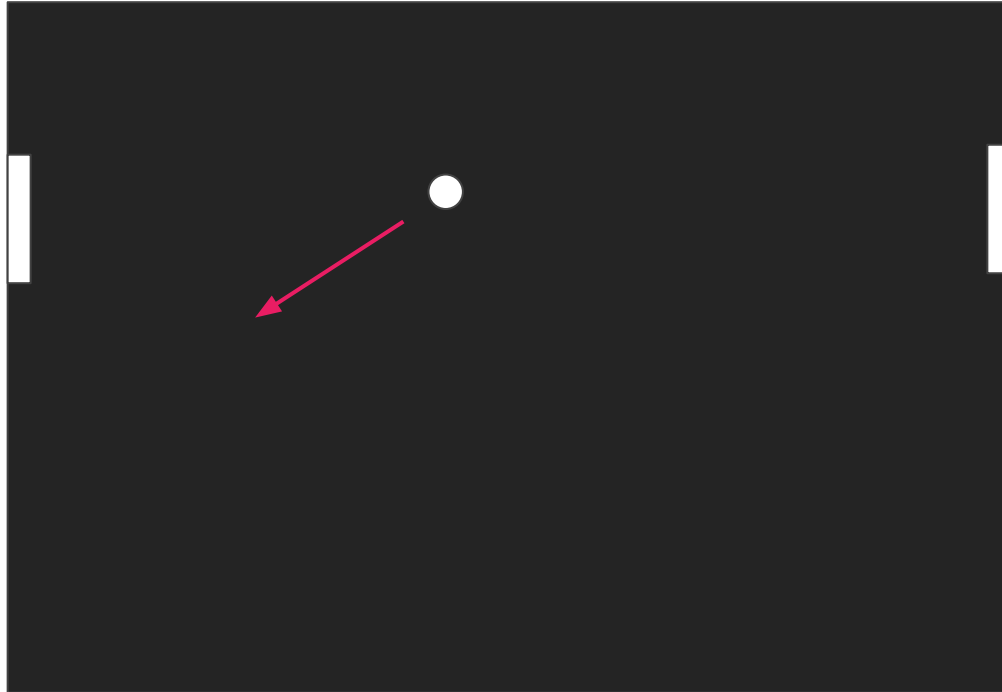
# Tensorflow Playground

Important factors: classification task, inputs, width and depth

Pause!

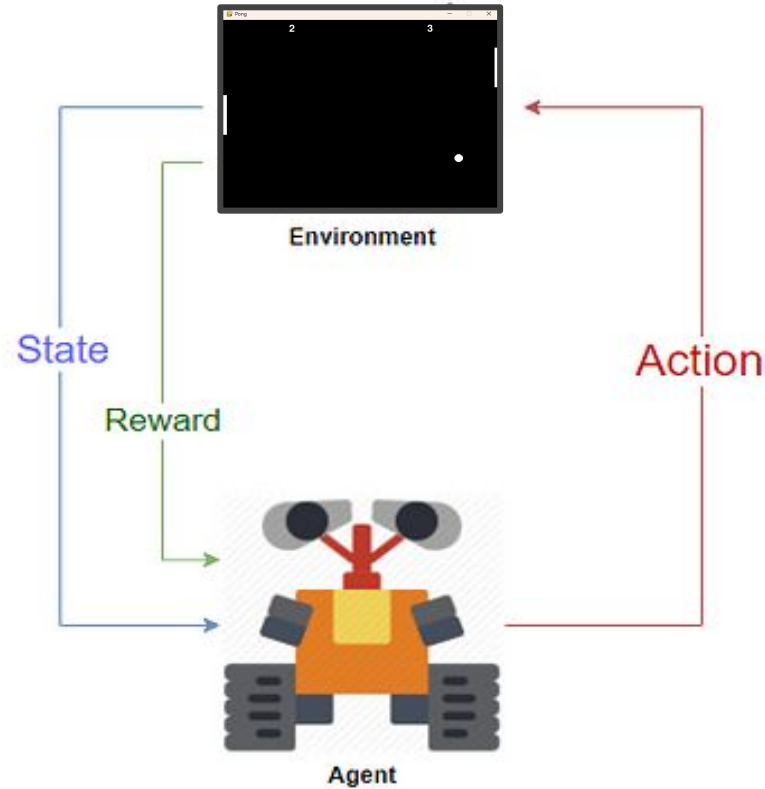
# Jetzt zu Pong!

