



LEGO MindStorms™ : Not Just for K-12 Anymore

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LEGO MindStorms: Not Just for K-12 Anymore



Robotics in CS UnderGrad Curricula

- Students Intrigued
 - Better Learning?
- Motivates Variety of Topics
 - “Not Just for Robotics Anymore”
 - Embedded Experience
- Zeitgeist Is Right?
 - CC2001



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Applicable CC2001 Knowledge Areas

- Programming Fundamentals
- Algorithms & Complexity
- Architecture
- Operating Systems
- Programming Languages
- Intelligent Systems
- Net-centric Computing



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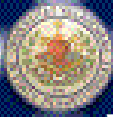
What's Needed?

- Reasonable Cost
- Fast CPU & ++RAM
- Programming Language Variety
- Adaptable Chassis
- Sensor Variety
- Networkability



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Why MindStorms?

- **Cost**
 - 1/4 Handyboard, 1/10 ActivMedia
- **Flexibility**
 - reusable pieces, variety of sensors/actuators
- **Student Interest**
 - Childhood experience
- **Professional Curiosity**



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The MindStorms Platform

- **750+ building blocks/kit**
- **Programmable RCX**
 - 3 sensor ports, 3 effector ports
 - IR port, 8-bit message buffer
 - Hitachi H8 CPU (16-bit)
 - 32KB onboard RAM
 - Firmware/VM - oriented
 - 6 AA batteries
 - GUI programming environment
- **Desktop Communication**
 - Serial and now USB transceiver
 - 2400 baud



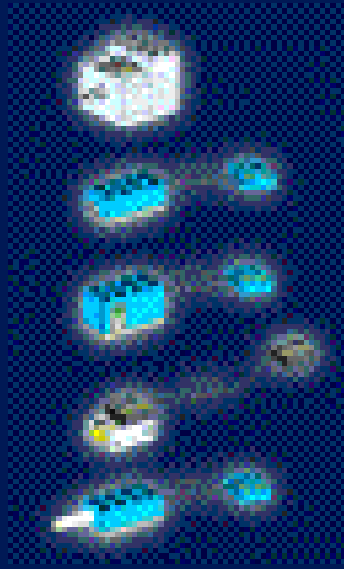
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The MindStorms Sensor/Effector Suite

- **Lego**
 - **Motor**
 - **Light**
 - **Rotation**
 - **Touch**
 - **Temperature**
 - **(Camera)**



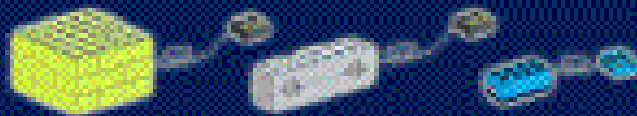
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The MindStorms Sensor/Effector Suite

- **3rd Party (www.HiTechnic.com)**
 - **Compass**
 - **Ultrasound distance**
 - **IR proximity**
 - **Color**
 - **Motor Mux'er**



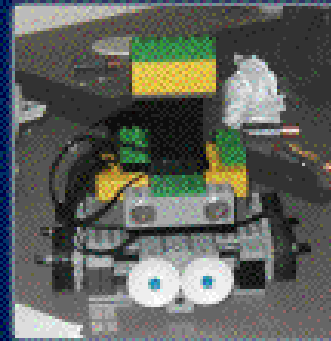
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MindStorms Strengths

- **Hardware**
 - **Sturdy!!!**
 - **Safe for CS majors :-)**
 - **Variety of Sensors**
- **Firmware (Virtual Machine)**
 - **Thread support**
 - **Remote-control mode**
 - **Local-execution mode**



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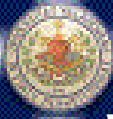


Other Non-Lego Programming Solutions

- **NQC (Baum)**
 - **Lego firmware-based**
- **LeJOS (Solarzano)**
 - **Native JVM**
- **LegOS (Noga)**
 - **C kernel**
- **Lego Scheme (Jadud)**
 - **Native!**

