

Introduction to Cognitive Robotics

Module 10: Using Turtlesim with CRAM
Lecture 6: Creating process modules

www.cognitiverobotics.net

The CRAM Beginner Tutorials

Based on CRAM tutorials
<http://cram-system.org/tutorials>

Creating Process Modules

Based on Using Prolog for reasoning
http://cram-system.org/tutorials/beginner/process_modules_2

Creating Process Modules

- Different robots require different controllers to cater for their different kinematics
- We want an **abstract interface** in the high level of task specification
 - We don't want to be concerned if a robot has two arms or one when specifying a task
- **Process modules provides this abstraction**
 - A well-defined robot-independent interface for robot control
 - Used for high level planning

Creating Process Modules

Example

```
(with-designators
  ((my-designator :location '(:close-to :fridge)))
  (pm-execute :navigation my-designator))
```

This is a location designator

These are the symbolic parameters for the designator

Run a process module associated with :navigation. and use my-designator as an input parameter

- The resolution of the designator (by some other module in the system) provides the location
- which the process module then uses to control the robot and navigate to that location
- The kinematics of the robot (i.e. differential drive or legged locomotion) are abstracted away

Creating Process Modules

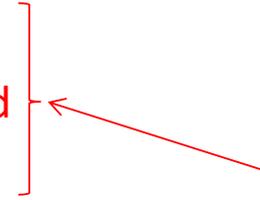
Writing a process module for turtlesim

- Use a process module to execute a resolved motion designator
- To drive to some location

Creating Process Modules

As before, when developing new code, we need to

- Update the dependencies in `package.xml`
- Update the dependencies in `cram-my-beginner-tutorial.asd`
- Update the dependencies in `package.lisp`
- Add the new code to `process-modules.lisp`
- Test the code
 - Run the ROS master
 - Run the Lisp REPL, loading the new program, creating a ROS node
 - Run turtlesim
 - Run turtlesim_teleop
 - Call the new functions



The new code depends on the `cram-process-modules` package



We will place the new code in the Lisp file

Creating Process Modules

Update the ROS dependencies

Make sure you are in the `cram_my_beginner_tutorial` sub-directory

```
~$ cd ~/workspace/ros/src/cram_my_beginner_tutorial  
~/workspace/ros/src/cram_my_beginner_tutorial$
```

Creating Process Modules

Update the ROS dependencies

Edit `package.xml`

```
~/workspace/ros/src/cram_my_beginner_tutorial$ emacs package.xml
```

Creating Process Modules

Update the ROS dependencies

Edit `package.xml`

Add the following lines

```
<exec_depend>cram_language</exec_depend>
```

```
<depend>turtlesim</depend>
```

```
<depend>roslisp</depend>
```

```
<depend>cl_transforms</depend>
```

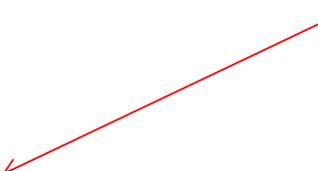
```
<depend>geometry_msgs</depend>
```

```
<depend>cram_prolog</depend>
```

```
<depend>cram_designators</depend>
```

```
<depend>cram_process_modules</depend>
```

Add after this line



CRAM process modules



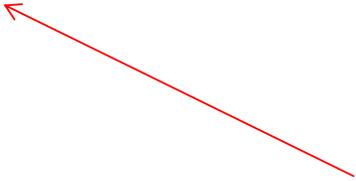
Creating Process Modules

Update the ASDF dependencies

Make sure you are in the `cram_my_beginner_tutorial` sub-directory

```
~$ cd ~/workspace/ros/src/cram_my_beginner_tutorial  
~/workspace/ros/src/cram_my_beginner_tutorial$
```

You should be there already
from the previous step



Creating Process Modules

Update the ASDF dependencies

Edit `cram-my-beginner-tutorial.asd`

```
~/workspace/ros/src/cram_my_beginner_tutorial$ emacs cram-my-beginner-tutorial.asd
```

