

Control of Time-Varying Behavior

Can often express a “mission” in terms of a sequence of sub-tasks (or a plan)

- But: we also want to handle contingencies when they arrive

Finite state machines are a simple way of expressing such plans and contingencies

Finite State Machines (FSMs)

Pure FSM is composed of:

- A set of states
- A set of possible inputs (or events)
- A set of possible outputs (or actions)
- A transition function:
 - Given the current state and an input: defines the output and the next state

Finite State Machines (FSMs)

States:

- Represent all possible “situations” that must be distinguished
- At any given time, the system is in exactly one of the states
- There is a finite number of these states

Finite State Machines (FSMs)

An example: a 3-bit counter that increments when “count” input is received

- States: ?

Finite State Machines (FSMs)

An example: a counter

- States: the different combinations of the digits: 000, 001, 010, ... 111
- Inputs: ?

Finite State Machines (FSMs)

An example: a counter

- Inputs (events):
 - Only one: “count”
 - We will call this “C”
- Outputs: ?

Finite State Machines (FSMs)

An example: a counter

- Outputs: same as the set of states
- Transition function: ?

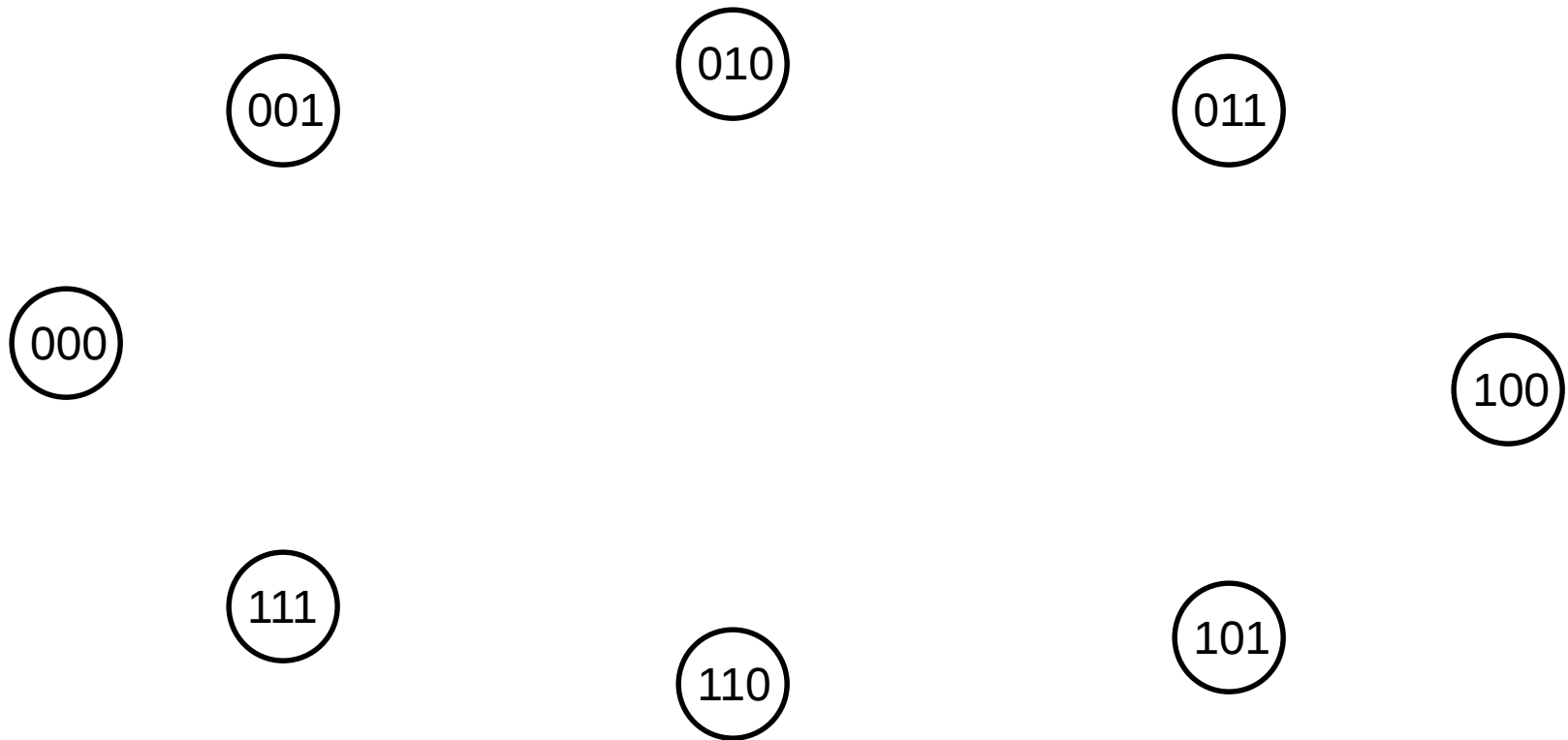
Finite State Machines (FSMs)

An example: a counter

- Transition function:
 - On the count event, transition to the next highest value

FSM Example: Synchronous Counter

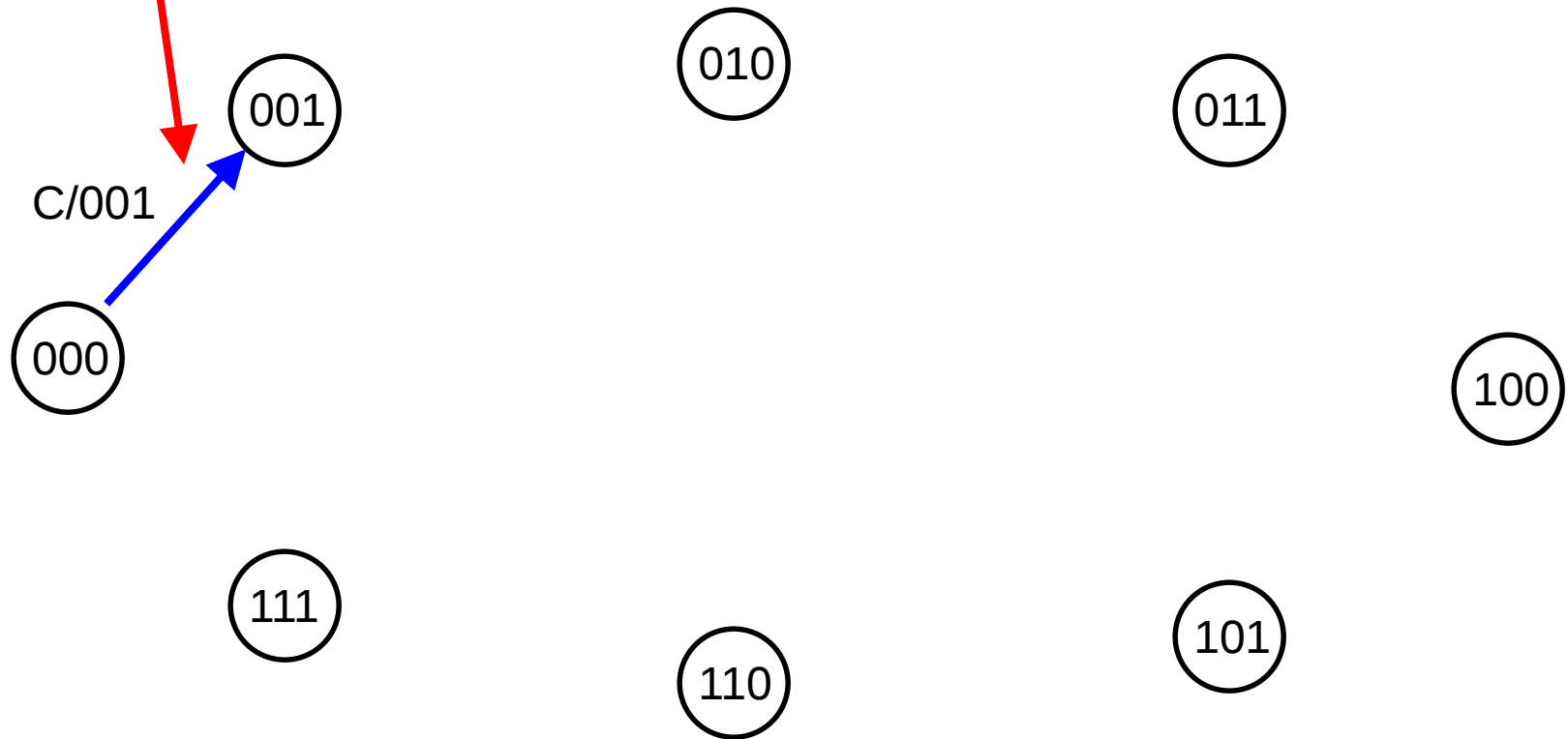
A Graphical Representation:



