Scheduling Communications — `pScheduler`

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Abstract

This document will give you a description of `pScheduler` — a process useful for generating and marhsalling communication packets within a MOOS community.

1   Introduction

`pScheduler` is a simple tool for generating and responding to messages send to the `MOOSDB` by processes in a MOOS community. It supports three competencies which will now be described. Example configuration blocks will also be given.

SEQUENCES A looping sequence of messages can be created and published by `pScheduler` . Each element of a sequence is specified in the configuration block with a line: `SEQUENCE = PUBLISH_NAME @ VALUE : TIME_OFFSET` . For example the configuration in figure 1 would write the variable `LIGHT_CONTROL` to the DB every 2 seconds with its String value alternating between "ON" and "OFF". The total sequence period is given by the maximum `TIME_OFFSET` parameter. Figure 1 shows a more complicated configuration block in which a sequence is constructed from several different variables.

```
ProcessConfig  = pScheduler
{
    SEQUENCE    = LIGHT_CONTROL @ ON  :  2
    SEQUENCE    = LIGHT_CONTROL @ OFF :  4
}
```

Figure 1: Configuring a sequence with `pScheduler`

TIMERS A "timer" allows a variable to be written to the data base repetitively. A timer can be started and stopped by publication (by some other

application) of user specified variables. The scheduler can also be told
to derive the value of the periodic variable from another MOOS variable,
which, if arrives in the Scheduler's mail box overrides the initial value.
This sounds complicated but isn't. An example is useful. The general
syntax is as follows

```
TIMER = PUBLISH_NAME @ TIME , START_VARIABLE, STOP_VARIABLE,VALUE_VARIABLE
-> VALUE
```

Figure 1 shows a typical configuration block. In this case the variable

```
ProcessConfig  = pScheduler
{
    TIMER = CAMERA_CONTROL @ 4.0  ,  MISSION_START ,
MISSION_END , DESIRED_CAMERA_ANGLE  -> 0.0
    TIMER = CAMERA_GRAB @ 4.0 ,  MISSION_START  -> GRAB
    TIMER = CAMERA_GRAB @ 4.0 ,   -> GRAB
}
```

Figure 2: Configuring a timer with pScheduler

CAMERA_CONTROL will be published every 4 seconds after some third party
application writes (publishes) the MISSION_START variable. If, while the
timer is active, the variable CAMERA_ANGLE is published the value of
CAMERA_CONTROL will be copied from that message. If CAMERA_ANGLE is
never published it will always have its default value of 0.0. The timer
turns off if any process publishes MISSION_END . The second example is
simpler and writes CAMERA_GRAB with value "GRAB" every 4 seconds as
soon as MISSION_START is written. The third version starts immediately
(note the comma is required...). Figure 1 shows a few more examples of
the configuration of timers in pScheduler .

RESPONSES The last competency is one of responding to the publication of
one variable with the publication of one or more different variables. The
syntax is obvious: RESPONSE = STIMULUS_VARIABLE : RESPONSE_VARIABLE
@ VALUE,RESPONSE_VARIABLE2 @ VALUE,.... . Here STIMULUS_VARIABLE
is the name of the variable we wish pScheduler to respond to and after
the colon comes a command separated list of response variables with the
values they should contain. Figure 1 shows some clear example configu-
rations of "responses" in pScheduler

```
ProcessConfig = pScheduler
{
    //generate a sequence 6 seconds long ....
    // VAR1 will fire after 1 second
    // VAR2 fire after 3 seconds
    // VAR3 fire after 6 seconds
    // one second later VAR1 will fire again..repeat...
    SEQUENCE = VAR1 : RED @ 1 SEQUENCE = VAR2 : ORANGE @ 3 SEQUENCE =
    VAR3 : GREEN @ 6

    //generate a timer that writes "VAR_T1" with value "TimerData"
    TIMER = VAR_T1 @ 3.0, -> TimerData

    // generate a timer that writes "VAR_T2" with a string version
    // of the current value of DB_TIME (published by the DB) TIMER =
    VAR_T2 @ 2.0 ,,,DB_TIME -> TimerData

    // generate a timer that writes "VAR_T3" with the current
    // value of DB_TIME (published by the DB)
    // which only starts when "GO_T3" is published and stops
    // when "STOP_T3" is published
    TIMER = VAR_T3 @ 4.0,GO_T3,STOP_T3,DB_TIME -> TimerData

    //generate a response to "SURPRISE_ME". The variable "BOO"
    // takes on string value "HOO" and variable R9 has value
    //"get_a_grip"
    RESPONSE = SURPRISE_ME : BOO @ HOO, R9 @ get_a_grip

    //generate a response to "DB_TIME".
    RESPONSE = DB_TIME : ACKNOWLEDGMENT @ I_GOT_THE_TIME

}
```

Figure 3: An extended `pScheduler` configuration block