15-494/694: Cognitive Robotics

Dave Touretzky

Lecture 14:

Calypso (Kodu for Robots)

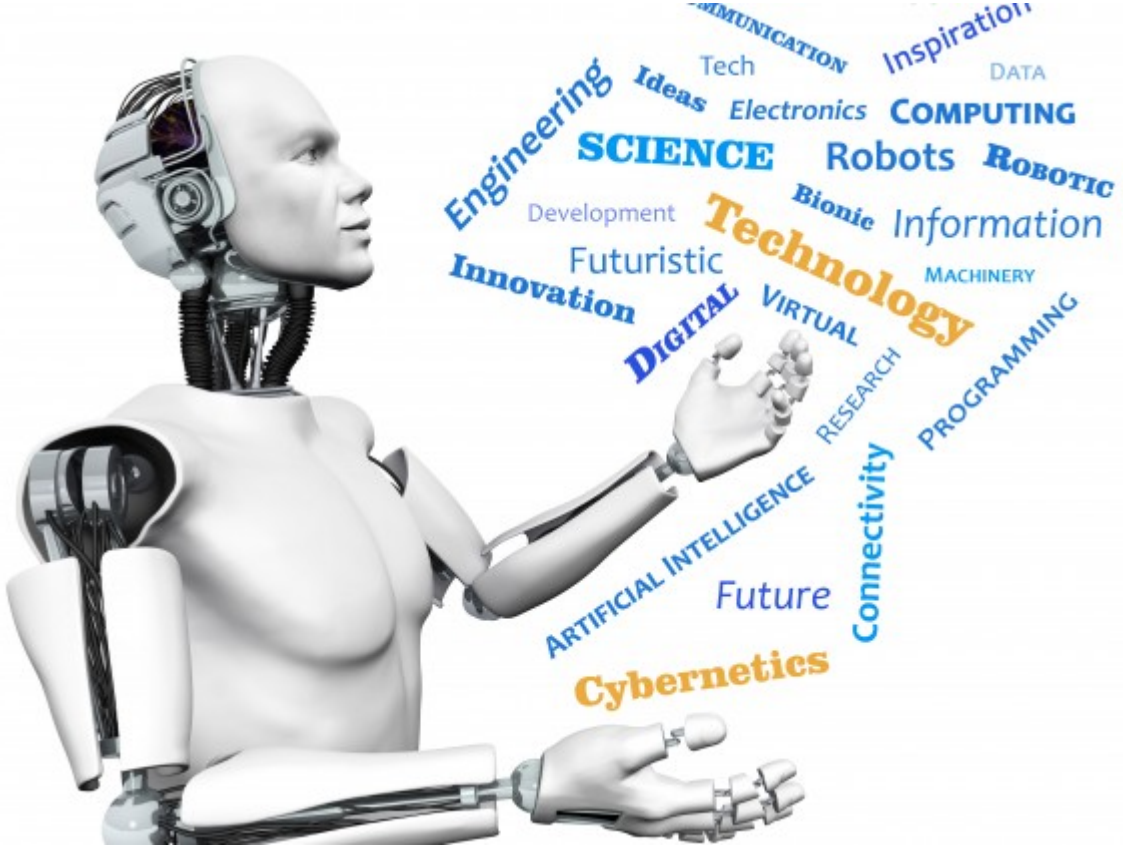
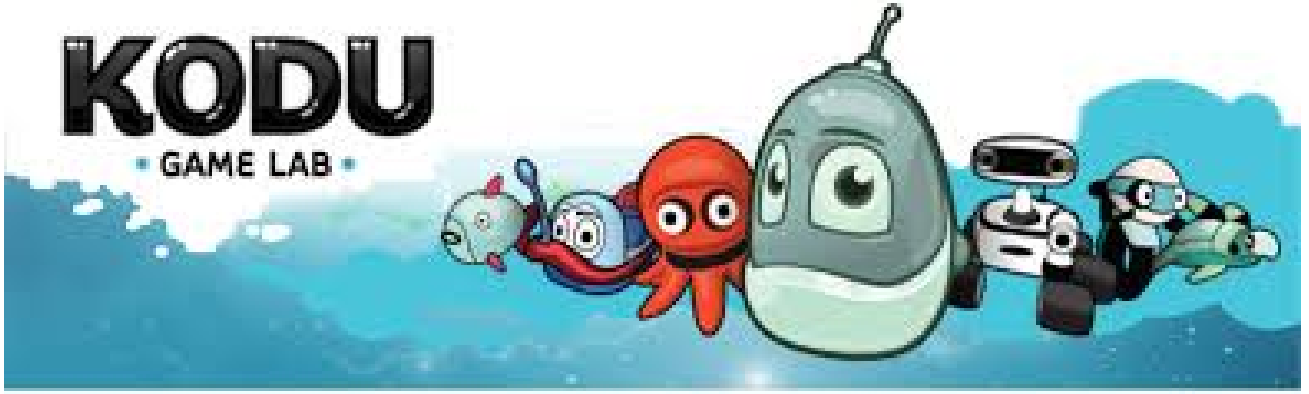


Image from http://www.futuristgerd.com/2015/09/10

Microsoft’s Kodu Game Lab

- Children's programming language: make your own computer games.
- Developed by Microsoft FUSE Labs.
- Released in 2009 for Xbox 360 and Windows.
- Inspired by behavior-based robotics.



Kodu Worlds

Full 3D, with physics and sound effects.

