

Open Minded Storms

The NXT meets
OpenSource



Agenda

- Introductions
- Naive programming
- Event-driven programming
- The bright side of the Moon
- Future and closing notes

Intro: myself & the presentation

- A few words about your humble servant
- Brief review of my academic work in robotics
 - Don't worry, it's remarkably brief
- The Jaw Dropper
 - I don't have it.
 - Wish I had.
 - Sorry folks.

Intro: The Platform (brief)

- Programmable robotic LEGO brick
- Released July 2006
- Attaches to usual Technic bricks
- 3 motors / 4 sensors per brick
- Able to store programs on FLASH
- Can be controlled / programmed by USB / bluetooth
- 100x64 LCD screen
- PC Speaker-like audio
- 6xAA batteries or a battery pack

Intro: The Platform (specs.)

- 32-bit AT91SAM7S256 main microprocessor @ 48 MHz
256KB flash, 64KB RAM
- 8-bit ATmega48 microcontroller @ 4 MHz
4KB flash, 512bytes RAM
- CSR BlueCore 4 Bluetooth controller @ 26 MHz
8mbit external flash, 47KB RAM
- 100×64 pixel LCD matrix display
- A single USB 2.0 port full speed (12Mbit/s)
- 4 input ports, 6-wire cable digital platform
 - One port complies to an IEC 61158 Fieldbus protocol
- 3 output ports, 6-wire cable digital platform
- Digital Wire Interface for third-party development of external devices

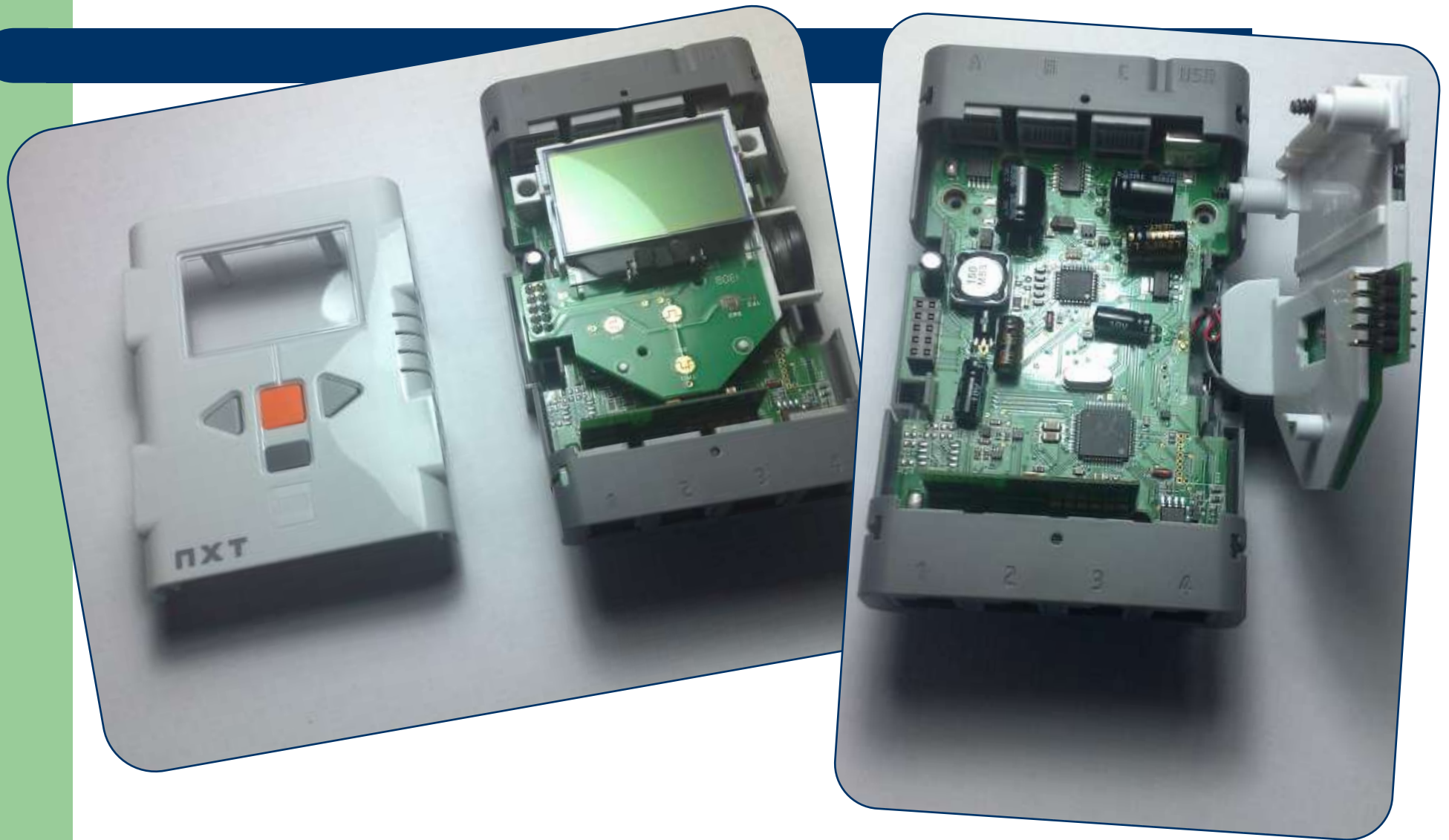
Intro: The Platform (metal pr0n)



