



UNIVERSITÀ  
POLITECNICA  
DELLE MARCHE



# Università Politecnica delle Marche

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**My research papers:**

[https://www.researchgate.net/profile/Lorenzo\\_Cesaretti/research](https://www.researchgate.net/profile/Lorenzo_Cesaretti/research)





LAND of:

- Poets (Leopardi)
- Teachers (Montessori)
- Painters (Raffaello Sanzio)
- Shoes & Fashion (Tod's)
- Food & Wine (Verdicchio)
- Saints





# Laboratory of Modelling, Analysis and Control of Dynamical systems (LabMACS)



## Marine Robotics

### *Competences, skills*

- Development of NGC, hw and sw for robotics
- Data acquisition and processing
- 2D, 3D documentation and reconstruction

### *Equipment for underwater activities*

- ROVs, ASV (Deep Ocean PhantomS2, Prometeo Reloaded, VideoRay Pro4)
- High definition 3D cameras, FullHD DV video cameras
- USBL positioning system, Imaging sonars
- Multiparametric probe for water analysis

## Educational Robotics

### *Competences, skills:*

- Development of Robotic Tools for Lesson Plans (**Educational Kits**)
- **Real time monitoring** and analysis of students' programming during ER activities (patent application)

### *Aims:*

- incorporating **Robotics in school's curricula** since an early stage of education
- introducing children to STREM and **eSTREM** (environmental Science Technology Robotics Engineering Maths)

# My research project @Univpm



## Analysis and development of advanced mechatronic devices for Educational Robotics

2016/2017

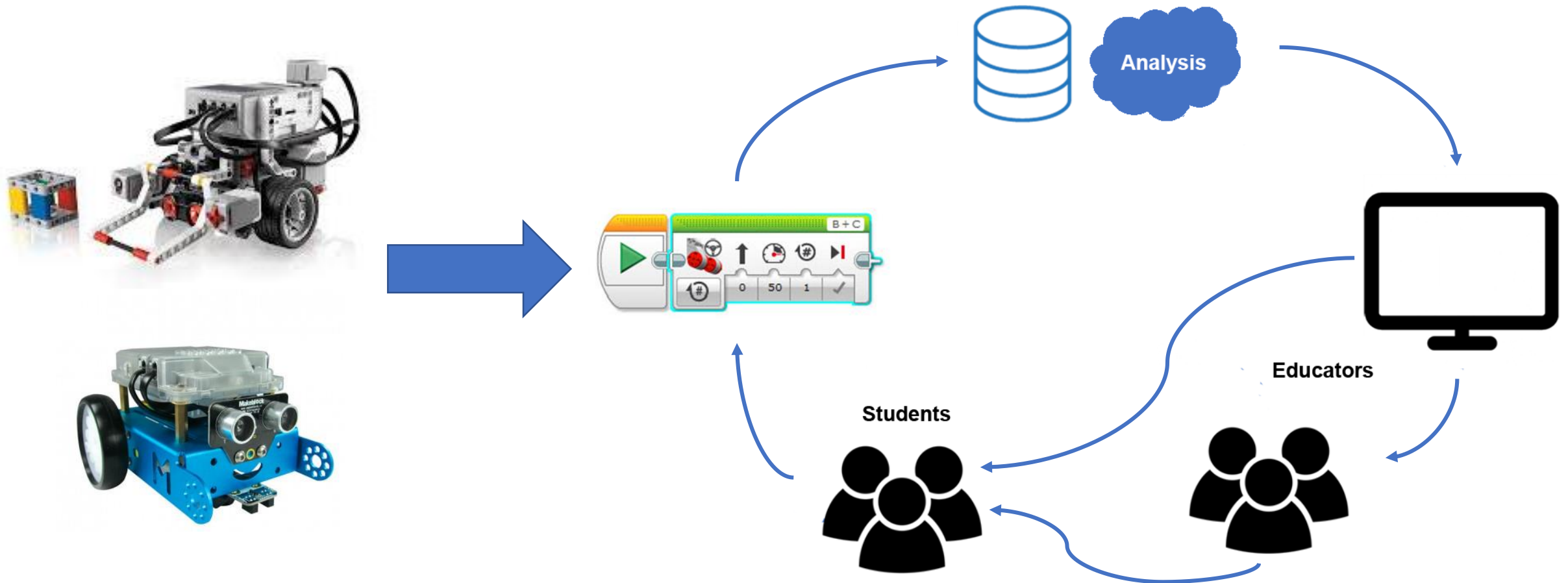
A criticism emerges within the robotics community in recent years claiming that there is a clear lack of quantitative research on how robotics can increase learning achievements in students.