A set of states

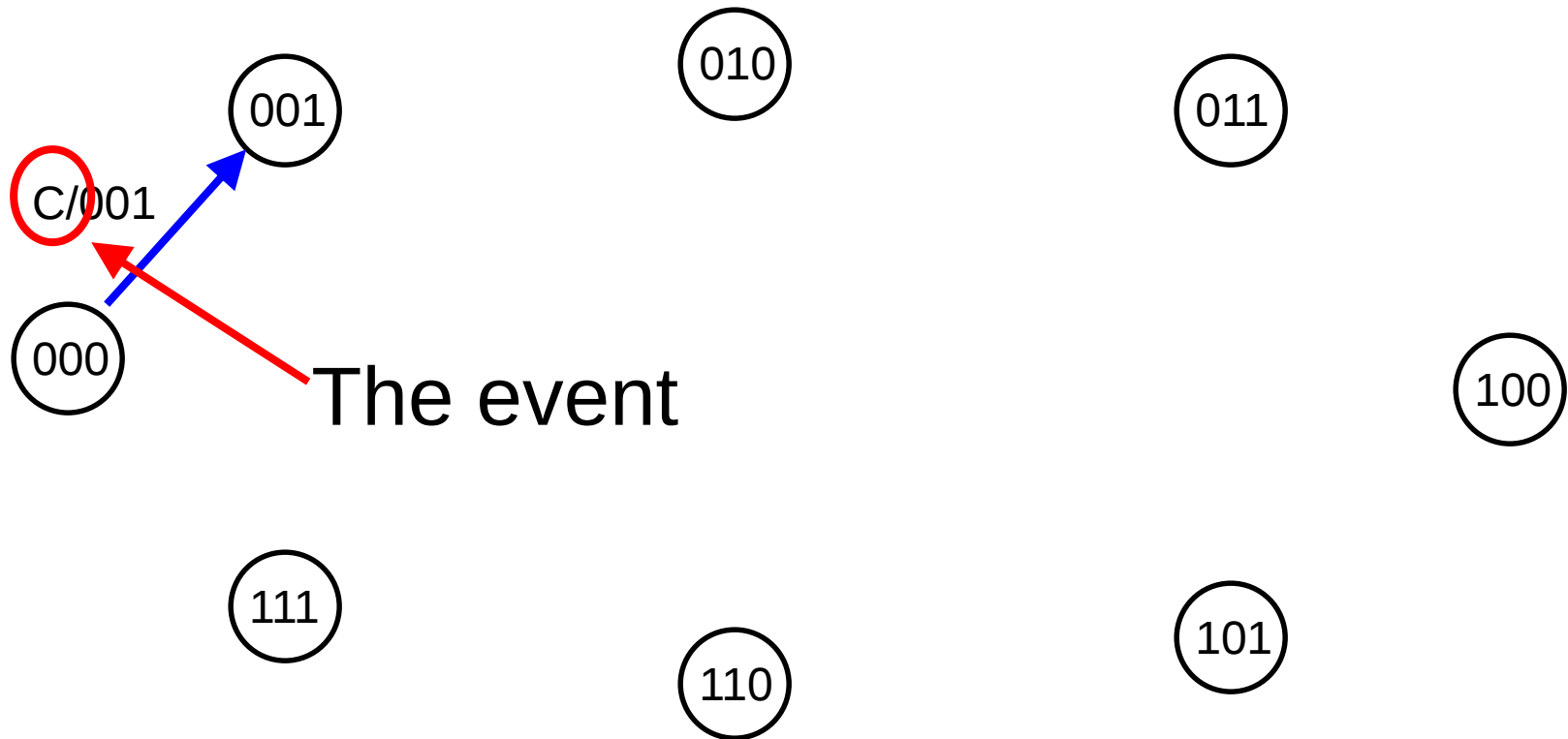
FSM Example: Synchronous Counter

A transition



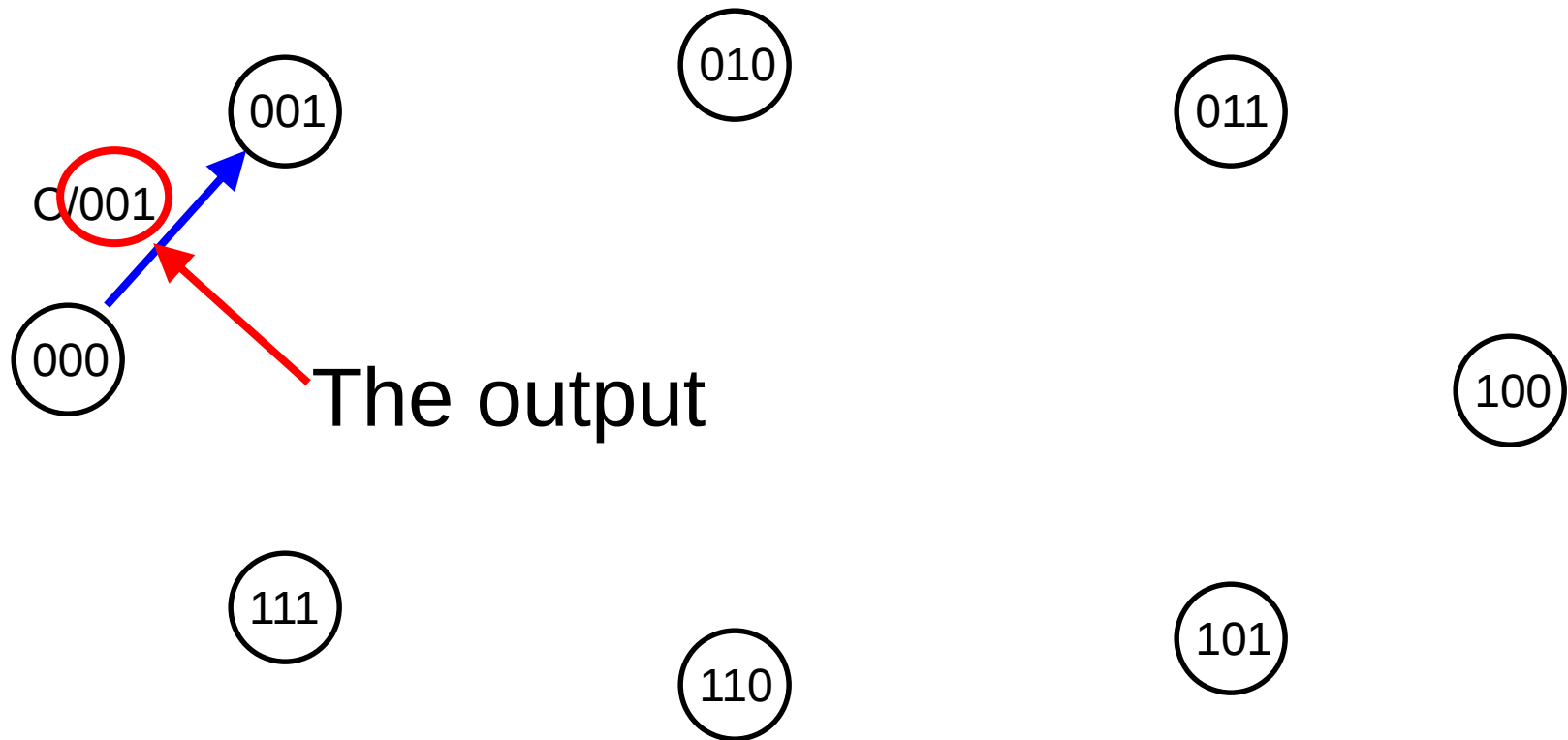
FSM Example: Synchronous Counter

A transition



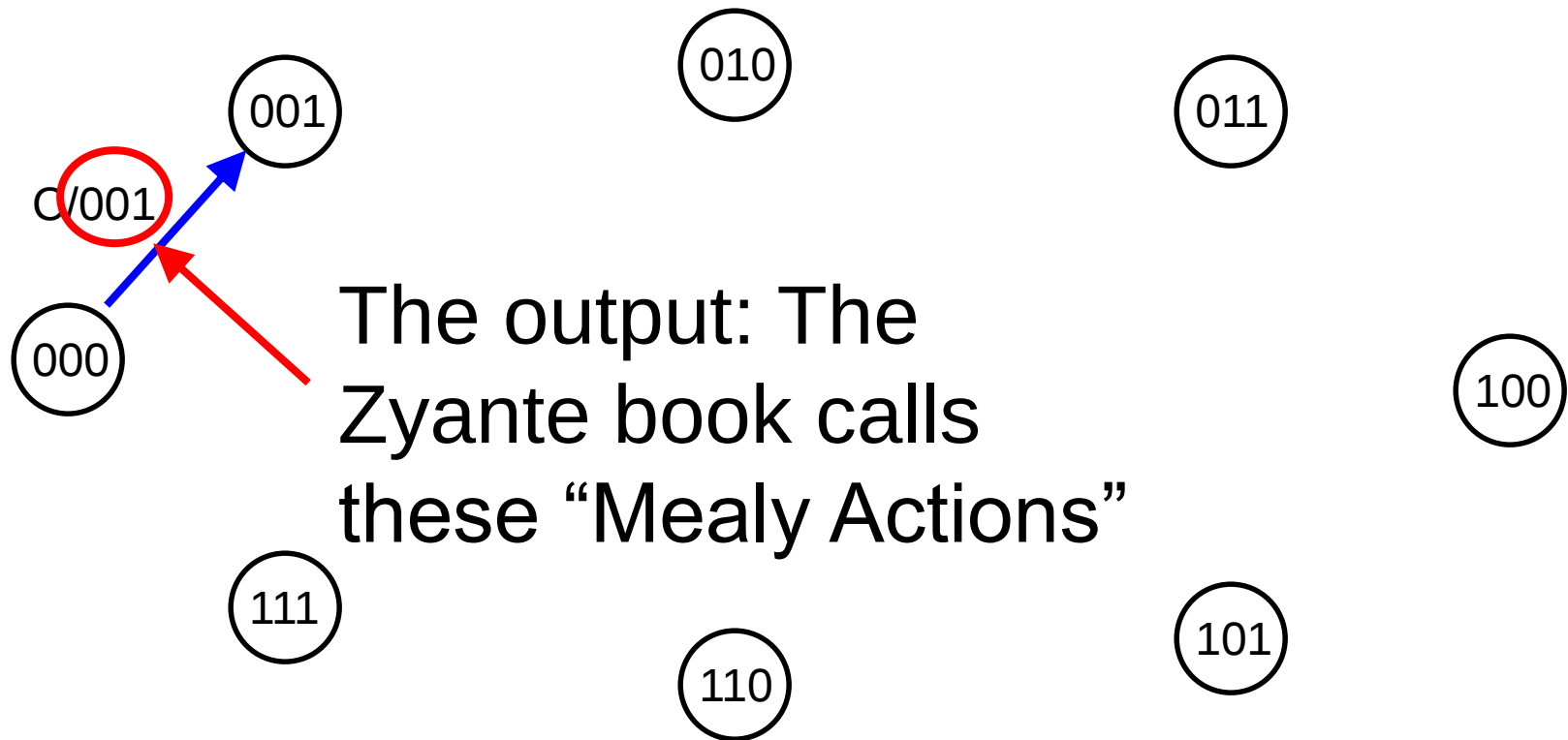
FSM Example: Synchronous Counter

A transition



