

# FOLL-E: open source education tool to stimulate logical reasoning

FOSDEM 2025

Simon Vandevelde -- <https://simonvandevelde>

# Whoami

- Simon Vandeveldde
- Post-doctoral researcher @KUL (campus De Nayer)
- Research in knowledge-based AI
- Penchant for CompSci education
  - 5yrs programming teacher for children as student job
  - Dojo lead of CoderDojo Meise

# Whoami

- Simon Vandeveldel
- Post-doctoral researcher @KUL (campus De Nayer)
- Research in knowledge-based AI
- Penchant for CompSci education
  - 5yrs programming teacher for children as student job
  - Dojo lead of CoderDojo Meise

→ This work is part of my research (sort of, I guess)

# FOLL-E

First-Order Logic Learning Environment

→ Goal: Teach FOL to 8-13 year olds



# FOLL-E

First-Order Logic Learning Environment

→ Goal: Teach FOL to 8-13 year olds

$\forall x : Human(x) \Rightarrow Animal(x).$

$\forall x : Animal(x) \Rightarrow Mortal(x).$



# Why teach FOL?

- Important foundation of maths, philosophy, compsci, ...
- Computational thinking
- A pillar of Artificial Intelligence!
- Sharpens reasoning skills, critical thinking

# Why teach FOL?

- Important foundation of maths, philosophy, compsci, ...
- Computational thinking
- A pillar of Artificial Intelligence!
- Sharpens reasoning skills, critical thinking

Example: Wason selection task



(image from Wikipedia)

# Why teach FOL?

- Important foundation of maths, philosophy, compsci, ...
- Computational thinking
- A pillar of Artificial Intelligence!
- Sharpens reasoning skills, critical thinking

Example: Wason selection task



(image from Wikipedia)

If a card shows an even number on one face, then its opposite face is blue.

# Why teach FOL?

- Important foundation of maths, philosophy, compsci, ...
- Computational thinking
- A pillar of Artificial Intelligence!
- Sharpens reasoning skills, critical thinking

Example: Wason selection task



(image from Wikipedia)

If a card shows an even number on one face, then its opposite face is blue.

Solution: 8 and red

# Difficulties

- FOL by itself does not do *anything*
- Steep learning curve
- Scary mathematical symbols (  $\forall \in \Rightarrow \Leftrightarrow \mathbb{R} \dots$  ) to haunt your nightmares
- Not "fun": no animation, sound, graphics, ...

→ can we build a better learning environment?

# Difficulties

```

vocabulary V {
  type Country := {B, F, G, N, L}
  type Color := {Blue, Red, Yellow}
  borders: Country * Country -> Bool
  color_of: Country -> Color
}

theory T:V {
  color_of(B) = Red.
  !c1, c2 in Country: borders(c1, c2) => color_of(c1) ~= color_of(c2).
}

structure S:V {
  borders := {(B, F), (F, G), (B, G), (B, N), (B, L), (L, G), (L, F)}.
}

procedure main() {
  pretty_print(model_expand(T, S))
}

```

# Design Goals



# Design Goals

Representation:

- No finicky syntax
- Clear structure
- Encourage experimentation, trial-and-error
- Encourage collaboration



# Design Goals

Representation:

- No finicky syntax
- Clear structure
- Encourage experimentation, trial-and-error
- Encourage collaboration

Task:

- Focus on model theory
- Clear and immediate feedback
- Gradually increase in difficulty
- Engaging and fun



# Design Goals

Representation:

- No finicky syntax
- Clear structure
- Encourage experimentation, trial-and-error
- Encourage collaboration

Task:

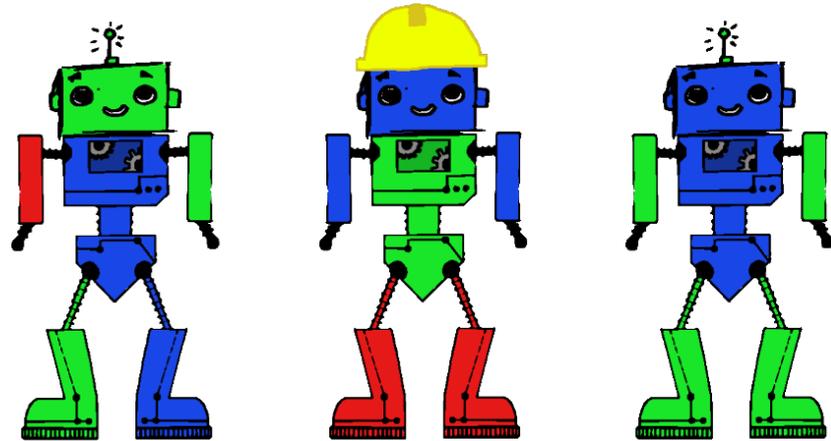
- Focus on model theory
- Clear and immediate feedback
- Gradually increase in difficulty
- Engaging and fun

→ But: what application domain?



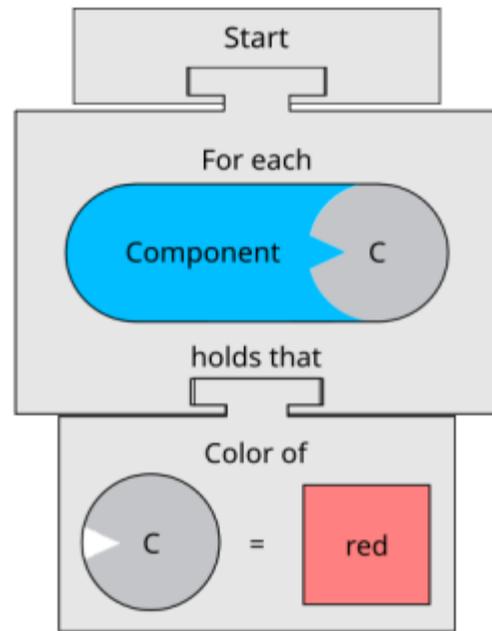
# Application domain

- Robot designs
- Fun, cartoony, colorful!
- Each component may have different color (RGB)
- Optional helmet



# FOL notation

- Blocks-based
- "Pegs-and-slot": syntax-free
- Fully generic, can cover all of FOL!

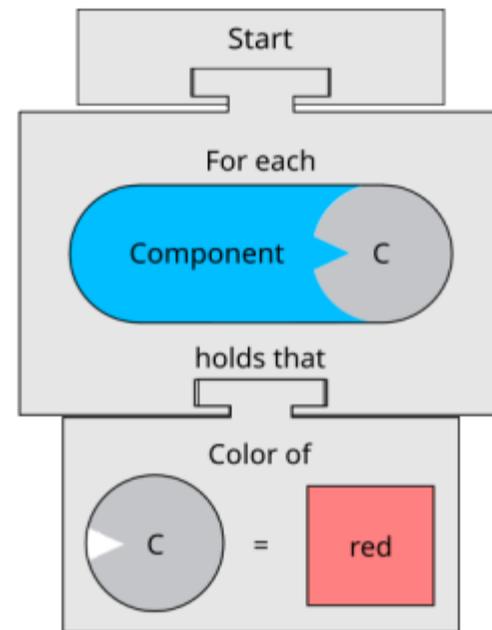


Blocks expressing that all components are red.

# FOL notation

- Blocks-based
- "Pegs-and-slot": syntax-free
- Fully generic, can cover all of FOL!

→ using mouse does not stimulate collaboration



Blocks expressing that all components are red.

