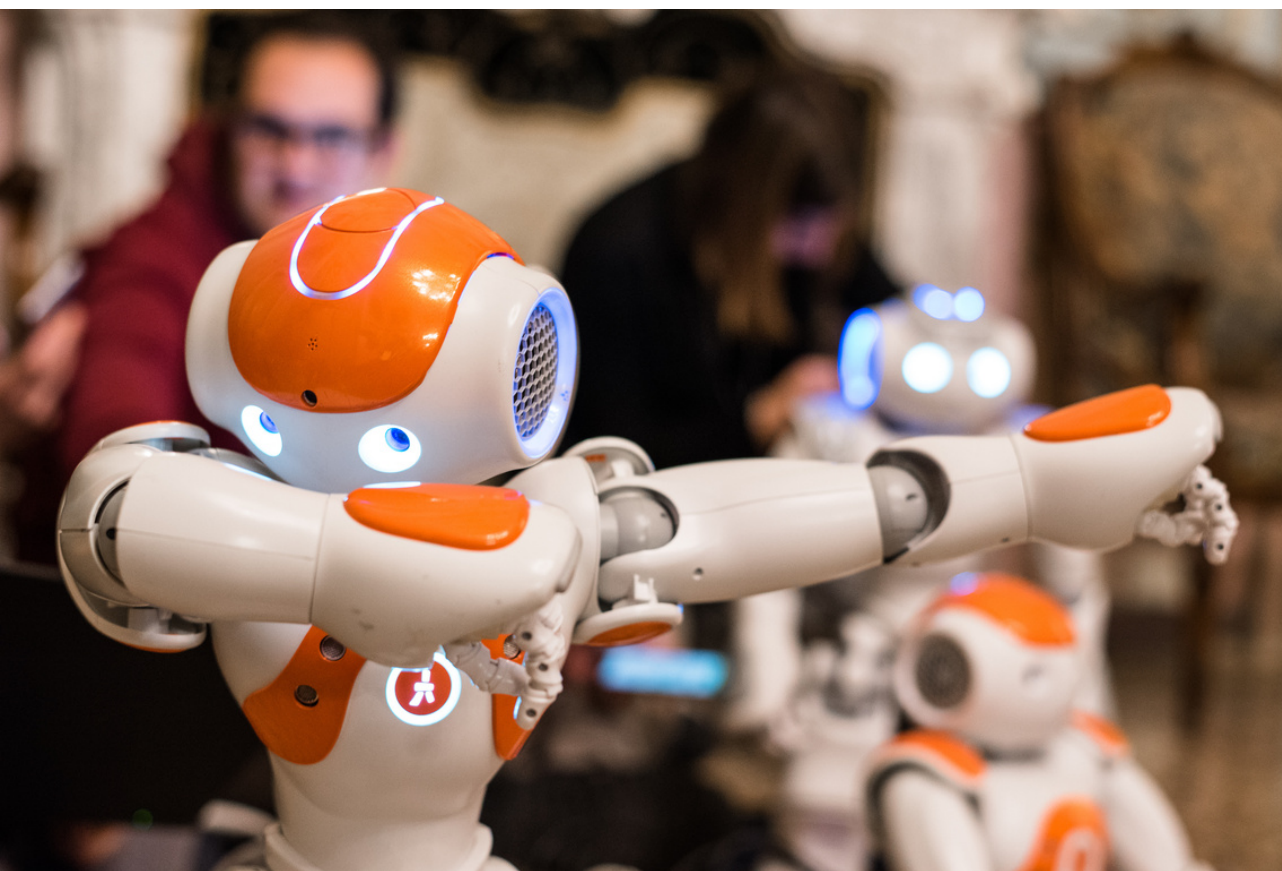


NAO CHALLENGE

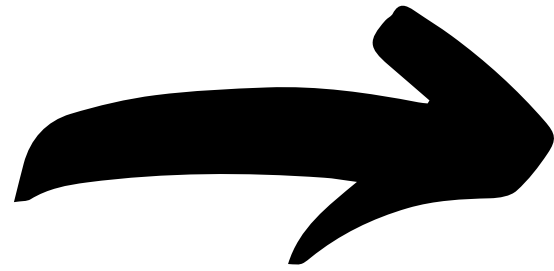
2020



FAST FREQUENCY

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ZARMINA URSINO

SUMMARY OF CONTENTS



TODAY'S AGENDA

- 1 History of our Project
- 2 Movement creation
- 3 Timeline reference
- 4 Exporting into python and linking to Pycharm
- 5 Calculating the difference/weight points
- 6 A* star/algo based upon the weight points
- 7 Demo