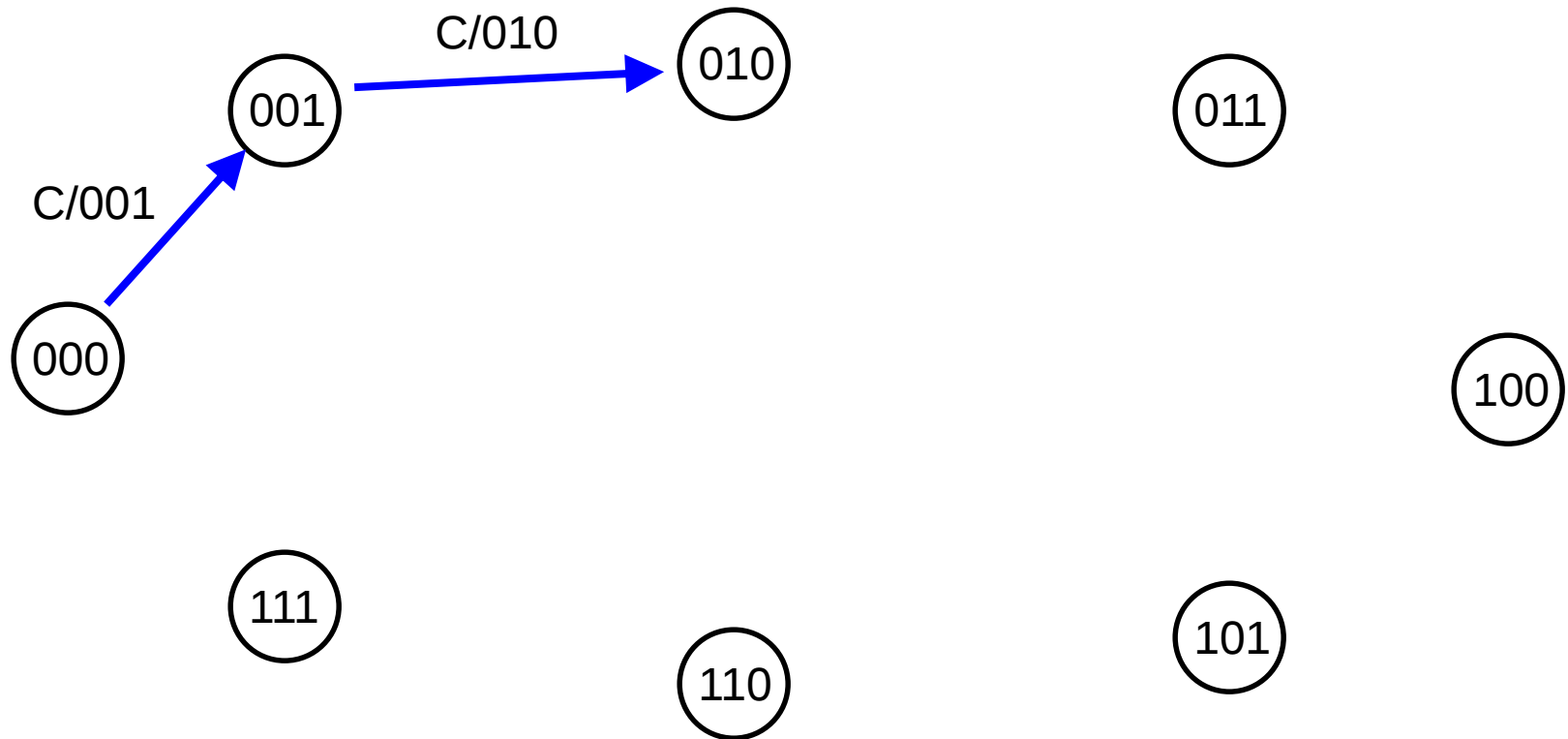
FSM Example: Synchronous Counter

A transition



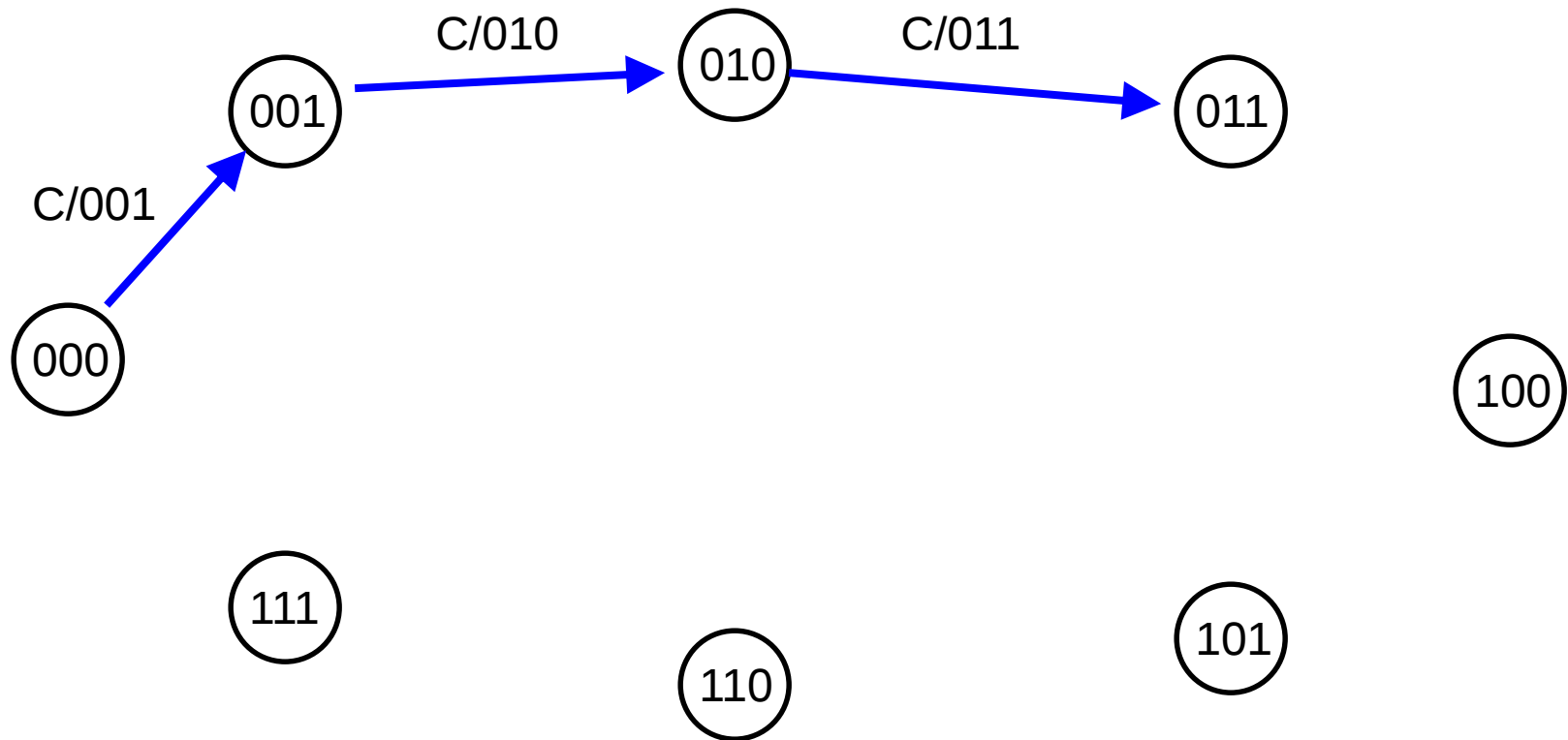
FSM Example: Synchronous Counter

The next transition



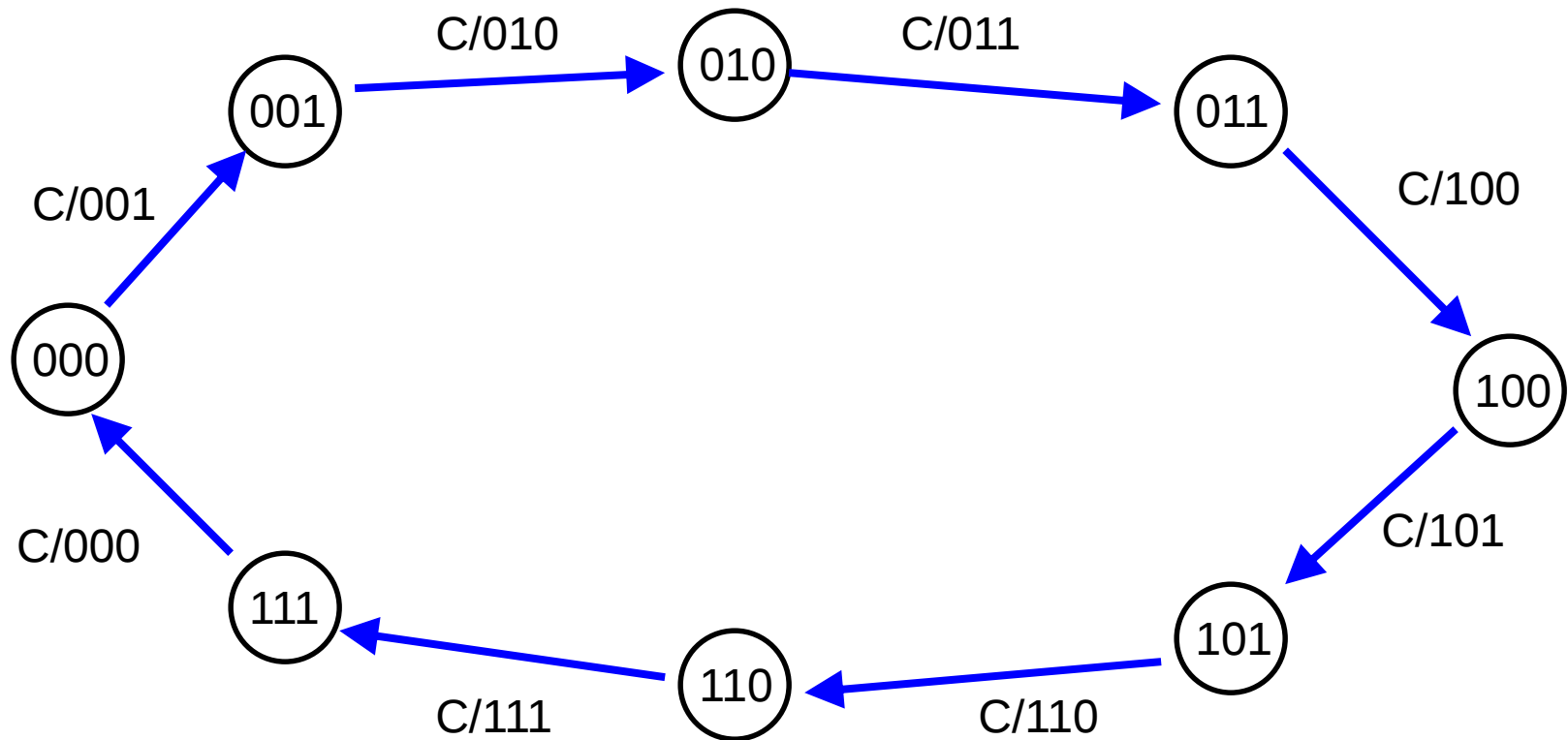
FSM Example: Synchronous Counter

The next transition



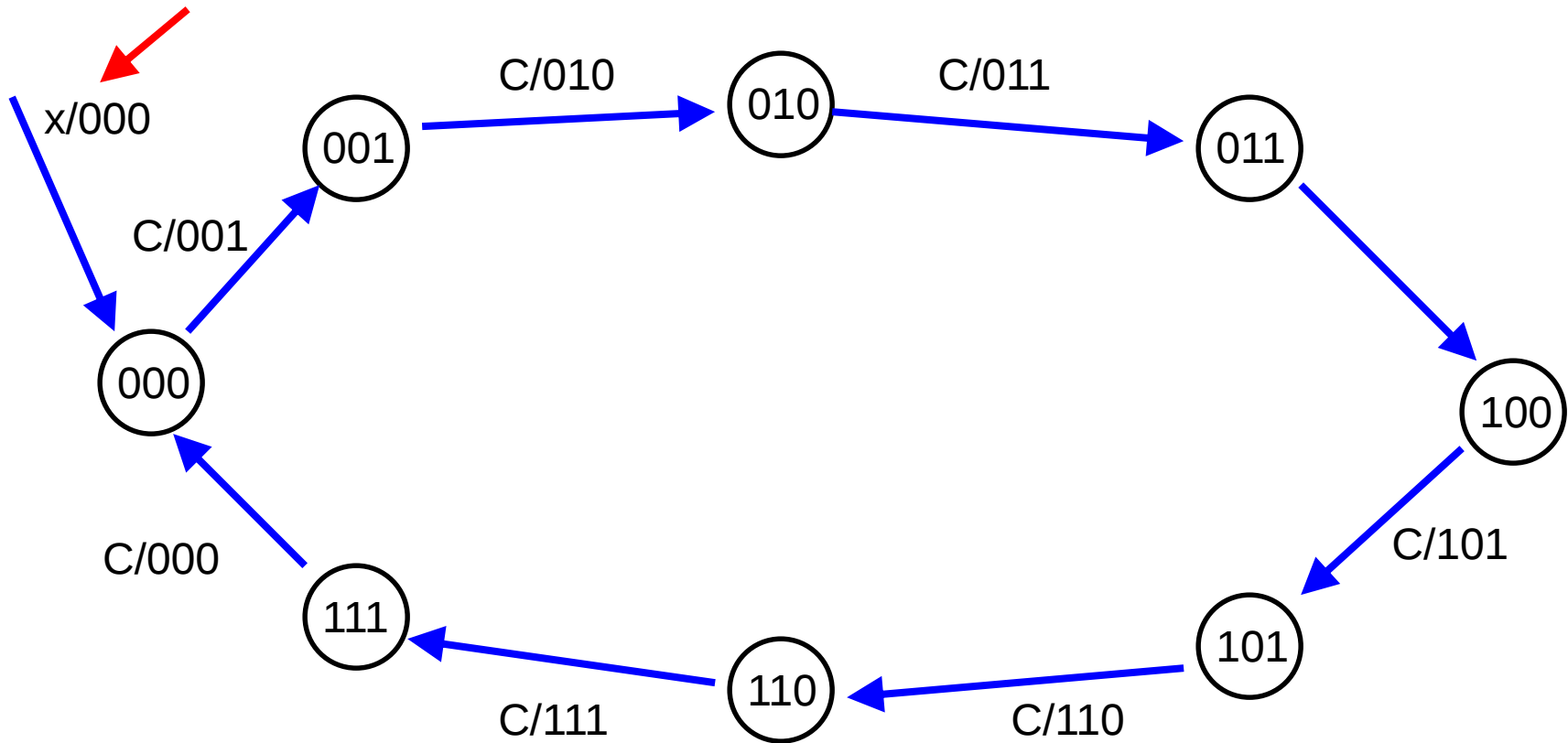