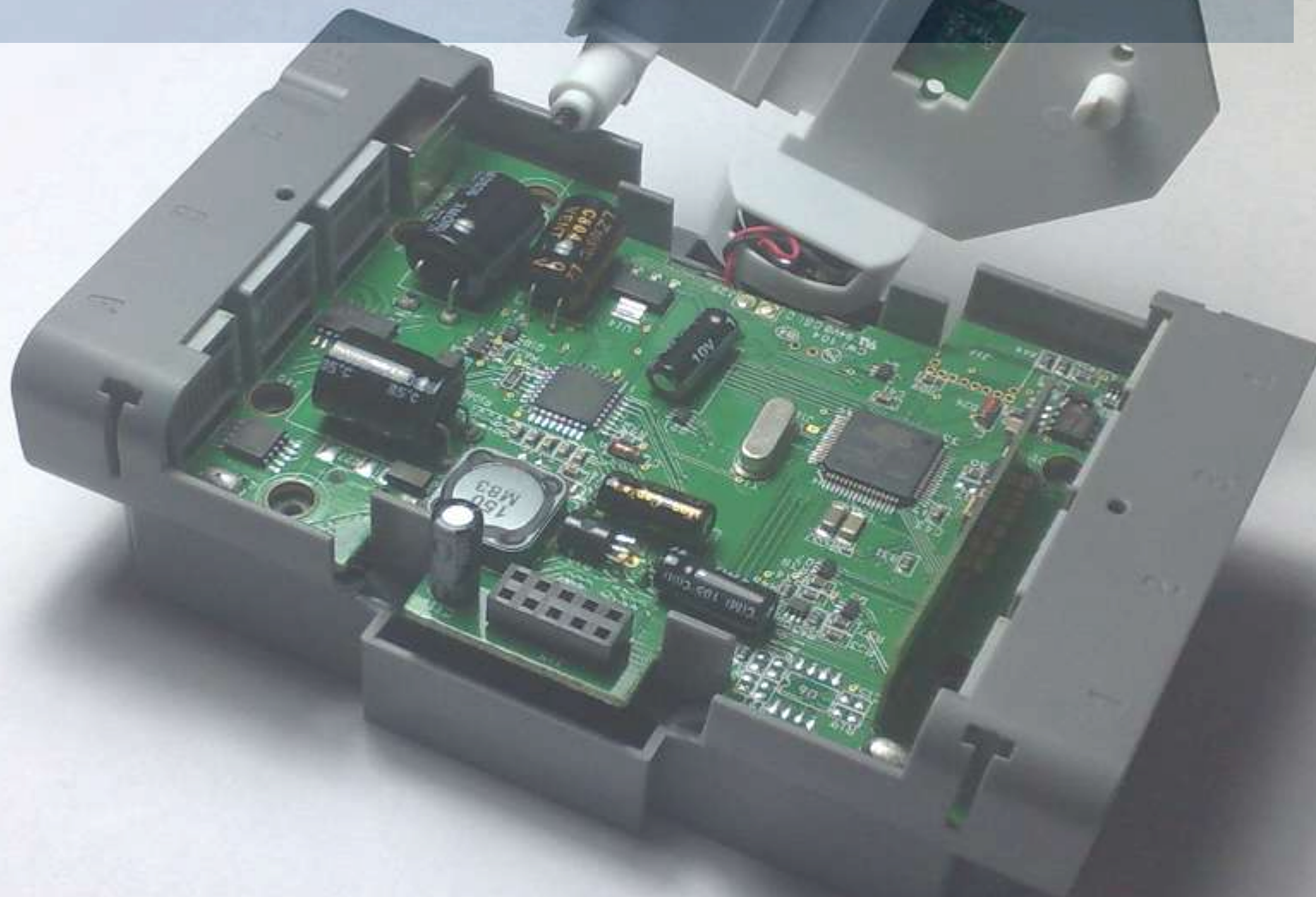
Intro: The Platform (metal pr0n)



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Intro: The Platform (metal pr0n)



Naïve Programming

- Native firmware
 - NXT-G, NBC/NXC
 - RobotC / URBI
 - Simulink's autogenerated C
 - USB/Bluetooth bindings for everything
- leJOS NXJ (Java)
- LEJOS OSK (C/C++)
- pbLua (Lua)

Naïve: Got Python?

