

# **Monitoring your Lego Mindstorms™ with Giotto**

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# Motivations

- to merge a formal model for timing specification with 'classical' components
- to build a process based on model driven engineering
- to cover time issues in classical applications (e.g. cooperative edition, shared spaces, i.e. applications where late results are not catastrophic but useless)

# Mindstorms and LeJOS

## Technical specifications

32-bit ARM7 microcontroller

256 Kbytes FLASH, 64 Kbytes RAM

8-bit AVR microcontroller

4 Kbytes FLASH, 512 Byte RAM

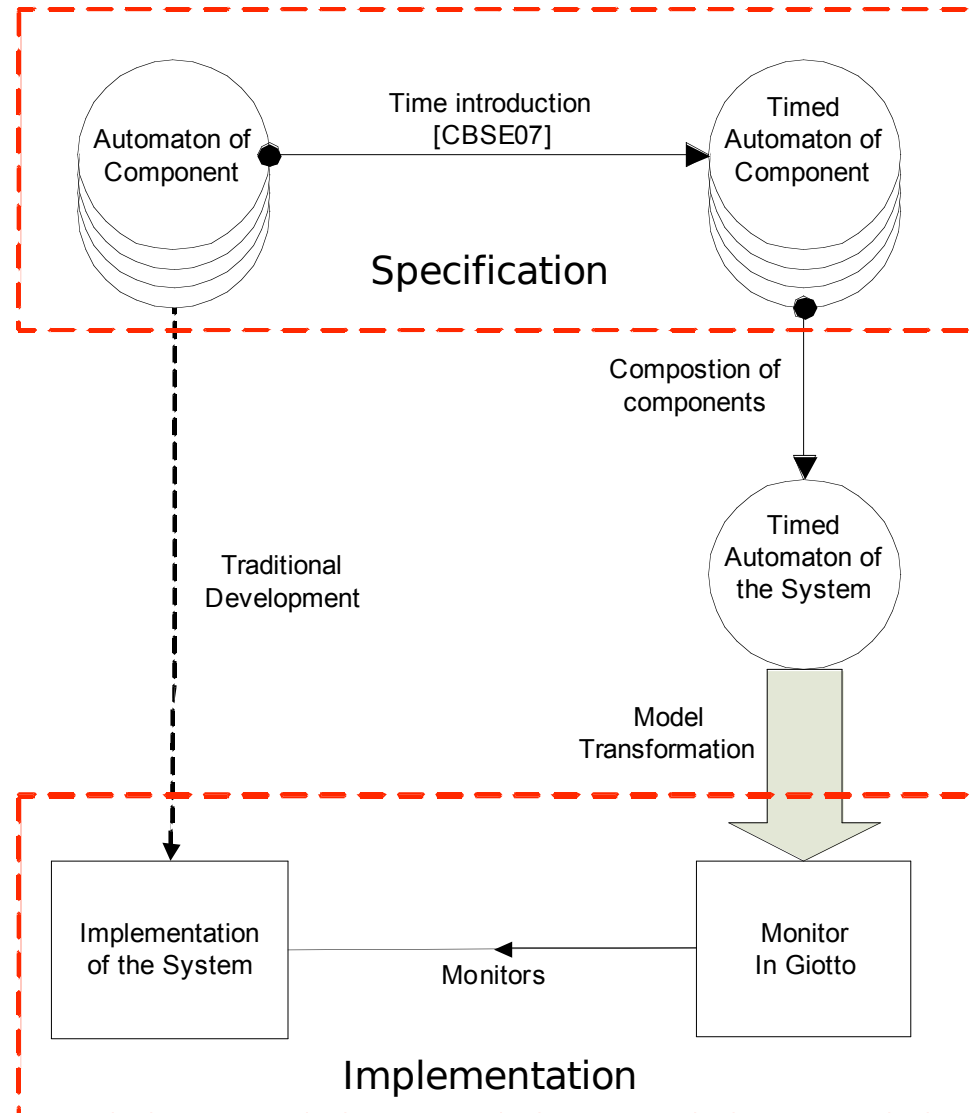
Bluetooth wireless communication

(Bluetooth Class II V2.0 compliant)

