

**GRAMAZIO
KOHLER
RESEARCH
E EA**

dbt

ETH zürich

MAS Digital Fabrication

Thymio Workshop

October 1st, 2020

ETH zürich

DARCH

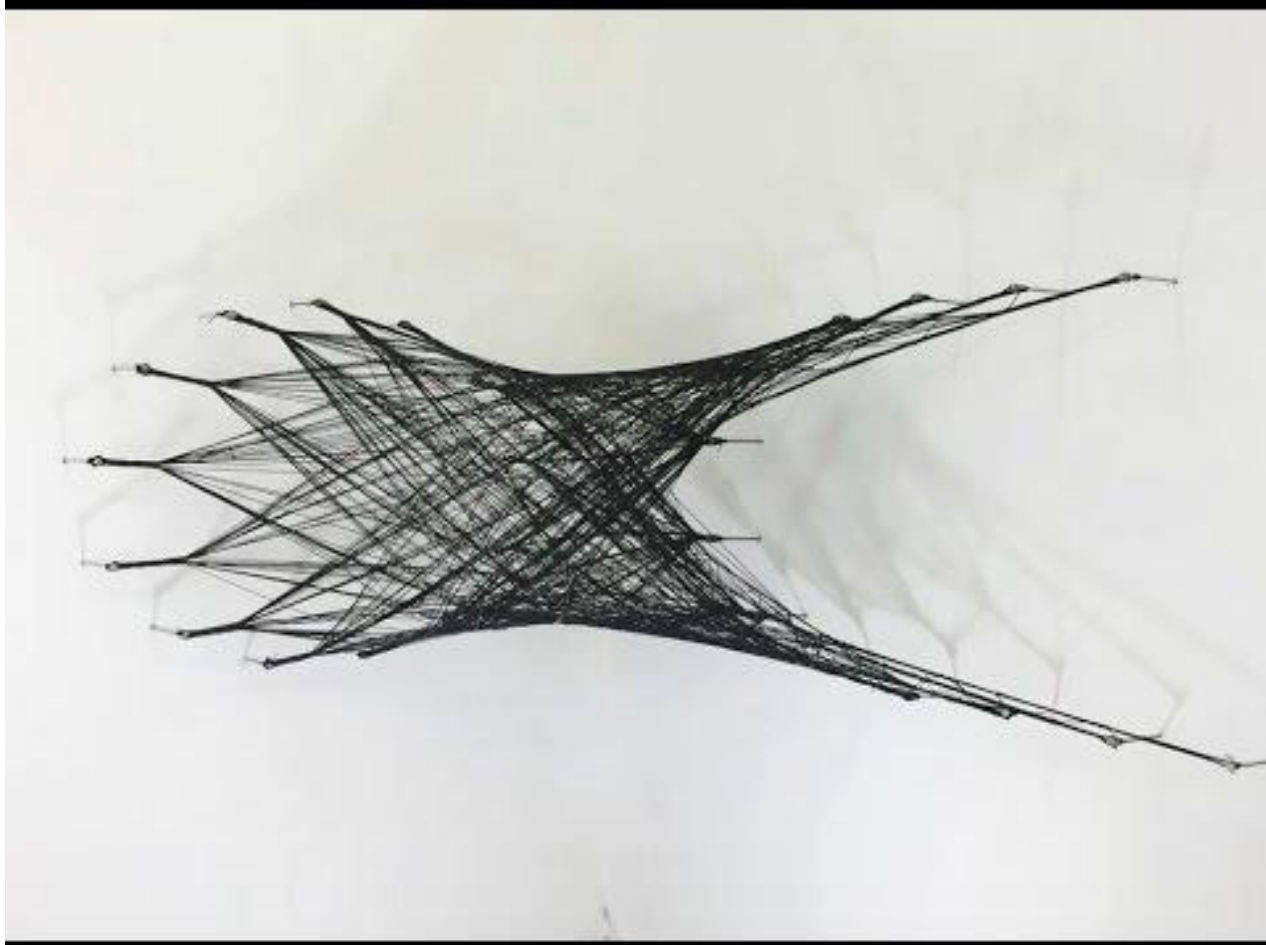
Departement Architektur

**dbt.**

GRAMAZIO
KOHLER
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Autonomous Printing

