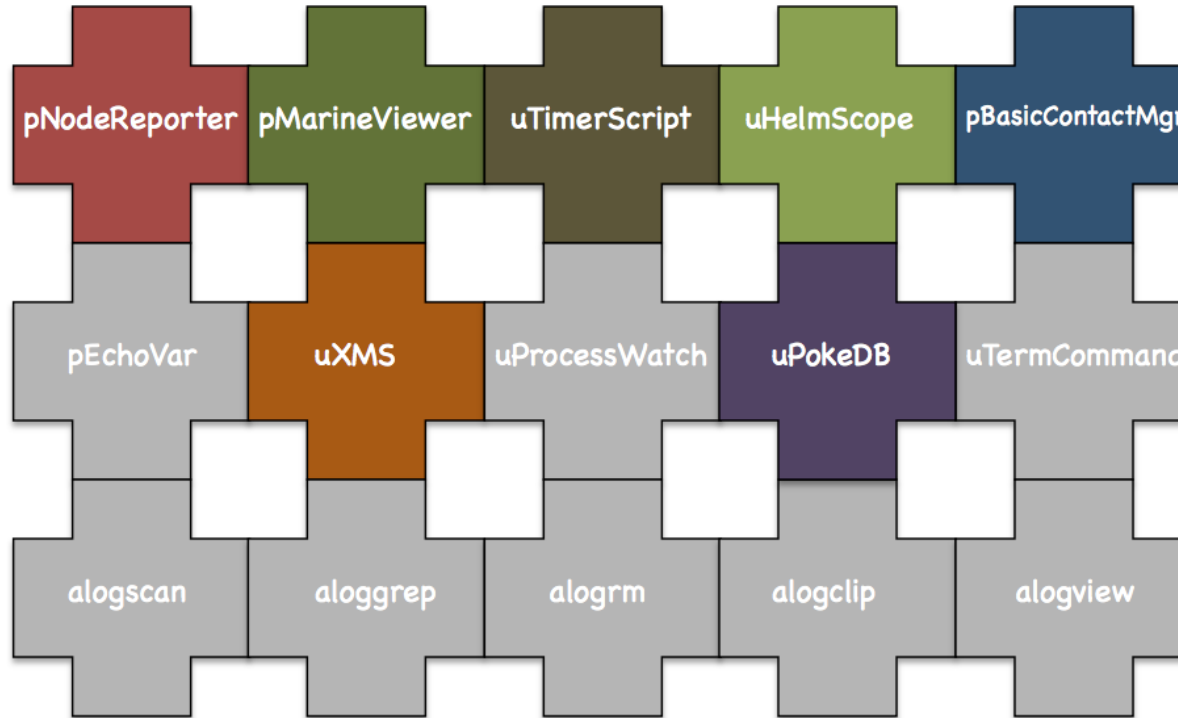
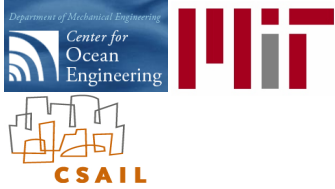


MOOS-IvP Autonomy Tools (A Mini Tutorial)



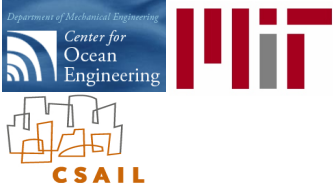
Michael Benjamin
MIT Department of Mechanical Engineering
Computer Science and Artificial Intelligence Laboratory



Acknowledgments

Sponsors:

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Mini-Tutorial Objectives and Structure

Objectives:

Introduce with some depth and examples, the following tools (software applications):

- pMarineViewer - A GUI tool for rendering vehicle operations onto an geo-referenced display.
- pNodeReporter - Captures vehicle state information and publishes a summary string
- uPokeDB - A tool for poking the MOOSDB from the command line.
- uXMS - A tool for focused scoping of the MOOSDB from the console
- uHelmScope - A specialized scope on IvP Helm status and recent history
- pBasicContactMgr - A simple manager of vehicle contacts, and generation of alerts
- uTimerScript - A tool for scripting (possibly conditional and random) pokes to the MOOSDB

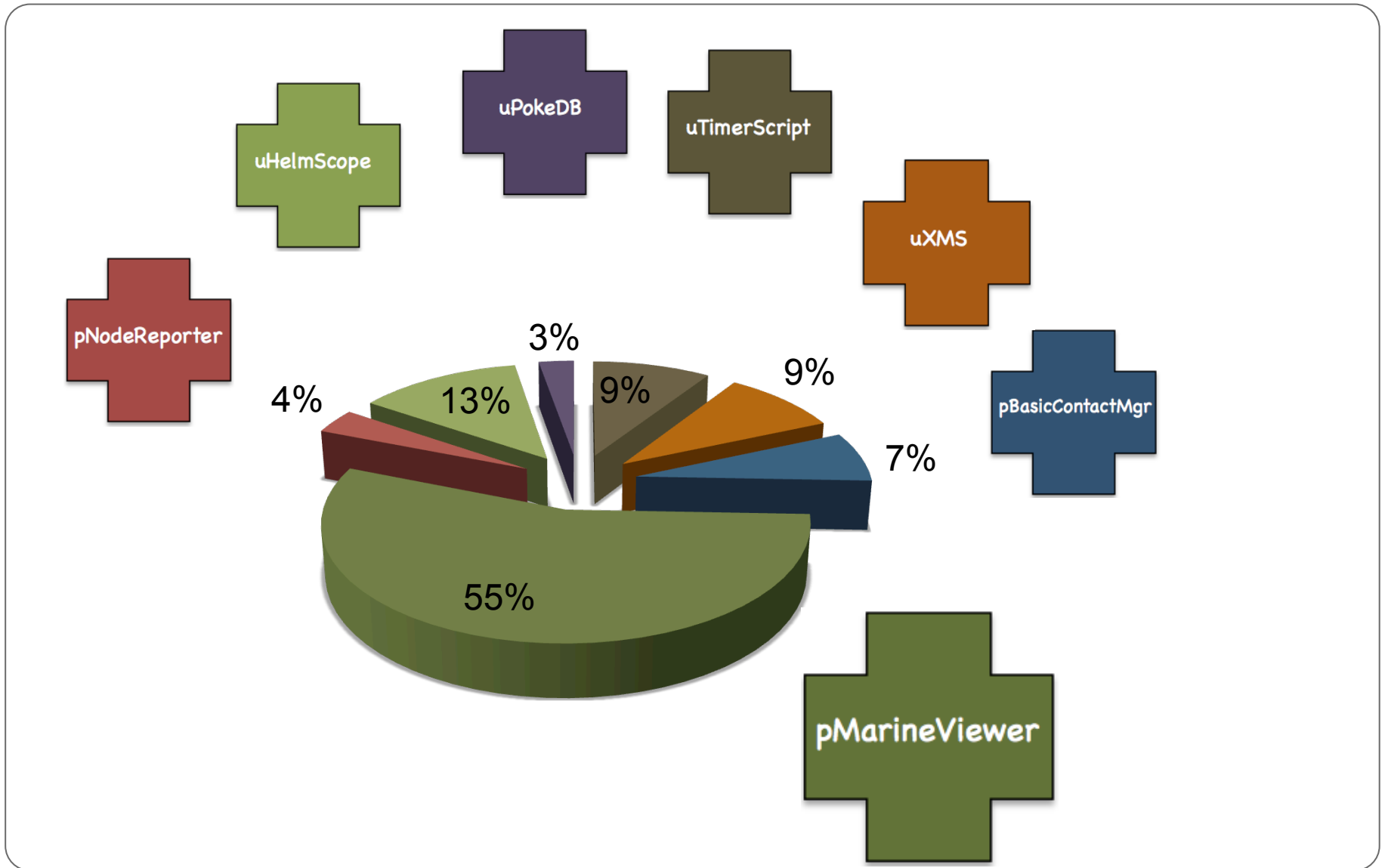
Structure:

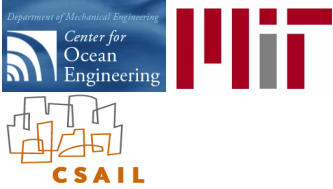
Example missions will be used to demonstrate each tool.

- These example missions are available along with the MOOS-IvP source code at www.moos-ivp.org
- The example missions can be found under moos-ivp/ivp/missions/.
- It is recommended that tutorial participants download and be able to run these on their laptop computers.

Not All Tools Are Created Equal

Relative Tool Size by Line Count





MOOS-IvP Autonomy Tools

Q: What is an Autonomy Tool?

Ans: A software module/application that supports either (a) the on-board autonomy, (b) pre-mission planning, (c) topside mission monitoring/control, (d) post-mission analysis.

Q: What is the relationship between an Autonomy Tool and the IvP Helm?

Ans: The IvP Helm is a decision engine that drives the vehicle with heading/speed/depth commands.

- Some tools are specific to the IvP Helm.
- Some tools are general (helm agnostic).
- Some are general but do have some IvP Helm hooks

Q: Where can the Autonomy Tools and documentation be found?

Ans: www.moos-ivp.org

A Walk Through the Alpha Mission (1)

The screenshot shows the pMarineViewer application window. The title bar reads "pMarineViewer". The menu bar includes "File", "BackView", "GeoAttr", "Vehicles", "MOOS-Scope", "Mouse-Context", and "Action". The main display area is a satellite map with a grid overlay. A red arrow points to a small icon on the map labeled "alpha (DISENGAGED) (Manual Override)".

(1) The "alpha" vehicle

(2) When the simulation is first launched, the vehicle is in "manual override" mode and the helm is DISENGAGED

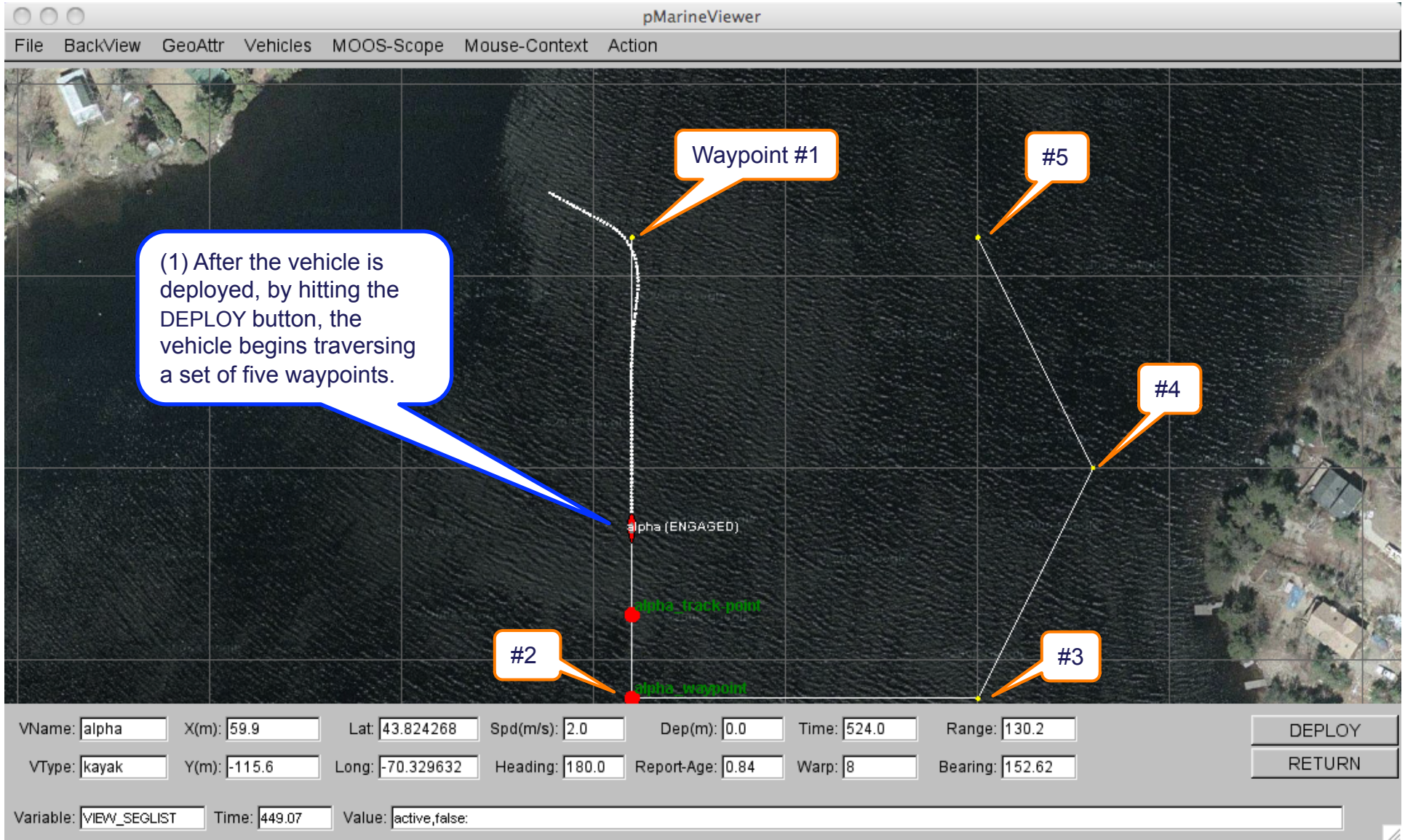
(3) Your window into the simulation is via the pMarineViewer application (one of the tools in this tutorial).

(4) The vehicle may be deployed by hitting the DEPLOY button. This simply asks the pMarineViewer application to "poke" the MOOSDB with **DEPLOY=true**.

At the bottom of the window, there are several input fields and buttons:

VName: <input type="text" value="alpha"/>	X(m): <input type="text" value="0.0"/>	Lat: <input type="text" value="43.825300"/>	Spd(m/s): <input type="text" value="0.0"/>	Dep(m): <input type="text" value="0.0"/>	Time: <input type="text" value="229.8"/>	Range: <input type="text" value="0.0"/>	<input type="button" value="DEPLOY"/>
VType: <input type="text" value="kayak"/>	Y(m): <input type="text" value="0.0"/>	Long: <input type="text" value="-70.330400"/>	Heading: <input type="text" value="180.0"/>	Report-Age: <input type="text" value="0.37"/>	Warp: <input type="text" value="8"/>	Bearing: <input type="text" value="0.00"/>	<input type="button" value="RETURN"/>
Variable: <input type="text" value="VIEW_SEGLIST"/>	Time: <input type="text" value=""/>	Value: <input type="text" value=""/>					

A Walk Through the Alpha Mission (2)



The screenshot shows the pMarineViewer interface with a satellite map. A mission path is plotted with five waypoints labeled #1 through #5. A vehicle named 'alpha' is currently at the start of the path. A callout box points to the vehicle with the following text:

(1) After the vehicle is deployed, by hitting the DEPLOY button, the vehicle begins traversing a set of five waypoints.

The interface includes a menu bar (File, BackView, GeoAttr, Vehicles, MOOS-Scope, Mouse-Context, Action) and a status bar at the bottom with various parameters and control buttons.

VName: <input type="text" value="alpha"/>	X(m): <input type="text" value="59.9"/>	Lat: <input type="text" value="43.824268"/>	Spd(m/s): <input type="text" value="2.0"/>	Dep(m): <input type="text" value="0.0"/>	Time: <input type="text" value="524.0"/>	Range: <input type="text" value="130.2"/>	<input type="button" value="DEPLOY"/>
VType: <input type="text" value="kayak"/>	Y(m): <input type="text" value="-115.6"/>	Long: <input type="text" value="-70.329632"/>	Heading: <input type="text" value="180.0"/>	Report-Age: <input type="text" value="0.84"/>	Warp: <input type="text" value="8"/>	Bearing: <input type="text" value="152.62"/>	<input type="button" value="RETURN"/>
Variable: <input type="text" value="VIEW_SEGLIST"/>	Time: <input type="text" value="449.07"/>	Value: <input type="text" value="active,false"/>					

A Walk Through the Alpha Mission (3)

pMarineViewer

File BackView GeoAttr Vehicles MOOS-Scope Mouse-Context Action

Waypoint #1

#5

alpha (ENGAGED)

(1) After it traverses all five waypoints, it repeats the set once.