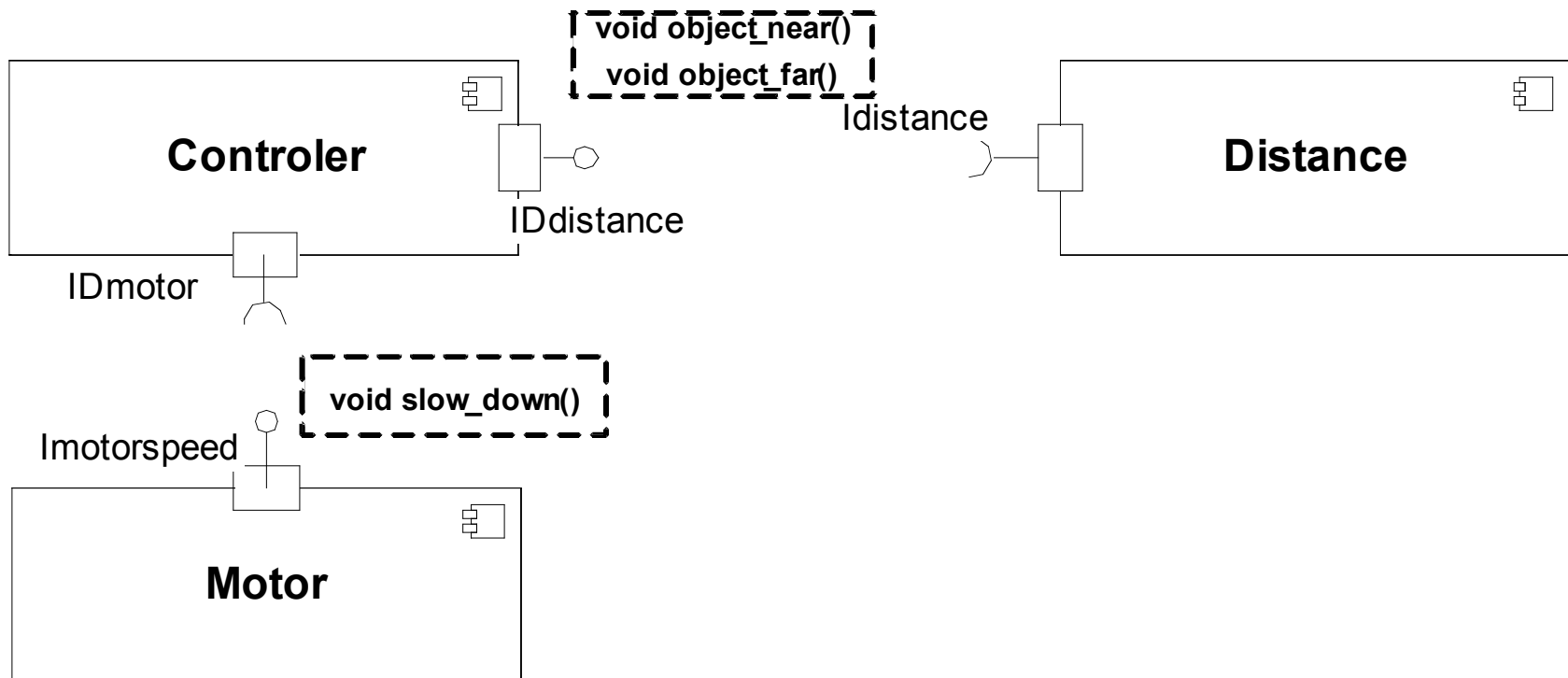
leJOS is a Java based replacement  
firmware for the Lego Mindstorms



