

FIRST Robotics and Java SE Embedded

CON5678

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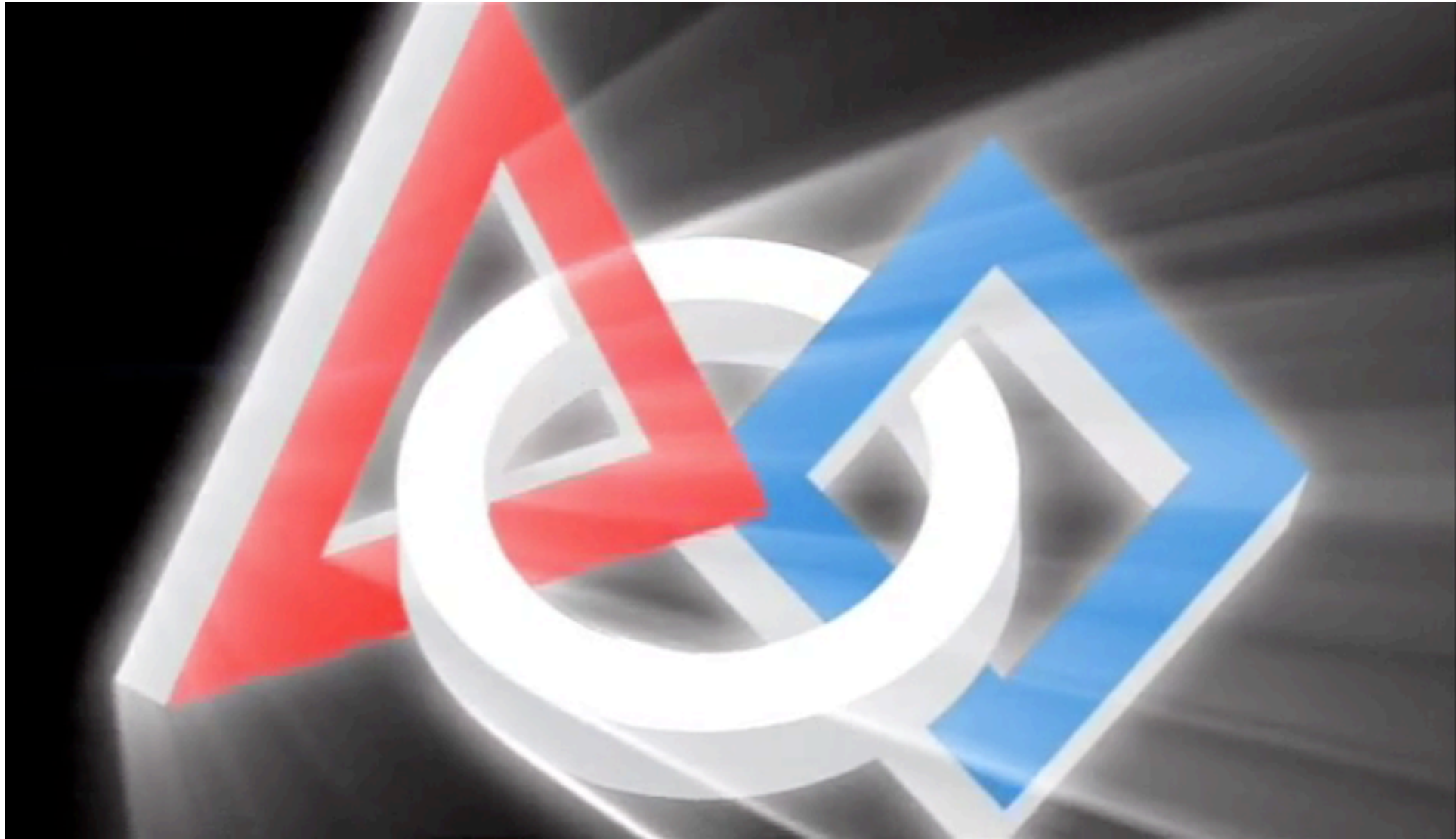
October 1, 2014

Presented with



Outline

- 1 ➤ What is FIRST
- 2 ➤ FIRST Robotics Competition (FRC)
- 3 ➤ New for FRC in 2015
- 4 ➤ Java SE Embedded in Action
- 5 ➤ Next Steps...



What Is FIRST?

Set of 4 Robotics Competitions

- World-wide
- Ages 6-18
- New game every year
- Research
- Engineering
- Presentation
- Teamwork



FIRST Mission



“To transform our culture by creating a world where science and technology are celebrated and where young people dream of becoming science and technology heroes.”