Creating Process Modules

Update the ASDF dependencies

```
(defsystem cram-my-beginner-tutorial
  :depends-on (roslisp cram-language
              turtlesim-msg turtlesim-srv
              cl-transforms geometry_msgs-msg
              cram-designators cram-prolog
              cram-process-modules cram-language-designator-support)
  :components
  ((:module "src"
    :components
    (:file "package")
    (:file "control-turtlesim" :depends-on ("package"))
    (:file "simple-plans" :depends-on ("package" "control-turtlesim"))
    (:file "motion-designators" :depends-on ("package"))
    (:file "process-modules" :depends-on ("package"
                                         "control-turtlesim"
                                         "simple-plans"
                                         "motion-designators"))))))
```

Add this line

Add these lines

Creating Process Modules

Update the Lisp package to add `:cram-process-modules` and `cram-language-designator-support` to the namespace

Make sure you are in the `cram_my_beginner_tutorial/src` sub-directory

```
~$ cd ~/workspace/ros/src/cram_my_beginner_tutorial/src  
~/workspace/ros/src/cram_my_beginner_tutorial/src$
```

Creating Process Modules

Update the Lisp package to add `:cram-process-modules` and `cram-language-designator-support` to the namespace

Edit `package.lisp`

```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ emacs package.lisp
```

Creating Process Modules

Update the Lisp package to add `:cram-process-modules` and `cram-language-designator-support` to the namespace

Edit `package.lisp`

Add `:cram-designators` to the `(:use :cpl ...)` line and add the `(:import-from ...)` line

```
(defpackage :cram-my-beginner-tutorial
  (:nicknames :tut)
  (:use :cpl :roslisp :cl-transforms :cram-designators
        :cram-process-modules :cram-language-designator-support)
  (:import-from :cram-prolog :def-fact-group <- :lisp-fun))
```

Add these

Be careful with the closing bracket

Creating Process Modules

Create a new Lisp file for the process modules code

Make sure you are in the `cram_my_beginner_tutorial/src` sub-directory

```
~$ cd ~/workspace/ros/src/cram_my_beginner_tutorial/src  
~/workspace/ros/src/cram_my_beginner_tutorial/src$
```

Creating Process Modules

Create a new Lisp file for the process modules code

Edit `process-modules.lisp`

```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ emacs process-modules.lisp
```

Creating Process Modules

Create a new Lisp file for the process modules code

Edit `process-modules.lisp`

Copy and paste the code from the following slide

```
(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))
```

The `cram-process-modules:def-process-module` macro is used to define the `turtlesim-navigation` process module with one parameter, `motion-designator`, a motion designator

```
(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion)))))))
```

```
(in-package :tut)
```

```
(def-process-module turtlesim-navigation (motion-designator)
```

```
  (roslisp:ros-info (turtle-process-modules)
```

```
    "TurtleSim navigation invoked with motion designator '~a'." )
```

```
    motion-designator)
```

```
(destructuring-bind (command motion) (reference motion-designator)
```

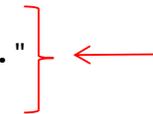
```
  (ecase command
```

```
    (drive
```

```
      (send-vel-cmd
```

```
        (turtle-motion-speed motion)
```

```
        (turtle-motion-angle motion))))))
```



Print a message to the terminal saying what motion designator has been used in the invocation of the process module

```

(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))

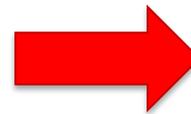
```

This binds the result of resolving (i.e. referencing) the designator passed as a parameter to the process module to the two variables `command` and `motion`.

Recall that the motion designators we wrote previously resolve with two values: the name of the motion and the motion itself.

For the inference rules we defined (see next slide for a reminder) there are two names, `drive` and `move`, and two motions, a `turtle-motion` structure and a `3d-vector` for `drive` and `move` motions, respectively

We really should another one for `move` but we'll add that in a moment



```

(def-fact-group turtle-motion-designators (motion-grounding)
  ;; for each kind of motion, check for and extract the necessary info

  ;; drive and turn
  (<- (desig:motion-grounding ?desig (drive ?motion))
    (desig-prop ?desig (:type :driving))
    (desig-prop ?desig (:speed ?speed))
    (desig-prop ?desig (:angle ?angle))
    (lisp-fun make-turtle-motion :speed ?speed :angle ?angle ?motion))

  ;; drive
  (<- (desig:motion-grounding ?desig (drive ?motion))
    (desig-prop ?desig (:type :driving))
    (desig-prop ?desig (:speed ?speed))
    (lisp-fun make-turtle-motion :speed ?speed ?motion))

  ;; turn
  (<- (desig:motion-grounding ?desig (drive ?motion))
    (desig-prop ?desig (:type :driving))
    (desig-prop ?desig (:angle ?angle))
    (lisp-fun make-turtle-motion :angle ?angle ?motion))

  ;; move
  (<- (desig:motion-grounding ?desig (move ?motion))
    (desig-prop ?desig (:type :moving))
    (desig-prop ?desig (:goal ?goal))
    (lisp-fun apply make-3d-vector ?goal ?motion)))

