

# Playing with the lights

*Control WiFi-enabled LIFX light bulbs*

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Fosdem 2017, IoT track

```
$ whoami
```

Hello, my name is Louis (Opter) and I:

- ▶ am a decent software engineer;
- ▶ *do not really know anything about hardware.*

Anyway, it doesn't really matter, let's get started!

# Agenda

Two related projects to talk about:

- `monolight` An UI for a 128 buttons matrix and `lightsd`;
- `lightsd` A daemon to easily control LIFX light bulbs.

# Agenda

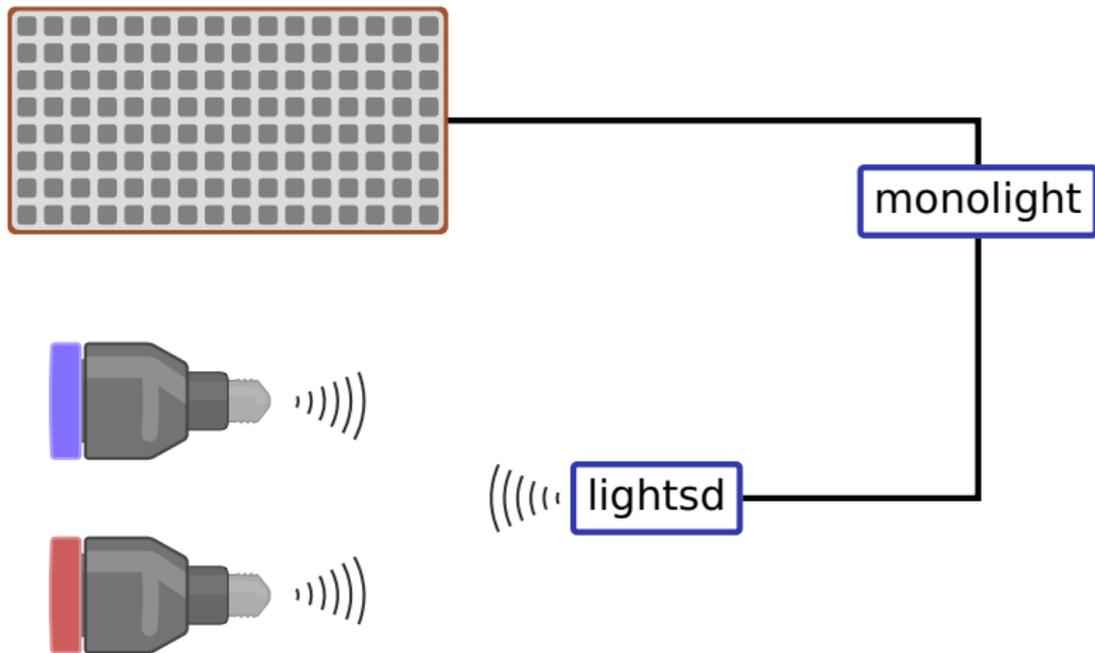
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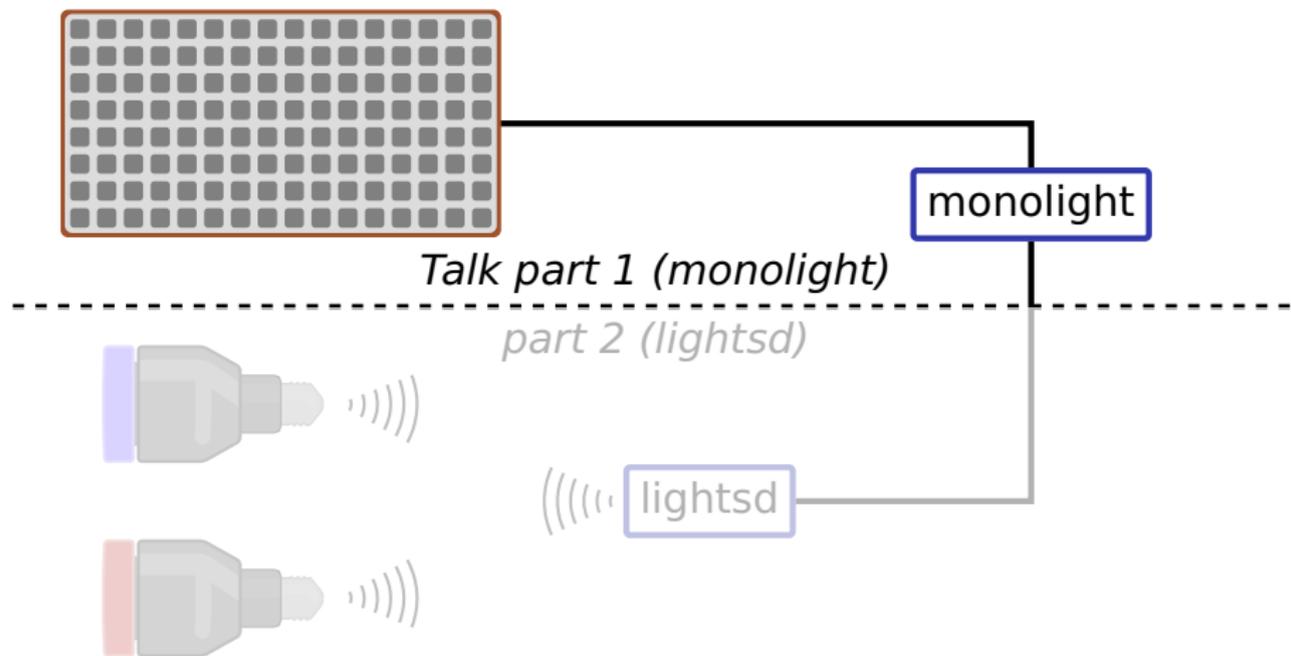
Outline:

- ▶ `monolight`: explanation, demo, implementation, ideas;
- ▶ `lightsd`: API demo, implementation, ideas, about LIFX;
- ▶ Q&A, discussion.

# High-level architecture



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# monolight

A controller (Monome grid 128 varibright):

- ▶ A matrix of 128 programmable button;
- ▶ 16 levels of brightness per button;
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- ▶ A ~1000 lumens programmable light bulb;
- ▶ Nice colors, nice range of whites;
- ▶ Wi-Fi 802.11bgn, 2.4GHz.

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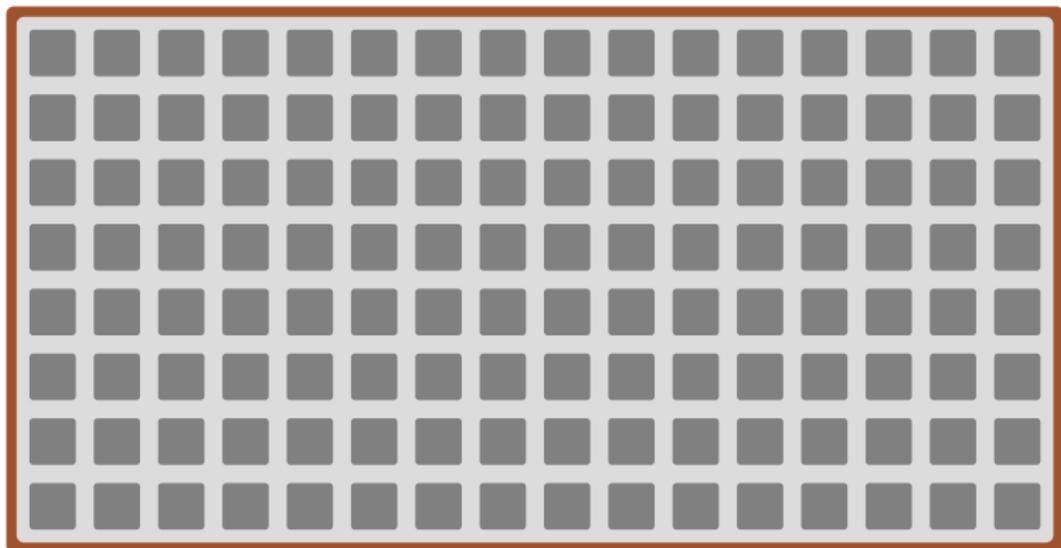
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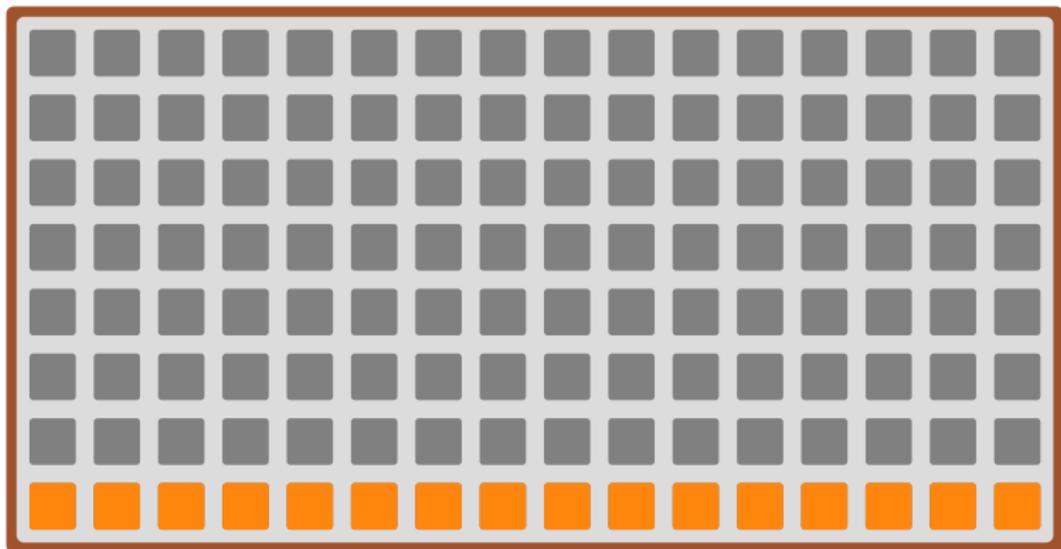
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*Let's have a look at the controller UI.*

