

# Fundamentals of Artificial Intelligence

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## NAO Planning Competition 2024



ALMA MATER STUDIORUM  
UNIVERSITÀ DI BOLOGNA

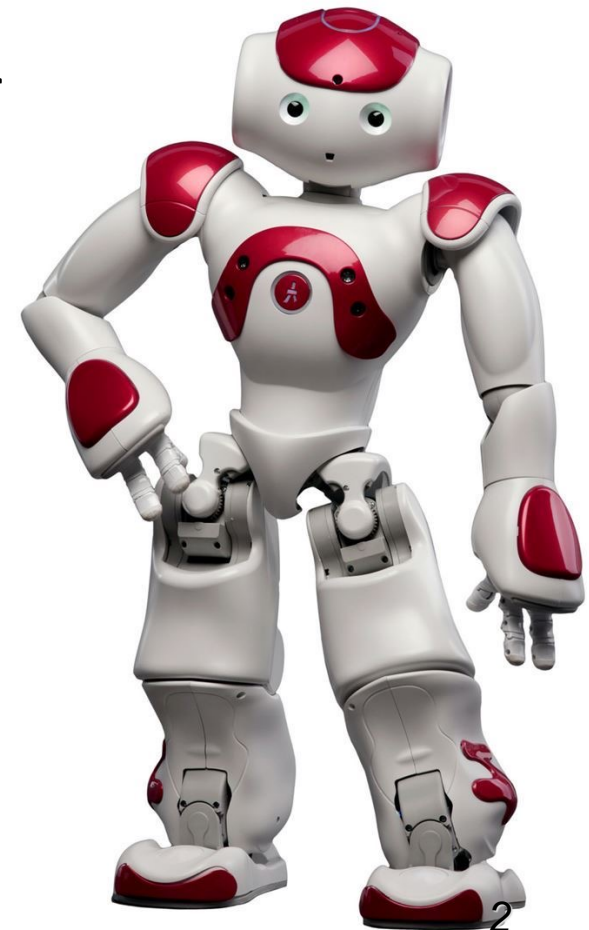
*Dipartimento di Informatica – Scienza e Ingegneria  
Università di Bologna*

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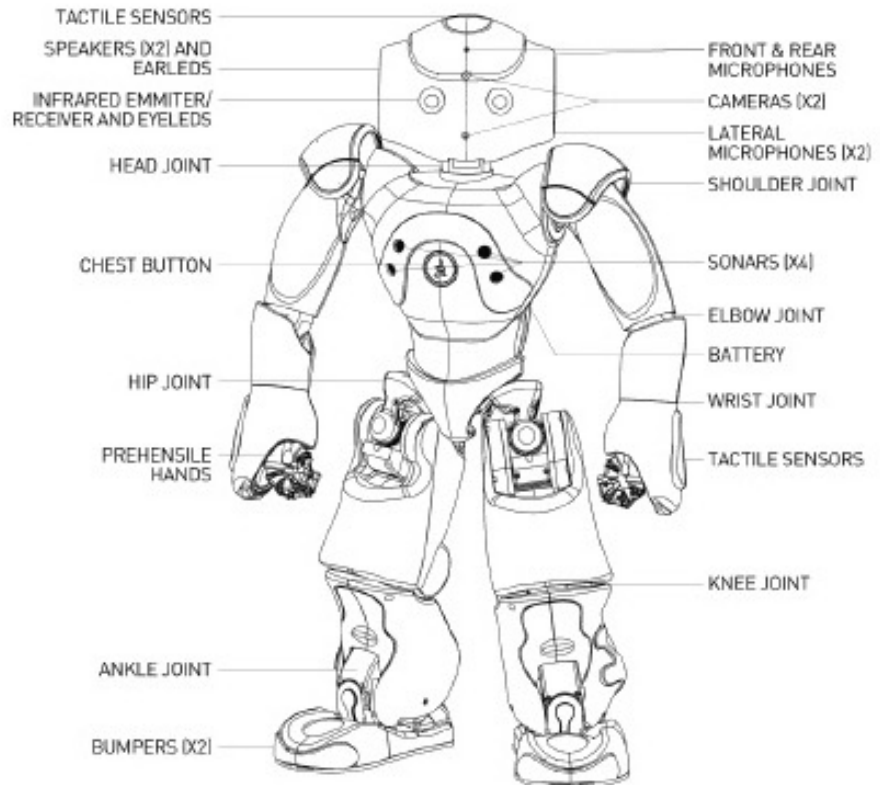
# NAO Planning – objective of the competition

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- To stimulate the comprehension and the discussion regarding the basic algorithm for planning, in the context of AI discipline
- To test your skill on a fun and intuitive case study: the humanoid NAO robot
- To WIN the competition!



