

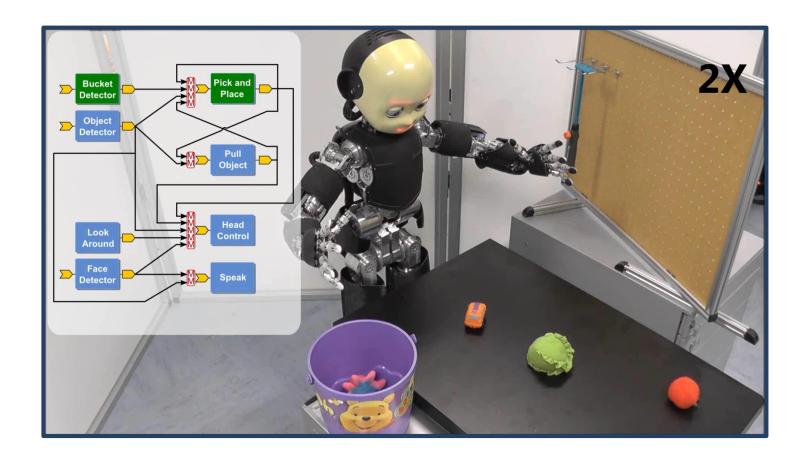
#### The YARP middleware

Lorenzo Natale

iCub Facility

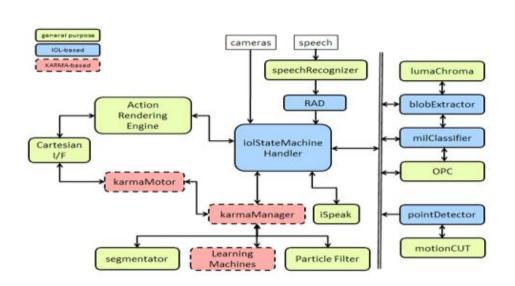
Istituto Italiano di Tecnologia, Genova, Italy

Towards Humanoid Robots OS Humanoids 2016 Workshop, Cancun, Mexico, 15th November, 2016



Paikan, A., et al., Enhancing software module reusability using port plug-ins: an experiment with the iCub robot, IROS 2014.

# System Integration





Key issues

Complexity: distributed processing, heterogeneous systems, noise, real-time

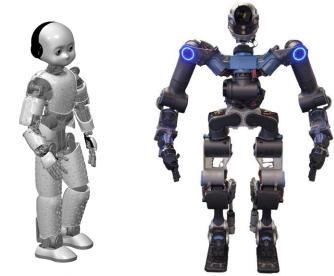
Asynchronous development

Variability: various scenarios and platforms

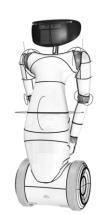
Fast prototyping

Lack of standards

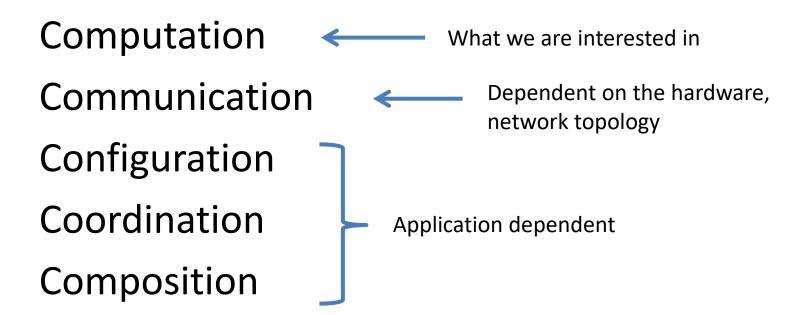
Fluctuation in hardware and algorithms, lots of open questions







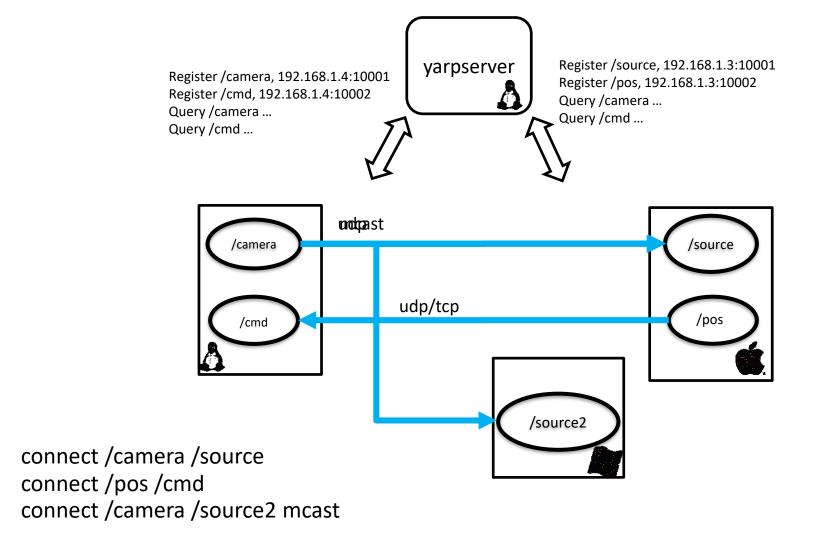
## Component driven software development