FSM Example: Synchronous Counter

The full transition set



FSM Example: Synchronous Counter

Initial condition



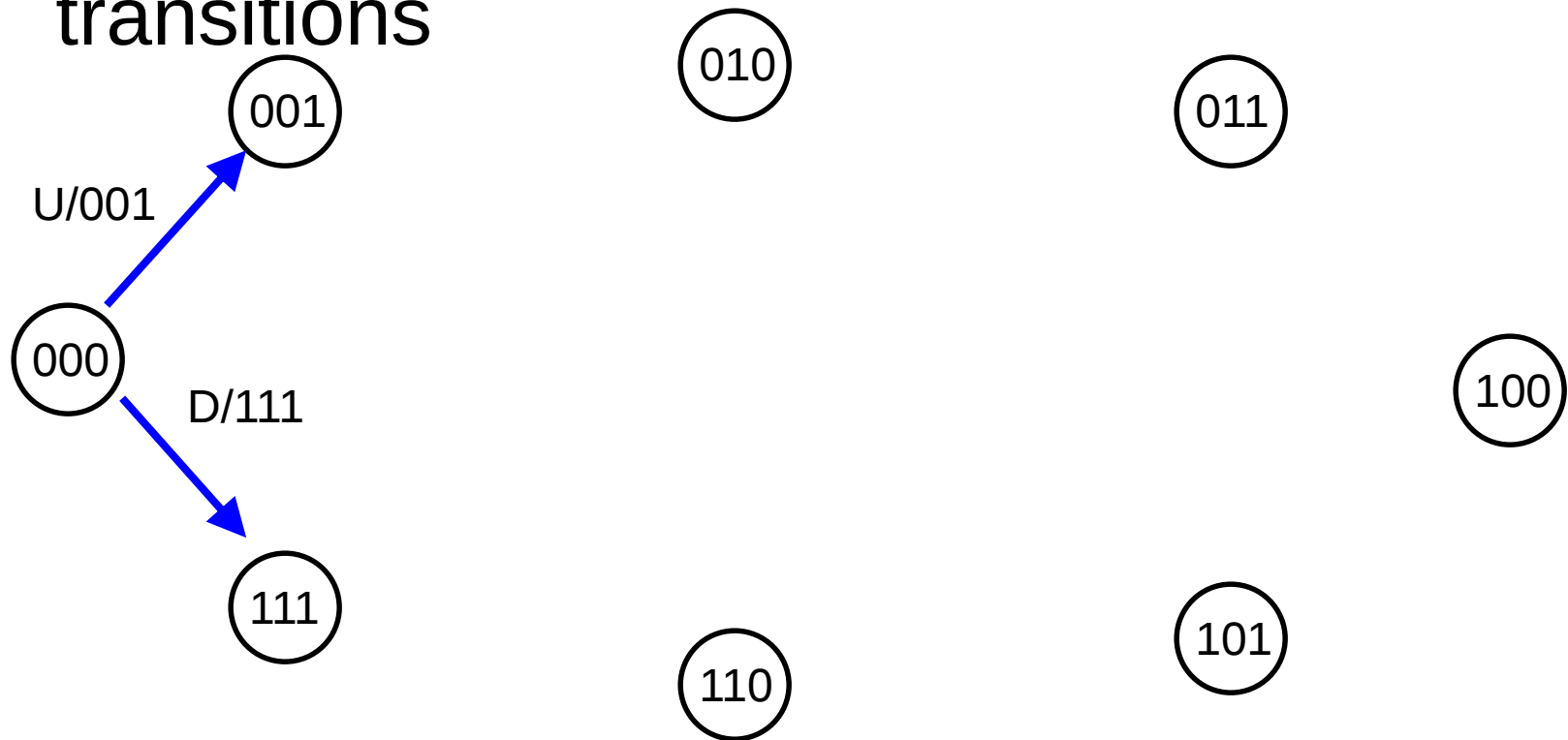
Example II: An Up/Down Counter

Suppose we have two events (instead of one): Count up and count down

- How does this change our state transition diagram?