A machine that transforms its environment



Wall-climbing mini robots, ICD ITKE

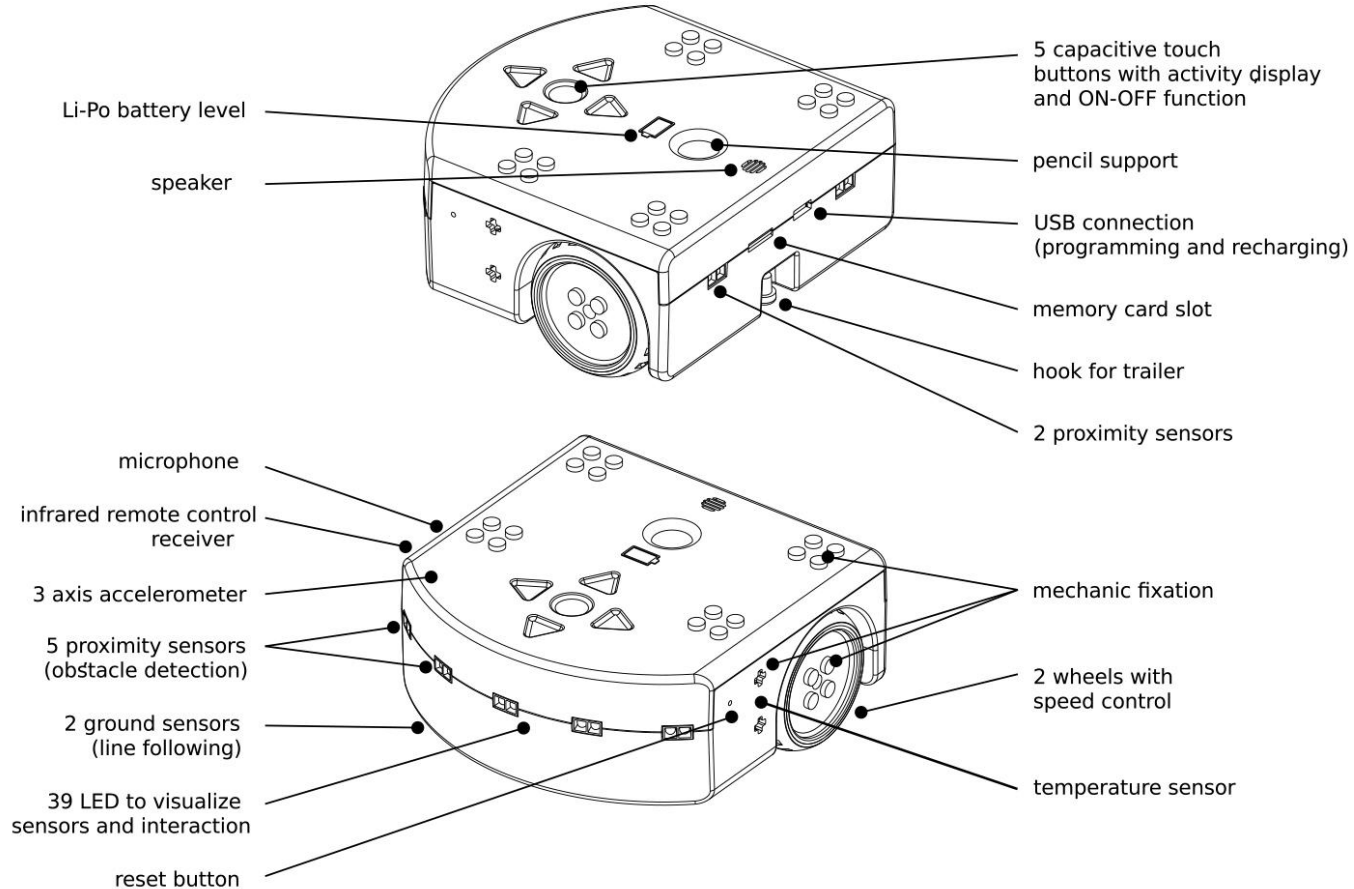


MeshMould and In Situ Fabricator, ETH Zurich



Thymio II robot

Meet the robots



Variables[index range]

