



Teaching-aid Robot that Seamlessly Supports from Individual Learning to Collaborative Learning

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Presentation

- Background of the teaching-aid robot development
- Collaborative learning by integrating individual learning
- The robot and its features
- Introductory education on programming
 - University and National Institute of Technology use
- Program integration with the IoT platform

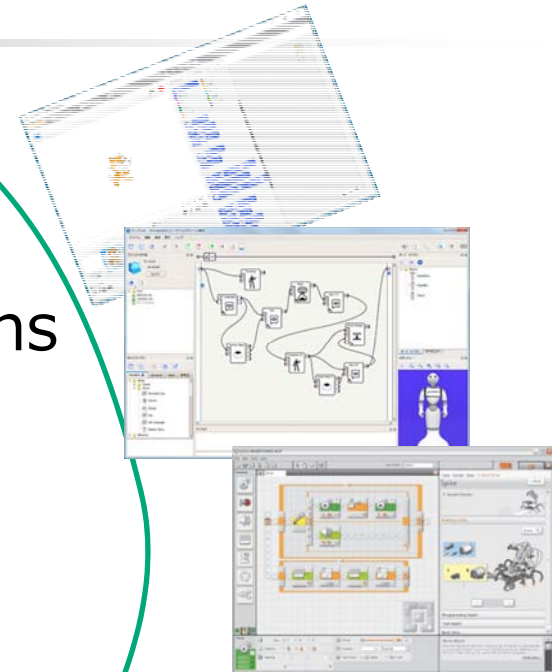


What are the requirements for learning programming

- Logical thinking ability. . . Not only
- Knowledge of computer usage
- Knowledge of using programming environment and knowledge of programming language
- Appropriate issues to raise interest and satisfy
 - Can imagine the goal of the task
 - Can feel a sense of accomplishment
 - Available anytime and anywhere

Teaching materials for acquiring programming knowledge

- Understand intuitively
 - Easy operation
 - Easy-to-understand instructions
- Feel fulfilled
 - Can leave the result
 - Can compare with others
- Easy to use anytime
 - Can be carried
 - Can use without PC



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The knowledge acquired is versatile



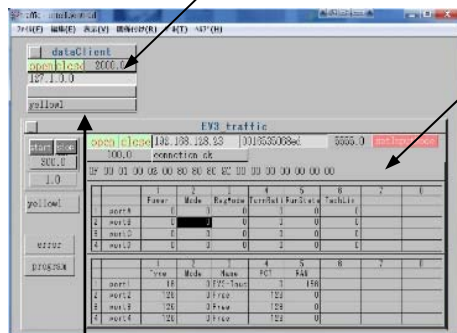
Collaborative learning synthesizing individual learning

- Individualized learning is expected to lead to steady learning because individuals advance learning while solving problems
- Collaborative learning can expect deep learning from multiple perspectives while reducing the stalemate of individual learning
- It can be expected to eliminate the shortcomings of collaborative learning by synthesizing

Individualized learning and integration example

Cooperation between the line trace car and the traffic light

TCP/IP ClientPad

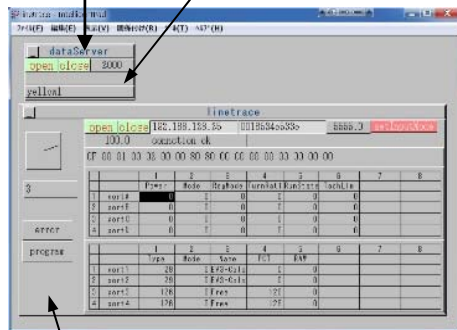


EV3ControllerPad



Break down into small tasks

TCI/IPcommunication
(a) A traffic light
TCP/IP ServerPad

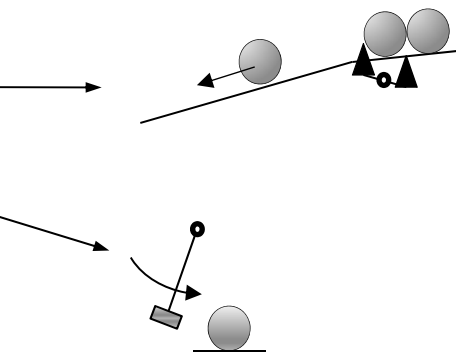
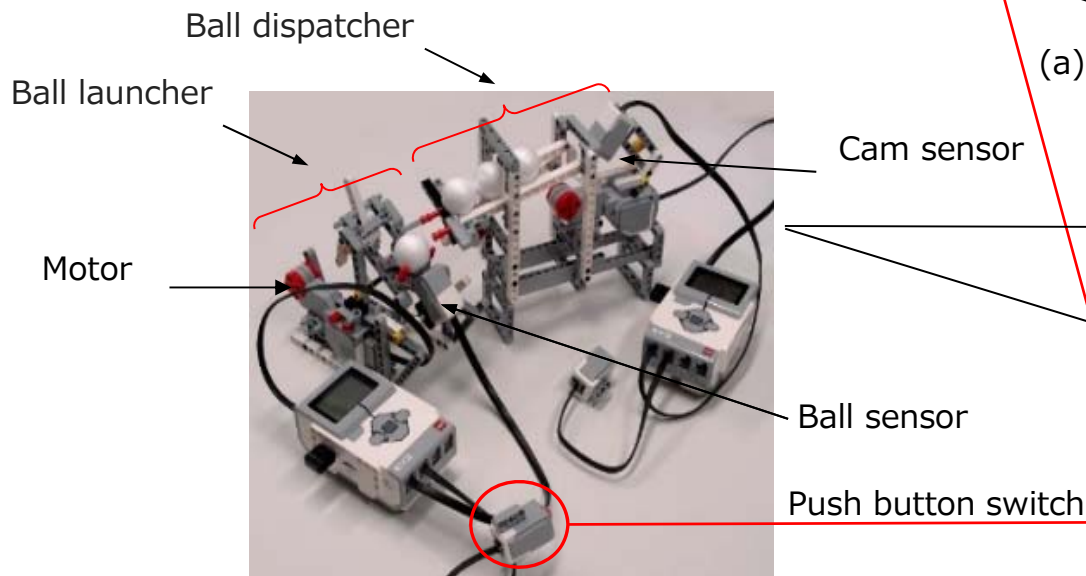
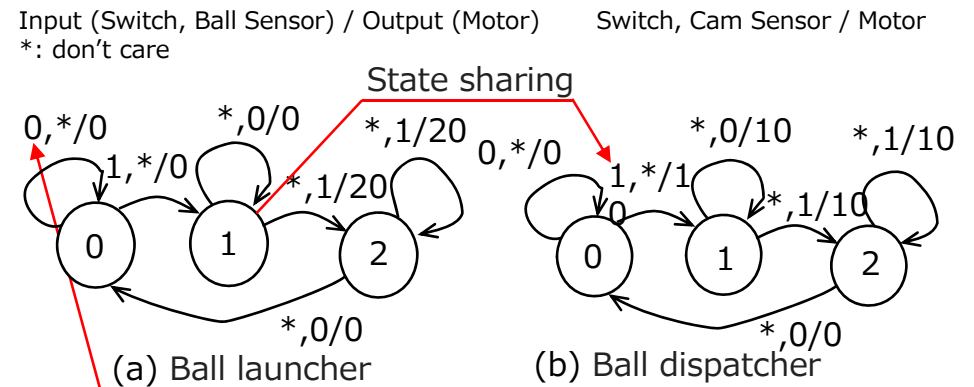


(c) Cooperation between devices

ProcedurePad (b) A line trace car

Individualized learning and integration example

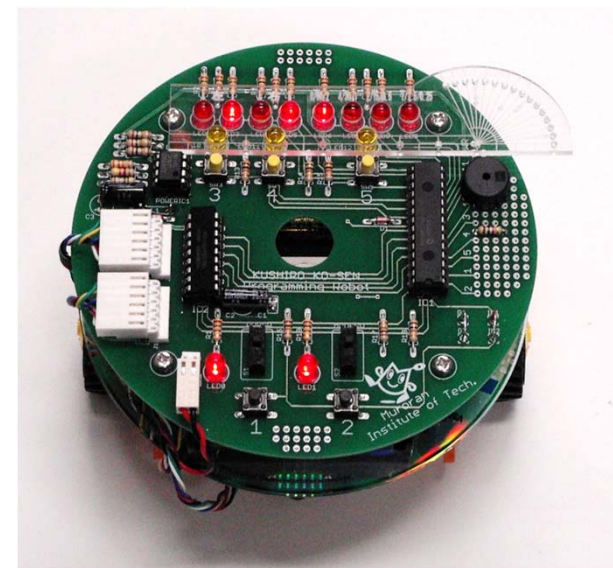
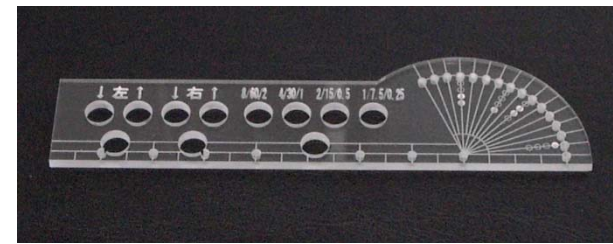
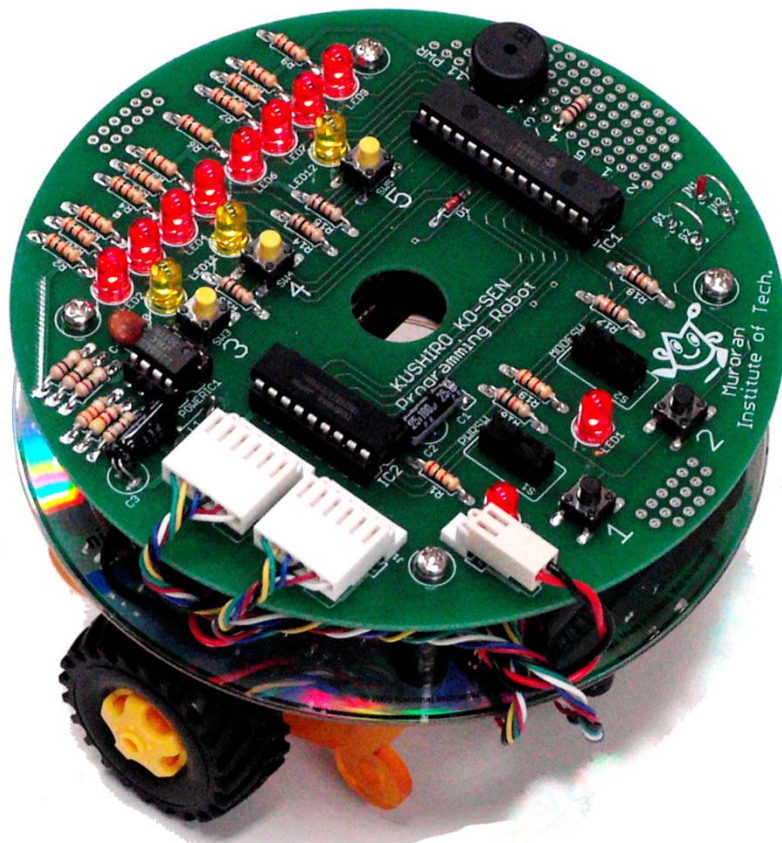
Collaboration of devices by state sharing