---



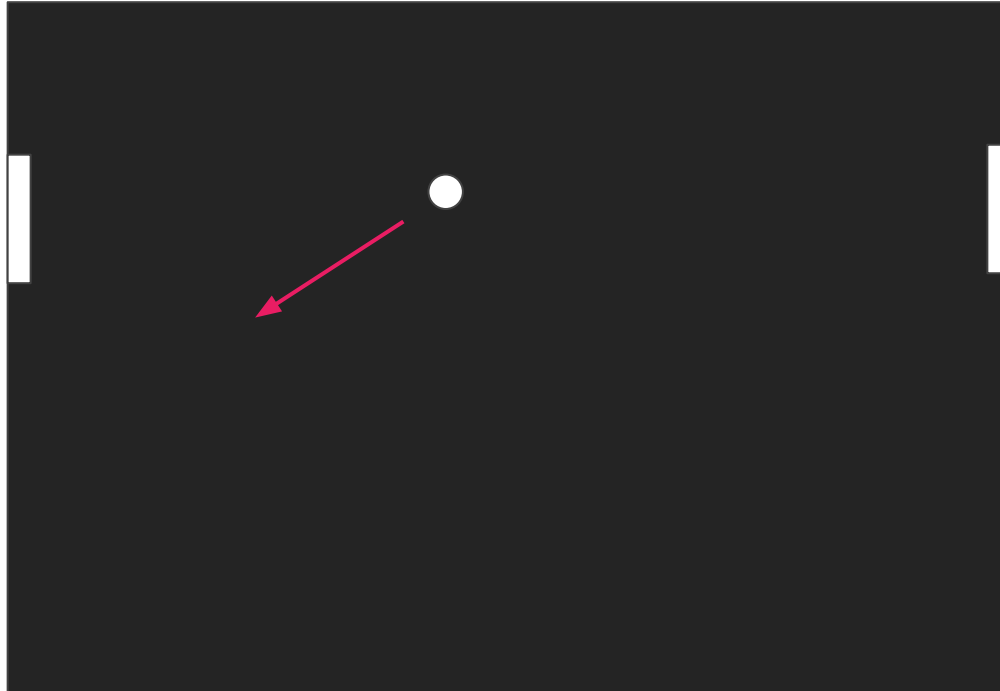
# Reinforcement Learning

-----



# War das gut? - Vorher

---



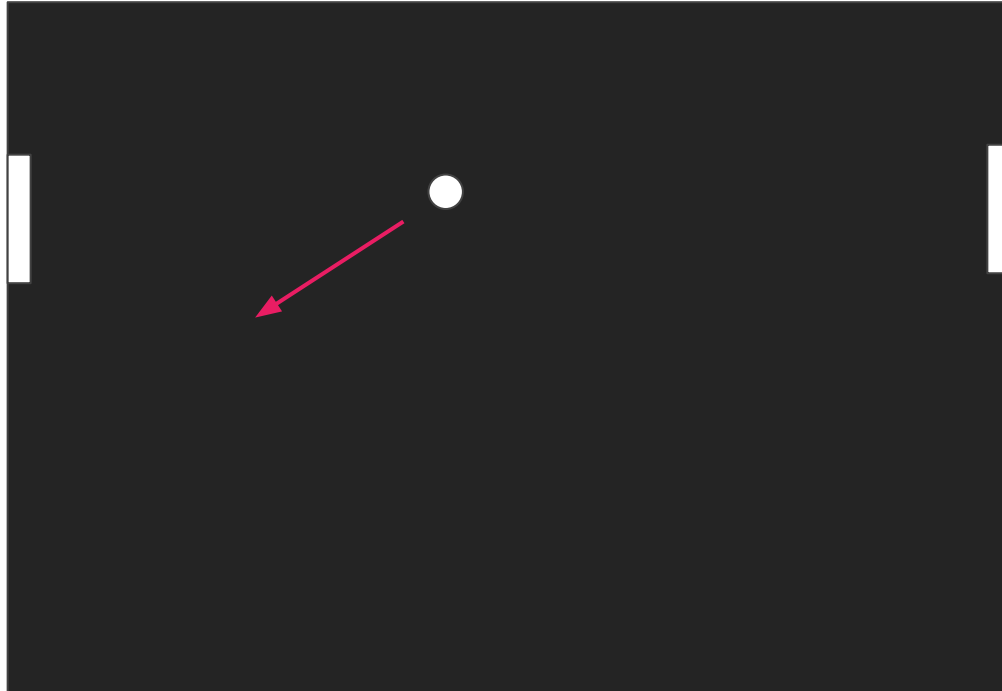
# War das gut? - Nachher

---



# War das gut? - Vorher

---





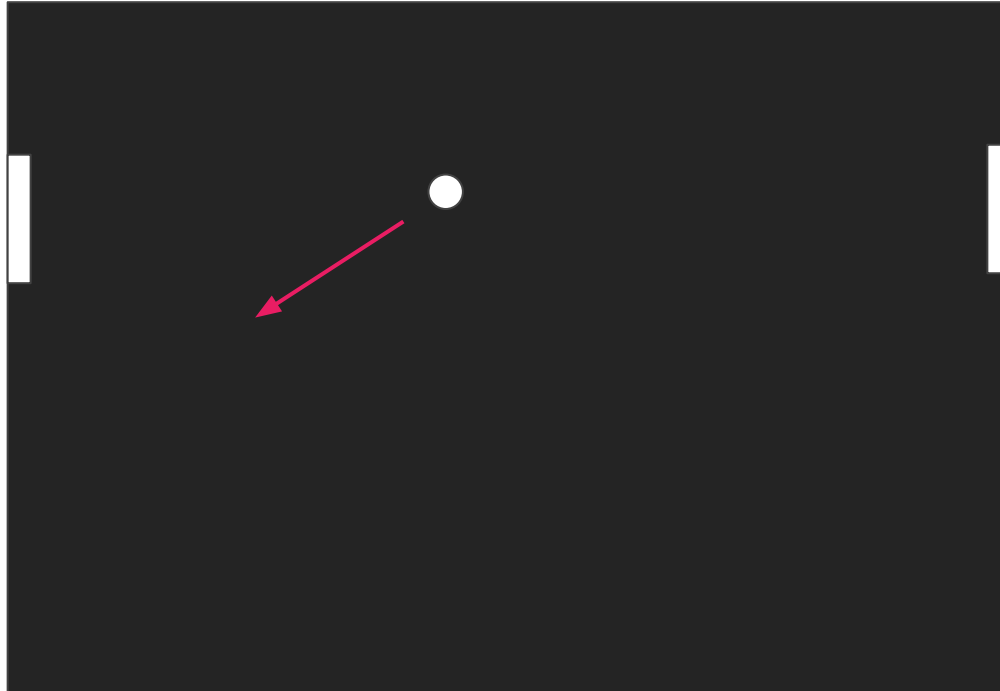
# War das gut? - Nachher

---



