

Introduction to Lego Kits: Building an Embodied AI Mobile Platform

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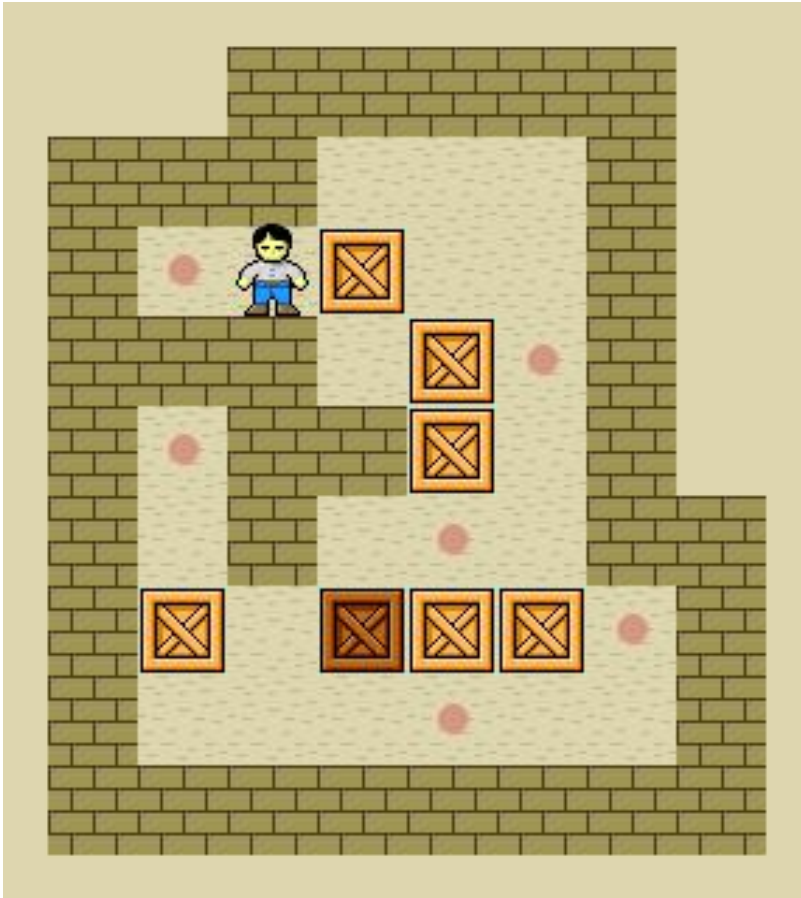
Embodied Systems for Robotics and Learning,
University of Southern Denmark (SDU), Denmark

09/09/2019

Lecture outline

- ❑ Sokoban Game
- ❑ Sokoban Competition
- ❑ Lego Mindstorm EV3 Kits
- ❑ Motor and Sensor Experiments
- ❑ Advices and Supports

Sokoban Game

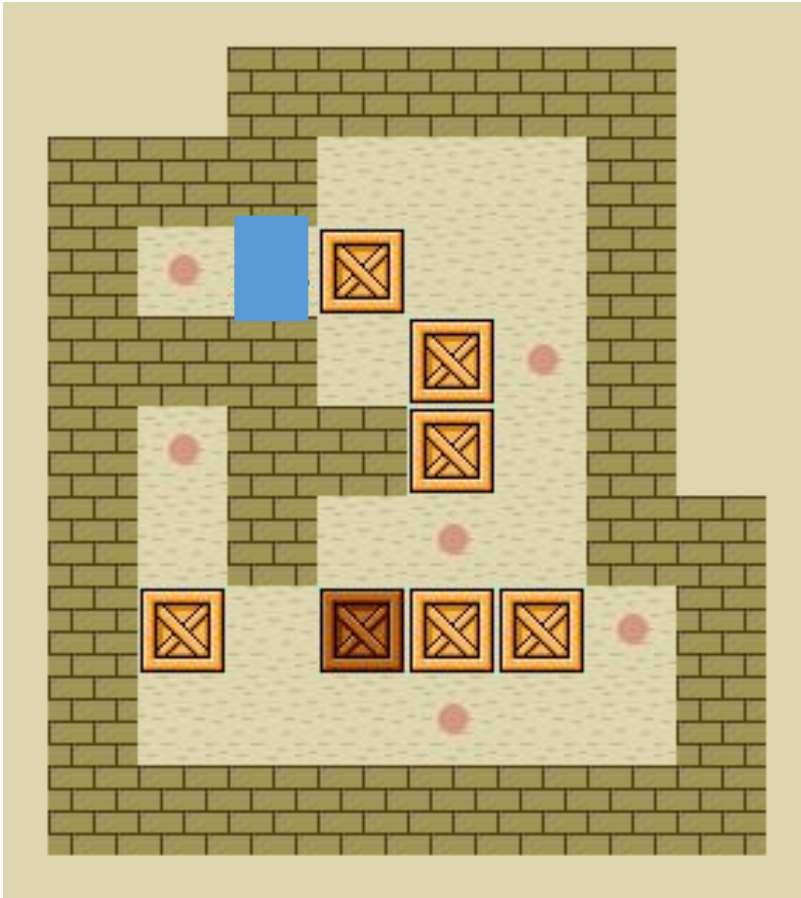


- Task: Push boxes to the target positions in a warehouse
- Rules: NOT be pushed into other boxes or walls, and they cannot be pulled.
- Solved: all boxes are at the target positions