### YARP approach

- Simplified form of publish-subscribe
  - Observer patter: subscribers register their interest directly with publishers, which mange subscriptions and sends events
- Communication is asynchronous or synchronous
- Space decoupling
- Connections are dynamic
- Remote procedure calls for server-client type of communication

See also:



### Which Middleware

- Robot Operating System (ROS)
- YARP
- OROCOS
- SmartSoft
- CORBA
- ICE
- OMG DDS
- Many others: OpenRDK, Mira...

# YARP/ROS comparison

#### **YARP**

Run-time reconfiguration of connections

Pluggable protocols and devices

Multicast for efficient one-to-many communication

**Multi-platform** 

QoS, channel prioritization

LGPL/GPL

Smaller community

No packet management

#### **ROS**

Strongly typed

Rich set of libraries and tools

**Eco-system**, very active community

**Packet management** 

**BSD** license

Ubuntu based

Restricted set of protocols

All connections from a topic use the same protocol

#### YARP main features



- Peer-to-peer, loosely coupled, communication
- Stable code base >10 years old
- Written in C++, bindings for python, Java, Matlab etc...
- Easy install with binaries on many OSes/distributions (Ubuntu, Debian, Windows, MacOs
- Recently added: channel prioritization (including QoS)
- Custom protocols:
  - Built-in: tcp/udp/mcast
  - Plug-ins: ROS tcp, xml rpc, mjpg etc..



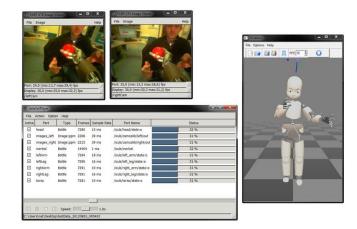


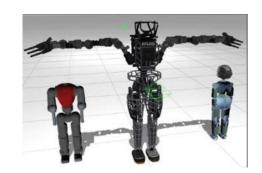


#### Simulators and datasets

- Using YARP without hardware: dataset player, simulators
- Available in sources and binary releases for Linux and Windows
- URDF models for iCub, Coman, Armar III, Walkman
- Gazebo (<u>https://github.com/robotology/gazebo-yarp-plugins</u>)
- Robotran (symbolic engine)





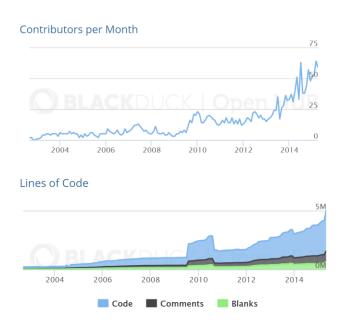




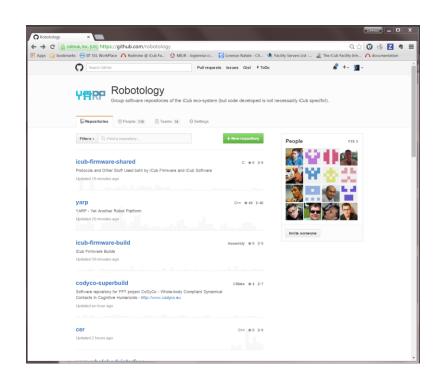




## Repositories



116 members160 contributors/year11115 commits/year243 total contributors



Source: https://www.openhub.net/p/robotology

# Managing repositories & build system

- Projects are managed at the level of individual repositories and large builds (i.e. project repositories)
- Repositories are hosted on Github and on our own GitLab installation
- Single build system (YCM):
  - Agglomerate several projects in larger builds
  - Favor sharing of code (as opposed to binaries)
  - Built on top of CMake (~20 patches contributed to CMake)



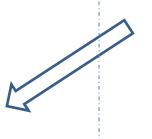
**:::** ROS

Issue & Bug Tracking Documentation Continuous integration Better visibility



....

ros-indigo-desktop-full ros-indigo-joy\* ros-indigo-openni2



#### GitLab.org OP gitlab.icub.org

rrts core ComanSimulator pilot interface planner valve

....