History of our project

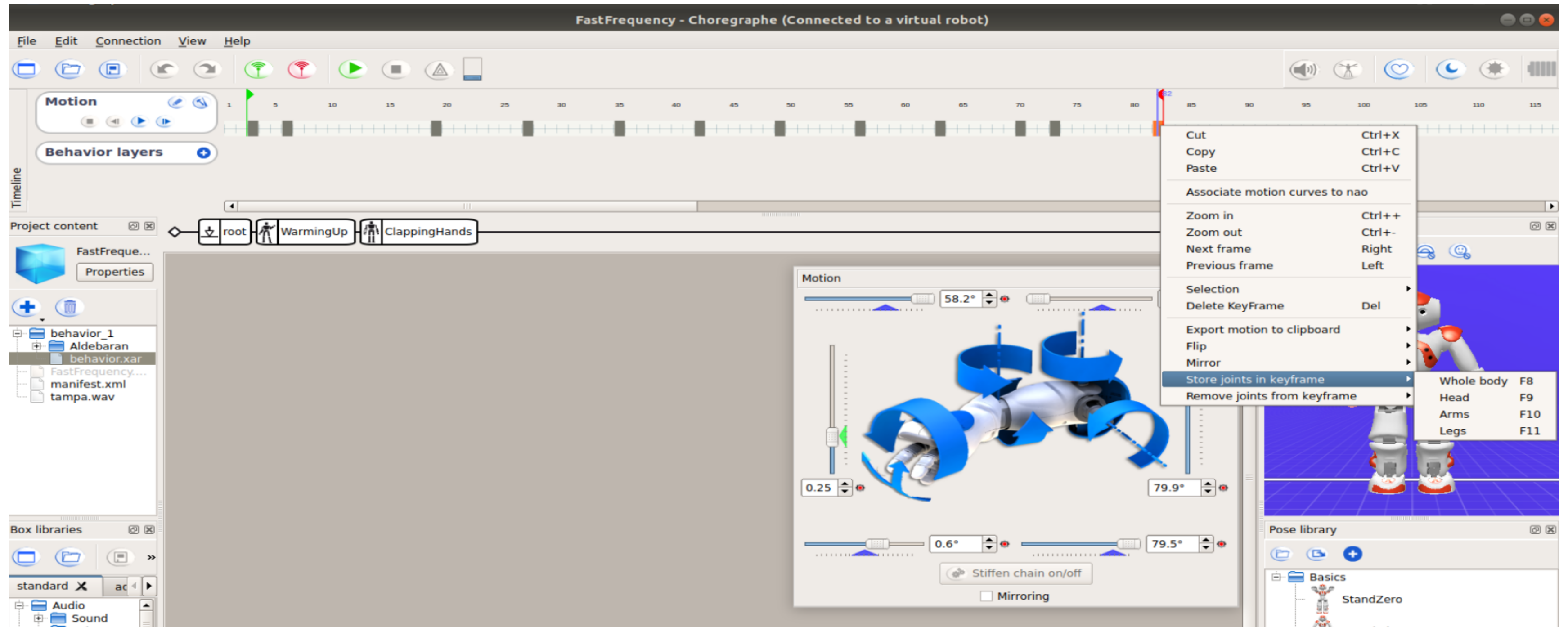
**WATCH
THIS
VIDEO**



This is the link that you can watch here:

[https://www.instagram.com/p/CEudpYKDUv0/?
utm_source=ig_web_copy_link](https://www.instagram.com/p/CEudpYKDUv0/?utm_source=ig_web_copy_link)