#4

#2

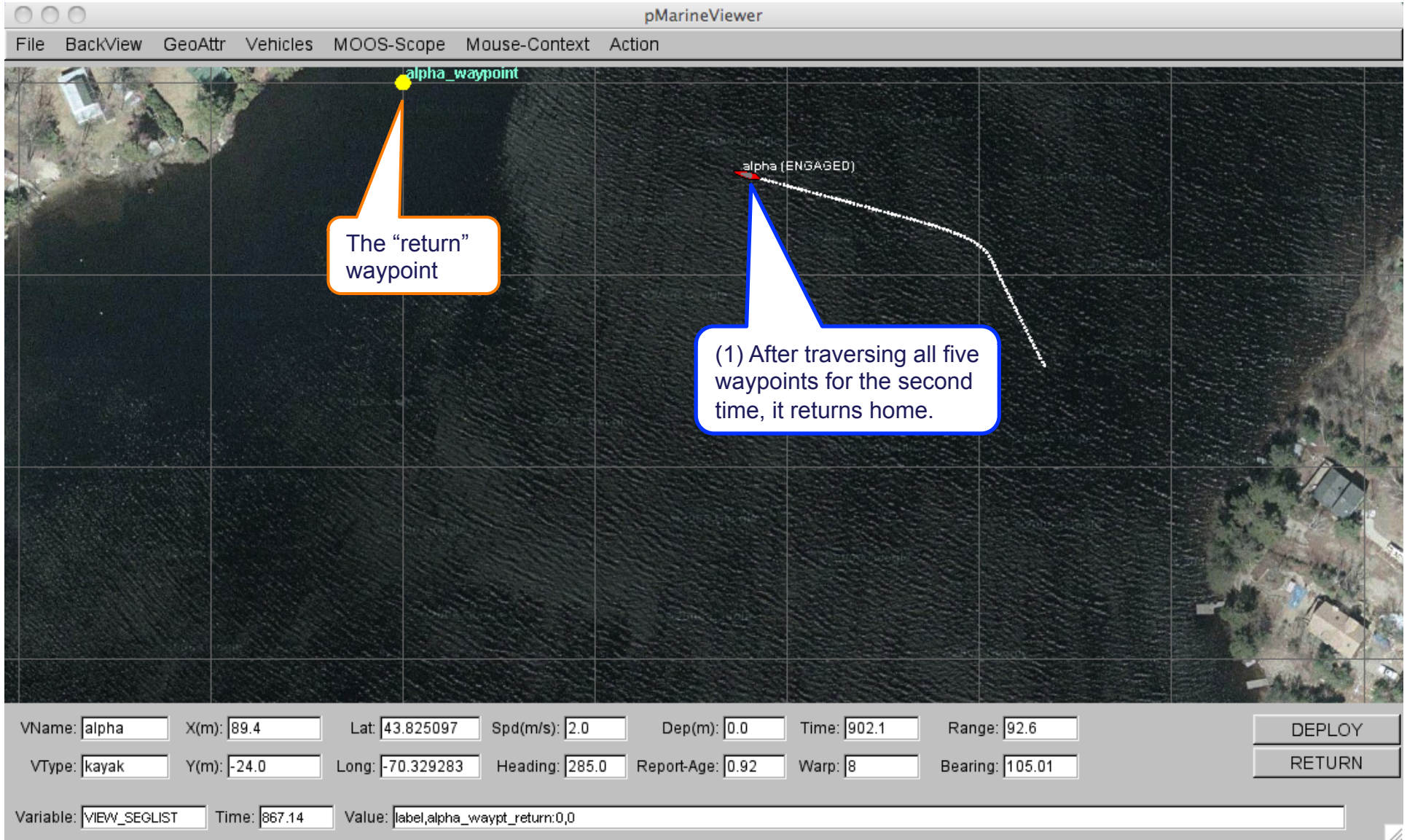
#3

VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:

VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:

Variable: Time: Value:

A Walk Through the Alpha Mission (4)



pMarineViewer

 File BackView GeoAttr Vehicles MOOS-Scope Mouse-Context Action

alpha_waypoint

 The "return" waypoint

alpha (ENGAGED)

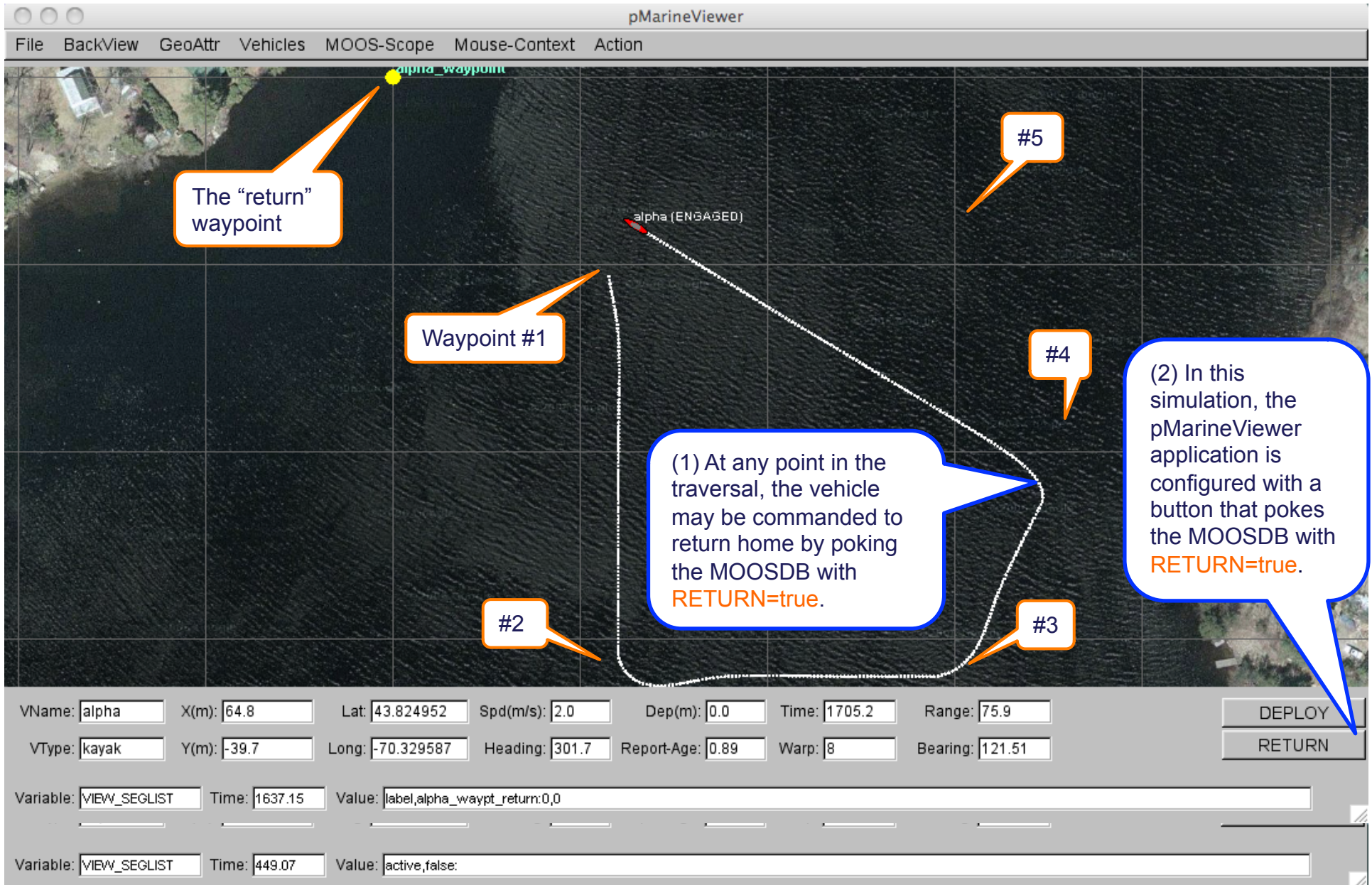
 (1) After traversing all five waypoints for the second time, it returns home.

VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:

 VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:

 Variable: Time: Value:

A Walk Through the Alpha Mission (5)



The screenshot shows the pMarineViewer interface with a mission path for vehicle 'alpha'. The path starts at a yellow dot labeled 'alpha_waypoint' (the 'return' waypoint), goes to 'Waypoint #1', then to 'alpha (ENGAGED)', and continues through waypoints #2, #3, #4, and #5. Callout #1 explains that the vehicle can be commanded to return home by setting `RETURN=true`. Callout #2 explains that the application is configured with a button that pokes the MOOSDB with `RETURN=true`. The interface includes a menu bar (File, BackView, GeoAttr, Vehicles, MOOS-Scope, Mouse-Context, Action) and a status bar with various parameters and control buttons.

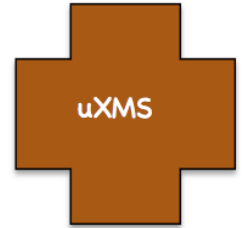
Vehicle Parameters:

VName:	alpha	X(m):	64.8	Lat:	43.824952	Spd(m/s):	2.0	Dep(m):	0.0	Time:	1705.2	Range:	75.9	DEPLOY
VType:	kayak	Y(m):	-39.7	Long:	-70.329587	Heading:	301.7	Report-Age:	0.89	Warp:	8	Bearing:	121.51	RETURN

MOOSDB Variables:

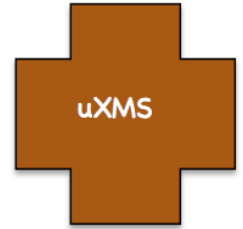
Variable:	VIEW_SEGLIST	Time:	1637.15	Value:	label,alpha_waypt_return:0,0
Variable:	VIEW_SEGLIST	Time:	449.07	Value:	active,false:

The uXMS Utility: Scoping the MOOSDB from the Console



MOOS Modules:

- uXMS - A tool for **focused** scoping of the MOOSDB from the **console**.
- uPokeDB - A tool for poking the MOOSDB from the command line.
- pMarineViewer - A GUI tool for rendering vehicle operations onto an geo-referenced display.
- pNodeReporter - Captures vehicle state information and publishes a summary string.
- uHelmScope - A specialized scope on IvP Helm status and recent history.
- pBasicContactMgr - A simple manager of vehicle contacts, and generation of alerts.
- uTimerScript - A tool for scripting (possibly conditional and random) pokes to the MOOSDB.

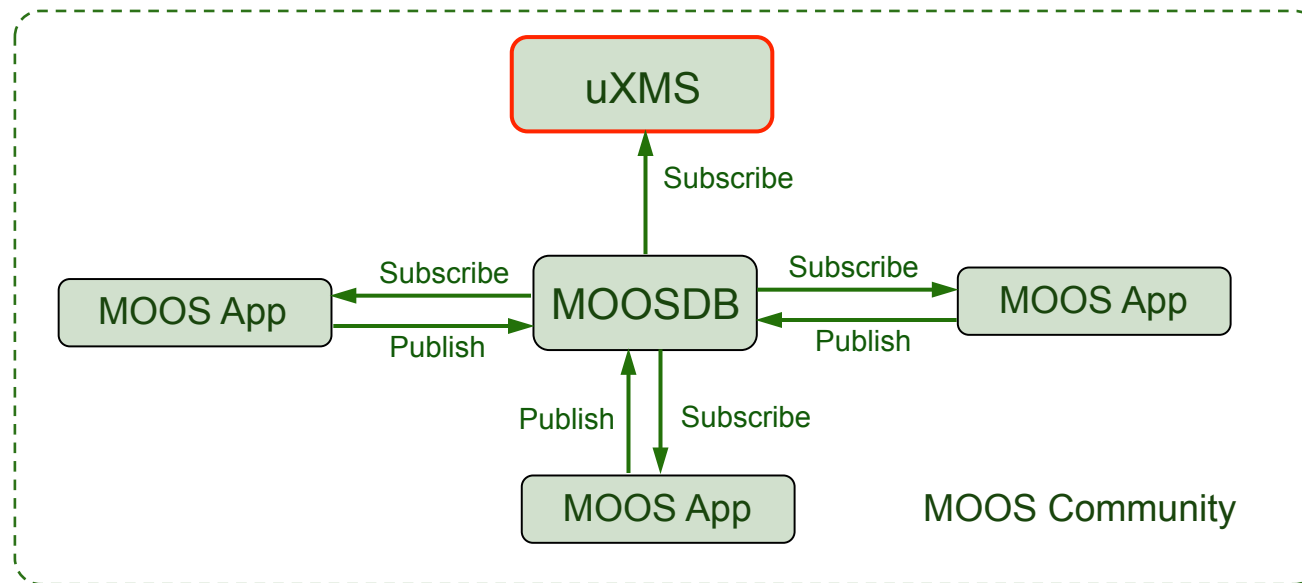


The uXMS Utility:

Definition of a MOOS Scope and MOOS Community

What is a MOOS scope?

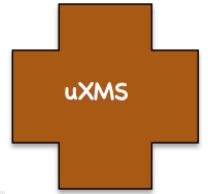
A scope is a tool for monitoring the current state of variables published in a MOOS community.



What is a MOOS community?

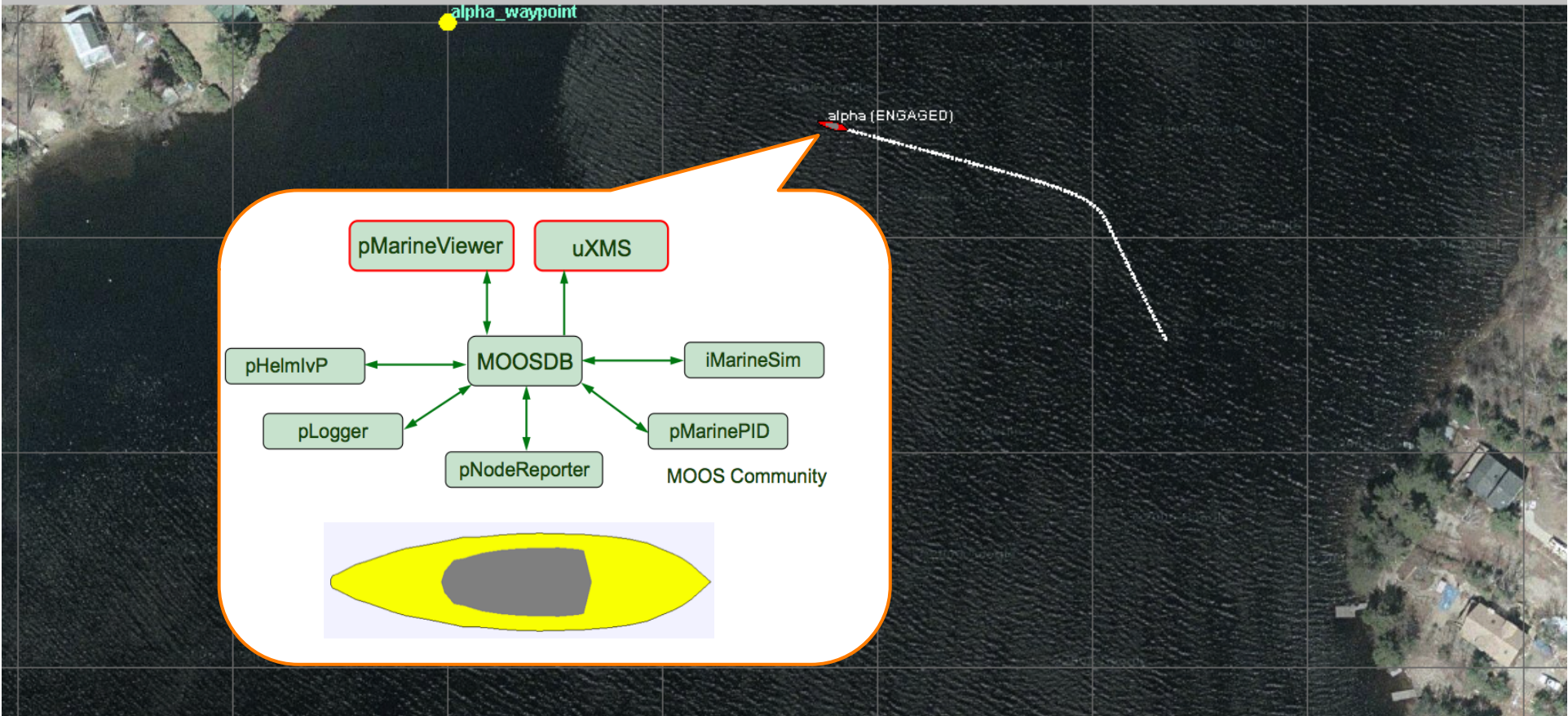
- A collection of MOOS applications connected to the single MOOSDB application.
- Each application interface is defined by what variables it publishes and subscribes to.
- The MOOSDB contains a snapshot of all the current variables – their values and other info.