#### Walkman

download and compile(yarp) download and compile(Gazebo) download and compile(GazeboYARPPlugins) download and compile(ComanSimulator) download and compile(planner) download and compile(valve)



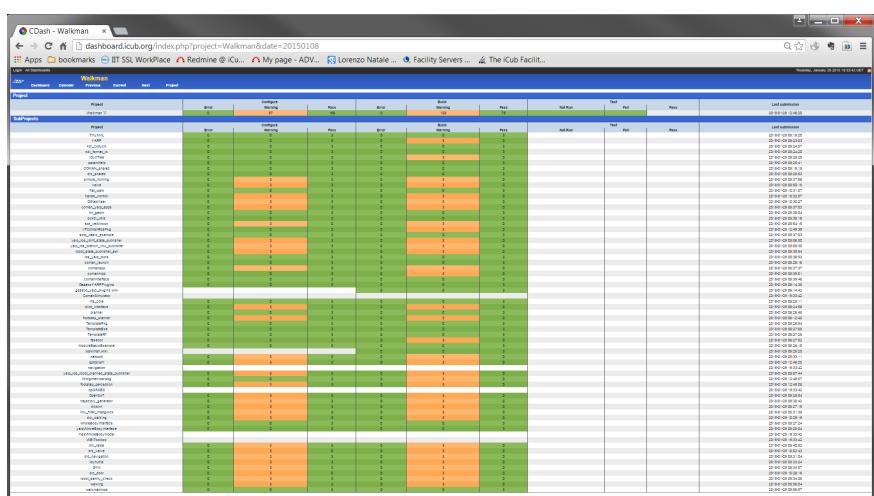


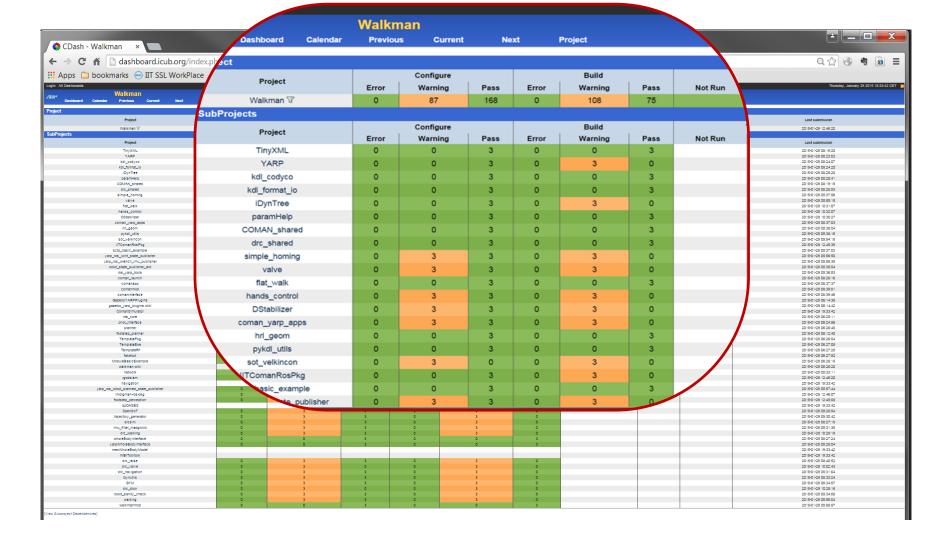
Easier deployment Documentation **Continuous Integration** 