– Dean Kamen, Founder, FIRST

1) Junior FIRST LEGO League

- Grades K-3
- 4,500+ teams
- 27,000+ students
- Models
- “Show-Me” posters



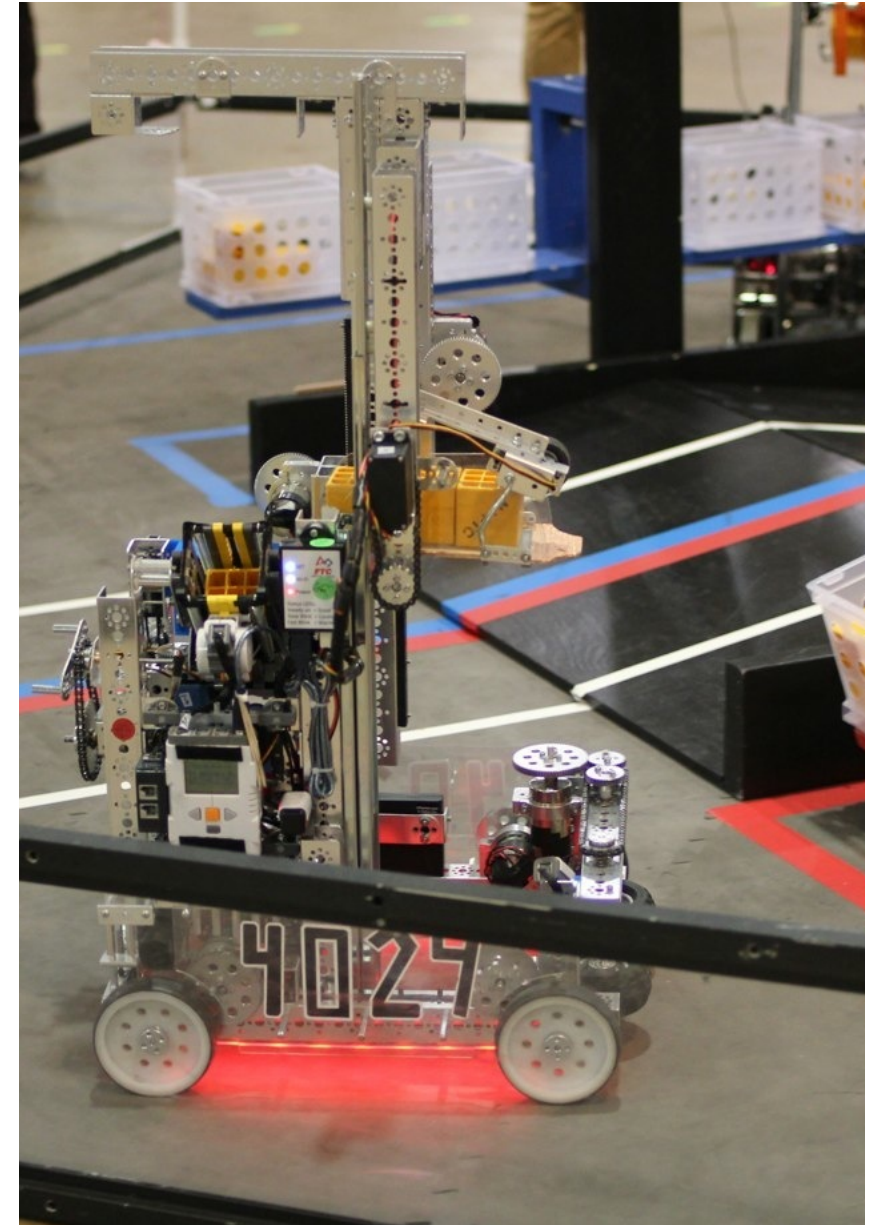
2) FIRST LEGO League

- Grades 4-8
- 27,000+ teams in 80 countries
- 267,000+ students
- LEGO Mindstorms and parts
- Fully autonomous



3) FIRST Tech Challenge

- Grades 7-12
- 4,450 teams in 15 countries
- 44,500 students
- LEGO Mindstorms, sensors, motors, custom parts
- Autonomous and tele-op
- 2 v. 2 game



4) FIRST Robotics Competition (FRC)

- Grades 9-12
- 3,000 teams in 17 countries
- 68,000+ students
- 16,000+ mentors and volunteers
- Autonomous and tele-op
- Industrial controller, pneumatics machined parts, sensors, vision, ...
- 3 v. 3 game





FIRST Robotics Competition (FRC)

Under the hood...

How Does FRC Work?