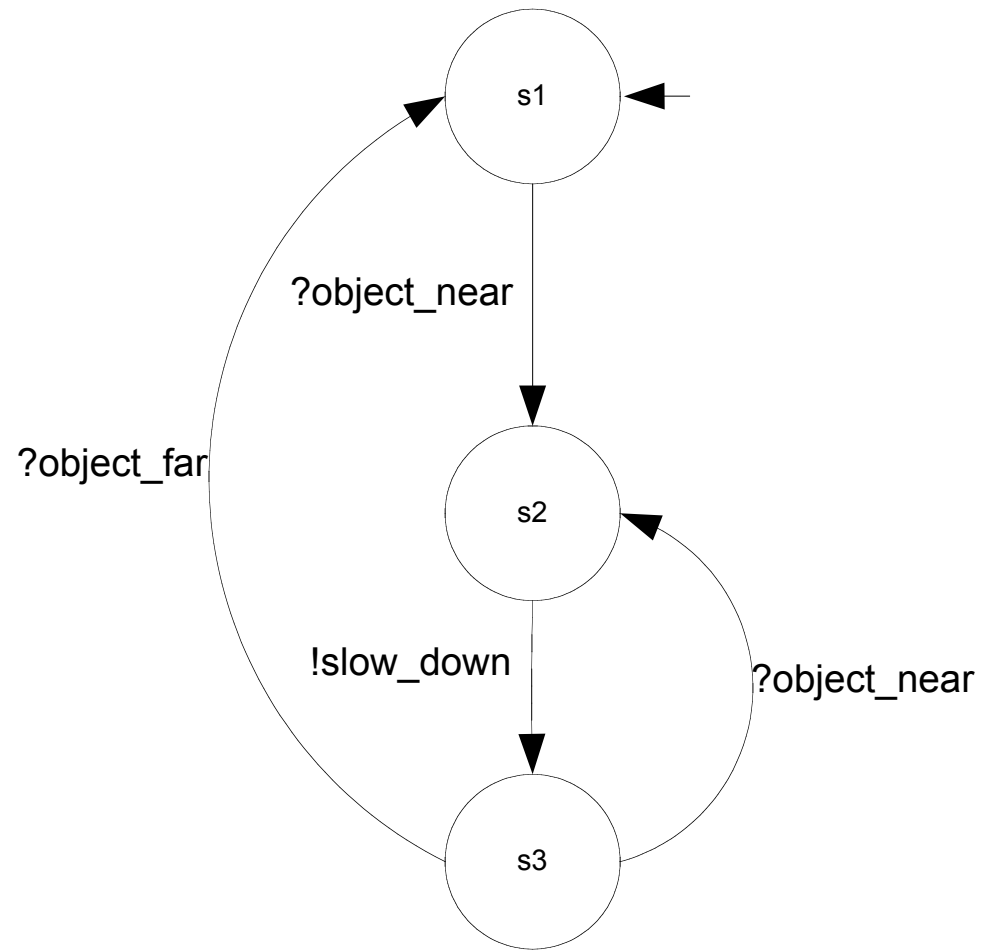
# Overview of the process



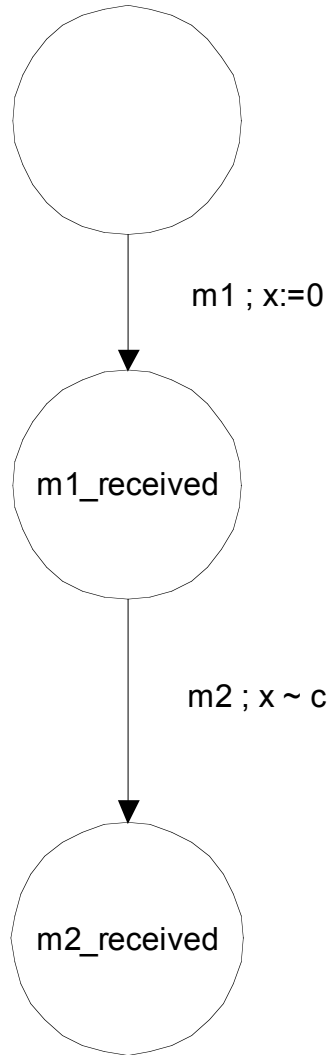