```

Recall that the motion designators we wrote previously resolve with two values: the name of the motion and the motion itself.

For the inference rules we defined there are two names, `drive` and `move`, and two motions, a `turtle-motion` structure and a `3d-vector` for `drive` and `move` motions, respectively

```
(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion)))))))
```

The `ecase` Lisp expression is similar to a `case` expression except it signals an error if there is no match between the value of argument and the sequence of keys. Here we have just one key, `drive`, but we really should have another one for `move`

```
(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion)))))))
```

The `send-vel-cmd` function is the one we wrote previously to control the turtle.
We invoke it here with two arguments extracted from the resolved motion designator

Recall that these are the functions for accessing the slots of a structure

Creating Process Modules

Create a new Lisp file for the process modules code

Edit `process-modules.lisp`

Add the code from the following slide

```

(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))

(defun drive (?speed ?angle)
  (top-level
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))

```

```

(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))

(defun drive (?speed ?angle) ← Define a new function drive that has two parameters ?speed and ?angle
  (top-level
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))

```

```
(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))
```

```
(defun drive (?speed ?angle)
  (top-level ← This is a CPL (CRAM Plan Language) macro so it needs to run inside a top-level form
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))
```

```
(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))
```

```
(defun drive (?speed ?angle)
  (top-level
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))
```

Activate the turtle process modules
(there's just one at the moment and that's `turtlesim-navigation`)



We can add more later and **they will all run concurrently**

```

(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))

(defun drive (?speed ?angle)
  (top-level
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))

```

← Create a motion designator **trajectory** (of type driving) and pass the two parameter values to it

```

(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator '~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))

(defun drive (?speed ?angle)
  (top-level
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))

```

Call the `cram-process-modules:pm-execute` macro to use the `turtlesim-navigation` process module to follow the trajectory specified by the `trajectory` designator

```

(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion))))))

(defun drive (?speed ?angle)
  (top-level
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))

```

Don't be confused: the function `drive` has nothing to do with the `drive` command (label) in the `ecase`