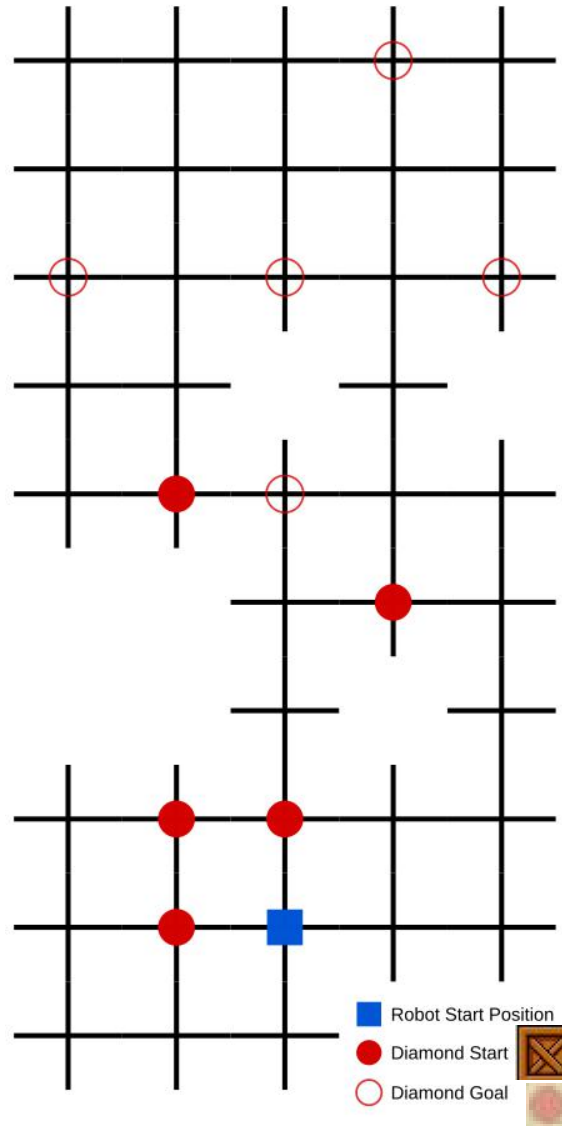
Hiroyuki Imabayashi, 1981

Credits to Wiki images

Sokoban Competition



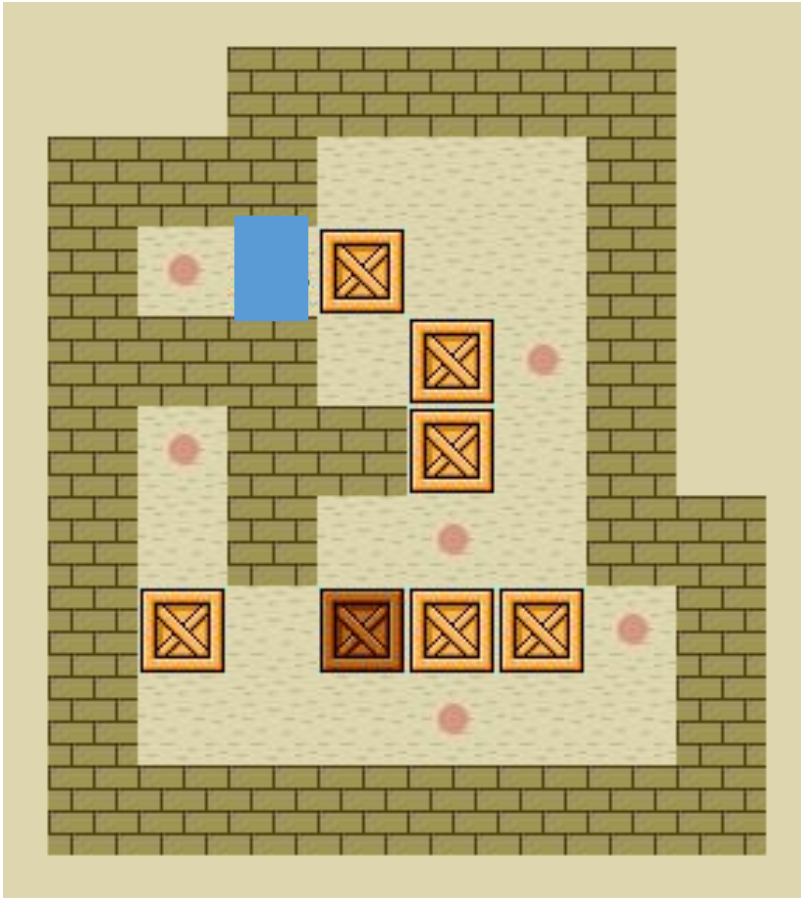
Hiroyuki Imabayashi, 1981



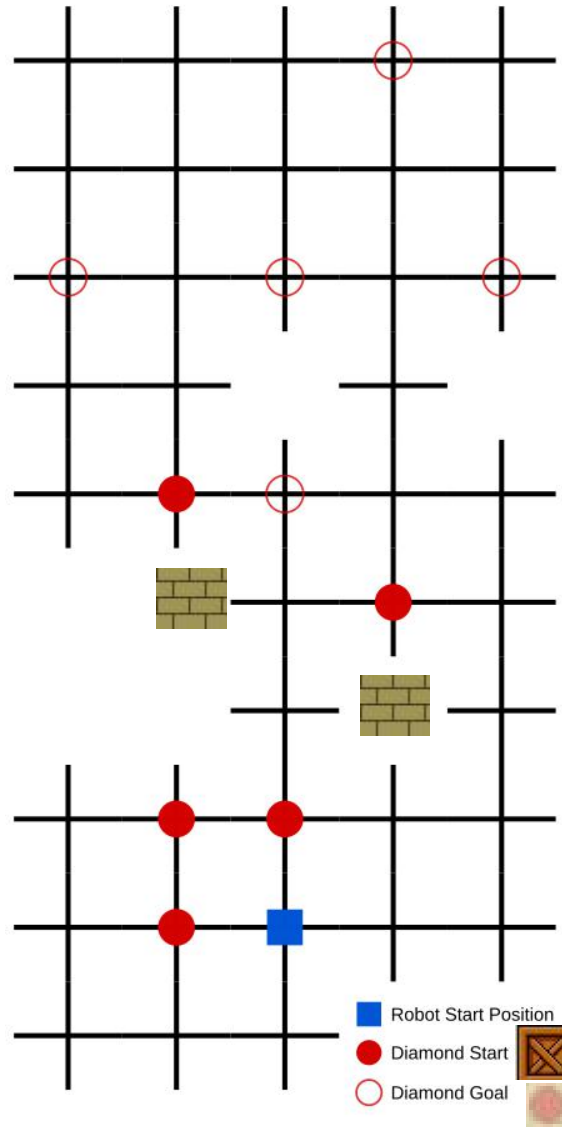
Sokoban competition map

- The surface is white paper with black lines
- placed in the horizontal plane on the floor

Sokoban Competition



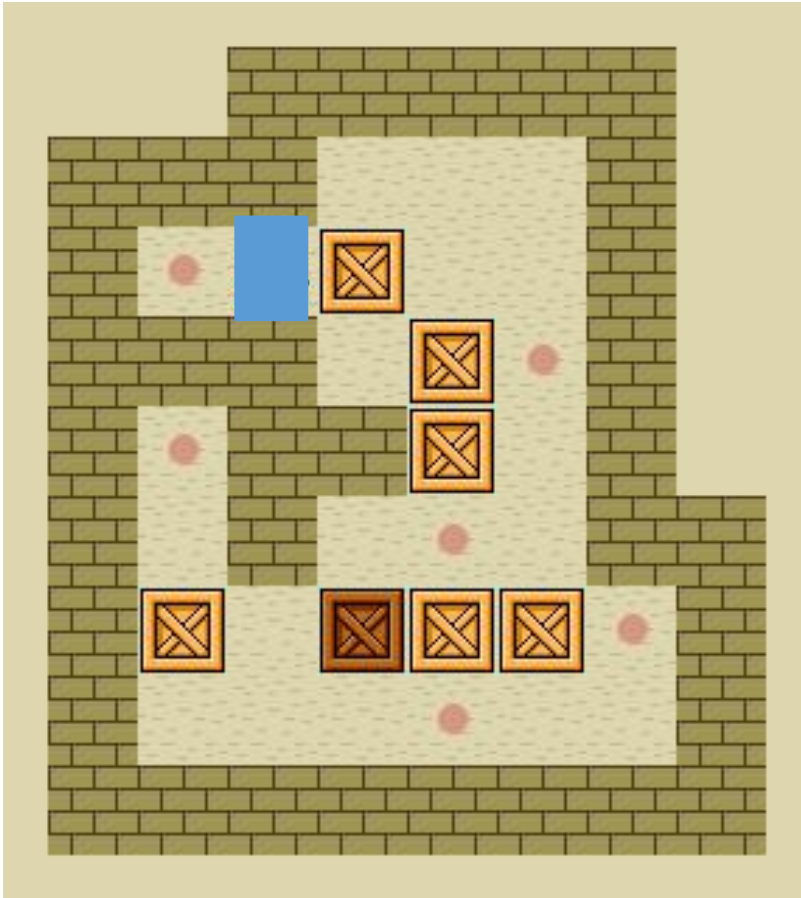
Hiroyuki Imabayashi, 1981



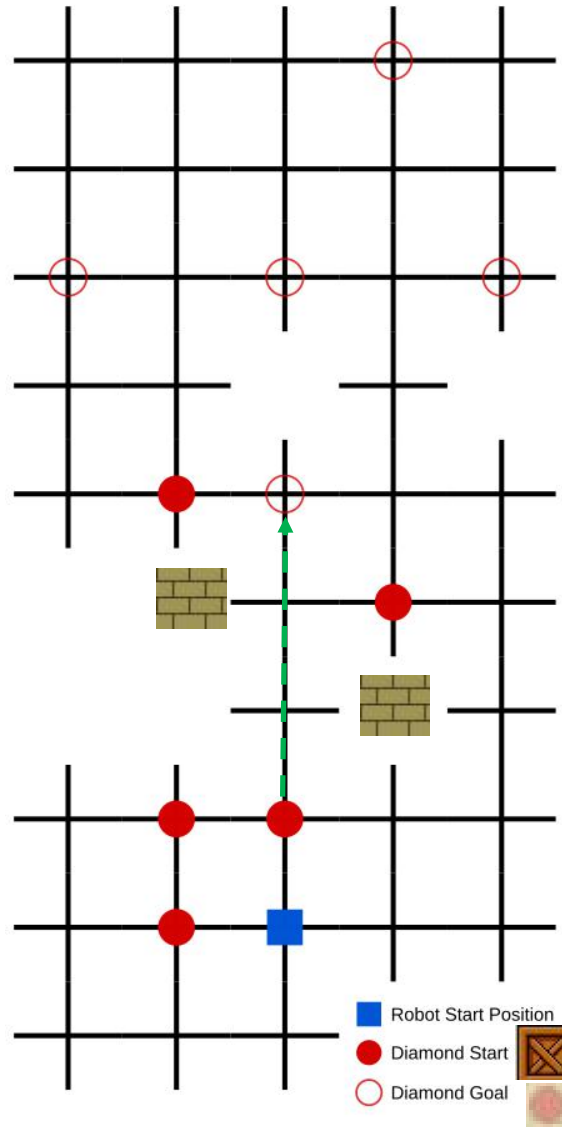
Sokoban competition map

- The lines' color will be black
- The width of the lines is $14\text{mm} \pm 2\text{mm}$
- The walls are represented by ending the black lines