# NAO Robot – some info



# NAO Robot – some info

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## MOVE

- 25 degrees of freedom
- Motors controlled by software
- Complex movement capabilities

## SENSE

- 2 HD camera
- 4 microphones
- 2 bumpers
- 2 sonars

## INTERACT

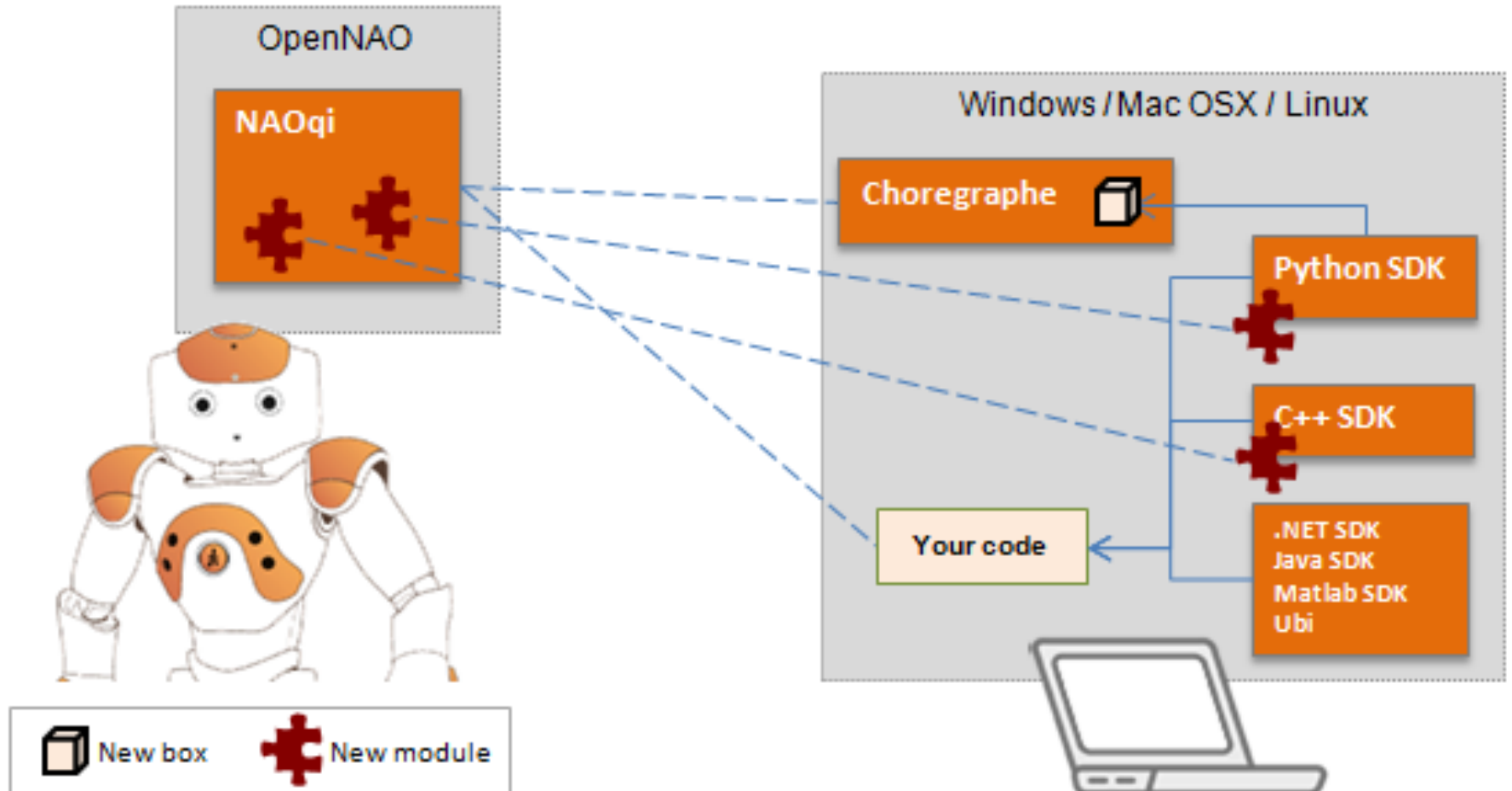
- 2 speakers
- multiple LEDs
- tactile sensors
- prensile hands
- infrared sensors
- WiFi connection