# Example



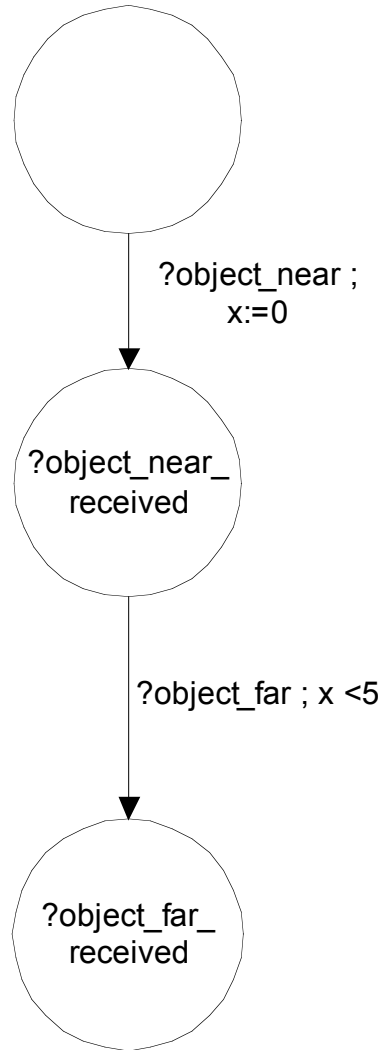
# Behaviour



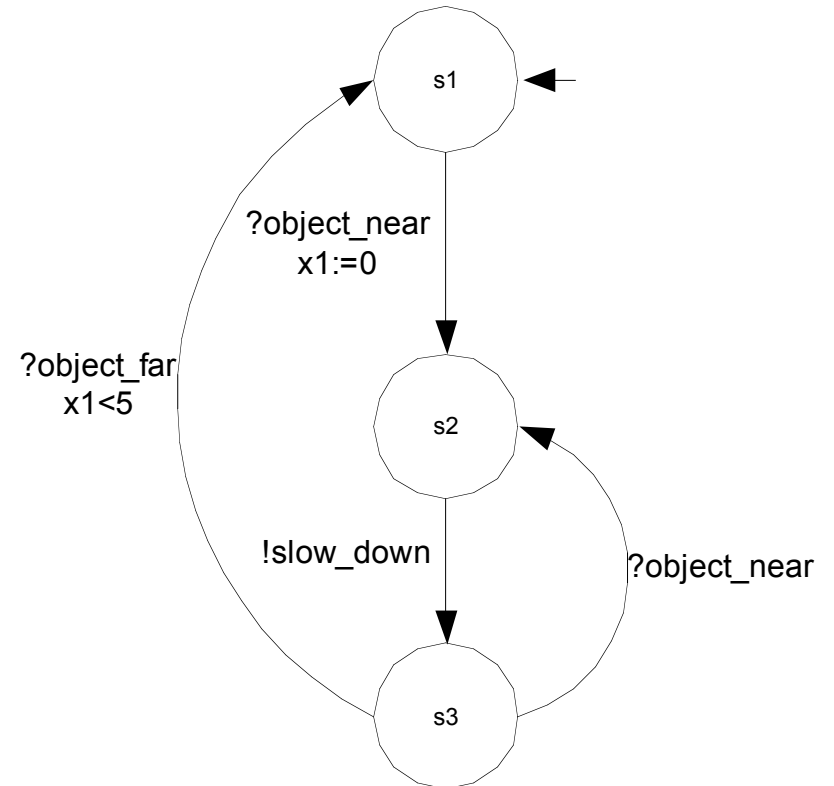
# Applying duration pattern