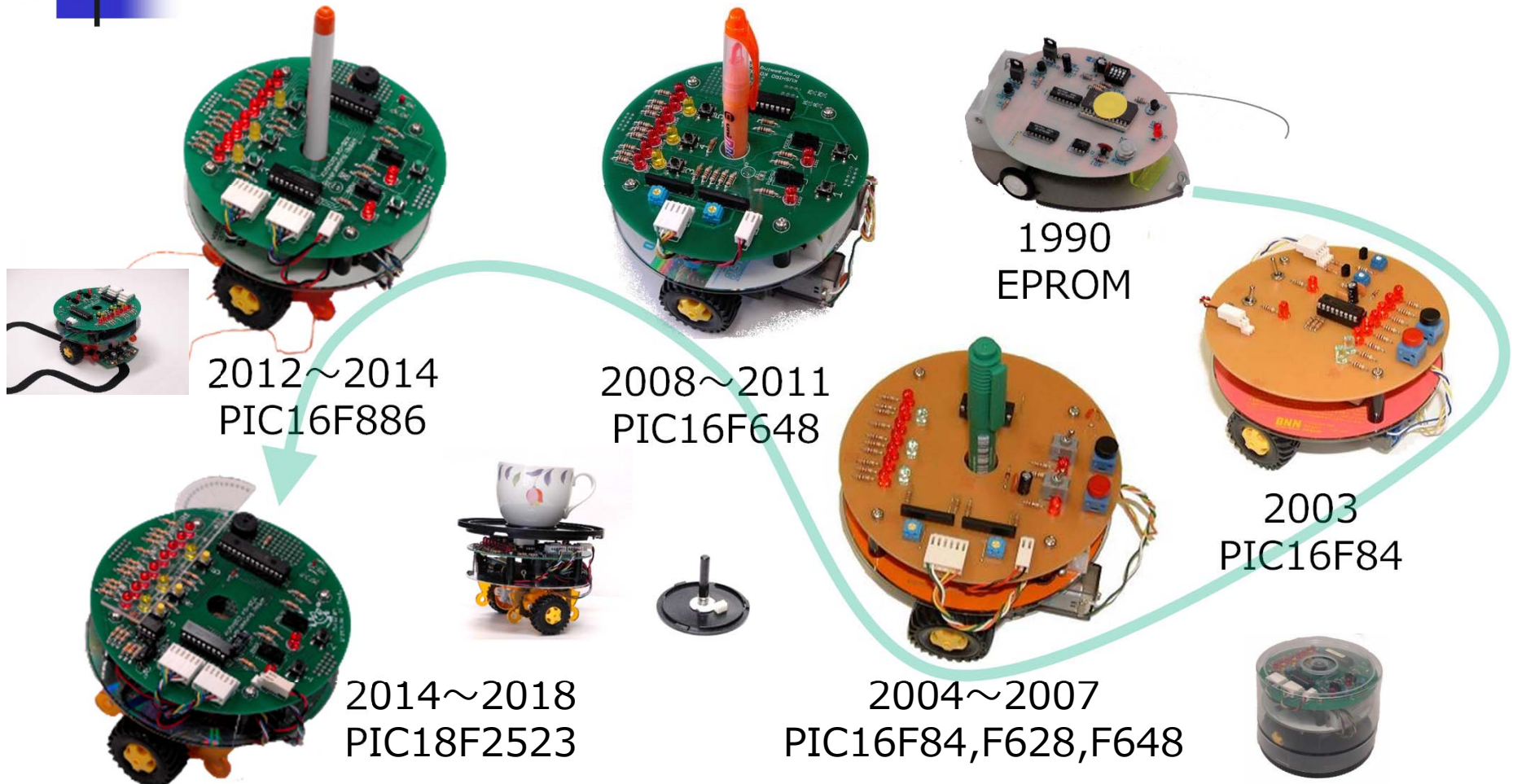
Break down into small tasks

(c) Ball launcher with automatic ball supply

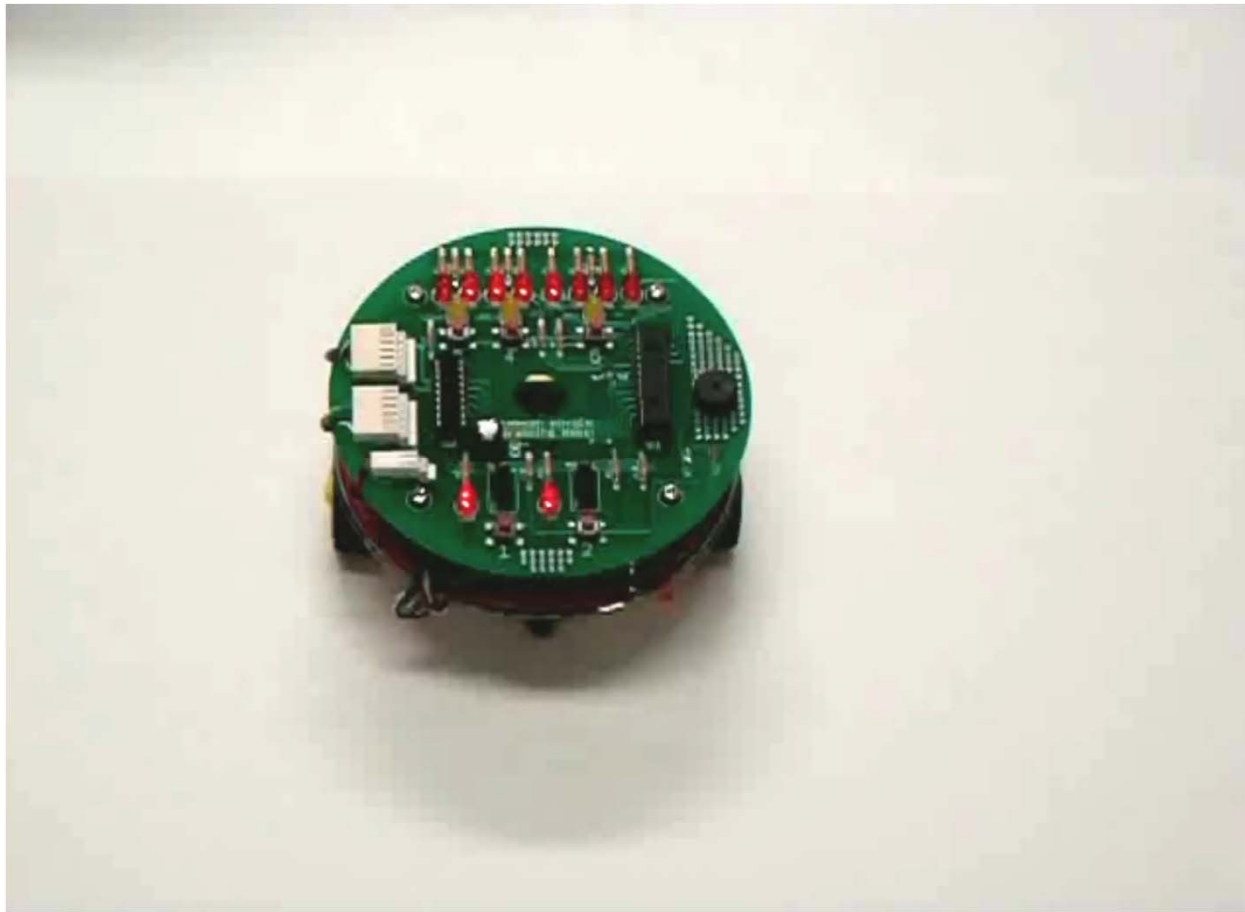
Teaching-aid robot



Trace the History of Teaching-aid Robot



Demonstration





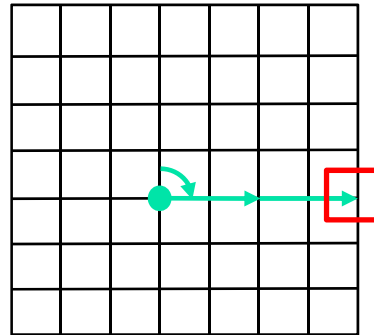
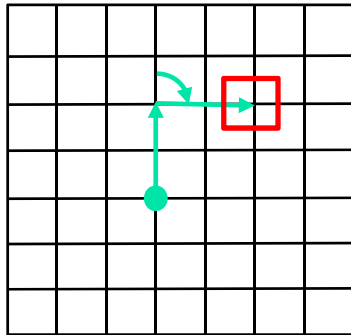
Features in programming