Movement creation



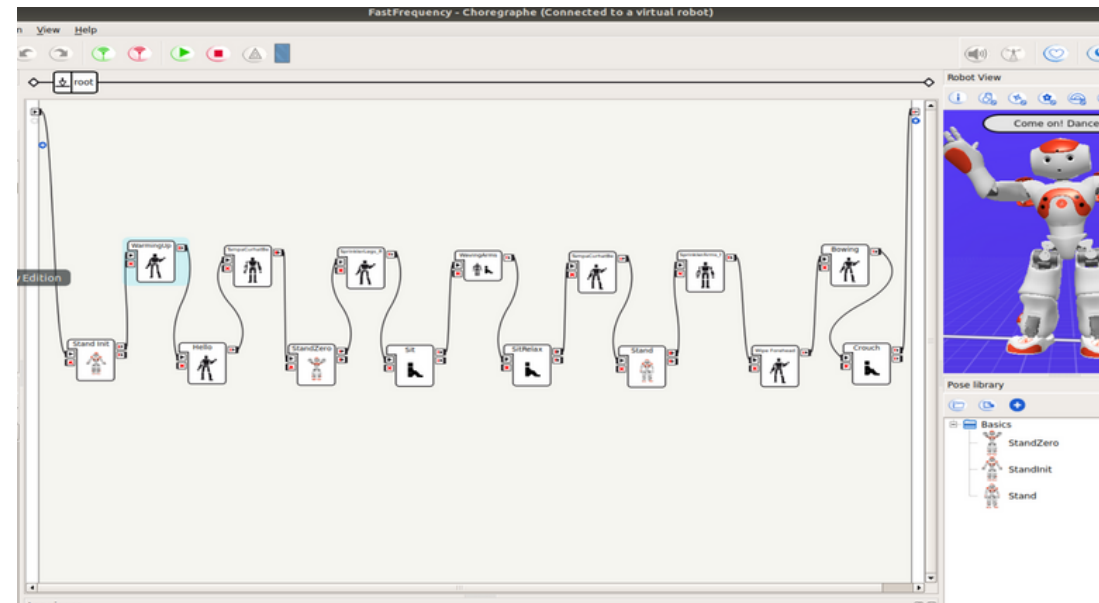
For the creation of the movements, we have used the Timeline panel, displayed double-clicking on a Timeline box.



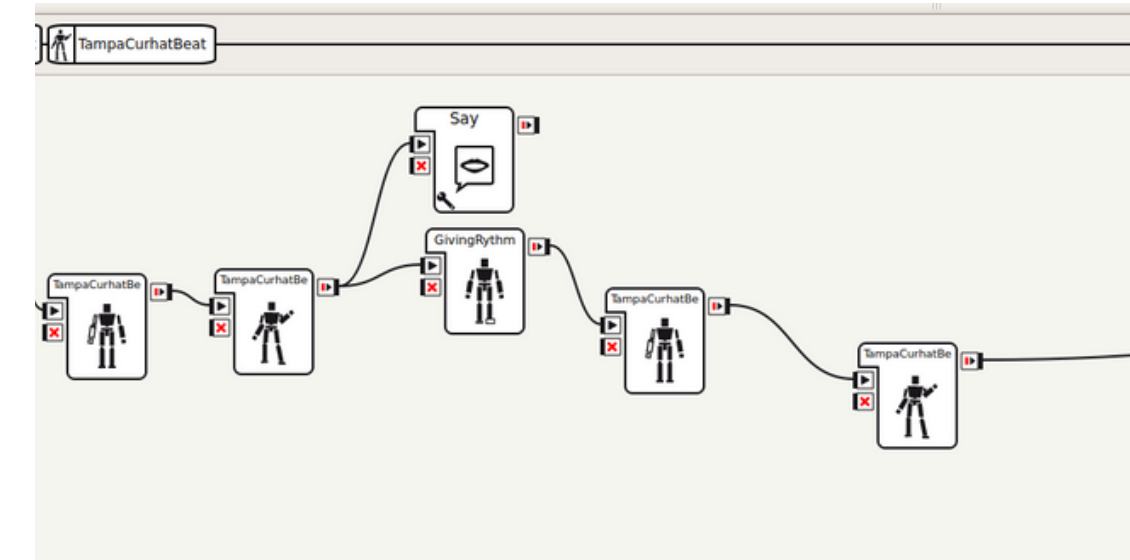
Thanks to the Motion widget we modified the joint values of each limb and we stored them in the keyframe.



