ROS2 EMBEDDED

ROS-INDUSTRIAL CONFERENCE EUROPE DECEMBER 12TH 2018

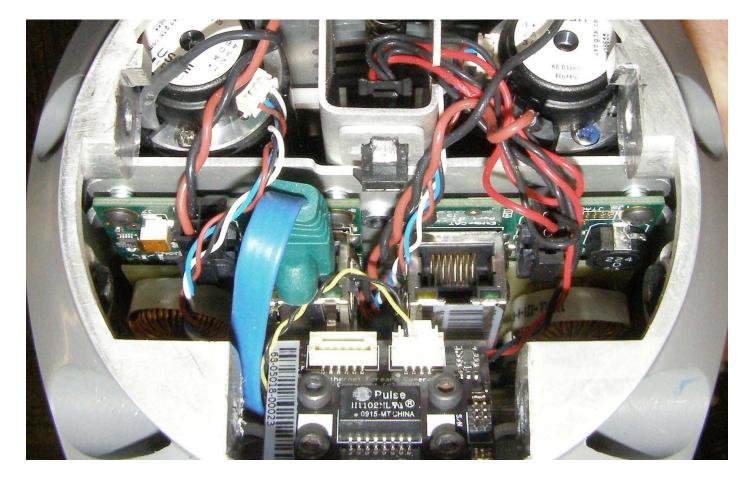
DR.-ING. INGO LÜTKEBOHLE, BOSCH CORPORATE RESEARCH

Partially supported by EU grant 780785





Q: What's this? Hint: It's from a very important ROS robot





"In the future it should be possible to implement the ROS protocol directly on the devices embedded system"

ROS2 Design Wiki "Stories"



Robots are networks of devices

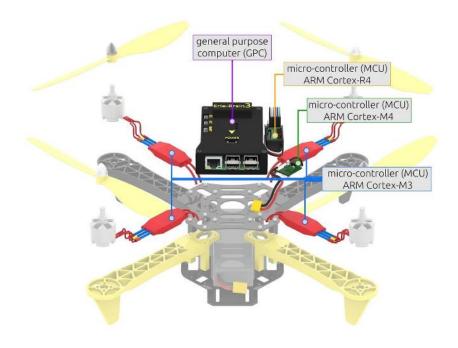


Image source: Erle Robotics, taken from OFERA proposal.

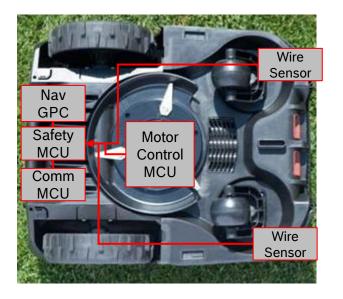
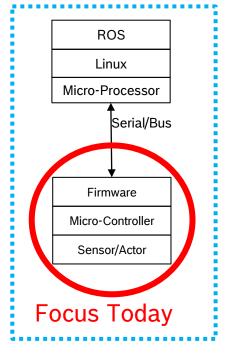


Image source: Bosch PowerTools GmbH, All rights reserved

Embedded





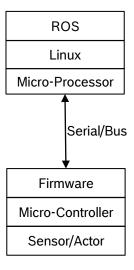
Situation

- ► ROS+Linux is a powerful combo
 - ► Excellent libraries for perception, planning, networking, etc
 - ► Unified developer eco-system: One kernel, most devices
 - ► It's what we all have on our desks
- ▶ But...
 - ► Issue 1: Hardware access
 - ► Issue 2: Hard, low-latency RT
 - Issue 3: Power saving
 - ► Issue 4: Safety



Issue 1: Hardware access

- ► You're always talking to some piece of firmware over a comm link
- ► It usually doesn't do exactly what you want
- ▶ There's latency
- ► Driver implementation...
 - ► A multitude of serial protocols
 - ► Almost as bad for field buses
 - ▶ Lots of important things (timing...) are not in the data-sheets
 - State management for external devices is a mess
- → We need to get into the firmware





Micro-Controllers: Hardware Access

- ► Micro-Controller, n: Chip that contains a processor *and* peripherals
 - ▶ analog/digital converters (ADC)
 - ► Quadrature decoders (QED)
 - PWM generators
 - ► Digital IOs (GPIO)
 - **...**
- ► Buses with register support
 - ► CAN, UART, SPI, I²C,...
 - ► Register mapping for read/write
- Much higher diversity and rate of evolution than general purpose CPUs