- Machine language instructions that can be understood intuitively
- Direct editing of machine instructions
- You can see the output result by the movement of the robot
- Step execution is possible
- Robot alone can run from program to execution
- You can record the track and compare with others
- Even elementary school students can use it
- You can learn how the computer works through programming

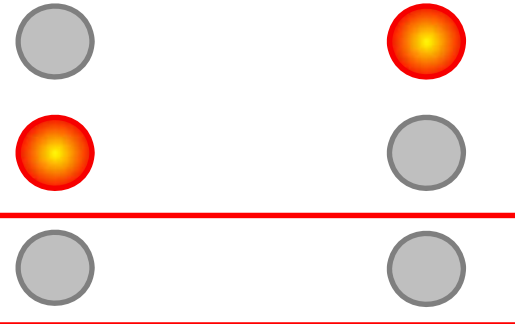
Advantages of using a robot for programming

- When the same instruction is combined, the difference in the result for the difference in order is easy to understand

Robot



LED

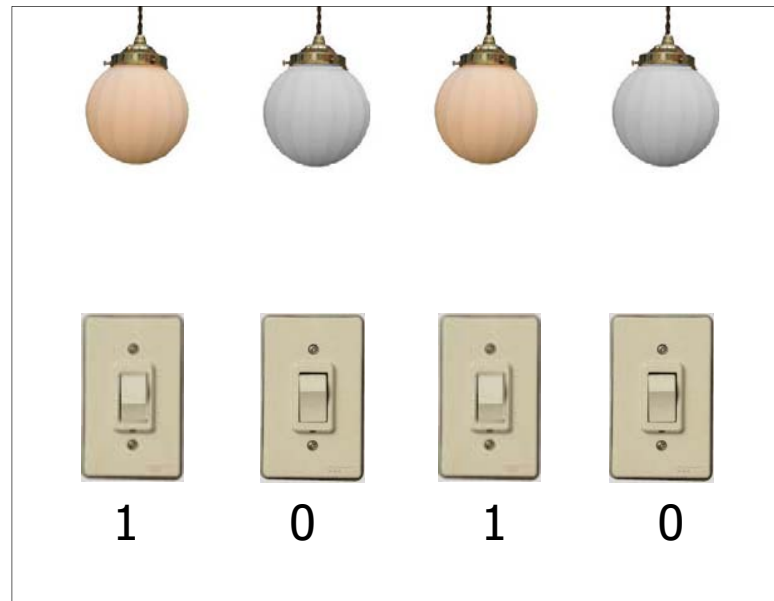


result

{Forward, Turn, Forward} {Turn, Forward, Forward} {OFF, ON, OFF} {ON, OFF, OFF}

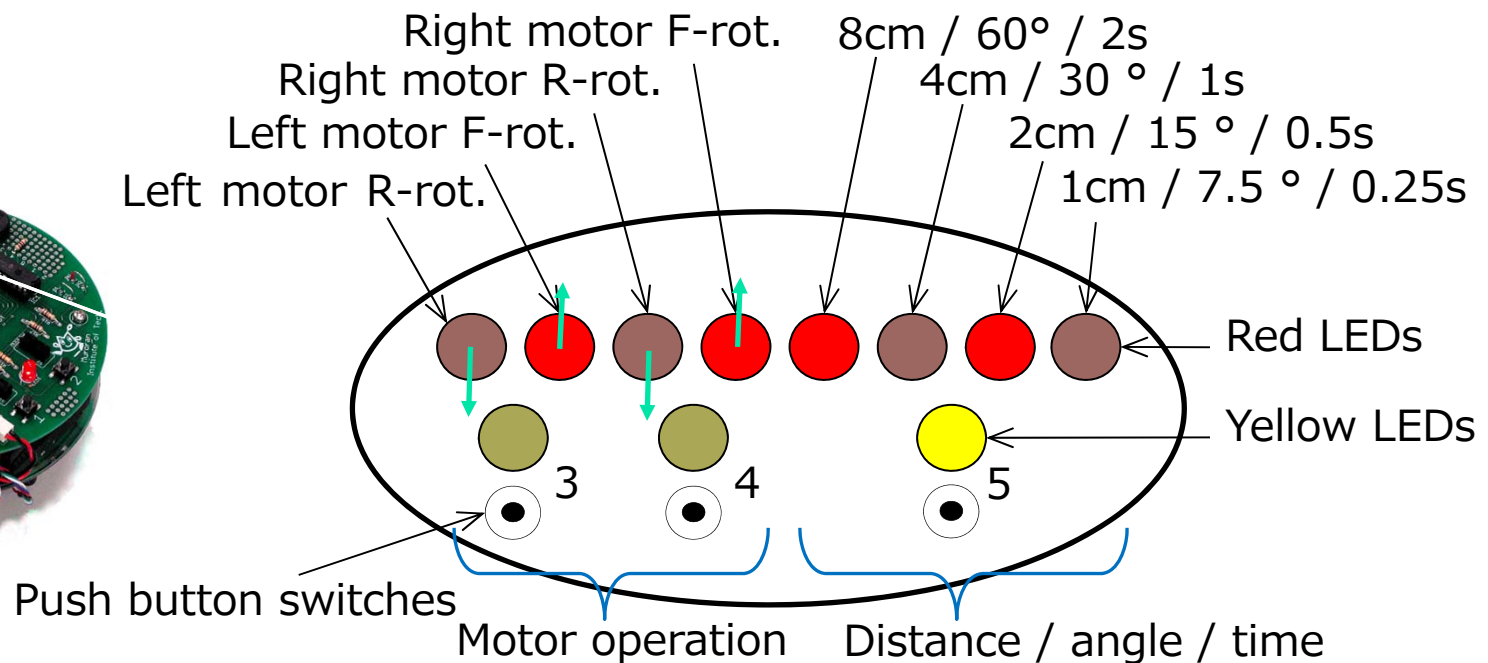
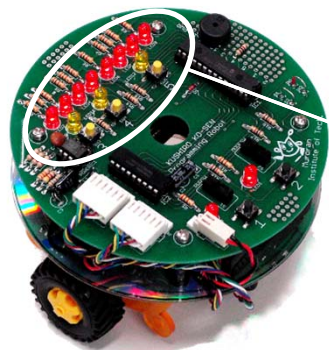
Intuitively understandable instructions

- One-to-one correspondence
- Immediate response



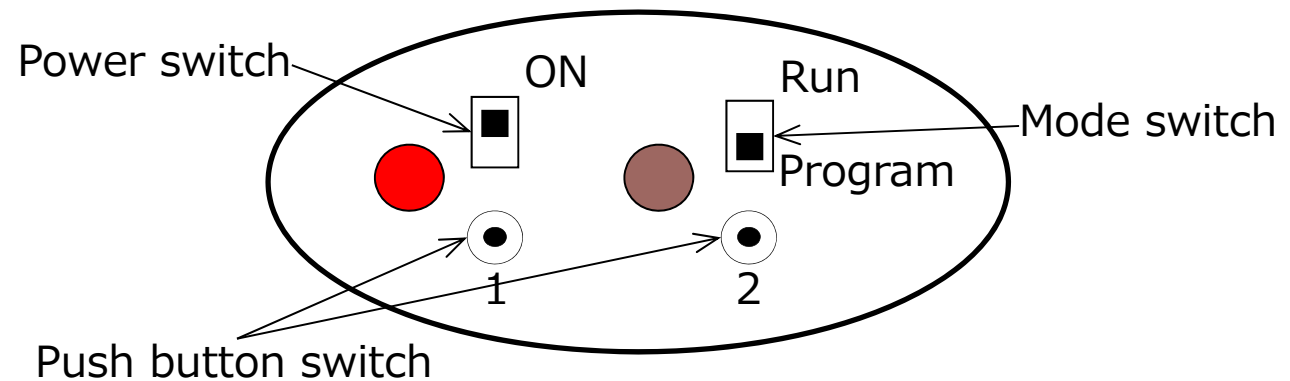
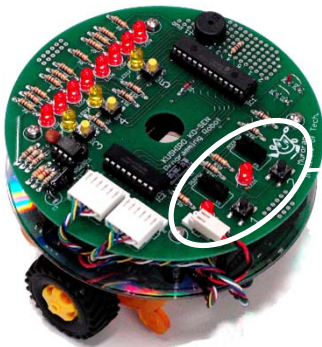
Intuitively easy-to-understand mobile operation command and interface