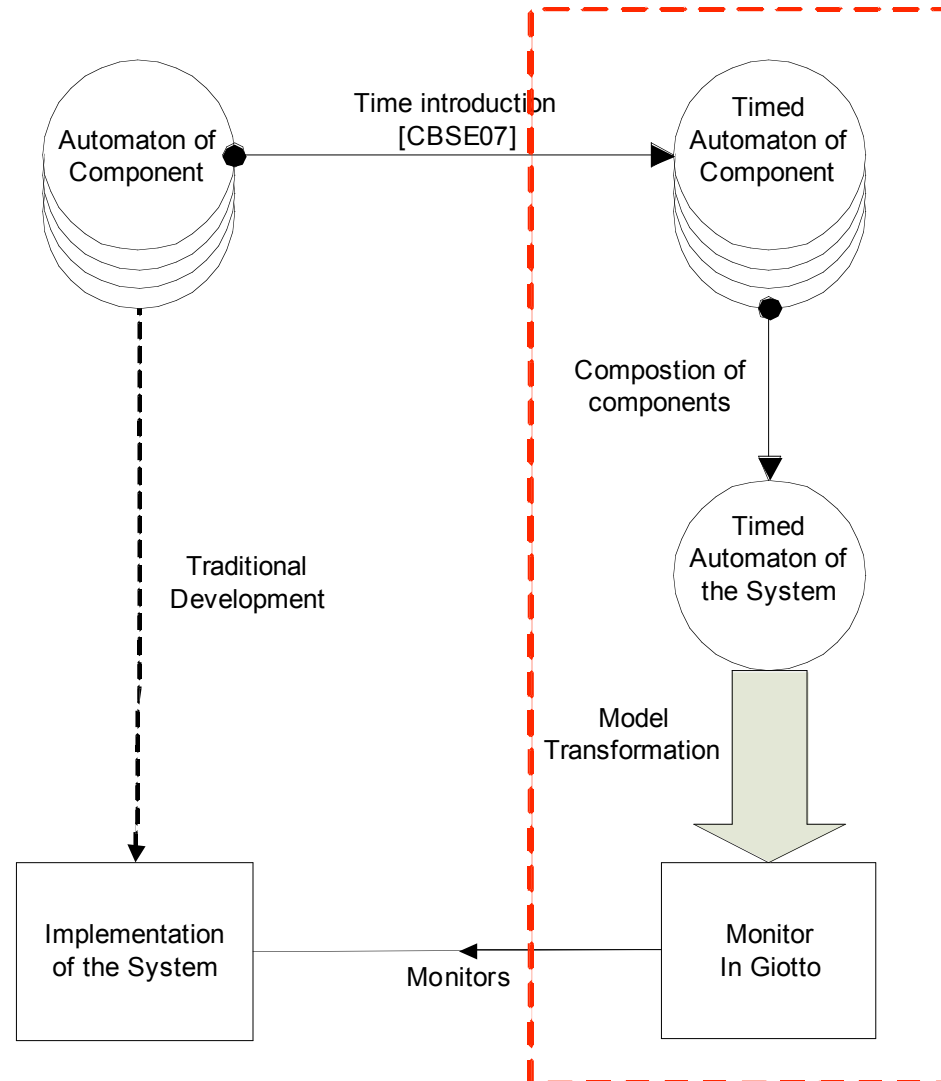
Generic duration pattern



Duration pattern  
(?object\_near,?object\_far,<,5)

