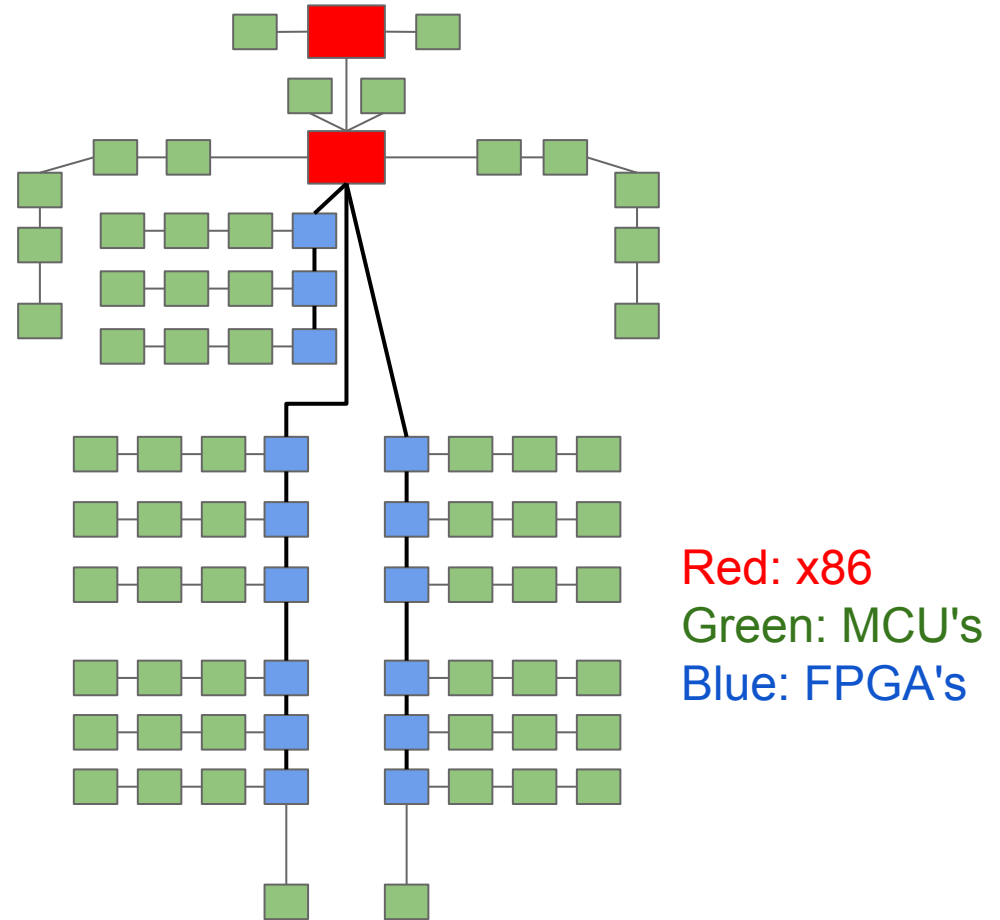
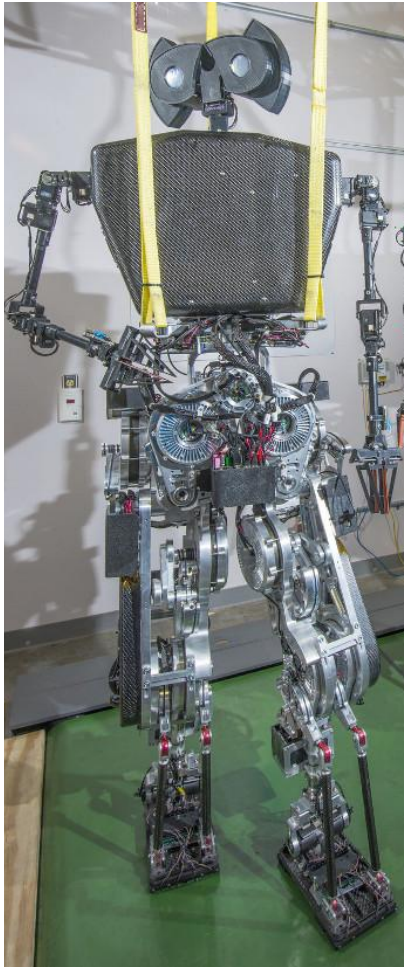