- Evaluating the efficacy of commercial kits and custom tools (IoT sensors, pattern recognition).
- Assessing students and teachers, collecting data automatically, using a statistical approach (IoT sensors, pattern recognition).

# My research project @Univpm

Real time monitoring of students' activity (especially design / programming)



Extract meaningful information from the collected data, using **Machine Learning approach**

# Programming the EV3 robot using Python

Why Python?

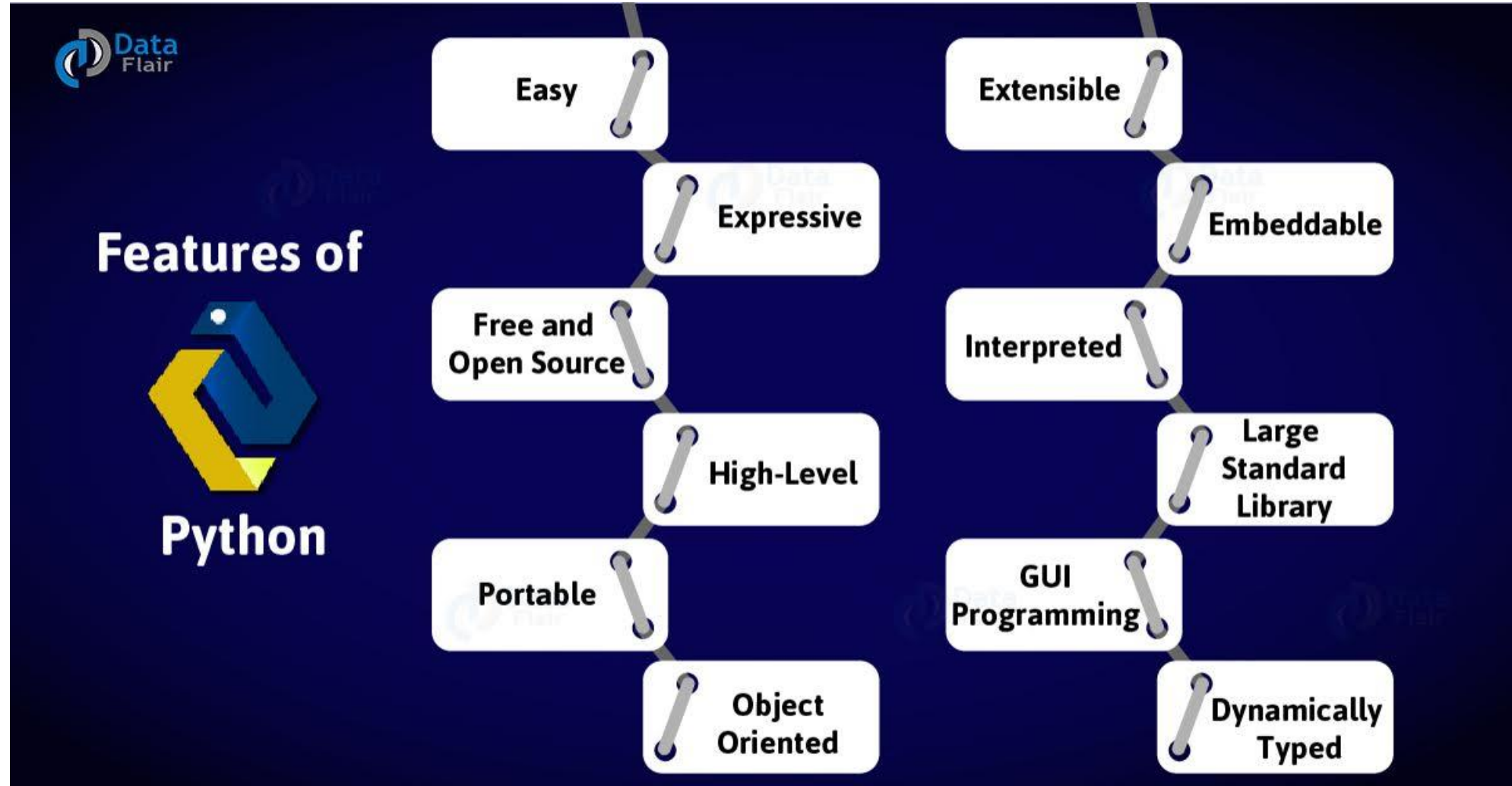


Python is the future of **AI and Machine Learning!** (scikit-learn, Keras, TensorFlow)

<https://www.economist.com/graphic-detail/2018/07/26/python-is-becoming-the-worlds-most-popular-coding-language>

# Programming the EV3 robot using Python

What is Python? Some features!





# Programming the EV3 robot using Python

## Setting up Visual Studio Code for EV3

Follow the tutorial at:

<https://sites.google.com/site/ev3devpython/setting-up-vs-code>

Or open the document in your moodle: [setting-up-ev3python.pdf](#)

**START FROM POINT 6** (“Download and install Microsoft Visual Studio Code” )

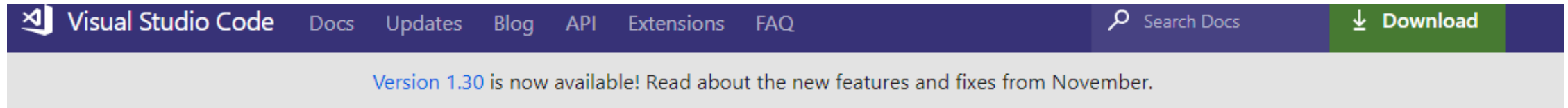


# Programming the EV3 robot using Python

Download and install **Microsoft Visual Studio Code** (VS Code).

This is a free multiplatform code editor, compatible with Windows, Mac OS and Linux.

<https://code.visualstudio.com/Download>



## Download Visual Studio Code

Free and open source. Integrated Git, debugging and extensions.