LOOK AT THESE EXAMP -LES



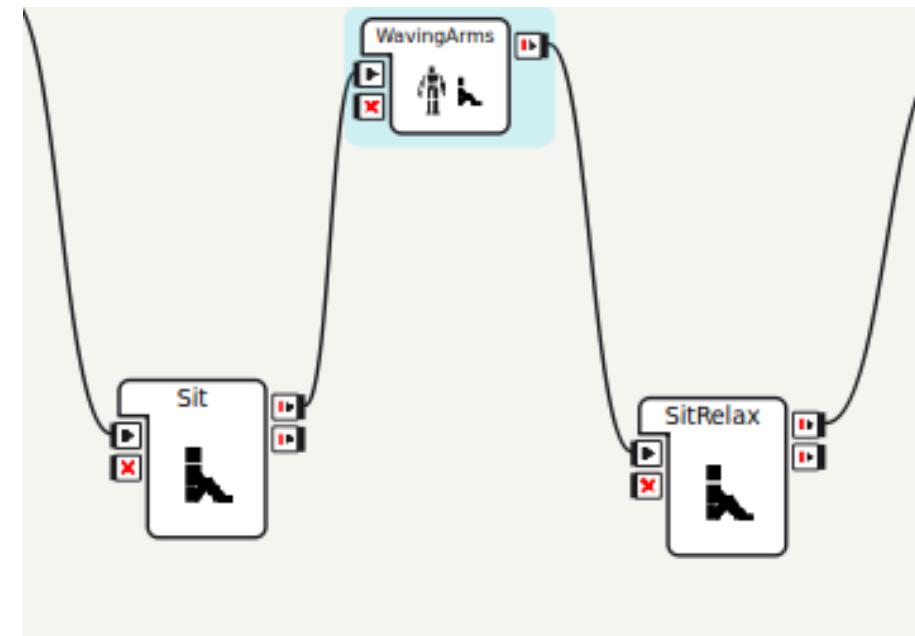
Example 1



Example 3

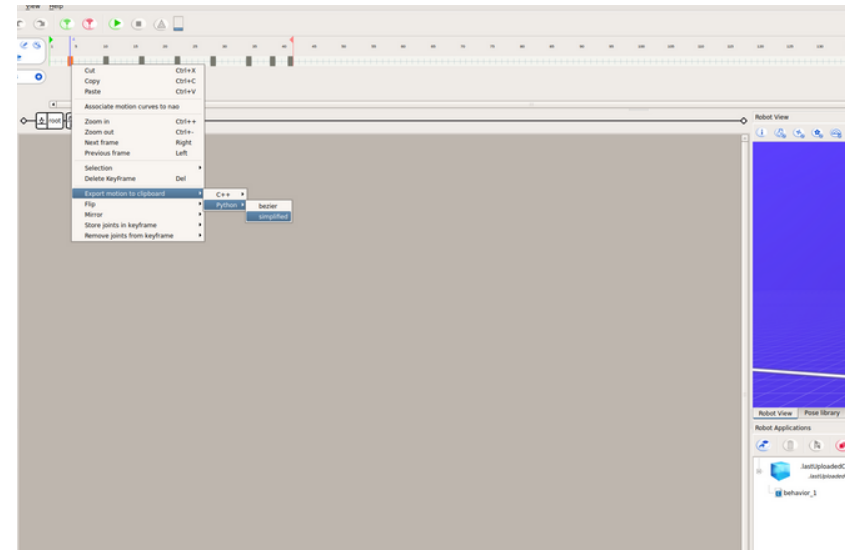


Example 2



Exporting into python and linking to Pycharm

LOOK
AT
THESE
STEPS

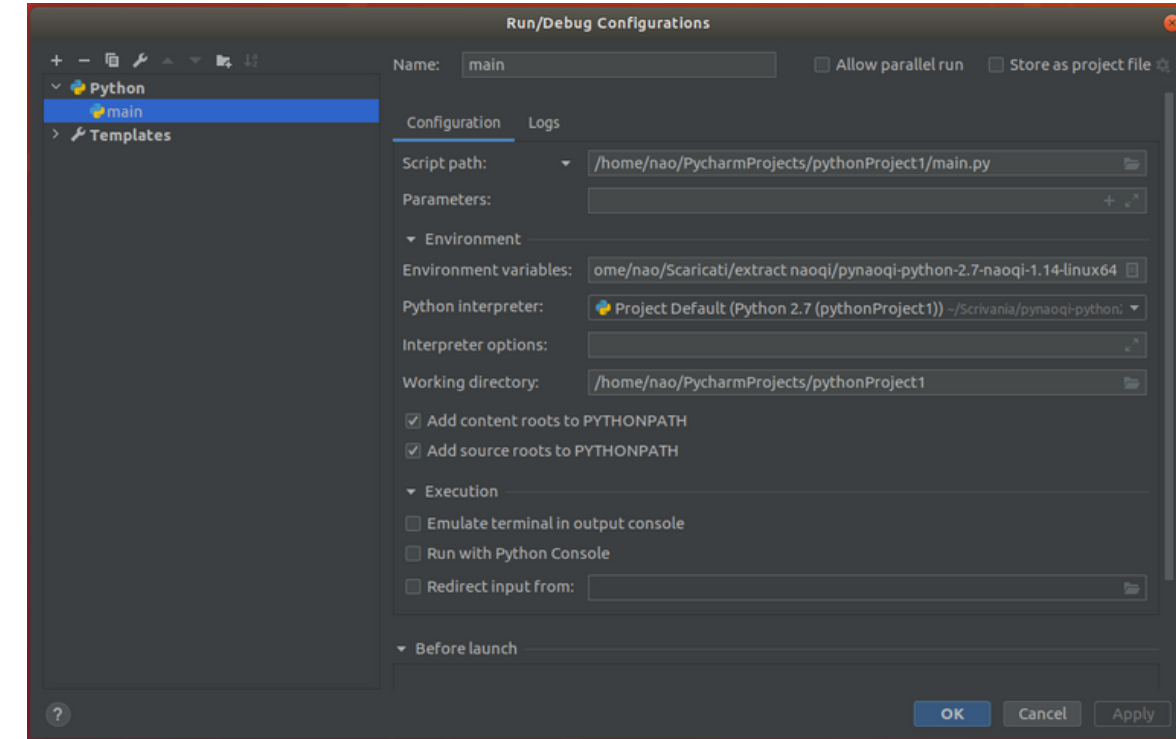


STEP 1

After creating movements, we should export them to python.

- 1.click right click on the motion