# War das gut? - Vorher

---



# War das gut? - Nachher

---



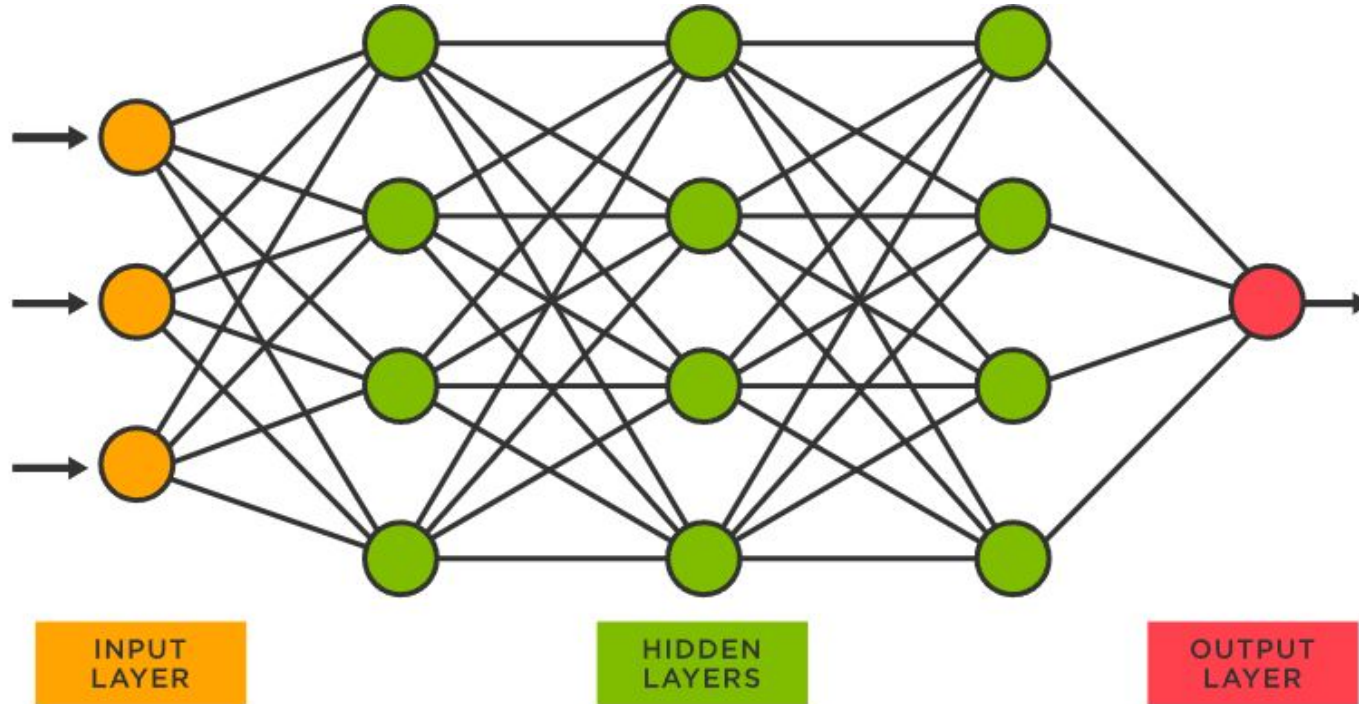
# Tabular Reinforcement Learning

---

<b>r_up</b>	<b>r_down</b>	<b>r_nop</b>	<b>x</b>	<b>y</b>	<b>dx</b>	<b>dy</b>	<b>paddle_y</b>
30	100	50	200	200	-10	0	0
-10	100	95	400	50	-5	-5	500
10	-50	-40	20	80	-4	-3	50