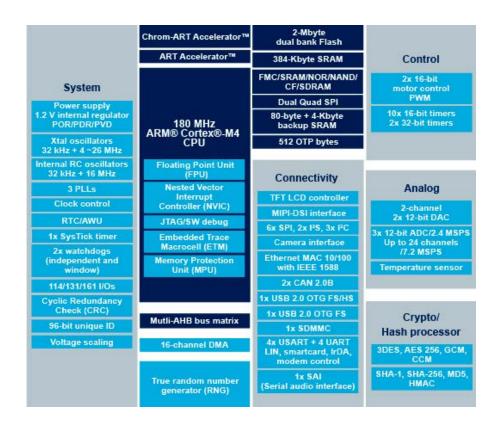
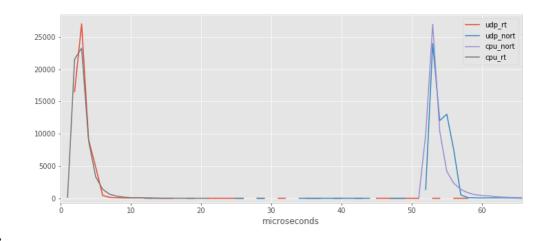


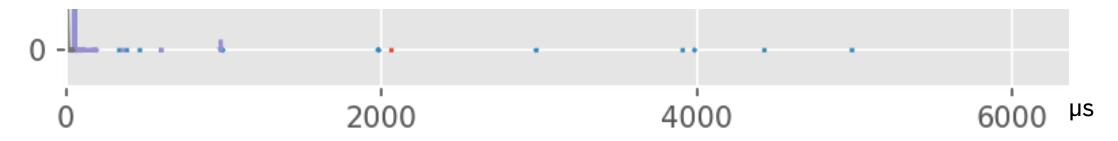
Image source: STMicro website, https://www.st.com/en/microcontrollers/stm32f479bi.htm



Issue 2: Status of RT on Linux

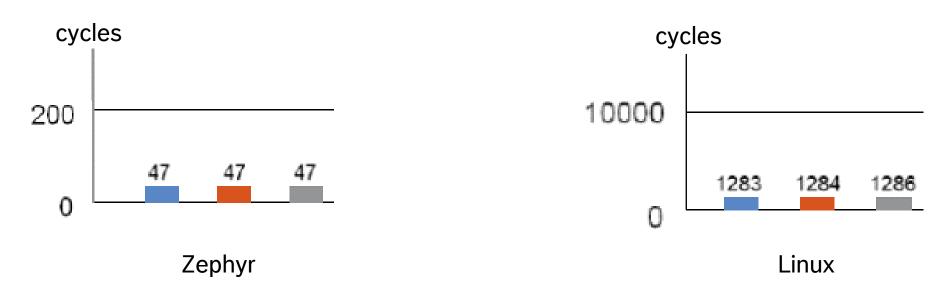
- ► Linux scheduler has an RT class
 - ► On a high-end PC, it gets you down to ~5µs task activation time
 - ► But kernel processes can stall it
 - Outliers up to tens of milliseconds
- ▶ Linux PREEMPT-RT Patch solves this
 - But it's not compatible with many BSPs and proprietary drivers
- ▶ This is after more than a decade of work







Example: Context Switch Time RTOS vs. Linux



Source: "PERFORMANCE ANALYSIS USING NXP'S I.MX RT1050 CROSSOVER PROCESSOR AND THE ZEPHYR™ OS", MAUREEN HELM, LEOTESCU FLORIN, MARIUS CRISTIAN VLAD, NXP, 2018. https://www.nxp.com/docs/en/training-reference-material/BENCHMARK-ZEPHYR-OS-PDF.pdf



Issue 3: Power-saving

- ▶ Power use is important in many embedded applications
 - ▶ Battery-powered sensors
 - Unmanned aerial vehicles
 - ► Standby operation
- ► Linux SBC use 1-2 orders of magnitude more power

(Sources: https://www.pidramble.com/wiki/benchmarks/power-consumption, https://learn.adafruit.com/embedded-linux-board-comparison/power-usage, OFERA measurements)

Device	Idle	Operational
Rpi A	~150mA	~180mA
Rpi 3	~350mA	500-800mA
STM32L1	~3mA	~10mA
STM32F4	~10mA	~100mA



Issue 4: Safety

- ▶ Being worked on since (at least) 2011
 - ► SIL2Linux
 - Project P
 - **>** ...
- ► SIL2Linux
 - ► Target: Safety Integrity Level 2
 - Strips much of Linux, most notably many drivers
 - Going on for years, not clear what the outcome is
 - ► The highest SIL level is 4...
- ► And then there's the question of appropriate compute hardware

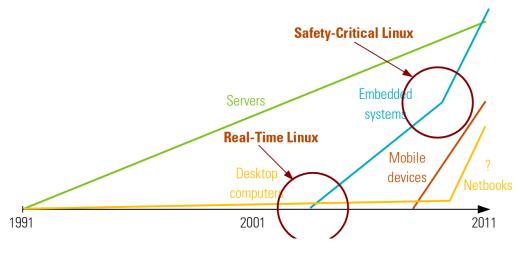


Image source: Carsten Emde, OSADL. Embedded World Presentation March 3rd 2011



Introducing... Real-Time Operating Systems (RTOSs)

- ► RTOSs are optimized for real-time performance
- ► Since hard RT is a pre-requisite, there are also many safety-oriented RTOSs available
- ► In OFERA, we're using NuttX as the default
 - ► POSIX-style API makes porting easy
- ▶ Other interesting choices include RIOT, FreeRTOS, Zephyr, etc
- ► RTOS diversity is an issue
- ► Hardware diversity is an even bigger issue
- ► Something unifying would go a long way...