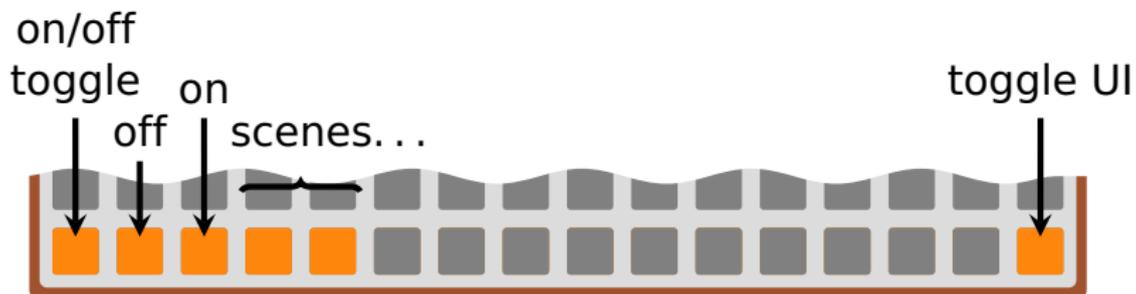
# The grid



# General functions/scenes row



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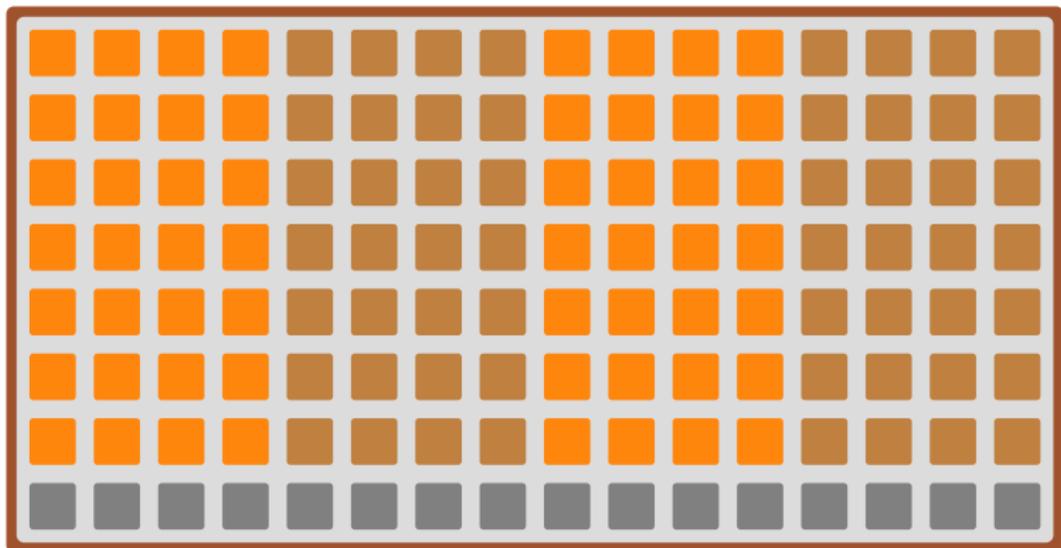
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Other ideas:

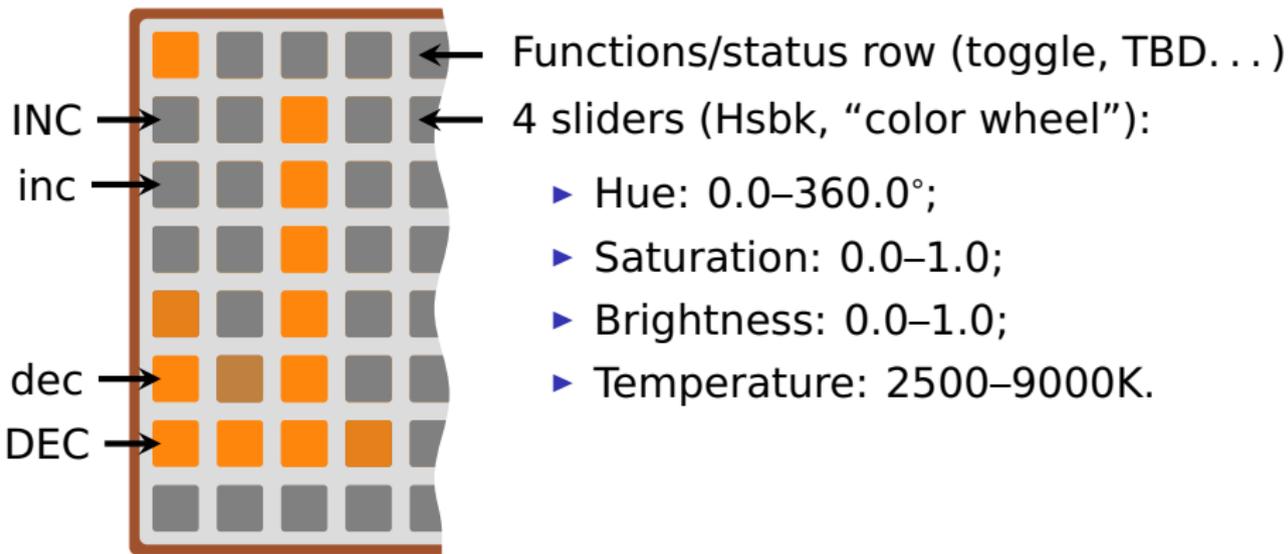
- ▶ Navigation controls (pagination...);
- ▶ MPD control.



# Target control pads x4



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# monolight live

- ▶ Controls;
- ▶ UI feedback;
- ▶ monolight layer definitions.

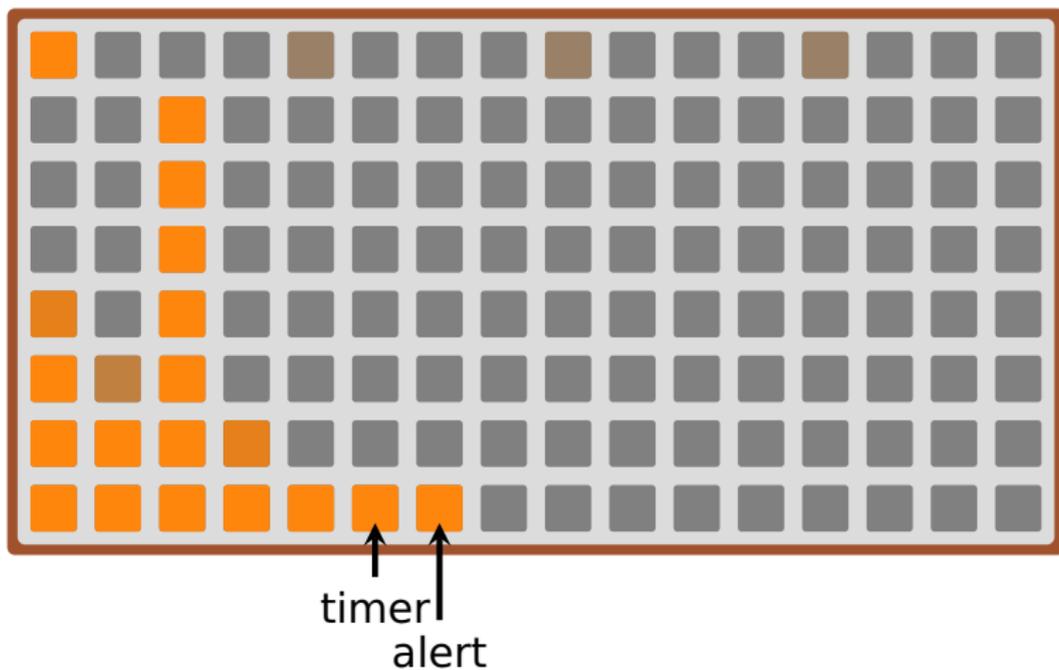
# monolight live

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- ▶ monolight layer definitions.

One last (unimplemented) idea I wanna show you. . .