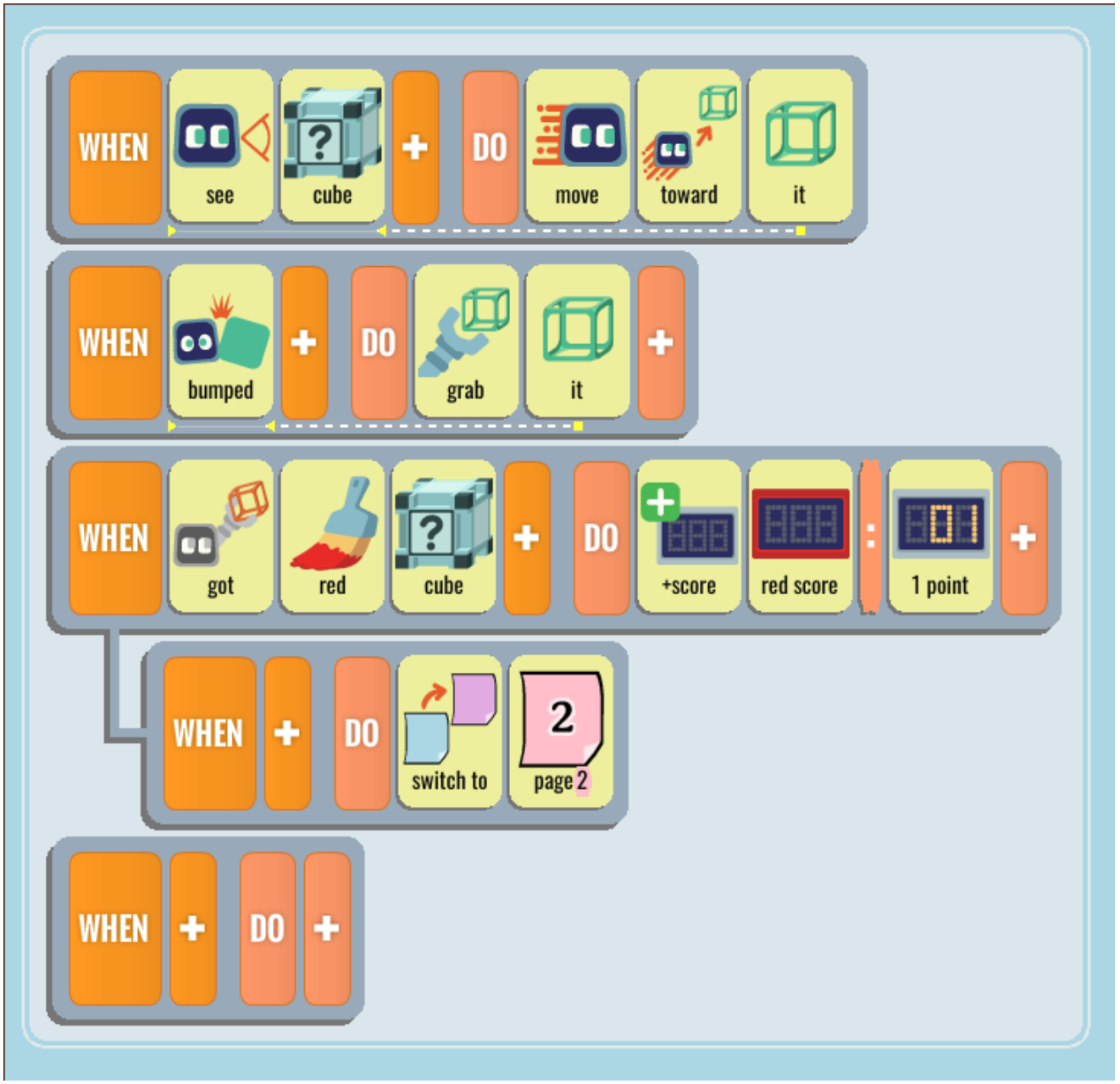
“Parallel” WHEN-DO Rules

Menu Selection

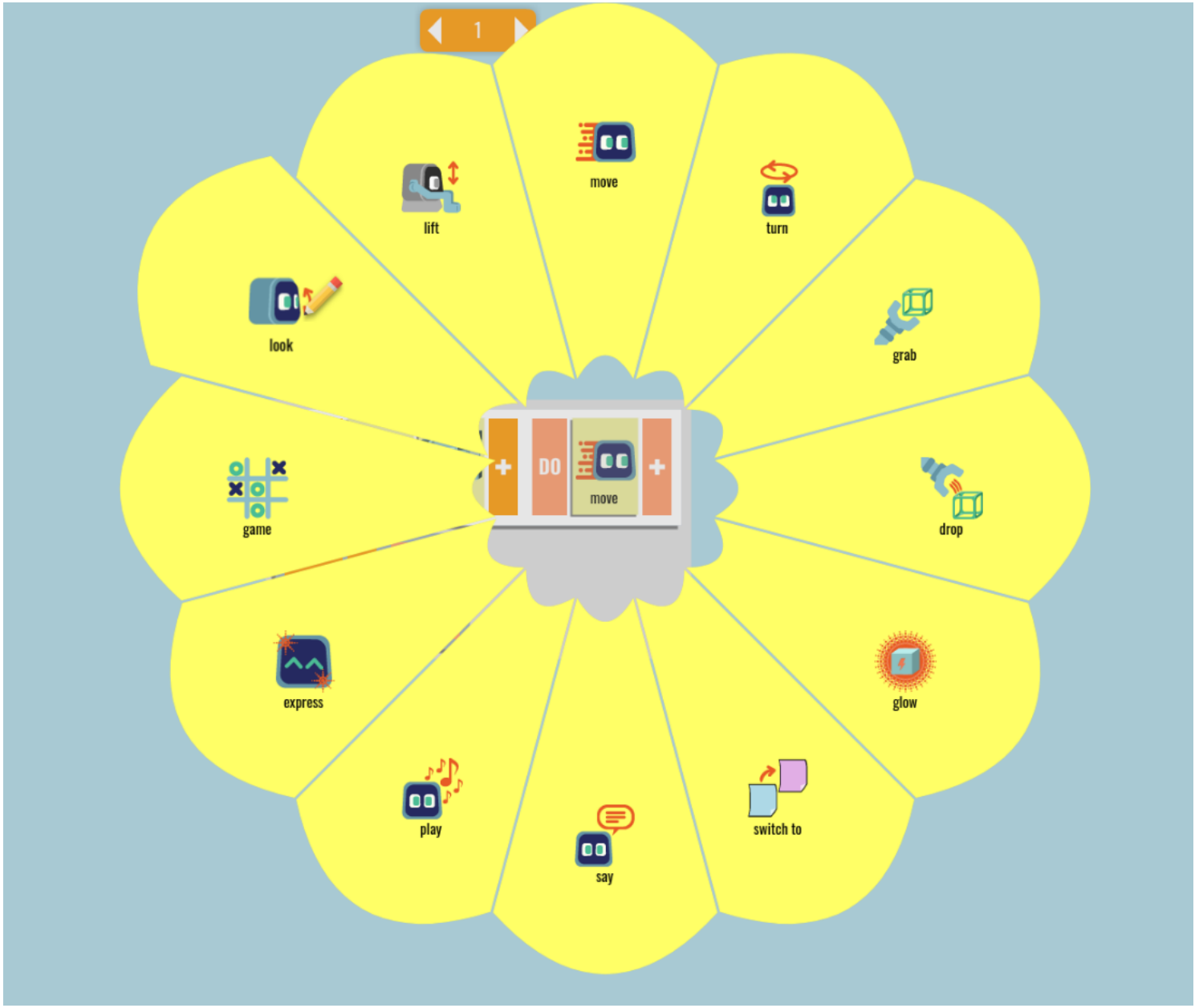
Calypso: Kodu for Robots

calypso.software

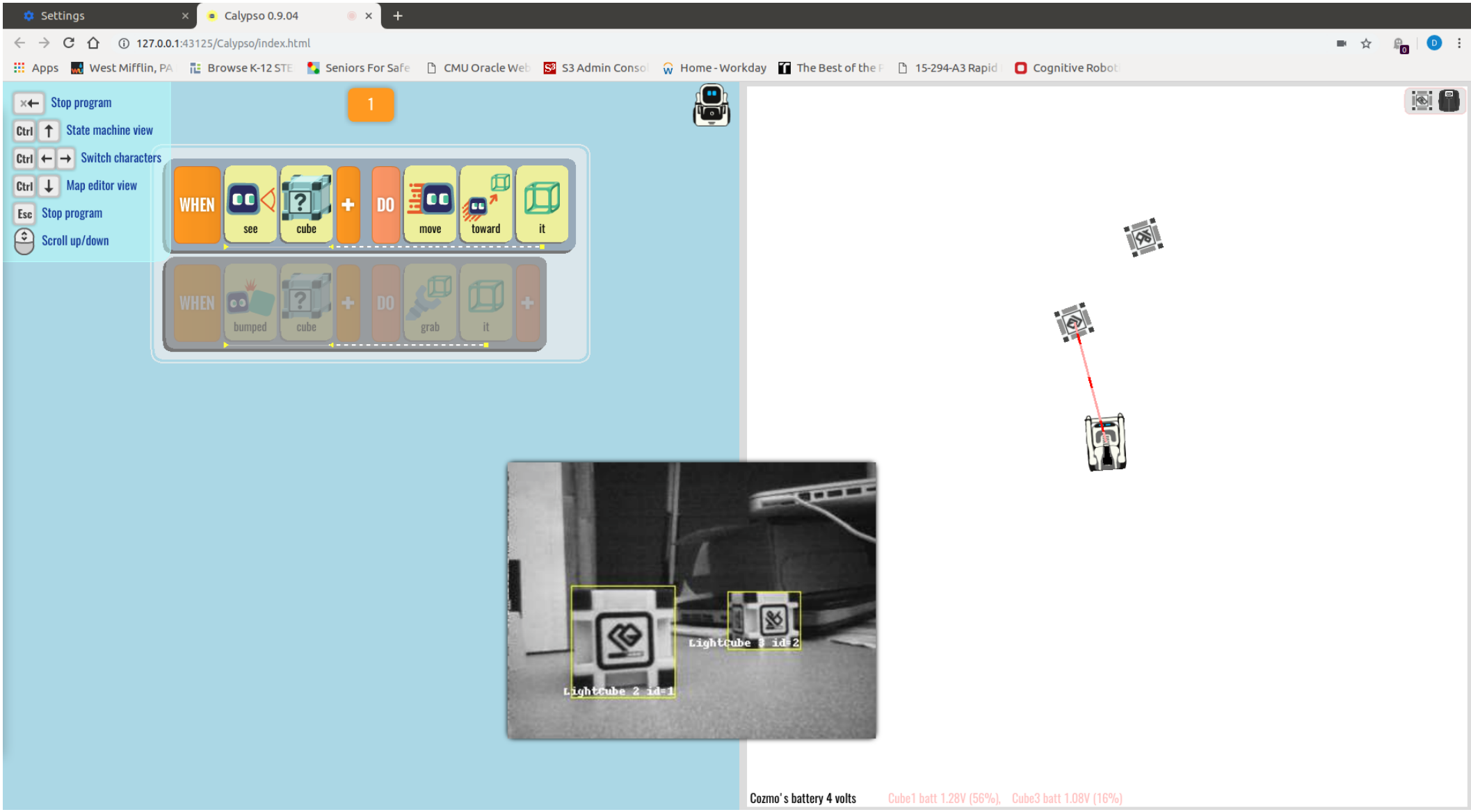
Sample Calypso Program