Events

Functions

explanation,

condition, frequency of event,

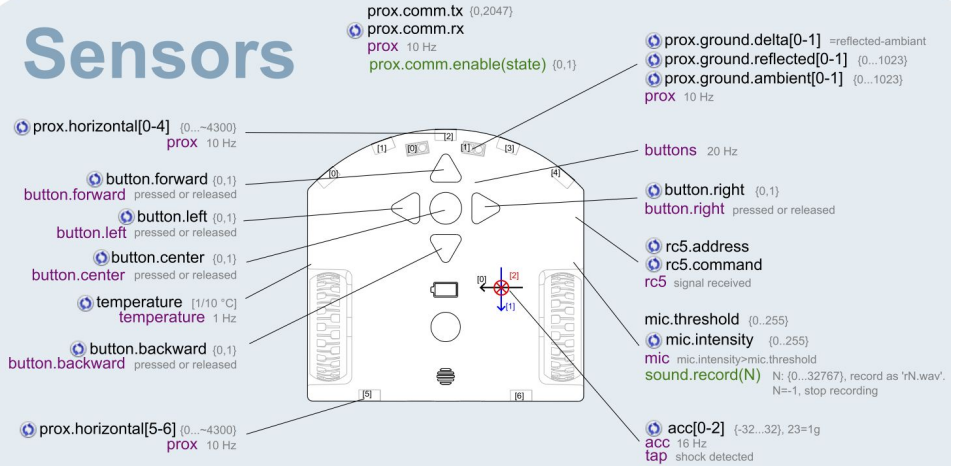
{range}

[unit]

variable updated automatically

timer.period[0-1] [ms]
timer0 every timer.period[0] ms
timer1 every timer.period[1] ms

Sensors



leds.prox.h(led0, led1, led2, led3, led4, led5, led6, led7) {0...32}

leds.buttons(led0, led1, led2, led3) {0...32}

leds.circle(led0, led1, led2, led3, led4, led5, led6, led7) {0...32}

leds.bottom.left(red, green, blue) {0...32}

leds.temperature(red, blue) {0...32}

motor.left.target desired speed {-500...500}, 500 = ~20 cm/s

motor.left.speed actual speed

motor.left.pwm motor command

motor 100 Hz

leds.top(red, green, blue) {0...32}

leds.prox.h(led0, led1, led2, led3, led4, led5, led6, led7) {0...32}

leds.prox.v(led0, led1) {0...32}

leds.rc(led) {0...32}

leds.bottom.right(red, green, blue) {0...32}

leds.sound(led) {0...32}

motor.right.target desired speed {-500...500}, 500 = ~20 cm/s

motor.right.speed actual speed

motor.right.pwm motor command

motor 100 Hz

sound.finished a sound finished playing

sound.system(N) N: {0...7}, play system sound N. N=-1, stop playing

sound.freq(Hz,ds) [Hz],[1/60 s]