## THINK

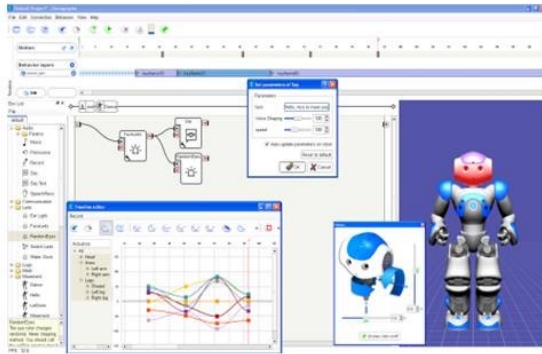
- Intel Atom 1,6 GHz CPU
- 1 Gb RAM
- 8 Gb Flash Memory
- Software suite



# NAO Robot – some info

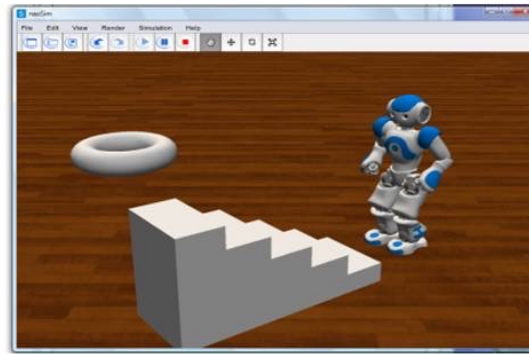


# NAO Robot – Software Suite



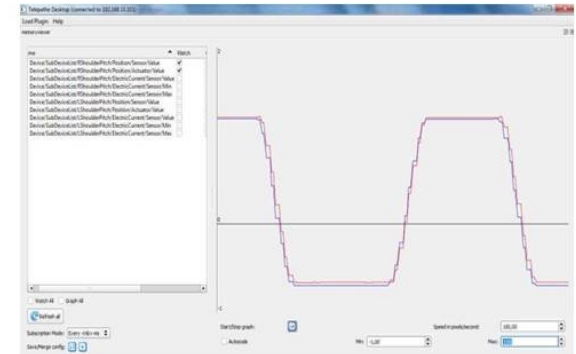
## C Choregraphe

- ✓ Graphical Development of Behaviors
