

Introduction to Cognitive Robotics

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www.cognitiverobotics.net

Lecture 35

www.cognitiverobotics.net/CR35.pdf

The CRAM Cognitive Architecture: Cognitive Robot Abstract Machine

1. Overview of CRAM
2. The main tools: Lisp, Emacs, CRAM Language, ROS
3. **CRAM Beginner Tutorials with Turtlesim**
4. A pick-and-place CRAM plan with a simulation of the PR2 robot

Lecture 35

www.cognitiverobotics.net/CR35.pdf

The CRAM Cognitive Architecture: Cognitive Robot Abstract Machine

1. Overview of CRAM
2. The main tools: Lisp, Emacs, CRAM Language, ROS
3. **CRAM Beginner Tutorials with Turtlesim**
 - Creating a CRAM package
 - Controlling Turtlesim from CRAM
 - **Implementing simple plans to move a turtle**
 - Using Prolog for reasoning
 - Creating motion designators for the TurtleSim
 - Creating process modules
 - Automatically choosing a process module for a motion
 - Using location designators with the TurtleSim
 - Writing high-level plans for the TurtleSim
 - Implementing failure handling for the TurtleSim
 - Writing tests

The CRAM Beginner Tutorials

Based on CRAM tutorials
<http://cram-system.org/tutorials>

Implementing simple plans to move a turtle

Based on Implementing simple plans to move a turtle
http://cram-system.org/tutorials/beginner/simple_plans

Implementing simple plans to move a turtle

Now let's learn how to write and implement a simple plan to move a turtle from waypoint to waypoint

We'll do this in three steps:

1. Design, implement, and test a function `calculate-angular-cmd` to compute the angle to the goal in the turtles frame of reference

We will use this to re-orient the turtle towards the goal position

2. Test `calculate-angular-cmd` by moving the turtlebot to a goal position
3. Use `calculate-angular-cmd` to write a plan to move to a waypoint

Implementing simple plans to move a turtle

Step 1

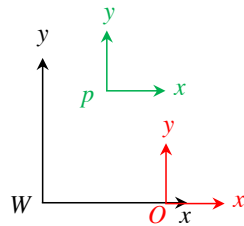
1. Design, implement, and test a function `calculate-angular-cmd` to compute the angle to the goal in the turtles frame of reference

How do we compute the angle to the goal in the turtles frame of reference?

Recall: Specifying Pose in ROS

How would we determine the pose of p w.r.t. O ?

$$\begin{aligned} {}^O p &= {}^O W * {}^W p \\ &= ({}^W O)^{-1} * {}^W p \\ &= (\text{Trans}(2, 0, 0))^{-1} * \text{Trans}(1, 2, 0) \\ &= \text{Trans}(-2, 0, 0) * \text{Trans}(1, 2, 0) \\ &= \text{Trans}(-1, 2, 0) \leftarrow \text{w.r.t. } O \end{aligned}$$



Recall: Specifying Pose in ROS

Some more pose operations:

```
CL-USER > (transform  
             (transform-inv (pose->transform 0))  
             p)
```

$({}^W O)^{-1}$

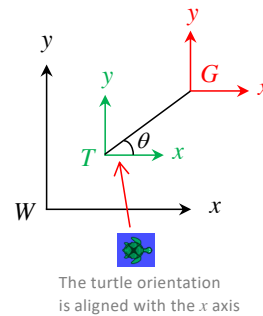
$({}^W O)^{-1} * W_p$

```
#<POSE  
#<3D-VECTOR (-1.0d0 2.0d0 0.0d0)>  
#<QUATERNION (0.0d0 0.0d0 0.0d0 1.0d0)>>
```

Here: Specifying Pose in ROS

We can use the same approach for determining the pose of the goal with respect to the turtle

$$\begin{aligned} {}^T G &= {}^T W * {}^W G \\ &= ({}^W T)^{-1} * {}^W G \end{aligned}$$



Here: Specifying Pose in ROS

```
CL-USER > (transform  
             (transform-inv (pose->transform pose-msg))  
             goal) }  $({}^W T)^{-1} * {}^W G$   
  
#<POSE  
#<3D-VECTOR (-3.0d0 4.0d0 0.0d0)>  
#<QUATERNION (0.0d0 0.0d0 0.0d0 1.0d0)>>
```