- An instruction to the robot to advance 10 cm



Operation interface

- Address is set to 0 at power on
- “Run/Program” switch by mode switch



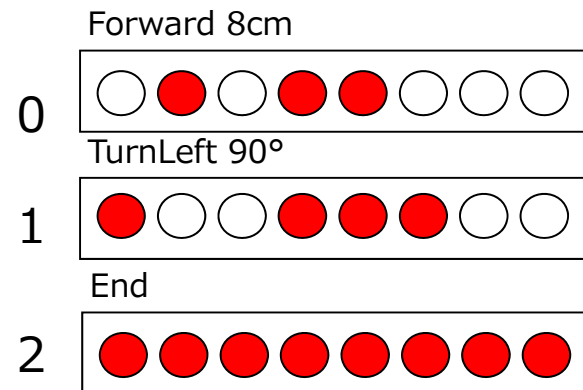
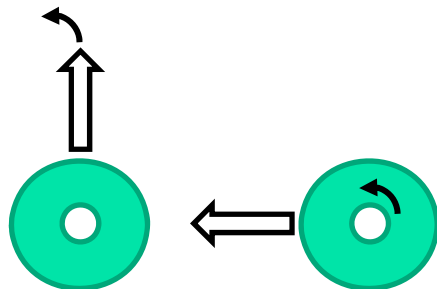


Mode of the Robot

- Run mode
 - Run program with switch 1 and 2 on
 - Step run with switch 2 on
- Programming mode
 - Write data into EEPROM with switch 2 on
- Command mode (connect to PC)
 - Mode switch to Run
 - Power on with switch 1 and 2 on

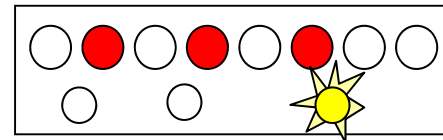
Relationship between easy-to-understand instructions and programs

- Move the robot → instruction
- Arrange the order of instructions → program
- Order → address
- 0,1,2...

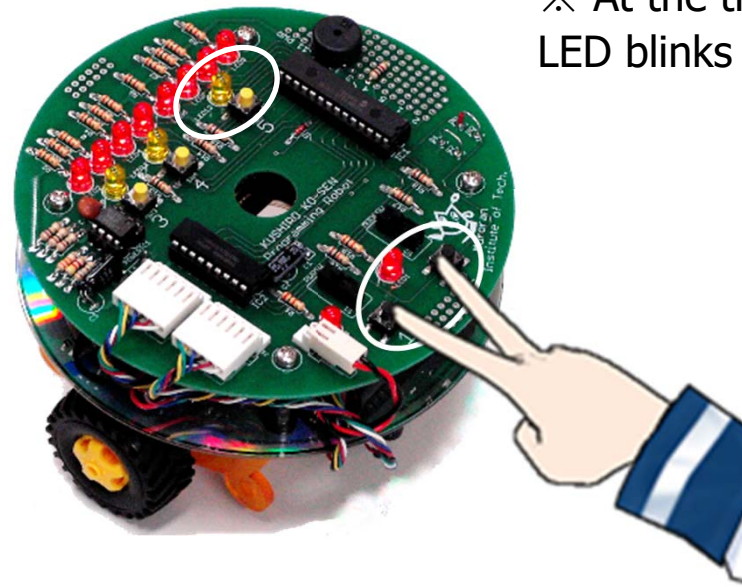


Run program with 2 button switches

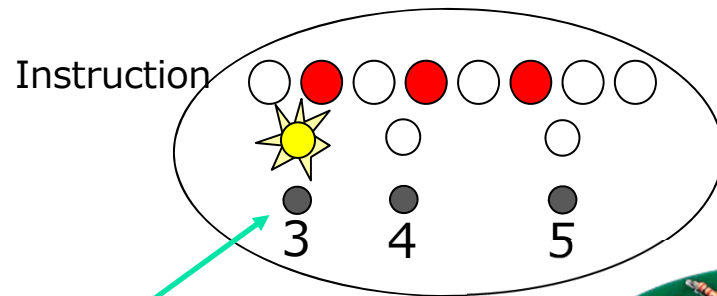
instruction



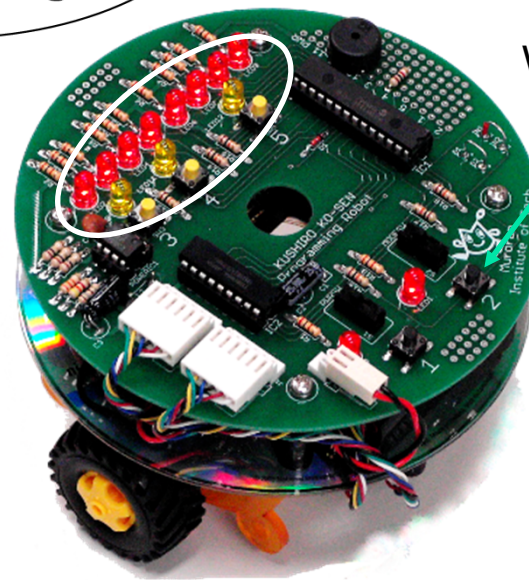
※ At the time of execution, the yellow LED blinks and displays the instruction