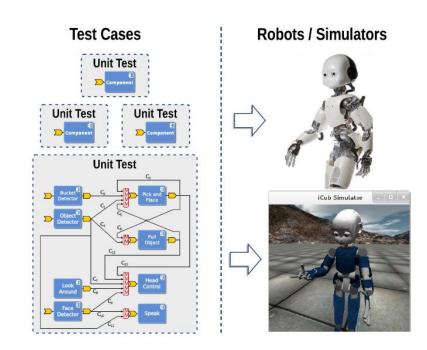
GazeboYARPPlugins Gazebo **YARP** 



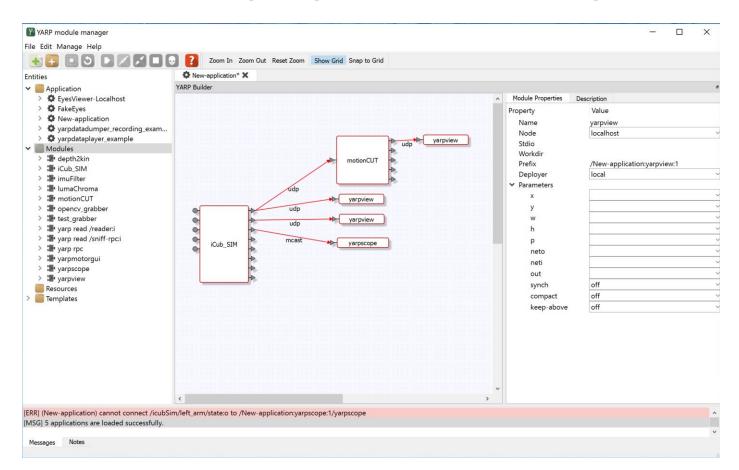


# **Testing**

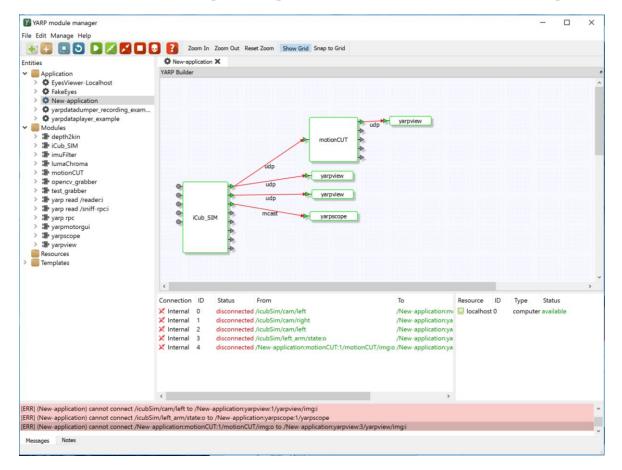
- Unit testing for the YARP middlware on compile farm and github (travis)
- Pull Requests are peer-reviewed using CodeReviewHub
- Robot software is tested using Robotic Testing Framework
  - Specifications
  - Individual components
  - Configuration
  - Bugs



# Managing and building



# Managing and building



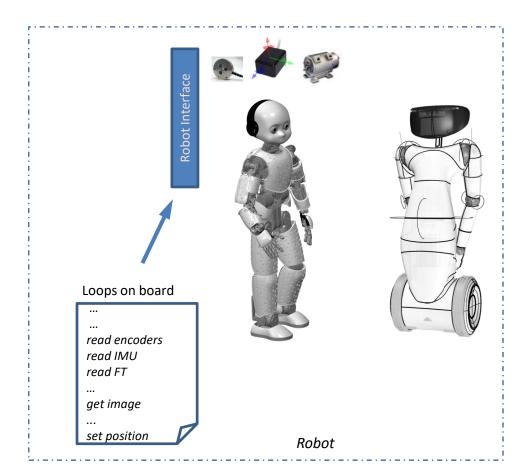
### Interfaces

- Robot abstraction layer: interfaces to motors and sensors minimize the impact of changes in the hardware
- Custom interfaces and data types (Thrift IDL)

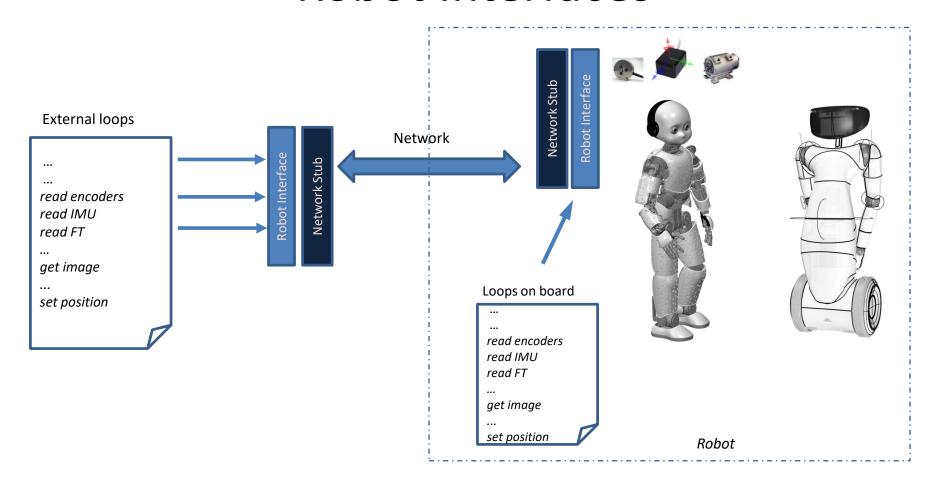
```
point3d.thirft
struct Point3D {
    1: i32 x;
    2: i32 y;
    3: i32 z;
}

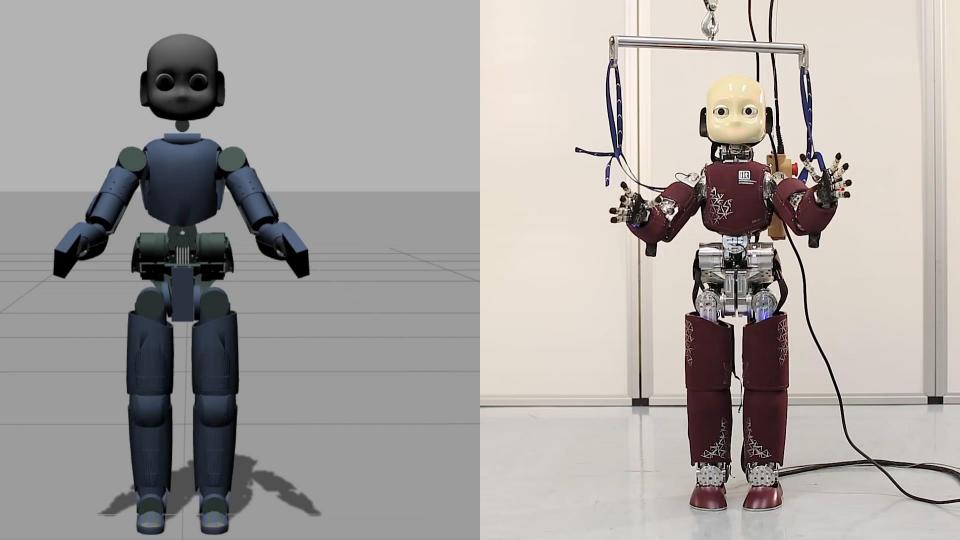
bool set_answer(1:i32 val)
    /** ... */
    i32 add (1:i32 x);
```