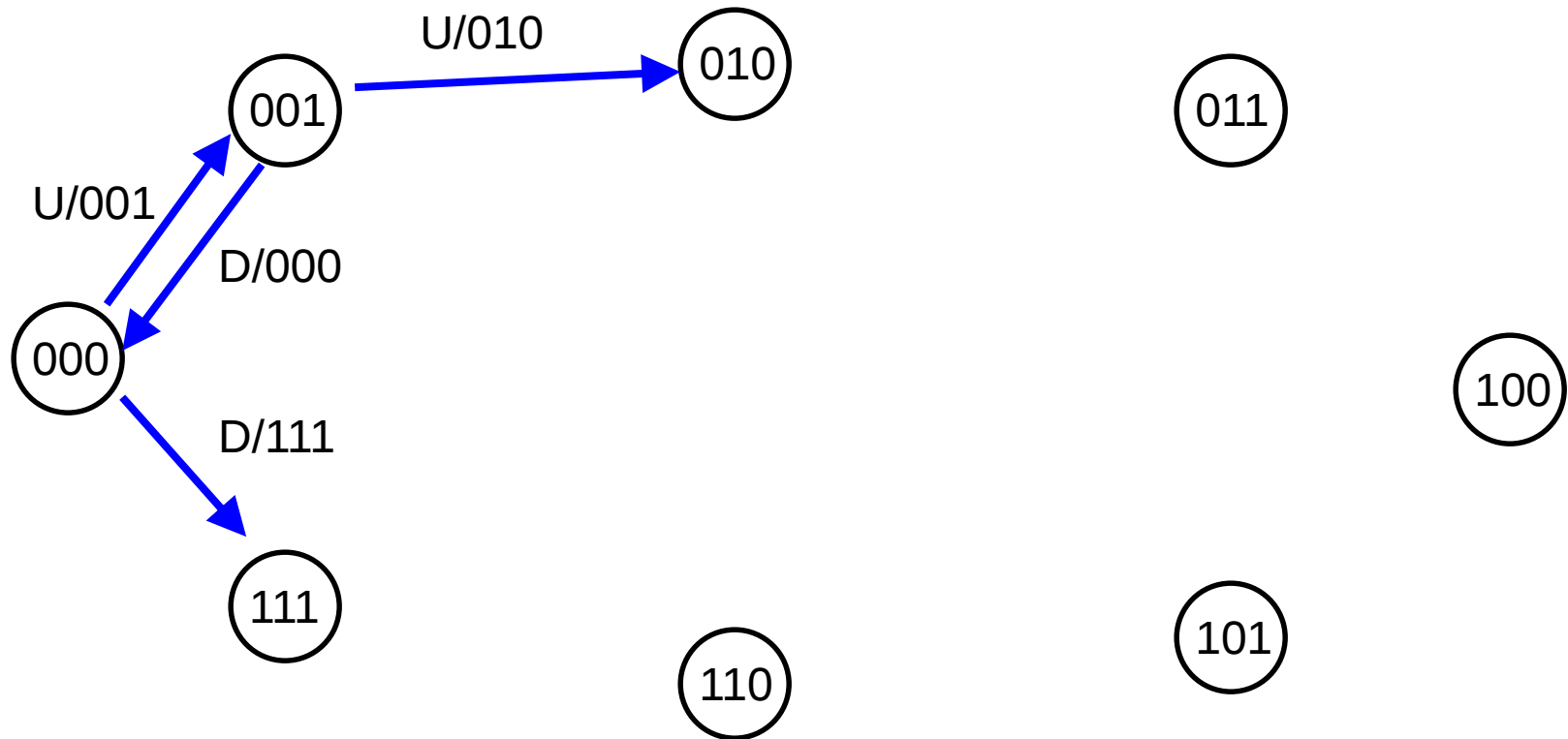
Example II: An Up/Down Counter

From state 000, there are now two possible transitions



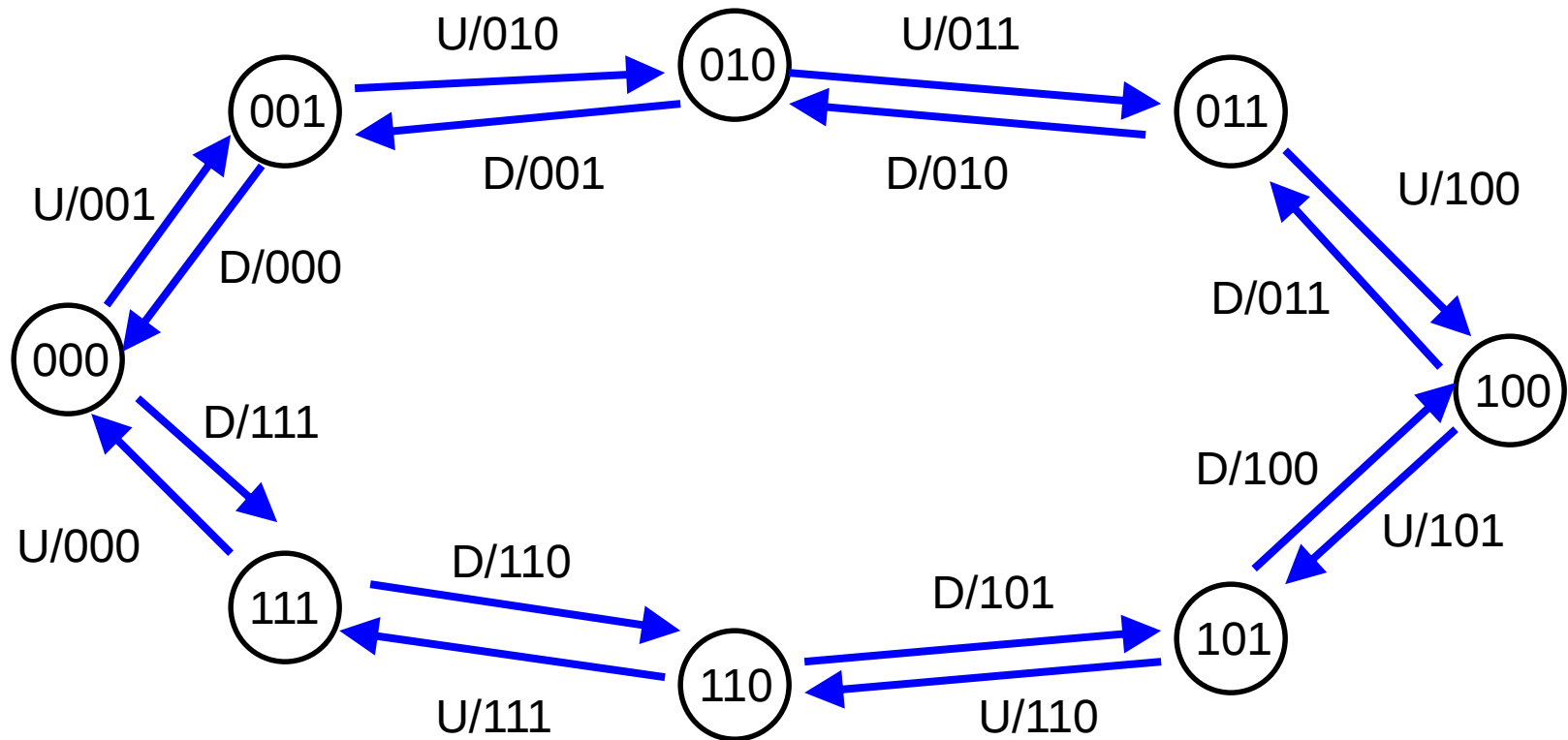
Example II: An Up/Down Counter

Likewise for state 001...



Example II: An Up/Down Counter

The full transition set



FSMs and Control

How do we relate FSMs to Control?

- States are ?

FSMs and Control

How do we relate FSMs to Control?

- States are our memory of recent inputs
- Inputs are ?

FSMs and Control

How do we relate FSMs to Control?

- States are our memory of recent inputs
- Inputs are some processed representation of what the sensors are observing
- Outputs are ?

FSMs and Control

How do we relate FSMs to Control?

- States are our memory of recent inputs
- Inputs are some processed representation of what the sensors are observing
- Outputs are the control actions
 - These are typically “high level” actions: e.g., set the goal orientation to 125 degrees

FSMs: A Control Example

Suppose we have a vending machine:

- Accepts dimes and nickels
- Will dispense one of two things once \$.20 has been entered: Jolt or Buzz Water
 - The “user” requests one of these by pressing a button
- Ignores select if $< \$0.20$ has been entered
- Immediately returns any coins above \$.20



Vending Machine FSM

What are the states?

Vending Machine FSM

What are the states?

- \$0
- \$.05
- \$.10
- \$.15
- \$.20

Vending Machine FSM

What are the inputs/events?

Vending Machine FSM

What are the inputs/events?

- Input nickel (N)
- Input dime (D)
- Select Jolt (J)
- Select Buzz Water (BW)

Vending Machine FSM

What are the outputs?

Vending Machine FSM

What are the outputs?

- Return nickel (RN)
- Return dime (RD)
- Dispense Jolt (DJ)
- Dispense Buzz Water (DBW)
- Nothing (Z)



Vending Machine Design

What is the initial state?

Vending Machine Design

What is the initial state?

- $S = \$0$

Vending Machine Design

What can happen from
 $S = \$0$?

Event	Next State	Output

Vending Machine Design

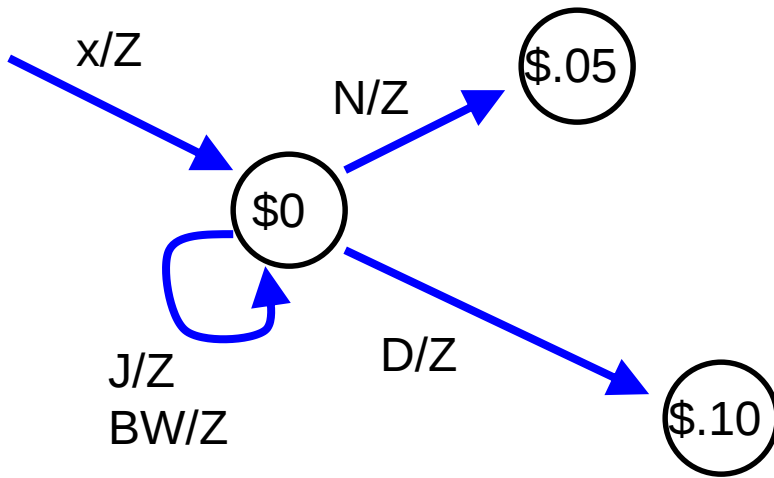
What can happen from
 $S = \$0$?

What does this part of
the diagram look like?

Event	Next State	Output
N	\$.05	Z
D	\$.10	Z
J	\$0	Z
BW	\$0	Z

Vending Machine Design

A piece of the state diagram:



Vending Machine Design

What can happen from
 $S = \$0.05$?