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Weaknesses

- **Hardware**
 - 32 KB RAM
 - all onboard environments suffer!
- **Firmware**
 - 32 global variable registers
 - 16 local thread variables
 - No call stack
 - Broadcast IR protocol

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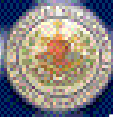


Weaknesses.... & Solutions

- **Hardware**
 - 32 KB RAM
 - all onboard environments suffer!
- **Split Language Environment**
 - Remote (Desktop) & Local
 - On-the-fly compilation/download
- **Firmware**
 - 32 global variable registers
 - 16 local thread variables
 - No call stack
 - Broadcast IR protocol
- **Keep Firmware**
 - Bonus: local/remote mixing
 - Hack: RCX ID register
 - Hack: “point-to-point protocol”
 - Live with register limitations
 - Suffer: no recursion on RCX

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More Than MindStorms (MTM)

- NSF DUE CCLI #088884
 - <http://robotics.csc.villanova.edu>
- mNet Firmware
- JavaRCX
 - RCXJavaC
 - JRCX (remote API)
 - PC & *nix, no Mac yet
- RCXC++
 - Cleans Up LegOS
- RCXLisp

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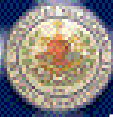


RCXLisp

- Remote Control Library (“Remote RCXLisp”)
 - Drivers for Serial IR Tower
- On-Board Language
- Platforms
 - Allegro (PC)
 - LispWorks 4.2 (PC)
 - MCL 4.3 (Mac)

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Remote RCXLisp

- **Macros**
 - **with-open-port, with-open-rcx-stream**
 - **using-rcx**
 - **“remote” setf**
- **Remote Functions (~40)**
 - **alivep, battery-power, change-rcx-id, play-tone, clock, set-clock, set-effector-state, set-sensor-state, shutdown, start-timer, sensor, var, set-var, start-rcx-thread, stop-rcx-thread, set-transmit-range, ...**
- **On-the-Fly Compiler**
 - **rcx-compile-file, rcx-compile-formlist, load-executable, read-executable**
- **Multiple RCXs from Same Port (Threadsafely!)**



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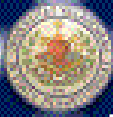
Remote RCXLisp Example

```
(DEFUN full-speed-ahead (s dir)
  "Make RCX go at speed S in direction DIR until touch sensor on its '2' port returns a 1."
  (LET ((result 0))
    (with-open-com-port (out 2) ;we assume serial port 2 is where the IR tower is plugged in
      (with-open-rcx-stream (str out :rcx-unit 10)
        (set-effector-state '(:A :B :C) :power :off str) ;turn everything off
        (set-effector-state '(:A :C) :speed s str)
        (set-effector-state '(:A :C) :direction dir str) ; :forward, :backward, or :toggle
        ; no motion will occur until the next call to set-effector-state
        (set-sensor-state 2 :type :touch :mode :boolean :stream str)
        (set-effector-state '(:A :C) :power :on str)
        (LOOP ;this loop will repeat forever until sensor 2 returns a 1
          (SETF result (sensor 2 :default str))
          (WHEN (AND (NUMBERP result) ;prevent error if "sensor" call returns nil.
                    (= result 1))
            (RETURN)))
        (set-effector-state '(:A :C) :power :float str))))))
```



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Remote RCXLisp Examples



```
(DEFUN full-speed-ahead2 (r s dir)
  "The rcx in R goes at speed S in direction DIR until touch sensor on its '2' port returns 1."
  (LET ((result 0))
    (using-rcx r
      (set-effector-state '(:A :B :C) :power :off)
      (set-effector-state '(:A :C) :speed s)
      (set-effector-state '(:A :C) :direction dir)
      (set-sensor-state 2 :type :touch :mode :boolean)
      (set-effector-state '(:A :C) :power :on)
      (LOOP
        (SETF result (sensor 2))
        (WHEN (AND (NUMBERP result) ; prevent error if "sensor" call times out.
                   (= result 1))
          (RETURN)))
      (set-effector-state '(:A :C) :power :float))))))

(DEFUN test ()
  (with-open-port (p 1)
    (with-open-rcx-stream (rcx1 p :rcx-unit 1)
      (with-open-rcx-stream (rcx2 p :rcx-unit 2)
        (full-speed-ahead2 rcx1 5 :backward)
        (full-speed-ahead2 rcx2 1 :forward))))))
```