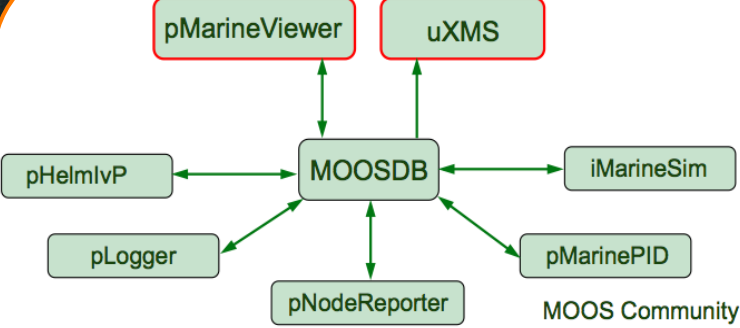
The uXMS Utility: The MOOS Community in the Alpha Mission



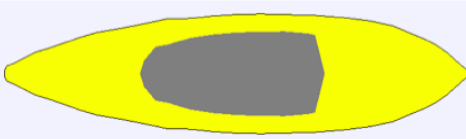
pMarineViewer

File BackView GeoAttr Vehicles MOOS-Scope Mouse-Context Action





MOOS Community

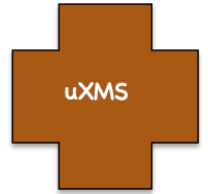


VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:

VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:

Variable: Time: Value:

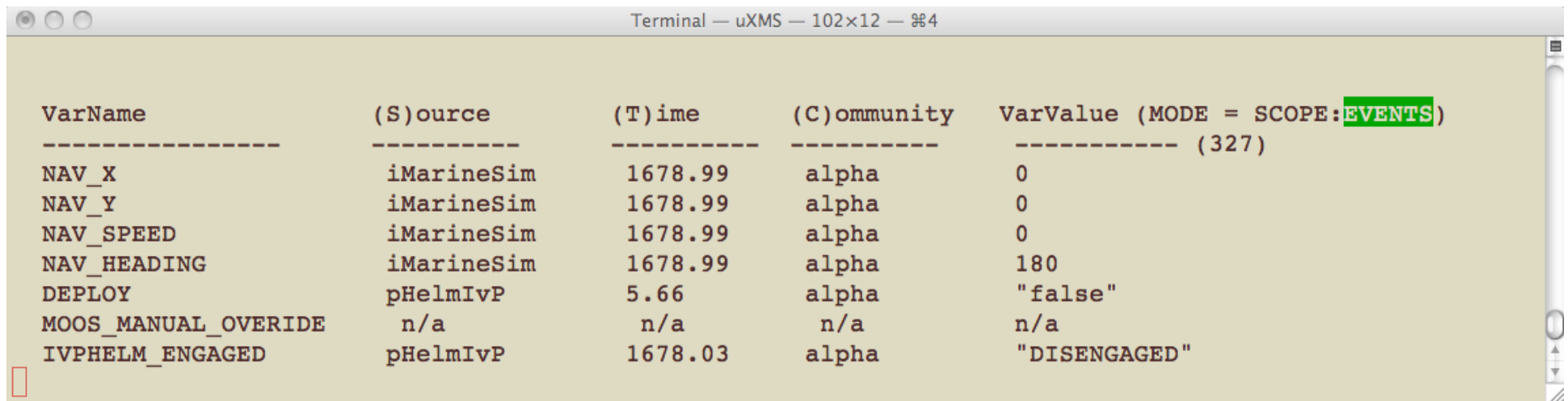
The uXMS Utility: Launching from the command line



The uXMS utility is launched from the command line:

```
$ uXMS alpha.moos NAV_X NAV_Y NAV_SPEED NAV_HEADING DEPLOY
MOOS_MANUAL_OVERRIDE DEPLOY IVPHELM_ENGAGED
```

Upon launching, reports are written to the console:

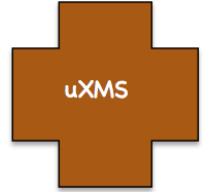


```
Terminal — uXMS — 102x12 — %4

VarName          (S)ource          (T)ime          (C)ommunity      VarValue (MODE = SCOPE:EVENTS)
-----          -
NAV_X            iMarineSim        1678.99         alpha            0
NAV_Y            iMarineSim        1678.99         alpha            0
NAV_SPEED        iMarineSim        1678.99         alpha            0
NAV_HEADING      iMarineSim        1678.99         alpha            180
DEPLOY           pHelmIvP          5.66            alpha            "false"
MOOS_MANUAL_OVERRIDE n/a              n/a             n/a             n/a
IVPHELM_ENGAGED pHelmIvP          1678.03         alpha            "DISENGAGED"
```

uXMS operates by simply writing a “report” to the console on each iteration.

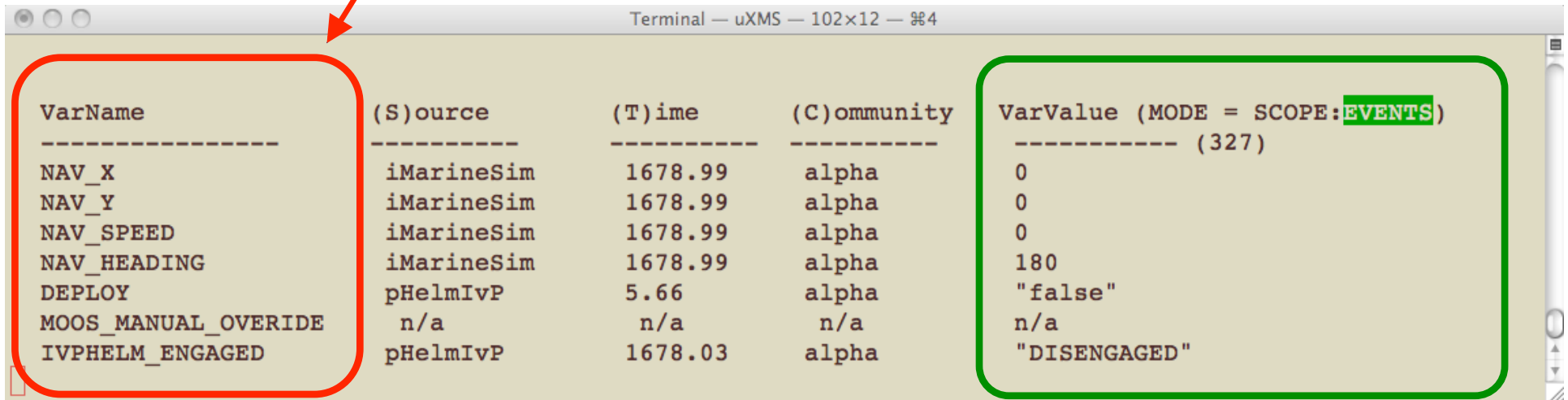
The uXMS Utility: Specifying the Variables to be Scoped



The variables to be scoped are given on the command line:

```
$ uXMS alpha.moos NAV_X NAV_Y NAV_SPEED NAV_HEADING DEPLOY
MOOS_MANUAL_OVERRIDE DEPLOY IVPHELM_ENGAGED
```

Each report dedicates a line to each variable:



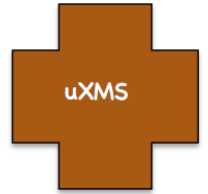
VarName	(S)ource	(T)ime	(C)ommunity	VarValue (MODE = SCOPE:EVENTS)
NAV_X	iMarineSim	1678.99	alpha	0
NAV_Y	iMarineSim	1678.99	alpha	0
NAV_SPEED	iMarineSim	1678.99	alpha	0
NAV_HEADING	iMarineSim	1678.99	alpha	180
DEPLOY	pHelmIvP	5.66	alpha	"false"
MOOS_MANUAL_OVERRIDE	n/a	n/a	n/a	n/a
IVPHELM_ENGAGED	pHelmIvP	1678.03	alpha	"DISENGAGED"

The variable values are shown in the fifth and last column:

The variable type (string or double) is indicated by quoting the string values

The value of "n/a" indicates the variable has never been written to.

The uXMS Utility: Components of the scope report



The IP address and port number of the MOOSDB is in the .moos file on the command line:

```
$ uXMS alpha.moos NAV_X NAV_Y NAV_SPEED NAV_HEADING DEPLOY
MOOS_MANUAL_OVERRIDE DEPLOY IVPHELM_ENGAGED
```

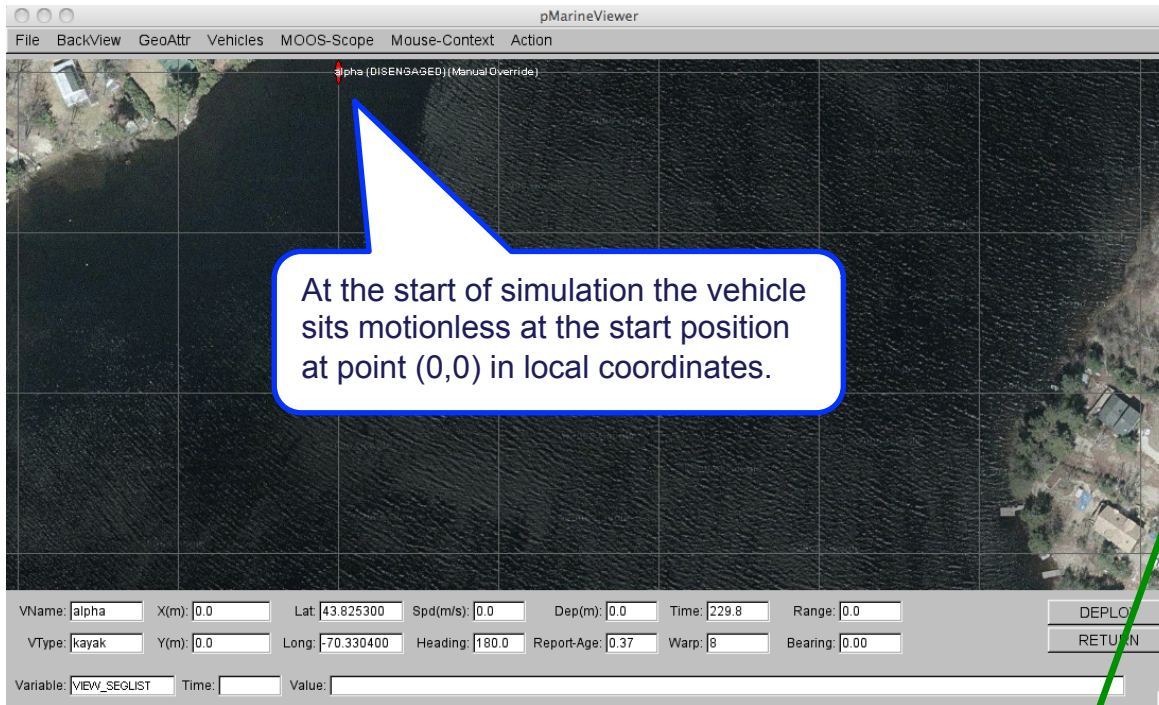
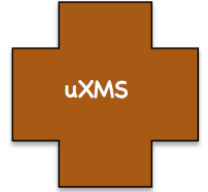
The 2nd column of each report line shows the *source* of the variable posting:
 (The MOOS Application that last published the variable)

VarName	(S)ource	(T)ime	(C)ommunity	VarValue (MODE = SCOPE:EVENTS)
-----	-----	-----	-----	----- (327)
NAV_X	iMarineSim	1678.99	alpha	0
NAV_Y	iMarineSim	1678.99	alpha	0
NAV_SPEED	iMarineSim	1678.99	alpha	0
NAV_HEADING	iMarineSim	1678.99	alpha	180
DEPLOY	pHelmIvP	5.66	alpha	"false"
MOOS_MANUAL_OVERRIDE	n/a	n/a	n/a	n/a
IVPHELM_ENGAGED	pHelmIvP	1678.03	alpha	"DISENGAGED"

The third column shows the time at which the last posting to the variable was made.

The fourth column shows the name of the MOOS community of the source application.

The uXMS Utility: Scoping on the Alpha Example Mission



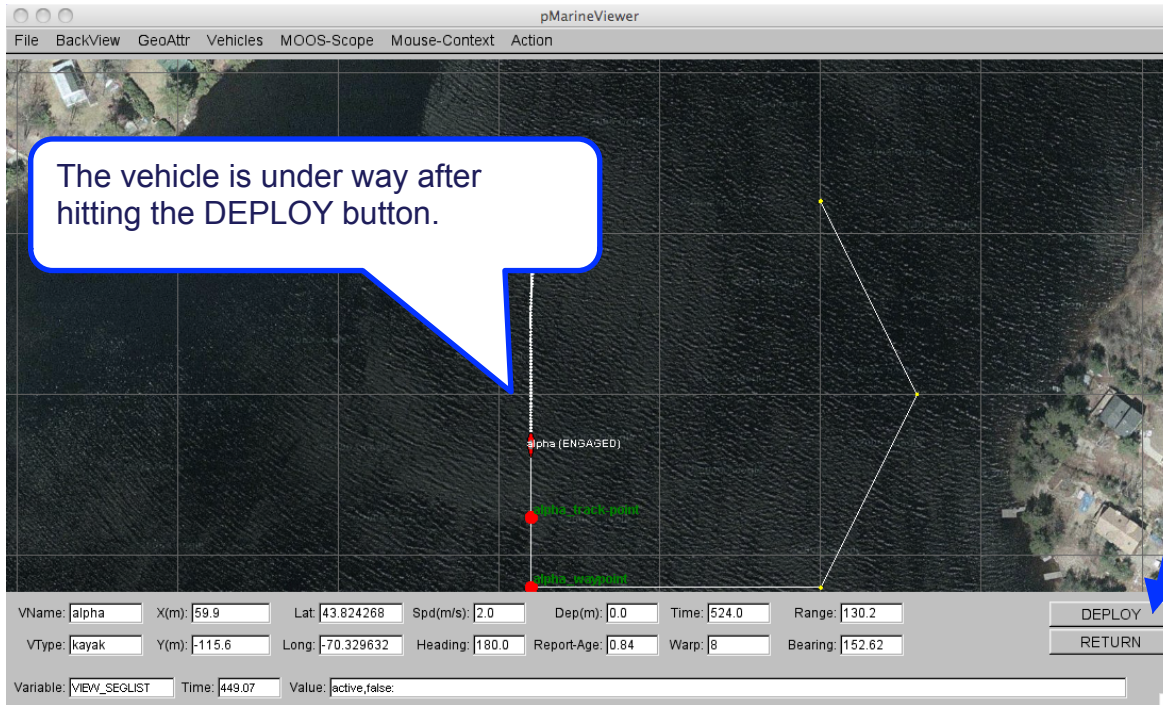
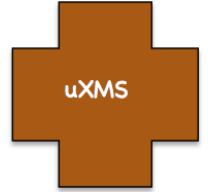
At the outset the vehicle is sitting motionless as shown in the MOOS variables

- NAV_X
- NAV_Y
- NAV_SPEED
- NAV_HEADING

The helm is "DISENGAGED" as evidenced by the MOOS variable IVPHELM_ENGAGED

VarName	(S)ource	(T)ime	(C)ommunity	VarValue (MODE = SCOPE:EVENTS)
NAV_X	iMarineSim	1678.99	alpha	0
NAV_Y	iMarineSim	1678.99	alpha	0
NAV_SPEED	iMarineSim	1678.99	alpha	0
NAV HEADING	iMarineSim	1678.99	alpha	180
DEPLOY	pHelmIvP	5.66	alpha	"false"
MOOS MANUAL OVERRIDE	n/a	n/a	n/a	n/a
IVPHELM_ENGAGED	pHelmIvP	1678.03	alpha	"DISENGAGED"

The uXMS Utility: Scoping on the Alpha Example Mission

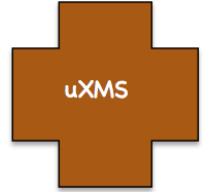


The DEPLOY button is configured to post:
`DEPLOY=true`
`MOOS_MANUAL_OVERRIDE=false`

The postings can be seen in the movement of the vehicle and in the uXMS report:

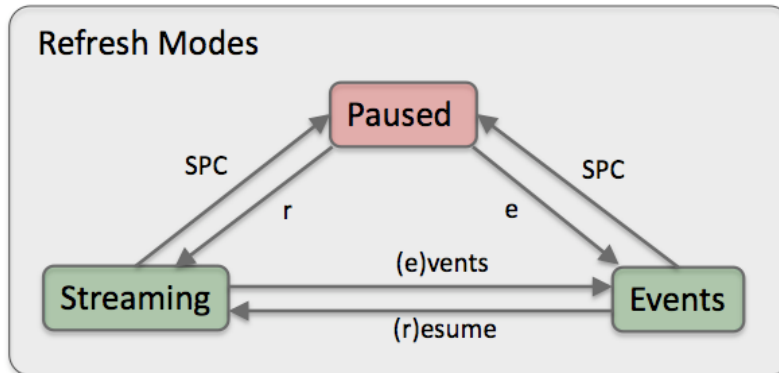
VarName	(S)ource	(T)ime	(C)ommunity	VarValue (MODE = SCOPE:EVENTS)
NAV_X	iMarineSim	1909.37	alpha	159.93792
NAV_Y	iMarineSim	1909.37	alpha	-141.74
NAV_SPEED	iMarineSim	1909.37	alpha	2
NAV_HEADING	iMarineSim	1909.37	alpha	19.36067
DEPLOY	pMarineViewer	1758.2	alpha	"true"
MOOS MANUAL OVERRIDE	pMarineViewer	1758.2	alpha	"false"
IVPHELM_ENGAGED	pHelmIvP	1908.63	alpha	"ENGAGED"

The uXMS Utility: Refresh Modes



The uXMS *refresh mode* determines when a new report is written to the console.

- PAUSED mode: A new report will not be written until user requests it.
- EVENTS mode: A new report is written when a scoped variables changes.
- STREAMING mode: A new report is written on each uXMS iteration.

