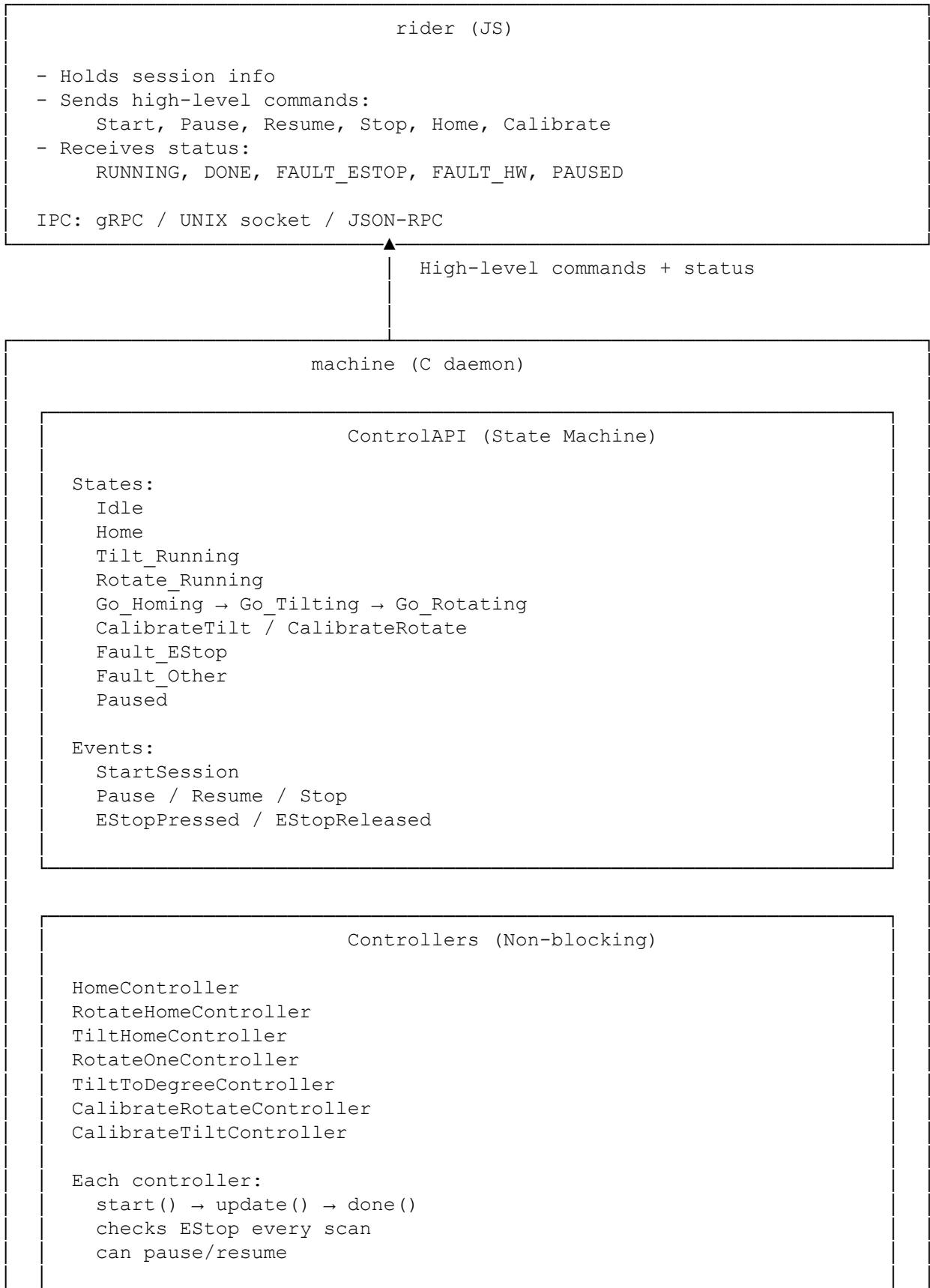


# IPC ARCHITECTURE DOCUMENT

*Rider ↔ Machine Control System (PLC-Style Architecture)*

## OVERALL SYSTEM ARCHITECTURE DIAGRAM



### Device Layer

#### RotateAxis

- rotateOne(dir)
- stop()
- isHome()