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Remote RCXLisp Examples



```
(DEFUN test-one (port)
  (with-open-rcx-stream (rcx port :retries 4 :rcx-unit 1)
    (FORMAT t "~%RCX1 var 3--->~d~%" (var 3 rcx))
    (play-tone 800 250 rcx) (play-system-sound 4 rcx) (set-var 3 80 rcx)))

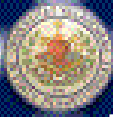
(DEFUN test-five (port)
  (with-open-rcx-stream (rcx port :retries 4 :rcx-unit 5)
    (FORMAT t "~%RCX2 var 3--->~d~%" (var 3 rcx))
    (play-tone 300 250 rcx) (play-system-sound 3 rcx) (set-var 3 100 rcx)))

(DEFUN trial1 ()
  "This function will invoke each test in sequence."
  (with-open-port (portstream 1)
    (test-one portstream) (test-five portstream)))

(DEFUN trial2 ()
  "This function creates a thread for each test. Each test uses the same port."
  (with-open-port (p 1)
    (LET ((a (mp::process-run-function "fn1" nil #'test-one p))
          (b (mp::process-run-function "fn2" nil #'test-five p)))
      (LOOP
        (WHEN (AND (NOT (mp::process-alive-p a)) (NOT (mp::process-alive-p b)))
          (RETURN))))))
```

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Local RCXLisp

- **Forms**
 - **defmacro, defvar, defconstant**
 - **defthread, defregister**
- **RCX-Specific Functions**
 - **most “remote” functions, sans stream arg**
 - **send-message: contact other RCX or desktop**
 - **sleep: pause a thread for a time period**
- **Common-Lisp Functions & Features**
 - **integer & bitwise arithmetic, comparison, base prefixes, let/let***
 - **cond, if, when, loop, return, dotimes**



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Local RCXLisp Example

```
(defconstant *receiver* 1)
(defregister 4 *LIMIT* 16)

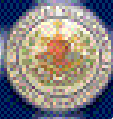
(defthread (signaller) ()
  (LOOP
    (send-message 78)
    (sleep 15) ;; leave IR port silent for short time in case desktop is sending a message.
  ))

(defthread (alpha :primary t) ()
  (LET ((diff1 0)
        (diff2 0))
    (set-sensor-state *receiver* :type :light :mode :raw)
    (SETQ diff1 (ABS (- (sensor *receiver* :raw) (sensor *receiver* :raw))))
    (SETQ diff2 (ABS (- (sensor *receiver* :raw) (sensor *receiver* :raw))))
    (start-rcx-thread signaller)
    (LOOP
      (WHEN (>= (ABS (- diff1 diff2)) *LIMIT*)
        (play-tone 500 1))
      (SETQ diff1 diff2)
      (SETQ diff2 (ABS (- (sensor *receiver* :raw)
                          (sensor *receiver* :raw))))))))
```



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Communication & Coordination


- **Local RCXLisp**
 - defregister, accept-only, send-message
- **Remote RCXLisp**
 - set-var, set-message
- **Remote Monitoring**
 - threading feels natural
 - variety of vendor approaches to threads problematic

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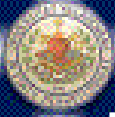


Experiences

- **Inside the Classroom**

- **Outside the Classroom**
 - 15 Laboratory Projects (PF, OS, AI)
 - Workshops (SIGCSE & CCSC)

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Future Development

- USB IR Support
- Remote Programming (all langs)
 - timeout handling for RCXstreams
- mNet Firmware
 - support local event handling opcodes
 - add thread prioritizing support
- LeJOS mixed local/remote control
 - extend RCXJavaC
- Native Lisp or Lisp VM on RCX
 - Brooks' L?