- Kickoff in January
 - Game disclosed
 - Teams get kit of parts
 - Includes motors, control system, minimal base chassis, and some miscellaneous parts
- 6 weeks and 2 days later...
 - Decided how to play the game
 - Brainstormed robot ideas
 - Built prototypes
 - Built, programmed, tested and drove their robot

The Challenge

- New game every year
- Some similar characteristics
 - Autonomous period of game (10-15 sec)
 - Tele-op period (2 minutes)
- Teams play in 3 on 3 alliances
- Regional competitions lead to World Championship
 - Advance by winning matches or getting awards
 - Design, presentations, outreach, sportsmanship, etc.

2014 Game



The Robots

- Built from a kit of parts provided by FIRST
 - Motors, control system, Wi-fi, minimal chassis, assorted other components
- Teams supply other parts
- Robots specs:
 - 150 lbs MAX
 - About 3'x3' and 5' tall
 - Travel 8-15 ft/sec



2014 Robot Controller - National Instruments Compact RIO

- Commercial embedded controller
- 400 MHz PowerPC
- vxWorks
- 64Mb RAM and 128Mb flash
- FPGA chassis for custom I/O, control, and processing
- Ethernet and serial port
- Expandable through plug-in modules



Built-in FPGA - Real-time and Safety-Critical

- Analog Input
- Oversample / Average
- Accumulator
- Analog Trigger
- Digital Input / Output
- Slow Digital Output
- PWM Output
- I2C Bus
- Digital Input Filtering
- Solenoid Output
- Watchdog timers
- Counter / Timer
- SPI Engine
- Time / Alarm
- Routable Interrupts
- Direct Memory Access

FRC Driver Station

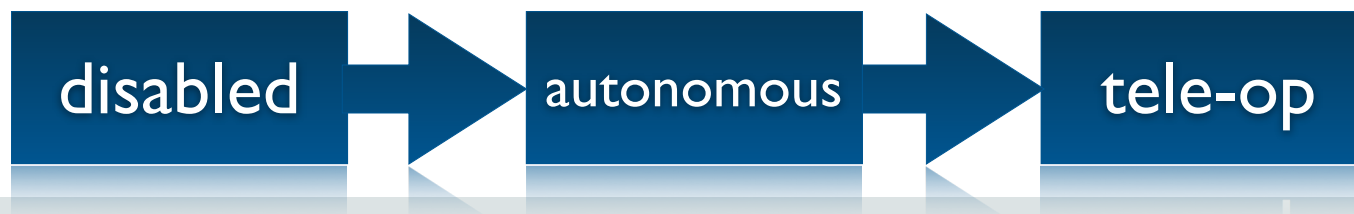


Programming (2010-2014)

- WPILib - FRC robot interface and framework library
- LabVIEW
 - Graphical programming system from National Instruments
 - Related to LEGO Mindstorms programming
- C++
 - Uses Wind River Workbench - eclipse-based IDE
- Java
 - Java ME CLDC 1.1
 - Squawk JVM (research project)

Anatomy of a Robot Program w/ WPILib

- Subclass one of the robot classes
 - **SimpleRobot**
 - Assumes code polls iteratively
 - **IterativeRobot**
 - More advanced model that handles devices with varying timing requirements
- Base classes handle field communication and match states



Robot Program Definition

```
import edu.wpi.first.wpilibj.SimpleRobot;
```

code to sequence
through competition and
communicate with driver
station

```
public class RobotExample extends SimpleRobot  
{
```

```
    private RobotDrive drive;  
    private Joystick stick;
```

```
// autonomous and operatorControl code  
// goes here - override methods...
```

```
}
```


Initialization (constructor)

```
public RobotExample()  
{  
    drive = new RobotDrive(1, 2);  
    stick = new Joystick(1);  
}
```

Create the
robot drive

Joystick on
Driver Station
USB port 1

Autonomous part of program

```
public void autonomous() {  
    drive.drive(0.6, 0.0);  
    Timer.delay(2.0);  
    drive.drive(-0.6, 0.0);  
    Timer.delay(2.0);  
    drive.drive(0.0, 0.0);  
}
```

Drive forwards for
2 seconds, then
backwards for 2
seconds, then stop

`myRobot.drive(speed, curve)`

speed: a value from -1.0 to 1.0 where 0.0 is stopped

curve: a value from -1.0 to 1.0 where 0.0 is no turn

Tele-Op part of program

```
public void operatorControl()  
{  
    while (!isEnabled())  
    {  
        drive.arcadeDrive(stick);  
        Timer.delay(0.01);  
    }  
}
```