- ✓ Ergonomic and user-friendly Interface



## S NAOsim

- ✓ Physical Simulation Engine
- ✓ Behaviors Simulation and validation



## M Monitor

- ✓ Ergonomic Interface to monitor actuators and sensors data

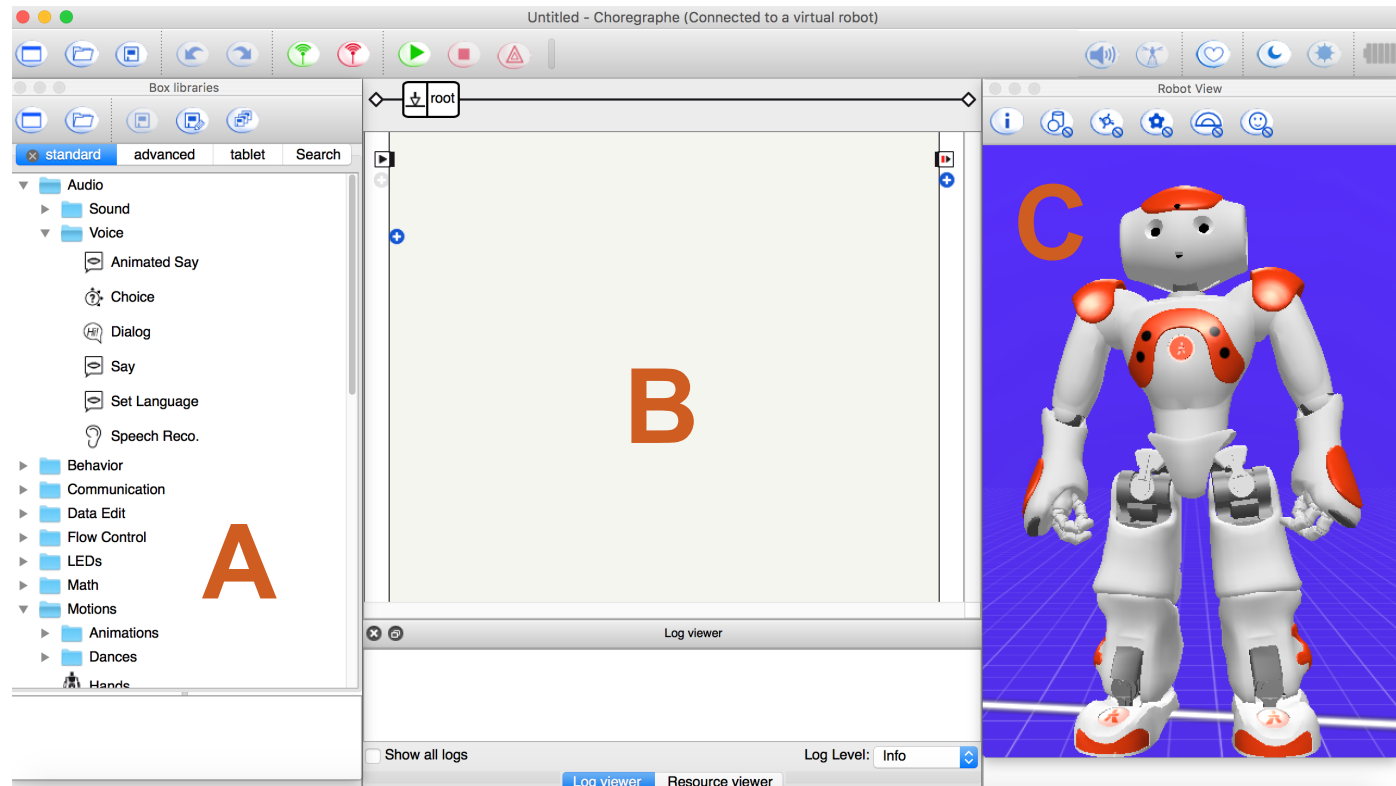
## SDK SDK

- ✓ Compilation and debugging tools
- ✓ MatLab, Java, Python, C++, .NET, MS Robotics Studio