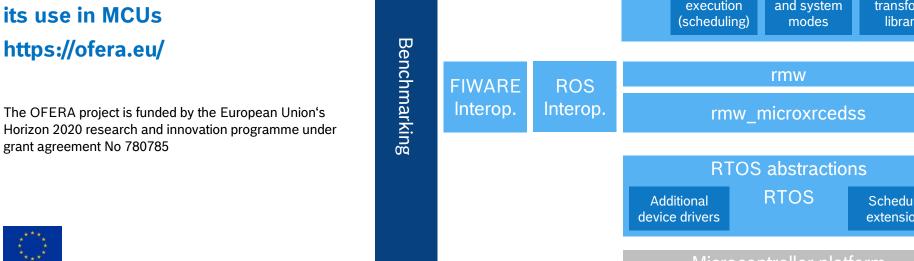




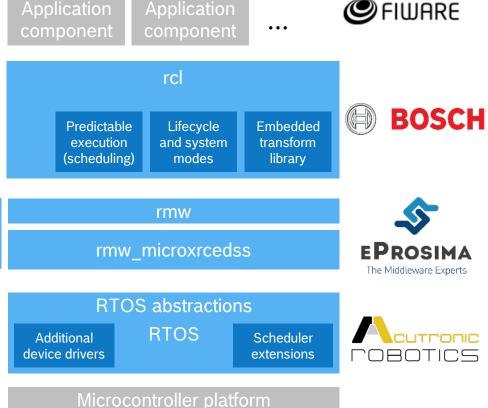


Open Framework for Embedded Robot Applications (OFERA)

OFERA will extend ROS2 to allow



AUTOMATYKI I POMIARÓW







Target Devices



- ▶ Device Classes
 - ► Low-end: MCUs starting at 32kB RAM with low-power consumption
 - E.g., STM32L1
 - ► Typical: Cortex-M4 devices with ~100kB RAM
 - E.g., STM32F4
- ► Going below 32kB would likely require a different architectural approach and is not currently in scope
- ► OFERA has two references boards with full OS support provided by partner Acutronic Link Robotics
 - ► STM32L1-DISCOVERY
 - ▶ OLIMEX STM32E407







Middleware: DDS-XRCE

EPROSIMA
The Middleware Experts

- ▶ DDS is ROS 2's default middleware
- ► Issues
 - ▶ DDS implementations larger than typical MCU memory
 - ▶ DDS assumes participants are always connected
 → problematic for battery powered devices
- ▶ DDS for eXtremely Resource Constrained Devices: DDS-XRCE
 - New OMG standard
 - ► Client-server approach: "Agent" keeps state for client
- Serialization format same as DDS's
- ▶ OFERA work carried out by partner eProsima
 - rmw_microxrcedds now available https://github.com/microROS/rmw-microxrcedds

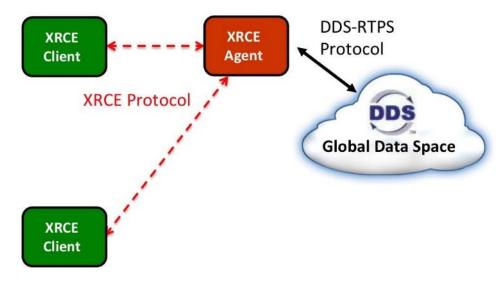


Image source: https://www.omg.org/spec/DDS-XRCE/1.0/Beta1
"XRCE Deployments"



Client Library

- ► Current Approach
 - ► Use standard rmw, rcl
 - ► Provide specialized support for TF, scheduling, system modes
 - ► Provide support for time synchronization
- ► A rosserial-like approach has been discussed, but is *not* pursued at this time
- ► Approach
 - Prototype implementation provided by OFERA
 - ► Formation of ROS 2 Embedded Interest Group
 - ► ROS 2 Design PR at https://github.com/ros2/design/pull/197



Further information

- ▶ microROS organization at GitHub
 - https://microros.github.io/
 - https://github.com/microROS/
- ► OFERA website: https://ofera.eu/
- ► ROS 2 Embedded Design Page
 - ► Currently at https://github.com/ros2/design/pull/197
 - ► After merge: http://design.ros2.org/articles/embedded.html

OFERA → microROS

- ► This project is not primarily about developing new stuff
- ▶ We want to enable the community to move into into deep embedded in a sustainable way



THANK YOU