# ROS2 on "small" embedded systems

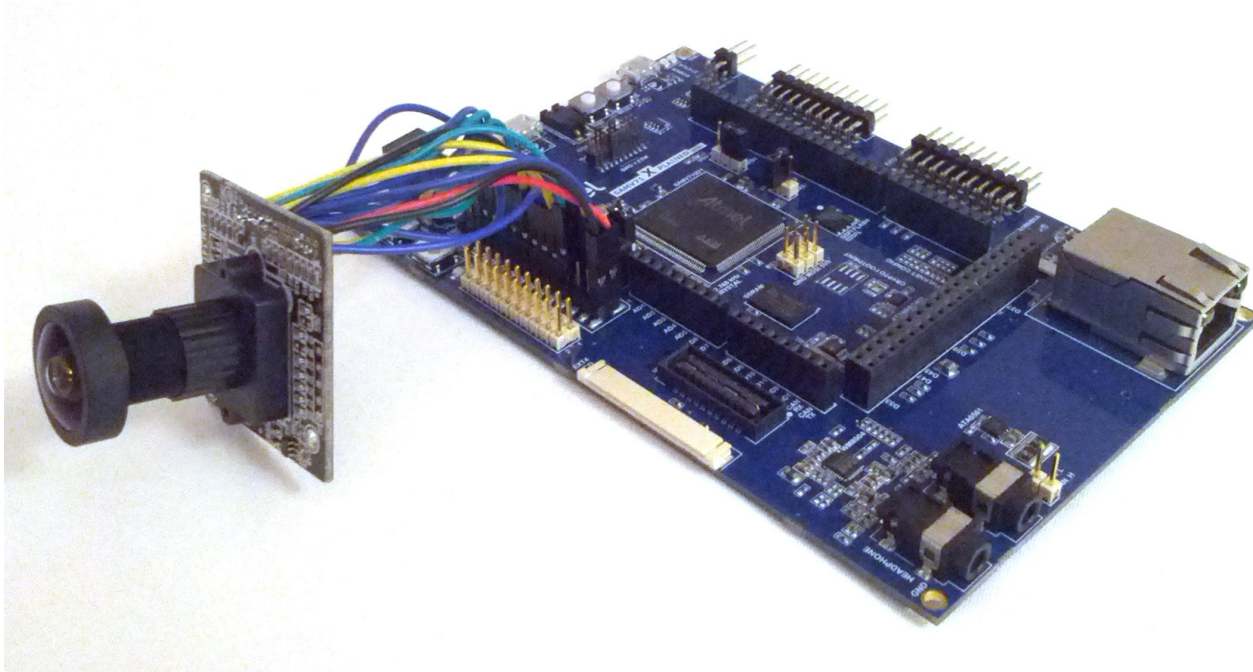
Morgan Quigley  
OSRF

# Small embedded systems are everywhere!



**Goal #1: standardize wire protocols to allow generic tooling**

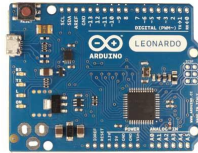
# ROS2 can fit in sensors!



**Goal #2: eliminate driver-nodes and push some real-time processing out to the sensors**

- **Modern MCU's are fast!**
- **Real-time can be easier on small systems!**

# Scope



|                   | 8/16-bit MCU      | 32-bit MCU       | ARM A-class<br>smartphone without screen | SFF x86<br>laptop without screen |
|-------------------|-------------------|------------------|--|----------------------------------|
| Example Chip      | Atmel AVR         | STM32            | Samsung Exynos                           | Intel Core i5                    |
| Example System    | Arduino Leonardo  | Pixhawk PX4      | ODROID                                   | Intel NUC                        |
| MIPS              | 10's              | 100's            | 1000's                                   | 10000's                          |
| RAM               | 1-32 KB           | 4-256 KB         | a few GB (off-chip)                      | 2-16 GB (SODIMM)                 |
| Max power         | 10's of mW        | 100's of mW      | 1000's of mW                             | 10000's of mW                    |
| Comms peripherals | UART, USB FS, ... | USB HS, Ethernet | Gigabit Ethernet                         | USB SS, PCIe                     |