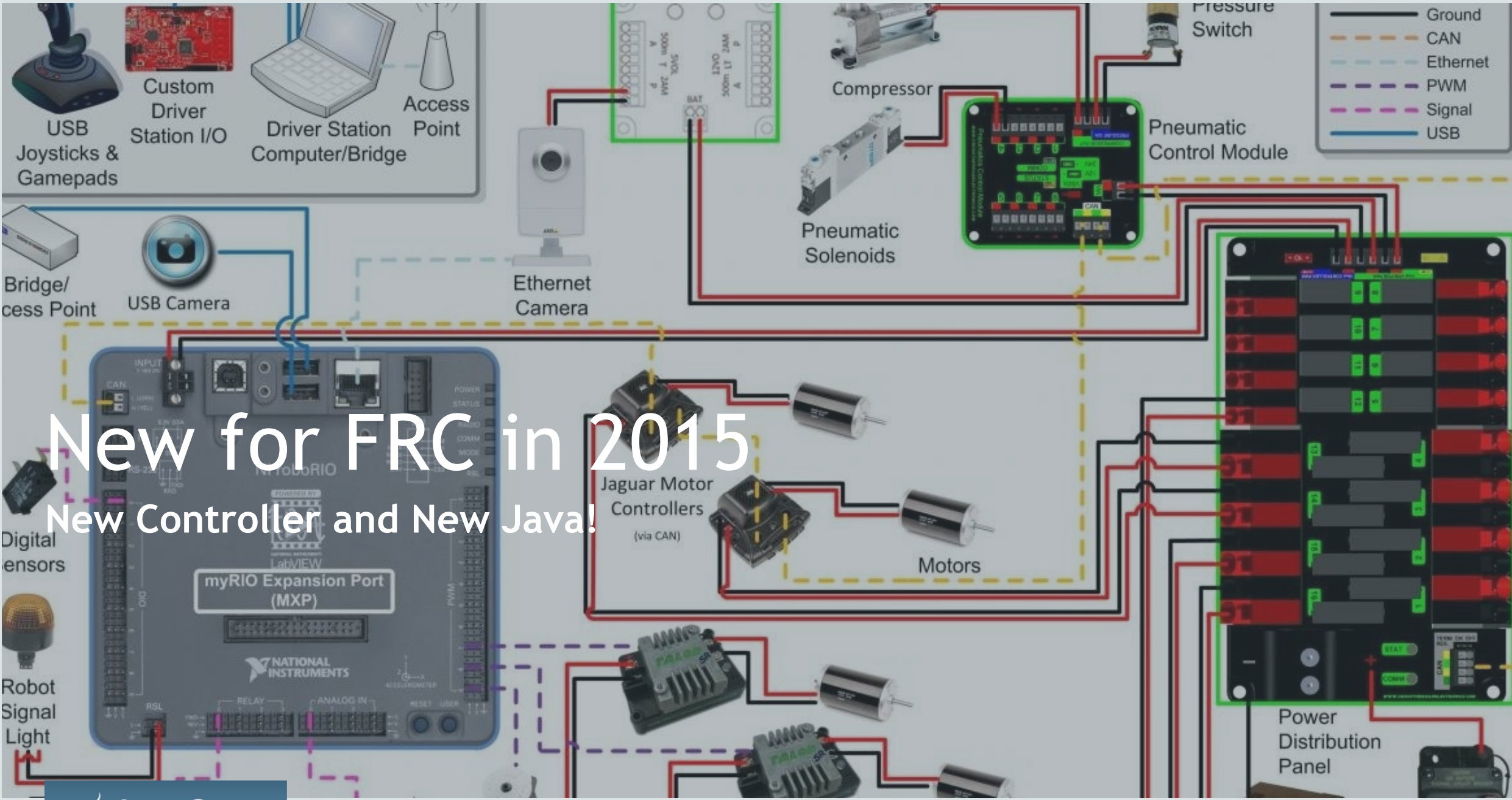
Drive robot using
one joystick

Wait

Wait

WPILib Goals

- Trivial to get started
- Access to all sensors and controllers
 - Pneumatics, servos, cameras, ...
- Powerful enough to develop
 - Traction control
 - Gyroscopic heading control
 - Vision recognition
 - Auto-targeting
- Safe - FPGA and libs



New for FRC in 2015

New Controller and New Java!



roboRIO Controller

- Dual-core ARM A9 @667MHz
- Linux
- 256MB RAM
- 512MB Flash
- Built-in I/O (tons)



Java SE Embedded 8

- Perfect fit for roboRIO
- Runs out-of-the-box
 - Compact profiles 1-3
 - Client VM

ORACLE JAVA SE EMBEDDED VERSION 8 UPDATE 6

Note: Java SE Embedded 8 enables developers to create customized JREs using the [JRECreate](#) tool. Starting with Java SE Embedded 8, individual JRE downloads for embedded platforms are no longer provided. To get started, download an eJDK bundle suitable for your target platform and follow [instructions](#) to create a JRE that suits your application's needs. This change does not affect JRE downloads for Java SE Embedded 7 Update releases.