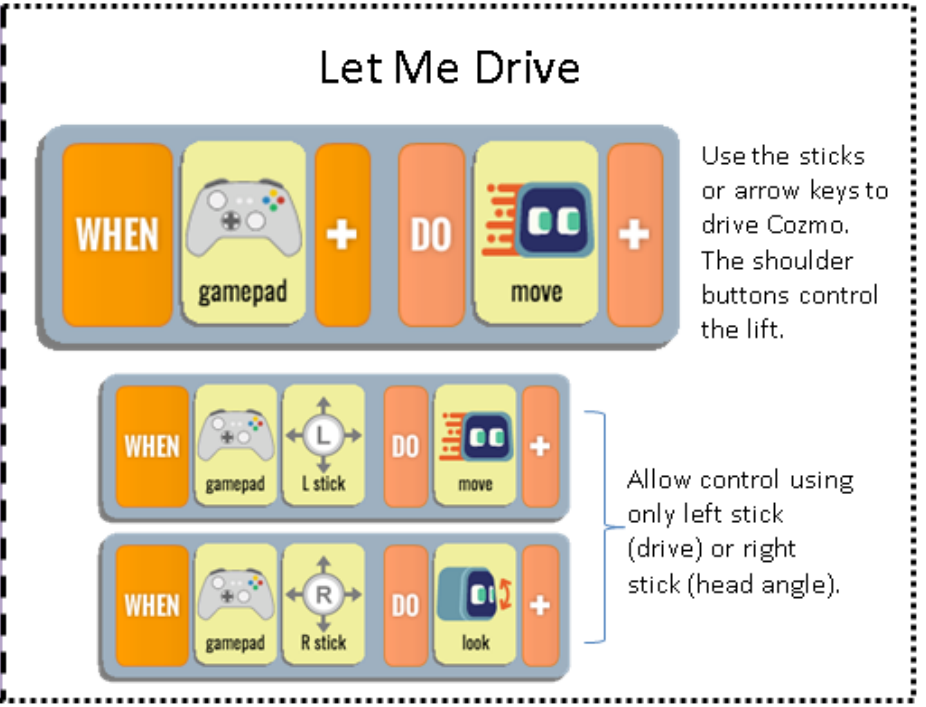
Context-Sensitive Petal Menus



The Robot's World Map



Calypso Idioms (Design Patterns)



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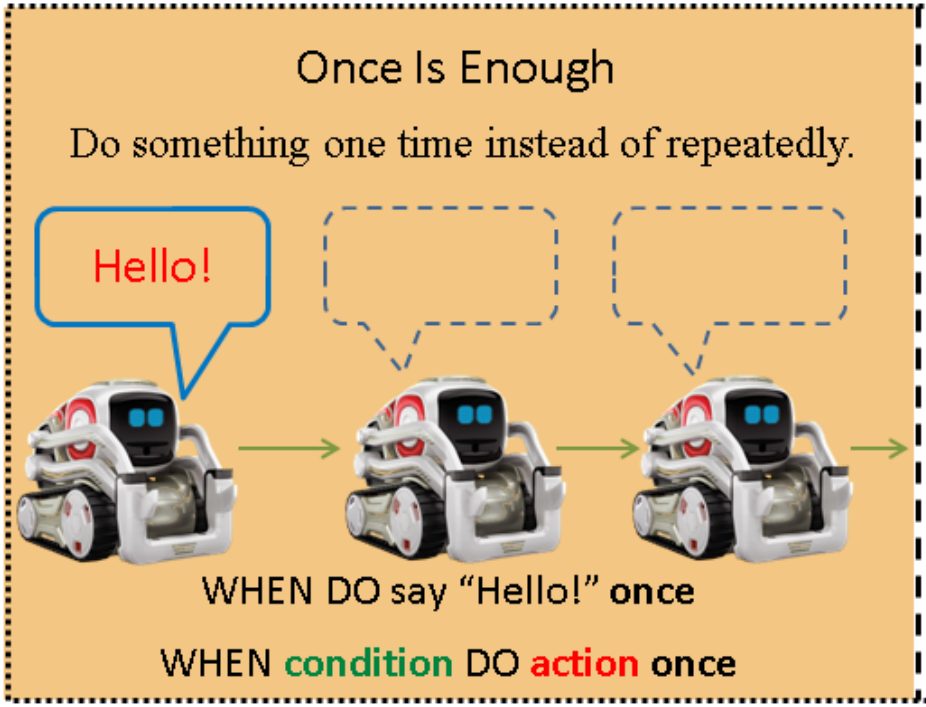
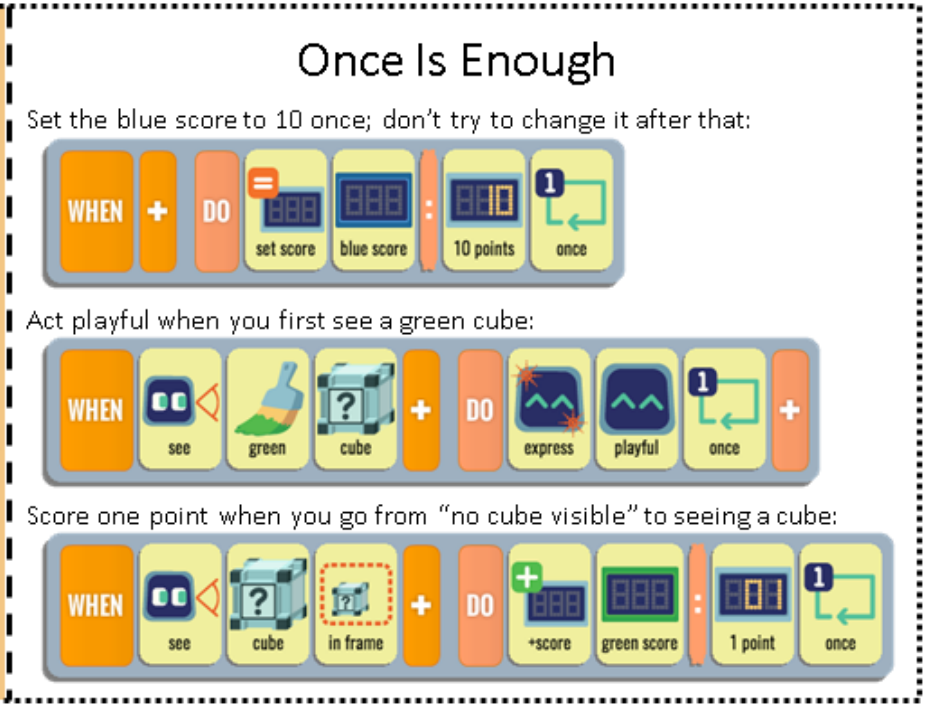