# Deep Reinforcement Learning

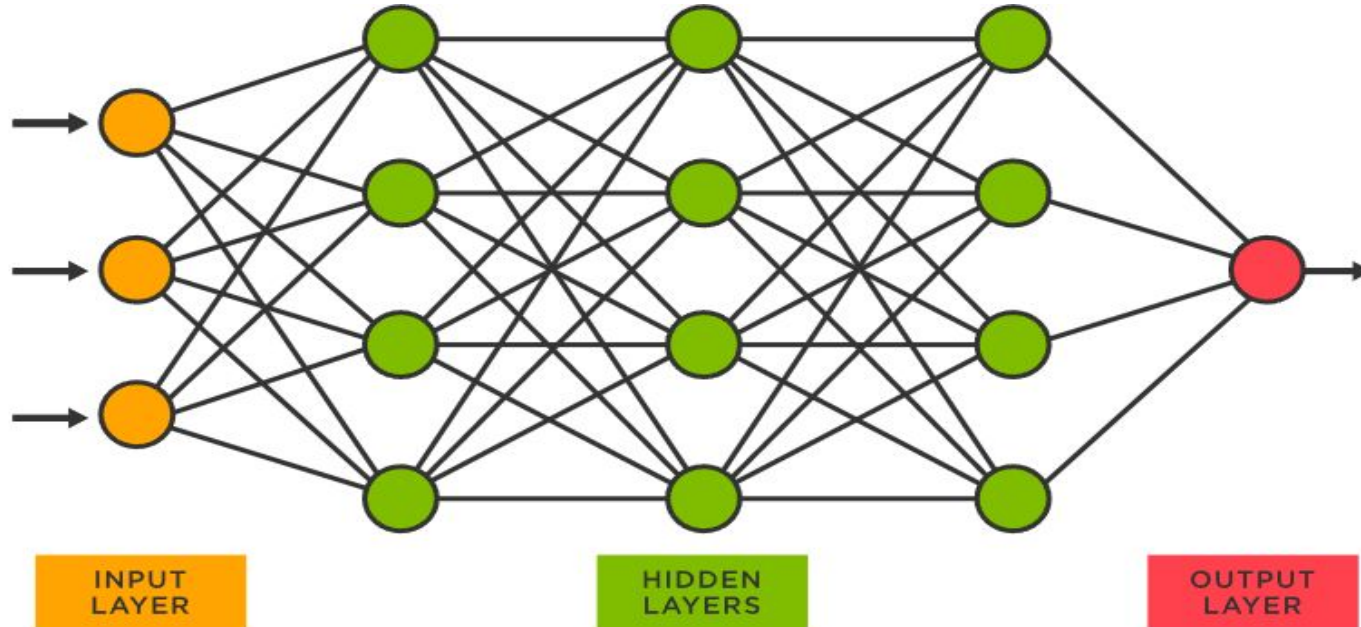
---



# Wie muss das Netzwerk aussehen?

---

r_up	r_down	r_nop	x	y	dx	dy	paddle_y
------	--------	-------	---	---	----	----	----------



# Lets implement it!

Notebook Funktionen, Invincibility, Training Time

# Koordinatensystem des Spiels