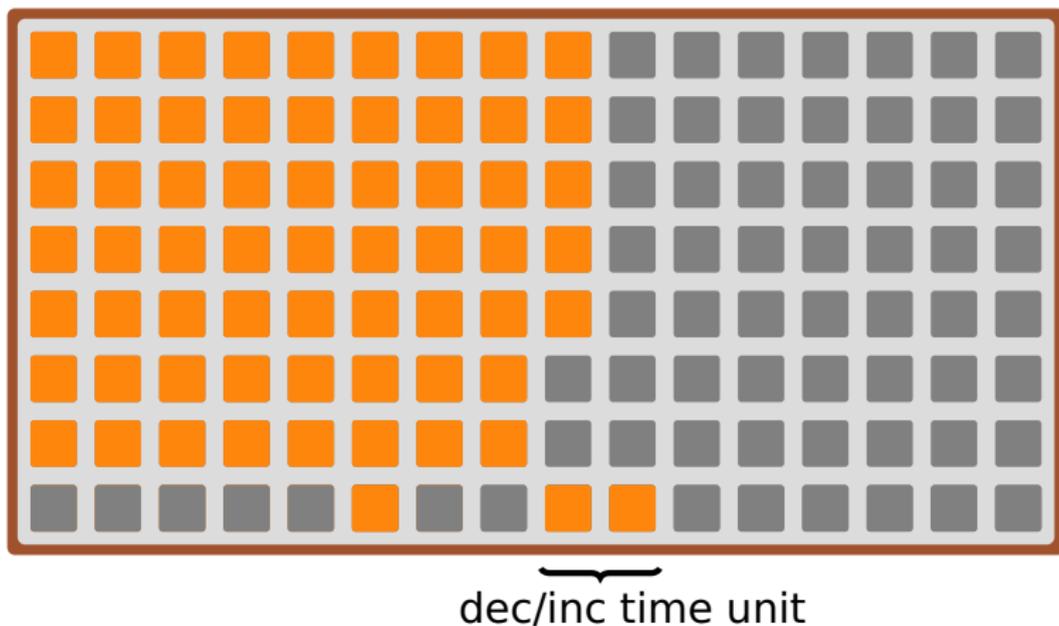
# Timer/Alert effect

Let's add two more functions:



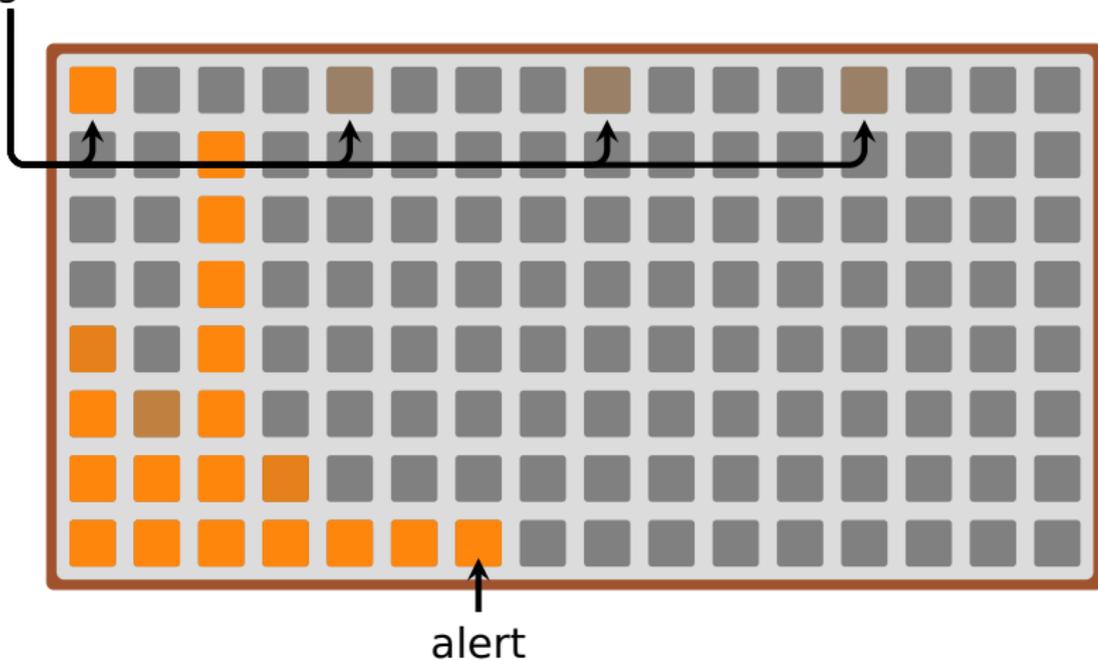
# Timer/Alert effect

Time selection (1 lit button = 1 unit of time):