We will implement this in `calculate-angular-cmd`

This gives us the coordinates of the goal with respect to the turtles frame of reference

The direction to the goal is given by `atan2(y, x)`



Implementing simple plans to move a turtle

As before, when developing new code, we need to

- (Update the dependencies in `package.xml`) ← We don't need to do this as there are no new packages being used
- Update the dependencies in `cram-my-beginner-tutorial.asd` ← We need to do this because we are going to put the new code in a separate file
- (Update the dependencies in `package.lisp`) ← We don't need to do this as there are no new packages being used
- Add the new code to `simple-plans.lisp` ← We will place the new code in a separate Lisp file
- Test the code
 - Run the ROS master
 - Run the Lisp REPL, loading the new program, creating a ROS node
 - Run turtlesim
 - Run turtlesim_teleop
 - Call the new functions

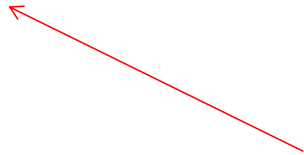
Implementing simple plans to move a turtle

Update the ASDF dependencies

Make sure you are in the `cram_my_beginner_tutorial` sub-directory

```
~$ cd ~/workspace/ros/src/cram_my_beginner_tutorial  
~/workspace/ros/src/cram_my_beginner_tutorial$
```

You should be there already
from the previous step



Implementing simple plans to move a turtle

Update the ASDF dependencies

Edit `cram-my-beginner-tutorial.asd`

```
~/workspace/ros/src/cram_my_beginner_tutorial$ emacs cram-my-beginner-tutorial.asd
```

Implementing simple plans to move a turtle

Update the ASDF dependencies

Edit `cram-my-beginner-tutorial.asd`

Add the `(:file "simple-plans" ...)` line below:

```
(defsystem cram-my-beginner-tutorial
  :depends-on (roslisp cram-language
              turtlesim-msg turtlesim-srv
              cl-transforms geometry_msgs-msg)
  :components
  ((:module "src"
    :components
    ((:file "package")
     (:file "control-turtlesim" :depends-on ("package"))
     (:file "simple-plans" :depends-on ("package" "control-turtlesim"))))))))
```

Add this line

Be careful to ensure
the open and closing
brackets match

The file
should now
look like this

Implementing simple plans to move a turtle

Create a new Lisp file for the plan code

Make sure you are in the `cram_my_beginner_tutorial/src` sub-directory

```
~$ cd ~/workspace/ros/src/cram_my_beginner_tutorial/src  
~/workspace/ros/src/cram_my_beginner_tutorial/src$
```


Implementing simple plans to move a turtle

Create a new Lisp file for the plan code

Edit `simple-plans.lisp`

```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ emacs simple-plans.lisp
```

Implementing simple plans to move a turtle

Update the Lisp package to include the code for the simple plan

Edit `simple-plans.lisp`

Add the code on the next slide ...

```

(in-package :tut)

(defun pose-msg->transform (msg)
  "Returns a transform proxy that allows to transform into the frame given by x, y, and theta of `msg'."

  (with-fields (x y theta) msg
    (cl-transforms:make-transform
      (cl-transforms:make-3d-vector x y 0)
      (cl-transforms:axis-angle->quaternion
        (cl-transforms:make-3d-vector 0 0 1)
        theta))))

(defun relative-angle-to (goal pose-msg)
  "Given a `pose-msg' as a turtlesim-msg:pose and a `goal' as cl-transforms:3d-vector,
  calculate the angle by which the pose has to be turned to point toward the goal."

  (let ((diff-pose (cl-transforms:transform-point
                    (cl-transforms:transform-inv
                     (pose-msg->transform pose-msg))
                    goal)))
    (atan
     (cl-transforms:y diff-pose)
     (cl-transforms:x diff-pose))))

(defun calculate-angular-cmd (goal &optional (ang-vel-factor 8))
  "Uses the current turtle pose and calculates the angular velocity command to turn towards the goal."

  (* ang-vel-factor
     (relative-angle-to goal (value *turtle-pose*))))