Program write and change



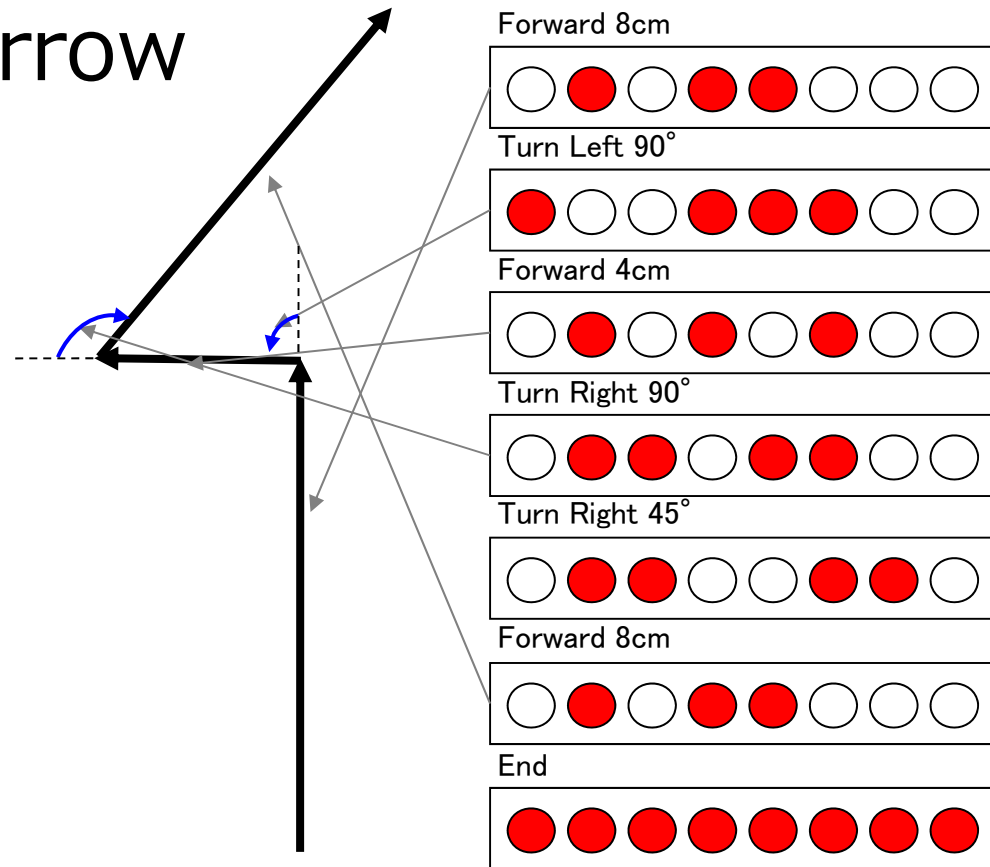
Change button



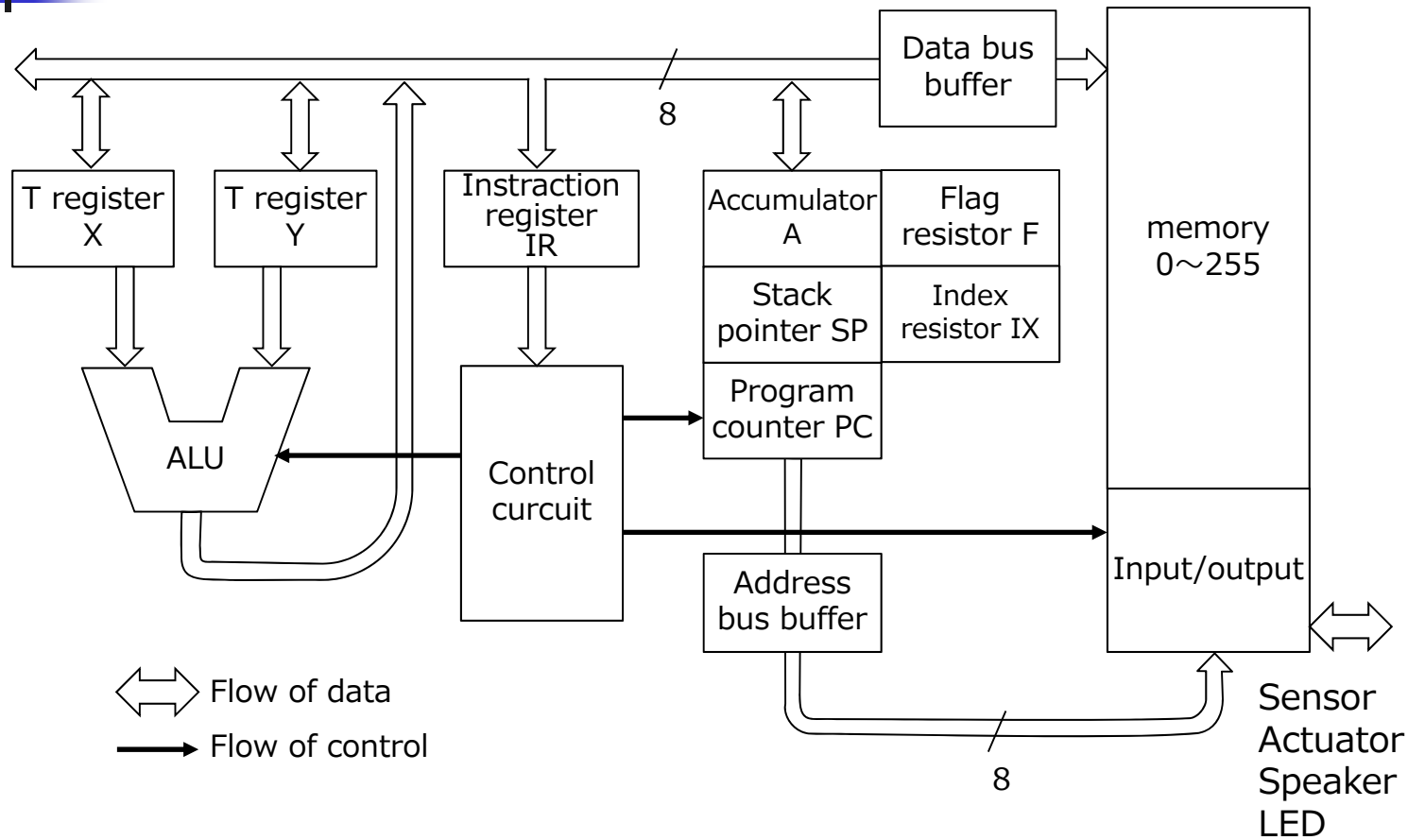
Write button

Example program

- Draw an arrow

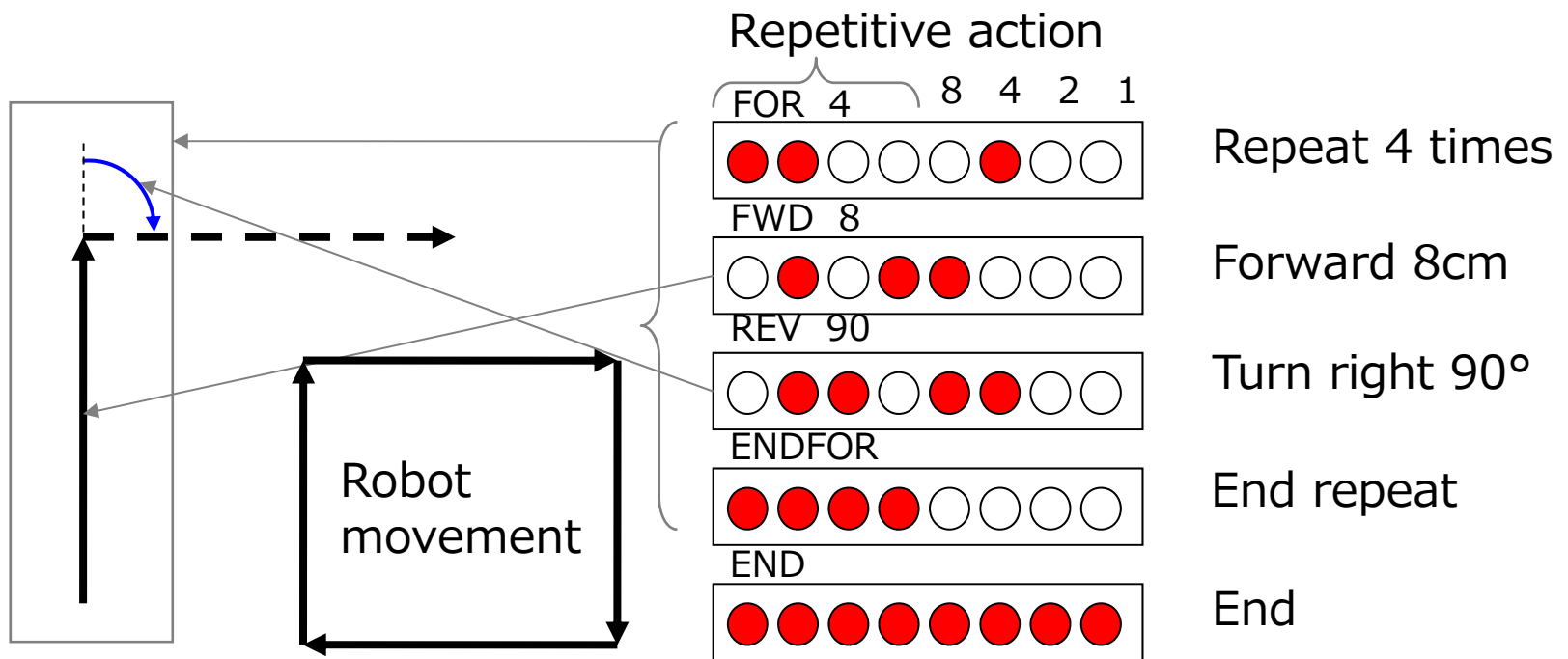


Virtual computer and its architecture



Loop instruction

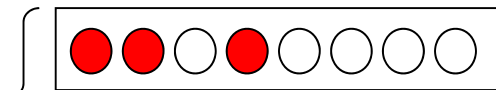
■ Program using repetition



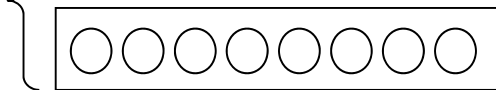
Conditional branching

■ 2-byte instruction

JMP nn



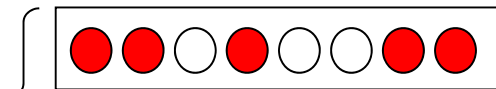
Unconditional jump



Destination address (address 0 is shown in the fig.)

※ Can be set from address 0 to address 255

JMPsw_{sr} nn 4 2 1



Conditional jump SWs (push button3 in the fig .)

※ Jump when switched on. Can be set from SW1 to SW5



Address number (address 0 is shown in the fig)

※ Can be set from address 0 to address 255

Robot assembly manual



目次

1	はじめに
2	準備
3	組み立て
4	動作確認
5	モーターの種類と対応
6	プログラムのダウンロード
7	プログラムの実行
8	トラブルシューティング
9	おわりに
10	付録
11	用語
12	部品表
13	部品図
14	部品名
15	部品番号
16	部品名
17	部品番号
18	部品名
19	部品番号
20	部品名
21	部品番号
22	部品名
23	部品番号
24	部品名
25	部品番号



1.7 動作の確認

- ① 机の上を片付けましょう。
- ② コンピュータの電源スイッチをオンします。(下のページの図を見てください)。
- ③ LEDが順番に点灯すれば、ほぼ完成です。
- ④ 実行スイッチをオンします。
- ⑤ 机の広いところにプログラミングロボットを置いて、2のボタンを押します。
- ⑥ 2章で説明する下に示すプログラムを入力し、2のボタンを押して実行したときにまっすぐ8cmほど移動すれば完成です。

1.8 モーターの種類とその対応

ロボットごとに2種類のモーターを使用しています。モーターの後ろの番号で確認できます。メモリ(7ページ参照)の最終番地に書き込んだ番号で対応しています。誤って変更してしまったときには、下の図のように設定してください。

モーター	→ 254番地 →	→ 255番地 →
1332-		
1362-		

Programming manual

2. プログラミングロボットの操作

2.1 プログラムの実行

すでにプログラムしたロボットにプログラムの実行を指示してあげると、次の動作がプログラムされたロボットに実行されます。

- ① 確認スイッチを押します。
- ② 実行スイッチを押します。
- ③ 1.5秒の遅延時間がかかります。



2.2 1つの命令の実行

プログラムは、ロボットを動かす1回を1命令といいますが、1命令にはいろいろな動作が含まれています。この命令は実行可能な場合があります。

- ① 確認スイッチを押します。
- ② 実行スイッチを押します。
- ③ 1.5秒の遅延時間がかかります。

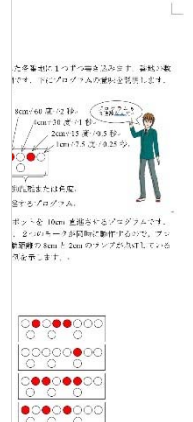
2.3 プログラム実行位置を後ろへ移動

プログラミングの命令は順番に入力しているプログラムの一番の命令から実行されます。

- ① 確認スイッチを押します。
- ② 実行スイッチを押します。
- ③ 1.5秒の遅延時間がかかります。



実行ボタンを押すたびに1.5秒の遅延時間がかかります。実行のLEDが点灯し、LEDが点灯したまま1.5秒の遅延時間がかかります。実行のLEDが点灯したまま1.5秒の遅延時間がかかります。実行のLEDが点灯したまま1.5秒の遅延時間がかかります。

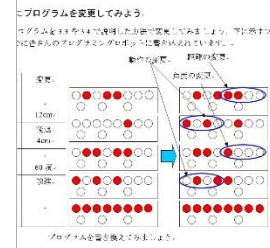
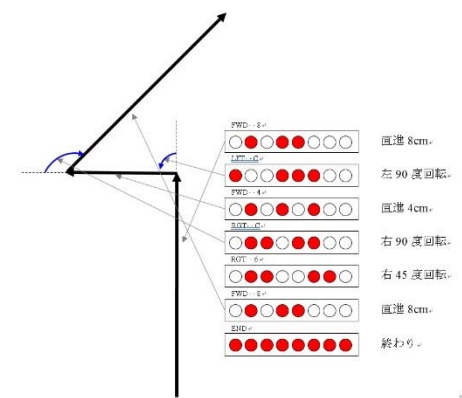