↓ Windows

Windows 7, 8, 10



↓ .deb

Debian, Ubuntu

↓ .rpm

Red Hat, Fedora, SUSE



↓ Mac

macOS 10.9+

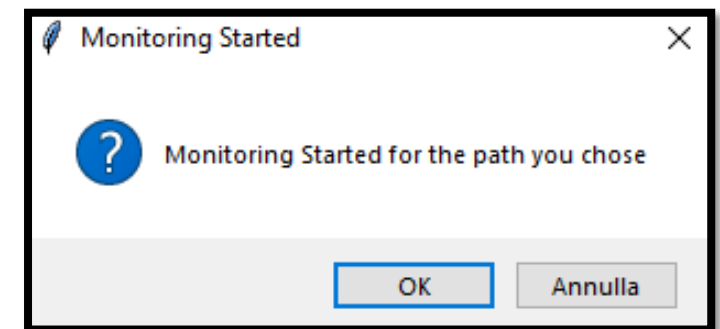
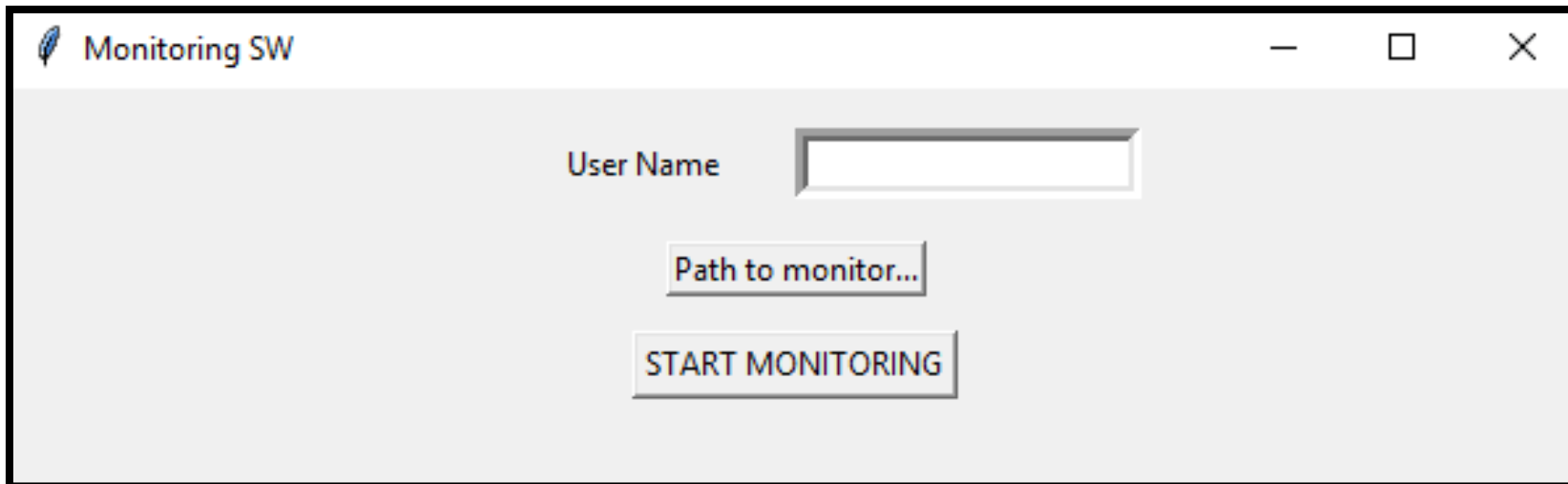
# Programming the EV3 robot using Python



## Starting the monitoring script

For our research project is **VERY IMPORTANT** that you start the script before any programming activities (of this week!)

1. Insert your user name
2. Click on START MONITORING and select the path where you will save all your programming files
3. Click OK and start to program in Visual Studio Code!





