



Threading

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Introduction





- Threading allows a program to do multiple things at once
- In this section, we will demonstrate how to use threading to run two functions at the same time

Function 1



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Source Code

```
1void spin(int seconds)
2{
3    motor(0, 100);
4    motor(1, 100);
5    msleep(1000 * seconds);
6    ao();
7}
```

This is a simple function which causes the robot to spin in place for the number of seconds specified by the seconds parameter

Function 2





Source Code

```
1 void servo_to_top()
2
  {
3
        int target_pos = 2000;
        int curr_pos = get_servo_position(0);
4
        int pos_diff = target_pos - curr_pos;
 5
6
        /* 50 iterations * 100 ms / iteration = 5 seconds */
7
        int iters = 50;
8
9
        int interval = pos_diff / iters;
10
11
        for ( ; curr_pos < target_pos; curr_pos += interval) {</pre>
             set_servo_position(0, curr_pos);
12
13
             msleep(100);
14
        }
15 }
```

This function uses the current position of servo 0 and the target position to move it to the target position in 5 seconds.

Example main()





Source Code

```
1 #include <kipr/wombat.h>
 2
 3 int main()
 4
  {
 5
       enable_servos();
       set_servo_position(0, 0);
 6
 7
       msleep(1000);
 8
       thread servo_thread;
 9
       servo_thread = thread_create(servo_to_top);
10
       thread_start(servo_thread);
11
12
13
       spin(3);
14
       thread_wait(servo_thread);
15
       thread_destroy(servo_thread);
       disable_servos();
16
17
       return 0;
18 }
```

Explanation on following slides

Example main(): Explanation



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Source Code

1 enable_servos(); 2 set_servo_position(0, 0); 3 sleep(1000); This code should already be familiar to you. Here we are just resetting the servo position for the purposes of demonstration.

Note: Enabling and disabling servos in one thread enables or disables them in all threads

Example main(): Explanation

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Source Code

- 1 thread servo_thread;
- 2 servo_thread = thread_create(servo_to_top);
- 3 thread_start(servo_thread);

To keep track of our new thread we use a special type called thread.

Then, we tell it that when it starts, it should run the servo_to_top() function.

Finally, we actually start the new thread.

Now we have the servo_to_top() function running in a new thread!

Example main(): Explanation



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Source Code

1 drive(3);

- 2 thread_wait(servo_thread);
- 3 thread_destroy(servo_thread);

Now we call our drive() function, and we are running drive() and servo_to_top() simultaneously!

thread_wait() tells our program to
wait until servo_thread is done
before continuing. If we didn't have
this, the program would end before the
servo_to_top() finished, because
it runs for 5 seconds, while our
drive() call only runs for 3.

Finally, always run thread_destroy() to clean up the thread when you are done with it



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- You can use global variables to pass values between functions, or, if you know how, you can use the pthread library
- However, for most situations the KIPR threading library should be sufficient