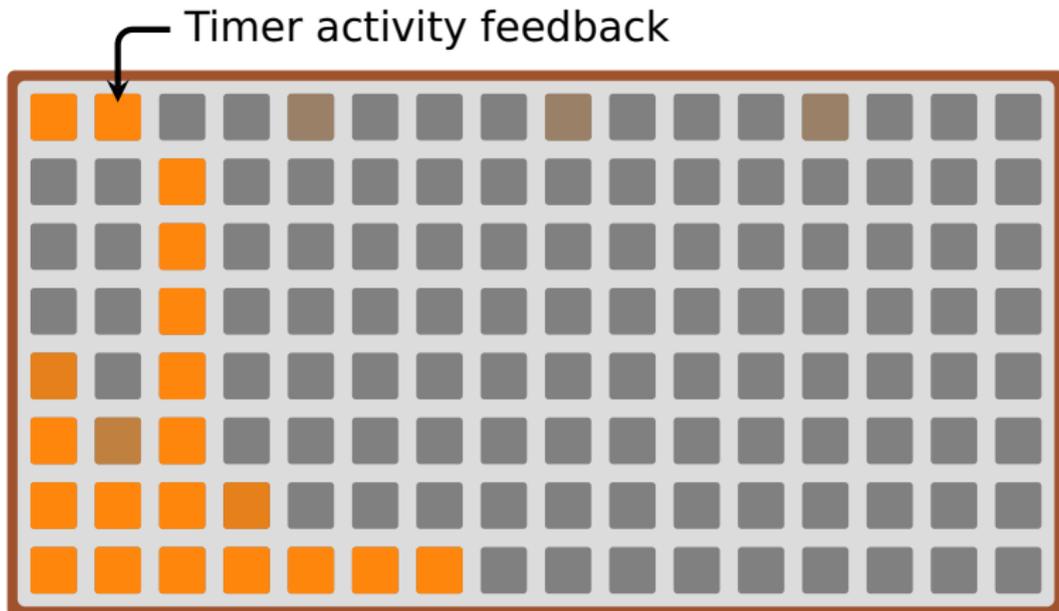


# Timer/Alert effect

Target and alert selection:



# Timer/Alert effect



# monolight implementation

## High-level details:

- ▶ Python  $\geq$  3.5 (pondering  $\geq$  3.6);
- ▶ Fully async (using *asyncio* with the stream API);
- ▶ Fully typed, it's great;
- ▶ Very slow, no tests 😊;
- ▶ Uses Artem Popov's *pymonome/aiosc* libraries;
- ▶ 2/3 months of work, GPLv3.

# monolight implementation

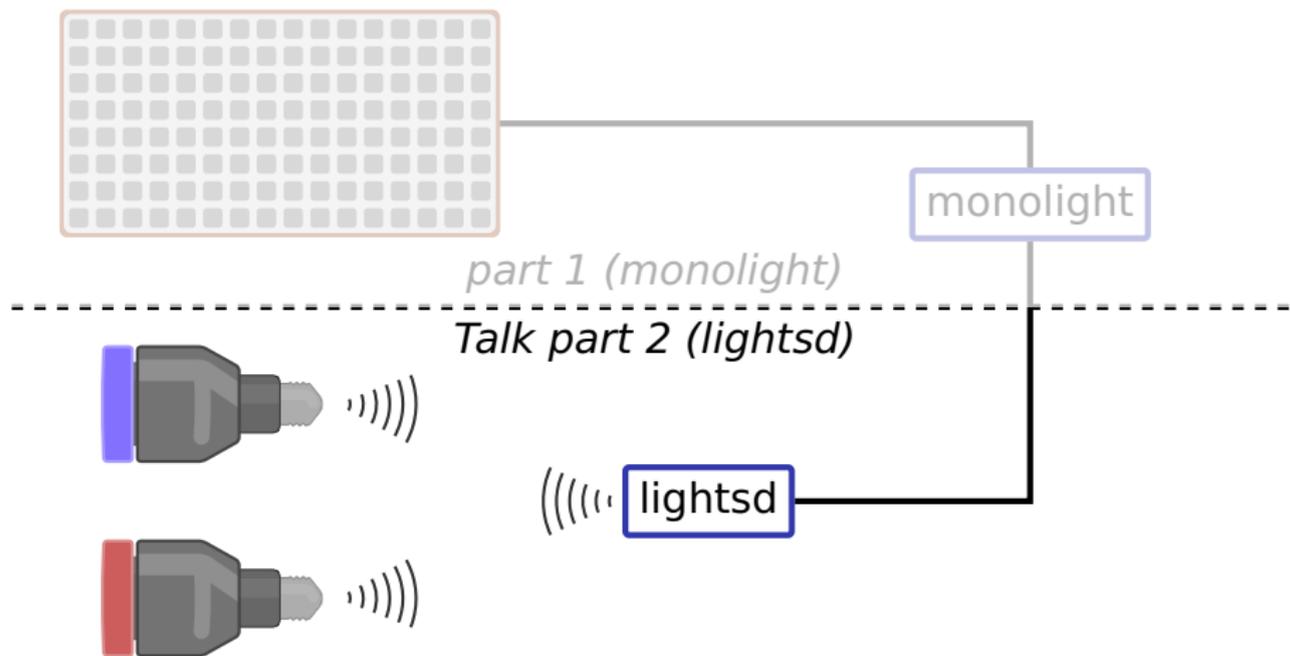
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As we've seen, lot of fun stuff left:

- ▶ More UI features;
- ▶ UI animations;
- ▶ Control other things.

# High-level architecture



# lightsd API live

- ▶ `get_light_state`;
- ▶ `power_toggle`, `targeting`;
- ▶ `set_light_from_hsbk`;
- ▶ `set_waveform`.

# lightsd

The “parent” project:

- ▶ C99, libevent2, CMake — that’s all;
- ▶ Daemon, low memory footprint, fast enough<sup>1</sup>;
- ▶ 32/64 bits, big/little endian, FPU optional;
- ▶ Runs on nearly everything but Windows<sup>2</sup>;
- ▶ First PoC in 2014, mostly written through 2015.

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<sup>1</sup>A bit of a CPU consumer.

<sup>2</sup>LXSS will fix that though?

# lightsd

## Original ideas:

- ▶ Remove discovery delays and glitches;
- ▶ While exposing a high-level *vendor agnostic* API;
- ▶ While offering network isolation;
- ▶ No cloud nor Internet required;
- ▶ GPLv3 with non-GPL users in mind;
- ▶ “Accessible”: pretty good C, unit-tests, good docs.

# lightsd

## Implementation details:

- ▶ Uses LIFX's faster and *harder* LAN API;
- ▶ Proxies all communications to the bulb;
- ▶ Keeps track of the *current* state of the bulbs (sampling);
- ▶ High-level API in JSON-RPC over TCP, Unix sockets or a named "command" pipe<sup>1</sup>.

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<sup>1</sup>The pipe is unidirectional: only usable to send commands.

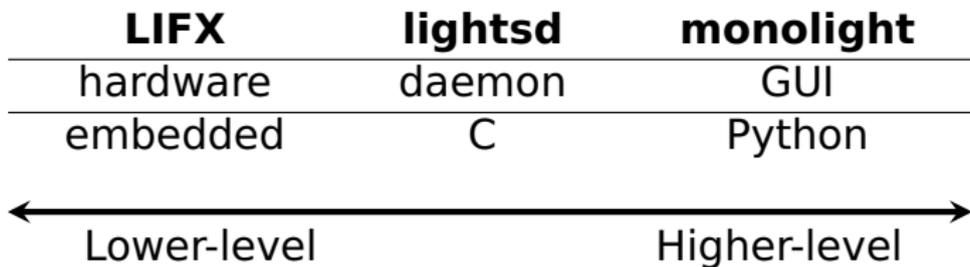
# The (👁️🔧 | 😊) parts

In no particular order:

👁️🔧	😊
C asyncio tasks cleanup Buildbot Portability Wi-Fi Reverse engineering... Firmwares bugs OS Packaging	C Python 3.5+ Continuous integration "Stack position" Playing with the lights in reasonable amounts User feedback

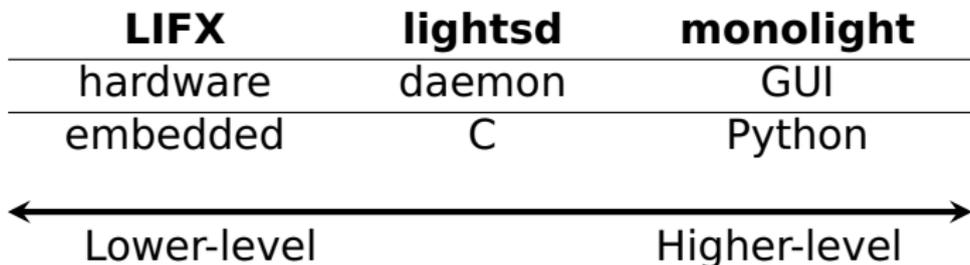
# “Stack position”