### **Robot Interfaces**



#### **Robot Interfaces**

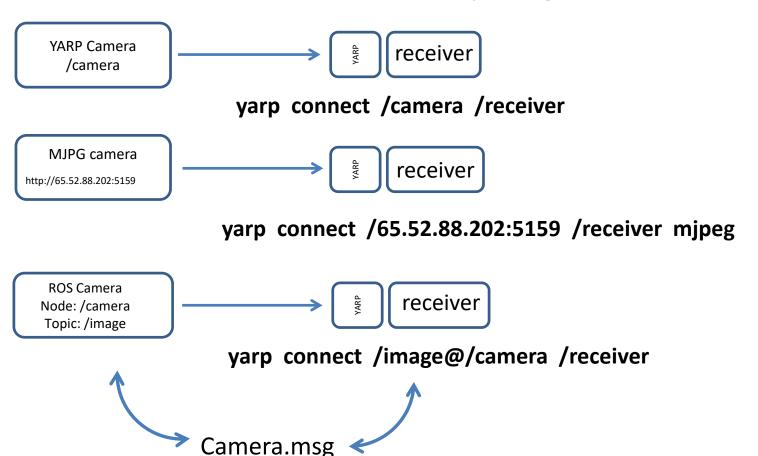




## YARP plugins

- YARP includes a plugin system for drivers and protocols (carriers)
- Interchangeable carriers allow:
  - interfacing existing software with ports (without bridges)
  - change significantly port behavior
- Examples: ROS, mjpeg, xml rpc, ..., port monitor

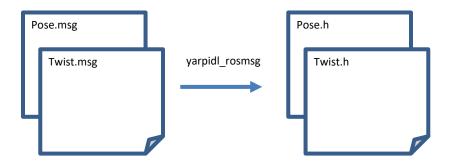
# Carrier plugins



# More on YARP-ROS (1)

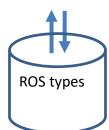
- YARP protocols for rostcp and xmlrpc
- Compatibility with roscore
- YARP can interpret ROS messages, statically or dynamically
- Extended YARP's API (nodes, publishers, subscribers)

```
#include "Pose.h"
#include "Twist.h"
/* create ROS Node /controller */
yarp::os::Node node("/controller");
/* create a subsriber for Pose.msg */
varp::os::Subscriber<Pose> pose;
/* subscribe to /turtle1/pose */
pose.topic("/turtle1/pose");
/* create a publisher for Twist.msg */
yarp::os::Publisher<Twist> cmd;
/* publish to /turtle1/cmd vel */
cmd.topic("/turtle1/cmd vel");
/* read a new value from the topic */
pose.read(p);
/* publish the command */
cmd.write(t);
```



[type] BEGIN turtlesim/Pose
[type] float32 x
[type] float32 y
[type] float32 theta
[type] float32 linear\_velocity
[type] float32 angular\_velocity
[type] END turtlesim/Pose

ROS+YARP machine yarpidl\_rosmsg -name /typ@yarpidl



turtlesim/Pose?