sound.wave(wave[142]) change primary wave, wave[i] : {-128...127}

sound.play(N) N: {0...32767}, play 'pN.wav'. N=-1, stop playing

sound.replay(N) N: {0...32767}, replay 'rN.wav'. N=-1, stop playing

Actuators

6 pre-programmed behaviours



Friendly



Explorer



Fearful



Investigator

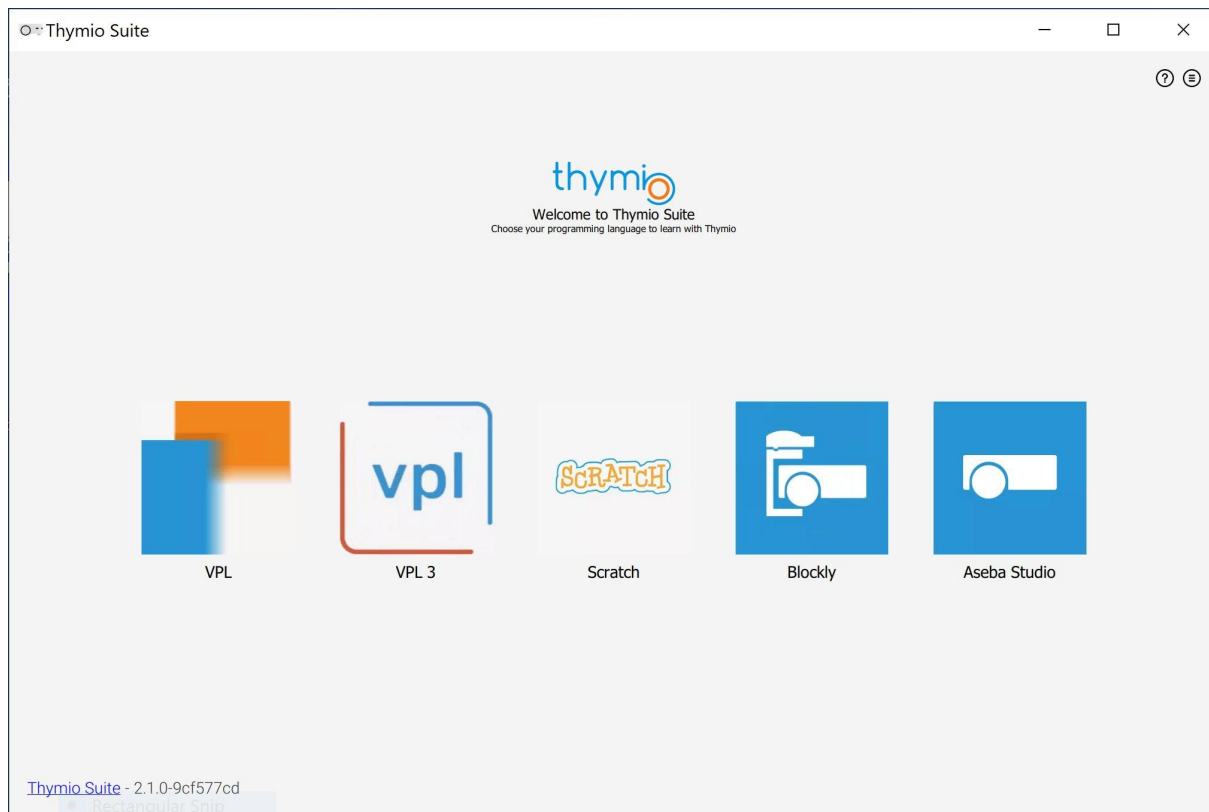


Obedient



Attentive

Thymio Suite





Code with blocks

Associate an event to an action and program
Thymio to do what you want.