Product / File Description	File Size	Download
ARM, Linux		
ARMv7 Linux - VFP, HardFP ABI, Little Endian ¹	117 MB	ejdk-8u6-fcs-b23-linux-arm-vfp-hflt-12_jun_2014.tar.gz
ARMv7 Linux - VFP, SoftFP ABI, Little Endian ²	116 MB	ejdk-8u6-fcs-b23-linux-arm-vfp-sflt-12_jun_2014.tar.gz

Java ME CLDC 1.1 -> Java SE 8

- **API Changes:**

- Collection classes
- java.io.*
- NIO
- Logging
- Regular expressions
- java.util.concurrent
- unsigned support

- **Language Changes:**

- *assert*
- Generics
- Annotations
- Enumerations
- New *for* loops
- Lambda

Java SE 8 Benefits

- What mentors know
- What kids learn
- Common code
- Opens up huge world of libraries
 - Do you really want...?
- Invoke Dynamic allows?

Squawk VM -> HotSpot

Small vs. Fast

- JIT compiler!
- Faster interpreter
- Multiple garbage collectors
- Full tool support
 - Better debugging
 - Profiling
 - visualvm, jstat, jconsole, ...



SE Embedded on roboRIO

Faster Execution

- Simple benchmark code
 - From Team 2846 “FireBears”
- Compare Squawk VM to SE Embedded
 - Running on PPC vs. ARM
 - 400MHz vs. 667MHz

Faster Execution

System	BearMarks*	Ratio
<i>Squawk - cRIO</i>	<i>650,664</i>	<i>1x</i>
<i>HotSpot (interpreter) - roboRIO</i>	<i>340,582</i>	<i>1.9x</i>
<i>HotSpot (JIT) - roboRIO</i>	<i>53,261</i>	<i>12x</i>
<i>roboRIO vs. cRIO (MHz)</i>	<i>-</i>	<i>1.68x</i>

HotSpot Interpreter

- Assembly-based interpreter loop
- Machine code generated at startup
- Tuned to actual CPU(s)
- vs. generic C-based code in Squawk VM

JIT Overhead Issues?

- *Preliminary:*
- Avg 2.8ms / method
- JIT runs in parallel with interpreter
- Dual-core processor
- FYI - If you want to impress a programming team...

GC in SE Embedded

- Serial
- Parallel
- Concurrent Mark-Sweep
- *Garbage First (G1) not available*

Initial GC Benchmarking

- Synthetic app creates a FIFO queue of byte arrays (treadmill)
- Runs a short treadmill a fast speed (1ms)
- 2 larger treadmill of treadmills at slower speeds
- 2 `java.util.TimerTasks` that measure jitter (running every 5ms)

GC Info

	GC-pause Max	GC-pause Median	Jitter-delay Max	Jitter-delay Mean	Jitter-rate Max	Jitter-rate Mean
<i>Serial</i>	<i>37</i>	<i>16</i>	<i>1</i>	<i>0.007</i>	<i>36</i>	<i>1.3</i>
<i>CMS</i>	<i>31/25</i>	<i>7</i>	<i>8</i>	<i>0.009</i>	<i>23</i>	<i>0.9</i>
<i>Parallel</i>	<i>54</i>	<i>9</i>	<i>1</i>	<i>0.005</i>	<i>64</i>	<i>4.4</i>

GC Results

- Is that good or bad?
- Robots often have several periodic tasks
 - Control data arrives every 20ms
 - PID loops often run at 50ms
- Synthetic app is pushing too hard (too many full GCs)
- Need real data from real robotic programs
 - FIRST is beta testing now

Java Tools

- Full range of Java tools available
- Debugger
- Profiler
- jconsole, jstat
- VisualVM...

