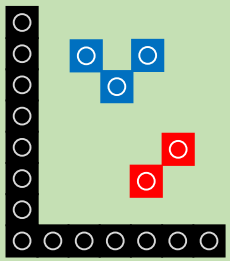


Machine Learning



rick y rick

Part 1

www.MachineLearningBrickByBrick.com

Forthcoming book

Machine Learning Brick by Brick:

Using LEGO® to Teach Concepts, Algorithms, and Data Structures

(ISBN: 978-1912636105)

www.MachineLearningBrickByBrick.com/LegoML-Part1.pdf

Binary numbers

1
10
11
100
101
110
111
1000
1001

Decimal numbers

0 2 3 4 5 6 7 8 9 1

Floating point numbers

128.99507

Floating point rounding

128.995

100110111111110

Bit string

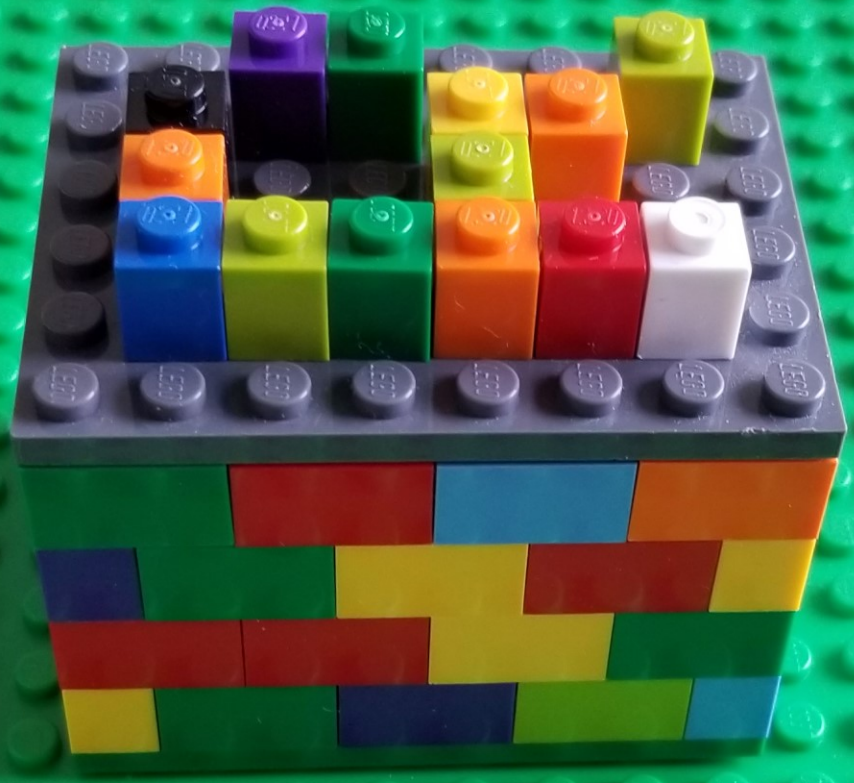
Bitmap

```
1001101111111101
0000100001111110
1111110111000000
0000000000000000
0000000011110000
1111000000011100
1101010101011001
0000000011100110
```

We build a box with a hole and …

… put decimal numbers there.

We close the box with a decorated panel where R means Random.



We built a random number generator…

We take out a digit after each toss and get the first number.

The second number also has 1 (black) as the last digit.
Was it an anomaly?

The third number is different.

Continued with Part 2