# Programming the EV3 robot using Python

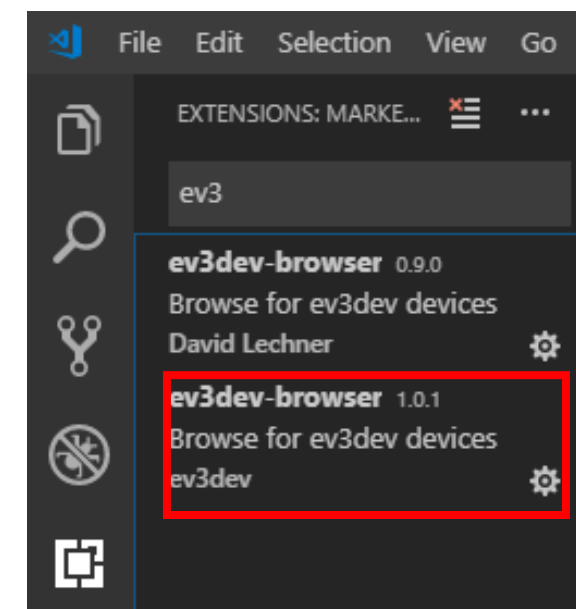
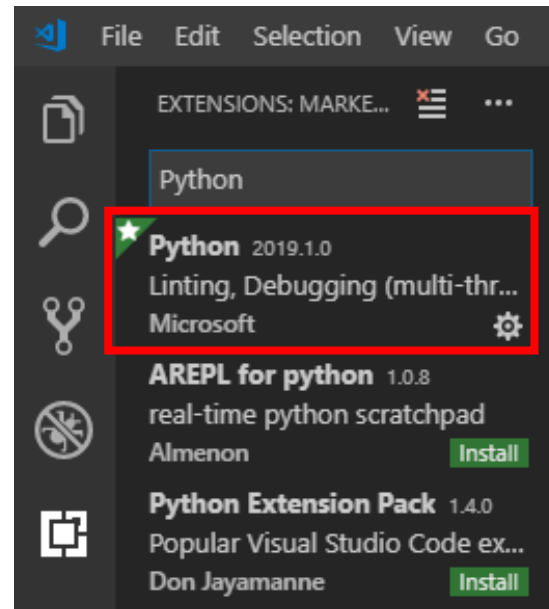
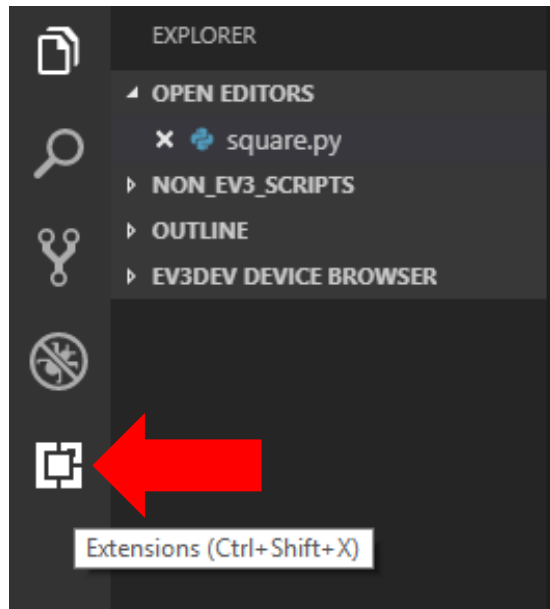


## Download and unzip the starter EV3 python project

In order to be able to run your EV3 Python scripts on the EV3 from VS Code you **MUST** have open in VS Code a folder that contains your script and certain other files. **Download** the starter project called **vscode-hello-python**:

<https://github.com/ev3dev/vscode-hello-python>

## Download Python and EV3dev browser extension



Last version of the extension

# Programming the EV3 robot using Python



## Last step

Open **launch.json** (in the .vscode) and check the code: it must be like this!

```
1  {
2      "version": "0.2.0",
3      "configurations": [
4          {
5              "name": "Download and Run Current File",
6              "type": "ev3devBrowser",
7              "request": "launch",
8              "program": "/home/robot/${workspaceRootFolderName}/${relativeFile}"
9          }
10     ]
11 }
```

# Microsoft Visual Studio Code – A first Python example



The screenshot displays the Microsoft Visual Studio Code editor interface. The top menu bar includes File, Edit, Selection, View, Go, Debug, Terminal, and Help. The title bar indicates the current file is 'square.py' in the 'non\_ev3\_scripts' folder. The left sidebar shows the Explorer view with a file tree containing 'OPEN EDITORS' (listing 'square.py') and 'NON\_EV3\_SCRIPTS' (listing 'polygon.py', 'square.py', and 'triangle.py'). The main editor area shows the code for 'square.py' with line numbers 1 through 9. The code uses the 'turtle' module to draw a square. The bottom panel shows the 'TERMINAL' view with a Windows PowerShell prompt at 'C:\Users\Lorenzo Cesaretti\Desktop\TALENT\Dottorato\non\_ev3\_scripts>'. The terminal output includes the Windows PowerShell logo, copyright information for Microsoft Corporation, and the current directory path.

```
File Edit Selection View Go Debug Terminal Help square.py - non_ev3_scripts - Visual Studio Code
```