#### TiltAxis

- tiltOne(dir)
- stop()
- readPositionDegrees()

#### Safety

- isEStopActive()

### IO Layer (Typed IO)

DigitalInput: rotateHome, tiltHome, estop

AnalogInput: tiltPosition

RelayOutput: rotateRelay, rotateDir, tiltRelay, tiltDir

### HAL (RevPi Process Image)

scanInputs(): read DI/AI

scanOutputs(): write RO/DO/AO

forceAllOutputsSafe(): drop all relays

readEStop(): DI3

Main Loop (PLC-style):

```
while(true):
    hal.scanInputs()
    if (estop):
        controlAPI.handleEStop()
        hal.forceAllOutputsSafe()
        continue
    controlAPI.update()
    hal.scanOutputs()
    sleep(10ms)
```

# 1. System Overview

The system consists of two cooperating containers:

## 1.1 Rider Container (JavaScript)

Acts as the **HMI / Orchestrator**.

- Holds session information
- Sends high-level commands to the machine
- Receives status updates
- Handles user inputs (Pause, Resume, Stop)
- Handles safety notifications (E-Stop, Faults)

## 1.2 Machine Container (C Daemon)

Acts as the **PLC CPU**.

- Runs a deterministic control loop
  - Owns the ControlAPI state machine
  - Executes Home, Tilt, Rotate, Calibrate
  - Monitors hardware E-Stop
  - Sends status updates to rider
  - Ensures safety and sequencing
- 

## 2. IPC Mechanism

### 2.1 Transport

- **gRPC** (recommended)
- Runs over **UNIX domain socket** or **localhost TCP**
- Strong typing via `.proto`
- Supports **bidirectional streaming** for status updates

### 2.2 Message Types

#### Commands (Rider → Machine)

Rider Command	Machine Function Called
CalibrateTilt	CalibrateTilt()
CalibrateRotate	CalibrateRotate()
Home	Home()
Start { Session }	Session()
Pause	ControlAPI.pause()
Resume	ControlAPI.resume()
Stop	ControlAPI.stop()

#### Status (Machine → Rider)

- RUNNING
  - PAUSED
  - DONE
  - FAULT\_ESTOP
  - FAULT\_HW
  - WARNING\_NEEDS\_CALIBRATION
  - WARNING\_NOT\_HOME
-

---

## 3. Machine ControlAPI State Machine

The machine daemon runs a PLC-style loop:

```
while(true):
    hal.scanInputs()
    if (EStop):
        handleEStop()
        hal.forceAllOutputsSafe()
        continue
    processIncomingCommands()
    controlAPI.update()
    hal.scanOutputs()
    sleep(10ms)
```

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## 4. Machine Command Execution Logic

Below is the exact behavior for each command.

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### 4.1 Home()

#### Rider Command

Home

#### Machine Behavior

```
Home() {
    HomeTilt();
    HomeRotate();
}
```

#### Sequence

1. TiltHomeController.start()
2. Wait until done
3. RotateHomeController.start()
4. Wait until done
5. Send status: `DONE`

#### Fault Handling

- If E-Stop → send `FAULT_ESTOP`
- If sensor timeout → send `FAULT_HW`

---

## 4.2 Calibration Commands

### CalibrateTilt

```
CalibrateTilt()
```

- Move tilt axis to calibration reference
- Store calibration result in file
- Send `DONE`

### CalibrateRotate

```
CalibrateRotate()
```

- Move rotate axis to calibration reference
- Store calibration result in file
- Send `DONE`