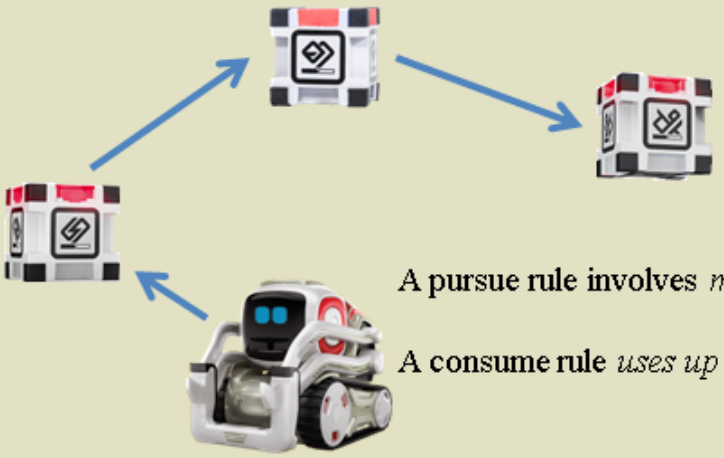


First Law of Calypso

Calypso Idioms (Design Patterns)

Pursue and Consume

Make Cozmo extinguish all the red cubes.

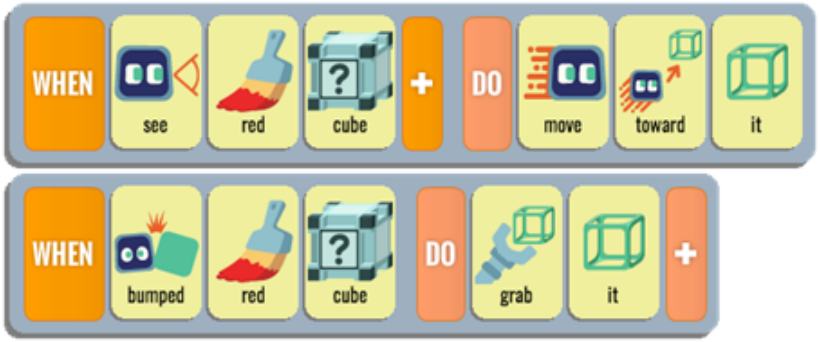


A pursue rule involves *motion*.

A consume rule *uses up* the object.

Pursue and Consume

Pursue rule



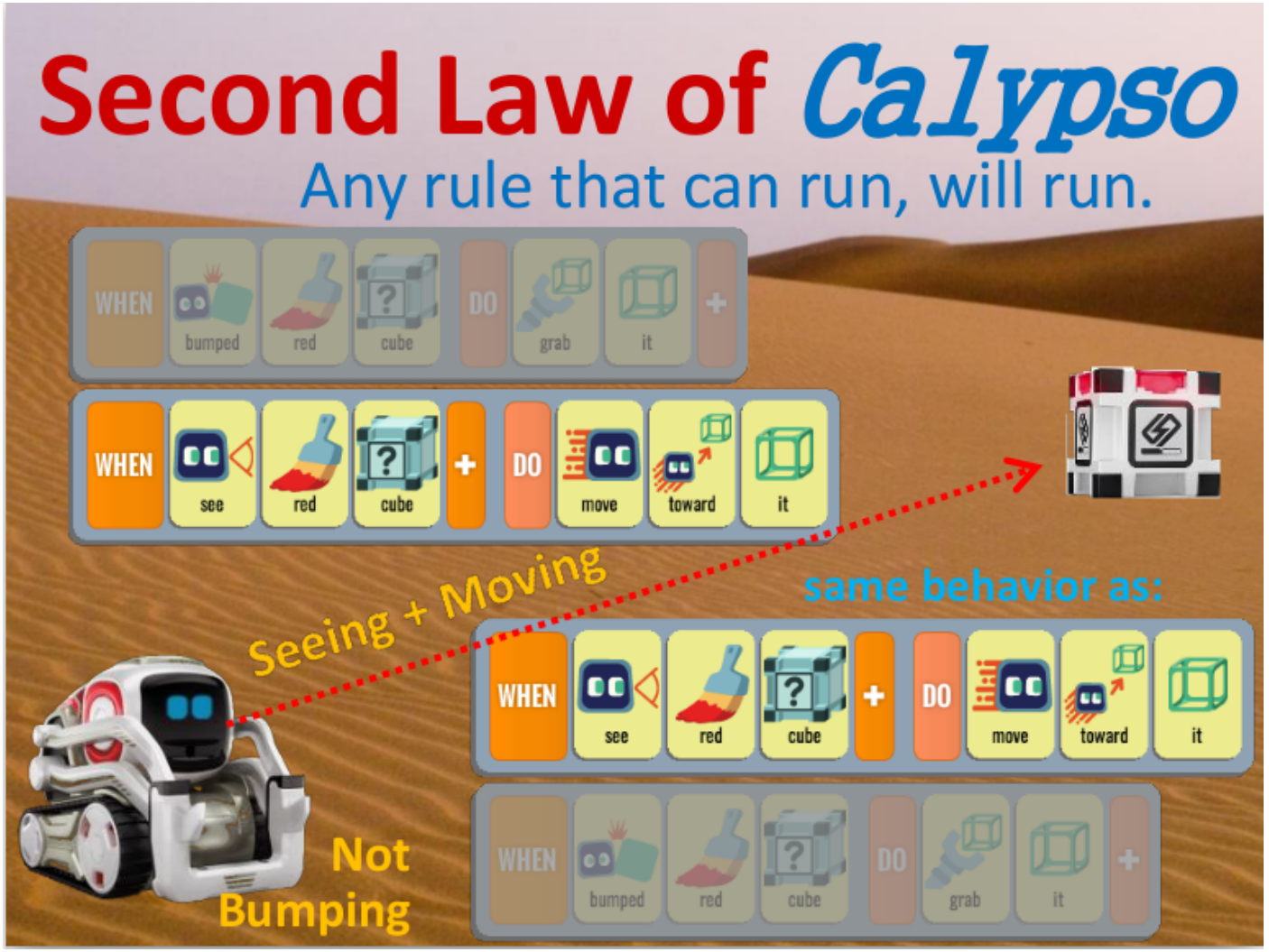
Consume rule

General Form:

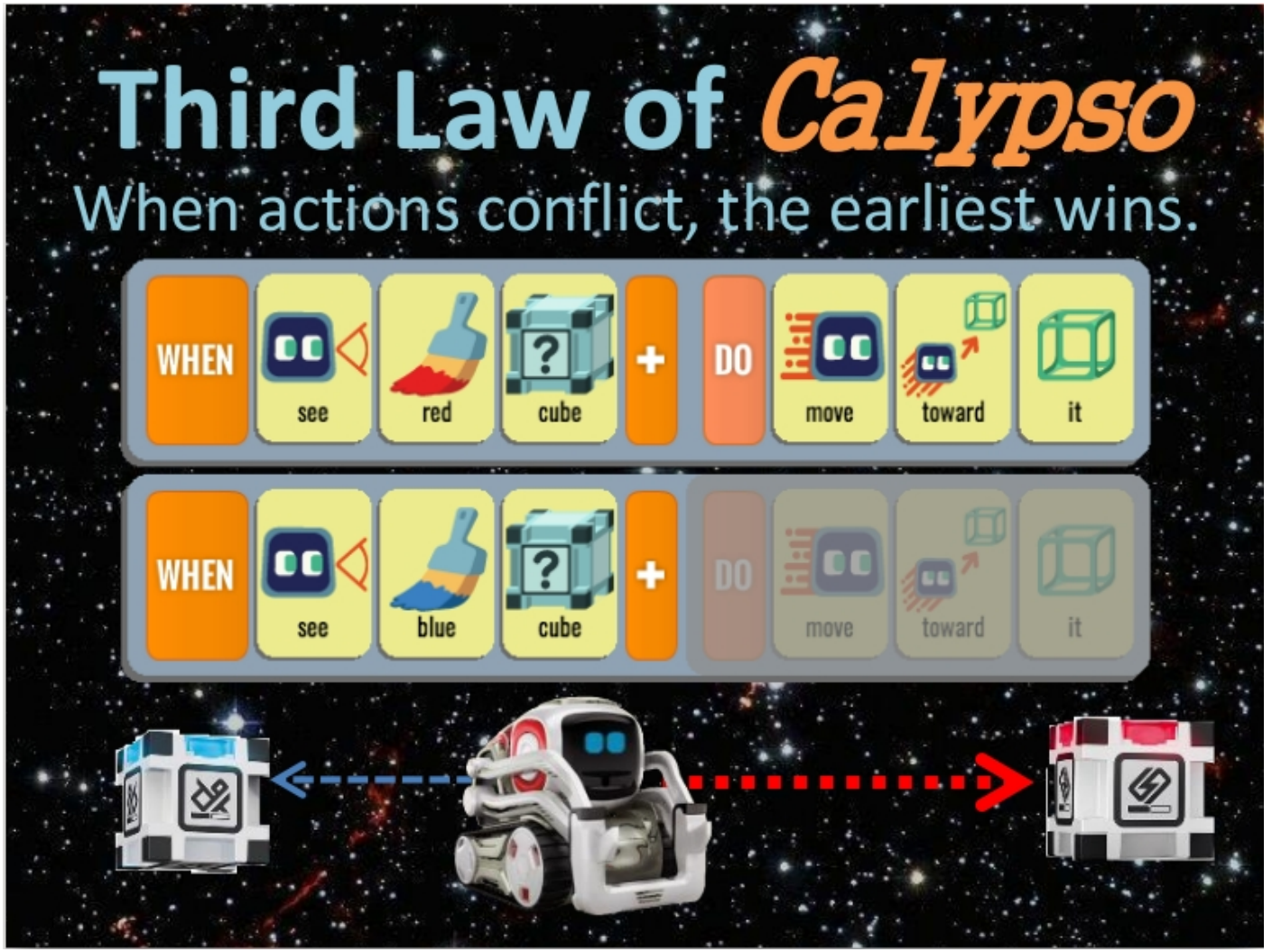
WHEN see *thing* DO move toward it

WHEN bumped *thing* DO *consume* it

Second Law of Calypso



Third Law of Calypso



Calypso Idioms (Design Patterns)

Default Value

When the A button is pressed, glow red.
Otherwise glow blue.

situation → DO **action1** **value**

otherwise → DO **action1** **default-value**

Default Value

When the A button is pressed, glow red; otherwise glow blue.

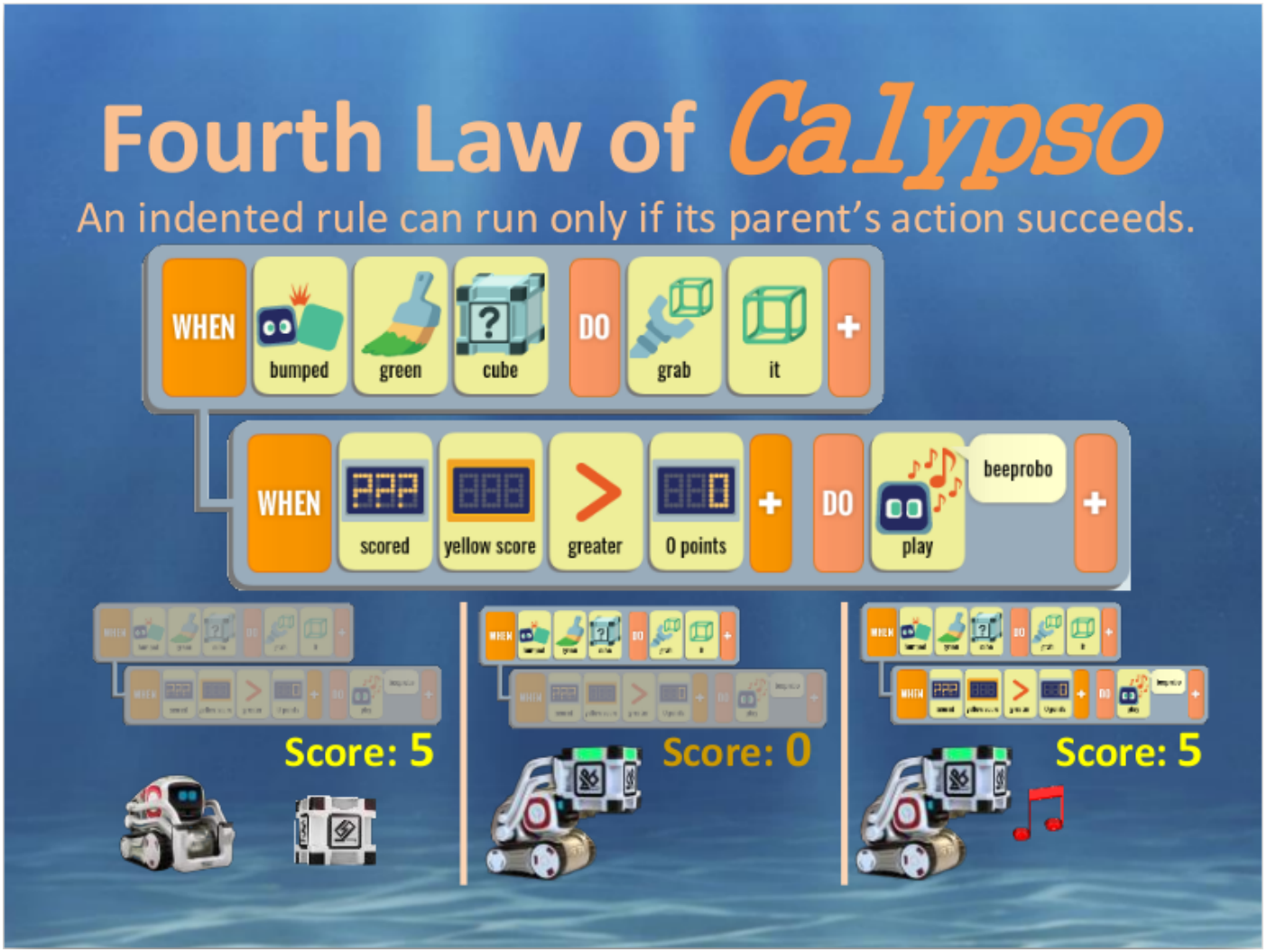
General Form:

WHEN *situation* DO ***action1*** ***value***

WHEN DO ***action1*** ***default-value***

The default case must come *after* the specific case. The action must be the same in both rules; only the value is different. For different actions, use the If-Then-Else idiom.