```

```

(in-package :tut)

(defun pose-msg->transform (msg)
  "Returns a transform given by the x, y, and theta fields of message 'msg'"

  (with-fields (x y theta) msg
    (cl-transforms:make-transform
      (cl-transforms:make-3d-vector x y 0)
      (cl-transforms:axis-angle->quaternion
        (cl-transforms:make-3d-vector 0 0 1)
        theta))))

(defun relative-angle-to (goal pose-msg)
  "Given a `pose-msg' as a turtlesim-msg:pose and a `goal' as cl-transforms:3d-vector,
  calculate the angle by which the pose has to be turned to point toward the goal."

  (let ((diff-pose (cl-transforms:transform-point
                    (cl-transforms:transform-inv
                     (pose-msg->transform pose-msg))
                    goal)))
    (atan
     (cl-transforms:y diff-pose)
     (cl-transforms:x diff-pose))))

(defun calculate-angular-cmd (goal &optional (ang-vel-factor 8))
  "Uses the current turtle pose and calculates the angular velocity command to turn towards the goal."

  (* ang-vel-factor
     (relative-angle-to goal (value *turtle-pose*))))

```

Make a transform from a message

Qualify the fields so that we don't have to prefix with msg

Make a transform from a message
(could also have used `make-pose` ... check this)

Euler axis is aligned with the Z axis

```
(in-package :tut)
```

```
(defun pose-msg->transform (msg)  
  "Returns a transform given by the x, y, and theta fields of message 'msg'"
```

```
  (with-fields (x y theta) msg  
    (cl-transforms:make-transform  
      (cl-transforms:make-3d-vector x y 0)  
      (cl-transforms:axis-angle->quaternion  
        (cl-transforms:make-3d-vector 0 0 1)  
        theta))))
```

This function calculates the angle between the turtle orientation and the goal

```
(defun relative-angle-to (goal pose-msg)  
  "Given a `pose-msg' as a turtlesim-msg:pose and a `goal' as cl-transforms:3d-vector,  
  calculate the angle by which the pose has to be turned to point toward the goal."
```

```
  (let ((diff-pose (cl-transforms:transform-point  
                    (cl-transforms:transform-inv  
                      (pose-msg->transform pose-msg))  
                    goal)))
```

This implements a **version** of the formula we derived in the previous slides for computing the coordinates of the goal in the turtle's frame for reference

```
    (atan  
      (cl-transforms:y diff-pose)  
      (cl-transforms:x diff-pose))))
```

This computes the angle from the coordinates
This angle represents the orientation error between
the turtles current orientation and the desired heading to the goal

```
(defun calculate-angular-cmd (goal &optional (ang-vel-factor 8))  
  "Uses the current turtle pose and calculates the angular velocity command to turn towards the goal."
```

```
  (* ang-vel-factor  
    (relative-angle-to goal (value *turtle-pose*))))
```

```
(in-package :tut)
```

```
(defun pose-msg->transform (msg)
```

```
"Returns a transform given by the x, y, and theta fields of message 'msg'"
```

```
(with-fields (x y theta) msg
```

```
(cl-transforms:make-transform
```

```
(cl-transforms:make-3d-vector x y 0)
```

```
(cl-transforms:axis-angle->quaternion
```

```
(cl-transforms:make-3d-vector 0 0 1)
```

```
theta))))
```

Let's look at what `diff-pose` is doing more closely ...

```
(defun relative-angle-to (goal pose-msg)
```

```
"Given a `pose-msg' as a turtlesim-msg:pose and a `goal' as cl-transforms:3d-vector,  
calculate the angle by which the pose has to be turned to point toward the goal."
```

```
(let ((diff-pose (cl-transforms:transform-point
```

```
(cl-transforms:transform-inv
```

```
(pose-msg->transform pose-msg))
```

```
goal)))
```

```
(atan
```

```
(cl-transforms:y diff-pose)
```

```
(cl-transforms:x diff-pose)))
```