EXPLORER

- OPEN EDITORS
  - square.py
- NON\_EV3\_SCRIPTS
  - polygon.py
  - square.py
  - triangle.py

```
1 from time import sleep
2 import turtle
3
4 t = turtle.Pen()
5 for n in range(4):
6     t.forward(100)
7     t.left(90)
8 sleep(4)
9
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

Windows PowerShell  
Copyright (C) Microsoft Corporation. Tutti i diritti sono riservati.

PS C:\Users\Lorenzo Cesaretti\Desktop\TALENT\Dottorato\non\_ev3\_scripts>



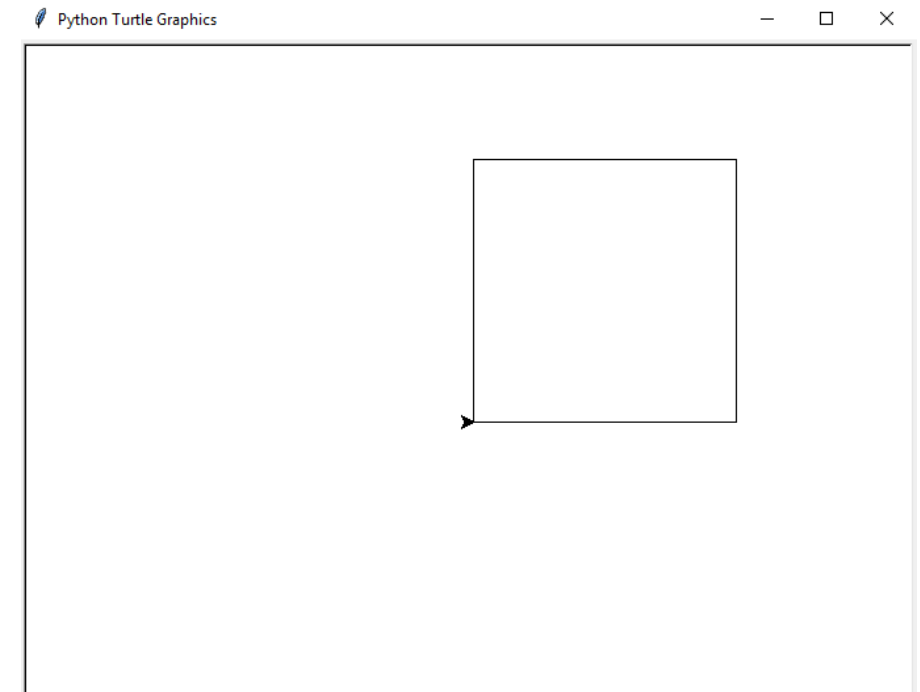
# Microsoft Visual Studio Code – A first Python example

```
1  from time import sleep
2  import turtle
3
4  t = turtle.Pen()
5  for n in range(4):
6      t.forward(200)
7      t.left(90)
8
9  sleep(4)
```

Go to Definition	F12
Peek Definition	Alt+F12
Find All References	Shift+Alt+F12
Peek References	Shift+F12
Rename Symbol	F2
Change All Occurrences	Ctrl+F2
Format Document	Shift+Alt+F
Source Action...	
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Run Current Unit Test File	
<b>Run Python File in Terminal</b>	
Run Selection/Line in Python Terminal	Shift+Enter
Sort Imports	
Command Palette...	Ctrl+Shift+P

PROBLEMS OUTPUT DEBUG CONSOLE

Windows PowerShell  
Copyright (C) Microsoft Corporation  
PS C:\Users\Lorenzo Cesaretti\Desktop>



# Python flow control

## If – statement

```
if condition :  
    instructions  
    ...
```

```
if condition :  
    instructions  
    ...  
elif condition :  
    instructions  
    ...
```

```
if condition :  
    instructions  
    ...  
elif condition :  
    instructions  
    ...  
else:  
    instructions  
    ...
```

## An example

```
1  a = 33  
2  b = 200  
3  if b > a:  
4      print("b is greater than a")  
5
```

# Python flow control

## For – Statement