# NAO Robot – Choregraphe

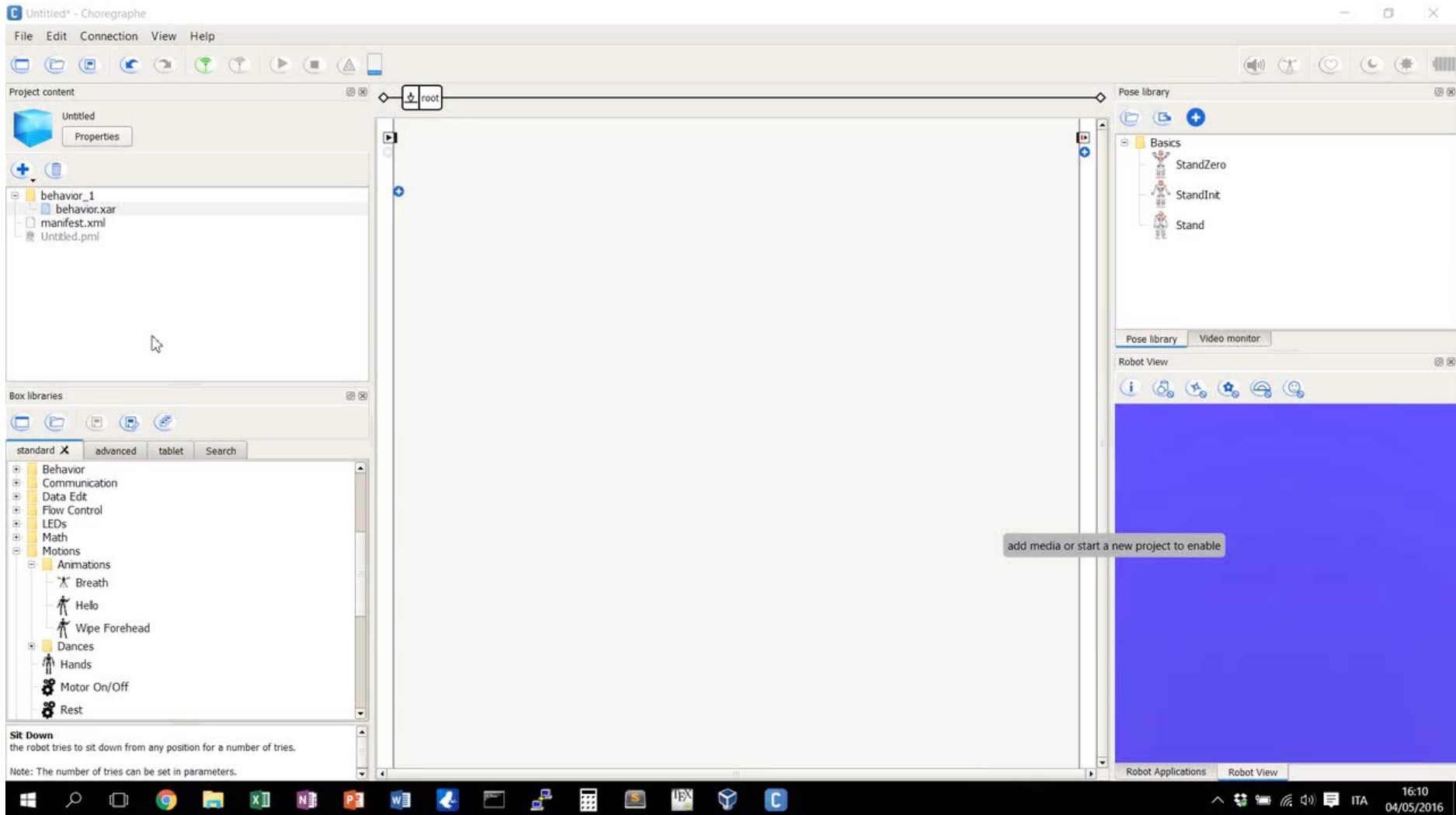
- A** Box libraries panel
- B** Flow diagram panel
- C** 3D Robot View for simulation

[here](#) to  
download  
Choregraphe





# NAO Robot – Choregraphe





# Performing NAO – AI and creativity

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- Performing Robots: automatic generation of theatrical dance movements in robots

The objectives of this project:

- to devise techniques for **automatic and creative** generation of complex movements in robots, such as choreographies
- strong interdisciplinarity, involving robot learning, human-robot interaction, cognitive studies of movement, creativity

<https://site.unibo.it/performingrobots/en>



# NAO Planning– competition rules

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- Teams divided into groups of **2 students**
- Each group must **plan a choreography** (sequence of positions) given a problem description
- Each group must **choose a music** suitable for the choreography (by respecting the total time limit of 2 minutes) and **test it on the virtual NAO** (using Choregraphe). **The script must be runnable on any platform in order to be tested.**
- A **day of voting** will then take place (during the last lectures) in which **the winning choreography will be decided**, considered the most satisfying from the **artistic point of view**

# NAO Planning – survey for voting day

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The survey questions are the following:

- The performance embodies **a theme or tells a story**
- The performance has **rhythmic coherence with music**
- The performer presents **fluidity of movement transitions**
- The performer is able to **involve the public**
- The performer extensively **uses the surrounding space**
- The performer movements have **human characterization**
- The choreography can be **reproduced also by or with a human performer**

