

Harmonia

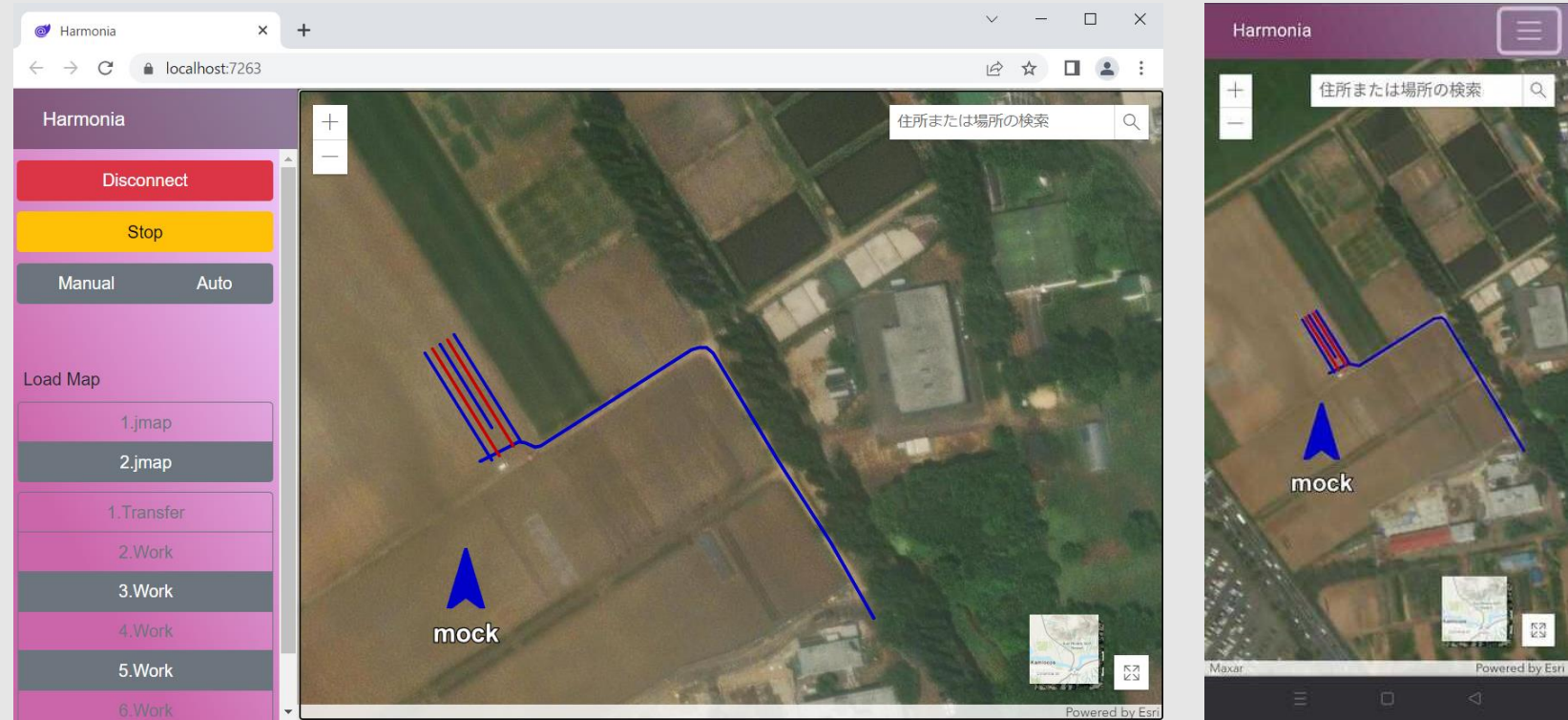
~ Handy & Responsive Monitor API ~

What is Harmonia?

- ◆ “Harmonia” is a character from Greek mythology and the daughter of “Ares” (“Mars”, in Roman region), who is closely associated with the laboratory of Vehicle Robotics.
 - ◆ She is the god of harmony, which is exactly the concept that this repository is working on to harmonize all agents and other systems.
 - ◆ This repository consists of following .NET projects.
 - Harmonia.Core (common functions, classes, and configuration)
 - Harmonia.RCL (“Razor Class Library” which includes web map API and UI design framework)
 - samples (parent and child process)
 - ◆ The user interface will be written using .NET Blazor, but the agent processes can be in any language.
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- GitHub: <https://github.com/husty530/harmonia>
 - Author: Takumi Yamashita (husty530@gmail.com)