```
for x in range():  
    instructions  
    ...
```

```
string = "Hello world"  
for x in string:  
    instructions  
    ...
```

```
collection = ['hey', 5, 'd']  
for x in collection:  
    instructions  
    ...
```

As the *for* loop in Python is so **powerful**, *while* is rarely used

## While

```
x = 1  
while True:  
    print ("To infinity and beyond! We're getting close, on %d now!" % (x))  
    x += 1
```



# Python flow control

## Function

Defining and calling function fib()

```
fibonacci.py x
1
2  def fib(n):    # write Fibonacci series up to n
3      """Print a Fibonacci series up to n."""
4      a, b = 0, 1
5      while a < n:
6          print(a, end=' ')
7          a, b = b, a+b
8          print()
9
10  fib(50)
11  print("STOP")
12  fib(100)
13
14
```

# Python with Lego Mindstorms EV3

## First example - Leds

```
led.py
1  #!/usr/bin/env python3
2
3  from ev3dev2.led import Leds
4  from time import sleep
5
6  leds = Leds()
7
8  leds.all_off() # Turn all LEDs off
9  sleep(1)
10
11 leds.set_color('LEFT', 'GREEN')
12 leds.set_color('RIGHT', 'RED')
13 sleep(4)
```

Shebang line: it defines where the interpreter is located.

These lines import Leds and sleep from 2 modules (ev3dev2 and time)

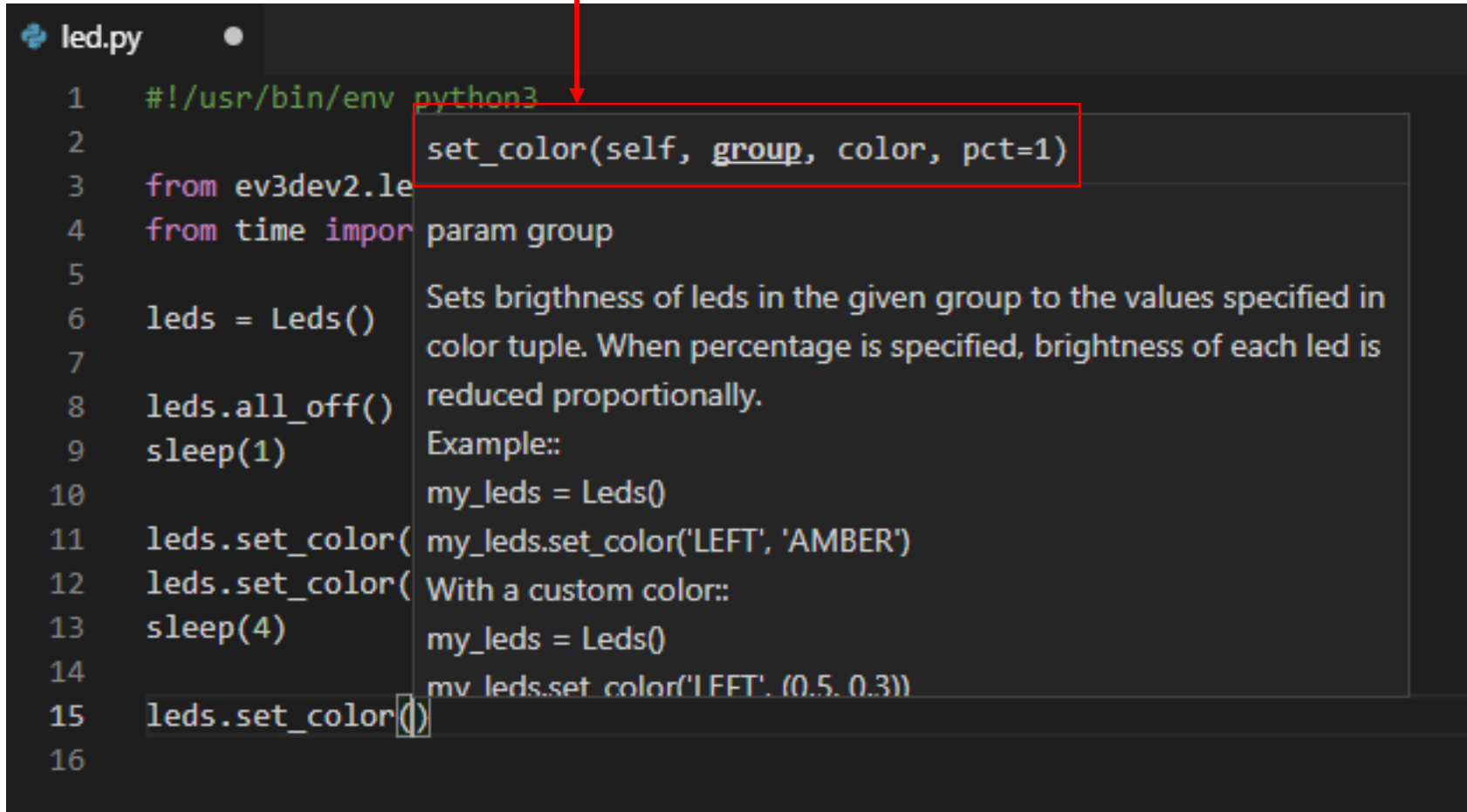
Class instantiation: it creates a new instance of the class Leds and assigns this object to the local variable leds.

Calling the method "all\_off": it is a function that "belongs to" the object Leds; then there is a pause for the CPU (1 s)

Calling the method "set\_color": it is a function that "belongs to" the object Leds.

# Python with Lego Mindstorms EV3

Visual Studio Code suggests you the **parameters** (and other information) for each function!