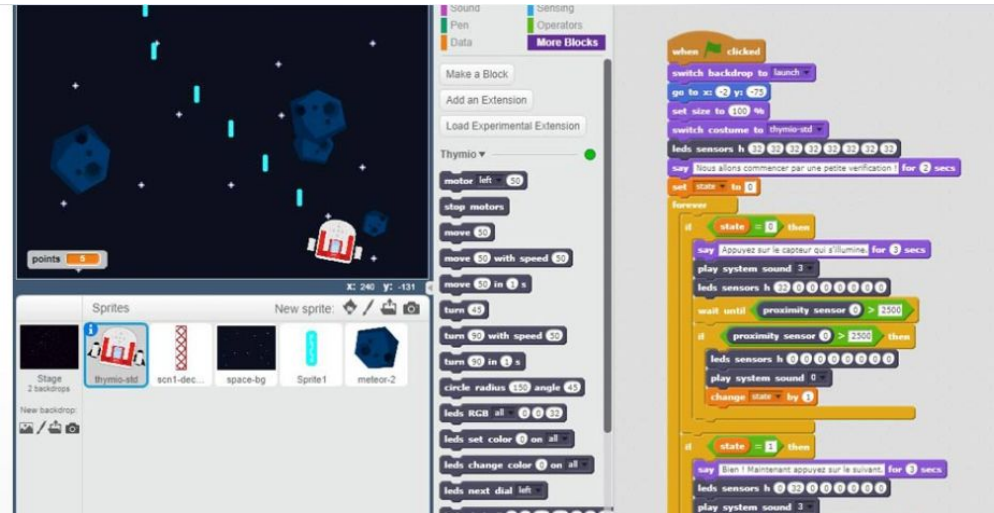
Start coding with VPL >

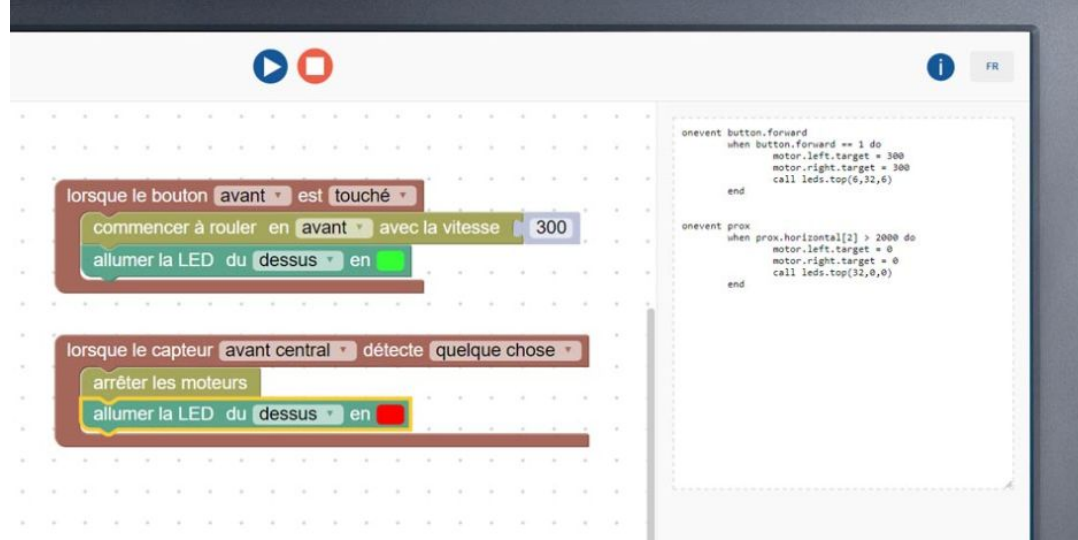


Code with Scratch

Use Scratch to create more great things,
for example a video game.

Start coding with Scratch >





Code with Blockly

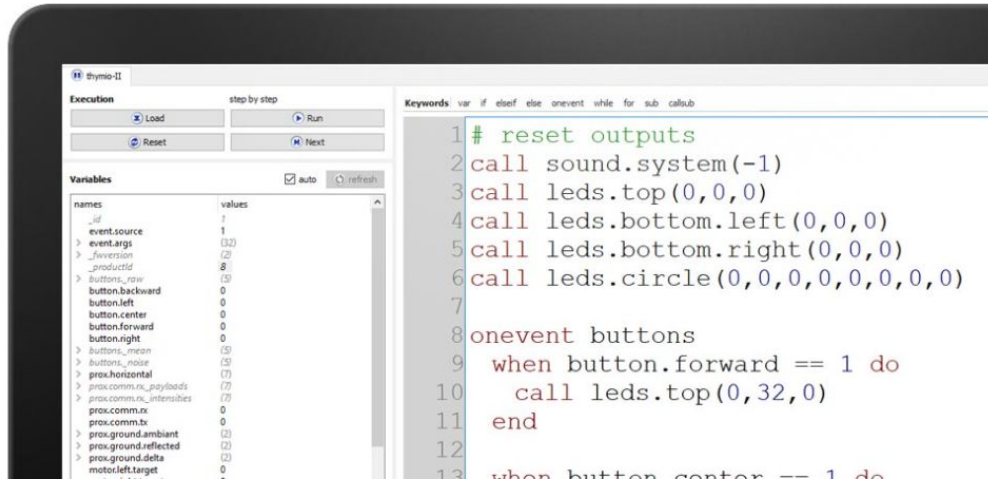
Use math, logic, loops, variables and discover more programming concepts!

[Start coding with Blockly](#)

Code with Text

Discover all the possibilities of Thymio with the Aseba text language

[Start coding with text](#)



Thymio follows your hand

The screenshot shows the Thymio programming interface. The top toolbar includes icons for file operations, a play button, a stop button, a Thymio robot icon, and a settings gear. The main workspace contains a sequence of blocks:

- A vertical column of 7 blocks on the left, each with a red border and a Thymio robot icon. The icons represent different sensor inputs: a red triangle (light), a red circle with a dot (ultrasonic), a red square (color), a red circle (distance), a red circle with a dot (ultrasonic), a red circle with a dot (ultrasonic), and a red circle with a dot (ultrasonic).
- A sequence of 6 blocks in the center, each consisting of a red dashed rectangle, an arrow, and a blue dashed rectangle. The blue dashed rectangles contain different movement patterns: a central square with four arrows pointing outwards, a central square with four arrows pointing inwards, a central square with four arrows pointing outwards, a central square with four arrows pointing inwards, a central square with four arrows pointing outwards, and a central square with four arrows pointing inwards.
- A vertical column of 5 blocks on the right, each with a blue border and a Thymio robot icon. The icons represent different sensor inputs: a blue circle with a dot (ultrasonic), a blue circle with a dot (ultrasonic), a blue circle with a dot (ultrasonic), a blue circle with a dot (ultrasonic), and a blue circle with a dot (ultrasonic).

At the bottom right, there are icons for a folder, a circle with a slash, and a trash can. The text "EPFL 2018-2020" is visible in the bottom right corner.

