

Preparing for advanced  
applications:  
Behavioural robotics in leJOS

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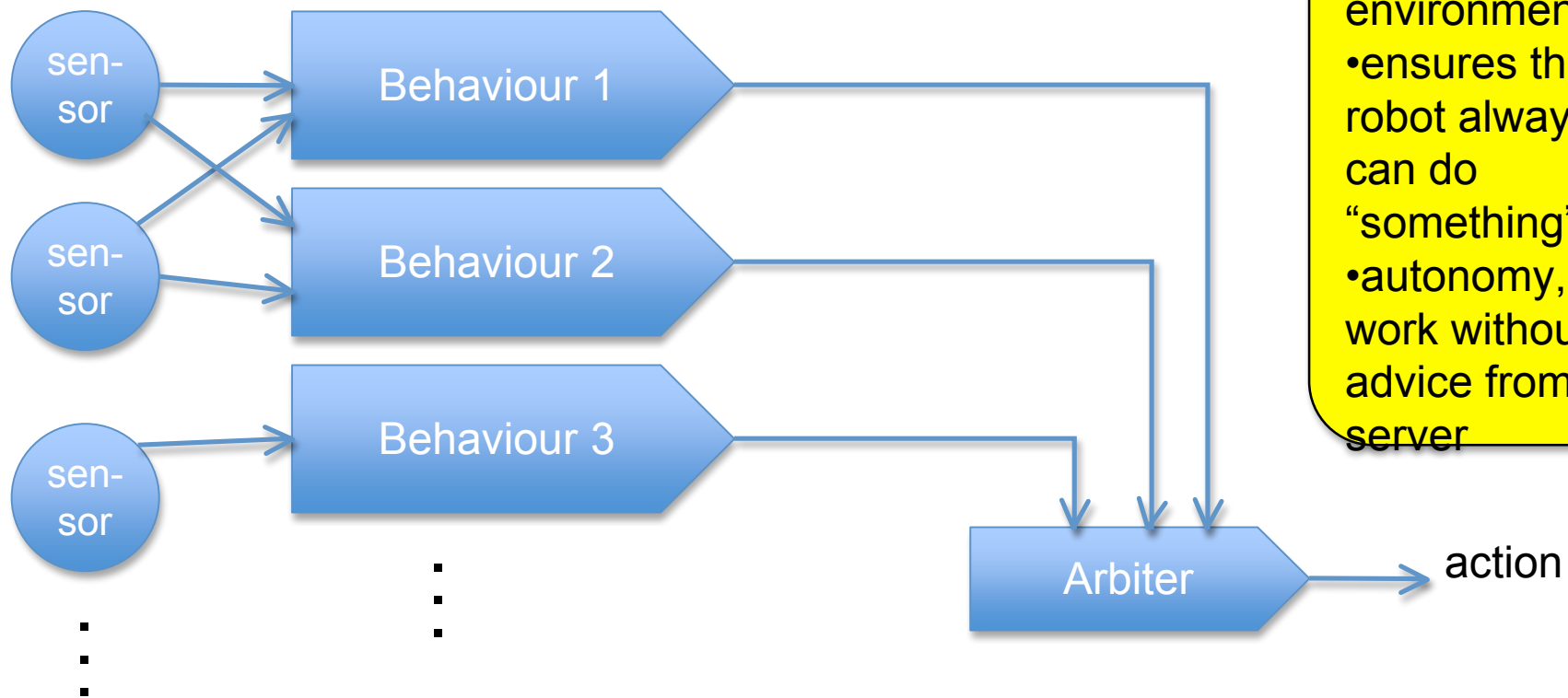
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# Assumed:

- We got leJOS installed and made first tests last week
- You are a bit familiar with the organization of leJOS' documentation, tutorial and API;
  - “Behavior Programming”
  - “Communication”
- You have read or will read the textbook, chapters 3+4
  - “Behaviors”
  - “Arbitration”
- Notice:
  - !! We will not give lectures (= reading aloud from a textbook which anyhow is easy to read)
  - !! If you have a specific difficulty, send a question to your teacher at latest Monday morning

# “Behavioural robotics”

A software (+hardware) architecture for robots



- robustness for changes in the environment
- ensures the robot always can do “something”
- autonomy, can work without advice from a server

# Today's program

Preparing for more advanced program architectures

- learn to use “behaviors” in leJos
- test communication facilities

See exercises on course website

Suggest possible interesting tasks and-or architectures for coming experiments

- distributed control (server, client, ...)
- robot cooperation (requires at least two groups that both have got the leJOS' Bluetooth stuff working)