```
1  #!/usr/bin/env python3
2
3  from ev3dev2.leds import Leds
4  from time import sleep
5
6  leds = Leds()
7
8  leds.all_off()
9  sleep(1)
10
11 leds.set_color('LEFT', 'AMBER')
12 leds.set_color('RIGHT', 'GREEN')
13 sleep(4)
14
15 leds.set_color('LEFT', 'RED')
16
```

set\_color(self, group, color, pct=1)

Sets brightness of leds in the given group to the values specified in color tuple. When percentage is specified, brightness of each led is reduced proportionally.

Example::

```
my_leds = Leds()
my_leds.set_color('LEFT', 'AMBER')
```

With a custom color::

```
my_leds = Leds()
my_leds.set_color('LEFT', (0.5, 0.3))
```



# Python with Lego Mindstorms EV3

## Motors

How to turn on the motors with the MoveSteering class (3 different methods!)

```
motors.py
1  #!/usr/bin/env python3
2  from ev3dev2.motor import MoveSteering, MoveTank, OUTPUT_B, OUTPUT_C
3  from time import sleep
4
5  steer_pair = MoveSteering(OUTPUT_B, OUTPUT_C)
6
7  steer_pair.on_for_rotations(steering=0, speed=75, rotations=4)
8  sleep(2)
9  steer_pair.on_for_degrees(steering=0, speed=75, degrees=360)
10 sleep(2)
11 steer_pair.on_for_seconds(steering=0, speed=25, seconds=3)
12 sleep(2)
13
```

# Python with Lego Mindstorms EV3

## Sensors (touch sensor)

```
#!/usr/bin/env python3
from ev3dev2.sensor.lego import TouchSensor
from ev3dev2.led import Leds
from time import sleep

# Connect touch sensors to any sensor ports
ts = TouchSensor()
leds = Leds()

leds.all_off() # stop the LEDs flashing
sleep(4)

while True: # Infinite Loop
    if ts.is_pressed:
        leds.set_color('LEFT', 'RED')
        leds.set_color('RIGHT', 'RED')
    else:
        leds.set_color('LEFT', 'GREEN')
        leds.set_color('RIGHT', 'GREEN')
```