Event	Next State	Output

Vending Machine Design

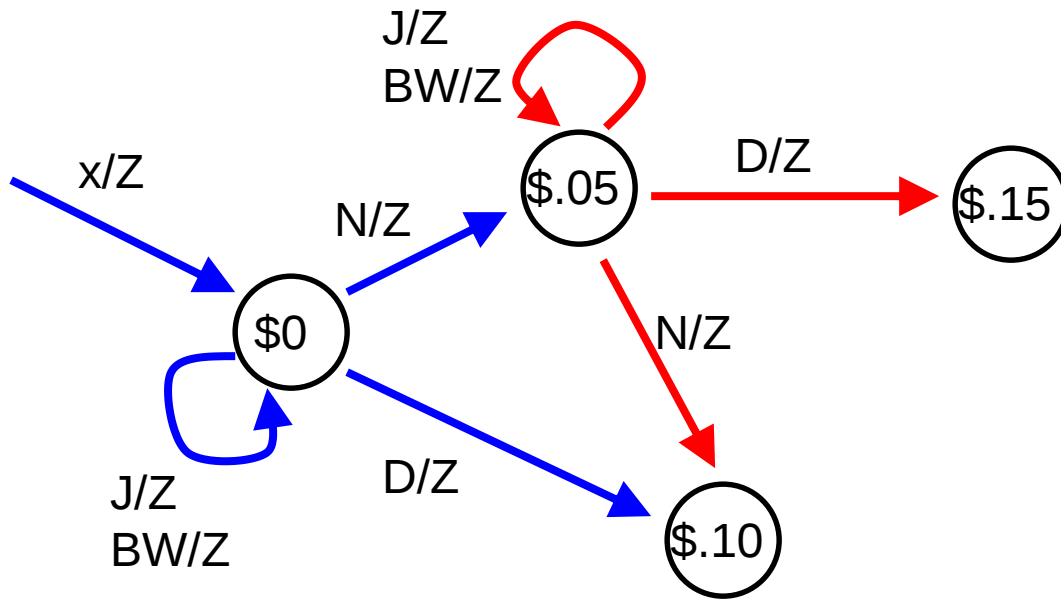
What can happen from
 $S = \$0.05$?

What does the modified
diagram look like?

Event	Next State	Output
N	\$.10	Z
D	\$.15	Z
J	\$.05	Z
BW	\$.05	Z

Vending Machine Design

A piece of the state diagram:



Vending Machine Design

What can happen from
 $S = \$0.10$?

Event	Next State	Output

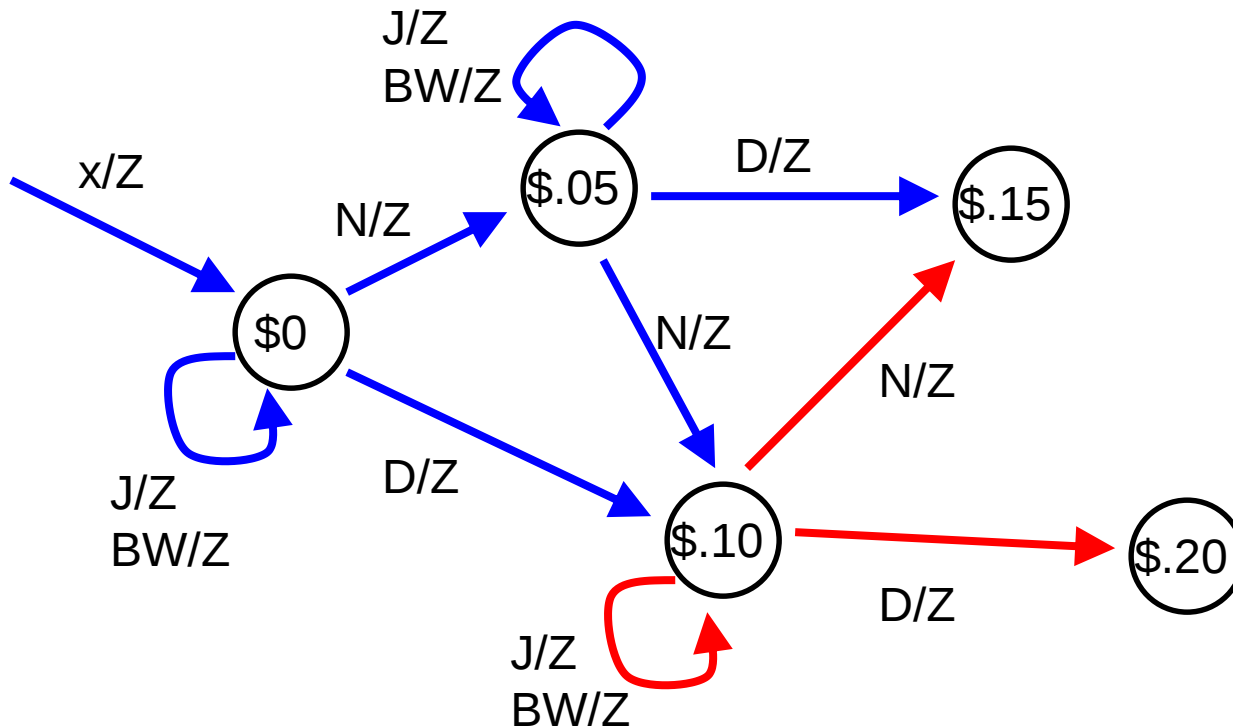
Vending Machine Design

What can happen from
 $S = \$0.10$?

Event	Next State	Output
N	\$.15	Z
D	\$.20	Z
J	\$.10	Z
BW	\$.10	Z

Vending Machine Design

A piece of the state diagram:



Vending Machine Design

What can happen from
 $S = \$0.15$?

Event	Next State	Output

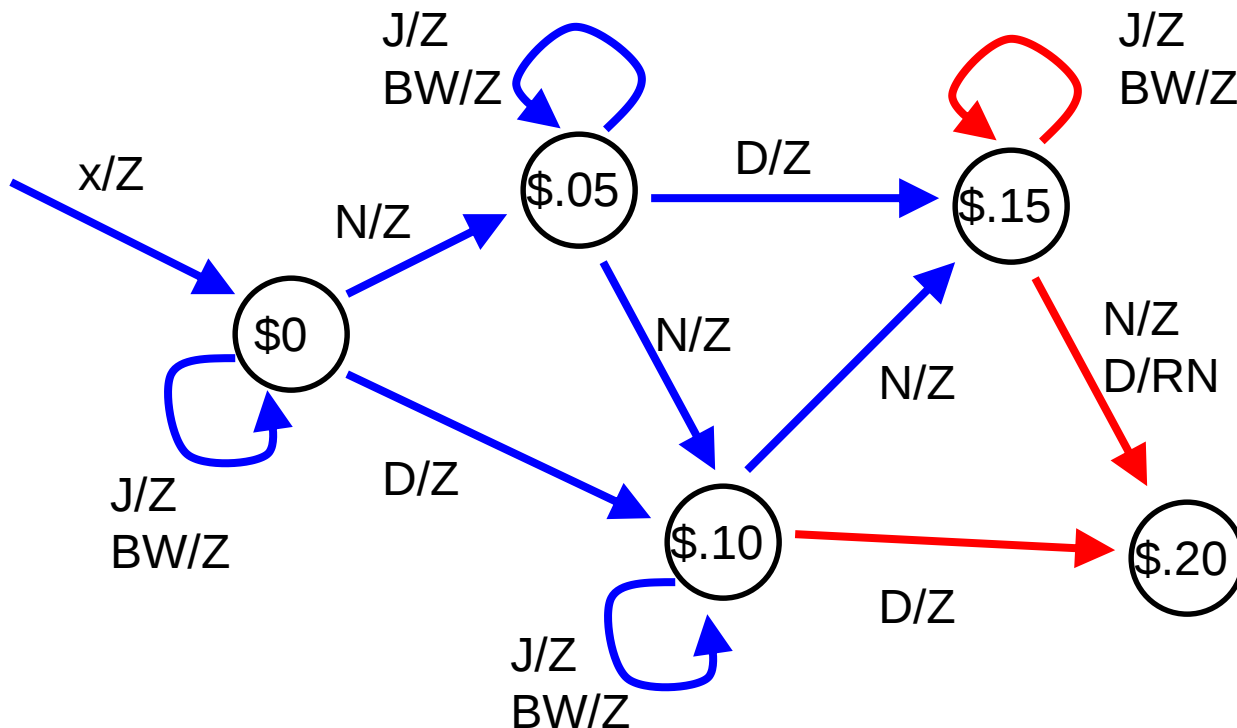
Vending Machine Design

What can happen from
 $S = \$0.15$?

Event	Next State	Output
N	\$.20	Z
D	\$.20	RN
J	\$.15	Z
BW	\$.15	Z

Vending Machine Design

A piece of the state diagram:



Vending Machine Design

Finally: what can
happen from $S =$
\$0.20?