3.9 プログラムを工夫してみよう

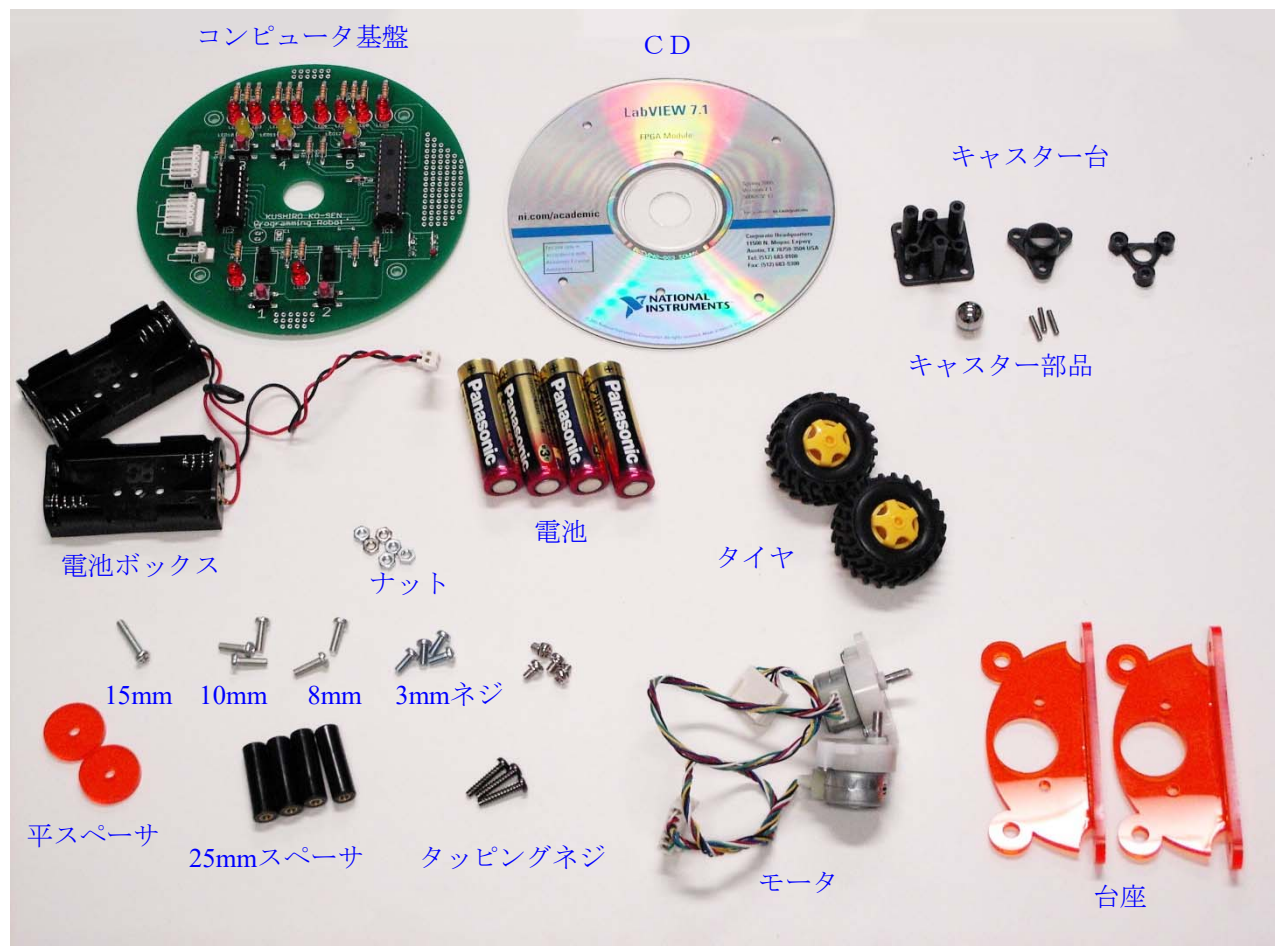
番地の数は、全部で256個あります。この中にいくつかのプログラムを書き込むことができます。そのときには、プログラムとプログラムの間の番地に、次のような「終わり」



のプログラムを書き込んでください。
「実行」をする前に、2章の2.3で説明した「プログラム実行位置の変更」を使って、実行したいプログラムを強ふことができます。また、プログラミングロボットの中央の穴にペンを差し込み動作させることで、絵をかきかけることができます。ただ、机を汚さないように気をつけてください。



Component part





Introductory education in higher education institutions

- 2015 ~ Muroran Institute of Technology Information Electronics
 - 190 freshmen "Freshman PBL Seminar" 1 unit 3 times out of 15 classes
- 2016 ~ Muroran Institute of Technology Information Electronics Department Night Main Course
 - Seventeen out of 15 classes in 18 freshmen "Freshman Seminar"
- 2017 ~ Hokkaido University common subjects
 - About 100 first graders "Informatics II" 2 credits 2 times out of 15 classes (4 lecture hours) "Basic knowledge of algorithm and programming"
- 2018 Kushiro National College of Electrical Engineering
 - 35 third graders "Introduction to robot systems" 2 credits 15 out of 15 classes
- 2018 Hokkaido University General Education Exercise
 - 18 people (Freshman Seminar) "Introduction to Tangible Information Science" 2 credits 9 credits out of 15 classes



How to realize collaborative learning synthesizing individual learning

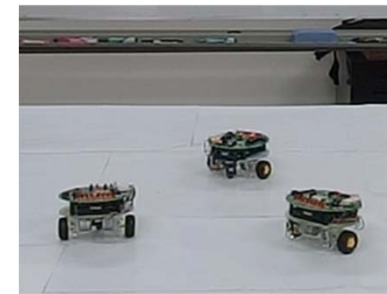
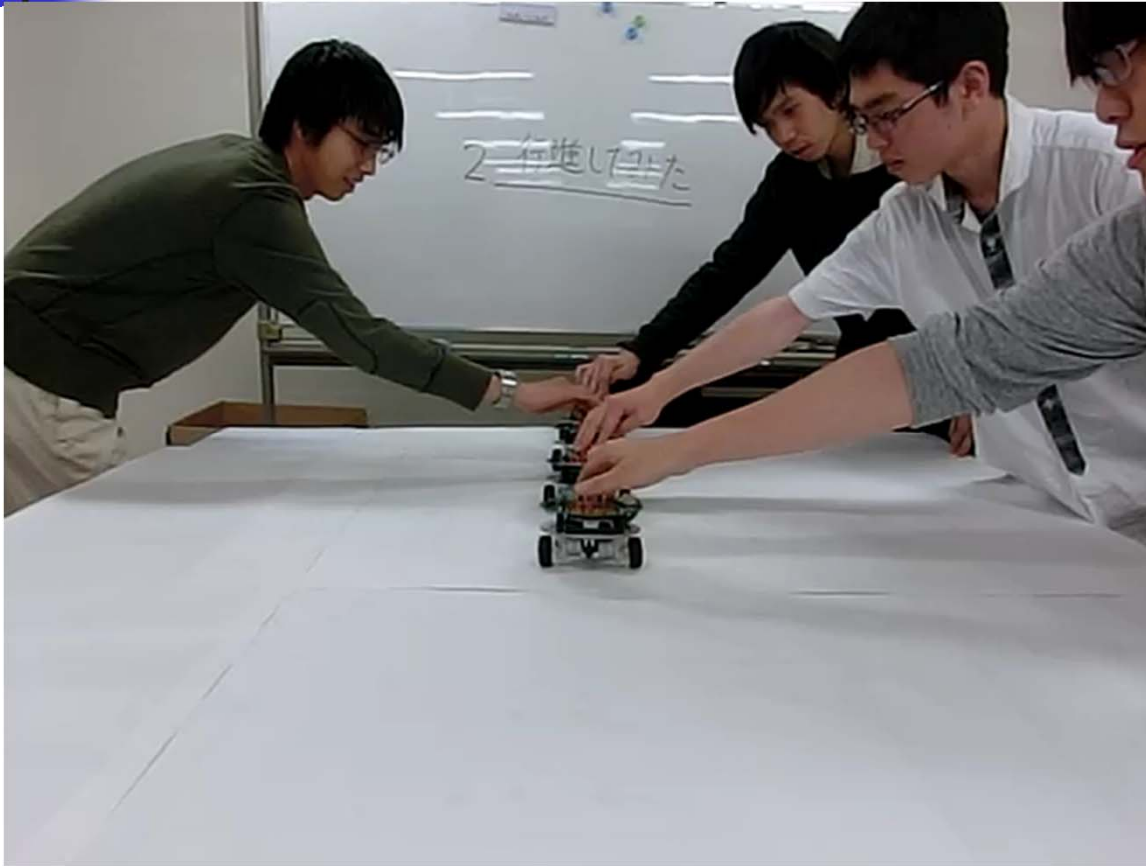
- Synchronize multiple robots with start only
- Run the integrated program on a single robot
- Synchronize and operate multiple robots



Example of synchronize multiple robots with start only

- Muroran Institute of Technology,
Night Course
 - Seven out of 15 classes in 18 freshmen
"Freshman Seminar"
- National Institute of Technology,
Kushiro College, Electrical
Engineering
 - 35 third graders "Introduction to robot
systems" 5 out of 15 classes