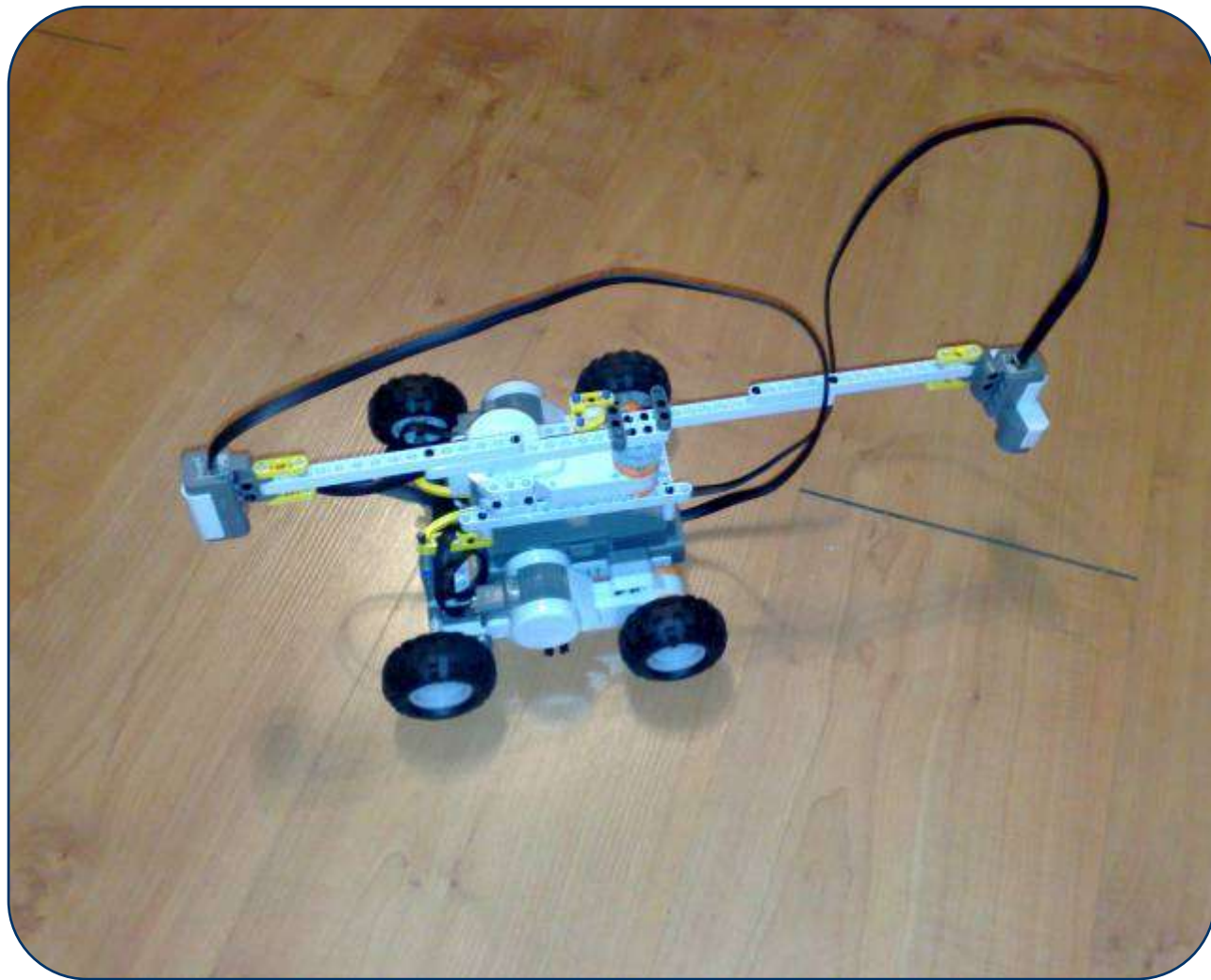
- Douglas P Lau wrote NXT_Python
- Works over USB/Bluetooth
 - Doesn't run on the NXT
- Gives you all the sweet Python lovin':

```
import nxt.locator
try:
    sock = nxt.locator.find_one_brick()
except:
    sock = None
if sock:
    brick = sock.connect()
    name, host, signal_strength, user_flash = brick.get_device_info()
    print ("Found brick: %s" % name)
    sock.close()
```

Naïve: Read sensors, do stuff

Demo: Turn wheel while pressing button

Naïve: Let's build something!!!



Goal

- A four-wheeled platform...
 - Two independently controlled
- Carrying a rotating sensor array...
 - Distance sensor and color sensor
 - Sensors point to ground
- Which will roam a desk...
 - Detecting its shape and not falling off...
- Finding a plastic ball located on it!
 - Attached to it, really
 - Distinguishing it from another ball with a different color

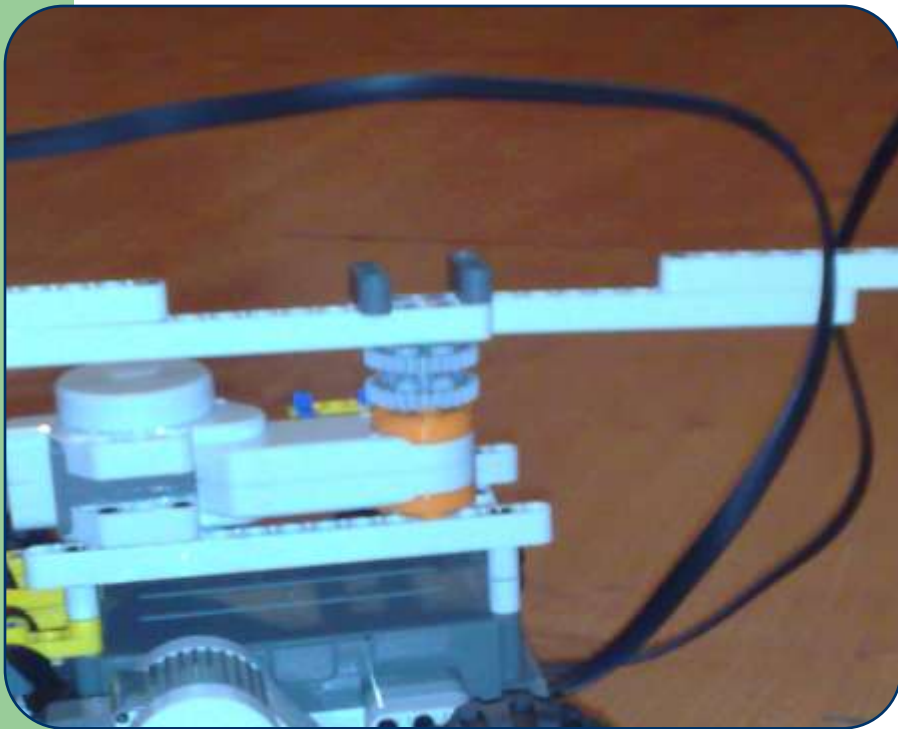
Pubic Apology to Civil Engineers

- I used to think your job is easy
- Repent me of my sin, friends
 - You guys don't even have source control! Gosh!
- Your construction will affect your code
 - More honestly, your coding cycle
- Yes, construction is similar to software design!

Pubic Apology to Civil Engineers



Pubic Apology to Civil Engineers



Naïve: It sucks.

- Robots are about concurrent real time
- Almost immediately code becomes a mess
- *Maybe* I could have made it
 - But then I would be left with just a robot
 - And I already said I like infrastructure
- Two approaches for solution:
 - Threads and locks
 - Event driven
- Actually, make that one just one approach.

