

Visual Code Annotations for Cyberphysical Programming

Ben Swift, Henry Gardner, John Hosking

Research School of Computer Science

Australian National University

Andrew Sorensen

Institute for Future Environments,
Queensland University of Technology



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Contract

widget factory



cyberphysical programming

The image shows a terminal window with assembly code and a C function definition. The assembly code includes labels like 'tch', 'pitch', 'dur', 'test', and 'test.a'. The C function definition is for 'sine_note_c' with parameters 'freq' (double), 'amp' (double), 'dur' (float), and 'pitch' (float). The assembly code contains various instructions such as 'add', 'sub', 'mul', 'div', 'ld', 'st', and 'jne'. The C code uses standard library functions like 'sin' and 'sqrt'. The overall theme is a comparison between low-level assembly and high-level C code.

the cyberphysical programmer



Extempore



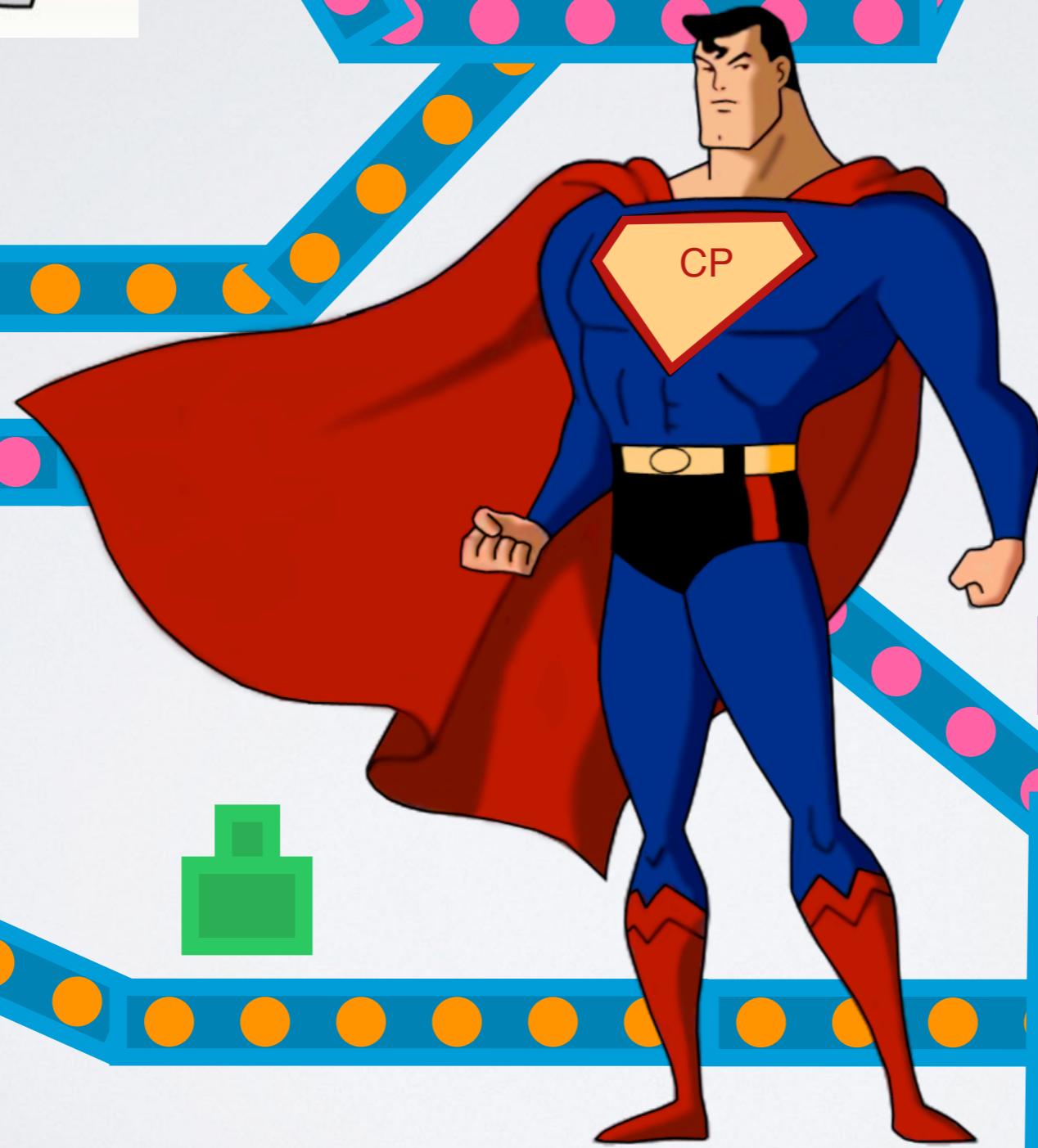
extempore.moso.com.au
github.com/digego/extempore