3. Compute a 3d-vector by applying the transform to the goal 3d-vector

2. Compute the inverse of the transform

1. Make pose-msg a transform

3d-vector

```
(defun calculate-angular-cmd (goal &optional (ang-vel-factor 8))
```

```
"Uses the current turtle pose and calculates the angular velocity command to turn towards the goal."
```

```
(* ang-vel-factor
```

```
(relative-angle-to goal (value *turtle-pose*)))
```

```

(in-package :tut)

(defun pose-msg->transform (msg)
  "Returns a transform given by the x, y, and theta fields of message 'msg'"

  (with-fields (x y theta) msg
    (cl-transforms:make-transform
      (cl-transforms:make-3d-vector x y 0)
      (cl-transforms:axis-angle->quaternion
        (cl-transforms:make-3d-vector 0 0 1)
        theta))))

(defun relative-angle-to (goal pose-msg)
  "Given a `pose-msg' as a turtlesim-msg:pose and a `goal' as cl-transforms:3d-vector,
  calculate the angle by which the pose has to be turned to point toward the goal."

  (let ((diff-pose (cl-transforms:transform-point
                    (cl-transforms:transform-inv
                     (pose-msg->transform pose-msg))
                    goal)))

    (atan
     (cl-transforms:y diff-pose)
     (cl-transforms:x diff-pose))))

← This function calculates and returns the required angular velocity drive the orientation error to zero

(defun calculate-angular-cmd (goal &optional (ang-vel-factor 8)) ← It uses an optional gain parameter with a default value
  "Uses the current turtle pose and calculates the angular velocity command to turn towards the goal."

  (* ang-vel-factor
    (relative-angle-to goal (value *turtle-pose*))) ← Multiply the gain by the relative angle between the goal
                                                       direction and the current turtle orientation

```

Implementing simple plans to move a turtle

Step 2

2. Test `calculate-angular-cmd` by moving the turtlebot to a goal position

Implementing simple plans to move a turtle

Before using these functions, we first need to recompile the code

There are several options to do this

- Type C-c C-c with the cursor on the function to recompile only the function
- Type C-c C-k to recompile the file
- Reload the complete ASDF system
CL-USER> (ros-load:load-system "cram_my_beginner_tutorial" :cram-my-beginner-tutorial)
CL-USER> (in-package :tut)

Implementing simple plans to move a turtle

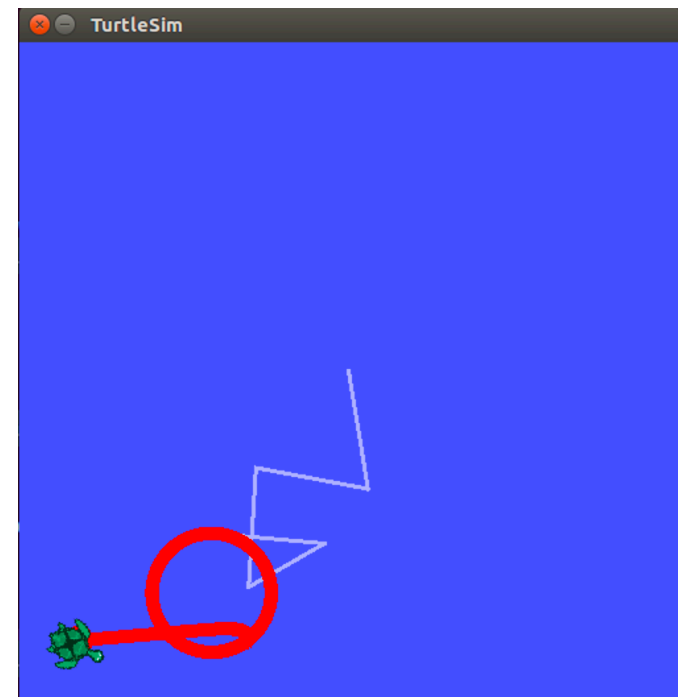
Run the following to call `send-vel-cmd` 100 times

```
TUT> (dotimes (i 100)
      (send-vel-cmd
        1.5 ; linear speed
        (calculate-angular-cmd (cl-transforms:make-3d-vector 1 1 0)))
      (wait-duration 0.1))
```

The turtle should now move towards the bottom left corner and finally rotate around the goal until the loop finishes