Creating Process Modules

Now, let's experiment with this code

First, we need to make sure a ROS master is running

If you have not already done it, open a terminal and enter

```
~$ roscore
```

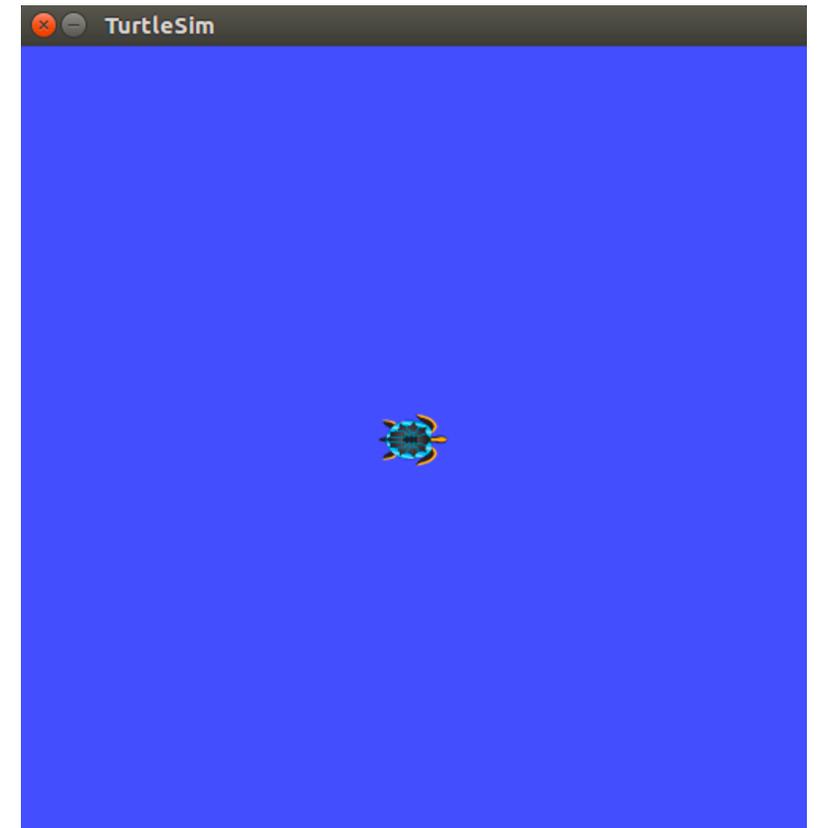
Creating Process Modules

Now, start turtlesim

Open a new terminal and enter

```
~$ rosrn turtlesim turtlesim_node
```

This is what you should see



Creating Process Modules

Launch the Lisp REPL

If you have not already done it, open a terminal and enter

```
~/workspace/ros$ roslisp_repl
```

Load the system

```
CL-USER> (ros-load:load-system "cram_my_beginner_tutorial" :cram-my-beginner-tutorial)
```

Switch to the package

```
CL-USER> (in-package :tut)
```

```
TUT>
```

Creating Process Modules

Start a ROS node

The name doesn't matter



```
TUT> (start-ros-node "turtle1")
```

```
[(ROSLISP TOP) INFO] 1292688669.674: Node name is turtle1
```

```
[(ROSLISP TOP) INFO] 1292688669.687: Namespace is /
```

```
[(ROSLISP TOP) INFO] 1292688669.688: Params are NIL
```

```
[(ROSLISP TOP) INFO] 1292688669.689: Remappings are:
```

```
[(ROSLISP TOP) INFO] 1292688669.691: master URI is 127.0.0.1:11311
```

```
[(ROSLISP TOP) INFO] 1292688670.875: Node startup complete
```

Creating Process Modules

Call the function we wrote to perform the initialization

```
TUT> (init-ros-turtle "turtle1")
```



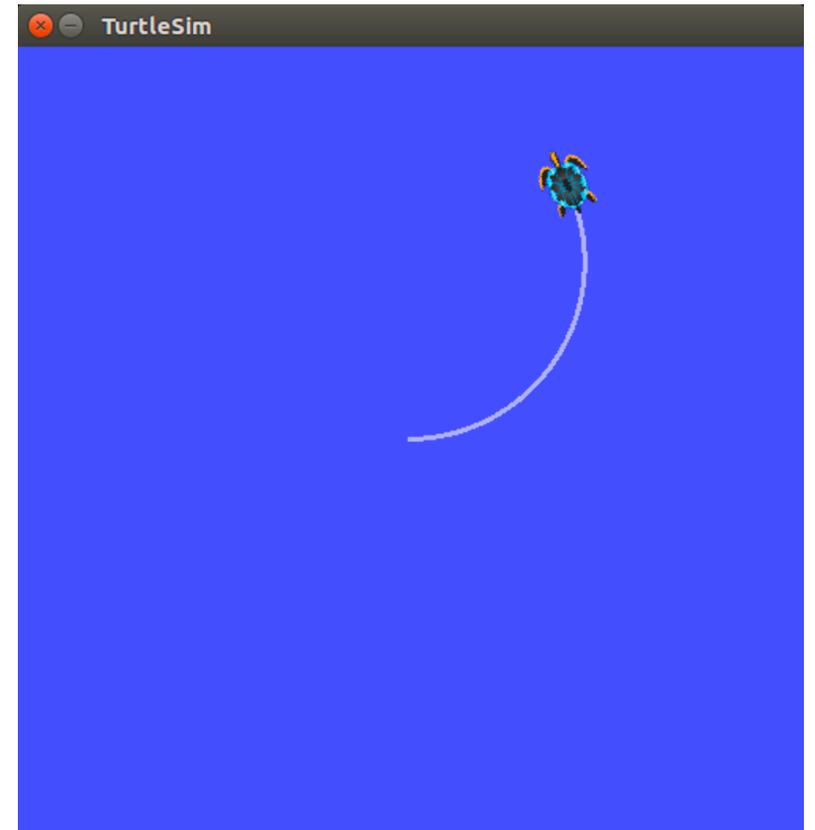
Use turtle1 ... remember, this forms the prefix on the topic names
This is the name of the first turtle that turtlesim spawns