### Fault Handling

If calibration fails → send `FAULT_HW`

---

## 4.3 Start Session

### Rider Command

```
Start {  
  Session: [  
    Tilt(45),  
    Rotate(CW),  
    Rotate(CW),  
    Rotate(CW)  
  ]  
}
```

### Machine Behavior

```
Session() {  
  CheckCalibrate();  
  CheckHome();  
  CheckSession();  
  Tilt(degree);  
  Rotate(dir) x many times;  
  Send Done;  
}
```

## Detailed Sequence

### 1. CheckCalibrate()

- If either axis is not calibrated:
  - Send `WARNING_NEEDS_CALIBRATION`
  - Stop session
  - Send `DONE`

### 2. CheckHome()

- If not home:
  - Send `WARNING_NOT_HOME`
  - Stop session
  - Send `DONE`

### 3. CheckSession()

- Validate session structure
- If invalid → send `FAULT_HW` and stop

### 4. Execute Tilt

```
TiltToDegreeController.start(45)
```

Wait until done.

### 5. Execute Rotate x N

For each Rotate(CW):

```
RotateOneController.start(CW)  
wait until done
```

### 6. Send `DONE`

---

## 5. Runtime Behavior During Session

The machine continuously checks:

### 5.1 Pause

If rider sends:

```
Pause
```

Machine:

- Enters `STATE_PAUSED`
- Controllers freeze internal progress
- Outputs are set to safe idle state
- Sends status: `PAUSED`

## 5.2 Resume

If rider sends:

Resume

Machine:

- Returns to previous state
- Controllers continue from paused state
- Sends status: `RUNNING`

## 5.3 Stop

If rider sends:

Stop

Machine:

- Stops all controllers
- Clears session
- Sends status: `DONE`

## 5.4 E-Stop

If hardware E-Stop is pressed:

- Immediately stop all motion
- Drop all relays
- Enter `FAULT_ESTOP`
- Send status to rider
- Wait for E-Stop release
- Rider must send `Home` or `Resume`

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# 6. Rider Responsibilities

## 6.1 At Startup

1. Send `CheckCalibration`
  - o If not calibrated → prompt user to run calibration
- 2.

- Send `CheckHome`
  - If not home → prompt user to run Home

## 6.2 Start Session

Send:

```
Start { Session: Tilt(45), Rotate(CW)x3 }
```

## 6.3 User Controls

- If user presses Pause → send `Pause`
- If user presses Resume → send `Resume`
- If user presses Stop → send `Stop`

## 6.4 Safety Handling

If machine sends:

```
FAULT_ESTOP
```

Rider must:

- Stop UI
- Notify user
- Wait for machine to recover

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# 7. Summary of IPC Flow

Rider → Machine: `Start Session`  
Machine → Rider: `RUNNING`

During session:  
Rider → Machine: `Pause`  
Machine → Rider: `PAUSED`

Rider → Machine: `Resume`  
Machine → Rider: `RUNNING`

If `E≡Stop`:  
Machine → Rider: `FAULT_ESTOP`

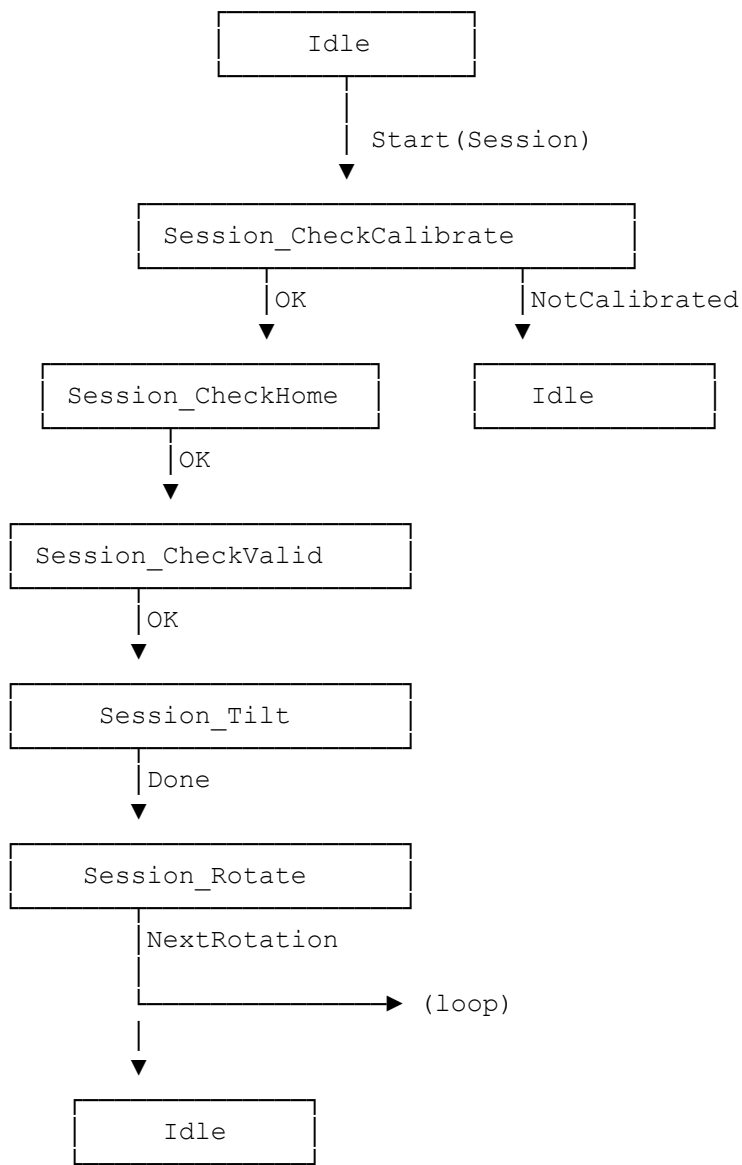
When complete:  
Machine → Rider: `DONE`

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# ControlAPI — UML State Machine Diagram





## Pause / Resume / Stop Behavior

ANY\_RUNNING\_STATE — Pause → Paused  
 Paused — Resume → previous\_state  
 Paused — Stop → Idle

## E-Stop Behavior

ANY\_STATE — EStopPressed → Fault\_EStop  
 Fault\_EStop — EStopReleased + Resume → previous\_state  
 Fault\_EStop — EStopReleased + Home → Home

## Calibration & Home

CalibrateTilt — Done → Idle  
CalibrateRotate — Done → Idle

Home — TiltHome → RotateHome → Idle

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# Full Rider ↔ Machine Sequence Diagram

Rider → Machine: CMD\_START { Tilt(45), Rotate(CW)x3 }  
Machine → Rider: RESP\_START\_ACCEPTED

Machine → ControlAPI: StartSession()  
ControlAPI: ValidateSession()  
ControlAPI: CheckCalibrate()  
ControlAPI: CheckHome()  
ControlAPI → TiltController: start(45)

[PLC Loop]  
Machine → HAL: scanInputs()  
ControlAPI → TiltController: update()  
TiltController → HAL: actuator commands  
HAL: scanOutputs()  
TiltController → ControlAPI: done?

ControlAPI → RotateController: start(CW)

Rider → Machine: CMD\_PAUSE  
Machine → ControlAPI: Pause()  
ControlAPI: state = Paused  
ControlAPI → Controllers: pause()  
Machine → Rider: RESP\_PAUSED

Rider → Machine: CMD\_RESUME  
Machine → ControlAPI: Resume()  
ControlAPI: state = previous\_state  
ControlAPI → Controllers: resume()  
Machine → Rider: RESP\_RESUMED

[PLC Loop for each rotation]  
Machine → HAL: scanInputs()  
ControlAPI → RotateController: update()  
RotateController → HAL: actuator commands  
HAL: scanOutputs()  
RotateController → ControlAPI: done?

ControlAPI: state = Idle  
Machine → Rider: RESP\_DONE

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