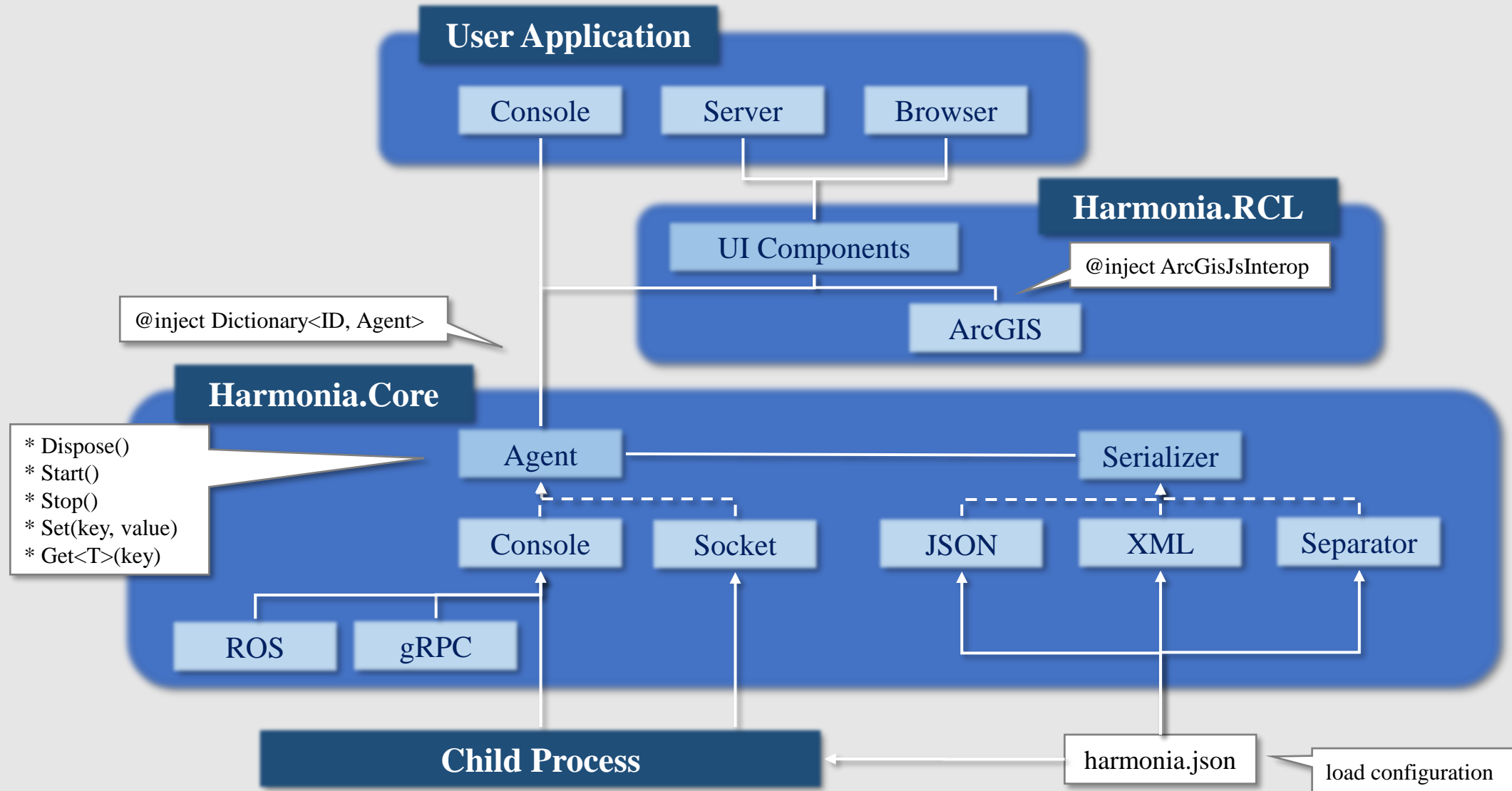
Why Harmonia?