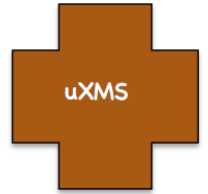


The modes may be switched at the console:

- SPACEBAR – pauses the scope and requests a single new report.
- ‘e’ or ‘E’ – moves the scope into Events mode.
- ‘r’ or ‘R’ – moves the scope into Streaming mode. (‘s’ is reserved for something else).

- The PAUSED mode is a key feature of uXMS – it minimizes communications bandwidth.
- The default mode is the EVENTS mode.
- The mode at launch time may be change by specifying ‘--mode=paused’ on command line.

The uXMS Utility: Refresh Mode Indicator



The uXMS *refresh mode* is indicated in the top right-hand corner of each report:

```
Terminal — uXMS — 105x11 — %2
VarName      (S)ource      (T)ime      (C)ommunity  VarValue (MODE = SCOPE:STREAMING)
-----
NAV_X        iMarineSim    425.51     alpha       178.07585
NAV_Y        iMarineSim    425.51     alpha       -94.67142
NAV_SPEED    iMarineSim    425.51     alpha       2
NAV_HEADING  iMarineSim    425.51     alpha       346.37853
DEPLOY       pMarineViewer 248.56     alpha       "true"
MOOS_MANUAL_OVERRIDE pMarineViewer 248.56     alpha       "false"
IVPHELM_ENGAGED pHelmIvP     425.38     alpha       "ENGAGED"
```

STREAMING

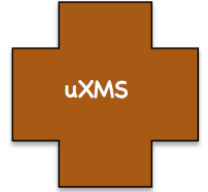
```
Terminal — uXMS — 105x11 — %2
VarName      (S)ource      (T)ime      (C)ommunity  VarValue (MODE = SCOPE:PAUSED)
-----
NAV_X        iMarineSim    436.76     alpha       167.50418
NAV_Y        iMarineSim    436.76     alpha       -74.80995
NAV_SPEED    iMarineSim    436.76     alpha       2
NAV_HEADING  iMarineSim    436.76     alpha       331.11722
DEPLOY       pMarineViewer 248.56     alpha       "true"
MOOS_MANUAL_OVERRIDE pMarineViewer 248.56     alpha       "false"
IVPHELM_ENGAGED pHelmIvP     436.4      alpha       "ENGAGED"
```

PAUSED

EVENTS

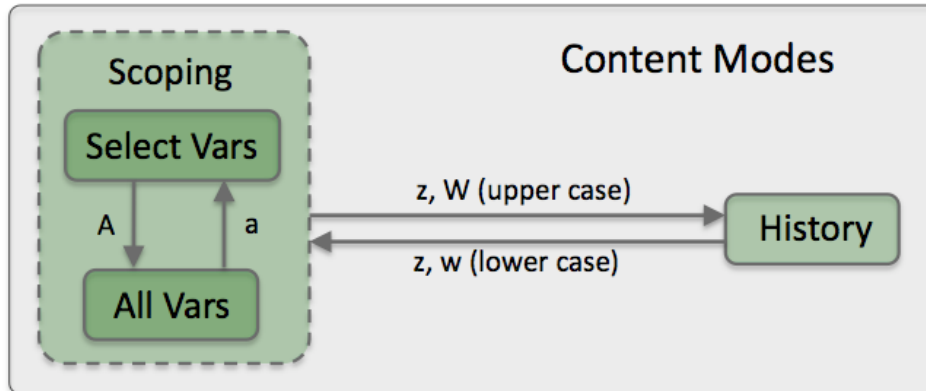
```
Terminal — uXMS — 105x11 — %2
VarName      (S)ource      (T)ime      (C)ommunity  VarValue (MODE = SCOPE:EVENTS)
-----
NAV_X        iMarineSim    488.39     alpha       84.91045
NAV_Y        iMarineSim    488.39     alpha       -40.13027
NAV_SPEED    iMarineSim    488.39     alpha       2
NAV_HEADING  iMarineSim    488.39     alpha       270.01851
DEPLOY       pMarineViewer 248.56     alpha       "true"
MOOS_MANUAL_OVERRIDE pMarineViewer 248.56     alpha       "false"
IVPHELM_ENGAGED pHelmIvP     487.52     alpha       "ENGAGED"
```


The uXMS Utility: Content Modes



The uXMS *content mode* determines what is written in the reports to the console.

- SCOPING mode: A report contains a snapshot of variables in the scope list.
- HISTORY mode: A report contains the recent history of given variable.



The modes may be switched at the console:

- 'W' always puts uXMS into History mode.
- 'w' always puts uXMS into Scoping mode.
- 'z' or 'Z' – toggles uXMS between Scoping and History mode.

The SCOPING has two sub-modes:

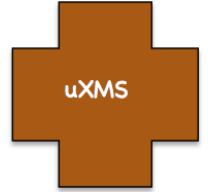
- The "SelectVars" mode reports only on variables in the configured scope list.
- The "AllVars" mode reports on ALL variables known to the MOOSDB.

The modes may be switched at the console:

- 'A' always puts uXMS into SelectVars Scoping mode.
- 'a' always puts uXMS into AllVars Scoping mode.

The uXMS Utility:

The “History” Content Mode



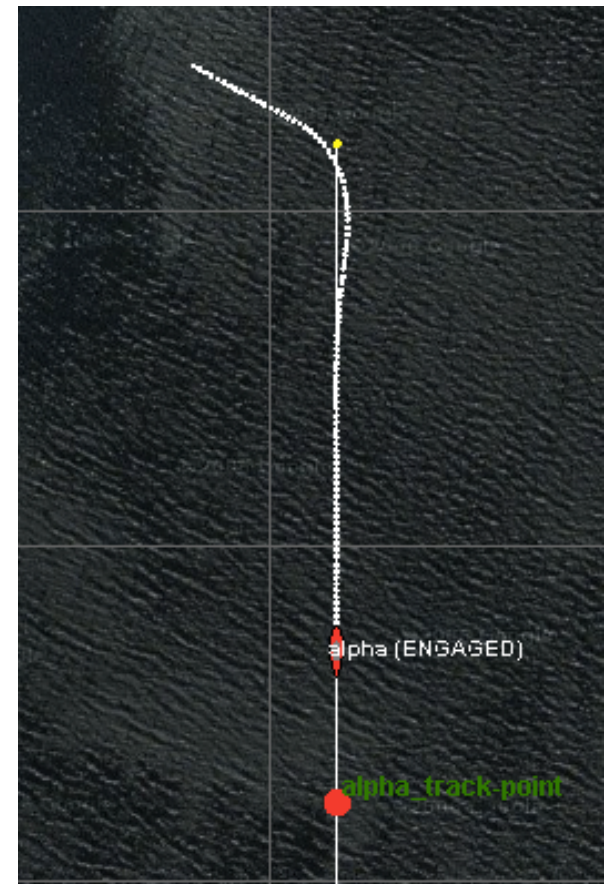
The uXMS *History* content mode shows the recent history of a specified MOOS variable.

- The history is limited to 20 lines (configurable)
- The refresh mode may also be set to EVENTS, PAUSED or STREAMING.

```

Terminal — uXMS — 91x24 — %6

-----
VarName          (S)ource      (T)ime      VarValue (MODE = HISTORY:EVENTS)
-----
DESIRED_HEADING pHelmIvP     50.82      (1) 183
DESIRED_HEADING pHelmIvP     51.07      (1) 184
DESIRED_HEADING pHelmIvP     51.32      (1) 186
DESIRED_HEADING pHelmIvP     51.82      (2) 188
DESIRED_HEADING pHelmIvP     52.32      (2) 189
DESIRED_HEADING pHelmIvP     52.82      (2) 190
DESIRED_HEADING pHelmIvP     54.82      (8) 191
DESIRED_HEADING pHelmIvP     55.83      (4) 190
DESIRED_HEADING pHelmIvP     56.33      (2) 189
DESIRED_HEADING pHelmIvP     57.33      (4) 188
DESIRED_HEADING pHelmIvP     57.58      (1) 187
DESIRED_HEADING pHelmIvP     57.83      (1) 186
DESIRED_HEADING pHelmIvP     58.08      (1) 185
DESIRED_HEADING pHelmIvP     58.58      (2) 184
DESIRED_HEADING pHelmIvP     59.08      (2) 183
DESIRED_HEADING pHelmIvP     59.83      (3) 182
DESIRED_HEADING pHelmIvP     61.33      (6) 181
DESIRED_HEADING pHelmIvP     67.08     (23) 180
DESIRED_HEADING pHelmIvP     70.32     (13) 179
DESIRED_HEADING pHelmIvP     84.85     (58) 180
-----
    
```



Successive duplicate entries are condensed into a single line with the number of duplicates indicated in parentheses.

The uPokeDB Utility: Poking the MOOSDB from the Console



MOOS Modules:

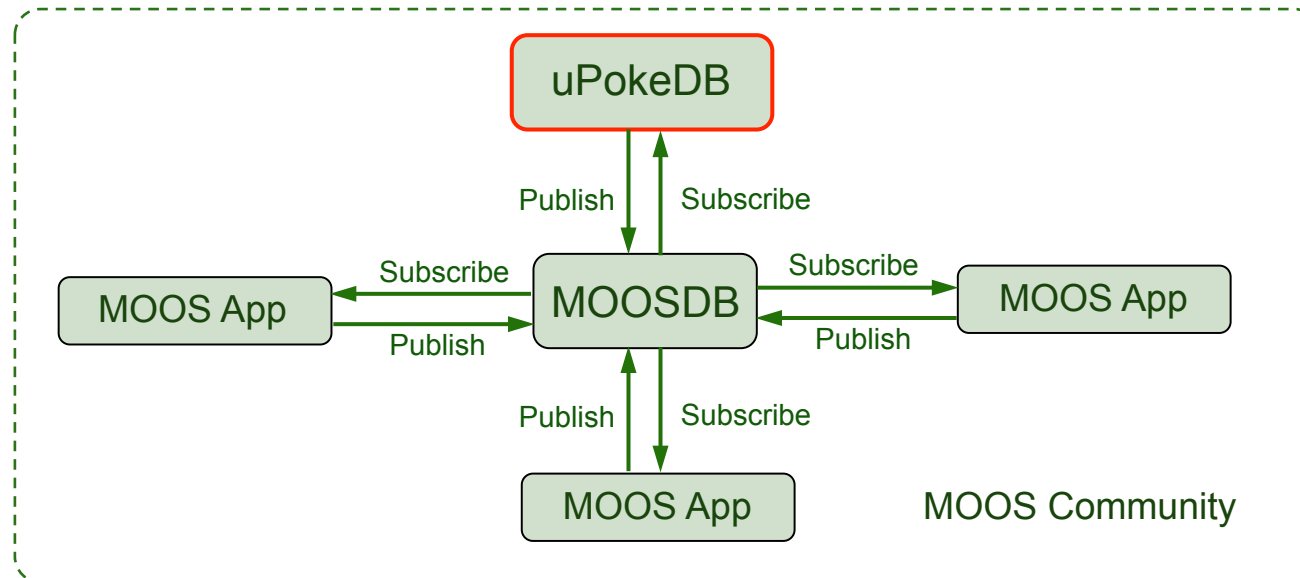
- uXMS - A tool for focused scoping of the MOOSDB from the console.
- uPokeDB - A tool for poking the MOOSDB from the command line.
- pMarineViewer - A GUI tool for rendering vehicle operations onto an geo-referenced display.
- pNodeReporter - Captures vehicle state information and publishes a summary string.
- uHelmScope - A specialized scope on IvP Helm status and recent history.
- pBasicContactMgr - A simple manager of vehicle contacts, and generation of alerts.
- uTimerScript - A tool for scripting (possibly conditional and random) pokes to the MOOSDB.

The uPokeDB Utility: Definition of a MOOS Poke



What is a MOOS *poke*?

A poke is the publication of a MOOS variable-value pair to a given MOOSDB. The “poke” implies that publication is “one-time” event.



- uPokeDB primarily *publishes* to the MOOSDB (the poke).
- uPokeDB also *subscribes* to the MOOSDB for mail on the variable it is poking – to show the user the variable value prior to the poke, and confirm the variable value after the poke.



The uPokeDB Utility: Launching the Utility and Understanding the Output

The uPokeDB utility is launched from the command line:

```
$ uPokeDB alpha.moos DEPLOY=true MOOS_MANUAL_OVERRIDE=false
```

```
Terminal -- tcsh -- 76x35 -- %6
$ uPokeDB alpha.moos DEPLOY=true MOOS_MANUAL_OVERRIDE=false
Mission File was provided: alpha.moos
*****
*          This is MOOS Client          *
*          c. P Newman 2001            *
*                                     *
*****
-----MOOS CONNECT-----
contacting a MOOS server localhost:9000 - try 00001
Contact Made
Handshaking as "uPokeDB"
Handshaking Complete
Invoking User OnConnect() callback...ok
-----

uPokeDB is Running:
  AppTick @ 5.0 Hz
  CommsTick @ 5 Hz

PRIOR to Poking the MOOSDB
VarName      (S)ource  (T)ime  VarValue
-----
DEPLOY       pHelmIvP  0.78   "false"
MOOS_MANUAL_OVERRIDE

AFTER Poking the MOOSDB
VarName      (S)ource  (T)ime  VarValue
-----
DEPLOY       uPokeDB   7.23   "true"
MOOS MANUAL_OVERRIDE  uPokeDB   7.23   "false"

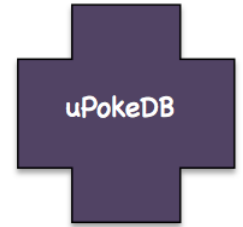
Mike B $
```

(1) Upon launching uPokeDB will confirm connection to the MOOSDB.

(2) It will write to stdout, the current values of the variables being poked.

(3) It will confirm the new values of the variables after the poke – as seen by the mail received by the MOOSDB.

(4) It will then quit.



The uPokeDB Utility:

Other ways of Poking the MOOSDB

- A “Poke” is just publication to the MOOSDB, no different than the publications that occur when a MOOS application publishes/writes/posts to the MOOSDB.
 - A publication is only “poke” because it is regarded as being outside the “normal” set of variables published by that particular application.
-

Some other utilities and methods for Poking The MOOSDB:

(1) iRemote:

- It may be configured to associate a poke with any unmapped key.

(2) uTermCommand:

- A utility for configuring user-defined pokes (variable-value pairs) with a unique key word. uTermCommand then allows the user to type in the key word and trigger the poke. The key word may trigger more than one poke if desired.
- The uTermCommand utility is in the moos-ivp tree.

(3) pMarineViewer:

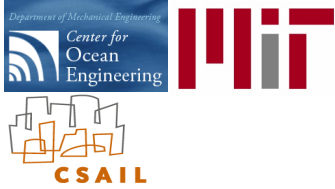
- On-screen buttons may be configured to trigger one or more user-defined pokes.
- An “Action” pull-down menu may be configure to associate a pull-down menu item with one or more pokes.

The pMarineViewer Utility: A GUI for Mission Control



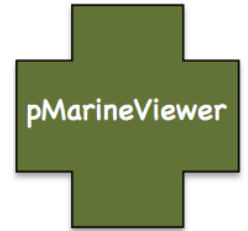
MOOS Modules:

- uXMS - A tool for focused scoping of the MOOSDB from the console.
- uPokeDB - A tool for poking the MOOSDB from the command line.
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- uTimerScript - A tool for scripting (possibly conditional and random) pokes to the MOOSDB.



The pMarineViewer Utility:

What it is, and is not



What is pMarineViewer?

- A run-time tool for rendering one or more vehicles during operation or simulation.
- Rendering is possible on a geographical map, given a map image and coordinates.
- Geometric objects, e.g., a set of waypoints or polygon, may also be rendered.
- It may be used for command-and-control by configuring pokes to the local MOOSDB.