Creating Process Modules

Now, let's call `drive`

```
TUT> (drive 5 2)
```

This is what you should see



Creating Process Modules

Now, let's call `drive`

```
TUT> (drive 5 2)
```

```
[(TURTLE-PROCESS-MODULES) INFO] 1562698751.679: TurtleSim navigation invoked with motion designator `#<A MOTION
```

```
(TYPE DRIVING)
```

```
(SPEED 5)
```

```
(ANGLE 2)>'.
```

```
2
```

Creating Process Modules

When adding a process module we have a choice:

1. Add it to an existing process module
2. Create a new process module

Creating Process Modules

To prevent unwanted behaviour when executing multiple designators in parallel or in succession, **a process module only resolves one designator at a time**

- Therefore, if the process module to be added **uses the same resources as an existing one**, e.g. two or more process modules for robot locomotion,

we should **add it the existing process module**

- Otherwise, e.g adding a process module for robot manipulation to process modules for locomotion, we should **add it as a new process module**

Note: if a process module is called while still executing, the new call is queued as executed when the current call is finished ... we'll see that in just a moment

Creating Process Modules

Let's add process modules, one for locomotion and one for setting the pen:

1. The locomotion one (in this case, for a **move** motion) should be added to the existing process module
2. The set-pen module can be a new process module

Creating Process Modules

Extend the Lisp file for the process modules code

Edit `process-modules.lisp`

Add the code in black from the following slide

(or, alternatively, copy copy-paste it all, overwriting the existing code)

```

(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion)))
      (move
        (move-to motion))))))

(def-process-module turtlesim-pen-control (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim pen control invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (set-pen
        (call-set-pen
          (pen-motion-r motion)
          (pen-motion-g motion)
          (pen-motion-b motion)
          (pen-motion-width motion)
          (pen-motion-off motion))))))

(defun drive (?speed ?angle)
  (top-level
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))

```

```

(in-package :tut)

(def-process-module turtlesim-navigation (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim navigation invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (drive
        (send-vel-cmd
          (turtle-motion-speed motion)
          (turtle-motion-angle motion)))
      (move
        (move-to motion))))))

(def-process-module turtlesim-pen-control (motion-designator)
  (roslisp:ros-info (turtle-process-modules)
    "TurtleSim pen control invoked with motion designator `~a'."
    motion-designator)
  (destructuring-bind (command motion) (reference motion-designator)
    (ecase command
      (set-pen
        (call-set-pen
          (pen-motion-r motion)
          (pen-motion-g motion)
          (pen-motion-b motion)
          (pen-motion-width motion)
          (pen-motion-off motion))))))

(defun drive (?speed ?angle)
  (top-level
    (with-process-modules-running (turtlesim-navigation)
      (let ((trajectory (desig:a motion (type driving) (speed ?speed) (angle ?angle))))
        (pm-execute 'turtlesim-navigation trajectory))))))

```

Finally, we add the case to handle the motion designator for the `move` command
 Since `move-to` takes a 3d-vector as a parameter, we can pass the second resolved argument `motion` to it directly

Add this code for the new process module for setting the pen
 It uses the `call-set-pen` function we wrote previously

Creating Process Modules

Executing process modules in parallel

First, let's call the same process module twice to see how it behaves

- We'll use the `par` macro
- One process module will use a motion designator for `driving`
- The other process module will use a motion designator for `moving`

Creating Process Modules

Remember:

- If the turtlesim environment gets a bit messy, you can clear the background by entering the following from a terminal

```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ rosservice call /clear
```

- Or you can reset it completely by entering the following from a terminal (this creates a new turtle in the default pose)