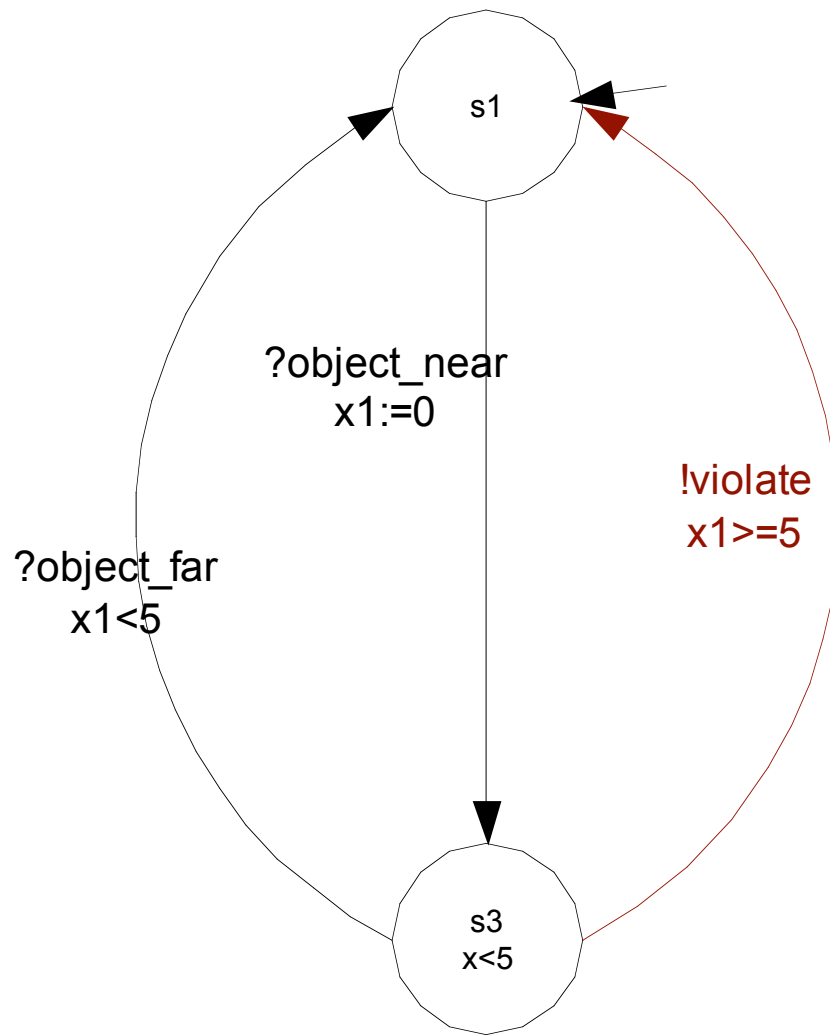


# Overview of the process



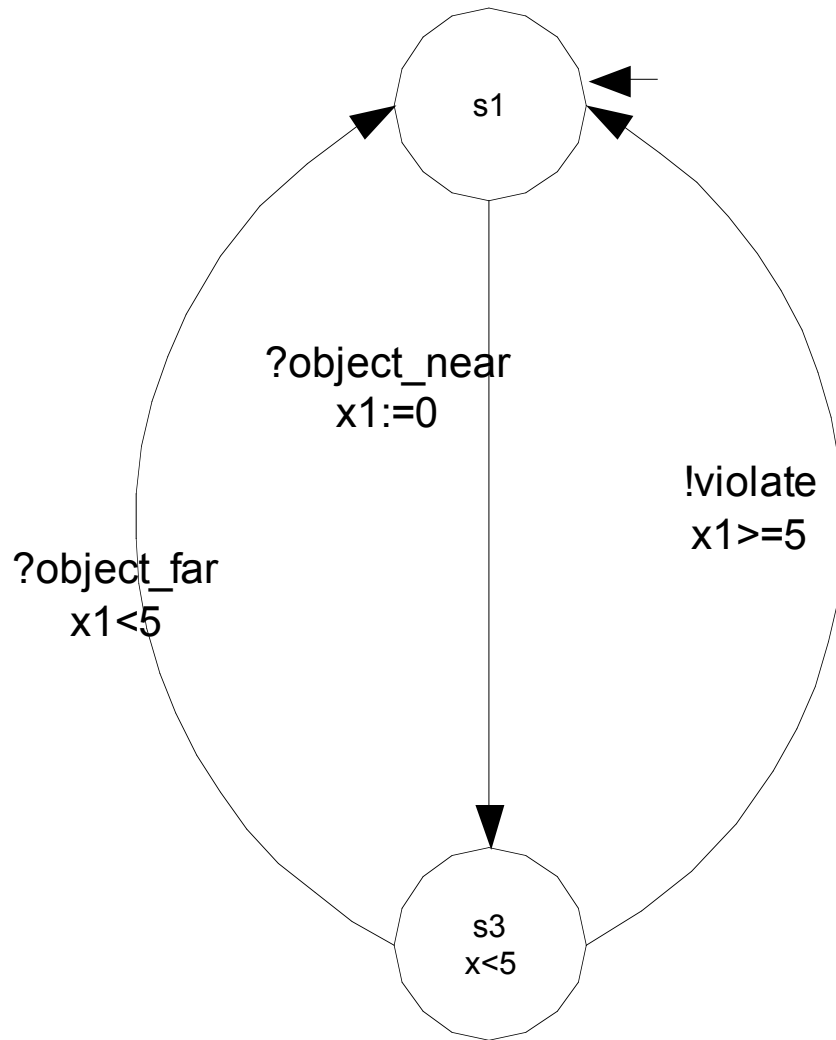


# QoS behaviour



- Projection on timed transitions
- QoS violation transitions added

# Giotto program

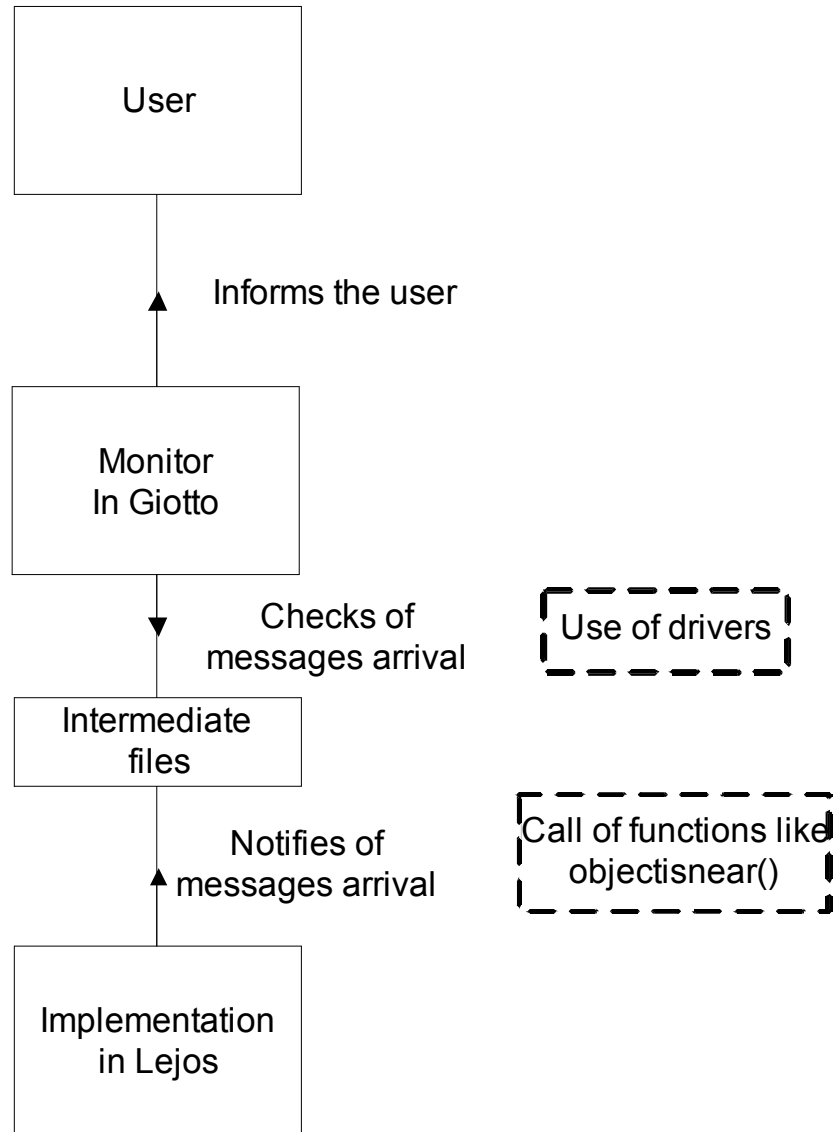


```
start s1 {  
  mode s1() period 1000 {  
    exitfreq 1 s3(drivers1s3near);  
    taskfreq 1 do Inc();  
  }  
  mode s3() period 1000 {  
    exitfreq 1 do s1(drivers3s1far);  
    exitfreq 1 do s1(drivers3s1error);  
    taskfreq 1 do Inc();  
  }  
}
```

# Driver's code

```
public class Conds1s3near extends BaseCondition
implements ConditionInterface, Serializable {
    boolean object_near=false;
    public boolean run(Parameter parameter) {
        return object_near && X1.getValue()<5;
    }
    public void objectisnear(){
        object_near=true;
    }
}
```

# Interaction components-monitor



# State of implementation

- Process implemented using model transformation (Kermeta)
- Giotto adaptations for Lego Mindstorms (file support, hashtable, switch, class loader)
- Run on Tiny JVM: *Lejos*