Why does the turtle continue to rotate? Because the goal position and the turtle position are exactly the same, the turtle translates by a small amount, recalculates the orientation error, and rotates accordingly



Implementing simple plans to move a turtle

Step 3:

3. Use `calculate-angular-cmd` to write a plan to move to a waypoint

We will write a simple plan that recalculates & executes the velocity command until we reach the goal

Later, as an exercise, we'll implement both the divide-and-conquer and MIMO algorithms we met earlier in the course

Implementing simple plans to move a turtle

Edit the `simple-plans.lisp` file

Make sure you are in the `cram_my_beginner_tutorial/src` sub-directory

```
~$ cd ~/workspace/ros/src/cram_my_beginner_tutorial/src  
~/workspace/ros/src/cram_my_beginner_tutorial/src$
```

Implementing simple plans to move a turtle

Edit the `simple-plans.lisp` file

```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ emacs simple-plans.lisp
```

Add the code on the next slide ...

```

(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."

  (let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist
                                (fl-funcall
                                  #'cl-transforms:translation
                                  (fl-funcall
                                    #'pose-msg->transform
                                    *turtle-pose*))
                                goal)
          distance-threshold)))
    (unwind-protect
      (pursue
       (wait-for reached-fl)
       (loop do
        (send-vel-cmd
         1.5
         (calculate-angular-cmd goal))
        (wait-duration 0.1)))
      (send-vel-cmd 0 0))))

```

We use `def-cram-function` because we're going to use CRAM language features, specifically `pursue`

```
(def-cram-function move-to (goal &optional (distance-threshold 0.1))  
  "Sends velocity commands until `goal' is reached."
```

The distance threshold allows the program to end even if the robot position is not exactly equal to the goal position

```
(let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist  
                             (fl-funcall  
                               #'cl-transforms:translation  
                               (fl-funcall  
                                 #'pose-msg->transform  
                                 *turtle-pose*))  
                             goal)  
      distance-threshold)))  
  (unwind-protect  
    (pursue  
      (wait-for reached-fl)  
      (loop do  
        (send-vel-cmd  
          1.5  
          (calculate-angular-cmd goal))  
        (wait-duration 0.1)))  
    (send-vel-cmd 0 0))))
```

```

(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."

  (let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist
                                (fl-funcall
                                  #'cl-transforms:translation
                                  (fl-funcall
                                    #'pose-msg->transform
                                    *turtle-pose*))
                                goal)
          distance-threshold)))

    (unwind-protect
      (pursue
       (wait-for reached-fl)
       (loop do
        (send-vel-cmd
         1.5
         (calculate-angular-cmd goal))
        (wait-duration 0.1)))
      (send-vel-cmd 0 0))))

```



This fluent network is complicated.
Let's walk through it ...


```
(def-cram-function move-to (goal &optional (distance-threshold 0.1))  
  "Sends velocity commands until `goal' is reached."
```

```
(let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist  
                             (fl-funcall  
                               #'cl-transforms:translation  
                               (fl-funcall  
                                 #'pose-msg->transform  
                                 *turtle-pose*))  
                             goal)  
      distance-threshold)))
```



Make a transform from the pose message ...
the value of which depends on the fluent

```
(unwind-protect  
  (pursue  
    (wait-for reached-fl)  
    (loop do  
      (send-vel-cmd  
        1.5  
        (calculate-angular-cmd goal))  
      (wait-duration 0.1)))  
  (send-vel-cmd 0 0)))
```

```


(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."

  (let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist
                                (fl-funcall
                                  #'cl-transforms:translation
                                  (fl-funcall
                                    #'pose-msg->transform
                                    *turtle-pose*))
                                goal)
        distance-threshold)))

    (unwind-protect
      (pursue
       (wait-for reached-fl)
       (loop do
        (send-vel-cmd
         1.5
         (calculate-angular-cmd goal))
        (wait-duration 0.1)))
      (send-vel-cmd 0 0))))