"I need our quality control
bots online—now!"





*“I need our quality control
bots online—**now!**”*



qc-bot



visual code annotations

- code-centric (inline)
- passive
- provide context about the *relationship* between the **code** and the **world**



**“It’s too strict—change it to
a *three strikes* QC policy!”**

```
(define qc-weight-check
```

```
(λ (time delta-t)
  (let ((w (sample-weight 1)))
    (if (> w 0.999)
        (stop-production "over")
        (callback (+ time (* *))))))
```

5

(qc-weight-check (now) 1)

```
: Built-in Output  
: .  
: .  
: .  
: 200  
: 2  
: 0  
: 128  
: 0.0038322
```

```
ry process
ect to 'localhost' on port 7099
ection
nected to remote process
```



*“We can’t stop production
for **one** overweight sample!”*

```
;; cyberphysical programming in the widget factory

(define qc-weight-check
  (let ((strikes)))
  (λ (time delta-t)
    (let ((w (sample-weight 1)))
      (if (> w 0.999)
          (stop-production "overweight sample")
          (callback (+ time (* *second* delta-t) 0.
5)
                     'qc-weight-check
                     (+ time (* *second* delta-t))
                     delta-t)))))

(qc-weight-check (now) 1)
```

particularly helpful when dealing with multiple concurrent ‘processes’ running in the world

```
(define qc-weight-check
  (let ((strikes 0))
    (λ (time delta-t)
      (let ((w (sample-weight 1)))
        (if (> w 0.9)
            (begin (set! strikes (+ strikes 1))
                   (println 'strikes= strikes)))
            (if (> strikes 20)
                (println "Overweight sample, stopping..."
                         'weight= w)
                (callback (+ time (* *second* delta-t) 0.5)
                          'qc-weight-check
                          (+ time (* *second* delta-t)
                             (* 2 (- 1 w))))))))
  (qc-weight-check (now) 1)

(define qc-size-check
  (λ (time delta-t)
    (if (< (random) 0.1)
        (println "Warning: size problem"))
        (callback (+ time (* *second* delta-t) 0.5)
                  'qc-size-check
                  (+ time (* *second* delta-t)
                     delta-t)))))

(qc-size-check (now) 0.5)

(define qc-colour-check
  (λ (time delta-t)
    (if (< (random) 0.1)
        (println "Warning: colour problem."))
        (callback (+ time (* *second* delta-t) 0.5)
                  'qc-colour-check
                  (+ time (* *second* delta-t)
                     delta-t)))))

(strikes= 15
"Warning: colour problem."
strikes= 16
"Warning: colour problem."
strikes= 17
"Warning: size problem"
"Warning: size problem"
"Warning: size problem"
"Warning: size problem"
strikes= 18
strikes= 19
strikes= 20
"Warning: size problem"
strikes= 21
"Overweight sample, stopping..." weight= 0.943653
"Warning: size problem"
"Warning: colour problem."
"Warning: size problem"
"Warning: size problem"
"Warning: size problem"
strikes= 1
"Warning: size problem"
"Warning: size problem"
strikes= 2
"Warning: size problem"
strikes= 3
"Warning: colour problem."
strikes= 4
```

lots more to say, but

the main point

the cyberphysical programmer has a complex (live) relationship to the world

visual code annotations may help them ‘manage’ this relationship

open questions

when are these annotations helpful?

which ones are most helpful?

how do we measure helpfulness?

cheers

ben.swift@anu.edu.au

<http://benswift.me>

<http://extempore.moso.com.au>