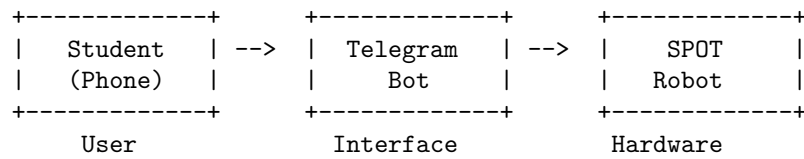


# Telegram Bot Architecture

This document explains how the Telegram bot component works at a conceptual level.

## Overview

The Telegram bot serves as the **user interface** for the Gipfeli delivery system. Students interact with SPOT through Telegram messages and button presses, never directly with the robot.



## How Telegram Bots Work

Telegram bots are programs that receive messages from users and respond. The key concepts:

1. **Bot Token:** A secret key from BotFather that identifies your bot
2. **Updates:** Messages/events from users (commands, button clicks)
3. **Handlers:** Functions that process specific types of updates
4. **Polling:** Continuously asking Telegram “any new messages?”

## Command Flow

When a user sends `/goto`:

1. User taps `/goto` in Telegram  
|  
v
2. Telegram servers receive the message  
|  
v
3. Our bot (polling) fetches the update  
|  
v
4. `CommandHandler("goto", goto)` matches it  
|  
v
5. `goto()` function runs, sends button menu  
|  
v
6. User sees location buttons in chat

## Handlers Explained

### Command Handlers

Respond to `/commands`:

Command	Handler	Purpose
<code>/start</code>	<code>start()</code>	Greet new users
<code>/help</code>	<code>help_command()</code>	Show available commands
<code>/connect</code>	<code>connect_spot()</code>	Connect to SPOT robot
<code>/disconnect</code>	<code>disconnect_spot()</code>	Release lease and disconnect
<code>/forceconnect</code>	<code>forceconnect_spot()</code>	Force take lease from any client
<code>/status</code>	<code>status_spot()</code>	Show robot status (battery, motors, lease)
<code>/goto</code>	<code>goto()</code>	Show location buttons

### Callback Handler

Responds to **inline button presses**:

```
# When user taps "Aula" button:
callback_data = "goto_aula"
    |
    v
CallbackQueryHandler(goto_callback, pattern="^goto_")
    |
    v
goto_callback() extracts "aula" and navigates
```

## Async/Await Pattern

All handlers are `async` functions. This is important because:

1. **Non-blocking:** Bot can handle multiple users simultaneously
2. **Status updates:** Long operations (navigation) can send progress messages
3. **Telegram requirement:** The library requires `async` handlers

```
async def connect_spot(update, context):  
    # This doesn't block other users  
    await update.message.reply_text("Connecting...")  
  
    # Robot connection happens in background thread  
    success = await spot_controller.connect(send_status)  
  
    # Bot remains responsive during connection
```

## Status Callbacks

For long-running operations, we pass a callback function:

```
async def send_status(msg: str):  
    await update.message.reply_text(msg)  
  
    # SpotController calls this during connection:  
    # "Connecting to SPOT..."  
    # "Authenticated with SPOT"  
    # "Acquiring lease..."  
    # "Lease acquired"  
    # etc.
```

This keeps users informed during operations that take several seconds.

## Global State

The bot maintains one `SpotController` instance globally:

```
spot_controller: Optional[SpotController] = None
```

**Why global?** - Only one robot connection needed - All handlers need access to the same controller - Telegram's `async` model is single-threaded, so this is safe

**Trade-off:** Not ideal for testing (we use `patch` to mock it).

## Lifecycle Hooks

The bot uses lifecycle hooks to manage SPOT connection automatically.

### Auto-Connect on Startup

```
async def post_init(application):  
    # Called once after bot starts  
    spot_controller = SpotController(hostname, map_path)  
    await spot_controller.connect(log_status)
```

If auto-connect fails, users can manually connect with `/connect`.

### Graceful Shutdown

When the bot stops (Ctrl+C or SIGTERM), it automatically releases the lease:

```
async def post_shutdown(application):  
    # Called when bot is shutting down  
    if spot_controller and spot_controller.is_connected:  
        await spot_controller.disconnect()
```

**Why this matters:** Without graceful shutdown, the lease stays “claimed” and you can’t reconnect without using `/forceconnect` or the tablet.

```
Bot running -> Ctrl+C pressed  
    |  
    v  
post_shutdown() called  
    |  
    v  
Lease released cleanly  
    |  
    v  
Next start -> Can acquire lease!
```

## Message Flow Diagram

User Action	Bot Response	Robot Action
<hr/>		
/start	-> "Hi [name]!"	
/help	-> Command list	
/connect	-> "Connecting..."	-> Authenticate
	"Authenticated"	<- SDK connected
	"Lease acquired"	<- Lease obtained
	"Map uploaded"	<- Graph loaded
	"Localized!"	<- Position found
	"SPOT ready!"	
/status	-> Connection, battery, motors, lease info	
/goto	-> [Button menu]	
[Tap "Aula"]	-> "Navigating..."	-> Start moving
	"Navigating (3s)"	<- Heartbeat
	"Navigating (6s)"	<- Heartbeat
	"Arrived at Aula!"	<- Goal reached
/disconnect	-> "Disconnecting..."	-> Release lease
	"Disconnected"	
/forceconnect	-> "Force connecting..."	-> Take lease
	"Lease forcefully acquired"	from any client

## Error Handling

The bot handles errors gracefully:

```
try:
    await query.edit_message_text(msg)
except BadRequest:
    # Message was deleted or already edited
    logger.debug("Could not update message")
except Exception as e:
    # Unexpected error
    logger.warning(f"Error: {e}")
```

Users see friendly error messages, not stack traces.

## Key Files

File	Purpose
src/telegram/bot.py	Main bot code
src/logging_config.py	Logging setup
.env	Bot token (secret!)

## Troubleshooting

Problem	Solution
Can't connect after restart "Lease already claimed"	Use <code>/forceconnect</code> to take lease Someone else has control - use <code>/forceconnect</code>
Bot unresponsive	Check <code>logs/telegram.log</code> for errors
Unknown connection state	Use <code>/status</code> to check robot state

## Further Reading

- python-telegram-bot docs
- Telegram Bot API