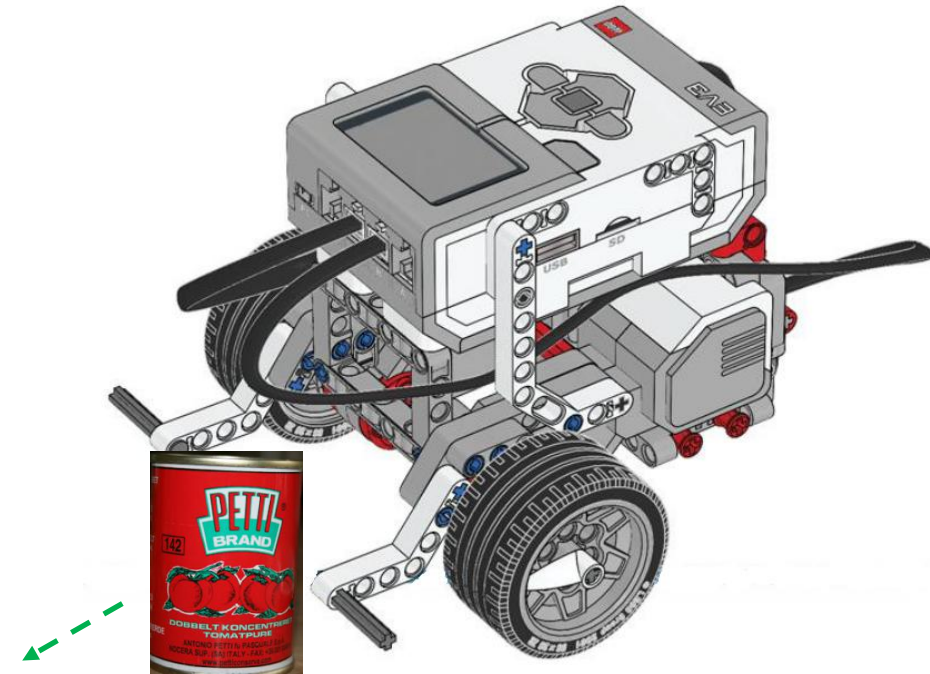
Sokoban Competition



Hiroyuki Imabayashi, 1981



Sokoban competition map



D:54 mm; H: 72 mm

Sokoban Competition

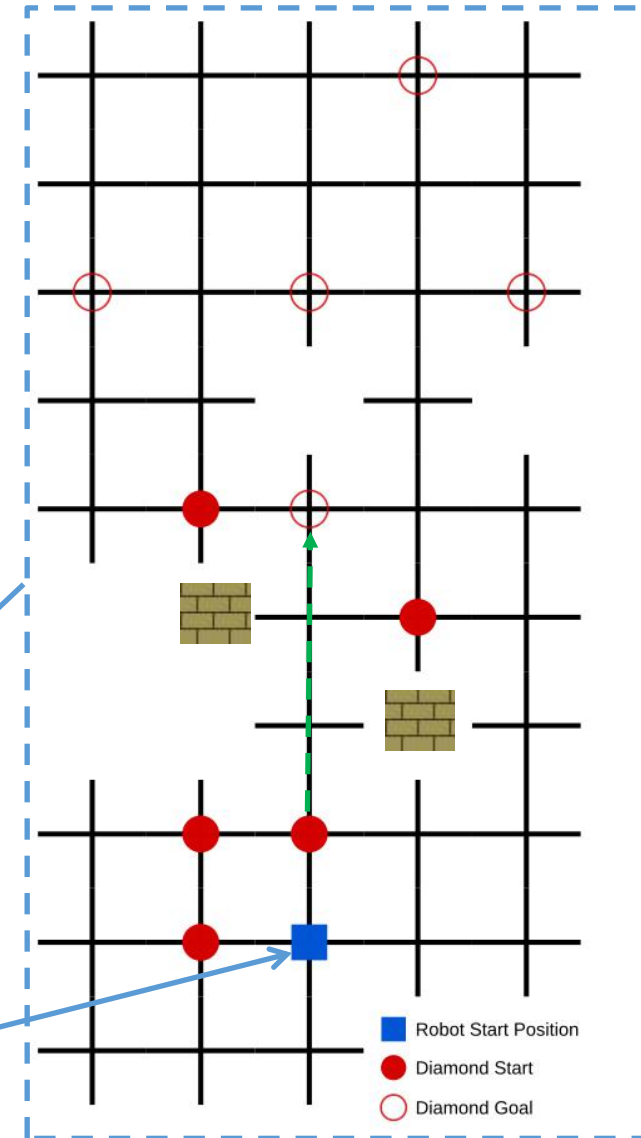
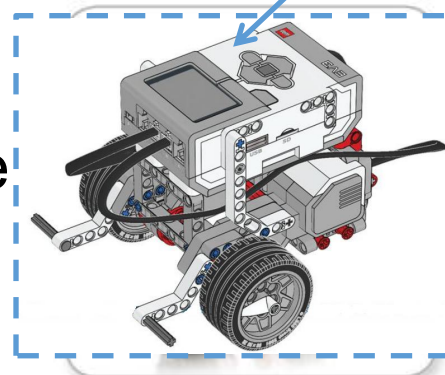
Assemble kits to form a mobile robot



Hand-code programme to read sensors and control motor wheel(s)