# NAO Planning – problem description

## Modeling the **problem**

Initial state

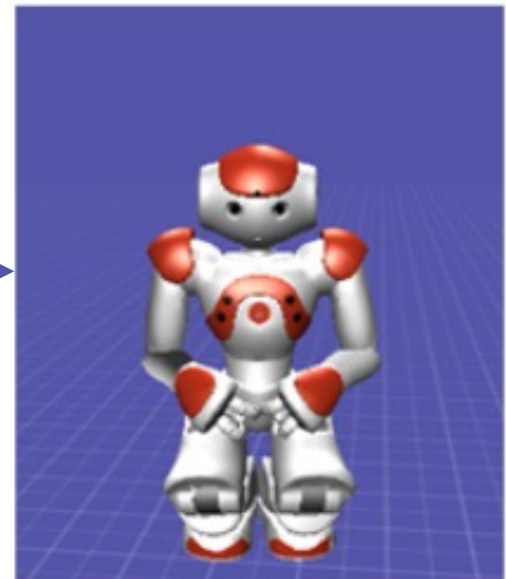
StandInit



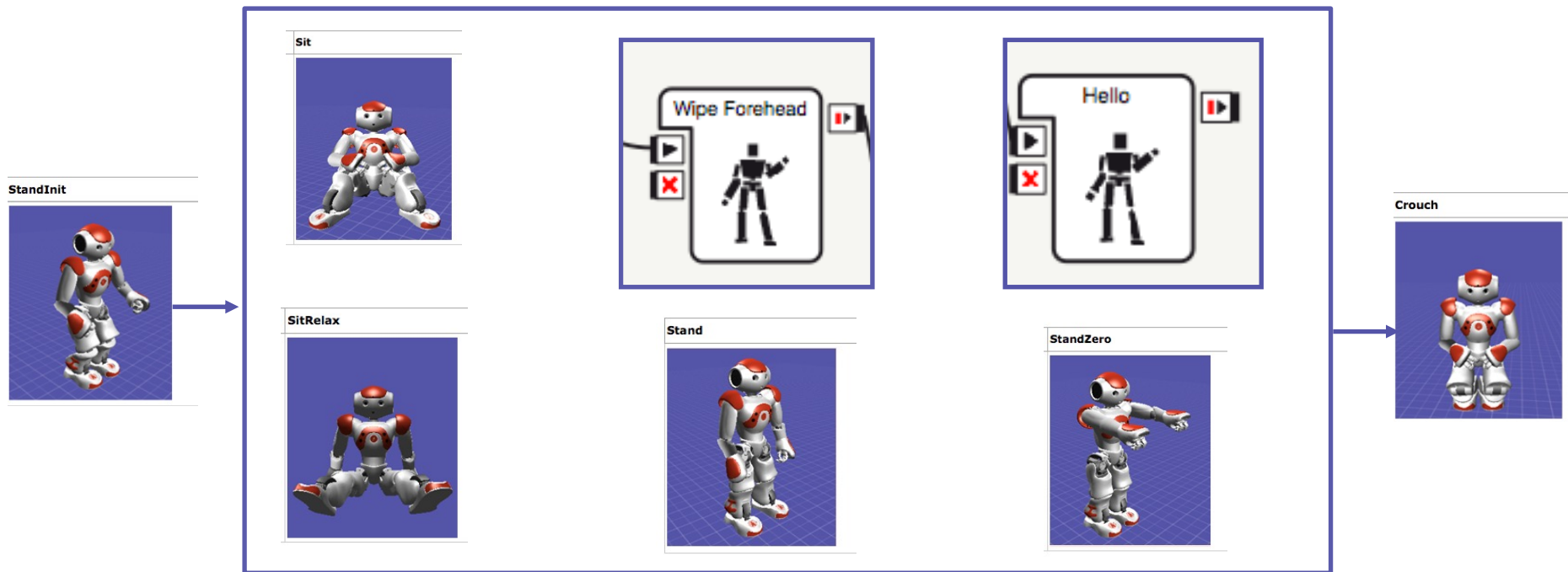
?

