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### Connecting Two Robot-Software Communication Architectures: ROS and LUNA

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W. Mathijs van der Werff, Jan F. Broenink

University of Twente CTIT institute, Robotics & Mechatronics Enschede, Netherlands

CTIT



### Introduction — Motivation

- Two trends in robotics Conflicting!
  - More complex algorithms
    - Computer vision, area mapping, planning
  - More light weight, energy efficiency
    - Mobile robots, unmanned aerial vehicles (drones)
- Possible Solution
  - Offloading algorithms to base station
    - Development of algorithms easier
    - More resources, like computer power
    - Easier upgradable
  - Connection between two environments needed
    - Algorithms
      - Robotic Operating System ROS
    - Loop Controllers, i.e. hard-real time code
      - LUNA Universal Network Architecture -- LUNA



## Introduction — Some Background

- Hard real time
  - Controlling robots, i.e. fast mechanics
- LUNA run-time framework
  - Hard real-time execution, precompiled
  - Design Flow
    - Graphically designed CSP processes in TERRA, and verified
    - Code generated, linked to LUNA lib
- ROS Robot Operating System
  - Open source / large community
  - Publisher Subscriber pattern: nodes and messages
  - Design Flow
    - Design algorithms and message types
    - Connect nodes via message exchange
    - (re) compile



# **III**ROS

bool field\_1
TwoInt32 field\_2
int32 field\_3

MSG: luna\_bridge/TwoInt32 int32 data int32 data2

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#### Introduction – Prototype, earlier made

#### Prototype ROS-LUNA bridge made

- Algorithms in ROS and hard real-time controllers in LUNA
- Problem: ros :: Publisher pub = n. advertise <template T>("topic", 10);
  - so source-code level in ROS to be connected to precompiled library in LUNA
- Bezemer et al. at ETFA 2015

#### Prototype

- Based on ShapeShifter class
- Integer LUNA  $\rightarrow$  ROS
- Limited support messagetypes
  - only basic datatypes



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## **Design and Implementation**

- Essential Requirements
  - Versatile / Reusable
  - Compiled program
  - SRT HRT connection
    - Asynchronous data connection
- Overview
  - Communication
  - LUNA
  - ROS



ROS network (User configured)	ROS-LUNA bridge	LUNA application (User configured)	Robotic setup

Base station

Embedded system

### **ROS-LUNA Bridge Architecture**

#### • Overview

- Communication
- LUNA
- ROS



## Implementation – Communication

#### Communication Protocol



#### Implementation — specific channels in LUNA

- LUNA ROS channels
- Allows modeling in TERRA
- Channel modifications
  - non-blocking write to ROS
    - from HRT to SRT
    - 2 data buffers
  - blocking read from ROS
    - synchronisation...
- Non-blocking read
  - using ALT: ROSread [] SKIP





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### Implementation – ROS topic listeners...

#### ROS — Topic Listeners

topic = data to transport Subscriber **Topic Listener** ••• run-time topic binding nnelManager Subscriber LUNA application Channels CSP) ROS network specific Publisher LUNA bridge vork specific configuration Publisher ٠ Runtime Bindthrough the network -Pι Subscriber **Topic Listener** Subscriber Implementation ROS network LUNA bridge ShapeShifter class (Wireless) network Publisher Runtime Bind-**ROS** network publish & subscribe connection NA application ing Publisher Publisher (User configured) ser configured) without specifying data type F **Runtime Binding** em **Needs specific** ٠ Helper Service serialiser, deserialiser **RuntimeBindingPublisher ROS** network **ROS-LUNA** bridge RC Network extended TopicListener -(User configured) **ROS-side** 

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## Testing

- Initial Tests
  - on bandwidth
  - packet loss
- Verification, Performance
  - RBP RuntimeBindingPublisher
  - Performance
    - Publishers
    - Subscribers
- Demonstration
  - timing
  - robotic system

#### **Initial Tests**

Packet loss

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Additional traffic

## **Verification tests**

- Verify RuntimeBindingPublisher
  - correct serializing / deserializing
- auto-generated ROS structure of test
  - time stamp test:



### **Performance Tests - Publishers**

- Five different implementations of ROS publishers
  - generic ROS Publisher in C++
  - generic ROS Publisher in Python
  - RuntimeBindingPublisher with prior msg info
  - RuntimeBindingPublisher without prior msg info
  - simplified RuntimeBindingPublisher in Python
- Tests
  - average of 100 tests
  - per test 50 x init and publishing of 100 samples
  - 10 tests in 1 run
    - 100 tests in 1 run makes ROS core crash
  - On intel i5@2.53 GHz, 4 GB RAM, Ubuntu 15.10, ROS Jade

# **Publishers**

- Initialisation
  - RBPc++ slowest
    - due to external Python helper node
    - RBPc++2:
      - not needed as used from previous call
  - Python slower than C++
    - RBPPython slower than Python
      - additional fu calls needed
- Runtime
  - RBPs are comparable
    - only initialisation is different
  - RBP slower than C++
    - due to additional var name look ups
  - Python slowest



## **Performance Tests - Subscribers**

- Four different implementations of ROS subscribers
  - normal subscribers in C++ / Python
  - extended TopicListener in C++ / simple runtime binding in Python
- Tests
  - custom type: header and 2 float64
  - average of 100 test, for initialisation
  - 6,000 msg @ 200 Hz:



# **Subscribers**

- Initialisation
  - C++ slowest
    - due to tasks others do at runtime
      - like registering the callback
  - Python seems to optimize
    - due to repeating of runs
- Runtime
  - C++ slowest
    - has to iterate over description fields
  - Python faster than RBPc++
    - due to optimizations
- Overall conclusion
  - C++ faster than Python
  - RBPc++ is in between



#### **Demonstration Tests**

- Robotic setup: vison in the loop •
  - our favorite JIWY test setup •
    - pan-tilt gimball, DC-motor driven
  - RaMstix embedded board: •
    - Gumstix over fire, Linux 3.2.21, Xenomai HRT patch 2.6.3
    - FPGA for PWM pulse generation and encoder pulse counting
  - Notebook for ROS .
  - Tests .
    - initialisation
    - timing
    - real action

Video stream 1 Camera 11 Ш Setpoint !! 11 Actuation Image Controller data 11 processing Plant  $|\mathbf{1}|$ (Hard real-time) 11 (Soft real-time) 11 Sensor data 11 11 Visualization Ш 11 (Soft real-time) 11 Visualization data П Hard real-time 11 Soft real-time 17 W. Mathijs van der Werff, Jan F. Broenink PC / ROS Network Embedded system



#### **Initialisation JIWY setup**

#### Initialisation

- of ROS nodes and topics
- via the ROS-LUNA bridge
- ROS topic / message graphs
  - before, after LUNA app connects
- Tests
  - as expected



#### **Timing tests JIWY setup**

- Only ROS-LUNA bridge over the network
- two tasks concurrently
  - transporting images
    - video file and camera images
  - hard-real time task @ higher freq: 500 Hz
    - writing packages to ROS @ 62.5 Hz
- In LUNA
  - priority via PRI ALT



## **Timing Tests Results**

#### Tests

- timestamps recorded
- variation (= jitter) calculated
- Results Jitter
  - at LUNA side
    - HRT Jitter: 0.265 %
    - SRT Jitter : 0.373 %
    - both timed via timer channel
  - on PC ROS
    - SRT notify: 18.3 %
    - ROS monitor: 21.7 %
- Results delays
  - Round trip 31.5 ms, large variation
    - ROS -> LUNA 15.5
    - inside LUNA 13.4
    - back to ROS 2.6



--- ROS send -> LUNA receive -> LUNA send --- LUNA send -> ROS receive --- Total RTT



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Connectin( - HRT\_task - SRT\_send\_buffer - SRT\_received\_notify - ROS\_image\_processing - ROS\_monitor



#### **Results, tracking a green blob**



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## **Conclusions and Recommendations**

- ROS LUNA bridge runs
  - SRT HRT connection in a natural way
  - Reusable / Flexible
    - at the price of some more delay
  - Demo application suffers from delay

#### Recommendations

- Complete support in TERRA
  - to avoid modifying generated code to use ROS-channels
- ROS runtime binding
  - can be used in other HRT systems than LUNA

## **Figure 15 Setpoint Receive Blok**

to read from Im Proc and produce setpoints



#### Figure 17: signals supporting the JIWY movie



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