- ◆ Handy
 - web interface
- ◆ Responsive
 - data binding



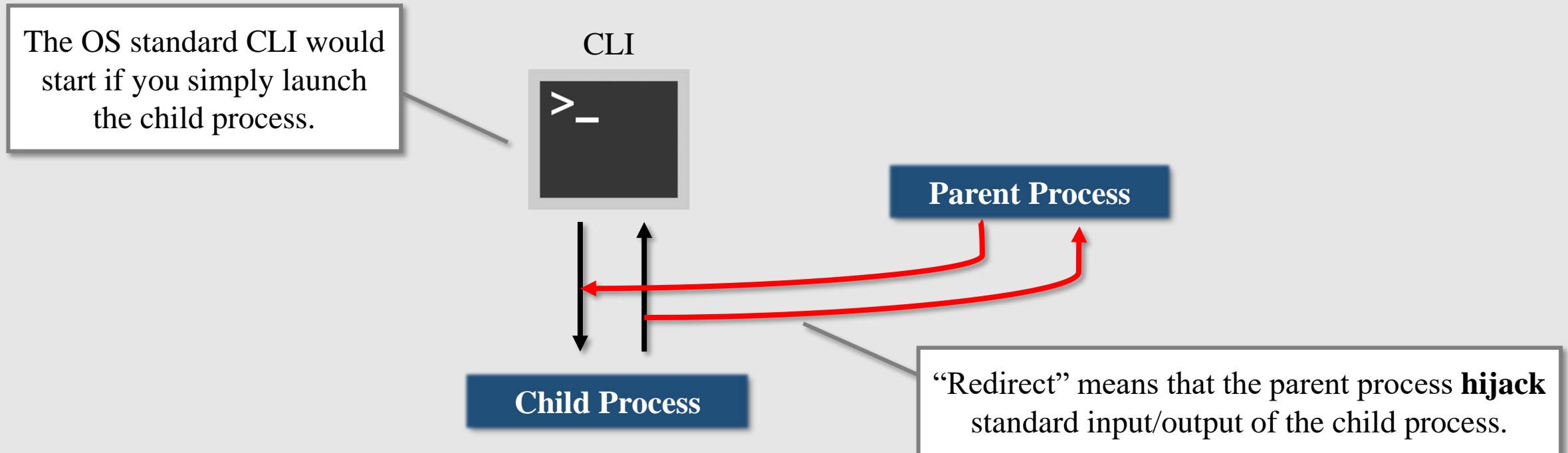
- ✓ Harmonia can monitor every agent state by redirecting standard input / output of the child process.
- ✓ This repository provides an easy way to create a unified monitoring system.
- ✓ Agent's state is described as a Dictionary<str, str>, therefore it can flexibly interconvert with JSON, XML, CSV, etc., and you don't need to consider any constraints in the design of the child process side.

System Architecture



About Std Input/Output Redirect

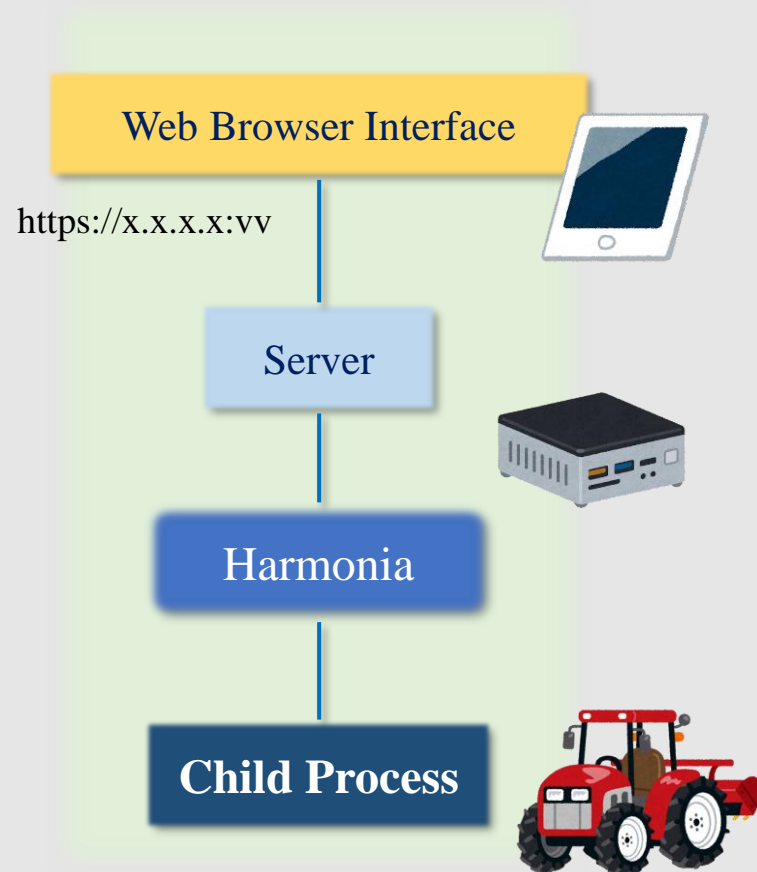
Harmonia.Core serves as a standard input/output redirector.



For detailed implementation references:
<https://github.com/husty530/subprocess>

Use case

- ◆ Local server application which monitors a single agent



- ✓ Simply launch.
- ✓ Access the user interface via private network.

Use case

- ◆ Remote server application which monitors multiple agents