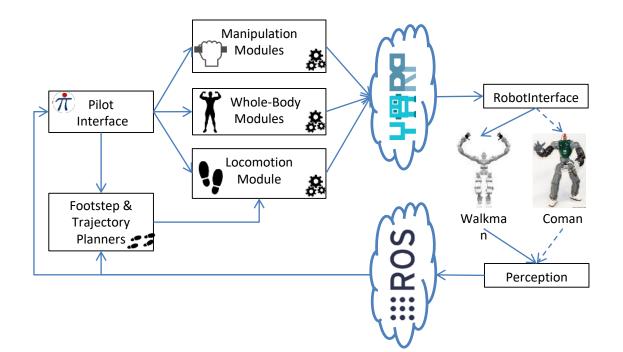
#### YARP machine

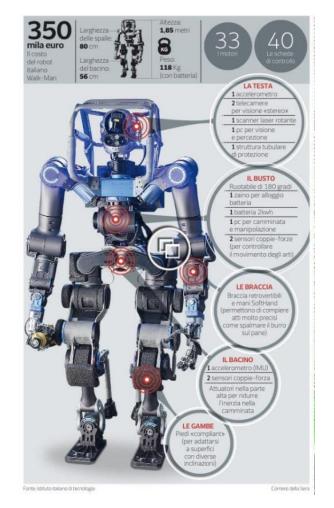
C:\yarp read /turtle1/pose@/reader yarp: Receiving input from /turtlesim to /turtle1/pose-@/reader 5.544445 5.544445 0.0 0.0 0.0 5.544445 5.544445 0.0 0.0 0.0

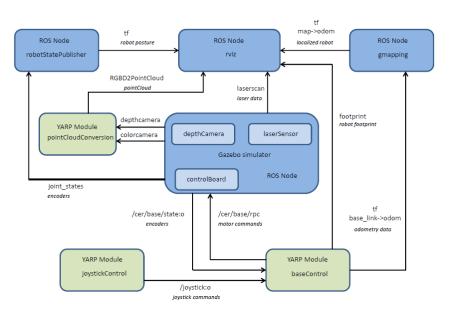
turtlesim/Pose [Data]

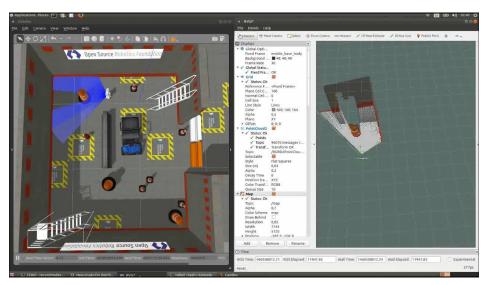
**ROS** machine

\$ rosrun turtlesim turtlesim\_node [INFO] [1444722896.501281004]: Starting turtlesim with node name /turtlesim