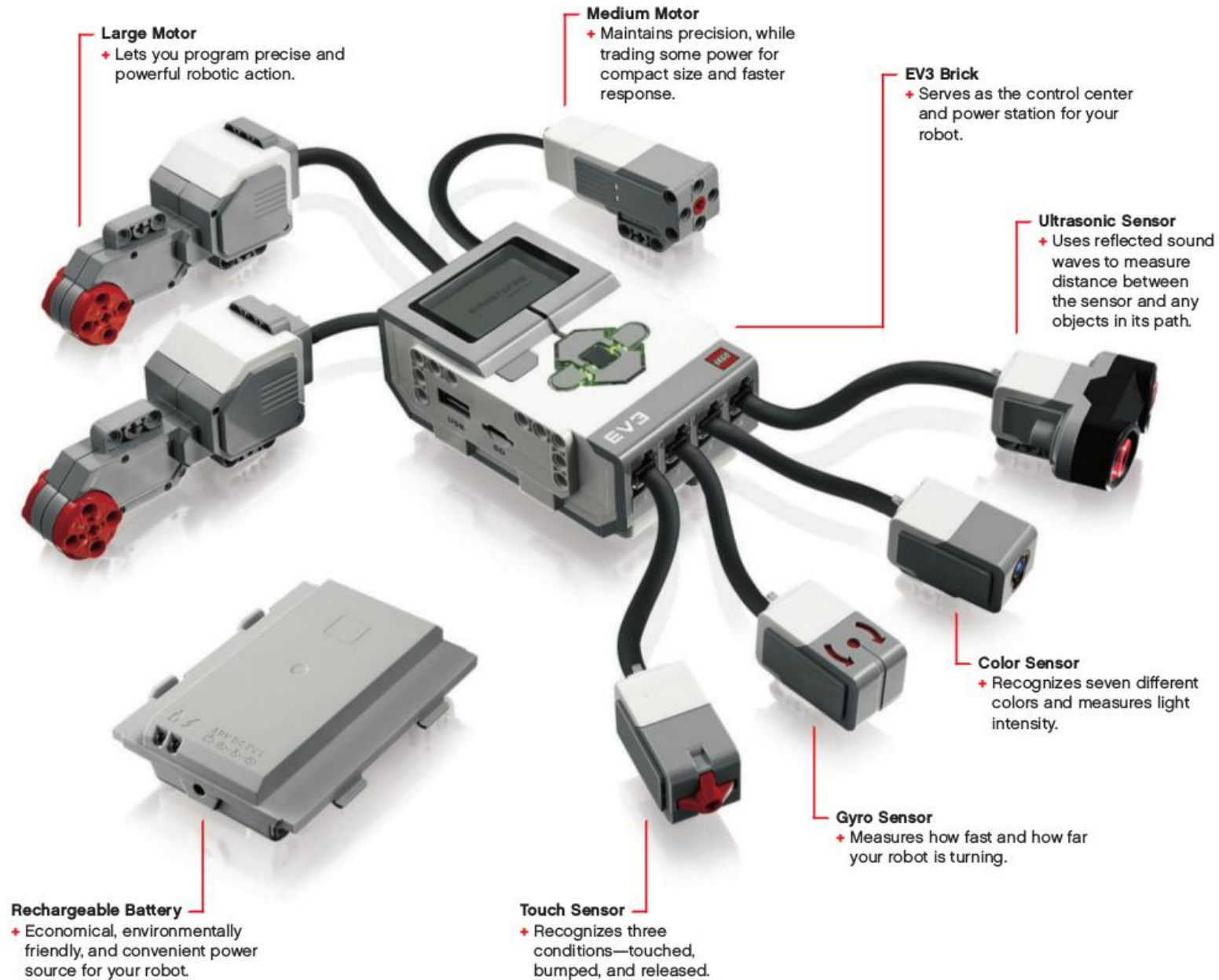


Decision making by the programme
in terms of the map

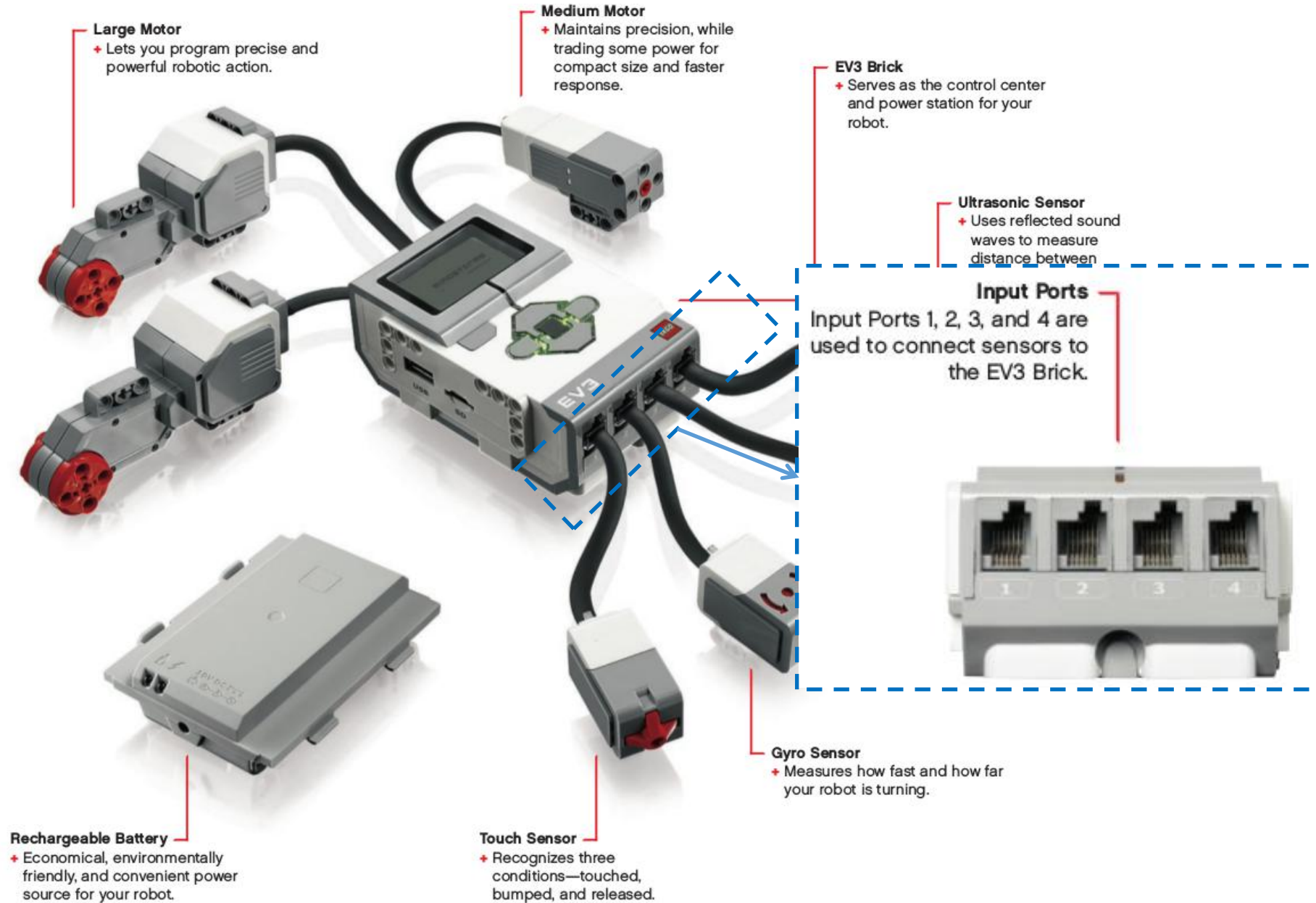


Sokoban competition map

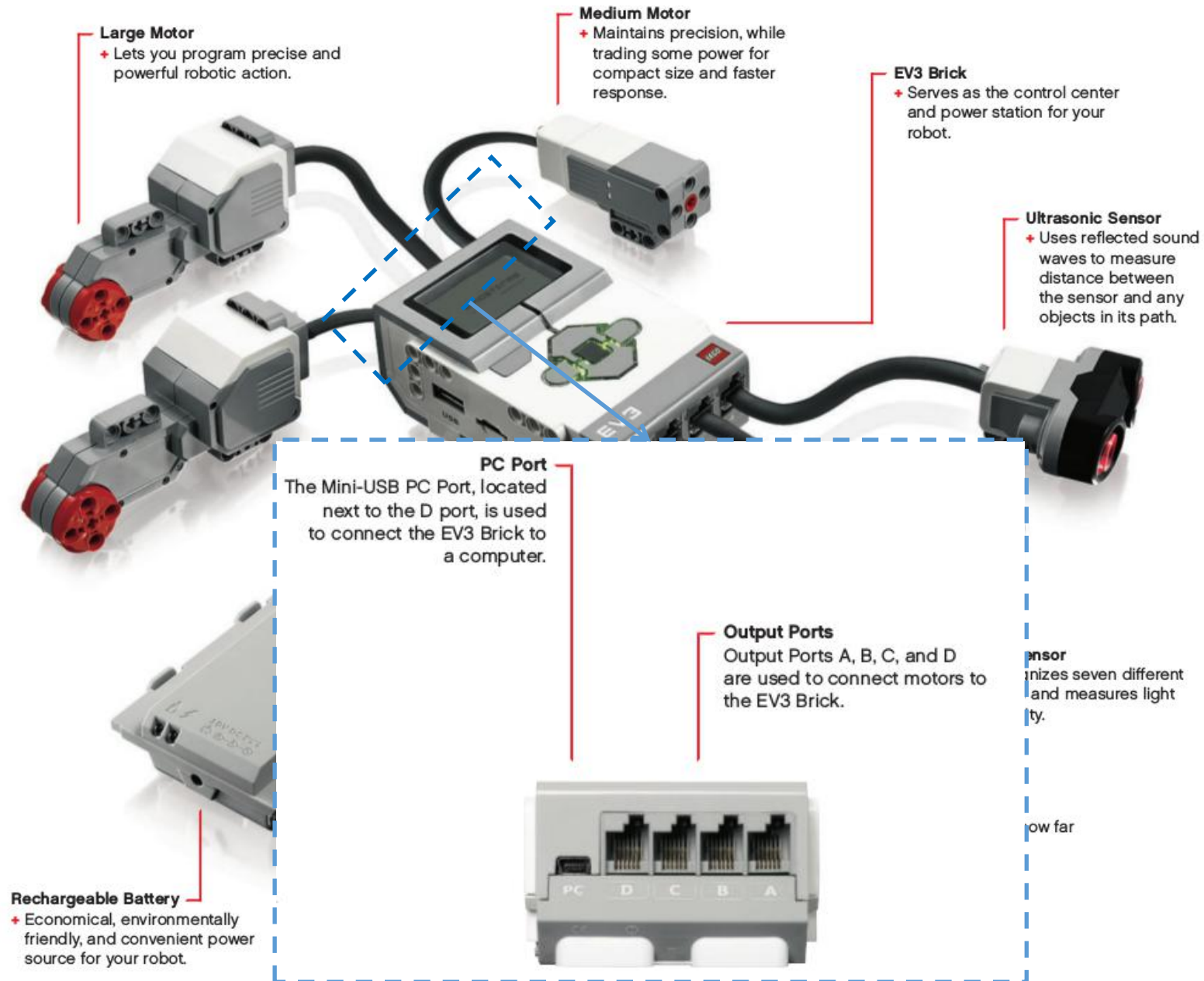
Lego Mindstorm EV3 Kits



Lego Mindstorm EV3 Kits



Lego Mindstorm EV3 Kits

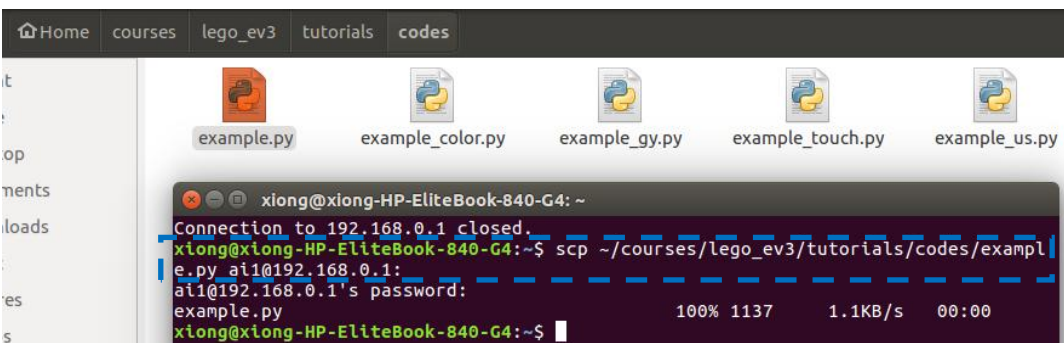


Lego Mindstorm EV3 Kits

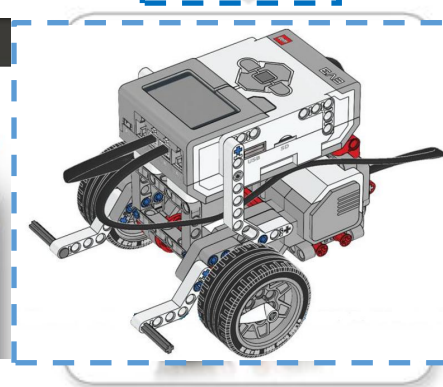
Our modified image can be found at
https://esrl.dk/ai1_ev3_sdcard.img



Copy the programme to EV3 (e.g., scp)



Password: ai1rockz



Connect EV3 (e.g., ssh)

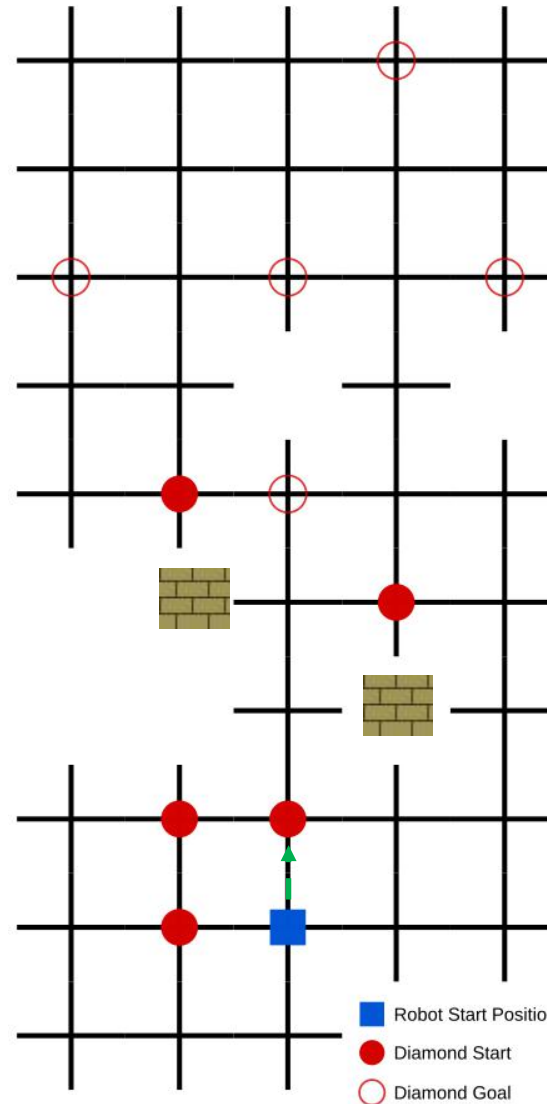
```
xiong@xiong-HP-EliteBook-840-G4:~$ ssh ai1@192.168.0.1  
ai1@192.168.0.1's password:  
  
ev3dev  
  
Debian jessie on LEGO MINDSTORMS EV3!  
  
The programs included with the Debian GNU/Linux system are free software;  
the exact distribution terms for each program are described in the  
individual files in /usr/share/doc/*/copyright.  
  
Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent  
permitted by applicable law.  