Thymio stops at the border of the table

The screenshot shows the Thymio programming interface. The top toolbar includes icons for file operations, a play button, a stop button, a Thymio robot icon, and a settings gear. The main workspace contains a sequence of blocks:

- A vertical column of 7 blocks on the left, each with a red border and a Thymio robot icon. The icons represent different sensor inputs: a red triangle (light), a red circle with a dot (ultrasonic), a red square (color), a red circle (distance), a red circle with a dot (ultrasonic), a red circle with a dot (ultrasonic), and a red circle with a dot (ultrasonic).
- A sequence of 3 blocks in the center, each consisting of a red dashed rectangle, an arrow, and a blue dashed rectangle. The blue dashed rectangles contain different movement patterns: a central square with four arrows pointing outwards, a central square with four arrows pointing inwards, and a central square with four arrows pointing outwards.
- A vertical column of 5 blocks on the right, each with a blue border and a Thymio robot icon. The icons represent different sensor inputs: a blue circle with a dot (ultrasonic), a blue circle with a dot (ultrasonic), a blue circle with a dot (ultrasonic), a blue circle with a dot (ultrasonic), and a blue circle with a dot (ultrasonic).

At the bottom right, there are icons for a folder, a circle with a slash, and a trash can. The text "EPFL 2018-2020" is visible in the bottom right corner.

Thymio follows your hand

```
# reset outputs
call sound.system(-1)
call leds.top(0,0,0)
call leds.bottom.left(0,0,0)
call leds.bottom.right(0,0,0)
call leds.circle(0,0,0,0,0,0,0,0)

onevent prox
  when prox.horizontal[2] >= 2000 do
    motor.left.target = 350
    motor.right.target = 350
  end

  when prox.horizontal[0] >= 2000 do
    motor.left.target = 0
    motor.right.target = 500
  end

  when prox.horizontal[4] >= 2000 do
    motor.left.target = 500
    motor.right.target = 0
  end

  when prox.horizontal[0] <= 1000 and prox.horizontal[1]
<= 1000 and prox.horizontal[2] <= 1000 and
prox.horizontal[3] <= 1000 and prox.horizontal[4] <= 1000
do
    motor.left.target = 0
    motor.right.target = 0
  end
```

Thymio stops at the border of the table

```
# reset outputs
call sound.system(-1)
call leds.top(0,0,0)
call leds.bottom.left(0,0,0)
call leds.bottom.right(0,0,0)
call leds.circle(0,0,0,0,0,0,0,0)

# Thymio moves forward when you press the forward button
onevent buttons
  when button.forward == 1 do
    motor.left.target = 200
    motor.right.target = 200
  end

# if the ground sensors detects nothing Thymio becomes red
otherwise he becomes green
onevent prox
  if prox.ground.delta[0] <= 400 or prox.ground.delta[1]
<= 400 then
    motor.left.target = 0
    motor.right.target = 0
    call leds.top(32,0,0)
  else
    call leds.top(0,32,0)
  end
```

Ideas

ephemeral

immaterial

unpredictable

communicative

Setting

17	Students
16	Thymio Robots
5	Teams of 3 - 4
6	Hours
2	boxes of LEGO
30 CHF	budget per group

References

Hektor, Jürg Lehni

Lauf der Dinge, Fischli Weiss

Bike Water Printer

Roman Signer

Metamatic, Jean Tinguely

do nothing machine, Eames

Ventilator, Olafur Eliason

Architectural Time Machine, Haechan Park

Turtle graphics

Useless machine, Marvin Minsky

Schedule

10.00 - 10.30	Intro/ Groups + Thymio Handout
10.30 - 12.00	Tryout + Develop your idea
12.00 - 12.30	Lunch
12.30 - 14.00	Short presentation by every student (max. 5min)
14.00 - 15.00	Group Discussions/ Questions (10 min per group)
17.30 - 18.30	Final Presentation (1 slide, title and live demo) and Award Ceremony

Rules

Stay safe

Respect property

Keep clean or clean up

Wear your mask

Have fun

Awards

- Incredible Machine Award
- AI Award

Bonus Points : Art and Aesthetics

Resources

- Thymio.org
- [MAS-2021 repository](#)
- ETH Store
- Coop Bau & Hobby, Oerlikon (80)
- Jumbo, Escher-Wyss (80 Triemli, 13)

Thymio Examples

[ECAL Thymio](#)

[Cirque du Thymio](#)

[More Thymio](#)

[More Thymio](#)

Tutorials

VPL

<http://wiki.thymio.org/en:visualprogramming>

Aseba Text

<http://wiki.thymio.org/en:thymiotutorielp1>