# FOL notation

- Laser-cut into physical blocks
- Engraved with intended meaning
- Tangible, puzzle-like
- Engaging and inviting



# Task

- Shown 7 robots:
  - three "good"
  - three "bad"
  - one showing effect
- Goal: distinguish good from bad
- Explain this to computer

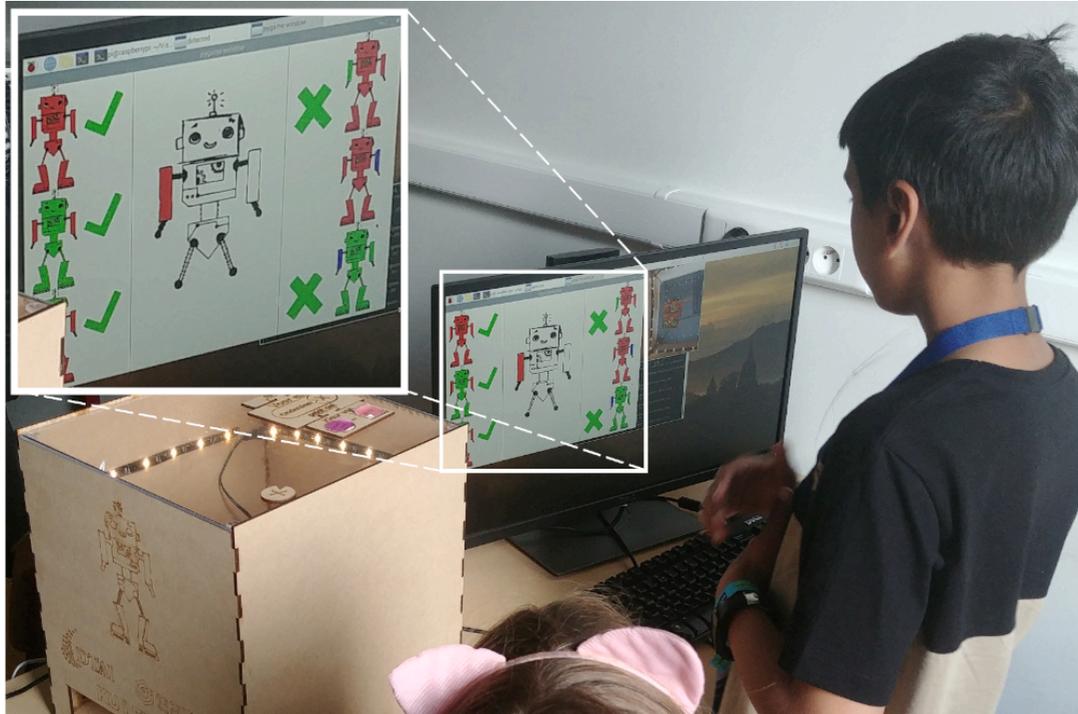
# Task

- Shown 7 robots:
  - three "good"
  - three "bad"
  - one showing effect
- Goal: distinguish good from bad
- Explain this to computer

Examples:

- The left leg is blue
- If the robot wears a helmet, it has a green arm
- Every component that is an arm or a leg must be colored green