Last login: Tue Sep 25 22:37:40 2018 from 192.168.0.2  
ai1@ev3dev:~$
```

Password: ai1rockz



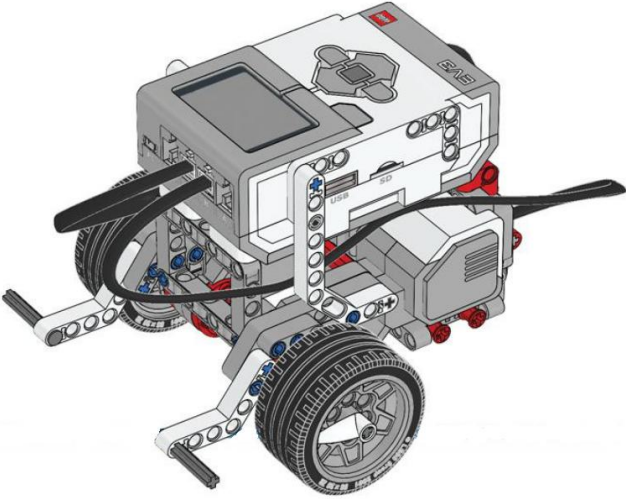
USB cable

Motor and Sensor Experiments

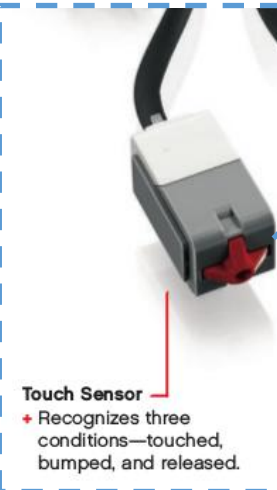


Sokoban competition map

Motor and Sensor Experiments



Two motor wheels and one touch sensor



```
#!/usr/bin/python3.4

import ev3dev.ev3 as ev3
from time import sleep

import signal

btn = ev3.Button()

mA = ev3.LargeMotor('outA')
mB = ev3.LargeMotor('outB')

THRESHOLD_LEFT = 30
THRESHOLD_RIGHT = 350

BASE_SPEED = 30
TURN_SPEED = 80

#lightSensorLeft = ev3.ColorSensor('in1')
#lightSensorRight = ev3.LightSensor('in2')

TouchSensor = ev3.TouchSensor('in3')

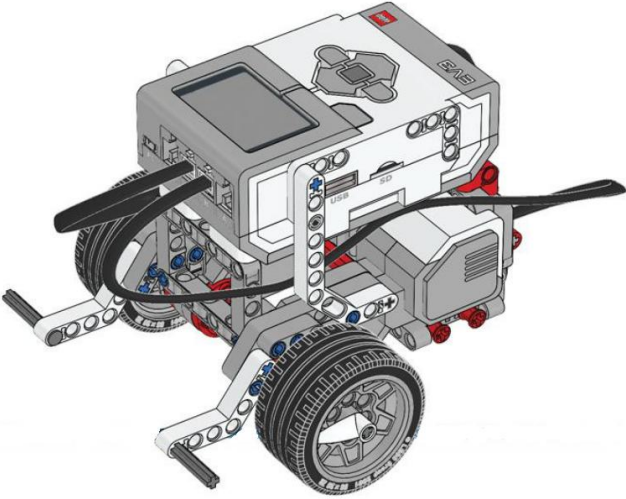
#assert lightSensorLeft.connected, "LightSensorLeft(ColorSensor) is not connected"
#assert lightSensorRight.connected, "LightSensorRight(LightSensor) is not conected"

assert TouchSensor.connected, "Touch sensor is not connected"

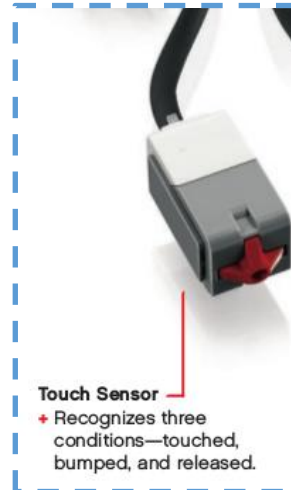
mB.run_direct()
mA.run_direct()
```