Event Driven Programming

- Python... Event driven... Twisted!
 - Actually, scratch that
- Writing a reactor in Python is dead easy
- An event has four properties:
 - interval
 - data source
 - predicate
 - callback
- We'll use an event heap
 - Sorted by next invocation time

Event Driven Programming

- Python... Event driven... Twisted!
 - Actually, scratch that

- Writing a reactor in

- An event

- interval

- data s

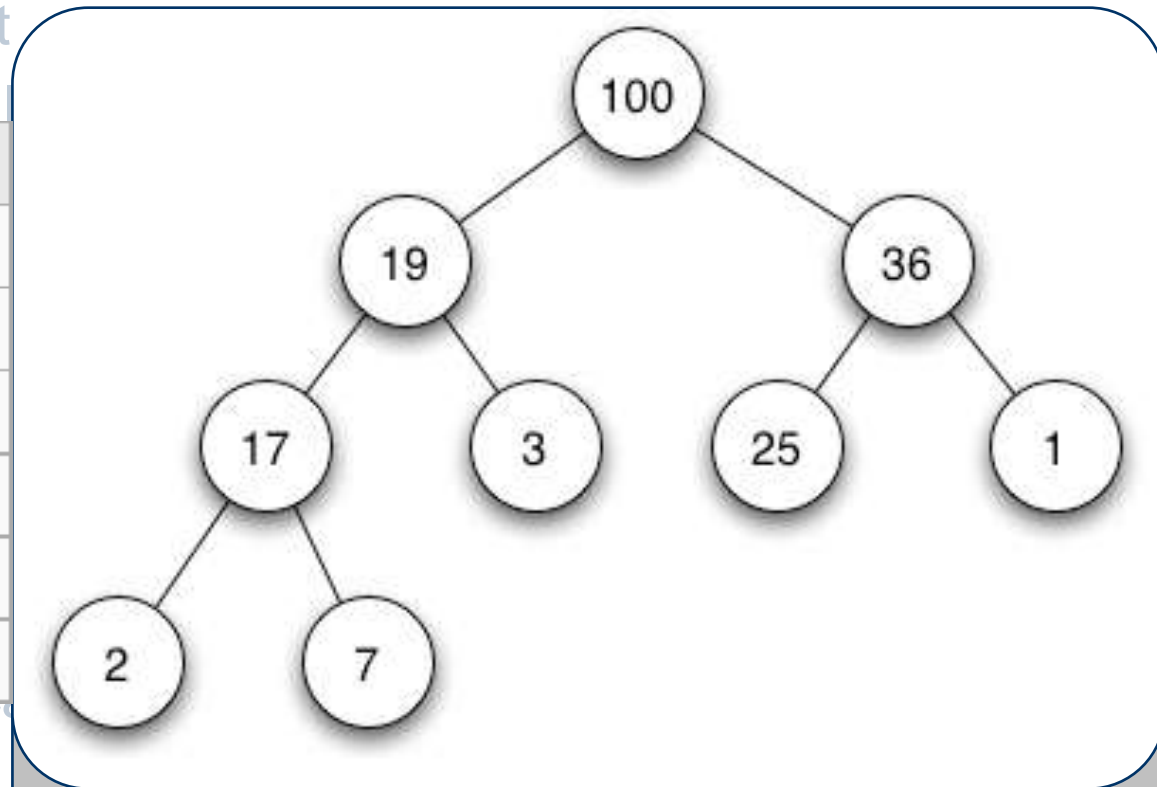
- predic

- callbac

- We'll use

- Sorted by next invoc

Operation	Binary
createHeap	$\Theta(1)$
findMin	$\Theta(1)$
deleteMin	$\Theta(\lg n)$
insert	$\Theta(\lg n)$
decreaseKey	$\Theta(\lg n)$
merge	$\Theta(n)$



Reminder: a heap

Event Driven Programming

User Code

```
reactor.add_sources(InvocationSource(name='sensor array motor source',
                                     interval=self.INTERVAL,
                                     data_source=self.motor.get_position,
                                     predicate=self.motor_predicate,
                                     callback=self.motor_callback,))
```

Reactor Core

```
def invoke_sources(self):
    evaluated_event_sources = []
    while self.event_source_heap:
        if self.event_source_heap[0].timestamp > time.time():
            break
        event_source = heapq.heappop(self.event_source_heap)
        self.logger.log(5, 'invoking source %s' % event_source)
        if event_source.invoke():
            evaluated_event_sources.append(event_source)
    for event_source in evaluated_event_sources:
        event_source.reset()
        self.add_sources(event_source)
```

E... v... e... n... t... .. D... r... i... v... e

- It was easy to write
 - ...and as slow as an underclocked PDP11
- Potential suspects:
 - CSR BlueCore 4 Bluetooth chip
 - Some kind of BT related software stack suckiness
 - The NXT is simply slow? (?!)

Depeche Mode

- "It means hurried fashion or fashion dispatch. I like the sound of that."
 - So do I
- We have clean reactor/logic separation
- We have the reactor in Python
 - s/Python/pseudo-code/
- Let's just move the reactor inside

Naïve Programming

- Native firmware
 - NXT-G, NBC/NXC
 - RobotC / URBI
 - Simulink's autogenerated C
 - ~~USB/Bluetooth bindings for everything~~
- leJOS NXJ (Java)
- LEJOS OSK (C/C++)
- pbLua (Lua)

Lua? What's that?! ---

- Fast, portable, embeddable, powerful, small, free.
- An ultra-light dynamic language
 - Minimalism is king
 - Not features, mechanisms
- Dynamic, simple, multi-paradigm, extensible, first-class-everything, ...
 - Kinda reminds me of Python, no?
 - Arguably yes - but with the batteries totally excluded

Lua? What's that?!