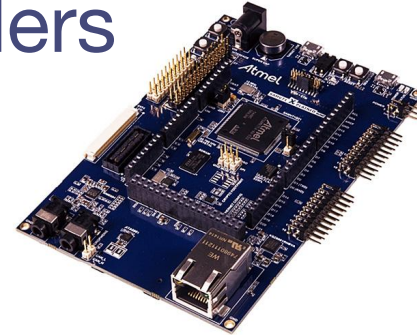
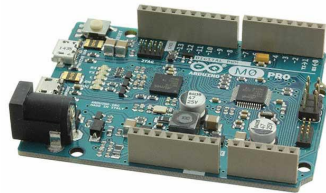
↑  
Future work

↑  
This talk

↙ ↘  
"normal" ROS2

# Single-chip 32-bit microcontrollers

Large price/performance tradeoff, even within this category



|                 | "small" 32-bit MCU | "big" 32-bit MCU |
|-----------------|--------------------|------------------|
| Core            | ARM Cortex-M0      | ARM Cortex-M7    |
| Speed           | 48 Mhz             | 300 Mhz          |
| RAM             | 32 KB              | 384 KB           |
| Flash           | 256 KB             | 2048 KB          |
| Cost @ 1K units | \$2                | \$10             |
| Comms           | USB FS             | Ethernet, USB HS |

↑  
Future work

↑  
This talk

## ROS1

- startup sequencing
- XML-RPC discovery
  - parse XML trees
- TCP data streams
- UDPROS not complete
  - no multicast
  - no fragment retries
  - no "latched" topics

embedding becomes  
very difficult!

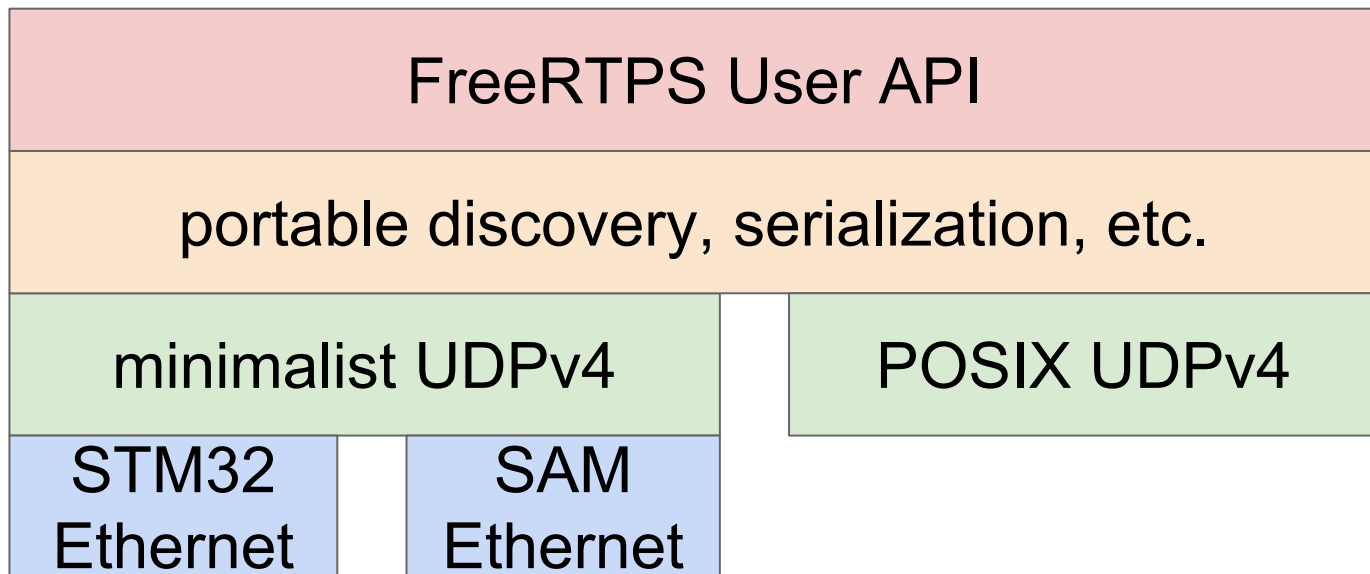
## ROS2 (on RTPS)

- no master
- multicast UDP Discovery
  - parse parameter lists
- RTPS/UDP data streams
- extensive QoS on UDP
  - TCP-like
  - "fire and forget" UDP
  - everything in between

goal: show these  
benefits with free,  
portable, small code.