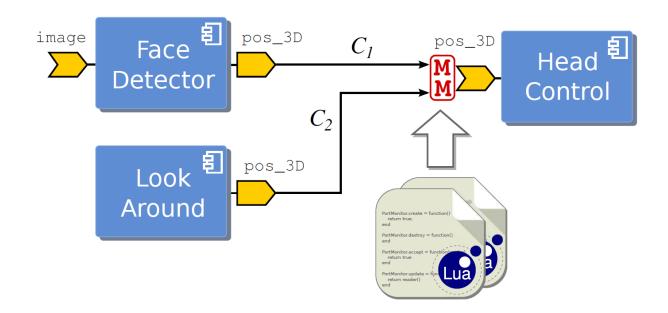


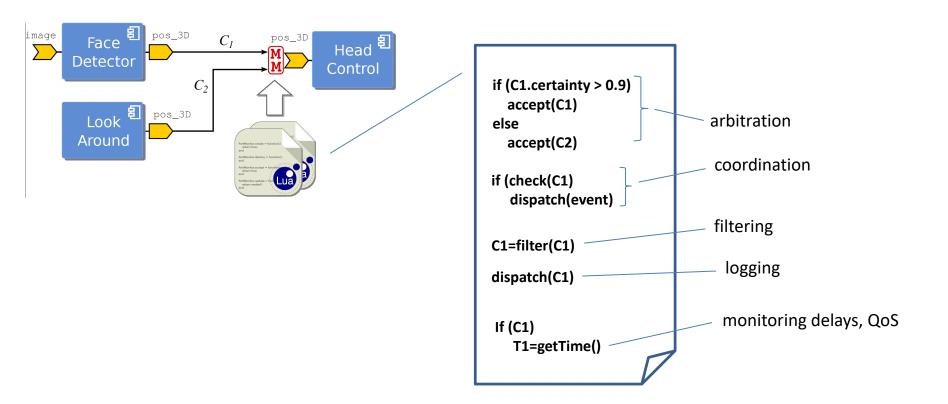






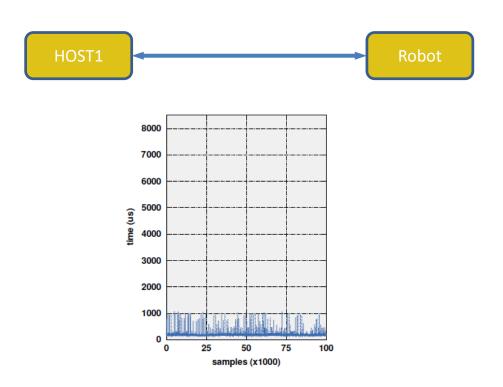
### Port monitor

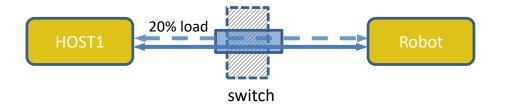


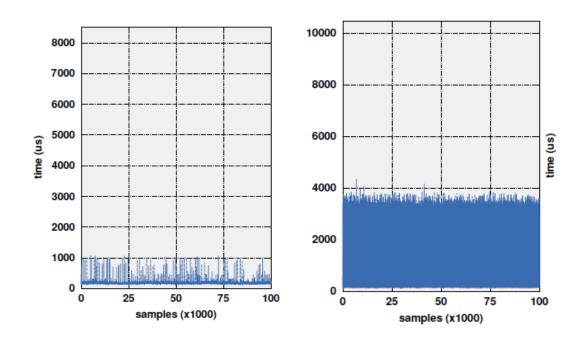


Paikan, A. et al, Data Flow Port's Monitoring and Arbitration, JOSER 2014

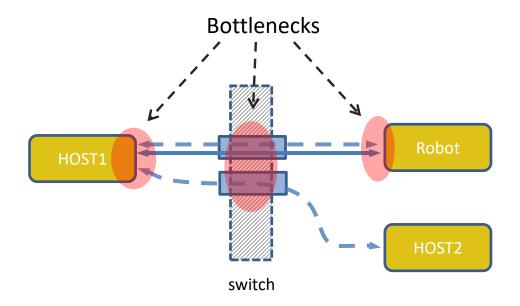
# Why Channel Prioritization (QoS)







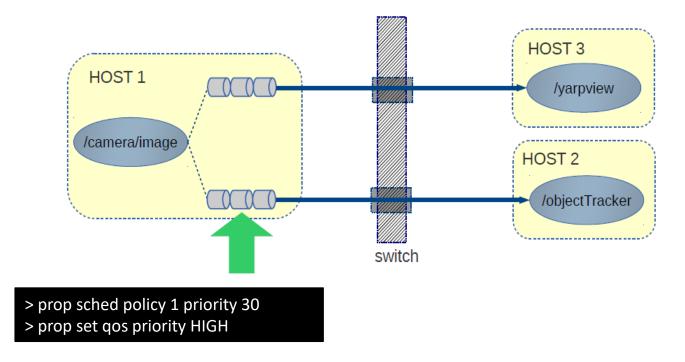
# Channel prioritization



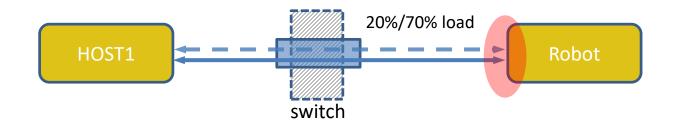
#### Determinism is affected by:

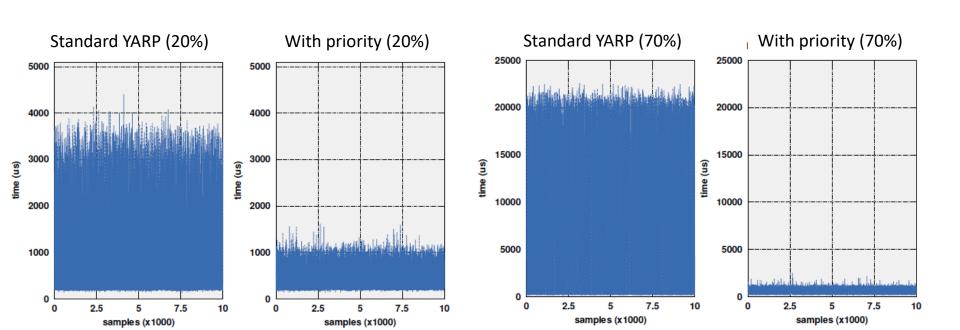
- Thead scheduling (CPU usage)
- Packet conflicts (network usage)

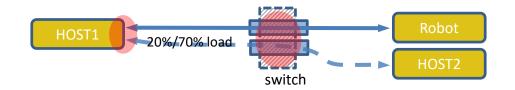
# Approach: improve determinism by increasing thread priorities and reducing network bottlenecks using QoS