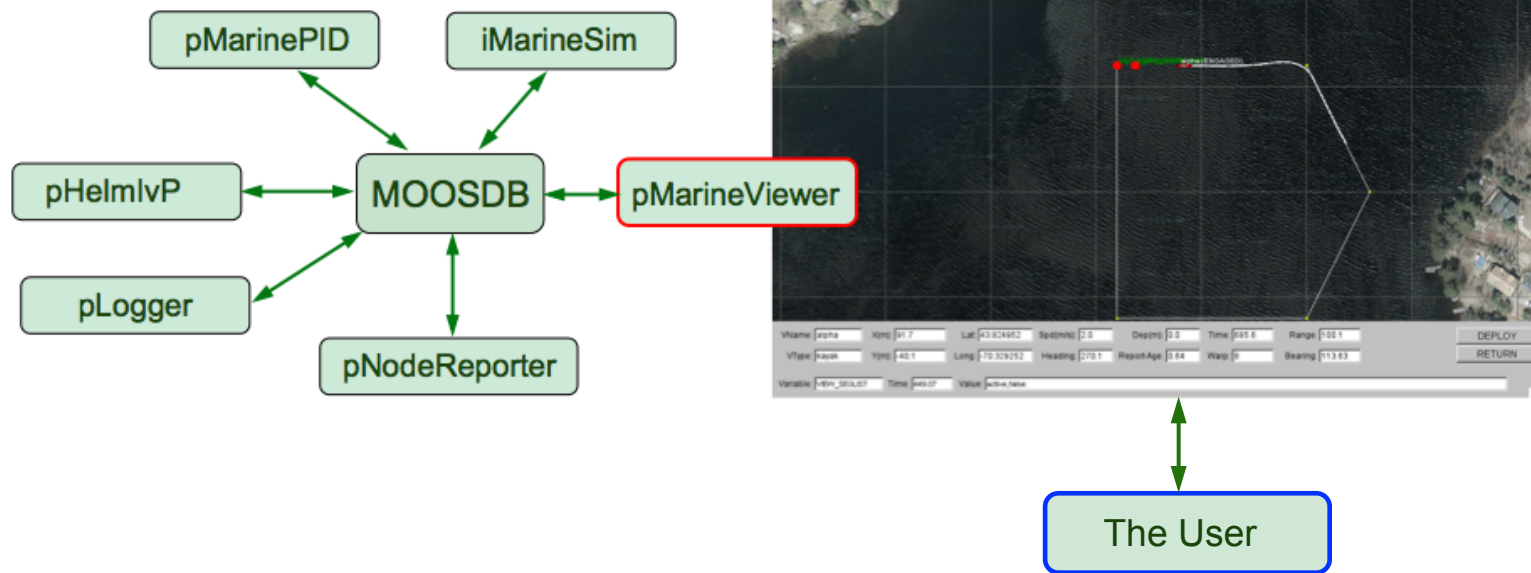
What pMarineViewer is NOT:

- It is not a mission-planning tool.
- It is not a post-mission analysis tool (unless using the uPlayback utility).
- It is not capable of “pausing” or moving back in time.
- It does not have any communications capability to other MOOS communities, local or remote.

The pMarineViewer Utility: One Simple MOOS Community Topology

A simple topology, used in the Alpha example mission:

- pMarineViewer connects to the same MOOSDB (MOOS Community) running the vehicle.

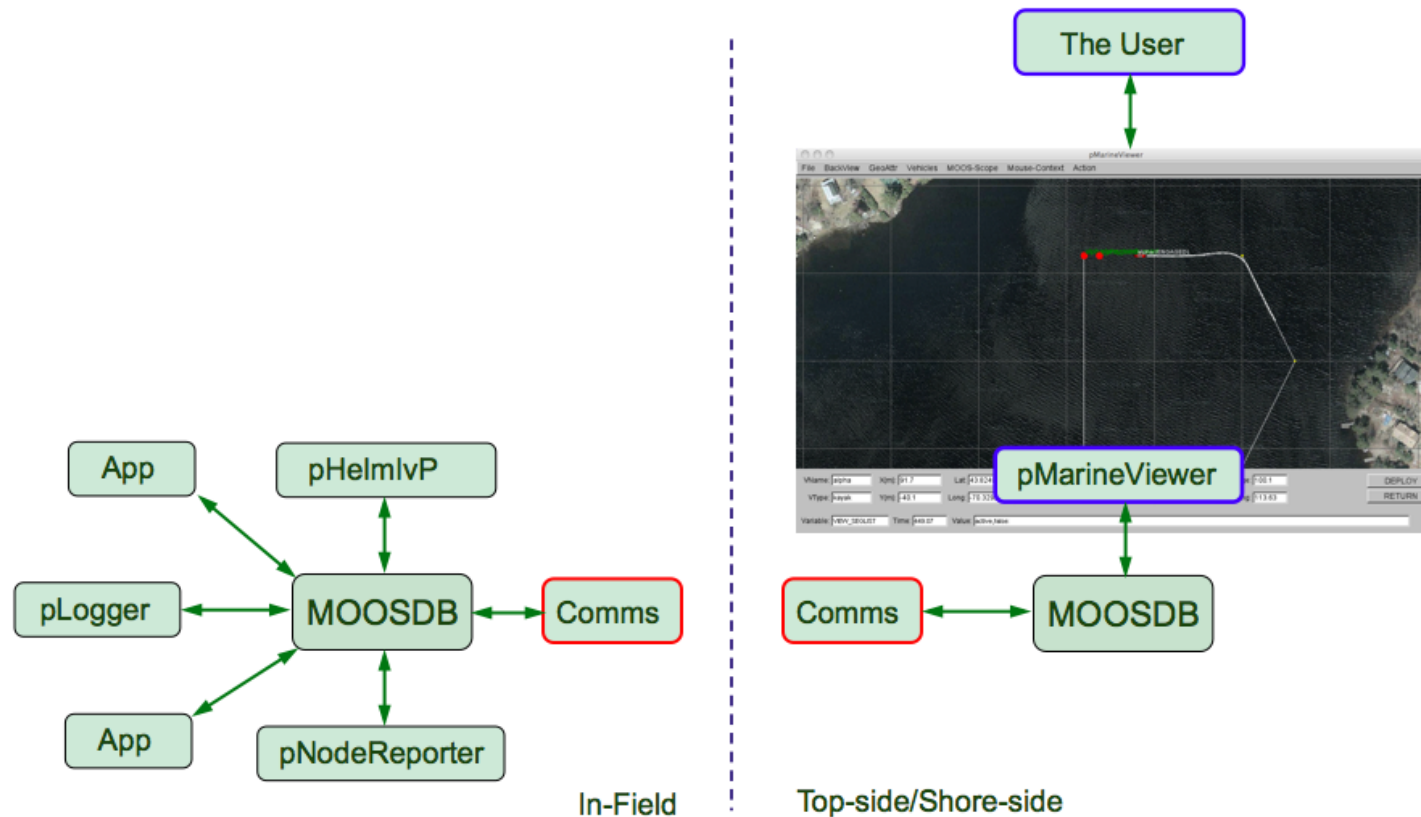


- The User interacts with the GUI to alter the rendering perspective and poke commands to the MOOSDB.
- pNodeReporter publishes NODE_REPORT postings, read by pMarineViewer to update vehicle positions.
- pHelmlvP publishes geometric artifacts like waypoints, read by pMarineViewer and rendered.

The pMarineViewer Utility: A More Extendable MOOS Community Topology

A simple topology, used in the Alpha example mission:

- pMarineViewer runs in its own dedicated MOOS Community – typically on a different machine.

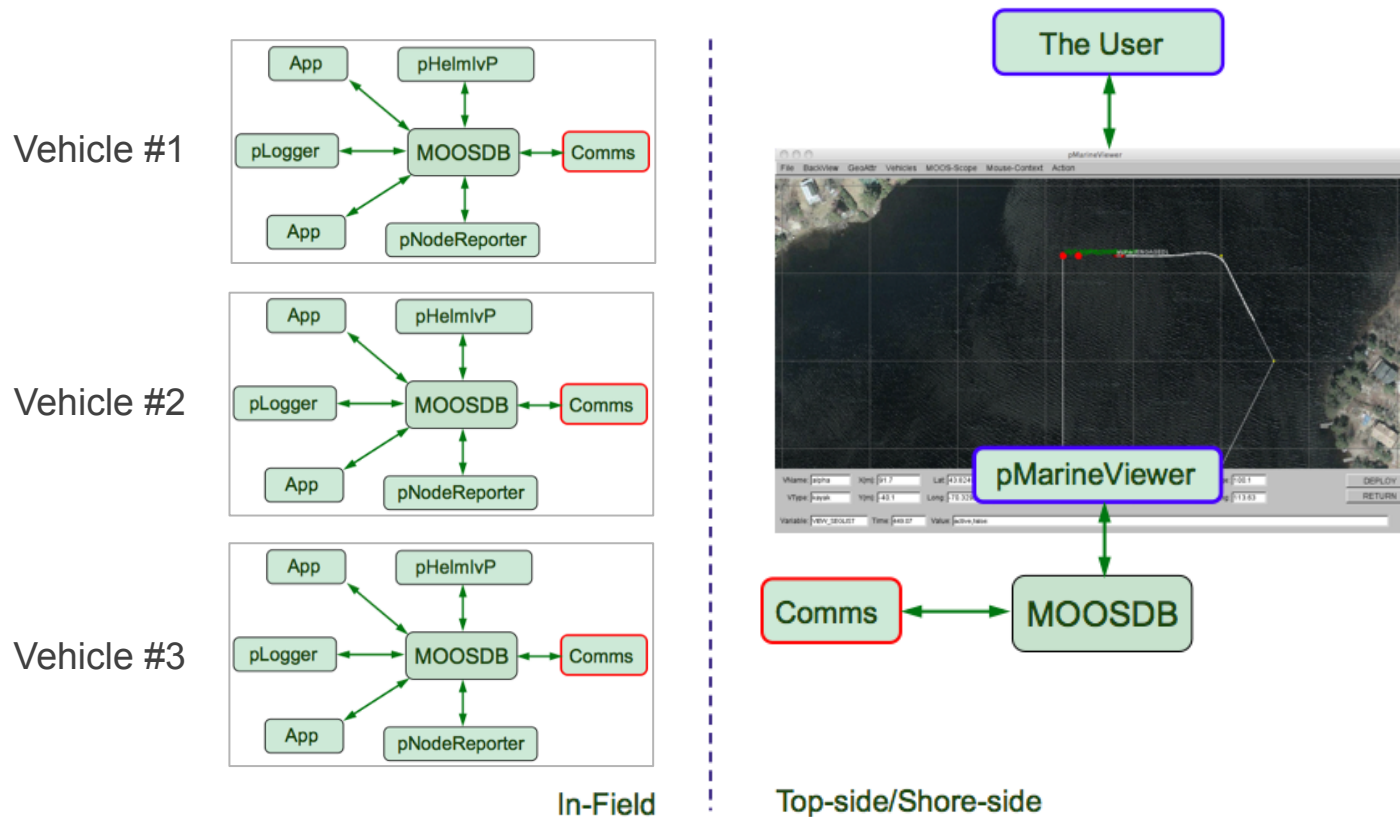


- The Comms connection may be Acomms, Wifi, Iridium, or just may be running on the same machine.
- There may be an arbitrary number of vehicles connected to the pMarineViewer Community.

The pMarineViewer Utility: A More Extendable MOOS Community Topology

A simple topology, used in the Alpha example mission:

- pMarineViewer runs in its own dedicated MOOS Community – typically on a different machine.



- The Comms connection may be Acomms, Wifi, Iridium, or just may be running on the same machine.
- There may be an arbitrary number of vehicles connected to the pMarineViewer Community.

The pMarineViewer Utility: The BackView Pull-Down Menu

The screenshot shows the pMarineViewer application window with the 'BackView' menu open. The menu items and their keyboard shortcuts are as follows:

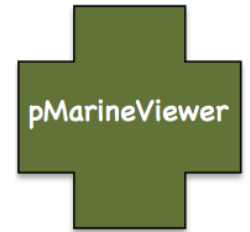
Zoom In	I
Zoom Out	O
Zoom Reset	Ctrl+Z
Pan Up	Up
Pan Down	Down
Pan Left	Left
Pan Right	Right
Pan Up (slow)	Option+Up
Pan Down (slow)	Option+Down
Pan Left (slow)	Option+Left
Pan Right (slow)	Option+Right
Pan Up (v. slow)	Ctrl+Up
Pan Down (v. slow)	Ctrl+Down
Pan Left (v. slow)	Ctrl+Left
Pan Right (v. slow)	Ctrl+Right
tiff_view toggle	B
tiff_type toggle	.
back_shade lighter	Ctrl+B
back_shade darker	Option+B
hash_view toggle	H
hash_shade lighter	Ctrl+H
hash_shade darker	Option+H
<input type="radio"/> hash_delta=10	Option+1
<input type="radio"/> hash_delta=50	Option+2
<input type="radio"/> hash_delta=100	Option+3
<input type="radio"/> hash_delta=200	Option+4
<input type="radio"/> hash_delta=500	Option+5
<input type="radio"/> hash_delta=1000	Option+6
<input type="radio"/> Hash Auto	Option+7

Callout boxes in the image point to the following features:

- Zoom Control:** Points to the Zoom In, Zoom Out, and Zoom Reset items.
- Pan Control (regular):** Points to the Pan Up, Pan Down, Pan Left, and Pan Right items.
- Pan Control (Slow):** Points to the Pan Up (slow), Pan Down (slow), Pan Left (slow), and Pan Right (slow) items.
- Pan Control (Very Slow):** Points to the Pan Up (v. slow), Pan Down (v. slow), Pan Left (v. slow), and Pan Right (v. slow) items.
- Turn off/on the background image:** Points to the tiff_view toggle and tiff_type toggle items.
- Toggle the hash marks and adjust shading:** Points to the hash_view toggle, hash_shade lighter, and hash_shade darker items.
- Control the hash mark spacing:** Points to the hash_delta radio button options.
- Hash Marks:** Points to the grid overlay on the map.

At the bottom of the window, there are input fields for Time (524.0), Range (130.2), Warp (8), and Bearing (152.62), along with DEPLOY and RETURN buttons.

The pMarineViewer Utility: The GeoAttributes Pull-Down Menu



The screenshot shows the pMarineViewer application interface. The 'GeoAttr' menu is open, listing various geographic features and their corresponding edit/toggle actions. Callouts explain the function of each menu item:

- Polygons - Edit**: Adjust default XYPolygon attributes
- Polygons - Toggle (P)**: Adjust default XYPolygon attributes
- SegLists - Edit**: Adjust default XYSegList attributes
- SegLists - Toggle (S)**: Adjust default XYSegList attributes
- Points - Edit**: Adjust default XYPoint attributes
- Points - Toggle (J)**: Adjust default XYPoint attributes
- XYGrids - Edit**: Adjust default XYGrid attributes
- XYGrids - Toggle (G)**: Adjust default XYGrid attributes
- Datum - Edit**: Toggle the rendering of the Datum
- Datum - Toggle (D)**: Toggle the rendering of the Datum
- Markers - Edit**: Adjust default Markers attributes
- Markers - Toggle (M)**: Adjust default Markers attributes
- OpArea - Edit**: Adjust default OpArea attributes
- OpArea - Toggle (U)**: Adjust default OpArea attributes
- DropPoints - Edit**: Adjust default DropPoints attributes
- DropPoints - Toggle (R)**: Adjust default DropPoints attributes

Additional callouts on the map:

- XYSegList**: Points to a yellow dot on the map.
- XYPoints**: Points to red dots on the map, labeled 'alpha (ENGAGED)', 'alpha - track point', and 'alpha - stop point'.