Event	Next State	Output

Vending Machine Design

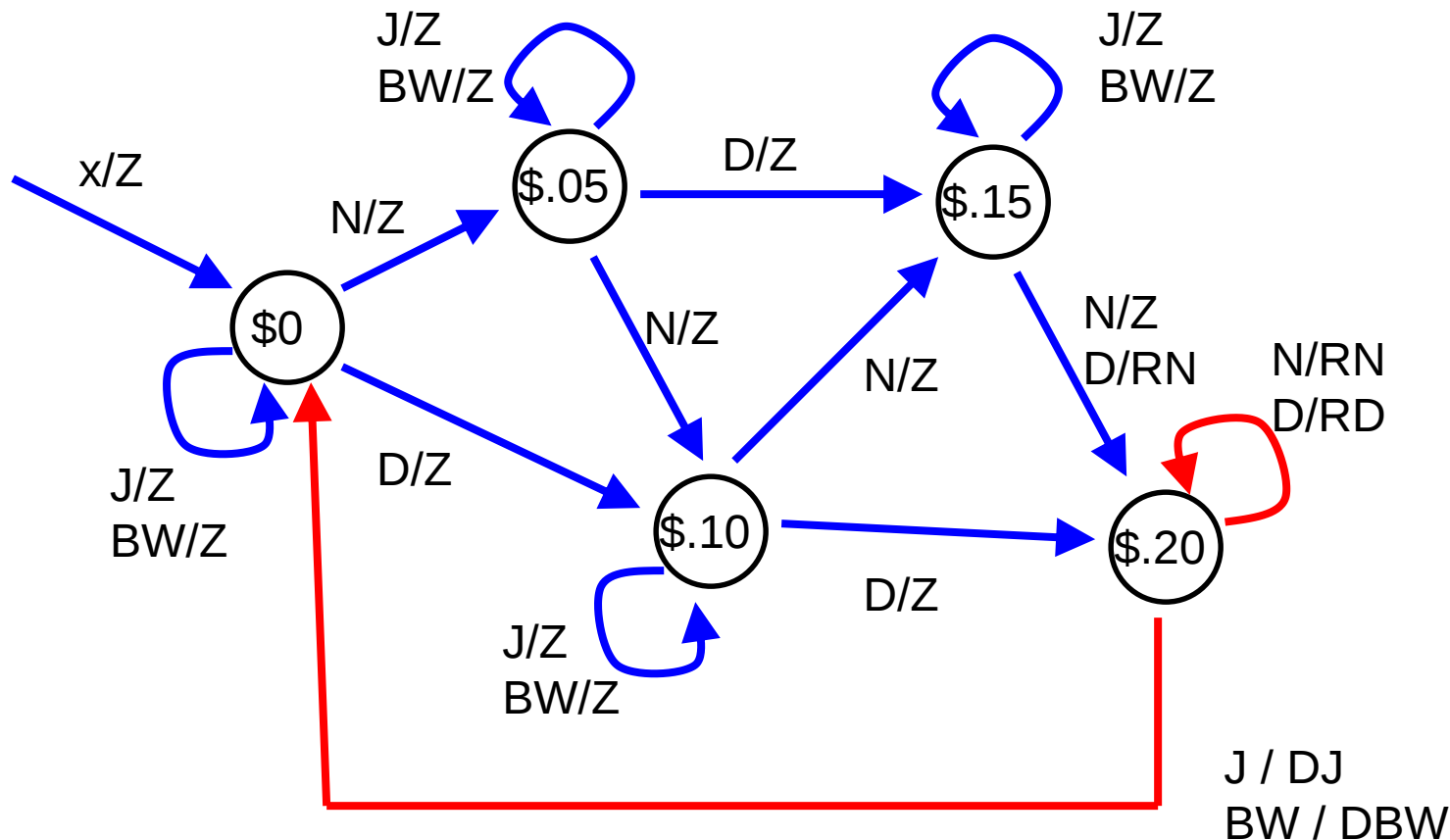
Finally, what can happen from $S = \$0.20$?

Event	Next State	Output
N	\$.20	RN
D	\$.20	RD
J	\$0	DJ
BW	\$0	DBW



Vending Machine Design

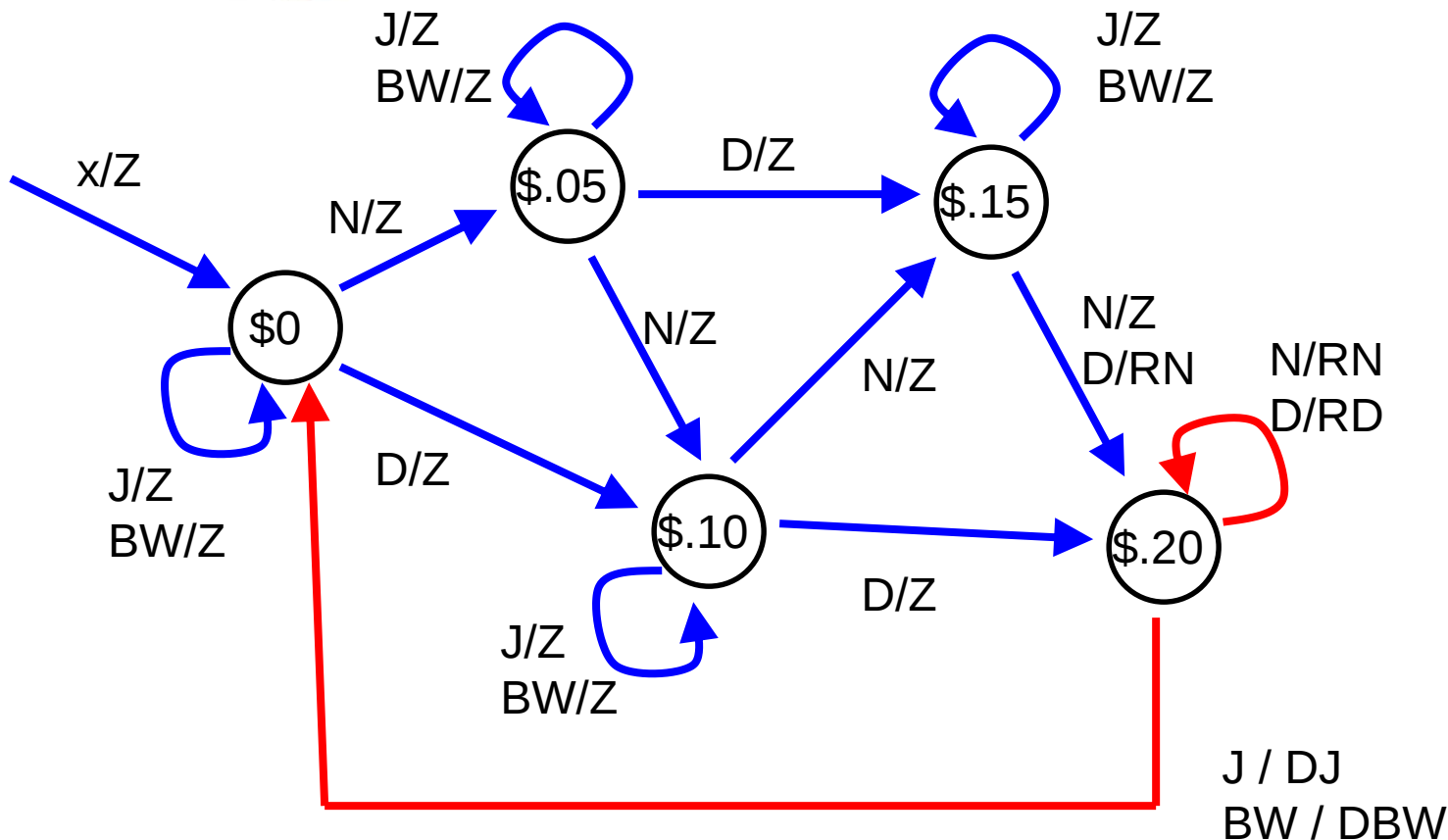
The complete state diagram:



- End for day...



Finite State Machines



FSMs III

Control of Time-Varying Behavior

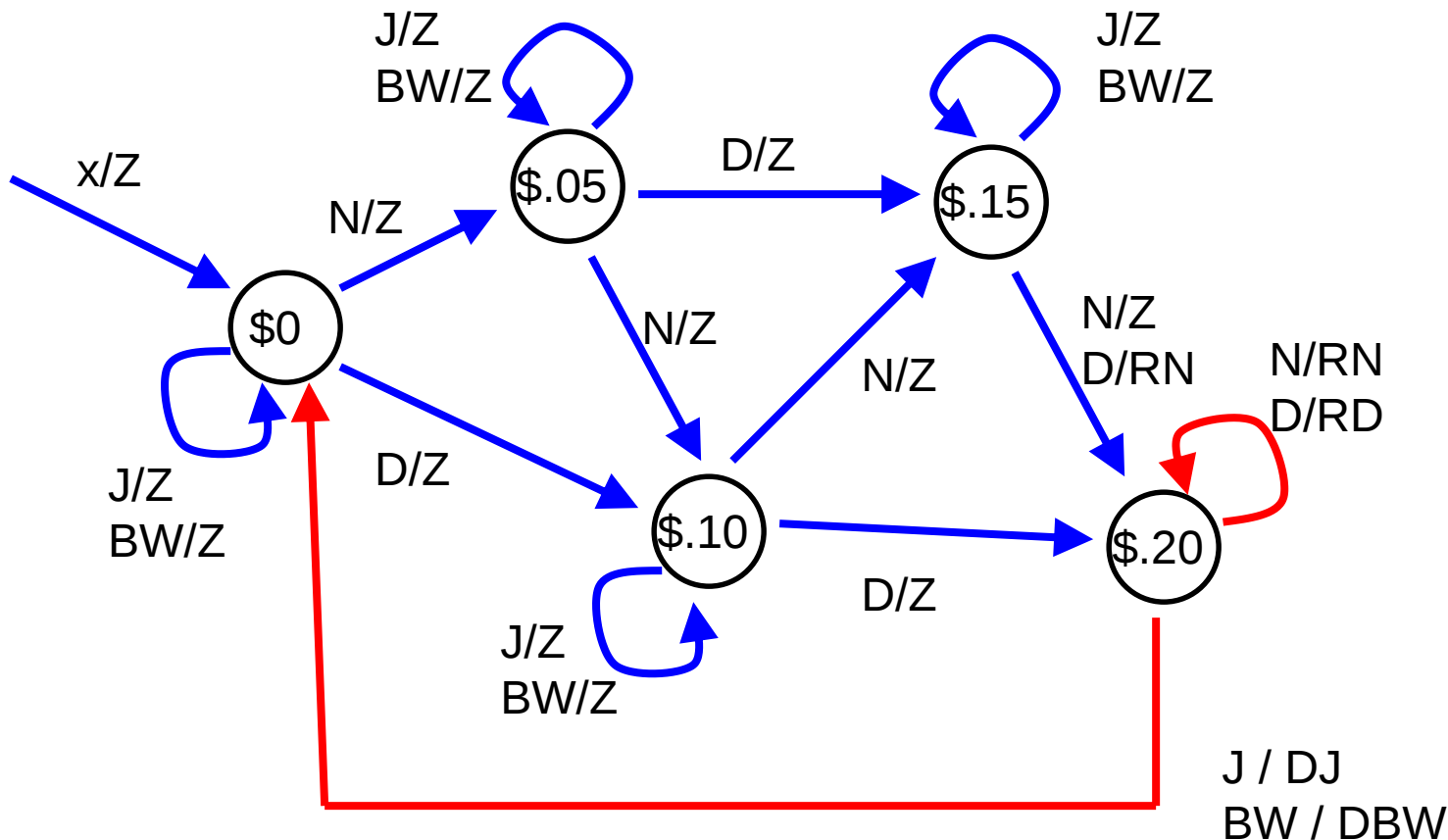
Can often express a “mission” in terms of a sequence of sub-tasks (it is a plan!)