- Tables (associative arrays) are king
 - The only data structure
 - Have a few well defined magical properties (meta-table)
 - Many features implemented through them
- Lexical closures
- First-class-everything

```
function foo()  
  local bar = 5  
  function baz()  
    print(bar)  
  end  
  return baz  
end  
foo() ()
```

pbLua

- Free (as in beer) project by Ralph Hempel
 - free-as-in-for-real-soon-now™ :)
- Ports Lua 5.1 to the NXT
 - firmware replacement
- True to the spirit of Lua
 - “Whatever you want, I ain’t got it and you can make it yourself real easy with X, Y and Z”
- Covers all NXT functionality I needed so far

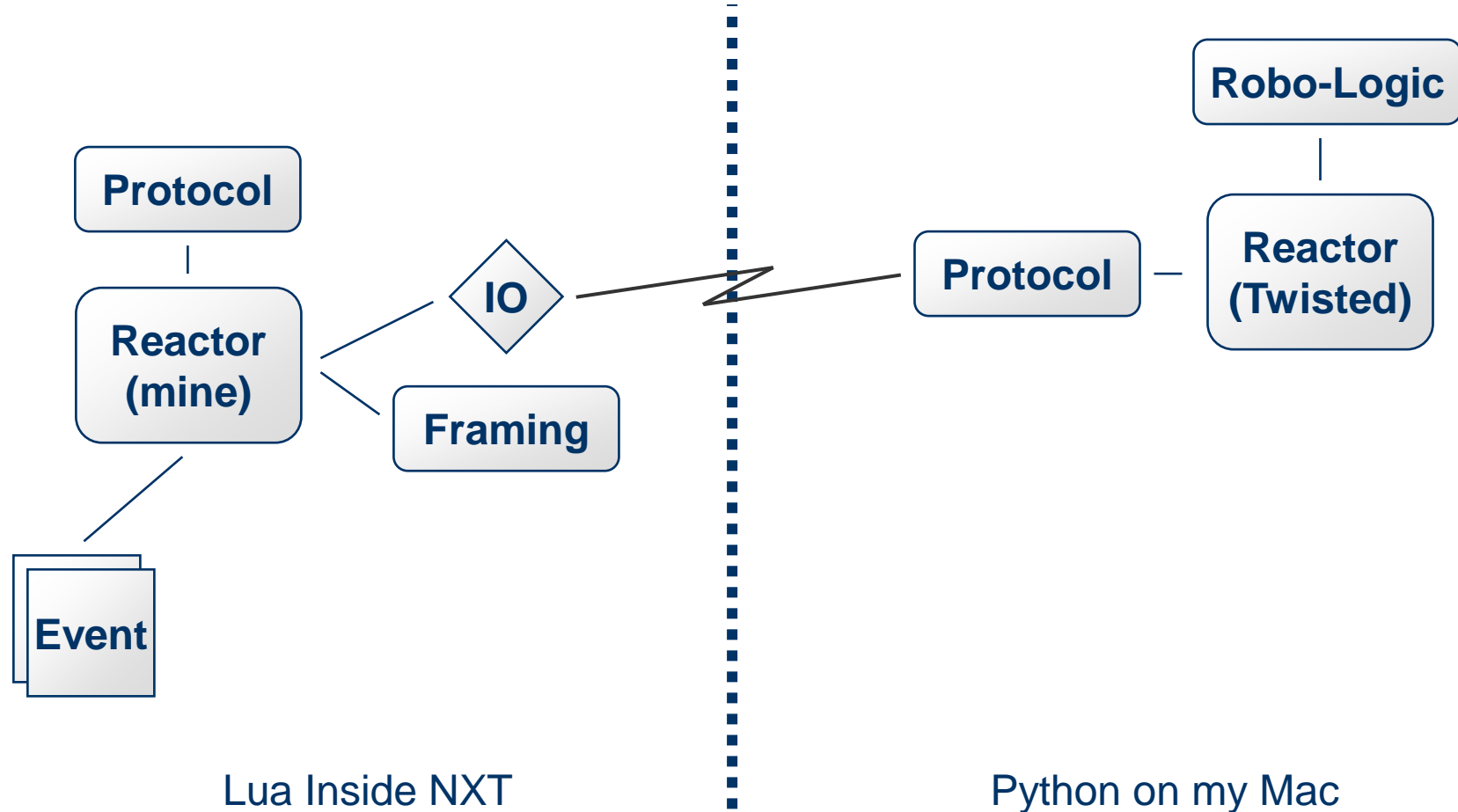
pbLua features

- Interactive interpreter over USB and BT
- Low and mid-level access to NXT features
- Very primitive file system
- XMODEM support for serial data transfer
- Pretty fast

How fast is pretty fast?

Demo: Speed measurement: NXT_Python vs. pbLua

So now what do we do?