Goal

Crouch



# NAO Planning – problem description



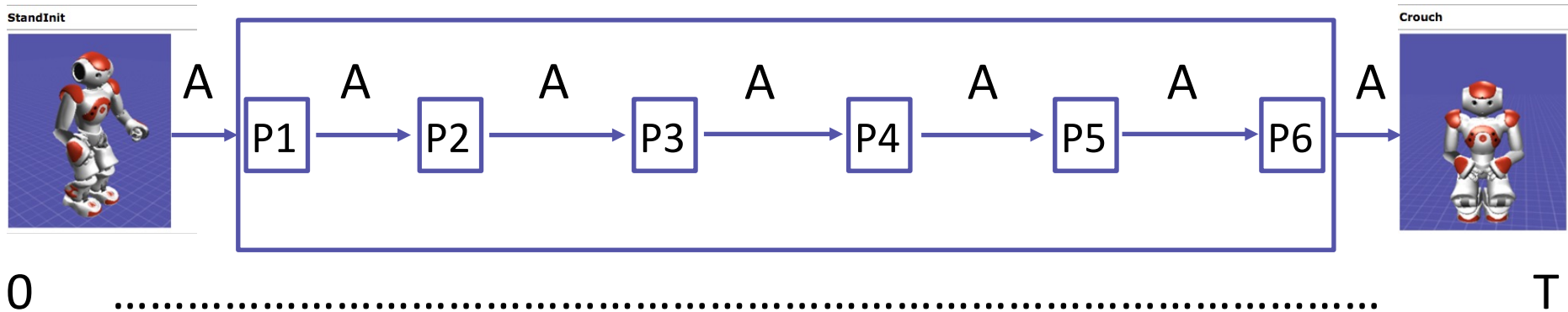
**Mandatory positions**

# NAO Planning – competition rules

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- To move from a mandatory position to another, you can use positions from the available **set of intermediate positions** (see next slide)
- **Constraints** to be satisfied:
  - possible incompatibilities between two consecutive positions (use simulator in choreographe to understand if and what they are)
  - time constraints
  - constraints on the number of intermediate positions to be used in the whole choreography (at least 5)
- Generate an **algorithm A** able to plan the sequence of positions satisfying the given constraints (using a heuristic, or a planner for each sub-sequence of intermediate positions, ... we leave you free on the implementation choice)
- Hint: use Python

# NAO Planning – problem description



- **P1...P6** = mandatory positions
- **A** = algorithm to generate the transition between 2 mandatory positions by using the given pool of positions
- **T** = total time of choreography (2 minutes)
- **A** must use **at least 5** of the intermediate positions in the set and/or in the following .crg files



# NAO Planning – set of intermediate positions

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- **rotation\_handgun\_object:** Nao makes a movement with the arm holding (possibly) an object
- **right\_arm:** right arm rotation
- **double\_movement:** rotation of both upper limbs
- **arms\_opening:** opening and rotation of both upper limbs
- **union\_arms:** movement of union of the arms
- **move\_forward/backward:** 3 steps forward/backward
- **diagonal\_left/diagonal\_right:** 1 left/right diagonal step
- **rotation\_foot\_Lleg/foot\_Rleg:** movement with one foot

# NAO Planning – crg files (for other intermediate positions)

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.crg files to import directly on Choregraphe [1]:

- **sing\_with\_me:** NAO plays guitar
- **arm\_dance:** NAO dances by moving arms
- **birthday\_dance:** NAO dances birthday dance
- **sprinkler:** NAO dances sprinkler dance
- **workout:** NAO trains

[1] Copyright © 2014 University of Notre Dame (F.U.N. Lab)

# NAO Planning – position description

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- All positions are coded in Python language and executable on a simulated robot (see [here](#) for further details of simulated NAO and [here](#) to download the robot positions)
- Choose a suitable music of **2 minutes** of duration for your choreography.

**N.B.** Playing music cannot be tested on a simulated robot. Your algorithm A needs to solve the problem for simulated tests.

Repository → [https://github.com/ProjectsAI/NAO\\_Planning\\_Challenge](https://github.com/ProjectsAI/NAO_Planning_Challenge)

# NAO Planning – organization

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- The **demonstration and voting day** will take place around the middle of December

## Important Dates:

- sending projects by **November 30** included (11.59 pm Italian time) **on Virtuale**
- presentation of projects, discussion, votes and winner (mandatory presentation of the whole team): during the last lessons of Module 1
- **Registration** by **October 13** included (11.59 pm Italian time) using the module **on Virtuale** and specifying the name of your team and the email of all the members
- It will be possible to withdraw from the competition in any moment (by email!)