10.1.90.2:3000 (pid 5325)

Monitor

CPU Memory Classes Threads

Uptime: 2 min 01 sec

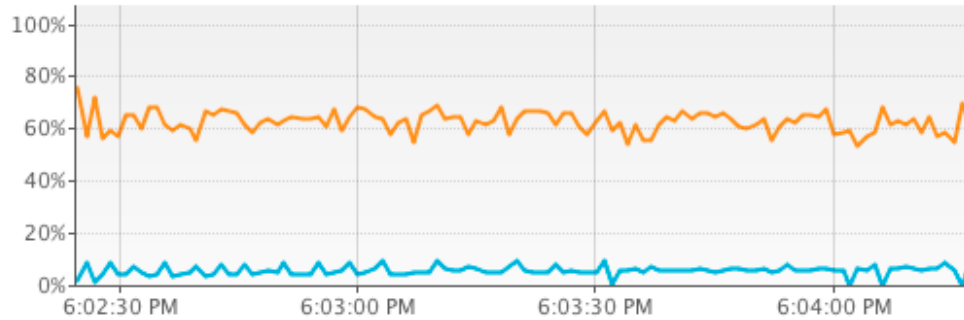
Perform GC

Heap Dump

CPU x

CPU usage: 64.5%

GC activity: 7.2%



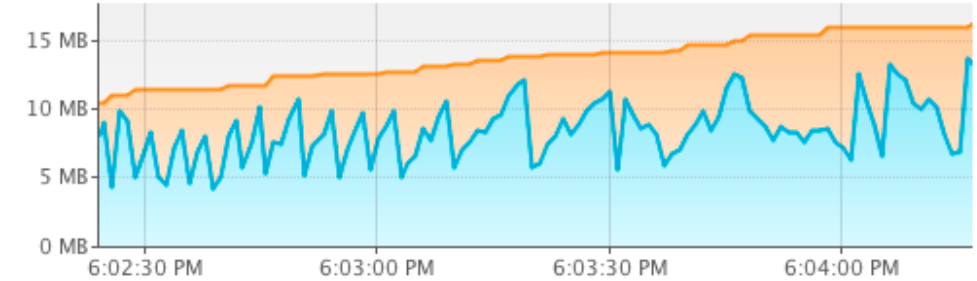
■ CPU usage ■ GC activity

Heap Metaspace x

Size: 17,113,088 B

Used: 14,104,200 B

Max: 97,386,496 B



■ Heap size ■ Used heap

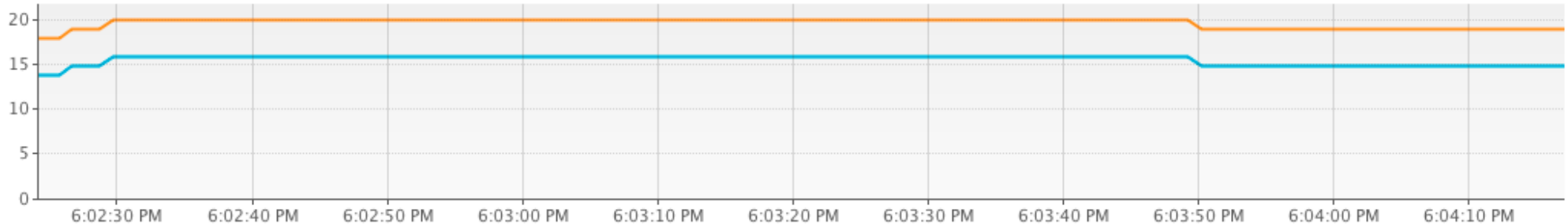
Threads x

Live: 19

Live peak: 20

Daemon: 15

Total started: 20



■ Live threads ■ Daemon threads

Start Page 10.1.90.2:3000 (pid 5325)

Overview Monitor Threads Sampler MBeans Buffer Pools JConsole Plugins Visual GC Tracer

10.1.90.2:3000 (pid 5325)