The application status bar at the bottom displays the following data:

VName: alpha	X(m): 59.9	Lat: 43.824268	Spd(m/s): 2.0	Dep(m): 0.0	Time: 524.0	Range: 130.2	DEPLOY	
VType: kayak	Y(m): -115.6	Long: -70.329632	Heading: 180.0	Report-Age: 0.84	Warp: 8	Bearing: 152.62	RETURN	
Variable: VIEW_SEGLIST	Time: 449.07	Value: active,false:						

The pMarineViewer Utility: The GeoAttributes Pull-Down Menu



The screenshot shows the pMarineViewer application window with the 'GeoAttr' menu open. The menu items are:

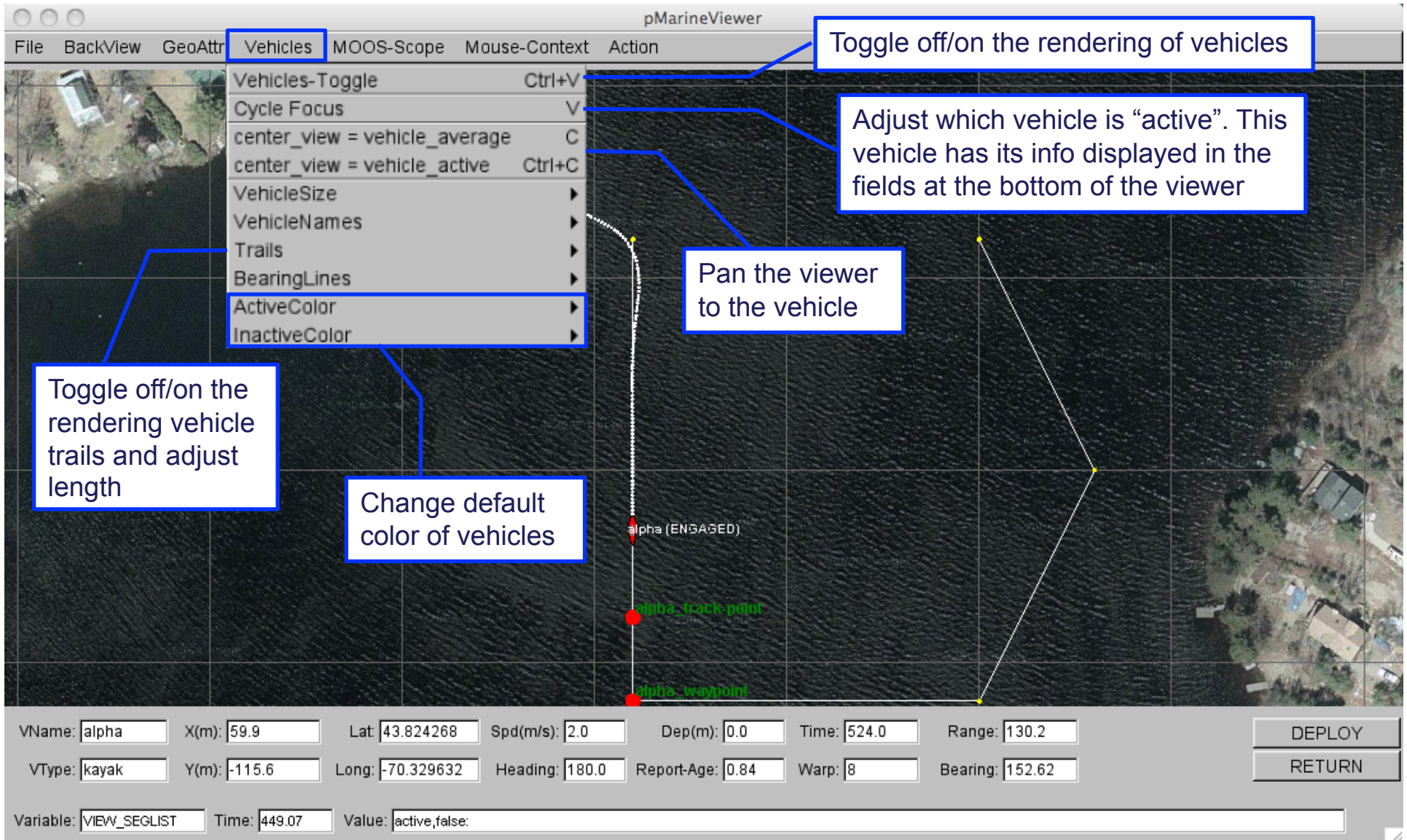
- Polygons - Edit
- Polygons - Toggle P
- SegLists - Edit
- SegLists - Toggle S
- Points - Edit
- Points - Toggle J
- XYGrids - Edit
- XYGrids - Toggle G
- Datum - Edit
- Datum - Toggle D
- Markers - Edit
- Markers - Toggle M
- OpArea - Edit
- OpArea - Toggle U
- DropPoints - Edit
- DropPoints - Toggle R

Annotations and callouts:

- A blue callout box points to the 'SegLists - Toggle S' and 'XYGrids - Toggle G' items, stating: "Toggle or adjust default attributes for the XYPolygon, XYSegList, XYPoint, and XYGrid objects."
- A blue callout box points to the 'Datum - Toggle D' item, stating: "Toggle the rendering of the Datum"
- A blue callout box points to the 'Markers - Edit' and 'DropPoints - Toggle R' items, stating: "Toggle or adjust default attributes for Markers, OpArea and DropPoint objects."
- An orange callout box labeled 'XYSegList' points to a white line segment on the map.
- An orange callout box labeled 'XYPoints' points to two red circular markers on the map.

The application interface includes a menu bar (File, BackView, GeoAttr, Vehicles, MOOS-Scope, Mouse-Context, Action), a map area, and a control panel at the bottom with fields for VName, X(m), Lat, Spd(m/s), Dep(m), Time, Range, VType, Y(m), Long, Heading, Report-Age, Warp, Bearing, and buttons for DEPLOY and RETURN. A variable display at the bottom shows: Variable: VIEW_SEGLIST, Time: 449.07, Value: active,false.

The pMarineViewer Utility: The Vehicles Pull-Down Menu



The screenshot shows the pMarineViewer application window with the 'Vehicles' menu open. The menu items and their functions are as follows:

- Vehicles-Toggle** (Ctrl+V): Toggles the rendering of vehicles on/off.
- Cycle Focus** (V): Adjusts which vehicle is "active". The active vehicle's info is displayed in the fields at the bottom of the viewer.
- center_view = vehicle_average** (C): Centers the view on the average position of all vehicles.
- center_view = vehicle_active** (Ctrl+C): Centers the view on the active vehicle.
- VehicleSize**: Adjusts the size of the vehicle icons.
- VehicleNames**: Toggles the display of vehicle names.
- Trails**: Toggles the display of vehicle movement trails.
- BearingLines**: Toggles the display of bearing lines.
- ActiveColor**: Changes the default color of active vehicles.
- InactiveColor**: Changes the default color of inactive vehicles.

Additional callouts on the interface include:

- Toggle off/on the rendering of vehicles**: Points to the Vehicles-Toggle menu item.
- Adjust which vehicle is "active". This vehicle has its info displayed in the fields at the bottom of the viewer**: Points to the Cycle Focus menu item.
- Pan the viewer to the vehicle**: Points to the center_view = vehicle_active menu item.
- Toggle off/on the rendering vehicle trails and adjust length**: Points to the Trails menu item.
- Change default color of vehicles**: Points to the ActiveColor and InactiveColor menu items.

The bottom status bar displays the following information for the active vehicle 'alpha':

VName: alpha	X(m): 59.9	Lat: 43.824268	Spd(m/s): 2.0	Dep(m): 0.0	Time: 524.0	Range: 130.2	DEPLOY	
VType: kayak	Y(m): -115.6	Long: -70.329632	Heading: 180.0	Report-Age: 0.84	Warp: 8	Bearing: 152.62	RETURN	
Variable: VIEW_SEGLIST	Time: 449.07	Value: active,false:						

The pMarineViewer Utility: The MOOS-Scope Pull-Down Menu



The screenshot shows the pMarineViewer application window with the MOOS-Scope menu open. The menu items are:

- Add Variable (A)
- Toggle-Previous-Scope (/)
- Cycle-Scope-Variables (Ctrl+)
- VIEW_SEGLIST
- VIEW_POINT
- VIEW_POLYGON
- NAV_X
- NAV_Y
- MVIEWER_LCLICK
- MVIEWER_RCLICK

Annotations on the screenshot:

- Add a MOOS variable to be Scoped in the Scope field.** (points to the 'Add Variable' menu item)
- Toggle between the two variables most recently chosen for scoping** (points to the 'Toggle-Previous-Scope' menu item)
- Cycle between all variables identified for scoping.** (points to the 'Cycle-Scope-Variables' menu item)
- The list of all variables identified for scoping.** (points to the list of variables in the menu)

At the bottom of the window, there are several data fields:

- VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:
- VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:
- Buttons:
- Variable: Time: Value:

The pNodeReporter Utility: Summarizing a Node's Status



MOOS Modules:

- uXMS - A tool for focused scoping of the MOOSDB from the console.
- uPokeDB - A tool for poking the MOOSDB from the command line.
- pMarineViewer - A GUI tool for rendering vehicle operations onto an geo-referenced display.
- pNodeReporter - Captures vehicle state information and publishes a summary string.
- uHelmScope - ~~A specialized scope on IvP Helm status and recent history.~~
- pBasicContactMgr - A simple manager of vehicle contacts, and generation of alerts.
- uTimerScript - A tool for scripting (possibly conditional and random) pokes to the MOOSDB.

The pNodeReporter Utility:

What it is, and is not



What is pNodeReporter?

- A run-time tool for gathering information about ownship and summarizing in a single MOOS variable.
- The single MOOS variable is `NODE_REPORT_LOCAL`.
- It reports information on the platform position and trajectory.
- It reports information on the platform type, and length.
- It reports certain key information regarding the state of the IvP Helm.
- It can be viewed as a loose proxy for an AIS (Automatic Information System) report.

What pNodeReporter is NOT:

- It does not handle communications between platforms.
- It does not handle incoming reports from other platforms.

The pNodeReporter Utility: Basic Functions



Source	Field	Example
Derived from the MOOS Community name.	NAME	"NAME=alpha"
Derived from pNodeReporter configuration parameters	TYPE LENGTH	"TYPE=UUV, LENGTH=4.6"
Derived from DB_UPTIME	MOOSDB_TIME	"MOOSDB_TIME=146.7"
Derived from calling MOOSTime() from within pNodeReporter	UTC_TIME	"UTC_TIME=1281548666.57"
Derived from the vehicle navigation system: NAV_X, NAV_Y etc.	X Y HDG SPD YAW DEPTH LAT LON	"X=109.2, Y=-22.0, HDG=37.2, SPD=1.7, YAW=0.78, DEPTH=12, LAT=43.82530, LON=-70.33040"
Derived from output of the helm: IVPHELM_ENGAGED, IVPHELM_SUMMARY	MODE	"MODE=MODE@ACTIVE: SURVEY, ALLSTOP=clear"

The pNodeReporter Utility: Alpha Example Mission



In the Alpha Example Mission:

- Launch the mission
- Run uXMS with:

```
$ uXMS -history=NODE_REPORT_LOCAL
```

- Note the successive values of NODE_REPORT_LOCAL reported.

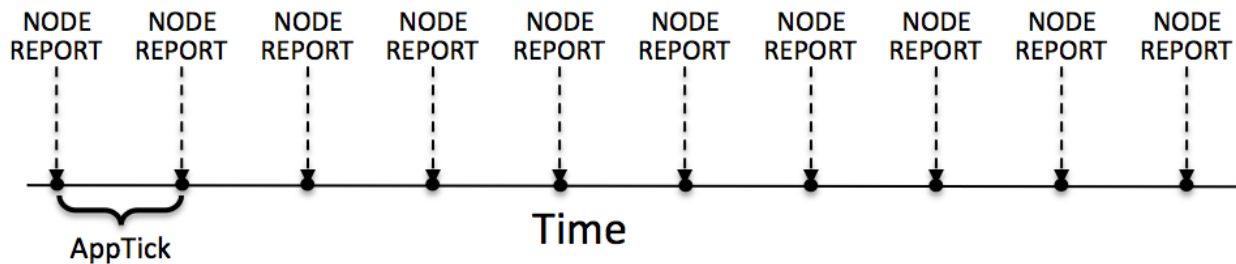
```
Terminal — uXMS — 146x24

VarName          (S) (T) VarValue (MODE = HISTORY:PAUSED)
-----
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=123.30,UTC_TIME=1281558263.13,X=0.00,Y=0.00,LAT=43.825300,LON=-70.330400,S
PD=0.00,HDG=180.00,YAW=180.00000,DEPTH=0.00,LENGTH=4.0,MODE=DISENGAGED,ALLSTOP=ManualOverride"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=124.30,UTC_TIME=1281558263.63,X=0.00,Y=0.00,LAT=43.825300,LON=-70.330400,S
PD=0.00,HDG=180.00,YAW=180.00000,DEPTH=0.00,LENGTH=4.0,MODE=DISENGAGED,ALLSTOP=ManualOverride"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=124.30,UTC_TIME=1281558264.13,X=0.00,Y=0.00,LAT=43.825300,LON=-70.330400,S
PD=0.00,HDG=180.00,YAW=180.00000,DEPTH=0.00,LENGTH=4.0,MODE=DISENGAGED,ALLSTOP=ManualOverride"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=125.30,UTC_TIME=1281558264.63,X=0.00,Y=0.00,LAT=43.825300,LON=-70.330400,S
PD=0.00,HDG=180.00,YAW=180.00000,DEPTH=0.00,LENGTH=4.0,MODE=DISENGAGED,ALLSTOP=ManualOverride"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=125.30,UTC_TIME=1281558265.13,X=0.00,Y=0.00,LAT=43.825300,LON=-70.330400,S
PD=0.00,HDG=180.00,YAW=180.00000,DEPTH=0.00,LENGTH=4.0,MODE=ENGAGED,ALLSTOP=clear"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=126.30,UTC_TIME=1281558265.63,X=0.00,Y=-0.60,LAT=43.825295,LON=-70.330400,
SPD=1.99,HDG=174.19,YAW=174.19226,DEPTH=0.23,LENGTH=4.0,MODE=MODE@ACTIVE:SURVEYING,ALLSTOP=clear"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=126.30,UTC_TIME=1281558266.13,X=0.13,Y=-1.59,LAT=43.825286,LON=-70.330398,
SPD=1.99,HDG=165.72,YAW=165.71888,DEPTH=0.60,LENGTH=4.0,MODE=MODE@ACTIVE:SURVEYING,ALLSTOP=clear"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=127.30,UTC_TIME=1281558266.63,X=0.40,Y=-2.55,LAT=43.825277,LON=-70.330394,
SPD=1.99,HDG=158.68,YAW=158.67596,DEPTH=0.98,LENGTH=4.0,MODE=MODE@ACTIVE:SURVEYING,ALLSTOP=clear"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=127.30,UTC_TIME=1281558267.13,X=0.79,Y=-3.47,LAT=43.825269,LON=-70.330390,
SPD=2.00,HDG=152.82,YAW=152.82229,DEPTH=1.35,LENGTH=4.0,MODE=MODE@ACTIVE:SURVEYING,ALLSTOP=clear"
NODE_REPORT_LOCAL (1) "NAME=henry,TYPE=UUV,MOOSDB_TIME=128.31,UTC_TIME=1281558267.63,X=1.26,Y=-4.35,LAT=43.825261,LON=-70.330383,
SPD=2.00,HDG=147.79,YAW=147.78912,DEPTH=1.73,LENGTH=4.0,MODE=MODE@ACTIVE:SURVEYING,ALLSTOP=clear"
```


The pNodeReporter Utility: The Optional Blackout Interval Option

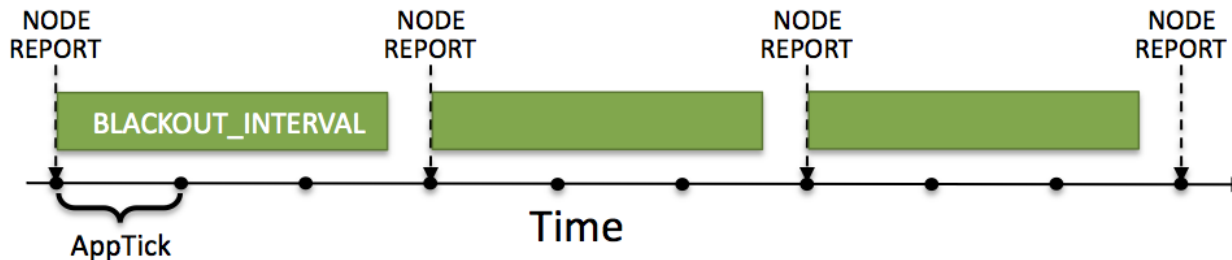


Normally a node report once per iteration, determined solely by the APP_TICK parameter.



At times it is useful to add an artificial delay between postings.

`BLACKOUT_INTERVAL = 35`



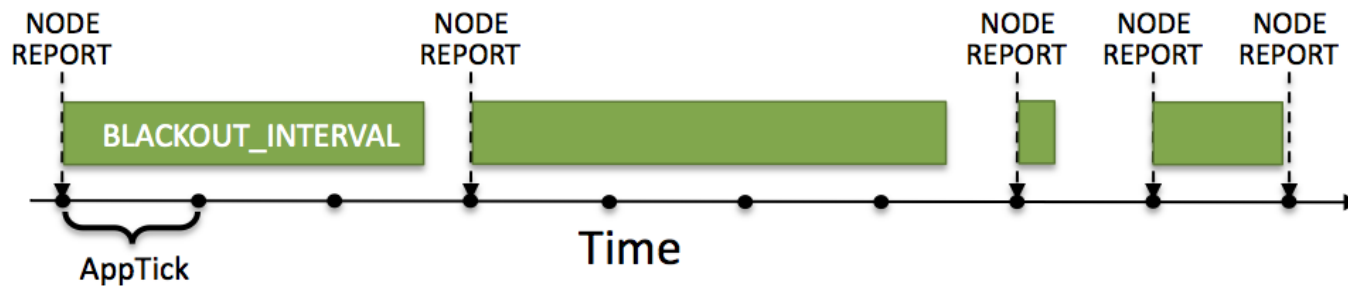
The pNodeReporter Utility: Random Blackout Intervals



- Node reports are typically only useful as information sent to other nodes.
- There are often dropped node messages due to the uncertain nature of communications.
- Applications receiving node reports usually implement provisions that take dropped messages into account.
- For example, a collision avoidance behavior may extrapolate the contact position in between node reports.
- To test the robustness of dealing with dropped node reports, we want to simulate them easily.
- The dropouts occur in the field more or less randomly (but may be range dependent etc.)

The Blackout Interval may be configured to vary randomly:

```
BLACKOUT_VARIANCE = 45
```



The uHelmScope Utility: Scoping on the IvP Helm



MOOS Modules:

- uXMS - A tool for focused scoping of the MOOSDB from the console.
- uPokeDB - A tool for poking the MOOSDB from the command line.
- pMarineViewer - A GUI tool for rendering vehicle operations onto an geo-referenced display.
- pNodeReporter - Captures vehicle state information and publishes a summary string.
- uHelmScope - A specialized scope on IvP Helm status and recent history.
- pBasicContactMgr - A simple manager of vehicle contacts, and generation of alerts.
- uTimerScript - A tool for scripting (possibly conditional and random) pokes to the MOOSDB.