```

Access the translation slot



```

(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."

  (let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist ← Compute the Euclidean distance of the translation
                        (fl-funcall
                          #'cl-transforms:translation
                          (fl-funcall
                            #'pose-msg->transform
                            *turtle-pose*))
                          goal)
          distance-threshold)))
    (unwind-protect
      (pursue
        (wait-for reached-fl)
        (loop do
          (send-vel-cmd
            1.5
            (calculate-angular-cmd goal))
          (wait-duration 0.1)))
      (send-vel-cmd 0 0))))

```

```
(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."
```

The reached-fl fluent returns T if the Euclidean distance is less than the threshold

```
(let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist
                              (fl-funcall
                                #'cl-transforms:translation
                                (fl-funcall
                                  #'pose-msg->transform
                                  *turtle-pose*))
                                goal)
                    distance-threshold)))
  (unwind-protect
    (pursue
     (wait-for reached-fl)
     (loop do
      (send-vel-cmd
       1.5
       (calculate-angular-cmd goal))
      (wait-duration 0.1)))
    (send-vel-cmd 0 0))))
```

```
(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."

  (let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist
                                (fl-funcall
                                  #'cl-transforms:translation
                                  (fl-funcall
                                    #'pose-msg->transform
                                    *turtle-pose*))
                                goal)
          distance-threshold)))
    (unwind-protect
      (pursue
        (wait-for reached-fl)
        (loop do
          (send-vel-cmd
            1.5
            (calculate-angular-cmd goal))
          (wait-duration 0.1)))
      (send-vel-cmd 0 0))))
```

The pursue form terminates whenever one of the two forms in the body terminates

```

(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."

  (let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist
                                (fl-funcall
                                  #'cl-transforms:translation
                                  (fl-funcall
                                    #'pose-msg->transform
                                    *turtle-pose*))
                                goal)
          distance-threshold)))

    (unwind-protect
      (pursue
       (wait-for reached-fl) ← Wait until the turtle arrives at the goal
       (loop do
        (send-vel-cmd
         1.5
         (calculate-angular-cmd goal))
        (wait-duration 0.1)))
      (send-vel-cmd 0 0))))

```

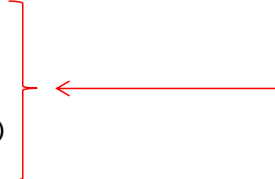
```

(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."

  (let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist
                                (fl-funcall
                                  #'cl-transforms:translation
                                  (fl-funcall
                                    #'pose-msg->transform
                                    *turtle-pose*))
                                goal)
          distance-threshold)))

    (unwind-protect
      (pursue
        (wait-for reached-fl)
        (loop do
          (send-vel-cmd
            1.5
            (calculate-angular-cmd goal))
          (wait-duration 0.1)))
        (send-vel-cmd 0 0))))

```


 Send a velocity command
 ... and wait while that's executed

```

(def-cram-function move-to (goal &optional (distance-threshold 0.1))
  "Sends velocity commands until `goal' is reached."

  (let ((reached-fl (< (fl-funcall #'cl-transforms:v-dist
                                (fl-funcall
                                  #'cl-transforms:translation
                                  (fl-funcall
                                    #'pose-msg->transform
                                    *turtle-pose*))
                                goal)
          distance-threshold)))

    (unwind-protect
      (pursue
       (wait-for reached-fl)
       (loop do
        (send-vel-cmd
         1.5
         (calculate-angular-cmd goal))
        (wait-duration 0.1)))
      (send-vel-cmd 0 0))) ← Send a velocity command to stop the turtle