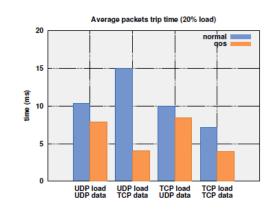


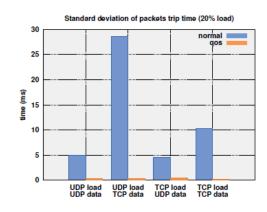
Paikan et al., A Best-Effort Approach for Run-Time Channel Prioritization in Real-Time Robotic Application IROS 2015

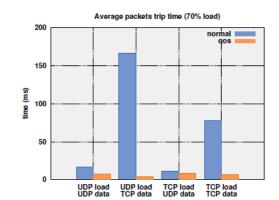


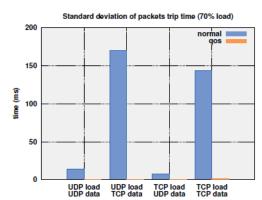




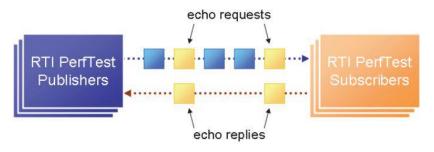


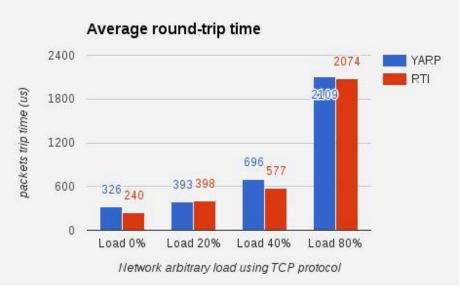


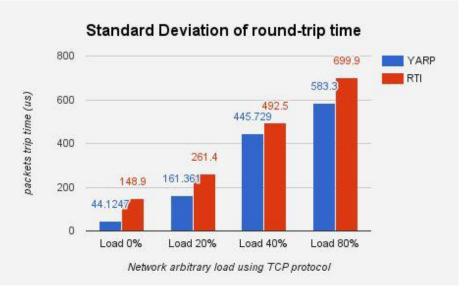




# Comparison with DDS

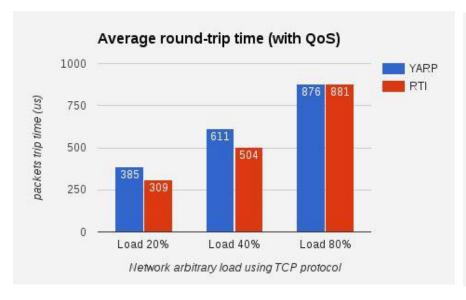


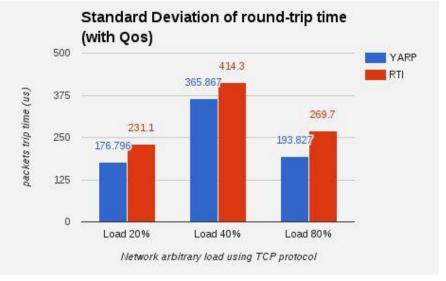




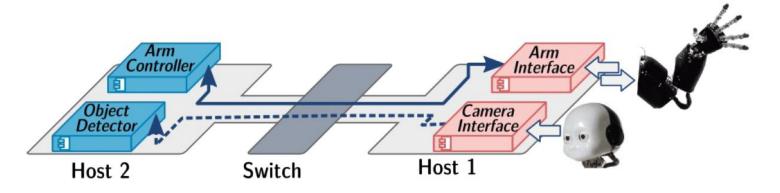
# Comparison with DDS

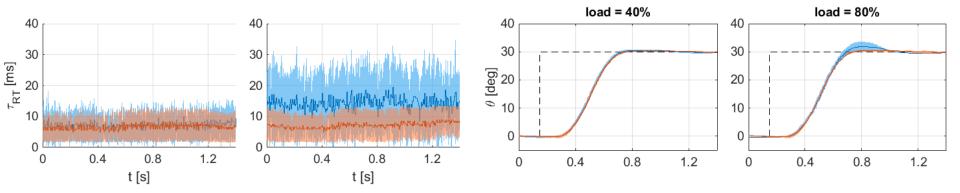
RTI QOS (DataWriter)	YARP QOS
history: KEEP_ALL_HISTORY_QOS Reliability: DURATION_INFINITE_SEC Transport_priority : 36 Thread.mask: DDS_THREAD_SETTINGS_REALTIME_PRIORITY; thread.priority = 30;	threadPriority: 30 packetPriority: HIGH (36) threadPolicy: SCHED_FIFO





# An application





# Acknowledgements

Ali Paikan (YARP, port monitor, channel prioritization)

Daniele Domenichelli (YARP, ROS-YARP)

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Andrea Ruzzenenti (simulator, slam)

Marco Accame (firmware)

Valentina Gaggero (firmware)

Alessandro Scalzo (firmware)



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Thank you