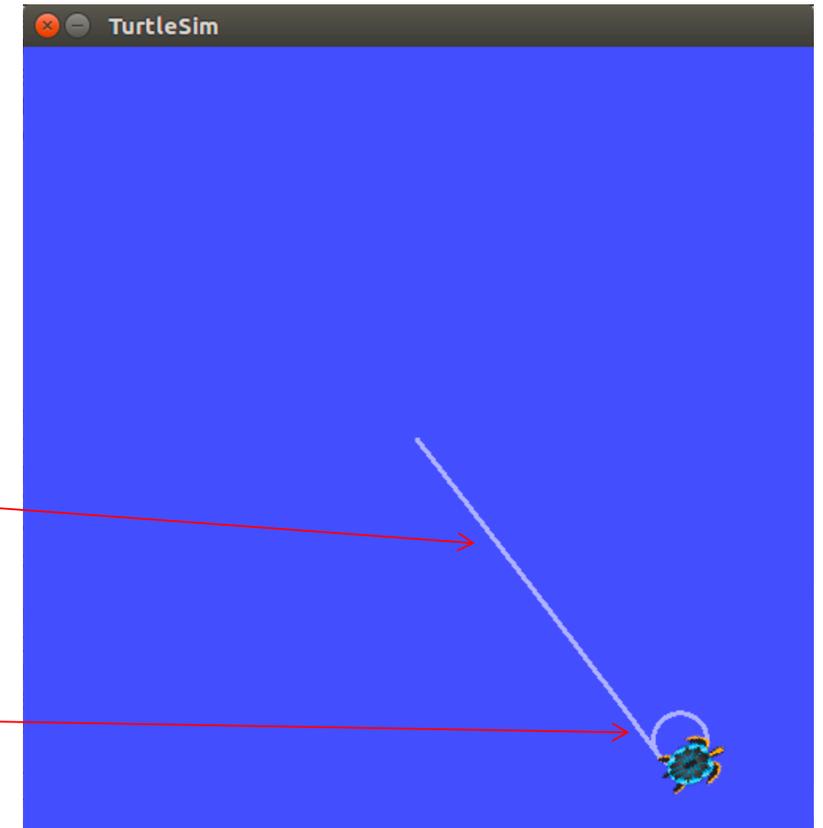
```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ rosservice call /reset
```

Creating Process Modules

```
TUT> (top-level
      (with-process-modules-running (turtlesim-navigation turtlesim-pen-control)
        (let ((goal (desig:a motion (type moving) (goal (9 1 0))))
              (trajectory (desig:a motion (type driving) (speed 3) (angle 8))))
          (cpl:par
            (pm-execute 'turtlesim-navigation goal)
            (pm-execute 'turtlesim-navigation trajectory))))))
```

First the turtle moves to the goal

Then, it drives in a circle



Creating Process Modules

TUT> (top-level

(with-process-modules-running (turtlesim-navigation turtlesim-pen-control)

(let ((goal (desig:a motion (type moving) (goal (9 1 0)))) ← Activate both process modules

(trajectory (desig:a motion (type driving) (speed 3) (angle 8)))) ← Create a motion designator of type driving and set the speed and angle

(cpl:par ← Run the following process modules in parallel

(pm-execute 'turtlesim-navigation goal)

(pm-execute 'turtlesim-navigation trajectory))))

```
[(TURTLE-PROCESS-MODULES) INFO] 1500997686.711: TurtleSim navigation invoked with motion designator `#<MOTION-DESIGNATOR ((TYPE
    MOVING)
    (GOAL
    (9 1
    0))) {1006DBC893}>'.

```

WARNING:

Process module #<TURTLESIM-NAVIGATION

{10074C0293}> already processing input. Waiting for it to become free.

The two are not executed in parallel
and the second one is queued for execution

```
[(TURTLE-PROCESS-MODULES) INFO] 1500997690.065: TurtleSim navigation invoked with motion designator `#<MOTION-DESIGNATOR ((TYPE
    DRIVING)
    (SPEED
    3)
    (ANGLE
    8)) {1006DBCC73}>'.