```


Implementing simple plans to move a turtle

Again, we first need to recompile the code

There are several options to do this

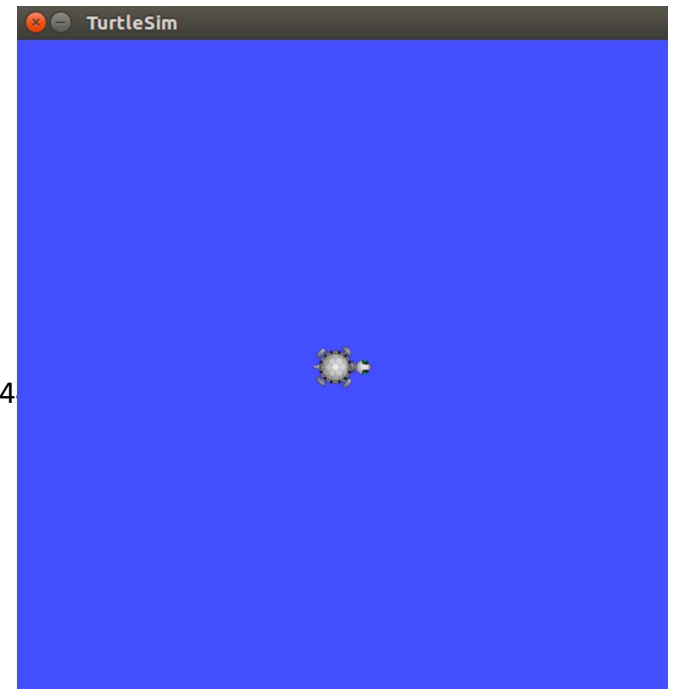
- Type C-c C-c with the cursor on the function to recompile only the function
- Type C-c C-k to recompile the file
- Reload the complete ASDF system
CL-USER> (ros-load:load-system "cram_my_beginner_tutorial" :cram-my-beginner-tutorial)
CL-USER> (in-package :tut)

Implementing simple plans to move a turtle

Clear the Turtlesim environment

The simplest way is just to kill the process in the terminal in which it was started and restart

```
~$ rosrunc turtlesim turtlesim_node  
[ INFO] [1586708039.479694452]: Starting turtlesim with node name /turtlesim  
[ INFO] [1586708039.489055920]: Spawning turtle [turtle1] at x=[5.544445], y=[5.544  
^C ← Kill using <cntrl>-C  
~$ rosrunc turtlesim turtlesim_node
```



Implementing simple plans to move a turtle

Better:

- If the turtlesim environment gets a bit messy, you can clear the background by entering the following from a terminal

```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ rosservice call /clear
```

- Or you can reset it completely by entering the following from a terminal [this creates a new turtle in the default pose]

```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ rosservice call /reset
```

Implementing simple plans to move a turtle

Best:

You might even create a new function in `control-turtlesim.lisp` to reset (you might do the same for clear)
Here's the code:

```
(defvar *reset-srv* nil "name of ROS service for resetting the simulator")  
...  
  
;; add this to (defun init-ros-turtle (name) ...)  
(setf *reset-srv* (concatenate 'string "reset"))  
...  
  
(defun call-reset ()  
  "Function to call the reset service."  
  (call-service *reset-srv* 'std_srvs-srv:empty))
```

Implementing simple plans to move a turtle

Best:

You might even create a new function in `control-turtlesim.lisp` to reset (you might do the same for clear)

Now, to reset Turtlesim:

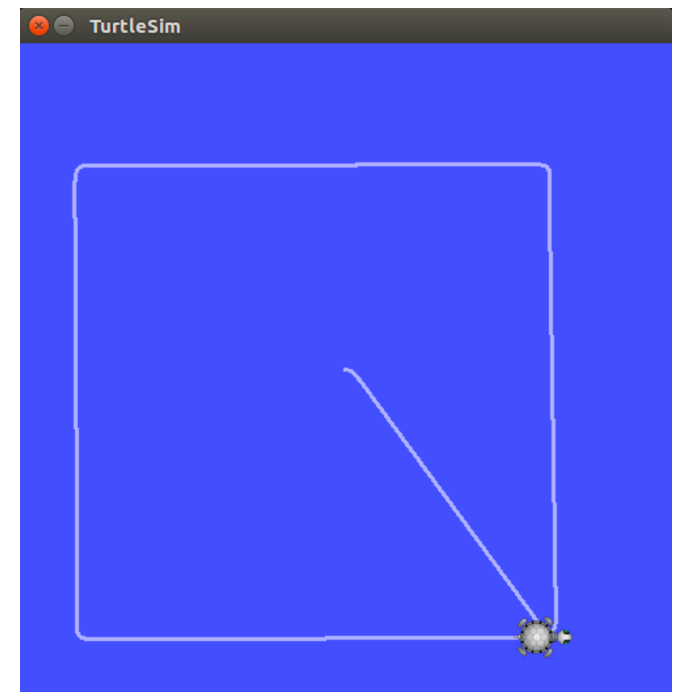
```
TUT> (call-reset)
```

Implementing simple plans to move a turtle

Run the following

```
TUT> (top-level
      (dolist (goal '((9 1 0) (9 9 0) (1 9 0) (1 1 0) (9 1 0)))
        (move-to (apply #'cl-transforms:make-3d-vector goal))))
```