# FreeRTPS: <https://github.com/ros2/freertps>

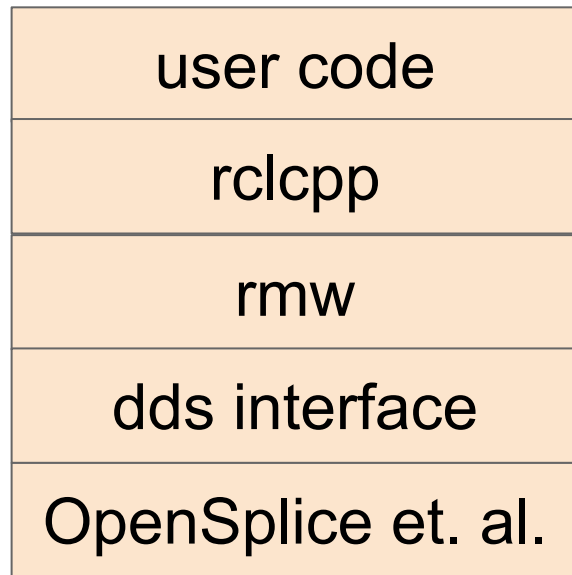
- Apache2 License
- RTPS (transport) and CDR (serialization)
- work in progress! **WARNING WARNING**
- can use on MCU's and on Linux



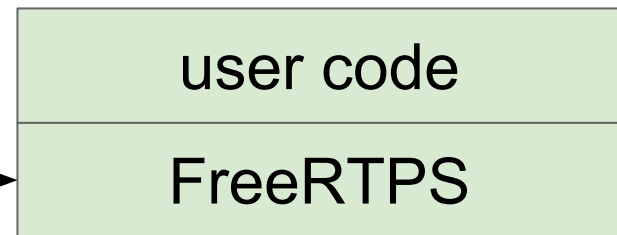
# Full DDS stack is not strictly necessary

- Comms with ROS2 only needs RTPS !
- Don't need all of DDS, nor every possible QoS

**flexible library stack,  
elegant API via C++**



**minimalist library stack,  
ugly API, C-only**



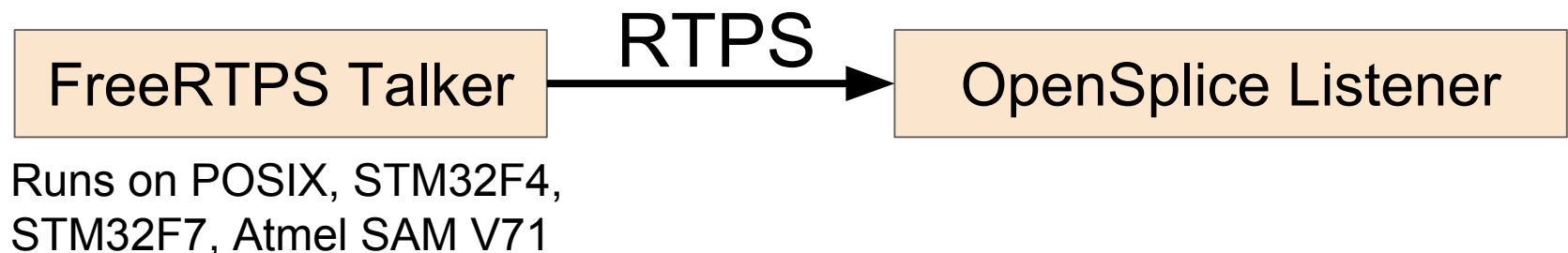


# Static FreeRTPS nodes

- Buffer needs for RTPS discovery and communications are predictable
- All-static (compile-time) allocation is possible!
  - Node discovery buffers
  - Topic discovery buffers
  - Message send/receive buffers
- FreeRTPS currently does not use the heap
  - Tradeoff: finite number of nodes can be discovered