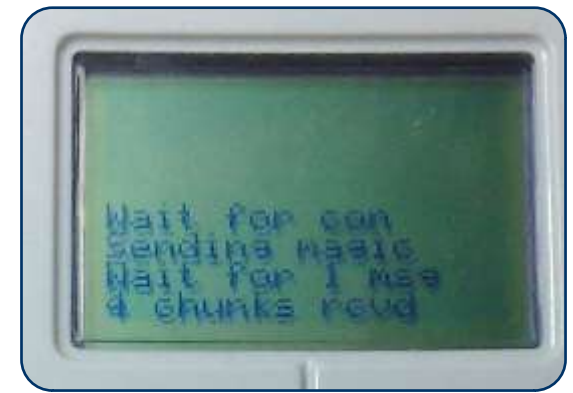
Development Cycle

- No easy way to deploy stuff
- Copy-Paste to console is prime method
 - Thank God for pbcopy(1) and pbpaste(1) on OSX
- Saving files is a delicate process
- Debugging is a bitch
- Solutions?
 - Simulator
 - Over-The-Air Code Loading

Over The Air Code Loading

- A simple program
 - Needs no maintenance
 - Should be developed quickly
 - “Only” 250 lines
- Develop and store on Flash filesystem
- Dynamically load bigger programs at will

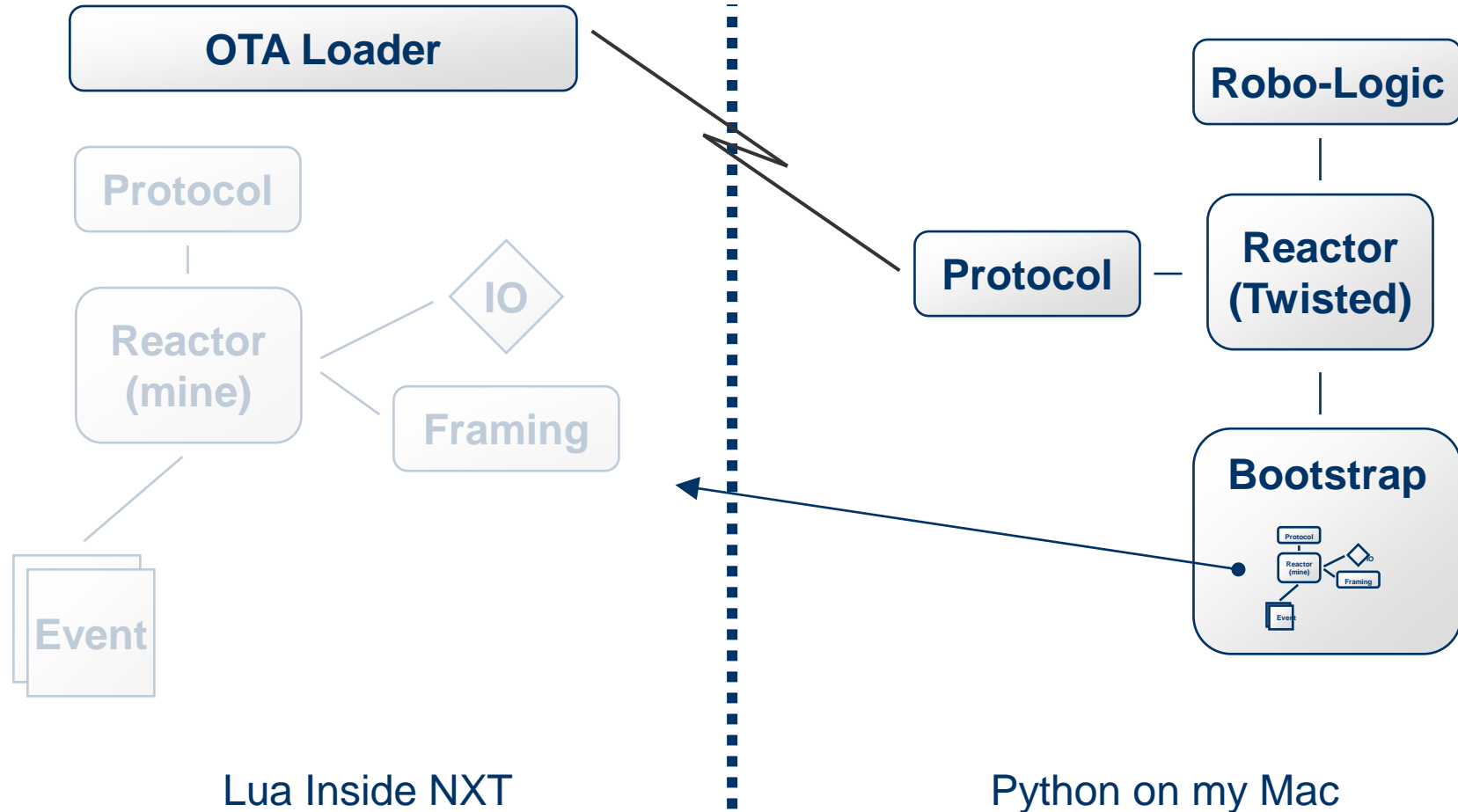
Key loader components



```
function LoadPieces()  
  leftover_bytes = ''  
  while (true) do  
    local piece, leftover_bytes = BtBlockUntilOnePieceReceived(true, '')  
    if piece == 'LoaderExecute' then  
      break  
    end  
    runnable_piece = loadstring(piece)  
    if (runnable_piece ~= nil) then  
      DisplayTextScroll("running piece")  
      runnable_piece()  
    else  
      error("bad piece :-(")  
    end  
  end  
end  
end
```

```
function OTAInitialize()  
  StartupAndGetConnection()  
  DisplayTextScroll("wait for chunk")  
  LoadPieces()  
  DisplayTextScroll("running program")  
  LoaderExecute(leftover_bytes)  
  nxt.BtDisconnectAll()  
  WaitForUser('end: hit [orange]')  
end
```

So now what do we do?