Sampler Settings

Sample: CPU Memory Stop

Status: memory sampling in progress

Heap histogram Per thread allocations

Pause Refresh Deltas Snapshot Perform GC Heap Dump

Classes: 737 Instances: 120,312 Bytes: 14,664,792

Class Name	Bytes [%]	Bytes	Instances
byte[]	<div style="width: 72.4%;"></div>	10,623,552 (72.4%)	3,739 (3.1%)
java.util.TreeMap\$Entry	<div style="width: 5.6%;"></div>	831,936 (5.6%)	25,998 (21.6%)
int[]	<div style="width: 4.5%;"></div>	670,280 (4.5%)	917 (0.7%)
java.util.TreeMap	<div style="width: 2.6%;"></div>	386,016 (2.6%)	8,042 (6.6%)
char[]	<div style="width: 2.5%;"></div>	375,728 (2.5%)	6,263 (5.2%)
java.lang.Long	<div style="width: 1.7%;"></div>	262,320 (1.7%)	16,395 (13.6%)
java.lang.Object[]	<div style="width: 1.0%;"></div>	150,760 (1.0%)	5,546 (4.6%)
java.lang.Class	<div style="width: 0.9%;"></div>	144,376 (0.9%)	1,625 (1.3%)
java.util.TreeMap\$KeySet	<div style="width: 0.8%;"></div>	128,352 (0.8%)	8,022 (6.6%)
javax.management.openmbean.CompositeDataSupport	<div style="width: 0.8%;"></div>	128,160 (0.8%)	8,010 (6.6%)
java.util.LinkedHashMap\$Entry	<div style="width: 0.8%;"></div>	123,744 (0.8%)	3,867 (3.2%)
java.lang.String	<div style="width: 0.6%;"></div>	96,160 (0.6%)	6,010 (4.9%)
java.util.HashMap\$Node[]	<div style="width: 0.5%;"></div>	76,656 (0.5%)	961 (0.7%)
java.util.Arrays\$ArrayList	<div style="width: 0.3%;"></div>	58,608 (0.3%)	3,663 (3.0%)
java.util.Collections\$UnmodifiableRandomAccessList	<div style="width: 0.3%;"></div>	58,400 (0.3%)	3,650 (3.0%)
java.lang.reflect.Method	<div style="width: 0.3%;"></div>	44,704 (0.3%)	508 (0.4%)
java.util.LinkedHashMap	<div style="width: 0.2%;"></div>	41,608 (0.2%)	743 (0.6%)

Timeline

View: All threads

Name	6:10:05 PM	6:10:10 PM	6:10:15 PM	6:10:20 PM	Running	Total
JitterBug Timer					970 ms (1%)	99,095 ms
JMX server connection timeout 20					0 ms (0%)	99,095 ms
main					0 ms (0%)	99,095 ms
Reference Handler					0 ms (0%)	99,095 ms
RMI Scheduler(0)					0 ms (0%)	99,095 ms
RMI TCP Accept-0					99,095 ms (100%)	99,095 ms
RMI TCP Accept-0					99,095 ms (100%)	99,095 ms
RMI TCP Accept-3000					99,095 ms (100%)	99,095 ms
RMI TCP Connection(1)-169.254.12					24,048 ms (28.6%)	84,076 ms
RMI TCP Connection(2)-169.254.12					99,095 ms (100%)	99,095 ms
RMI TCP Connection(3)-169.254.12					0 ms (0%)	99,095 ms
RMI TCP Connection(4)-169.254.12					60,417 ms (61.4%)	98,382 ms
RMI TCP Connection(5)-169.254.12					96,042 ms (100%)	96,042 ms
sampler					0 ms (0%)	99,095 ms

Running Sleeping Wait Park Monitor

Threads inspector

<input type="checkbox"/> Finalizer	2014-09-26 18:09:31
<input type="checkbox"/> JMX server connection timeout 20	
<input checked="" type="checkbox"/> JitterBug Timer	"JitterBug Timer" - Thread t@12 java.lang.Thread.State: TIMED_WAITING at java.lang.Object.wait(Native Method) - waiting on <1c28fcb> (a java.util.TaskQueue) at java.util.TimerThread.mainLoop(Timer.java:552) at java.util.TimerThread.run(Timer.java:505)
<input type="checkbox"/> JitterBug Timer	
<input type="checkbox"/> RMI Scheduler(0)	
<input type="checkbox"/> RMI TCP Accept-0	
<input type="checkbox"/> RMI TCP Accept-0	Locked ownable synchronizers: - None
<input type="checkbox"/> RMI TCP Accept-3000	
<input type="checkbox"/> RMI TCP Connection(2)-169.254.12	"Thread-4" - Thread t@14 java.lang.Thread.State: TIMED_WAITING at java.lang.Thread.sleep(Native Method) at memtreadmill.Allocator.run(Allocator.java:46) at java.lang.Thread.run(Thread.java:745)
<input type="checkbox"/> RMI TCP Connection(3)-169.254.12	
<input type="checkbox"/> RMI TCP Connection(5)-169.254.12	
<input type="checkbox"/> RMI TCP Connection(idle)	
<input type="checkbox"/> RMI TCP Connection(idle)	Locked ownable synchronizers:

Java Tools - More Info

- See James Gosling's talk:
- *Debugging and Profiling Robots* - CON6699
- TODAY, Oct 1, 1:00 PM - 2:00 PM
- Hilton - Continental Ballroom 4



Next Steps...