Fourth Law of Calypso



Actions don't fail in Kodu, but they do on real robots.

Calypso Idioms (Design Patterns)

Do Two Things

Make Cozmo take two actions with one WHEN condition.

WHEN *something* … DO **this**

and also → DO **that**

Do Two Things

When you feel a cube being tapped, move the lift *and also* play a sound.

General Form:

WHEN *something* DO *action1*

↳WHEN DO *action2*

Indenting the second rule makes it dependent on the success of the action of the parent rule.

Calypso Idioms (Design Patterns)

Count Actions

Make Cozmo keep a count of an action he takes.
This is a special case of Do Two Things.

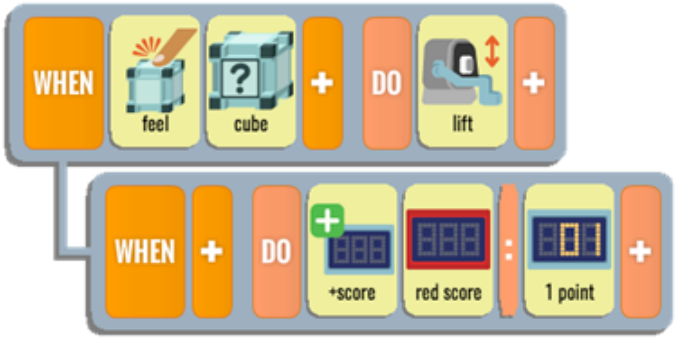
WHEN *something* DO **action**

and also

score **color** 1 point

Count Actions

When you move the lift, add one to the red score.



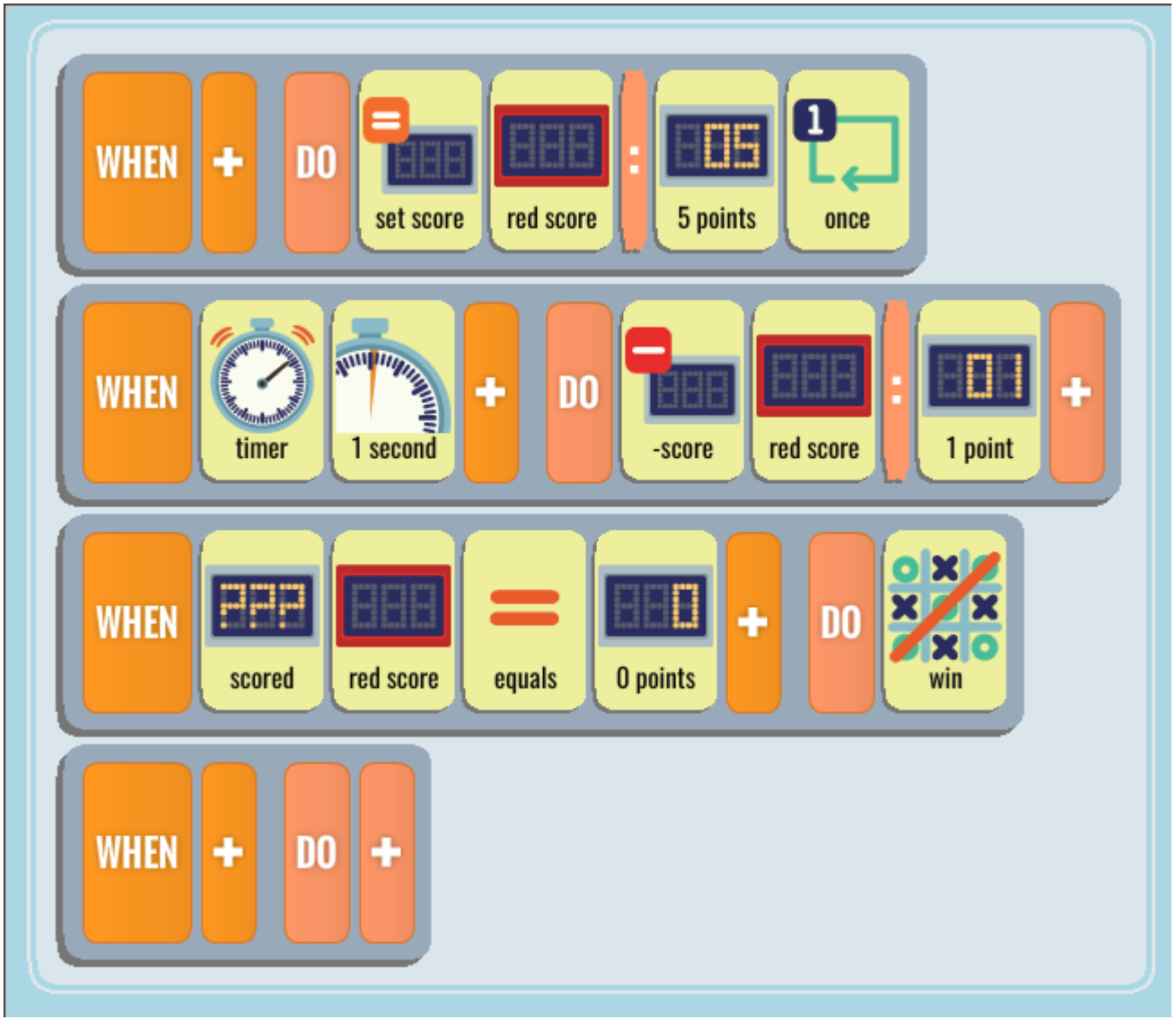
General Form:

WHEN *something* DO ***action***

↳WHEN DO score ***color*** 1 point

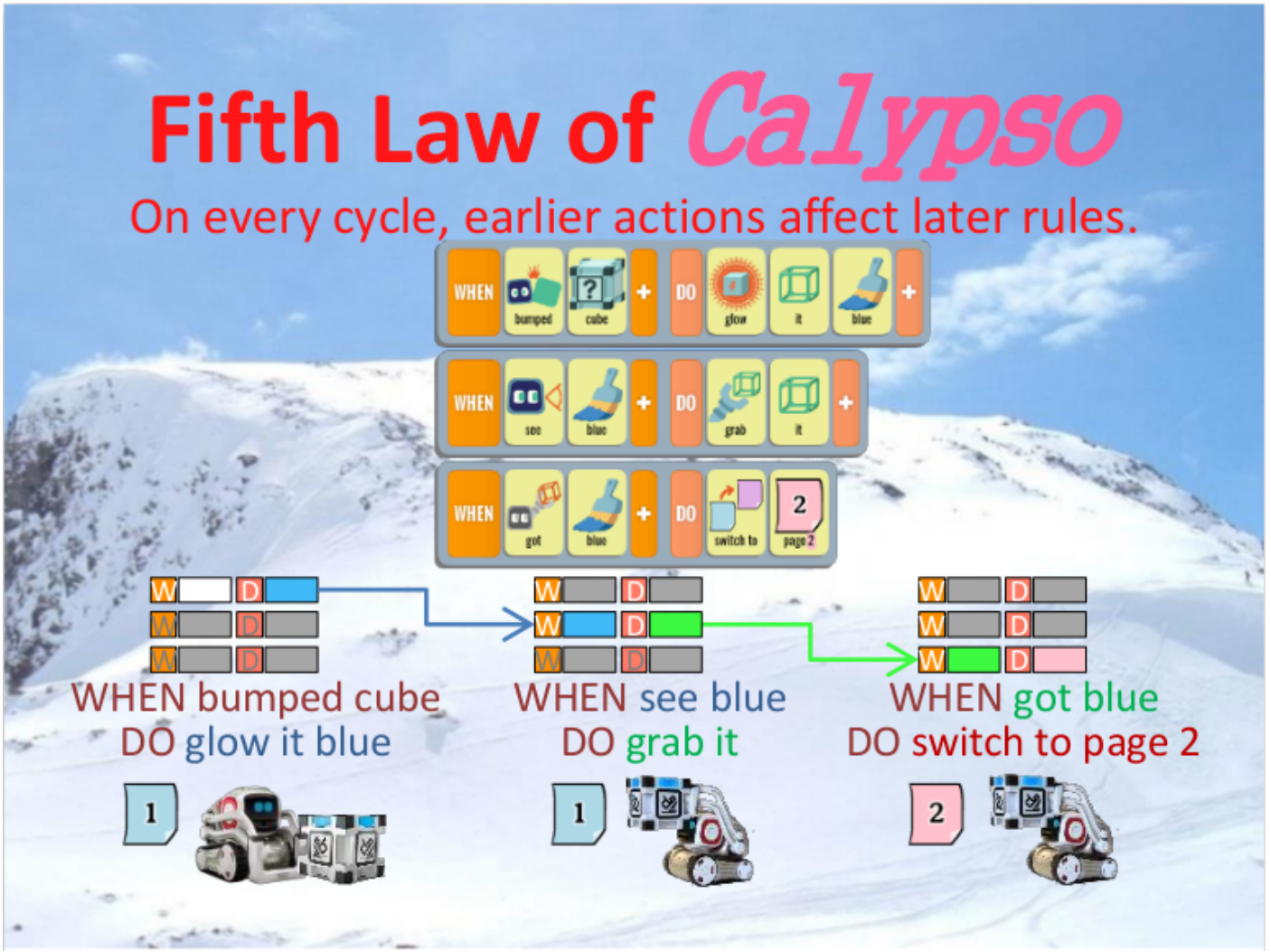
Scores are named by colors and displayed above the world map.