- But: we also want to handle contingencies when they arrive

Finite state machines are a simple way of expressing such plans and contingencies



Vending Machine FSM



Finite State Machines (FSMs)

Pure FSM form is composed of:

- A set of states
- A set of possible inputs (or events)
- A set of possible outputs (or actions)
- A transition function:
 - Given the current state and an input: defines the output and the next state

FSMs and Control

How do we relate FSMs to Control?

- States are ?

FSMs and Control

How do we relate FSMs to Control?

- States are our memory of recent inputs
- Inputs/events are ?

FSMs and Control

How do we relate FSMs to Control?

- States are our memory of recent inputs
- Inputs/events are some processed representation of what the sensors are observing
- Outputs are ?

FSMs and Control

How do we relate FSMs to Control?

- States are our memory of recent inputs
- Inputs/events are some processed representation of what the sensors are observing
- Outputs are the control actions

FSMs and Control

How do we relate FSMs to Control?

- States are our memory of recent inputs
- Inputs/events are some processed representation of what the sensors are observing
- Outputs are the control actions
 - These are typically “high level” actions: e.g., set the goal orientation to 125 degrees

A Robot Control Example

Consider the following task:

- The robot is to move toward the first beacon that it “sees”
- The robot searches for a beacon in the following order: right, left, front
- Once beacon is found, move toward it and stop once the beacon is reached

What is the FSM representation?

Robot Description

Mobile robot with sensor turret on top

- Mobile robot turns take time
- Turret turns are relative to the mobile base and do not take time

Events

- Robot Turn Complete (TC)
- Beacon (B)
- No Beacon (NB)

Actions

- Look left (LL): turn turret to be facing left (relative to the mobile base)
- Look right (LR)
- Look forward (LF)
- Turn left (TL): turn robot base by 90 degrees to the left
- Turn right (TR)
- Move forward (F)

Robot Control Example II

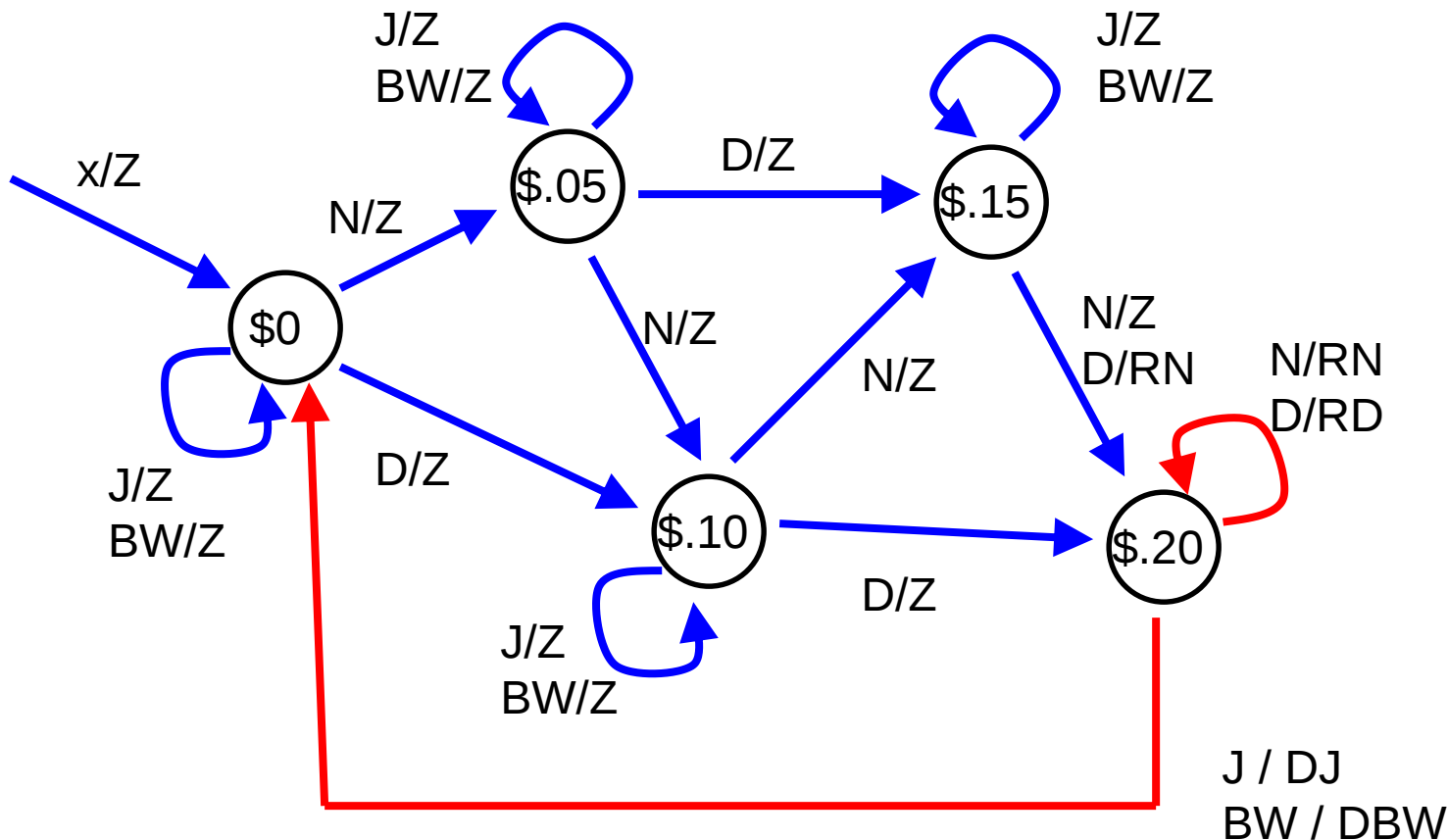
Consider the following task:

- The robot must lift off to some altitude
- Translate to some location
- Take pictures
- Return to base
- Land
- At any time: a detected failure should cause the craft to land

What is the FSM representation?



Vending Machine FSM



FSMs and Control

How do we relate FSMs to Control?

- States are our memory of recent inputs
- Inputs/events are some processed representation of what the sensors are observing
- Outputs are the control actions

FSMs in C

```
fsm_step() {  
    static State state = STATE_0;    // Initial state  
  
    <do some processing of the sensory inputs>  
    switch(state) {  
        case STATE_0:  
            <handle state 0>  
            break;  
        case STATE_1:  
            <handle state 1>  
            break;  
        case STATE_2: ...  
    }  
}
```

FSMs in C (some other possibilities)

```
fsm_step() {  
    static State state = STATE_0;    // Initial state  
  
    <do some processing of the sensory inputs>  
    switch(state) {  
        case STATE_0:  
            <handle state 0>  
            break;  
        case STATE_1:  
            <handle state 1>  
            break;  
        case STATE_2: ...  
    }  
    <do some low-level control>  
}
```

Handling Each State

- You will need to provide code that handles the event processing for each state
- Specifically:
 - You need to handle each event that can occur
 - For each event, you must specify:
 - What action is to be taken
 - What the next state is

Handling Each State

In our vending machine example:

- Events are easy to describe (only a few things can happen)
- It is convenient in this case to also “switch” on the event

FSMs in C: Processing for Individual States

```
case STATE_10cents:
    // $.10 has already been deposited
    switch(event) {
        case EVENT_NICKEL:    // Nickel
            state = STATE_15cents; // Transition to $.15
            break;
        case EVENT_DIME:      // Dime
            state = STATE_20cents; // Transition to $.2
            break;
        case EVENT_JOLT:      // Select Jolt
        case EVENT_BUZZ:      // Select Buzzwater
            display_NOT_ENOUGH();
            break;

        case EVENT_NONE:      // No event
            break;             // Do nothing

    };
break;
```

Handling Each State

Some events do not fall neatly into one of several categories

- This precludes the use of the “switch” construct for events
- For example: an event that occurs when our hovercraft reaches a goal orientation
- For these continuous situations, we typically use an “if” construct ...

FSMs in C: Processing for Individual States

```
:  
:  
case STATE_MISSION_PHASE_3:  
    if(heading_error < 10.0 &&  
        heading_error > -10.0)  
    {  
        // Accelerate forward!  
        desired_velocity = {.2, 0};  
        state = STATE_MISSION_PHASE_4;  
    };  
    break;  
:  
:
```

FSMs in C: Processing for Individual States

```
:
case STATE_MISSION_PHASE_4:
    if(distance_left < 20.0 ||
        distance_right < 20.0)
    {
        // Brake!
        desired_velocity = {0, 0};
        counter = 0;      // Reset the clock
        state = STATE_MISSION_PHASE_5;
    };
break;
:
```

FSMs in C: Processing for Individual States

```
:
case STATE_MISSION_PHASE_5:
    if(counter > 20)
    {
        // Assuming dt=50ms, one second has
        //    gone by since we
        //    started the brake
        heading_goal = heading_goal - 90.0;
        if(heading_goal <= -180.0) heading_goal += 360;
        state = STATE_MISSION_PHASE_6;
    };
    break;
```

:

REMEMBER: counter is being incremented once per control cycle (outside of the FSM code)

FSM Implementation Notes

- FSM code should not contain delays or waits
 - No `delay_ms()` or `while(...){}`
 - Remember that your FSM code will be called once per control cycle: use “if” to check for an event during that control cycle
- Use LEDs and/or `fprintf()` to indicate current state
- Implement and test incrementally

FSM Implementation Notes

For your project: you will use an enumerated data type to represent your set of states.

- Allows us to be very clear what the possible values are
- Affords type checking by the compiler

Mission-Level Control

- In this example (and in your project), the job of the FSM is to worry about sequencing the high-level steps in a task
- We leave the details of sensing and action to other tasks
- Communication between the tasks is through variables declared in global memory