- 2.click 'extract motion to clipboard'
- 3.choose 'python'
- 4.choose 'simplified'

...

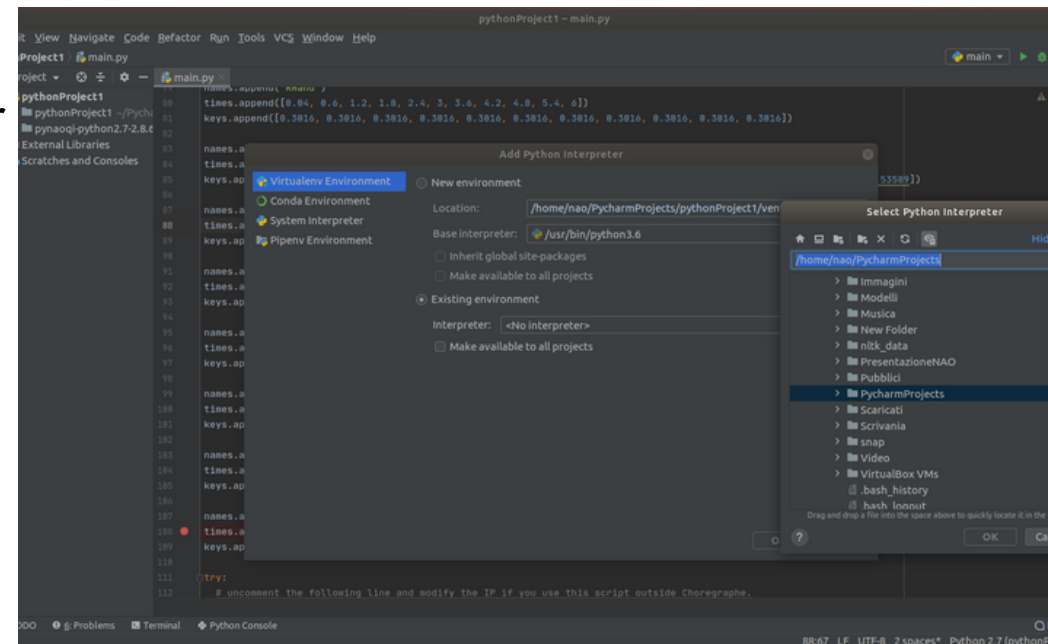


STEP 2

Time for adding new interpreter to pycharm:

- 1.click in the right below part of main window
- 2.choose 'Add interpreter'
- 3.choose 'Existing environment'
- 4.choose 3 dots and select python interpreter

...