The turtle should now move to these four waypoints, as shown



Implementing simple plans to move a turtle

Run the following

To execute CRAM Plan Language code (e.g. pursue or def-cram-function) we need to either call it from a function that was defined with def-top-level-cram-function or we need to wrap it in a top-level form

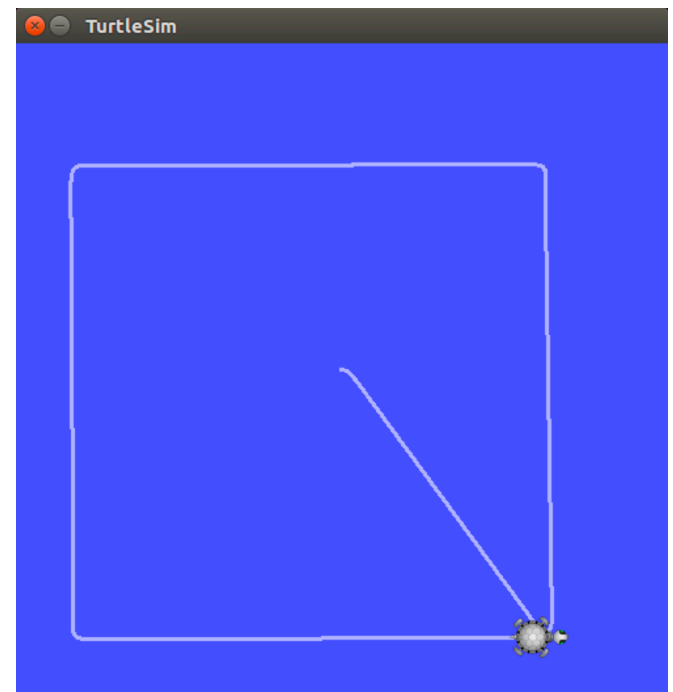
```
TUT> (top-level
      (dolist (goal '((9 1 0) (9 9 0) (1 9 0) (1 1 0) (9 1 0)))
        (move-to (apply #'cl-transforms:make-3d-vector goal))))
```

Quoted list of four waypoint coordinates

Recall: the dolist macro iterates through the elements of a list

Apply the sharp-quoted function to create an argument of the appropriate type (a 3D vector) from each goal list in the dolist

The turtle should now move to these four waypoints, as shown



Implementing simple plans to move a turtle

Experiment with this by changing waypoint coordinates

- You don't have to re-type the entire form each time
- You can copy and paste the text from the previous slides, edit it, and run it
- Or you can get REPL to replicate previously entered text:
 - Positioning the cursor over the text you want
 - Press enter to have it copied to the current prompt
 - Edit the text
 - press enter to run it

```
~/workspace/ros/src/cram_my_beginner_tutorial/src$ emacs package.lisp
```


CRAM Beginner Tutorials

Create a CRAM Package

http://cram-system.org/tutorials/beginner/package_for_turtlesim

Controlling turtlesim from CRAM

http://cram-system.org/tutorials/beginner/controlling_turtlesim_2

Implementing simple plans to move a turtle

http://cram-system.org/tutorials/beginner/simple_plans

Background Reading

G. Kazhoyan, Lecture notes: Robot Programming with Lisp 7. Coordinate Transformations, TF, ActionLib, slides 5-8.

https://ai.uni-bremen.de/_media/teaching/7_more_ros.pdf

<http://wiki.ros.org/tf/Overview/Transformations>

T. Rittweiler, CRAM - Design and Implementation of a Reactive Plan Language, Bachelor Thesis, Technical University of Munich, 2010.

<https://common-lisp.net/~trittweiler/bachelor-thesis.pdf>