Lua Reactor

```
reactor:AddEvent(2500, nil, nil, function cb() nxt.SoundTone() end)
```

```
function Reactor:Run()
    local data
    local current_event
    self.running = true
    while (self.running) do
        self:TestAbortButton()
        data = IO.read()
        if ((data ~= nil) and (#data > 0)) then
            self.framer:DataReceived(data)
        end
        repeat
            current_event = self:ConditionalPopEvent()
            if (current_event ~= nil) then
                self:HandleEvent(current_event)
            end
        until (current_event == nil)
    end
end
```

User

Reactor Core

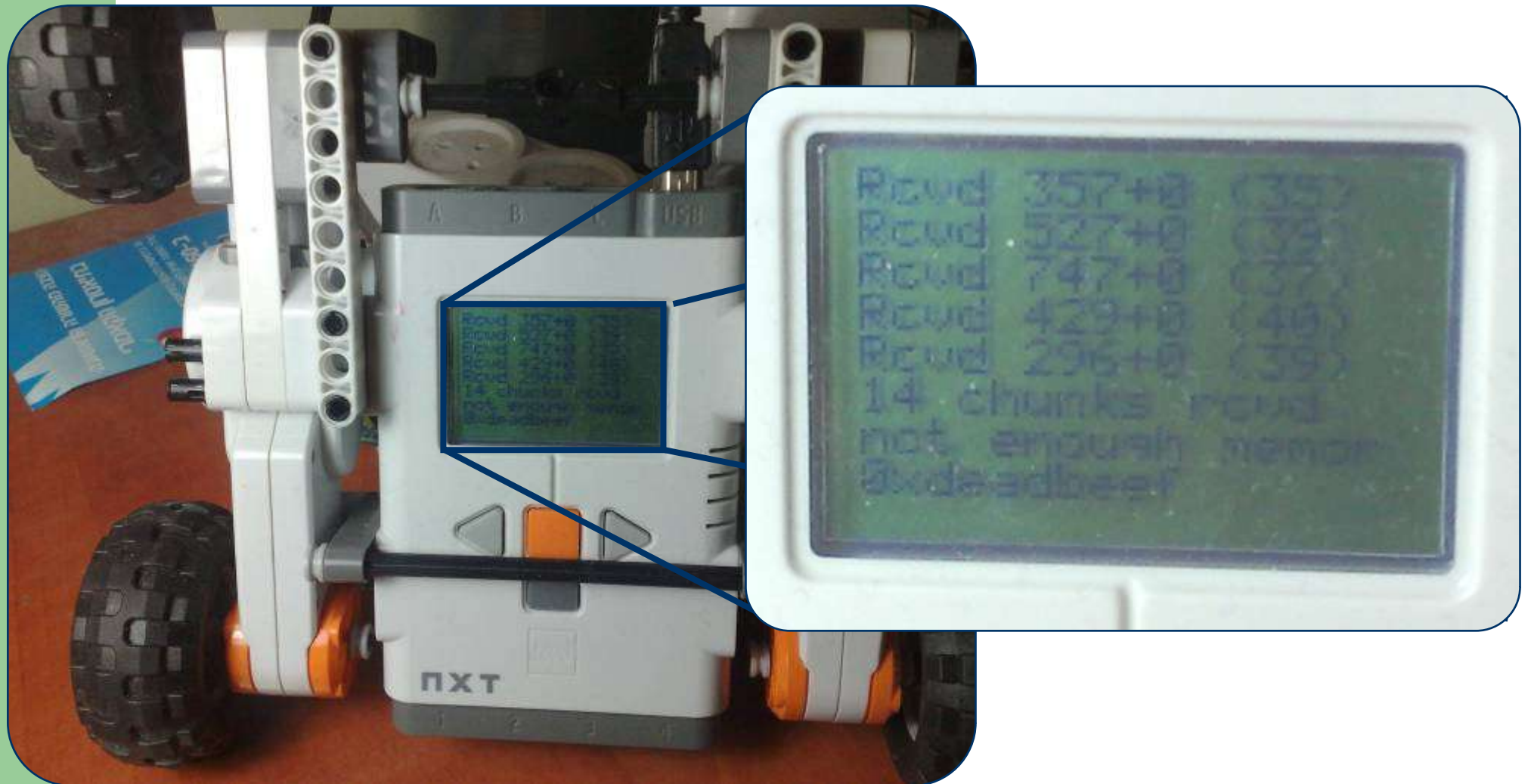
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8mbit external
- 100×64 pixel display
- A single USB port
- 4 input ports
 - One port for protocol
- 3 output ports
- Digital Wire interface for external devices

**You guys remember how
DOS dudes were bitchin'
about 640KB RAM?**

'nuff said.

All these buzzwords won't fit in 64KB



All these buzzwords won't fit in 64KB

- I started catching `MemoryErrors`
 - “Remember, it’s just a toy!”
Ralph Hempel, after seeing my `loader` program
- Memory fragmentation is the real culprit
 - No MMU, eh?
- Fight for every byte
 - Use preprocessor to split sources into tiny chunks
 - Upload no-whitespace code (looks a bit obfuscated)
 - Three-stage loader: set `nil` to anything not in use
 - Obsessive use of `garbagecollect('collect')`

All these buzzwords won't fit in 64KB

```
function ReclaimStage1RAM()  
  ReclaimStage0RAM = nil  
  StartupAndGetConnection = nil  
  BtWaitForConnection = nil  
  BtMessageSend = nil  
  BtEncodeBuffer = nil  
  VerboseCollection()  
end
```

```
function VerboseCollection()  
  old_usage = collectgarbage("count")  
  collectgarbage("collect")  
  new_usage = collectgarbage("count")  
  DisplayTextScroll('reduced ' .. old_usage .. ' to ' .. new_usage)  
end
```

Potential solutions for RAM issues

- Just crammin' it in
- Better heap management tools for pbLua
- eLua ROM-able tables support
- Replacing AT91SAM7S256 with something bigger
 - Not my cup of tea
 - And doesn't look too easy
 - But I'll do anything