# NAO Planning – deliver

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- **What:**

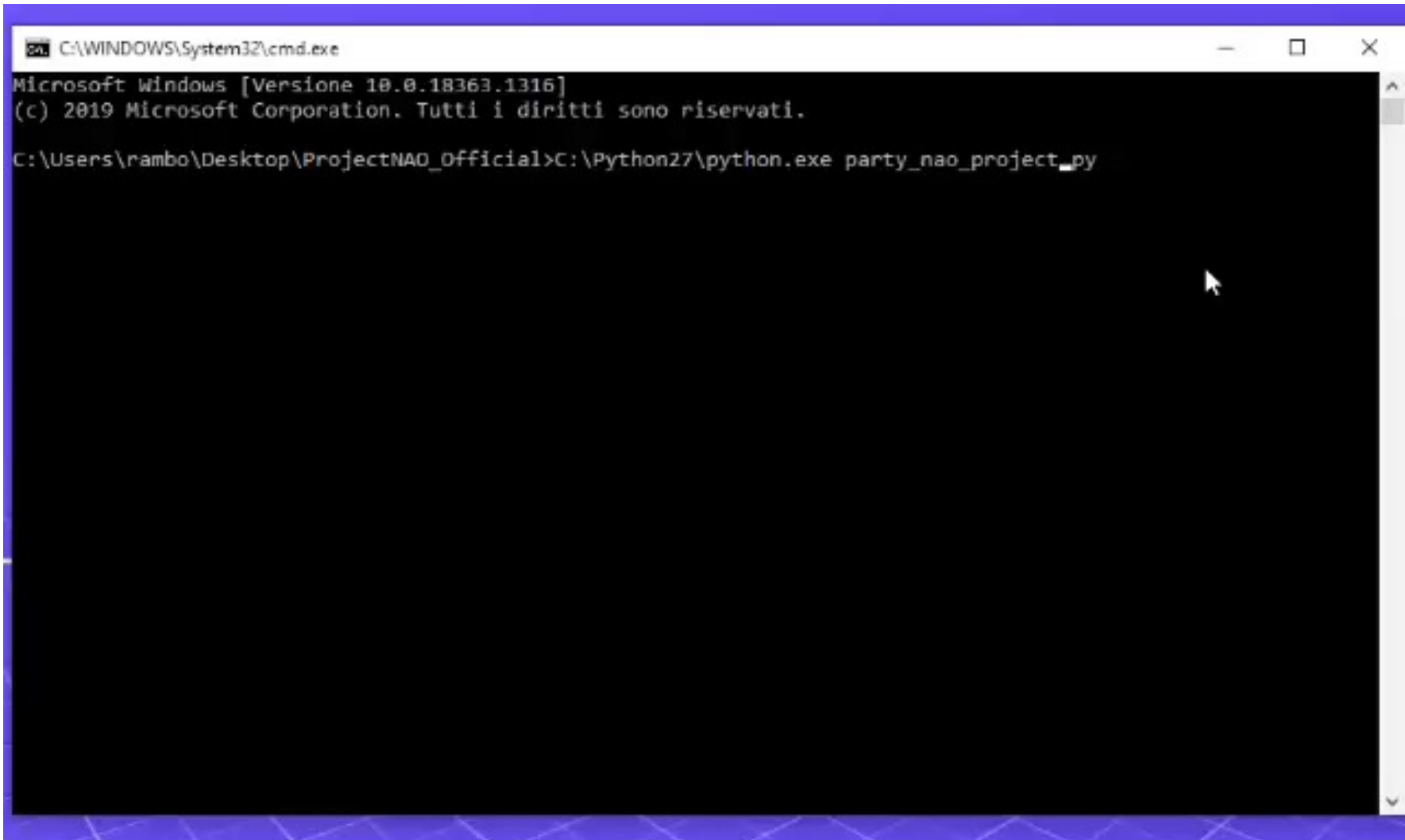
- The folder containing the files of the entire project
- A readme.txt file to specify
  - names and emails of the team participants
  - any necessary libraries that must be present
  - other useful information to test your project on simulated NAO
  - a link to the repository containing the folder with the files of the entire project

- **How:**

- Deliver ON VIRTUALE a .txt file containing link to repositories (Github, Dropbox, Drive etc.) and the required information

# NAO Planning – Demo

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A screenshot of a Windows Command Prompt window. The title bar at the top reads "C:\WINDOWS\System32\cmd.exe". The window contains the following text:

```
Microsoft Windows [Versione 10.0.18363.1316]  
(c) 2019 Microsoft Corporation. Tutti i diritti sono riservati.  
C:\Users\rambo\Desktop\ProjectNAO_Official>C:\Python27\python.exe party_nao_project_py
```

The command prompt is currently empty, and a mouse cursor is visible on the right side of the window.

# NAO Planning – final info...

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- Some rules can be changed in every moment, with a notification on the course website and by email.

## AI and creativity research:

how can we train a neural network to try to recognize the artistic beauty of a choreography?



- At the end of the course, all the choreographies and the related scores received during the day of presentations and voting will create a dataset for a neural network for artistic evaluation of robotic choreographies.



# NAO Planning – final info...

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- Participation is not mandatory
- You can participate in only one of the two competitions
- Bonus of 2 points on the final grade for those taking part in one of the two competitions