# FreeRTPS talker example

- Minimal proof of concept: sending RTPS strings
  - same as ROS2 `std_msgs::msg::String`
- Node is all-static (no malloc, etc.)
  - RAM: ~100 KB
  - Flash: ~60 KB
- many potential size reductions are possible



```
#include <stdio.h>
#include "freertps/freertps.h"
#include "std_msgs/string.h"
```

```
struct std_msgs__string msg;
char data_buf[64];
uint8_t cdr[68];
```

Static buffers for  
userland message  
and its serialization

```
void main(int argc, char **argv)
```

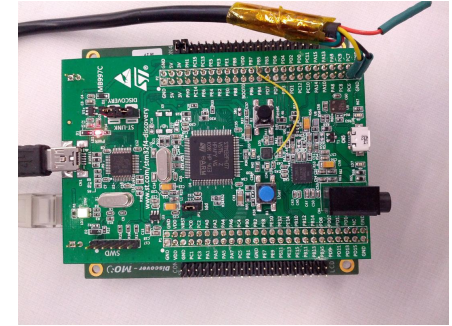
```
{
    freertps_init();
    freertps_pub_t *pub = freertps_create_pub("chatter", std_msgs__string__type.typeName);
    freertps_start();
    msg.data = data_buf;
    int pub_count = 0;
    while (true)
    {
        freertps_listen(500000);
        freertps_disco_tick();
        snprintf(msg.data, sizeof(data_buf), "Hello, world! %d", pub_count++);
        int cdr_len = serialize_std_msgs__string(&msg, cdr, sizeof(cdr));
        freertps_publish(pub, cdr, cdr_len);
        printf("sending: [%s]\r\n", data_buf);
    }
}
```

tick the discovery  
machinery periodically

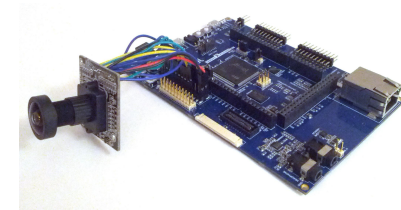
stuff, serialize, and  
send the message

# Edge-node examples

- IMU demo via STM32F4-Discovery:
  - sends `sensor_msgs::Imu` @ 1 KHz
  - 100 KB RAM, 60 KB Flash



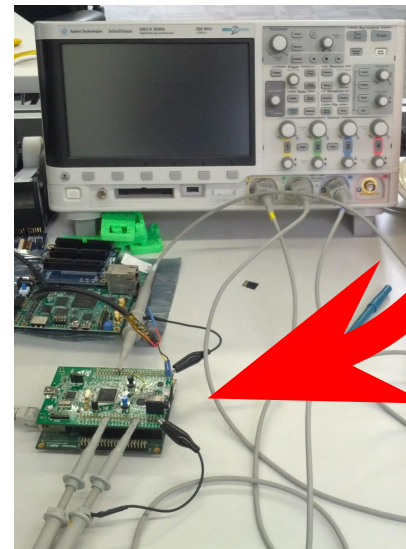
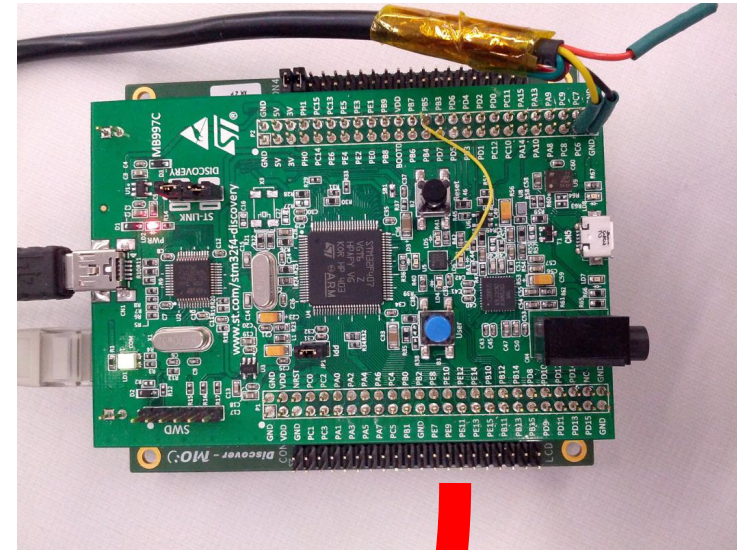
- Camera demo via Atmel SAM V71 Xplained:
  - sends `sensor_msgs::Image` @ 30 Hz
  - 380 KB RAM (framebuffer), 60 KB Flash