example_touch.py

Motor and Sensor Experiments



Two motor wheels and one touch sensor

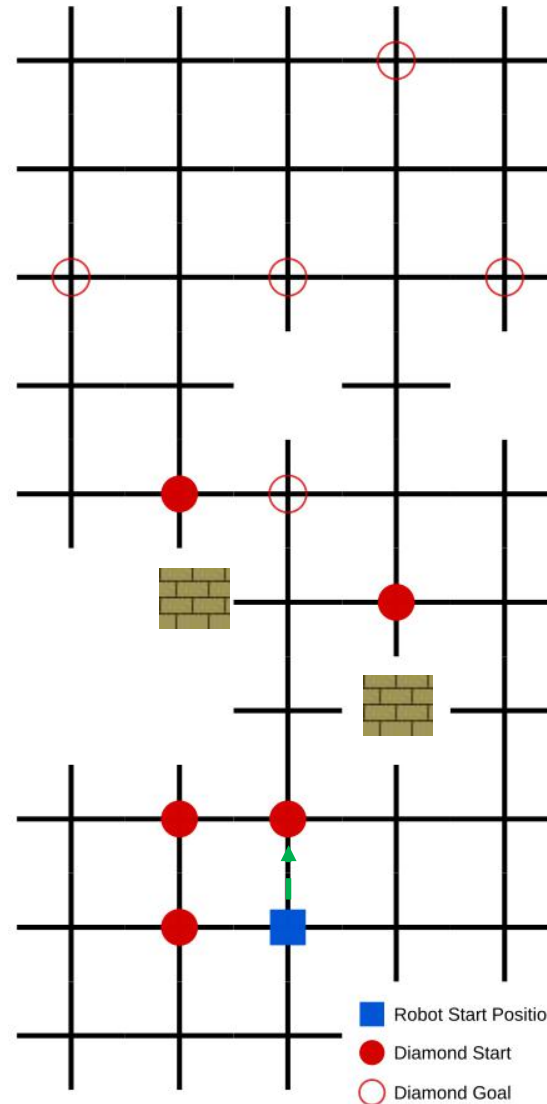
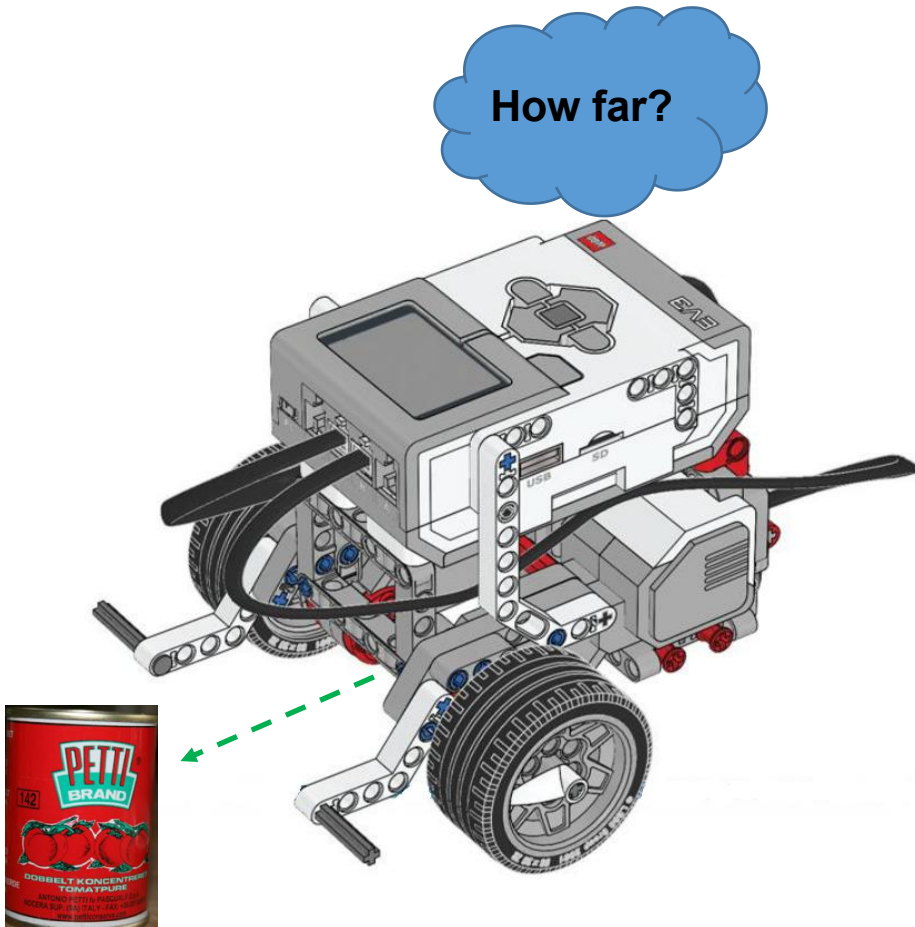


```
while True:
    mA.duty_cycle_sp = BASE_SPEED
    mB.duty_cycle_sp = BASE_SPEED
    tou_val = TouchSensor.value()

    if btn.any():
        ev3.Sound.beep().wait()
        mA.duty_cycle_sp = 0
        mB.duty_cycle_sp = 0
        exit()
    else:
        print("Touch sensor value: ", tou_val)
```

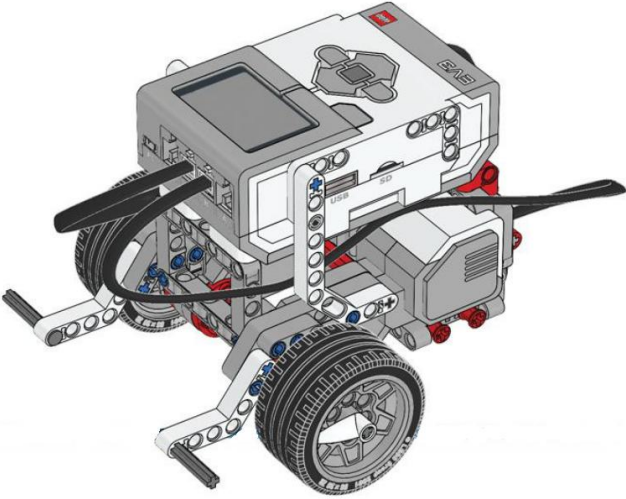
example_touch.py

Motor and Sensor Experiments



Sokoban competition map

Motor and Sensor Experiments



Two motor wheels and one ultrasonic sensor



```
#!/usr/bin/python3.4

import ev3dev.ev3 as ev3
from time import sleep

import signal

btn = ev3.Button()

mA = ev3.LargeMotor('outA')
mB = ev3.LargeMotor('outB')

THRESHOLD_LEFT = 30
THRESHOLD_RIGHT = 350

BASE_SPEED = 30
TURN_SPEED = 80

us = ev3.UltrasonicSensor('in4')
#lightSensorRight = ev3.LightSensor('in2')

TouchSensor = ev3.TouchSensor('in3')

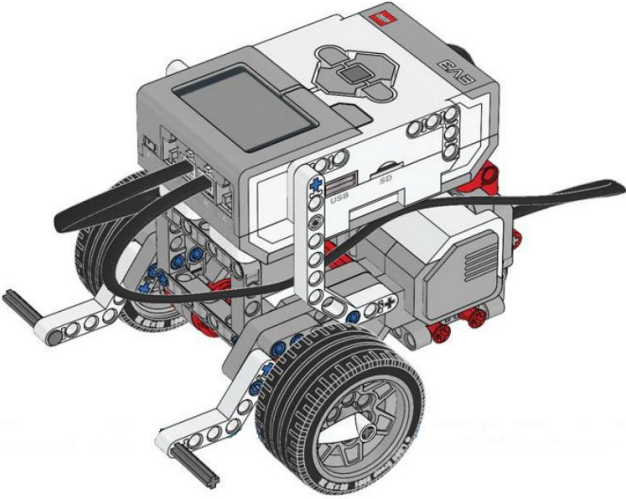
us.mode = 'US-DIST-CM'

assert us.connected, "Ultrasonic sensor is not connected"
#assert lightSensorRight.connected, "LightSensorRight(LightSensor) is not conected"

assert TouchSensor.connected, "Touch sensor is not connected"
```

example_us.py

Motor and Sensor Experiments



Two motor wheels and one ultrasonic sensor



Large Motor
+ Lets you program precise and powerful robotic action.



Ultrasonic Sensor
+ Uses reflected sound waves to measure distance between the sensor and any objects in its path.