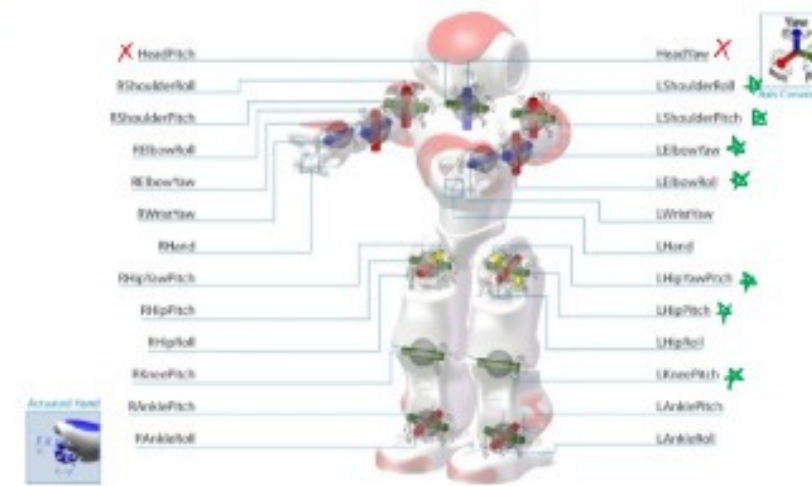


STEP 3

Adding new path:

- 1.click 'Edit configuration' in the 'RUN' bar
- 2.click 'Environment behavior'
- 3.click '+'
- 4.add 'PYTHONPATH' to the 'Name'
- 5.add path of the folder to the 'Value'


...



- 1 L Shoulder Roll
- 2 Path
- 3 L Elbow Yaw
- 4 Roll
- 5 L Hip Yaw Patch
- 6 Pitch
- 7 L Knee Pitch

main function():

- * def execute - action (time, actionset):
- * def compute action():
 - computes the most appropriate action/dance step
 - ↳ calculates the degree of movement in each action w.r.t initial - pos
 - ↳



$\begin{matrix} (+) & (-) \\ \diagdown & / \\ \text{abs} & \end{matrix} \quad | \quad 25 \quad \begin{matrix} | 25 & | 25 & | 25 \\ \hline | 25 & | 25 & | 25 \\ \hline 4 & & \end{matrix} = 25$

Calculating the difference/weight points

In this notepad we decided that which parts of the robots play main role and how we can choose them. Moreover, the calculation of the variables was discussed in the file.

A* star/algo based upon the weight points



```
import numpy as np
# randomness for the movements
data = list()
data.append(np.std(keys[5]))
data.append(np.std(keys[6]))
data.append(np.std(keys[8]))
data.append(np.std(keys[10]))
data.append(np.std(keys[11]))
data.append(np.std(keys[12]))
data.append(np.std(keys[13]))
print("KeyValue ", data)
keysValue = list()

# ending positions for the moves
tempPositionValue = list()
tempPositionValue.append(keys[5][-1])
tempPositionValue.append(keys[6][-1])
tempPositionValue.append(keys[8][-1])
tempPositionValue.append(keys[10][-1])
tempPositionValue.append(keys[11][-1])
tempPositionValue.append(keys[12][-1])
tempPositionValue.append(keys[13][-1])
print("tempPosition ", tempPositionValue)
finalPositionValue = list()

x = np.hstack(times)
print("time taken", np.sum(times[0]))
```



```
import o_Waving_Arms, o_unleashing, o_two, o_three, o_tampa02, o_tampa01, o_take_energy, o_snap, o_raising_arms, o_pre_dance

# lists that contains the optionalActions/ MandatoryAction
mandatoryPos = [m_StandInit, m_Hello, m_StandZero, m_Sit, m_SitRelax, m_Stand, m_WipeForehead, m_Crouch]
availablePos = [o_Waving_Arms, o_unleashing, o_two, o_three, o_tampa02, o_tampa01, o_take_energy, o_snap, o_raising_arms, o_pre_dance]

# this functionn exeutes the action according to the given action file
```

```
def mainFunctionToRun():
    # get the initial positions
    while len(mandatoryPos) != 1:
        execute_performance(mandatoryPos[0])
        findTheNextNode()
        mandatoryPos.pop(0)
```