The uHelmScope Utility: What it is, and is not



What is uHelmScope?

- It is a specialized scope on the MOOSDB for reporting information specific to the IvP Helm.
- It is console-based (like uXMS) and requires no graphics libraries.
- It reports on which behaviors are active, running, idle and complete.
- It reports the helm decision for each decision variable.
- It is capable of pausing and stepping back and forth in time.
- It includes a generic MOOS scope for convenience.
- It reports on which variables are posted by the helm on a given iteration.

What uHelmScope is NOT:

- It does not post any information to the helm or any other MOOS applications.
- It is not a graphical tool.

The uHelmScope Utility: A typical report from uHelmScope



From the Alpha example mission, shortly after deploying the vehicle:

```

Terminal - uHelmScope -- 127x38 -- 66
===== uHelmScope Report ===== ENGAGED (2)
Helm Iteration: 403 (hz=0.25)(5) (hz=0.25)(18) (hz=0.26)(max)
IvP functions: 1
Mode(s):
SolveTime: 0.00 (max=0.00)
CreateTime: 0.00 (max=0.01)
LoopTime: 0.00 (max=0.01)
Halted: false (0 warnings)
Helm Decision: [speed,0,4,21] [course,0,359,360]
course = 73.0
speed = 2.0
Behaviors Active: ----- (1)
waypt_survey (100.9) (pwt=100.00) (pcs=6) (cpu=0.43) (upd=0/0)
Behaviors Running: ----- (0)
Behaviors Idle: ----- (2)
waypt_return, hsline
Behaviors Completed: ----- (0)

# MOOSDB-SCOPE ----- (Hit '#' to en/disable)
#
# VarName Source Time Community VarValue
# -----
# BHV_WARNING n/a n/a n/a n/a
# DEPLOY* pMarin..ewer 128.28 alpha "true"
# HSLINE* pHelmIvP 128.28 alpha "off"
# RETURN* pMarin..ewer 128.28 alpha "false"

@ BEHAVIOR-POSTS TO MOOSDB ----- (Hit '@' to en/disable)
@
@ MOOS Variable Value
@ ----- (BEHAVIOR=waypt_survey)
@ WPT_STAT vname=alpha,behavior-name=waypt_survey,index=2,hit +
@ VIEW_POINT active,true:label,alpha_waypoint:label_color,0.000 +
@ VIEW_POINT active,true:label,alpha_track-point:label_color,0. +
  
```

The *Helm Report*: An overview of which behaviors' run state and information on IvP function characteristics and solve time.

The *MOOS Scope*: A mini MOOS scope for the convenience of scoping on a few variables of the user's choosing.

The *Behavior-Posts*: A set of variable-value pairs posted by the helm in the current iteration.

The uHelmScope Utility: A Closer Look at the Helm Report (the top section)

of IvP functions in current decision

Engagement status

of reports written to the console

```

===== uHelmScope Report ===== ENGAGED (2)
Helm Iteration: 403 (hz=0.25)(5) (hz=0.25)(18) (hz=0.26)(max)
IvP functions: 1
Mode(s):
SolveTime: 0.00 (max=0.00)
CreateTime: 0.00 (max=0.01)
LoopTime: 0.00 (max=0.01)
Halted: false (0 warnings)
Helm Decision: [speed,0,4,21] [course,0,359,360]
course = 73.0
speed = 2.0
Behaviors Active: ----- (1)
waypt_survey (100.9) (pwt=100.00) (pcs=6) (cpu=0.43) (upd=0/0)
Behaviors Running: ----- (0)
Behaviors Idle: ----- (2)
waypt_return, hsline
Behaviors Completed: ----- (0)
  
```

Average CPU time between iterations for the last 5 iterations

Maximum CPU time observed for all iterations.

The uHelmScope Utility: A Closer Look at the Helm Report (the top section)

of IvP functions in current decision

Engagement status

of reports written to the console

```

===== uHelmScope Report ===== ENGAGED (2)
Helm Iteration: 403      (hz=0.25)(5)  (hz=0.25)(18)  (hz=0.26)(max)
IvP functions: 1
Mode(s):
SolveTime:      0.00      (max=0.00)
CreateTime:     0.00      (max=0.01)
LoopTime:       0.00      (max=0.01)
Halted:         false    (0 warnings)
Helm Decision: [speed,0,4,21] [course,0,359,360]
● course = 73.0
● speed = 2.0
Behaviors Active: ----- (1)
  waypt_survey (100.9) (pwt=100.00)
Behaviors Running: ----- (0)
Behaviors Idle: ----- (2)
  waypt_return, hsline
Behaviors Completed: ----- (0)
  
```

Total solve time for the current iteration – and max solve time for all iterations.

Total create time for the current iteration – and max solve time for all iterations.

The Helm decision space: variable name, low value, high value and number of points.

The current helm decision.

The uHelmScope Utility: A Closer Look at the Helm Report (the top section)

```

===== uHelmScope Report ===== ENGAGED (2)
Helm Iteration: 403 (hz=0.25)(5) (hz=0.25)(18) (hz=0.26)(max)
IvP functions: 1
Mode(s):
SolveTime: 0.00 (max=0.00)
CreateTime: 0.00 (max=0.01)
LoopTime: 0.00 (max=0.01)
Halted: false (0 warnings)
Helm Decision: [speed,0,4,21] [course,0,359,360]
course = 73.0
speed = 2.0
Behaviors Active: ----- (1)
  waypt_survey (100.9) (pwt=100.00) (pcs=6) (cpu=0.43) (upd=0/0)
Behaviors Running: ----- (0)
Behaviors Idle: ----- (2)
  waypt_return, hsline
Behaviors Completed: ----- (0)
  
```

Total behaviors in this run state

CPU time to make the IvP Function

Priority Weight

Pieces in the IvP Function

of successful updates vs. # of attempted behavior updates.

Behavior States: Which behaviors are active, running, idle or completed. For active behaviors, information is given on their IvP function.

The uHelmScope Utility:

A Closer Look at the MOOS Scope (middle section)

```
# MOOSDB-SCOPE ----- (Hit '#' to en/disable)
#
# VarName          Source          Time          Community     VarValue
# -----          -
# BHV_WARNING      n/a              n/a           n/a           n/a
# DEPLOY*          pMarin..ewer    128.28        alpha         "true"
# HSLINE*          pHelmIvP         128.28        alpha         "off"
# RETURN*          pMarin..ewer    128.28        alpha         "false"
```

List of variables to scope

Source of the last post

Time of the last post

Variable Value

The uHelmScope Utility:

A Closer Look at the MOOS Scope (middle section)

The *Behavior-Posts* section displays only those variable-value pairs posted by the Helm on the current iteration.

```
@ BEHAVIOR-POSTS TO MOOSDB ----- (Hit '@' to en/disable)
@
@ MOOS Variable      Value
@ -----          ----- (BEHAVIOR=waypt_survey)
@ WPT_STAT           vname=alpha,behavior-name=waypt_survey,index=2,hit +
@ VIEW_POINT         active,true:label,alpha_waypoint:label_color,0.000 +
@ VIEW_POINT         active,true:label,alpha_track-point:label_color,0. +
@
```

Variables posted

Variable Values

The uHelmScope Utility:

Examining the Helm Hierarchical Mode Declarations

The Hierarchical Mode Declarations for Henry in the Berta Example Mission:

```

// Excerpt from the
// henry.bhv file.

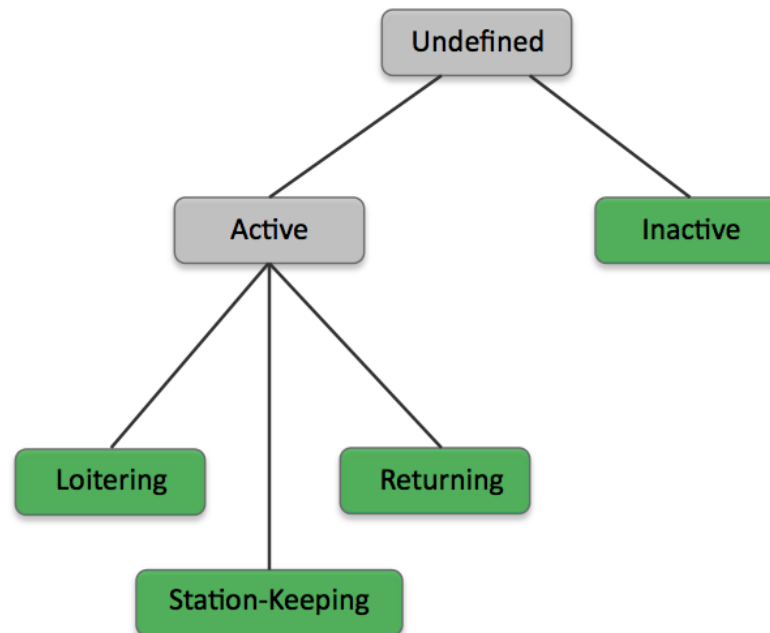
Set MODE = Active {
  DEPLOY = true
} Inactive

Set MODE = STATION-KEEPING {
  MODE = ACTIVE
  STATION_KEEP = true
}

Set MODE = RETURNING {
  MODE = ACTIVE
  RETURN = true
}

Set MODE = LOITERING {
  MODE = ACTIVE
  LOITER = true
}
    
```

Text File Configuration



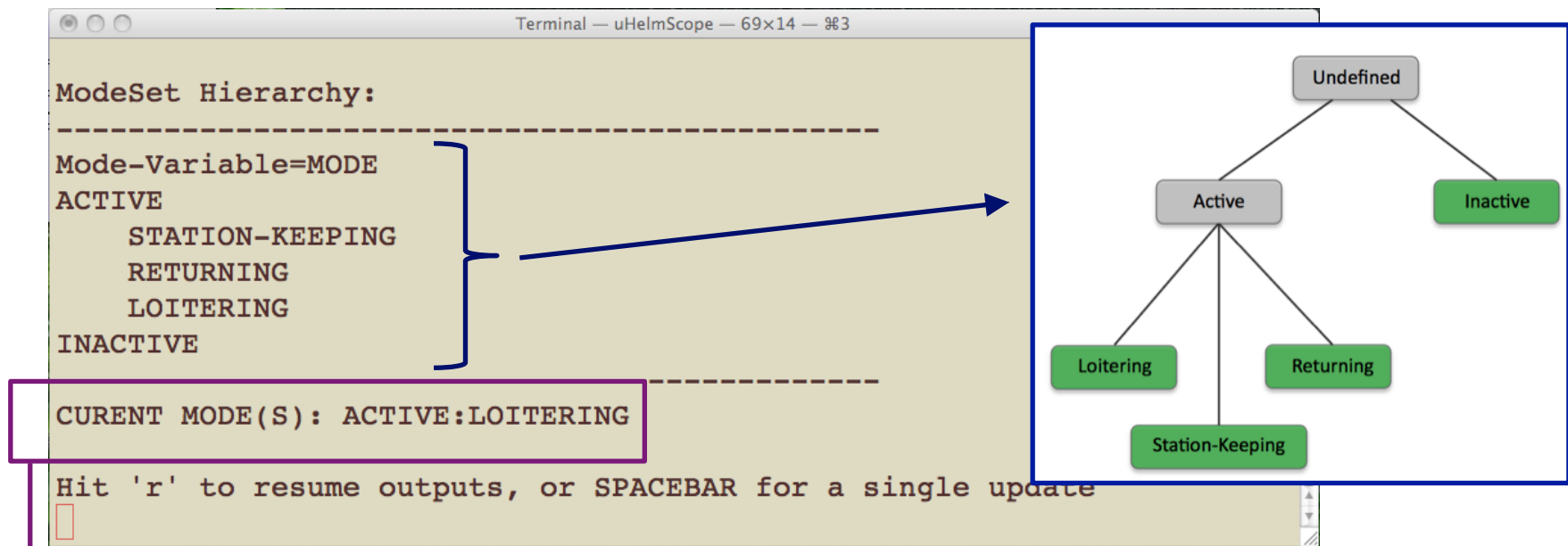
Graphical representation (manually generated)

uHelmScope can be used to visually confirm the configuration matches the intention.

The uHelmScope Utility:

Examining the Helm Hierarchical Mode Declarations

The hierarchical mode declarations may be viewed by toggling with the 'M' key:



The terminal window displays the following text:

```

Terminal — uHelmScope — 69x14 — ⌘3
ModeSet Hierarchy:
-----
Mode-Variable=MODE
ACTIVE
  STATION-KEEPING
  RETURNING
  LOITERING
INACTIVE
-----
CURRENT MODE(S): ACTIVE:LOITERING
Hit 'r' to resume outputs, or SPACEBAR for a single update
  
```

A tree diagram on the right illustrates the hierarchy:

- Undefined
 - Active
 - Loitering
 - Station-Keeping
 - Returning
 - Inactive

Annotations in the image include a blue arrow pointing from the 'ACTIVE' section of the terminal to the 'Active' node in the tree, and a purple box around 'CURRENT MODE(S): ACTIVE:LOITERING' with an arrow pointing to the explanatory text below.

The prevailing helm mode is also shown in this screen.

The pBasicContactMgr Utility: Managing Platform Contacts



MOOS Modules:

- uXMS - A tool for focused scoping of the MOOSDB from the console.
- uPokeDB - A tool for poking the MOOSDB from the command line.
- pMarineViewer - A GUI tool for rendering vehicle operations onto an geo-referenced display.
- pNodeReporter - Captures vehicle state information and publishes a summary string.
- uHelmScope - A specialized scope on IvP Helm status and recent history.
- pBasicContactMgr - A simple manager of vehicle contacts, and generation of alerts.
- uTimerScript - A tool for scripting (possibly conditional and random) pokes to the MOOSDB.

The pBasicContactMgr Utility: What it is, and is not

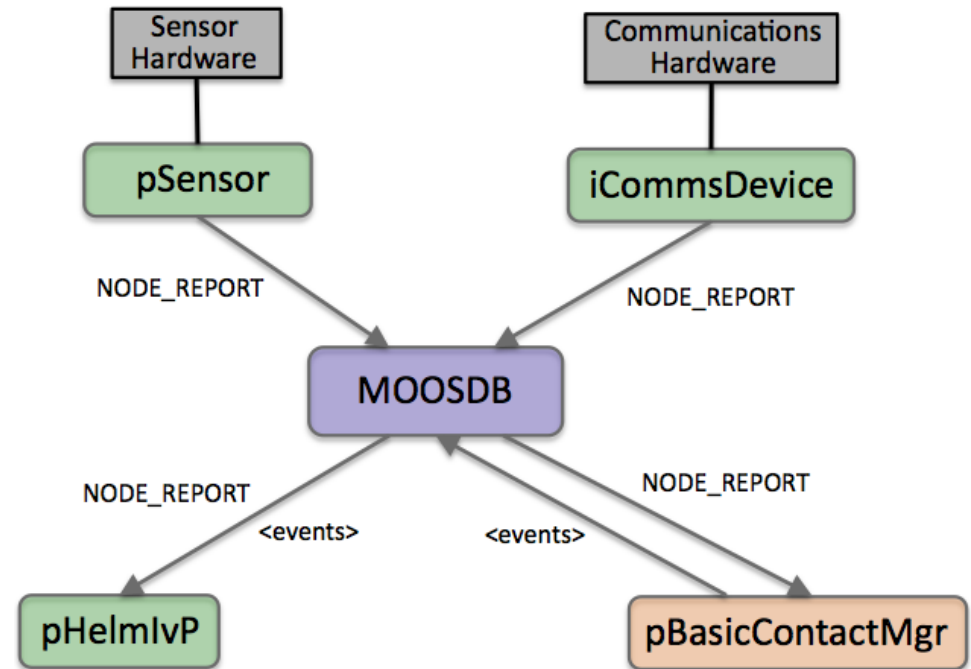


What is pBasicContactMgr?

- A tool for managing node reports and generating conditional events.
- It posts summary reports for all known contacts.
- It posts events, i.e., alerts, about contacts based on the range to the contact.
- Designed with the IvP Helm in mind to allow the helm to spawn contact-related behaviors dynamically as they become known.

What pBasicContactMgr is NOT:

- It is not a sensor application.
- It does not perform sensor fusion.
- It does not represent or reason about areas of uncertainty associated with contact position.



Variables Published:

- CONTACTS_LIST
- CONTACTS_RECAP
- CONTACT_ALERTED
- CONTACTS_UNALERTED
- CONTACTS_RETIRED
- CONTACT_MGR_WARNING

The pBasicContactMgr Utility: Alerts



What is an Alert?

- It is a posting to the MOOSDB – A MOOS variable-value pair.
- Alerts are generated for a given contact, when the contact is within a given range.
- The value of the alert is configured by the user in the pBasicContactMgr configuration block.

How are they used?

- Alerts may be used to trigger other processes.
- Alerts may also be used for marking an event to be logged and later referenced.