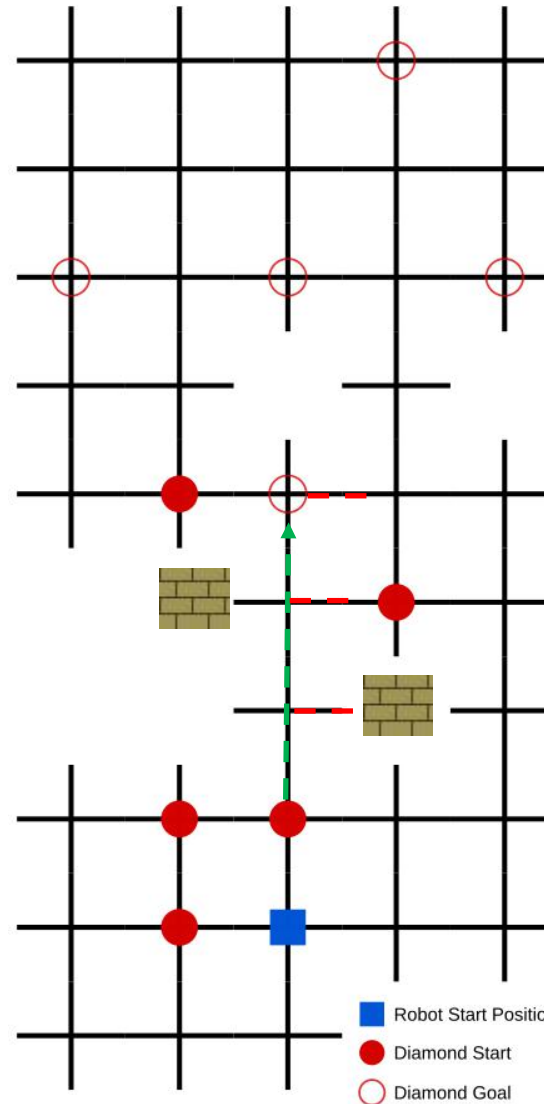
```
while True:
    mA.duty_cycle_sp = BASE_SPEED
    mB.duty_cycle_sp = BASE_SPEED
    tou_val = TouchSensor.value()

    if tou_val == 1:
        ev3.Sound.beep().wait()
        mA.duty_cycle_sp = 0
        mB.duty_cycle_sp = 0
        exit()

    else:
        dis = us.value()/10
        print(str(dis) + " " + unit)
```

example_us.py

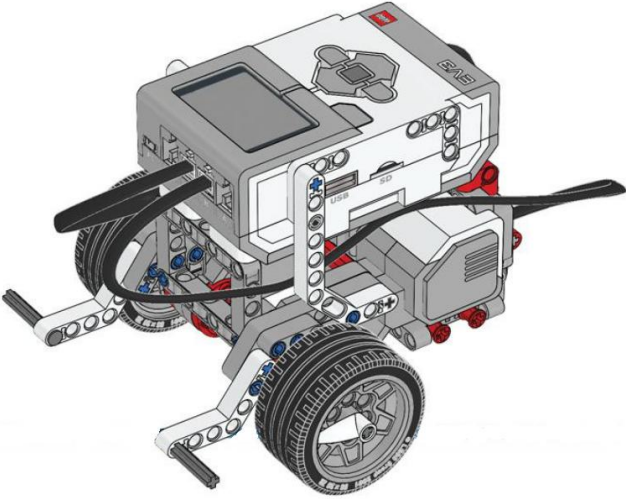
Motor and Sensor Experiments



Detect and count the horizontal lines

Sokoban competition map

Motor and Sensor Experiments



Two motor wheels and one color sensor



```
import ev3dev.ev3 as ev3
from time import sleep
```

```
import signal
```

```
btn = ev3.Button()
```

```
mA = ev3.LargeMotor('outA')
```

```
mB = ev3.LargeMotor('outB')
```

```
THRESHOLD_LEFT = 30
```

```
THRESHOLD_RIGHT = 350
```

```
BASE_SPEED = 30
```

```
TURN_SPEED = 80
```

```
cl = ev3.ColorSensor('in1')
```

```
#lightSensorRight = ev3.LightSensor('in2')
```

```
TouchSensor = ev3.TouchSensor('in3')
```

```
cl.mode = 'COL-COLOR'
```

```
assert cl.connected, "LightSensorLeft(ColorSensor) is not connected"
```

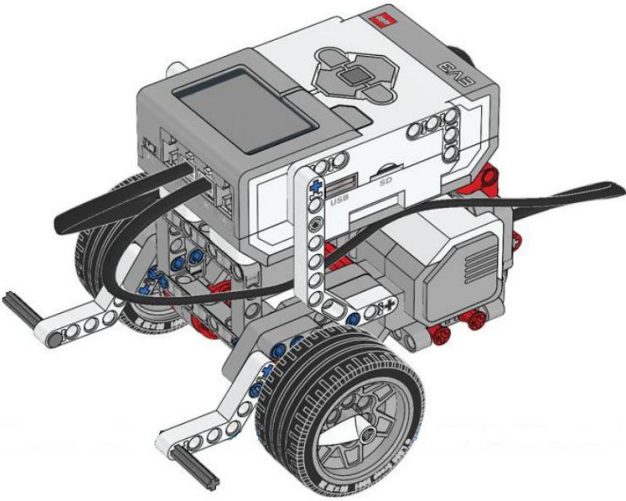
```
#assert lightSensorRight.connected, "LightSensorRight(LightSensor) is not connected"
```

```
assert TouchSensor.connected, "Touch sensor is not connected"
```

```
colors = ('unknown', 'black', 'blue', 'green', 'yellow', 'red', 'white', 'brown')
```

example_color.py

Motor and Sensor Experiments



Two motor wheels and one color sensor

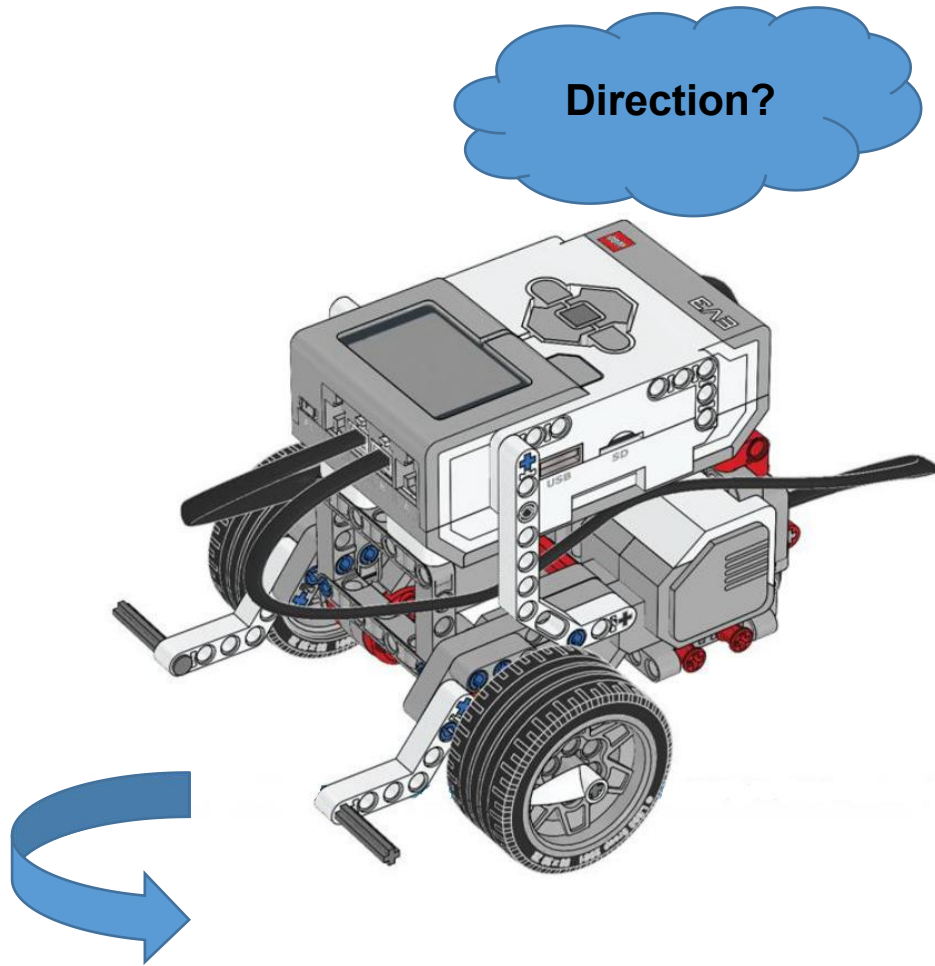


```
while True:
    mA.duty_cycle_sp = BASE_SPEED
    mB.duty_cycle_sp = BASE_SPEED
    tou_val = TouchSensor.value()

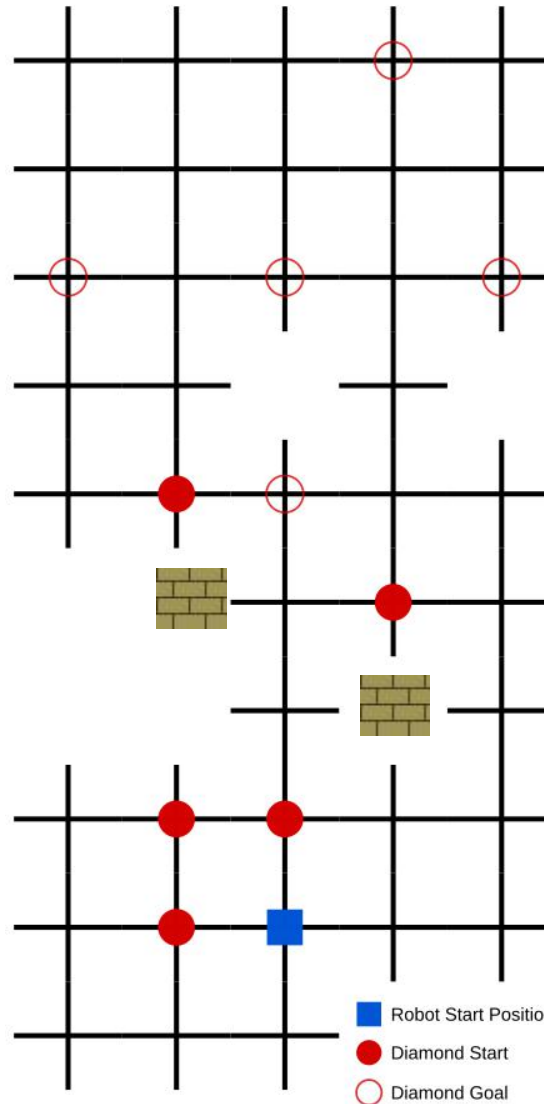
    if tou_val == 1:
        ev3.Sound.beep().wait()
        mA.duty_cycle_sp = 0
        mB.duty_cycle_sp = 0
        exit()
    else:
        print(colors[cl.value()])
```