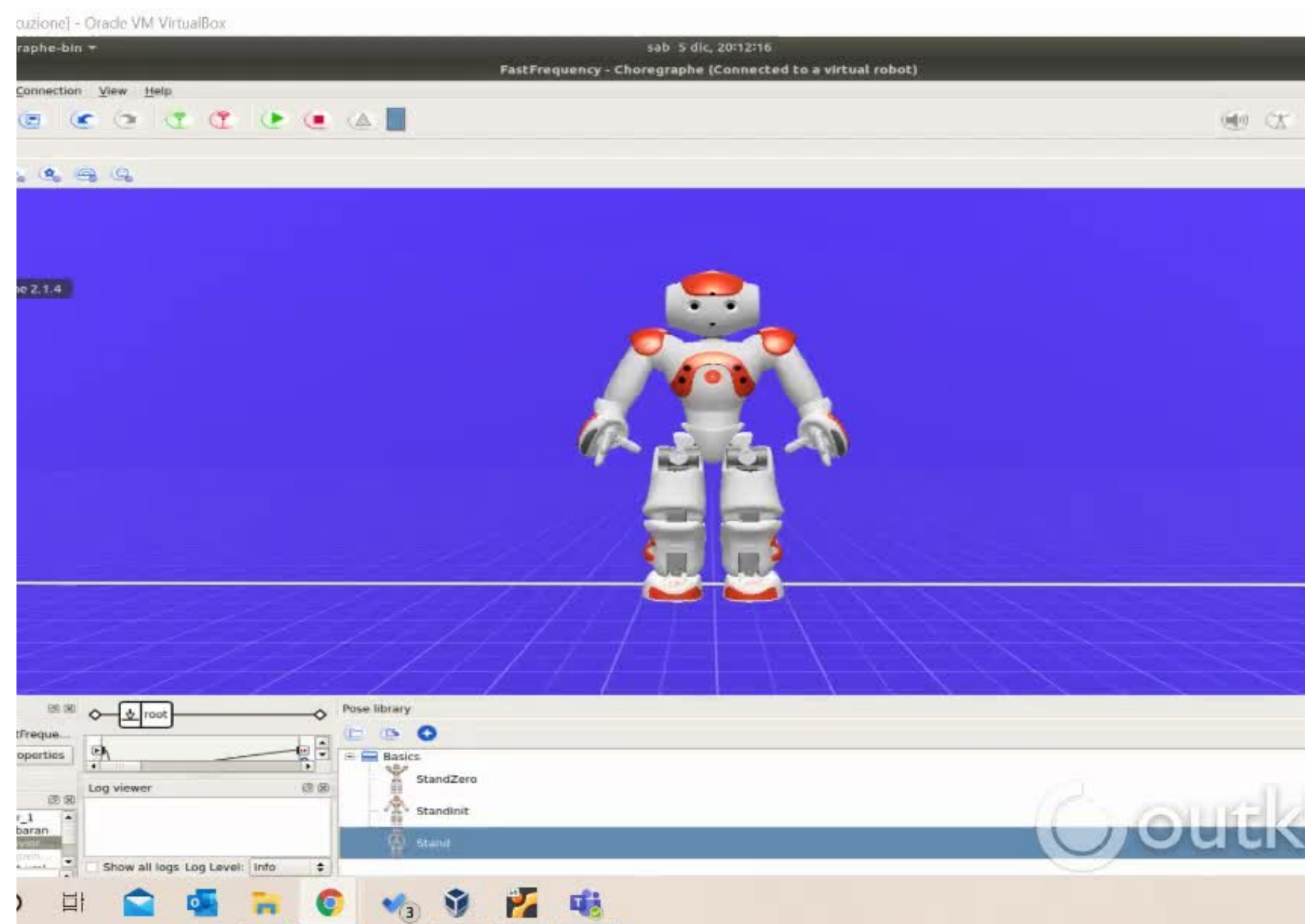
```
# this functionn exeutes the action according to the given action file
def execute_performance(x):
    try:
        motion = ALProxy("ALMotion", "127.0.0.1", 38165)
        motion.angleInterpolation(x.names, x.keys, x.times, True)
    except BaseException as err:
        print(err)

# calculates the weight differences
def costDifference(coreValues1, coreValues2, coreValues3):
    return np.sum(np.abs(coreValues3-coreValues2) + np.abs(coreValues1-coreValues2))

def findTheNextNode():
    optimum = 100
    index = 0
    # picks up the most efficient position & index
    for i in range(len(availablePos)):
        cost = costDifference(mandatoryPos[0], availablePos[i], mandatoryPos[1])
        if optimum > cost:
            optimum, index = cost, i
    print("Action chosen at index - ", index)
    execute_performance(availablePos[index])
    availablePos.pop(index)
```


Demo

WATCH
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26

THANK YOU
FOR LISTENING
TO US