One thing I really like:



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*lightsd opens-up to a wide range of topics.*

## Notes on the LIFX bulbs

- ▶ Get them on sale;
- ▶ Best brightness/colors (AFAIK);
- ▶ Standby power consumption;
- ▶ Cool LAN API, hope they keep it;
- ▶ Only Gen 1 (EOLed in 2015) doesn't crash for me;

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- ▶ Only Gen 1 (EOLed in 2015) doesn't crash for me;
- ▶ *Binary blobs suck.*

# “My Roadmap”

Things I wanna do:

- ▶ Time based releases;
- ▶ Better CI/automation;
- ▶ “State-enforcement”;
- ▶ Effects API and effects plugins.

# Not on my roadmap

Things I wanna have:

- ▶ JSON-RPC extensions: streaming, auth, server notifs;
- ▶ A reversed-engineered LIFX firmware;
- ▶ A firmware that doesn't crash;
- ▶ Support for other brands (Hue?);
- ▶ Color calibration;
- ▶ LIFX stripe support.

# Thanks

*Time for Q&A and discussion*

- ▶ @l1opter
- ▶ #lightsd on IRC (*chat.freenode.net*)
- ▶ <https://www.lightsd.io/>

# Links

[LIFX](#) website, forum, github;

[lightsd](#) docs, sources, downloads;

[monolight](#) sources;

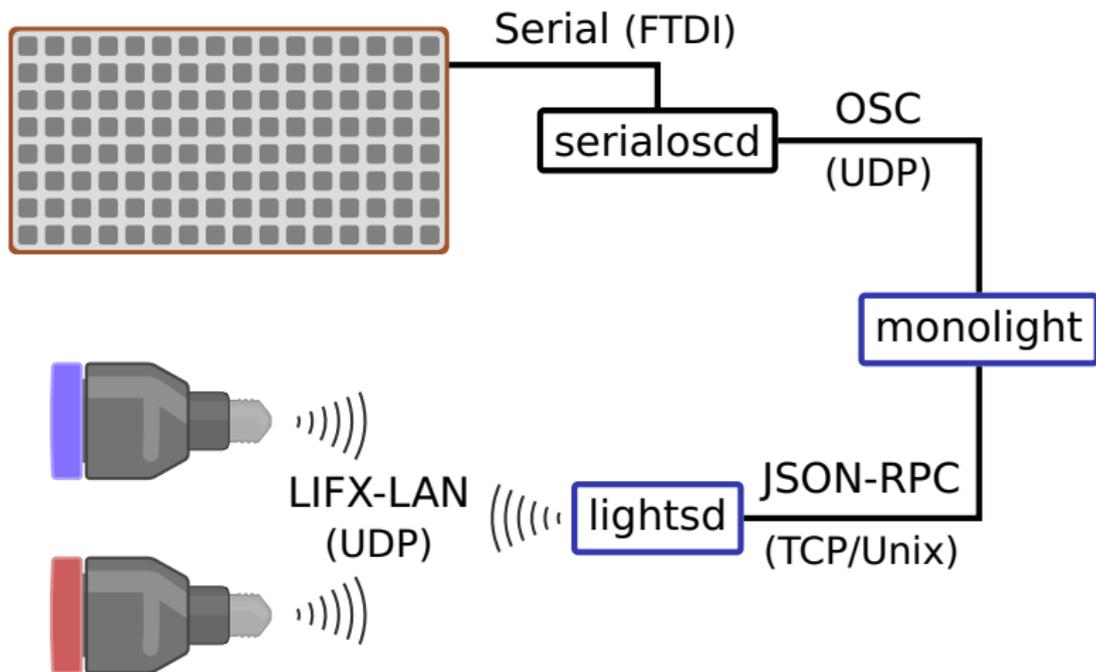
[monome](#) website, forum, github;

[pymonome](#) sources.

## Questions for you!

- ▶ Hardware hacks?
- ▶ UX with other projects and products?
- ▶ “Education” opportunities opinions?

# Detailed architecture



## LIFX products tables

<b>Generation</b>	<b>Models</b>	<b>Available</b>
Gen 1	Original 1000, Color 650	No
Gen 2	Color 1000, White 800	Yes
Gen 3	A19, BR30, Z (stripe)	Yes

<b>Generation</b>	<b>Notes</b>
Gen 1	Has 802.11 and (unused) 802.15.4
Gen 2	QCA 4002, AllJoyn, <i>crashes</i>
Gen 3	+ versions have IR, <i>still crashes</i>