- Actuator (just an LED) on various boards:
  - subscribes to `std_msgs::Bool`

# IMU Demo on STM32F4: Measuring Jitter

- STM32F4-Discovery stack: \$55
  - Slightly modified to use both Ethernet PHY and IMU
  - Goal: measure FreeRTOS jitter
- 
- Accelerometer CS and Ethernet TXEN signals to Agilent DSO-X 3034A



# Performance Measurements: IMU demo

DSO-X 3034A, MY52143644: Wed Sep 30 02:22:34 2015

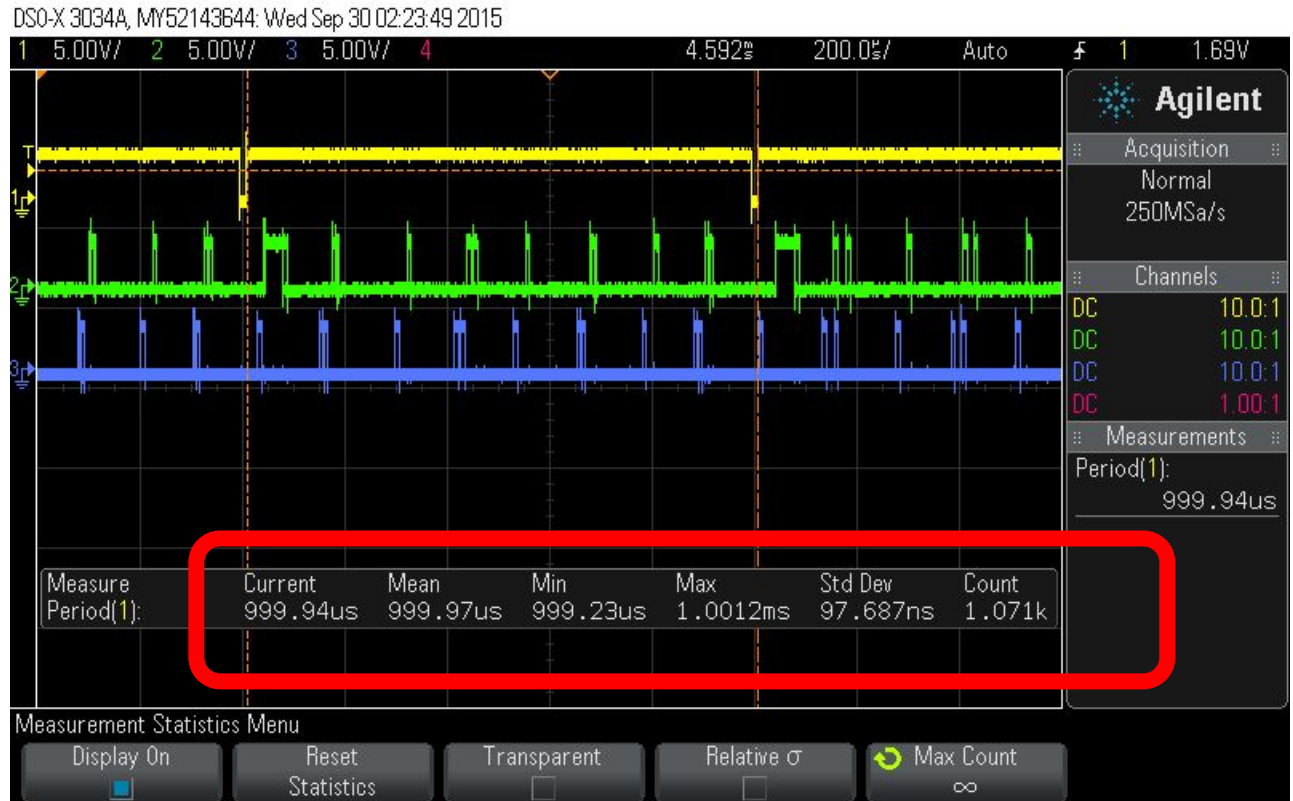


IMU CS

Ethernet TXEN

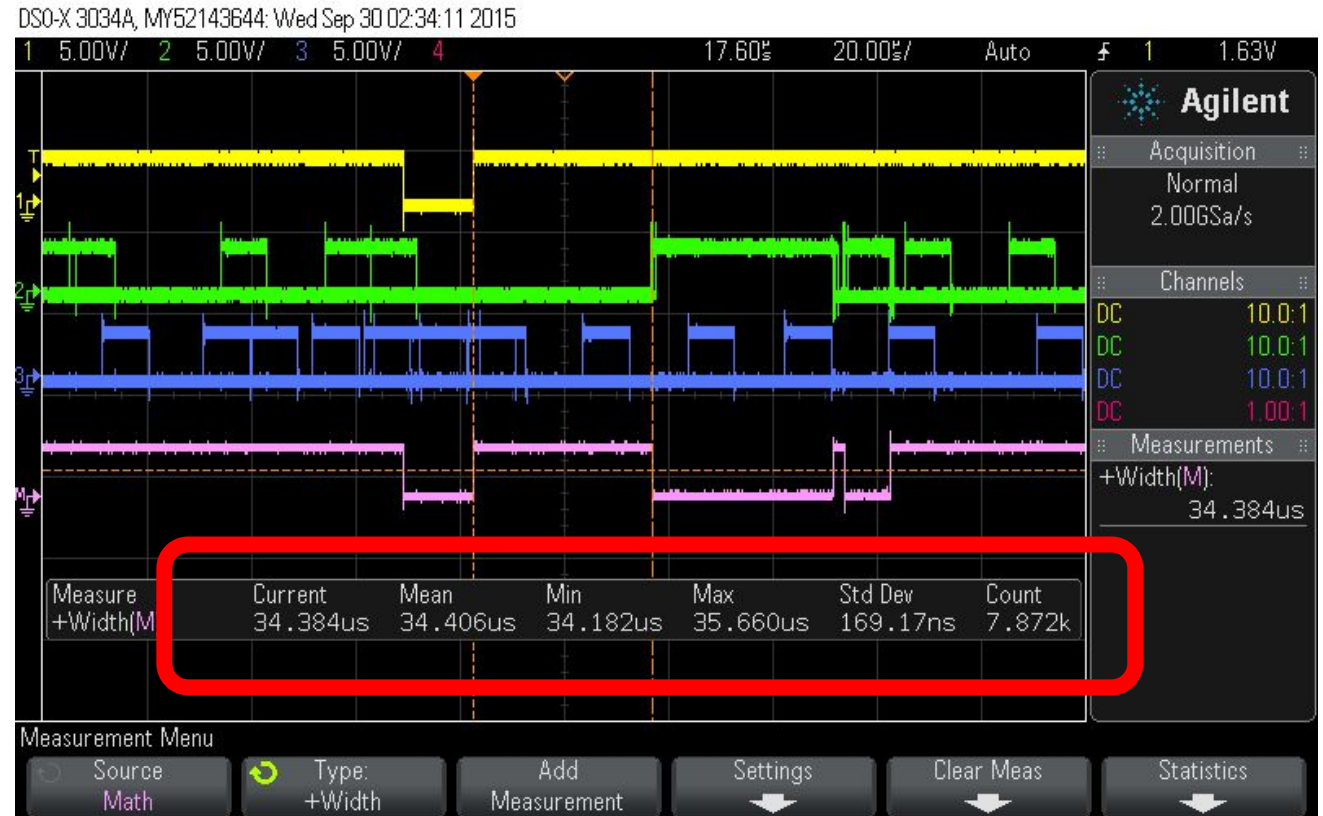
# Performance Measurements: IMU demo

IMU CS  
Ethernet TXEN  
Ethernet RXDV



# Performance Measurements: IMU demo

IMU CS  
Ethernet TXEN  
Ethernet RXDV  
time calculation





# Summary

ROS2 / DDS / RTPS is much more embedded-friendly than the ROS1 protocols

## Future Work

- more MCU's, especially smaller ones!
- other physical layers (via standardized gateways), using abbreviated net/RTPS headers:
  - USB: FS, HS, SS
  - RS485, TTL UARTs of various bitrates
  - 802.15.4 and other wireless radios