Parallel WHEN Evaluation?



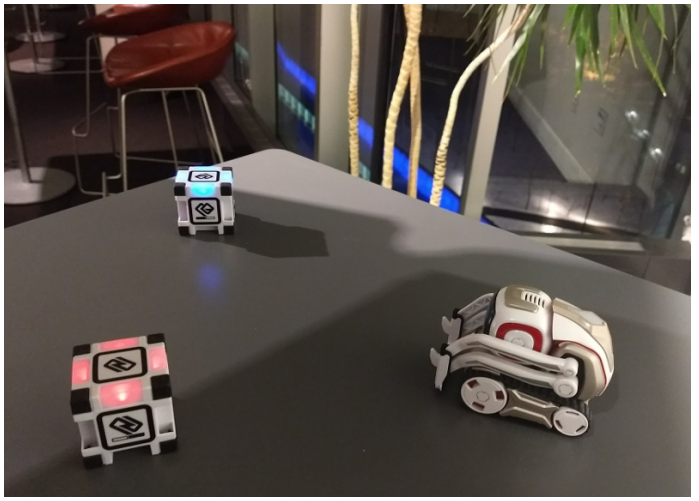
In Kodu this would exit immediately.

Fifth Law of Calypso



Differs from Kodu, where all WHEN parts are evaluated simultaneously.

Visiting Cubes in Sequence



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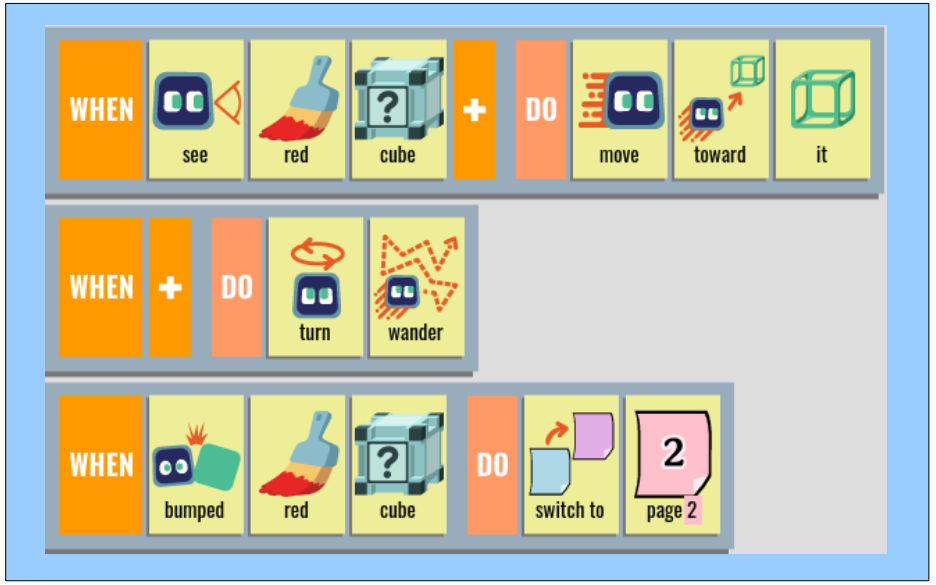

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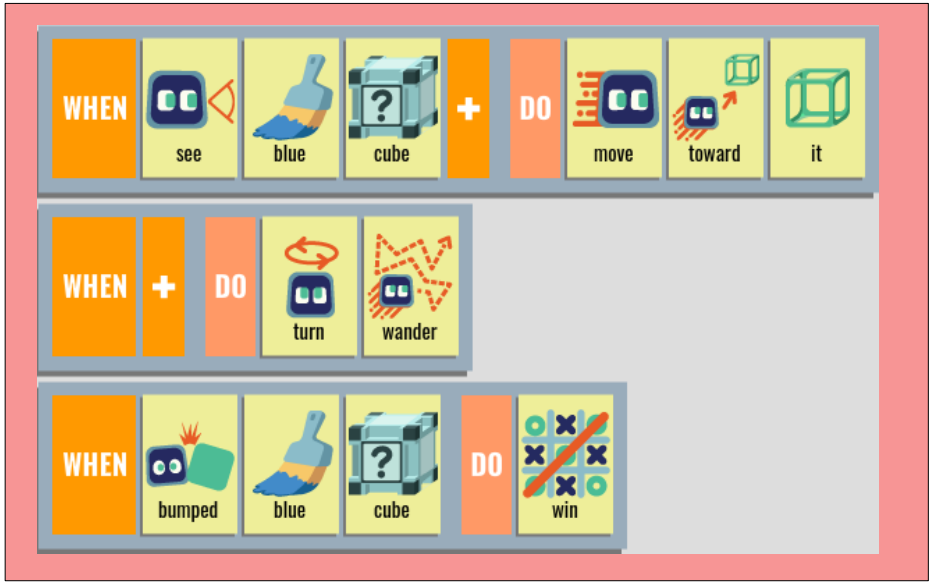

State Machine View

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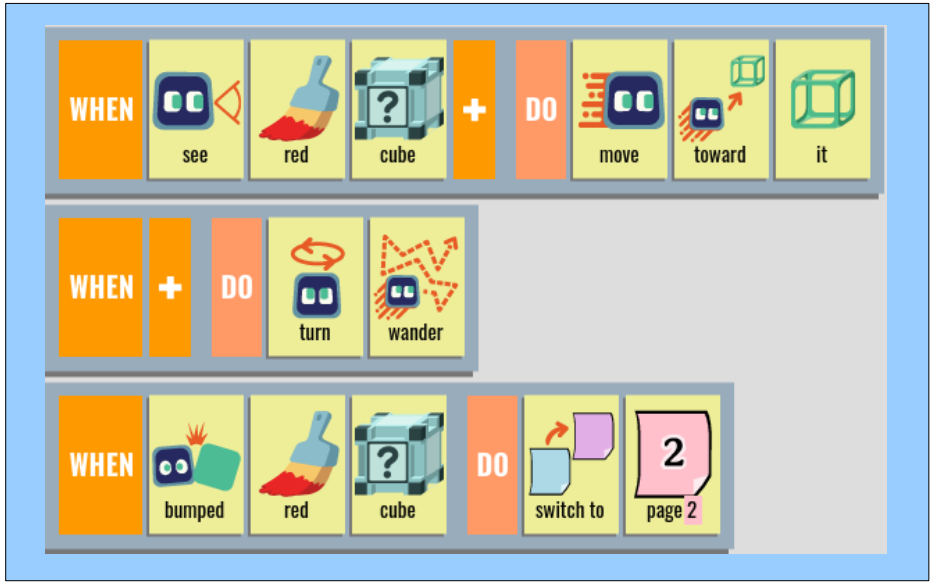