example_color.py

Motor and Sensor Experiments

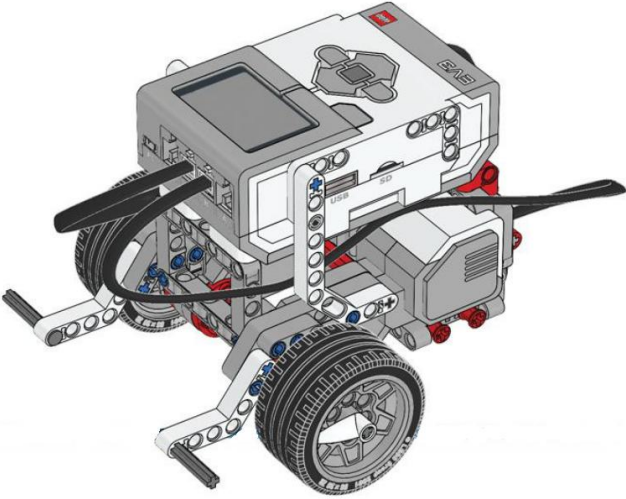


Turning

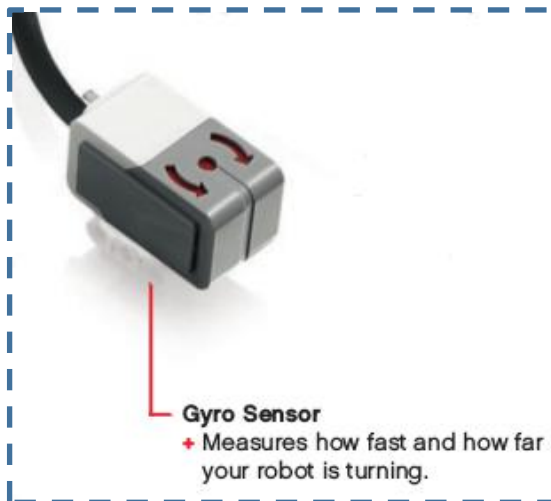


Sokoban competition map

Motor and Sensor Experiments



Two motor wheels and one gyro sensor



```
#!/usr/bin/python3.4

import ev3dev.ev3 as ev3
from time import sleep

import signal

btn = ev3.Button()

mA = ev3.LargeMotor('outA')
mB = ev3.LargeMotor('outB')

THRESHOLD_LEFT = 30
THRESHOLD_RIGHT = 350

BASE_SPEED = 30
TURN_SPEED = 80

gy = ev3.GyroSensor('in2')
#lightSensorRight = ev3.LightSensor('in2')

TouchSensor = ev3.TouchSensor('in3')

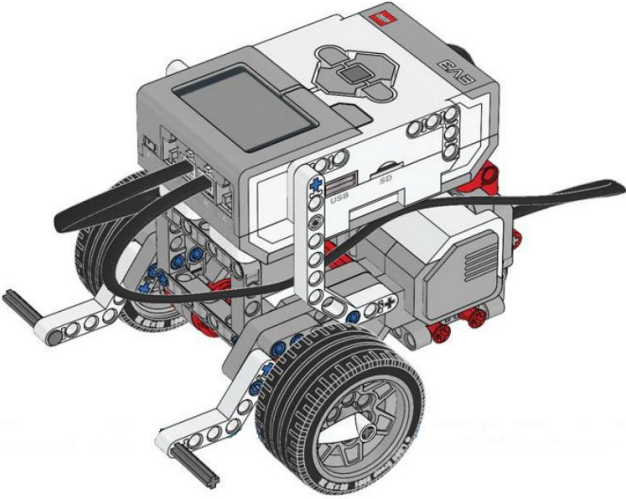
gy.mode = 'GYRO-ANG'

assert gy.connected, "Gyro sensor is not connected"
#assert lightSensorRight.connected, "LightSensorRight(LightSensor) is not conected"

assert TouchSensor.connected, "Touch sensor is not connected"
```

example_gy.py

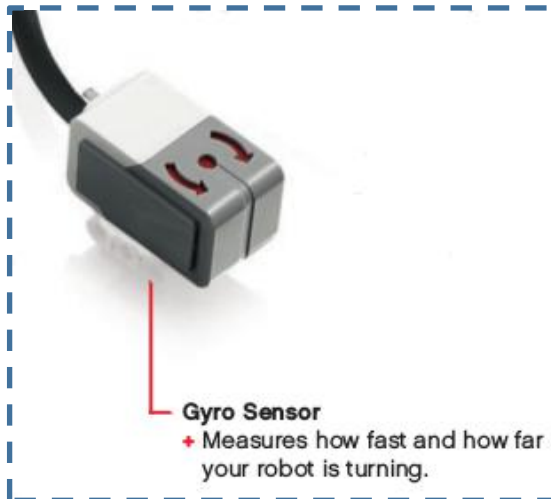
Motor and Sensor Experiments



Two motor wheels and one gyro sensor



Large Motor
+ Lets you program precise and powerful robotic action.



Gyro Sensor
+ Measures how fast and how far your robot is turning.

```
while True:
    mA.duty_cycle_sp = BASE_SPEED
    mB.duty_cycle_sp = BASE_SPEED
    tou_val = TouchSensor.value()

    if tou_val == 1:
        ev3.Sound.beep().wait()
        mA.duty_cycle_sp = 0
        mB.duty_cycle_sp = 0
        exit()

    else:
        ang = gy.value()
        print(str(ang) + " " + unit)
```

example_gy.py

Advices and Supports

- Use minimalistic kits (e.g., sensors) to win the competition
- Install an OS, e.g., [Ubuntu](#)
- Install a programming language, e.g., [Python3](#). (see [options](#))
- [Ev3python](#)
- [Python for beginners](#)
- Work at home or in the Mærsk building's lobby
- An earlier competition map will be available in the Mærsk building's lobby for testing purposes
- Utilize Google and YouTube
- **9th of Oct. 12:00** Preliminary report due, as PDF, by emails to john@mmmi.sdu.dk and xizi@mmmi.sdu.dk
- **22nd of Nov.** releasing the Sokoban Competition map
- **2nd of Dec.** Sokoban Competition, up to three attempts per group but no more than 15 min
- **18th of Dec. 12:00** Final report due, as PDF, by email to john@mmmi.sdu.dk

Contacts

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- Christian Quist Nielsen, chni215@student.sdu.dk
- Oliver Klinggaard, olkli15@student.sdu.dk

Questions