Muroran Institute of Technology



National Institute of Technology, Kushiro College

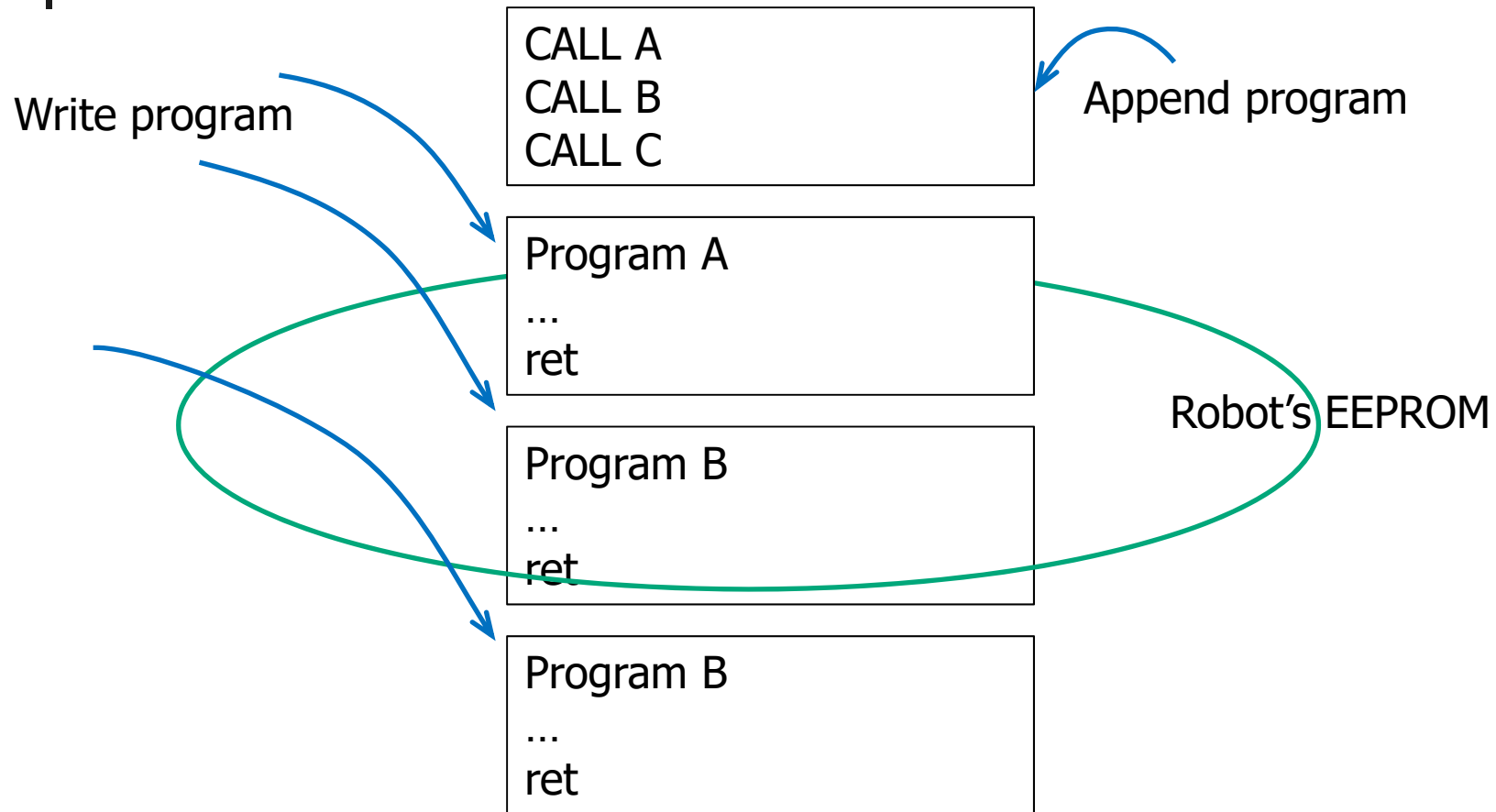




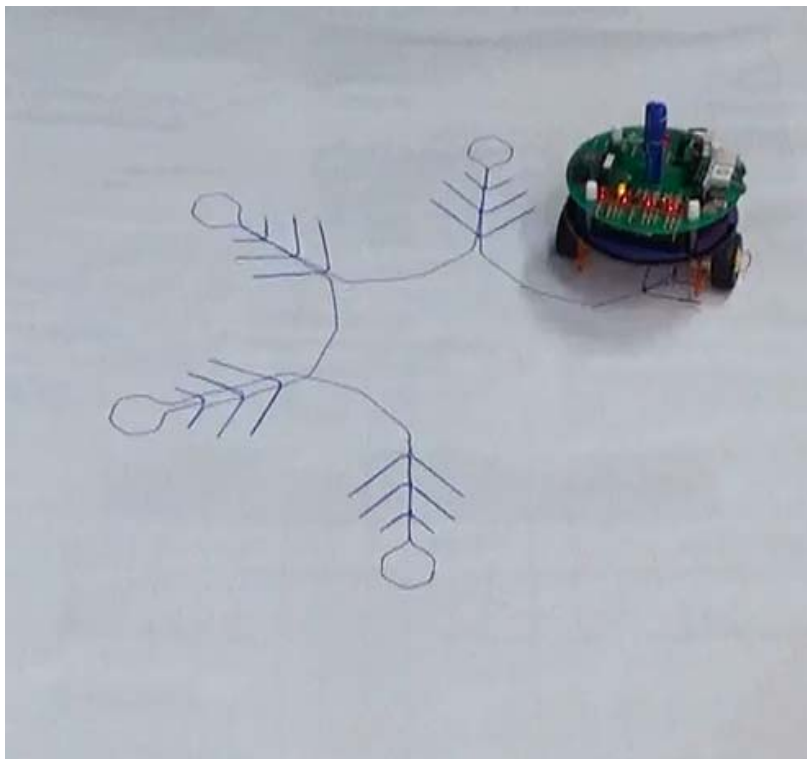
Example of executing integrated program on a single robot

- Hokkaido University
 - 18 students (Freshman Seminar)
"Introduction to Tangible Information Science" 9 times out of 15 classes

Program integration

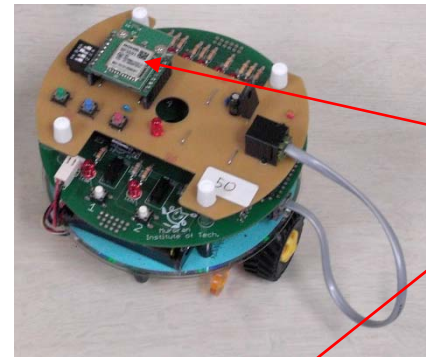
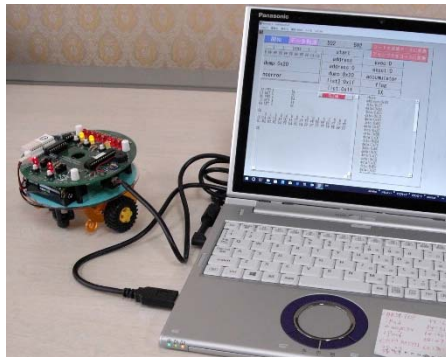