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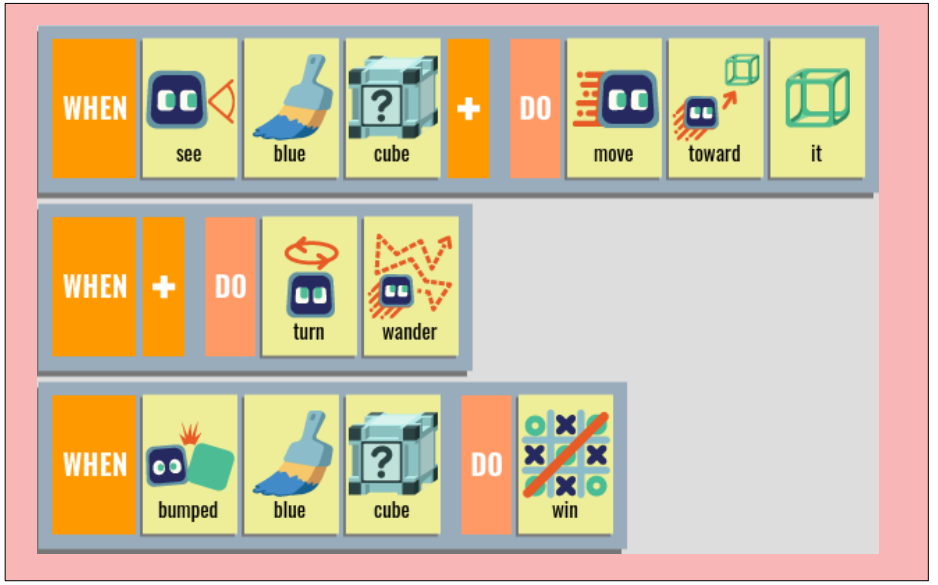
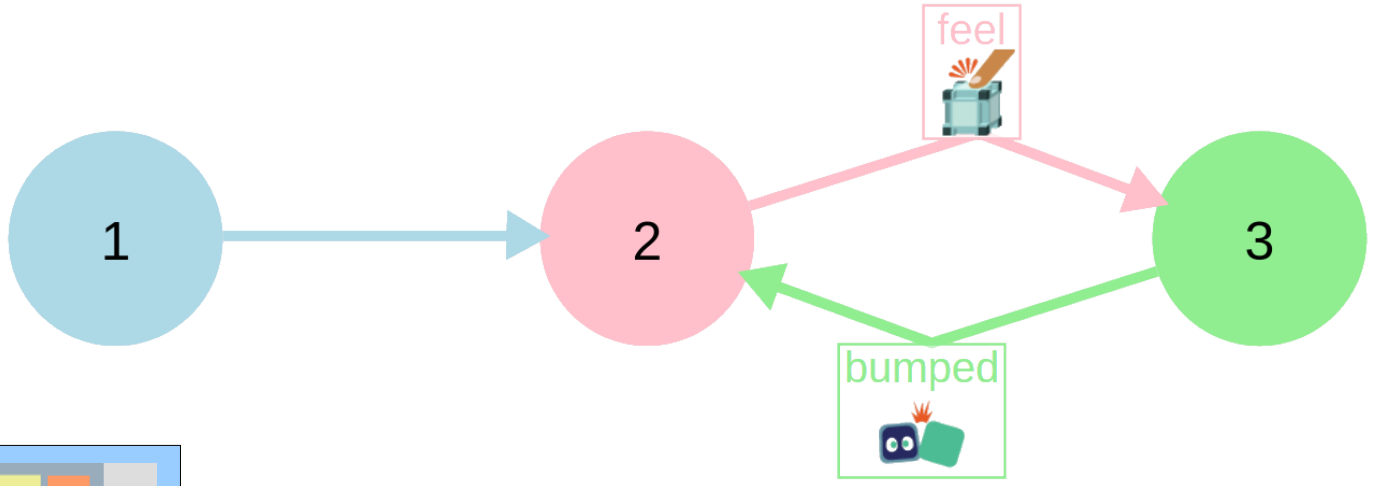


Loopy State Machine



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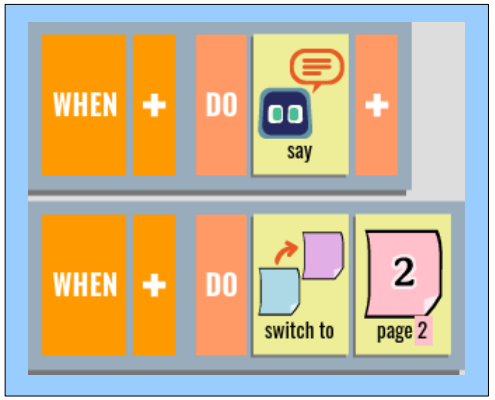

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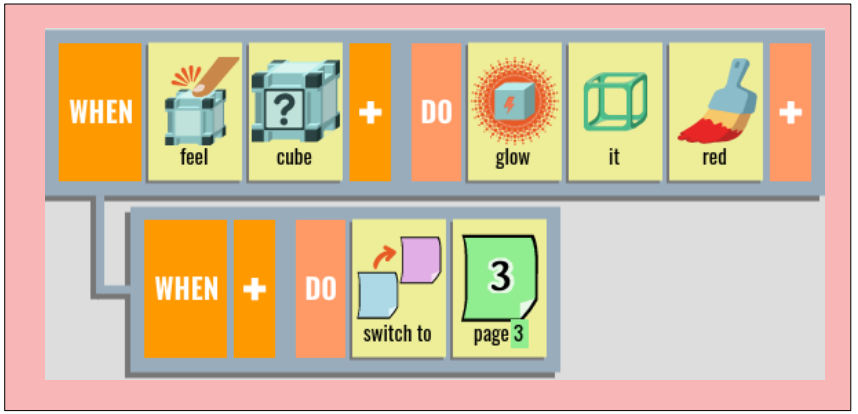

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Testing With Real Kids

Code Lab vs. Calypso (1/2)

Feature	Code Lab	Calypso for Cozmo
Free	✔	✘
Familiar to anyone who knows...	Scratch	Kodu Game Lab
Built in to the Cozmo app	✔	✘
Large display; runs on laptop or desktop	✘	✔
Camera viewer shows you what Cozmo is seeing	✘	✔
User-visible world map	✘	✔
Interpreter highlights rules that are running	✘	✔
Xbox game controller, mouse, or keyboard input	✘	✔

Code Lab vs. Calypso (2/2)

Feature	Code Lab	Calypso for Cozmo
Voice commands	✘	✔
Simulator mode	✘	✔
Support for state machines	✘	✔
Detects failed actions	✘	✔
Free online curriculum	✘	✔

Calypso Development Plans

- Add support for walls and places.
  - Cozmo's clubhouse.
  - Cozmo's Magic Dreamhouse
- New object types:
  - Chips
  - Qubes
  - Containers
- Multi-robot support