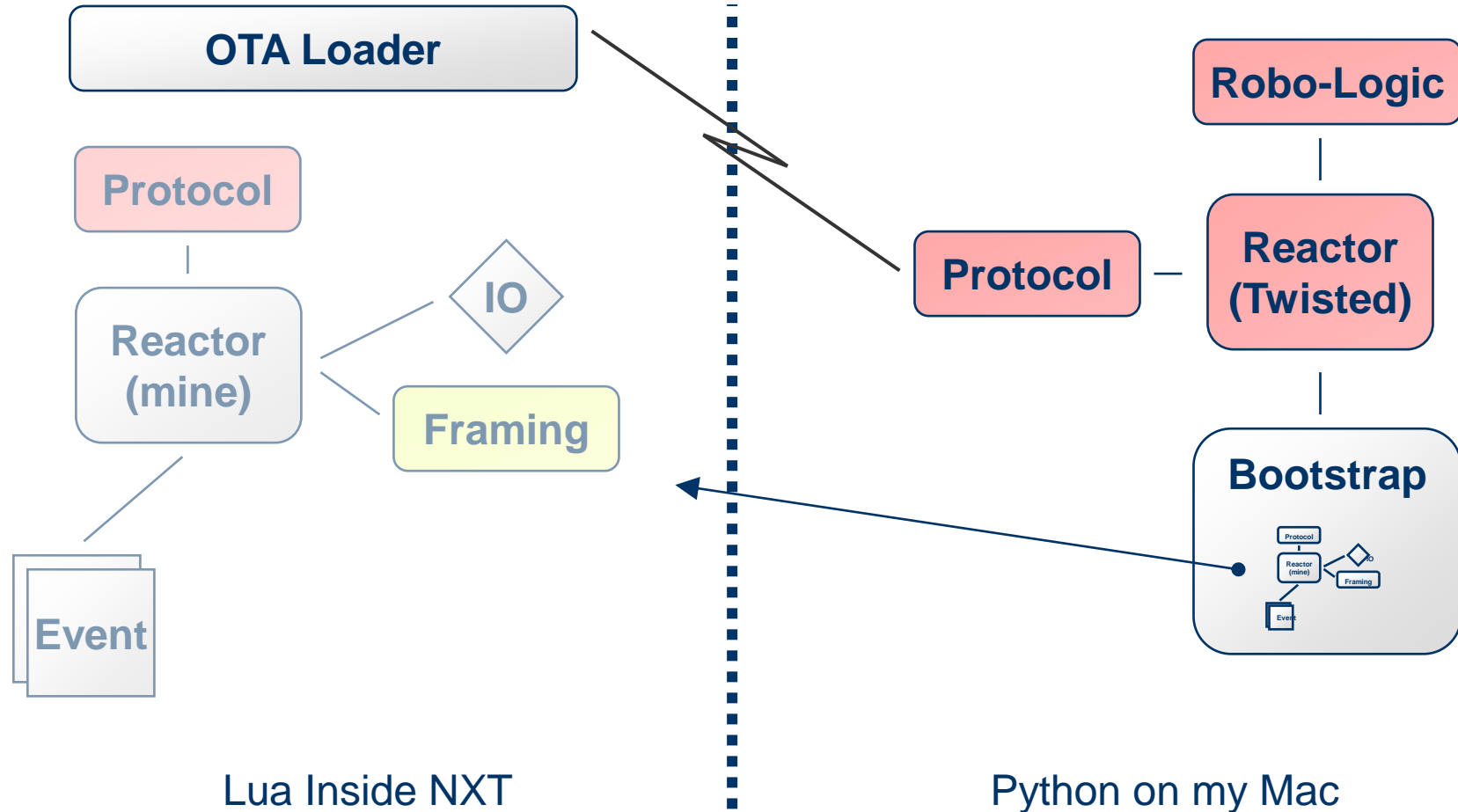
Framing woes

- “Ghost” data appears in new connections
 - After reboots, after disconnects, after a while...
- Strengthen framing mechanism to overcome:
 - Stuff silence with NULLs
 - Add “instance key” made of random 4 digits
 - Messages with wrong key discarded

Framing woes

```
function BtBlockUntilChunkHeaderReceived()  
  DisplayTextScroll("wait for chunk")  
  local buffer = ''  
  local chunk_header = nil  
  repeat  
    buffer = buffer .. BtBlockUntilDataReceived()  
    if string.find(buffer, '%z') == nil then  
      buffer = ''  
    end  
    first_match_offset, last_match_offset = string.find(buffer,  
                                                         '%z%z%z%z%x%x%x%x')  
    if first_match_offset ~= nil then  
      chunk_header = string.sub(buffer, first_match_offset + 4)  
    end  
  until chunk_header ~= nil  
  -- the next line means: return expected_bytes, data  
  return nxt.abs(string.format('0x%s', string.sub(chunk_header, 1, 4))),  
             string.sub(chunk_header, 5)  
end
```

So what will I do?



Some closing thoughts

- Overall, maybe pbLua was the wrong choice
- To be honest, maybe NXT wasn't best, either
- It has been incredibly fun
 - I plan on finishing it, time and feasibility allowing
- Far from being an extreme platform
 - Not for hardware junkies nor for algo-heads
 - Probably a good overall first choice
- Excellent open-source support

Closing: Alternatives

- You can get a far stronger box (for more \$)
- Imagine the same lecture:
 - With 256MB RAM
 - SSH, SCP, local Python debugger
 - With wi-fi, bluetooth, USB host, GPS, ...
- Consider gumstix or beagleboard
 - 150\$ – 250\$ for computer alone
- My dream project

Closing: Use my source, Luke

- Everything I contributed to this lecture is in the public's domain
- I plan on releasing publicly when (if) things work better and after some cleanups
- Feel free to contact me with questions or requests for source
- Copies of this presentation will be made available to Haifux after the lecture

Thanks!

I'm available at:
yaniv at aknin dot name