```

Creating Process Modules

Executing process modules in parallel

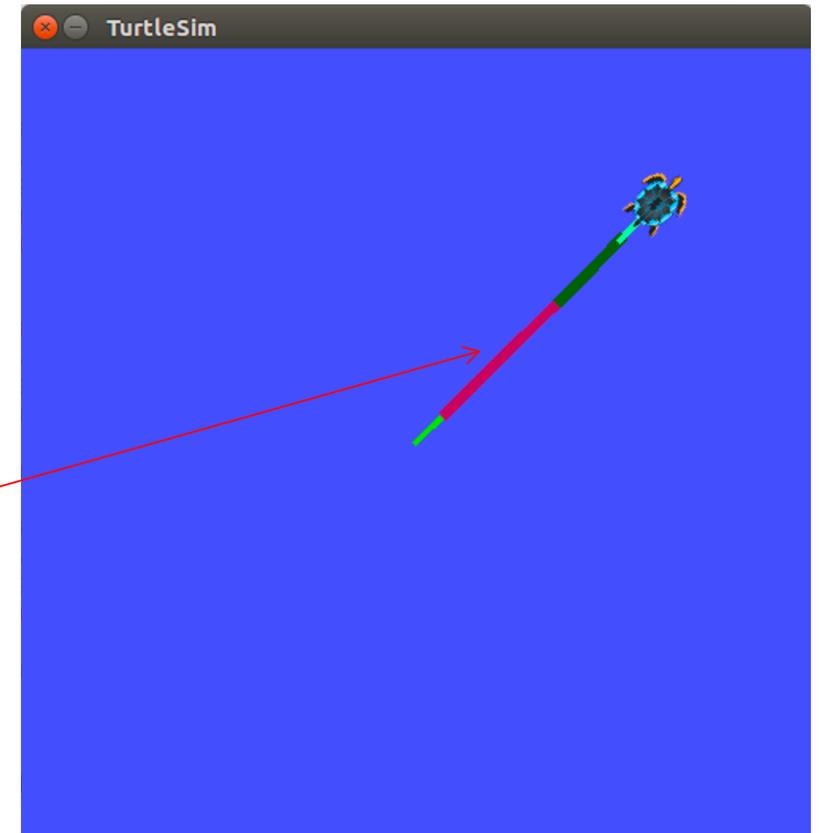
Next, let's call the two different process modules to see how it behaves

- We'll use the **par** macro
- One process module will use a motion designator for **setting-pen**
 - We will change the pen colour and width twice a second
- The other process module will use a motion designator for **moving**
- **Now, the turtle moves and changes the pen in parallel**

Creating Process Modules

```
TUT> (top-level
      (with-process-modules-running (turtlesim-navigation turtlesim-pen-control)
        (let ((goal (desig:a motion (type moving) (goal (9 9 0)))))
          (cpl:par
            (pm-execute 'turtlesim-navigation goal)
            (dotimes (i 10)
              (pm-execute 'turtlesim-pen-control
                (let ((?r (random 255))
                      (?g (random 255))
                      (?b (random 255))
                      (?width (+ 3 (random 5))))
                  (desig:a motion (type setting-pen) (r ?r) (g ?g) (b ?b) (width ?width))))
              (sleep 0.5))))))
```

The pen changes as the turtle moves



Creating Process Modules

Some notes:

- This approach is used
 - to ensure that a single resource on a robot is not used by several functions simultaneously
 - while allowing parallel execution functions using independent resources
- This is fine for low level motions but won't always be appropriate
 - For example, in high level task specification when grasping an object while the robot is moving
 - We need more sophisticated ways of handling possible interference between the sub-tasks

CRAM Beginner Tutorials

Create a CRAM Package

http://cram-system.org/tutorials/beginner/package_for_turtlesim

Controlling turtlesim from CRAM

http://cram-system.org/tutorials/beginner/controlling_turtlesim_2

Implementing simple plans to move a turtle

http://cram-system.org/tutorials/beginner/simple_plans

Using Prolog for reasoning

http://cram-system.org/tutorials/beginner/cram_prolog

Creating motion designators for the TurtleSim

http://cram-system.org/tutorials/beginner/motion_designators

Creating process modules

http://cram-system.org/tutorials/beginner/process_modules_2

Background Reading

G. Kazhoyan, Lecture notes: Robot Programming with Lisp 7. Coordinate Transformations, TF, ActionLib, slides 5-8.

https://ai.uni-bremen.de/_media/teaching/7_more_ros.pdf

<http://wiki.ros.org/tf/Overview/Transformations>

T. Rittweiler, CRAM – Design and Implementation of a Reactive Plan Language, Bachelor Thesis, Technical University of Munich, 2010.

<https://common-lisp.net/~trittweiler/bachelor-thesis.pdf>