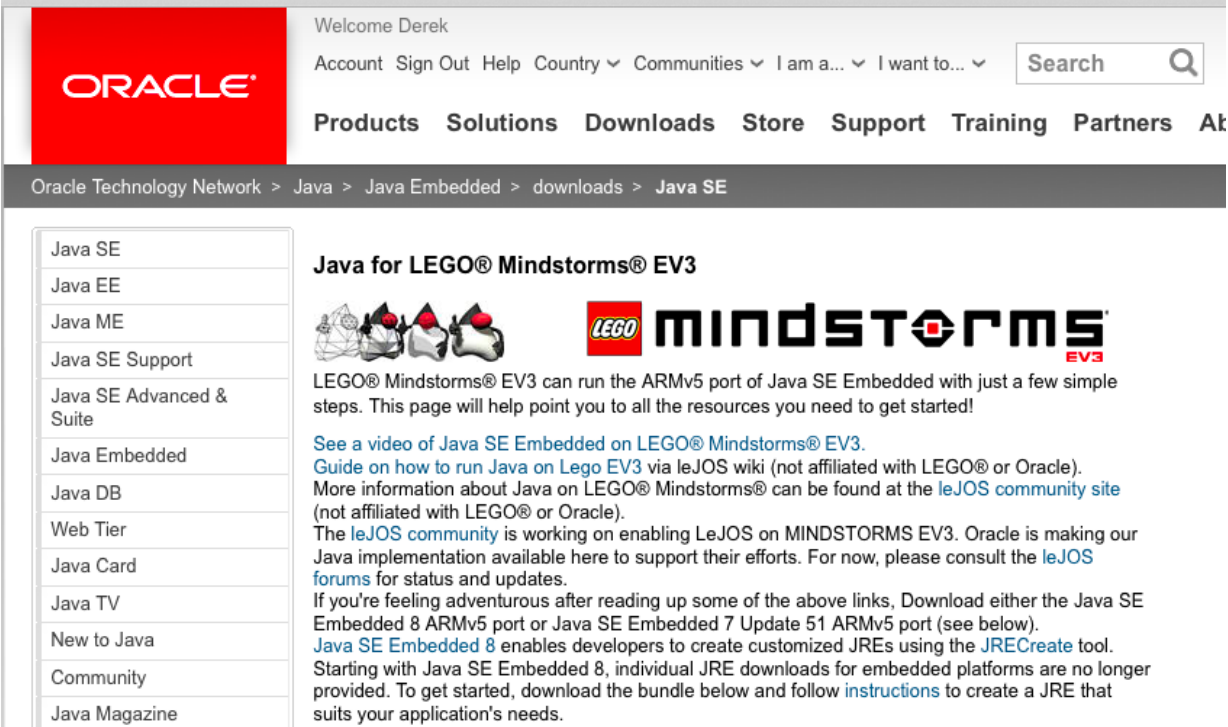
Sound like fun? Get Involved!

- FRC Teams need mentors who know Java
- Volunteer for events
- Get kids to join a team
- www.usfirst.org/whats-going-on



Java for other robots

- LEGO Mindstorms EV3
- Runs linux on ARM9 @300MHz
- 64MB RAM, 16MB flash
- Flash card slot
- Search web for “java lego ev3”
- FLL and FTC someday?



Welcome Derek



Account Sign Out Help Country Communities I am a... I want to... Search

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Oracle Technology Network > Java > Java Embedded > downloads > Java SE

Java SE
Java EE
Java ME
Java SE Support
Java SE Advanced & Suite
Java Embedded
Java DB
Web Tier
Java Card
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New to Java
Community
Java Magazine

Java for LEGO® Mindstorms® EV3

LEGO® Mindstorms® EV3 can run the ARMv5 port of Java SE Embedded with just a few simple steps. This page will help point you to all the resources you need to get started!

[See a video of Java SE Embedded on LEGO® Mindstorms® EV3.](#)
[Guide on how to run Java on Lego EV3](#) via leJOS wiki (not affiliated with LEGO® or Oracle).
More information about Java on LEGO® Mindstorms® can be found at the [leJOS community site](#) (not affiliated with LEGO® or Oracle).
The [leJOS community](#) is working on enabling LeJOS on MINDSTORMS EV3. Oracle is making our Java implementation available here to support their efforts. For now, please consult the [leJOS forums](#) for status and updates.

If you're feeling adventurous after reading up some of the above links, Download either the Java SE Embedded 8 ARMv5 port or Java SE Embedded 7 Update 51 ARMv5 port (see below).
[Java SE Embedded 8](#) enables developers to create customized JREs using the [JRECreate](#) tool. Starting with Java SE Embedded 8, individual JRE downloads for embedded platforms are no longer provided. To get started, download the bundle below and follow [instructions](#) to create a JRE that suits your application's needs.

Safe Harbor Statement

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Credits

- Photos courtesy of
 - FIRST Team 662, Rocky Mountain Robotics
 - USFIRST (credit Adriana M. Groisman and Argenis Apolinario)
- “BearMark” from FRC Team 2846, FireBears

Q+A

Hardware and Software Engineered to Work Together