An example (collision avoidance):

- An alert is generated when contact gets “too close”.
- The helm is configured with a collision avoidance behavior “template”.
- The template is instantiated with a new behavior instance when it receives the alert.

The pBasicContactMgr Utility: Alert Configuration



Alerts are configured in the MOOS configuration file:

```
ALERT = var=<moos-variable>, val=<alert-content>
```

The <alert-content> may be any string, including certain macros for expansion. For example:

```
ALERT = var=CONTACT_INFO, val="name=avd_${VNAME} # contact=${VNAME}"
```

Macros available are:

(many of the same fields found in the node reports, NODE_REPORT)

\$(VNAME): The name of the contact.
\$(X): The position of the contact in local x coordinates.
\$(Y): The position of the contact in local y coordinates.
\$(LAT): The latitude position of the contact in earth coordinates.
\$(LON): The longitude position of the contact in earth coordinates.
\$(HDG): The reported heading of the contact.
\$(SPD): The reported speed of the contact.
\$(DEP): The reported depth of the contact.
\$(VTYPE): The reported vessel type of the contact.
\$(UTIME): The UTC time of the last report for the contact.

The pBasicContactMgr Utility: Alert Configuration

Alerts are configured in the MOOS configuration file:

```
ALERT = var=<moos-variable>, val=<alert-content>
```

The <alert-content> may be any string, including certain macros for expansion. For example:

```
ALERT = var=CONTACT_INFO, val="name=avd_${VNAME} # contact=${VNAME}"
```

Macros available are:

(many of the same fields found in the node reports, NODE_REPORT)

- \${VNAME}: The name of the contact.
- \${X}: The position X coordinate.
- \${Y}: The position Y coordinate.
- \${LAT}: The latitude.
- \${LON}: The longitude.
- \${HDG}: The reported heading.
- \${SPD}: The reported speed.
- \${DEP}: The reported depth of the contact.
- \${VTYPE}: The reported vessel type of the contact.
- \${UTIME}: The UTC time of the last report for the contact.

Accommodates a helm behavior configuration for dynamic behavior spawning. See the Berta example mission.

The pBasicContactMgr Utility: Alert Triggers

Alerts are triggered by range. Configured in the MOOS configuration file:

```

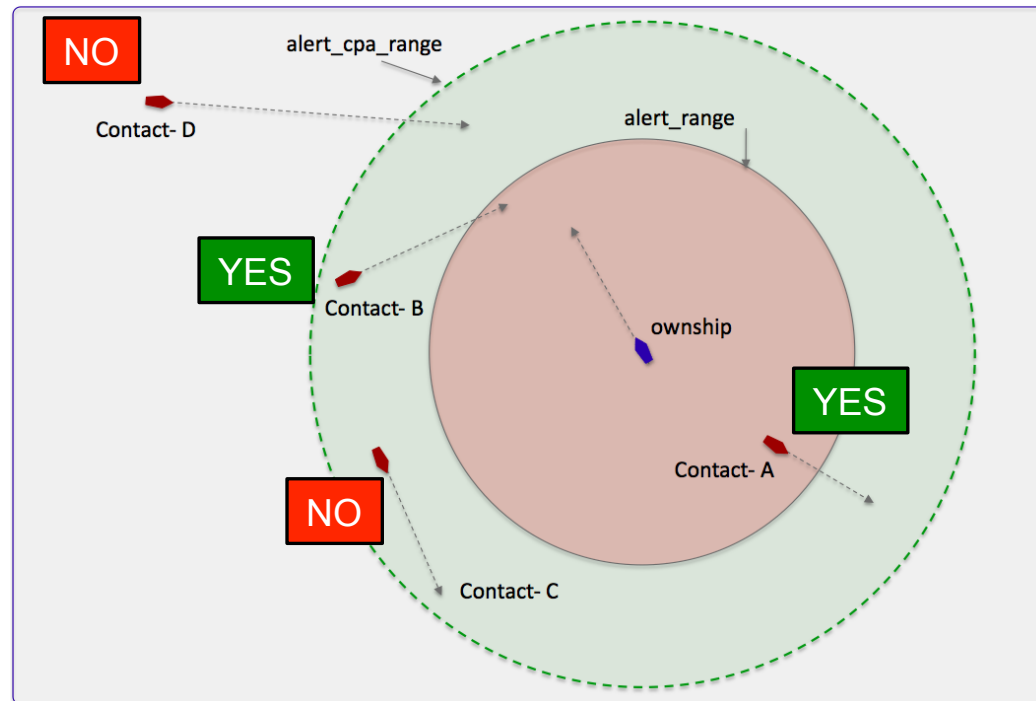
ALERT_RANGE = <distance> // meters
ALERT_CPA_RANGE = <distance> // meters
ALERT_CPA_TIME = <duration> // seconds
    
```

ALERT_RANGE – when a contact is within this range an alert is generated.

ALERT_CPA_RANGE – when a contact is within this range and its closest point of approach (CPA) is within the alert range, an alert is generated.

ALERT_CPA_TIME – The time used for CPA calculation.

Examples:



The pBasicContactMgr Utility: Contacts, Alerts, Record keeping



The following are reported (Posted to the MOOSDB) on each iteration:

- CONTACTS_LIST: comma-separated list of contacts.
- CONTACTS_RECAP: A comma-separated list of contact summaries.
- CONTACT_ALERTED: A list of contacts for which alerts have been posted.
- CONTACTS_UNALERTED: A list of contacts for which alerts are pending, based on the range criteria.
- CONTACTS_RETIRED: A list of contacts removed due to the information staleness.
- CONTACT_MGR_WARNING: A warning message indicating possible mishandling of or missing data.

Examples:

- CONTACTS_LIST: = "delta,gus,charlie,henry"
- CONTACT_ALERTED: = "delta,charlie"
- CONTACTS_UNALERTED: = "gus,henry"
- CONTACTS_RETIRED: = "bravo,foxtrot,kilroy"
- CONTACTS_RECAP: = "name=delta,age=11.3,range=193.1 # name=gus,age=0.7,range=48.2
#name=charlie,age=1.9,range=73.1 # name=henry,age=4.0,range=18.2"

The pBasicContactMgr Utility: Contact Resolution



- An alert is generated by the contact manager for a given contact ONCE (when the trigger criteria is first met).
- Sometimes a consumer of alerts may want to receive additional future alerts should the contact come back into range.
- If pBasicContactMgr receives the message `CONTACT_RESOLVED`, for a given contact, it will generate another alert for that contact should the contact again meet the trigger criteria.

The contact resolution mechanism is used to handle the scenario where a contact comes into range, exits the range, and later returns.

The pBasicContactMgr Utility: The Berta Example Mission



pMarineViewer

File BackView GeoAttr Vehicles MOOS-Scope ReferencePoint Action

The "henry" vehicle

The "gilda" vehicle

Henry is transiting to its current loiter position.

Both vehicles take turns loitering at a pattern, and then swapping their loiter positions

VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:

VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:

Variable: Time: Value:

The pBasicContactMgr Utility: The Berta Example Mission



pMarineViewer

File BackView GeoAttr Vehicles MOOS-Scope ReferencePoint Action

(1) As the contact comes into range, an alert is generated by the contact manager.

(2) The alert results in a new collision avoidance behavior spawned in each helm.

VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:

VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:

Variable: Time: Value:

The pBasicContactMgr Utility: The Berta Example Mission



pMarineViewer

File BackView GeoAttr Vehicles MOOS-Scope ReferencePoint Action

(1) As the contact goes out of range, the collision avoidance behavior posts a CONTACT_RESOLVED message

(2) The collision avoidance behavior then dies in each vehicle's helm

VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:

VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:

Variable: Time: Value:

The uTimerScript Utility: Scripting Events to the MOOSDB



MOOS Modules:

- uXMS - A tool for focused scoping of the MOOSDB from the console.
- uPokeDB - A tool for poking the MOOSDB from the command line.
- pMarineViewer - A GUI tool for rendering vehicle operations onto an geo-referenced display.
- pNodeReporter - Captures vehicle state information and publishes a summary string.
- uHelmScope - A specialized scope on IvP Helm status and recent history.
- pBasicContactMgr - A simple manager of vehicle contacts, and generation of alerts.
- uTimerScript - A tool for scripting (possibly conditional and random) pokes to the MOOSDB.

The uTimerScript Utility: Overview



What is uTimerScript?

- A tool that allows the user to script a set of pre-configured events (pokes) to a MOOSDB.
- Each event can be configured to happen after a specified amount of elapsed time.
- Enables us to fake incoming command-and-control messages, sensor events etc.

A simple example:

```
ProcessConfig = uTimerScript
{
  AppTick      = 4
  CommsTick    = 4

  EVENT = MOOS_MANUAL_OVERRIDE, false, 10
  EVENT = var=DEPLOY, val=true, time=15
}
```

This simple script will launch the Alpha or Berta missions automatically.

EVENT = var<variable>, val=<value>, time=<delay>

The uTimerScript Utility: Starting and Pausing the Script

When does the script start?

- By default the script starts when uTimerScript connects to the MOOSDB and begins to Iterate().
- It may be configured in the “paused” mode
- It may be configured to include a delay once it has started.
- It may be configured to require conditions be met before starting.

Starting the script in the PAUSED mode, with a DELAY.

```
ProcessConfig = uTimerScript
{
  AppTick      = 4
  CommsTick    = 4

  EVENT = var=MOOS_MANUAL_OVERRIDE, val=false, time=10
  EVENT = var=DEPLOY, val=true, time=15

  CONDITION = ALPHA != 20
  DELAY_START = 30
  PAUSED = true
}
```

Script will be paused if ALPHA=20.
(uTimerScript will register for ALPHA) .

The script may then be un-paused by posting to the MOOSDB:
UTS_PAUSE=false.

The uTimerScript Utility: Randomizing the Event Times

Random event scheduling:

- Events may be configured to occur at a random time in a given interval.
- Random events are useful in testing the robustness of algorithms in varying situations.

The same example script with events randomized:

```
ProcessConfig = uTimerScript
{
  AppTick      = 4
  CommsTick   = 4

  EVENT = var=MOOS_MANUAL_OVERRIDE, val=false, time=10:20
  EVENT = var=DEPLOY, val=true, time=10:20
  PAUSED = true
}
```

Event occurs between
10 and 20 seconds after
the script begins

Event times are chosen with uniform probability.

The uTimerScript Utility: Repeating the script

Repeating the script:

- The script may be repeated a fixed number or indefinite number of times.

The same example script with events randomized:

```
ProcessConfig = uTimerScript
{
  AppTick      = 4
  CommSTick    = 4

  EVENT = var=MOOS_MANUAL_OVERRIDE, val=false, time=10:20
  EVENT = var=DEPLOY, val=true, time=10:20

  RESET_MAX = 10
  RESET_TIME = 120
  RESET_VAR = UTS_RESET
  DELAY_RESET = 12
  SHUFFLE = true
}
```

Script will run 11 times.

Script will reset after 120 seconds regardless if it is finished.

MOOS variable for receiving reset cues.

of seconds the script will delay on each reset.

If shuffle is false, random timestamps will not be recalculated on each reset.

The uTimerScript Utility: Macro Expansion



Macros:

- Macros are used to fill in variable values with information determined at event posting time.

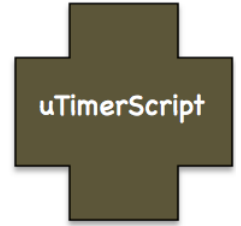
A Script with a simple macro posting:

```
ProcessConfig = uTimerScript
{
  AppTick      = 4
  CommstTick   = 4

  EVENT = var=MOOS_MANUAL_OVERRIDE, val=false, time=10:20
  EVENT = var=DEPLOY, val=true, time=10:20
  EVENT = var=SCRIPT_STARTED, val=${DBTIME}, time=0
}
```

The start time of the script will be posted with the value of DBTIME, the total amount of time the MOOSDB has been up.

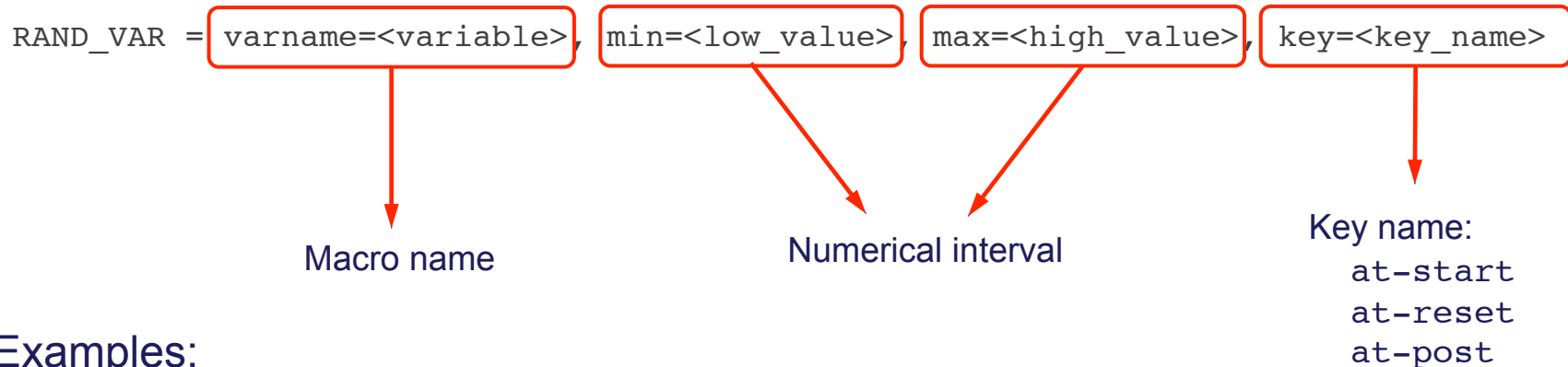
The uTimerScript Utility: Macro Expansion



Macros available:

- `[$[DBTIME]]`: The estimated amount of time since the MOOSDB started.
- `[$[UTCTIME]]`: The UTC time at the time of event posting.
- `[$[COUNT]]`: The integer total of all posts thus far in the script – reset to zero on script reset.
- `[$[TCOUNT]]`: Same as above except the total is not reset when the script is reset.
- `[$[IDX]]`: Similar to `[$[COUNT]]`, but it expands as a string, “000”, “001”, “002”, etc.

User configured macros with random variables:



Examples:

```
RAND_VAR = varname=ANGLE, min=0, max=359, key=at_reset
```

```
RAND_VAR = varname=MAGNITUDE, min=0.5, max=1.5, key=at_reset
```

The uTimerScript Utility: Usage in the Berta Example Mission



pMarineViewer

File BackView GeoAttr Vehicles MOOS-Scope ReferencePoint Action

Region #1

Region #2

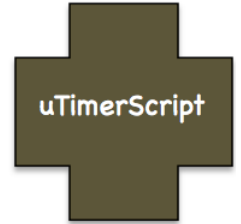
On each iteration of the script, the location of the loiter polygons are randomly set within the two regions.

VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:

VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:

Variable: Time: Value:

The uTimerScript Utility: Usage in the Berta Example Mission



pMarineViewer

File BackView GeoAttr Vehicles MOOS-Scope ReferencePoint Action

Region #1

Region #2

On each iteration of the script, the location of the loiter polygons are randomly set within the two regions.

VName: X(m): Lat: Spd(m/s): Dep(m): Time: Range:

VType: Y(m): Long: Heading: Report-Age: Warp: Bearing:

Variable: Time: Value:

The uTimerScript Utility: Script Usage in the Berta Example Mission

Permutation of Region locations and loiter assignments

```
ProcessConfig = uTimerScript
```

```
{
```

```
  AppTick    = 4
```

```
  CommsTick  = 4
```

```
  PAUSED     = false
```

```
  RESET_MAX  = unlimited
```

```
  RESET_TIME = end
```

```
  RANDVAR = varname=X1, min=-25, max=25, key=at_reset
```

```
  RANDVAR = varname=Y1, min=-100, max=-50, key=at_reset
```

```
  RANDVAR = varname=X2, min=100, max=150, key=at_reset
```

```
  RANDVAR = varname=Y2, min=-75, max=-25, key=at_reset
```

```
  EVENT = var=UP_LOITER_2, val="center_assign=${X1},${Y1}", time=180
```

```
  EVENT = var=UP_LOITER_1, val="center_assign=${X2},${Y2}", time=180
```

```
  EVENT = var=UP_LOITER_1, val="center_assign=${X1},${Y1}", time=360
```

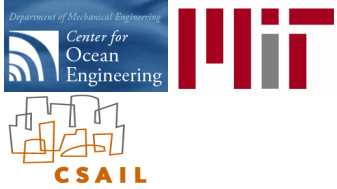
```
  EVENT = var=UP_LOITER_2, val="center_assign=${X2},${Y2}", time=360
```

```
}
```

Random variable Macro
for Region #1

Region #2

Macro usage in
scripted events



The End

Where to find more:

On the web:

www.moos-ivp.org

Email:

issues@moos-ivp.org