Hokkaido University



Synchronize and operate multiple robots

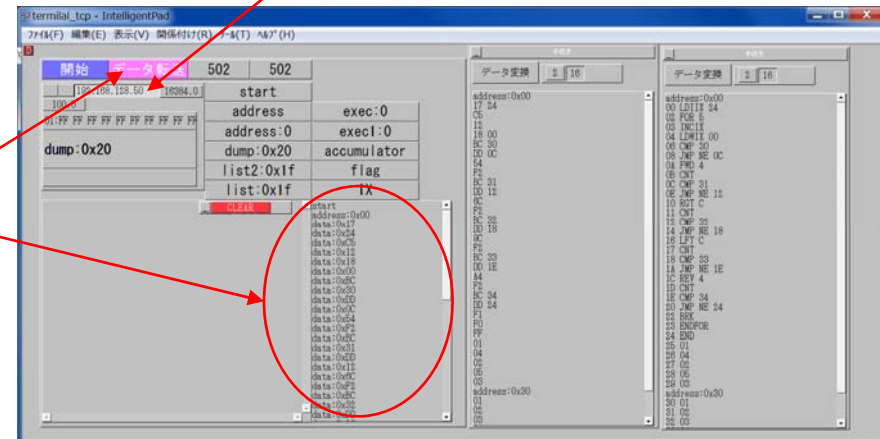
■ IoT robot



TCP/IP

■ IoT platform

It can send plural commands

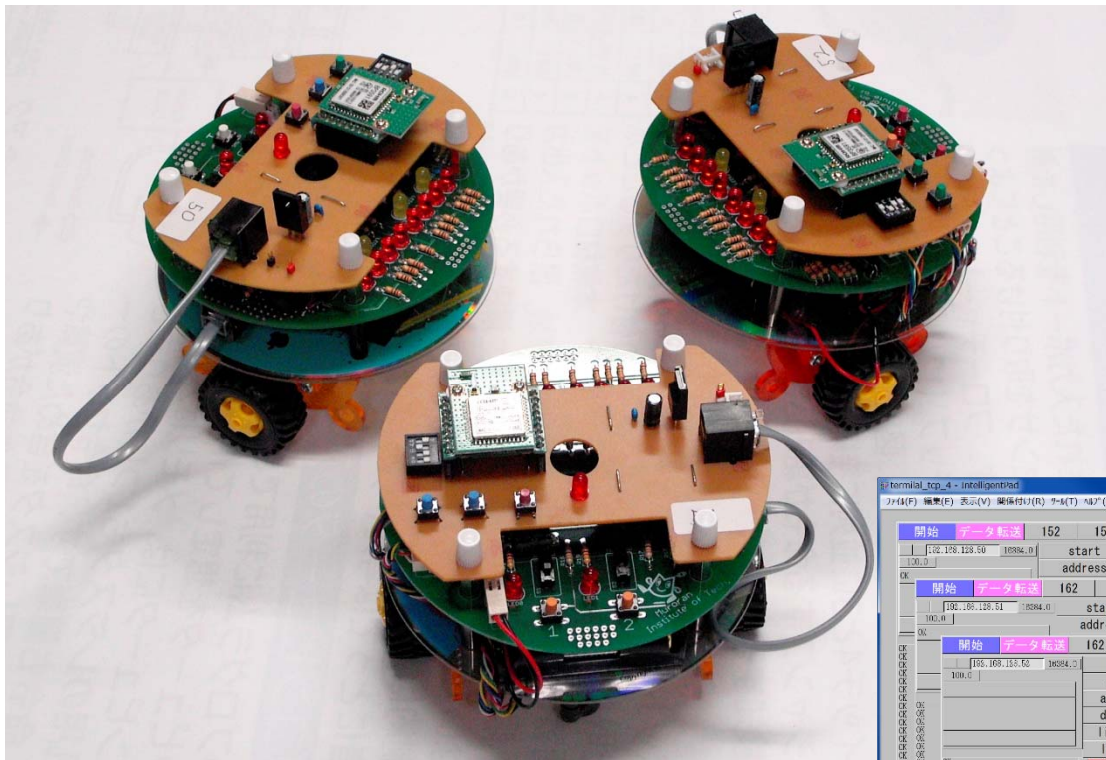
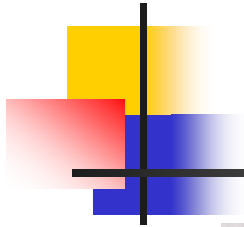




Command mode

Control command set

Command	Example	Explanation
start		Start command transfer mode
address		Output the value of address pointer
address	address:0x00	Set address pointer to 0
accumulator	accumulator	Output the value of accumulator
	accumulator:0xAB	Set the accumulator to 171
IX	IX	Output the value of index-register IX
	IX:0x10	Set the index-register IX to 16
flag		Output the value of flag-resister
data	data:0x54	Write 84 to EEPROM pointer address and increment it
exec	exec:0x00	Execute program at address 0
exec1	exec1:0x00	Execute an instruction at address 0
dump	dump:0x20	Dump 32 byte at pointer address
list	list:0x20	Output assembler program at address pointer address
list2	list2:0x20	Output 32 byte assembler program and hex data
stop		Exit command mode



Multiple controllers can coexist and share data and event

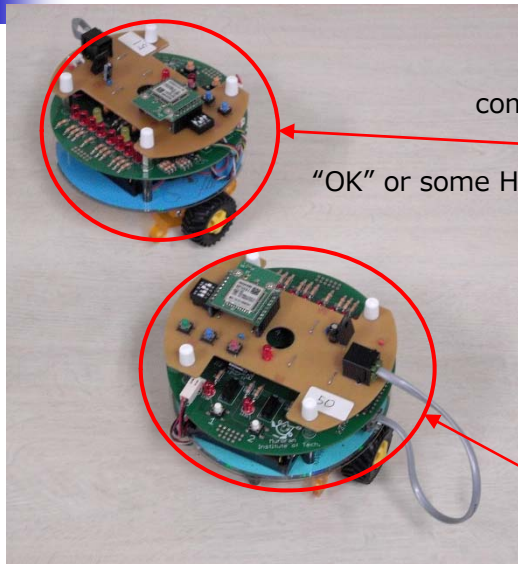
The screenshot shows a terminal window titled 'terminal_tcp_4 - intelligentbar' with a list of network packets. A red arrow points from the text above to the 'start' button in the GUI. The GUI has a 'start' button and two input fields containing '5.0' and '5.0'. Below the GUI is a code editor with the following code:

```
slot Command clock, start;
slot String out1, out2, out3, in1, in2, in3;
slot Number state, prep;
Boolean compare(String, String, Number);
Number OR(Number, Number);

action start()
{
  out1="start";
  out2="start";
  out3="start";
  state=0;
  prep=0;
  out1=out2=out3="";
}

action clock()
{
  if(state==0)
  {
    if(prep==7) state=1;
  }
  else if(state==1)
```

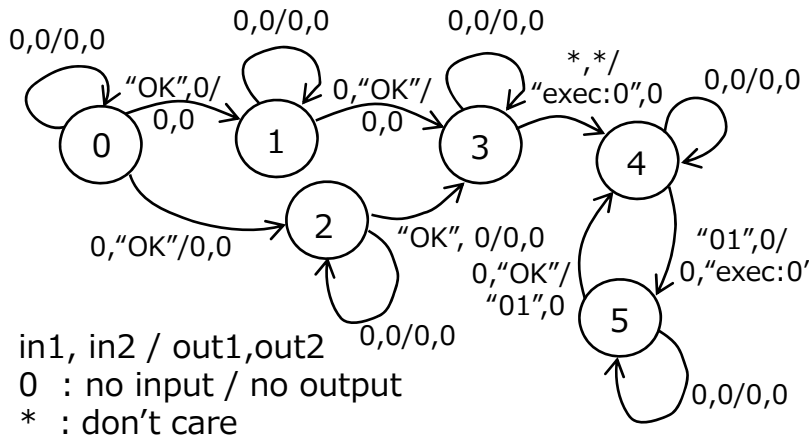
IoT Cooperation for Collaborative Learning



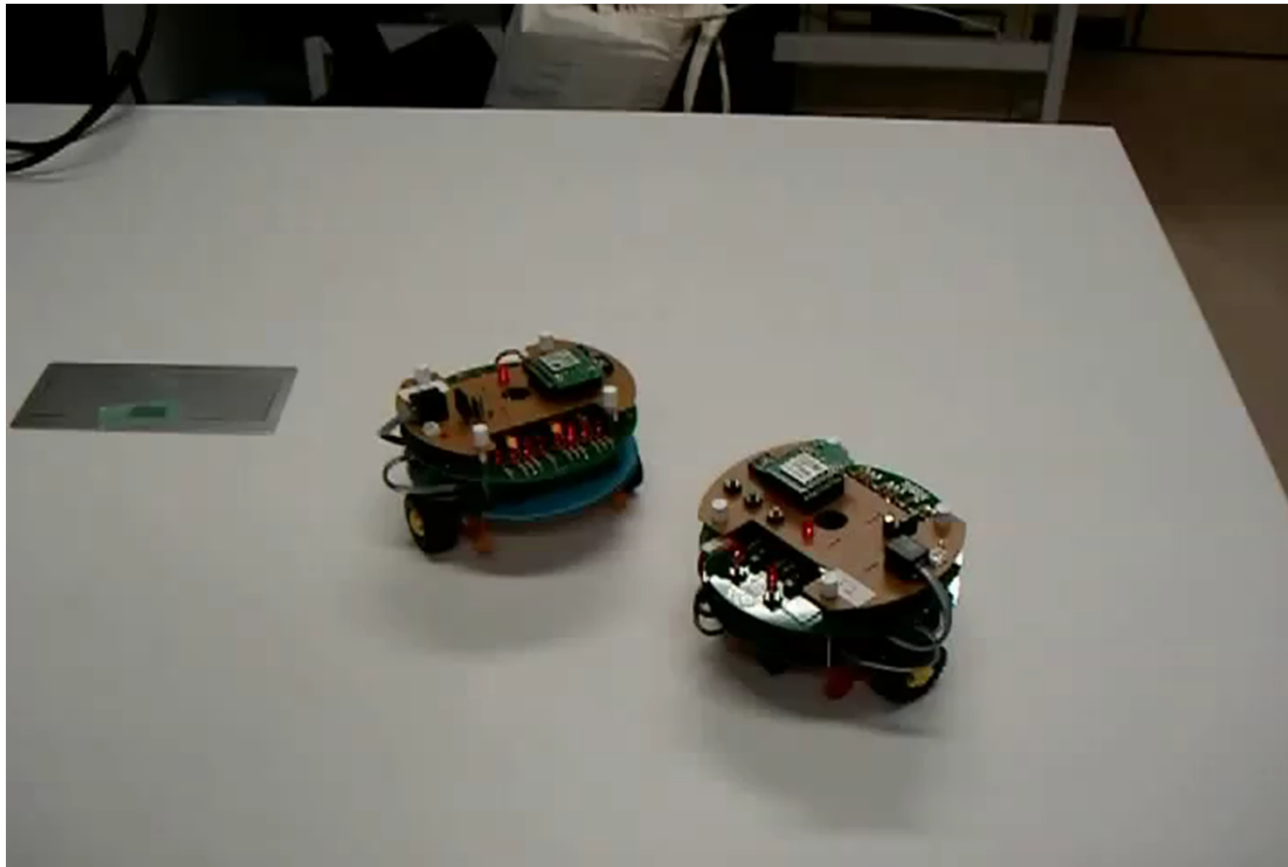
command
"OK" or some HEX data

Communication Monitor

Combined Script



Execute the Script



Dynamic combination of IoT platform

- It is easy to select and operate any combination of dozens of robots with our IoT platform





Summary

- We introduced teaching-aid robot and its use example and how to realize collaborative learning that integrates individual learning using the IoT platform
- A flexible collaborative learning environment can be realized by using the IoT platform



Acknowledgment

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