# Task

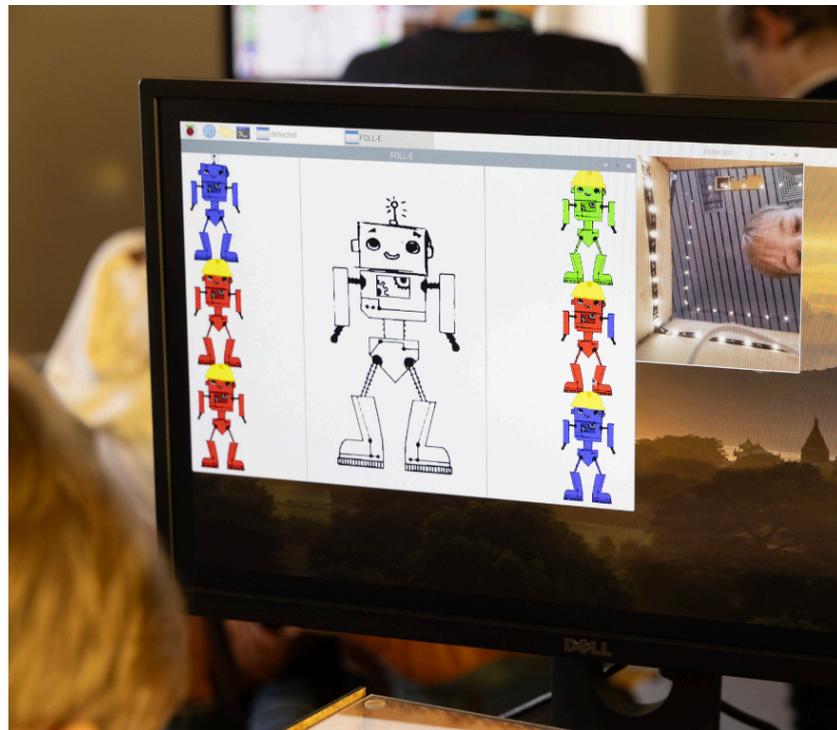


Using checkmarks and crosses, FOLL-E shows the effect of the rule.

# Components

FOLL-E comes in a box containing:

- Raspberry pi 3B+
- Raspicam
- LED backlight
- Set of blocks
  - Annotated using Aruco markers

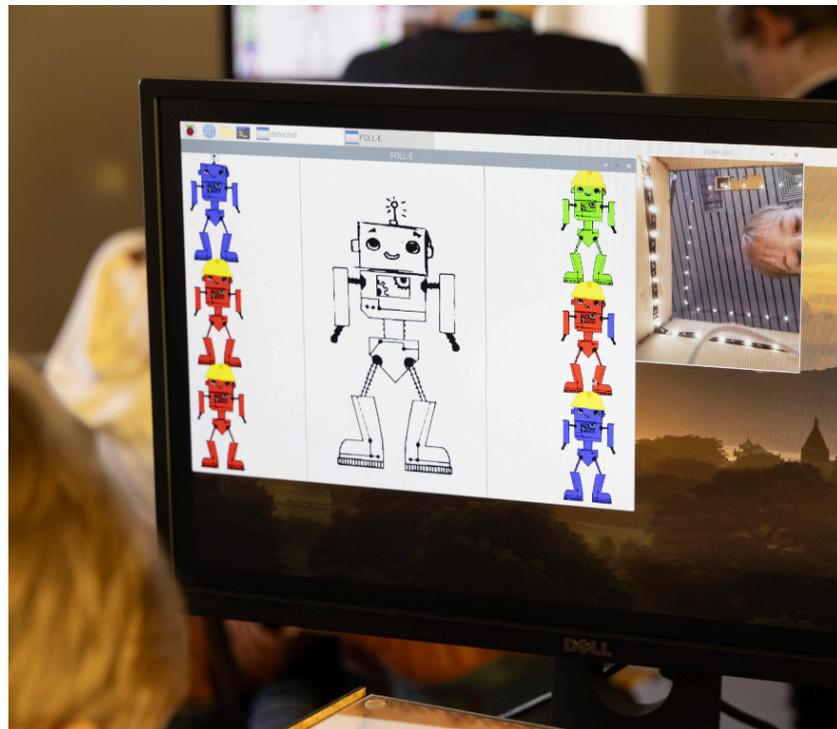


# Components

FOLL-E comes in a box containing:

- Raspberry pi 3B+
- Raspicam
- LED backlight
- Set of blocks
  - Annotated using Aruco markers

All you need is an HDMI monitor!



# Application

- Built in Python
- Pygame for interface
- OpenCV for computer vision
- IDP-Z3 as FOL evaluator (<https://www.IDP-Z3.be>)

# Application

- Built in Python
- Pygame for interface
- OpenCV for computer vision
- IDP-Z3 as FOL evaluator (<https://www.IDP-Z3.be>)
  
- Whenever a full statement is detected, it is evaluated
- Result is shown using checkmarks and crosses



# Fully Open Source!

- <https://FOLL-E.com>
  - <https://gitlab.com/Vadevesi/foll-e>
  - Source code (GPLv3)
  - Everything ready to laser cut!
    - Boxes
    - Blocks
  - TODO: step-by-step guide on how to build it. (But pretty straightforward!)
- we are setting up a program allowing schools to loan out boxes for a day

# Thank you!

- <https://simonvandevel.de>
- saltfactory@mastodon.social
- <https://FOLL-E.com>

# Video if time



Another video if more time

