Are all simulations just an exercise in hand waving?

Testing real hardware capabilities with a simulator shouldn't be hard

You ever run a simulation and everything just worked?

But then you ran it on your platform and didn't get so lucky...

 Powerful computers running a simulation with adaptive clock and idealized sensors noise models only gives a fraction of the true systems constraints.

 Compute bottlenecks have been and will probably always be a factor for any fielded system, it is a fundamental optimization problem around SWaP-C2 that cannot be ignored. Real robots eventually graduate past "strap a server on it" MVP.

How do you even begin to identify bottlenecks on a real platform from a simulation?

Time synchronized hardware logging

ros2_psutil:

 Match data logging from sensors to system usage and performance logging

Non-intrusive and highly optimized for specific constraint concerns

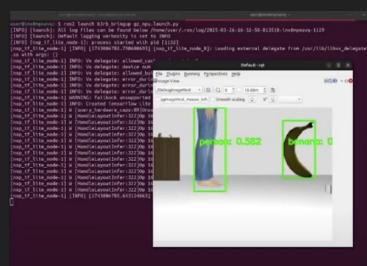
```
'update_frequency':
   Update frequency to publish in Hz.
   (default: '1.0')
'individual topics':
   Publish individual topics instead of unified psutil topic.
   (default: 'False')
   Publish memory.
   (default: 'True')
   Publish network
   (default: 'True')
   Publish network address.
   (default: 'True')
'net state':
   Publish network state.
   (default: 'True')
'net stats':
   Publish network stats.
   (default: 'True')
   Publish temperature.
   (default: 'True')
   Publish processor
   (default: 'True')
   Publish processor percent.
   (default: 'True')
   Publish processor frequency.
   (default: 'True')
   Array of network NICs to return, to return all leave empty.
   (default: '[""]')
'net_af_match':
   Int array of network address families to return, valid values are:
       AF INET6: 10.
       AF PACKET: 17.
       to return all leave empty.
   (default: '[-9999]')
   Array of devices to return temperatures for, to return all leave empty.
   (default: '[""]')
   Array of temperture names on a device to return, to return all leave empty
   (default: '[""]')
```

Leverage GZ transport where possible

Sending an image over ros_gz_bridge is not an ideal solution, you have to go from a local zmq subscriber that translates PB to CDR and sends it back out over DDS.

Instead subscribe directly to gz-transport on your platform (yes this works for arm64 based systems as well)

- GZ_IP=<xxx.xxx.xxx.xxx>
- GZ_PARTITION=<named_relay>
- GZ_RELAY=<xxx.xxx.xxx.xxx



Check your gz_transport topic frequency

Use the CLI to see if you are having network related issues, minimize network overhead where possible.

```
user@user:~$ gz topic -l
/actuators
/camera/camera_info
/camera/image_raw
/clock
/gazebo/resource_paths
/gui/camera/pose
/gui/currently_tracked
/gui/track
/model/b3rb/battery/linear_battery/state
/model/b3rb/odometry
/model/b3rb/odometry_with_covariance
/model/b3rb/pose
```

```
user@user:~$ gz topic -f -t /camera/image raw
interval [0]:
             0.0304533s
interval [1]:
             0.0328695s
interval [2]:
             0.0369859s
interval [3]:
             0.032835s
            0.0303573s
interval [4]:
interval [5]:
             0.0331047s
interval [6]:
             0.0363206s
             0.0303834s
interval [7]:
interval [8]:
             0.033276s
interval [9]:
             0.030912s
average rate: 30.5346
min: 0.0303573s max: 0.0369859s std dev: 0.00226044s window: 10
```

Match your full system - scene luminance matters



gz_transport15 has gone Zenoh!

Now you can use it directly in ROS without the extra conversion pains of a translation bridge. Some other planned additions to gazebo:

Dynamic sensor noise models ("break" the sensors, not the simulation trying)

• Dynamic topic scaling (change the ODR of a sensor or data stream while it's running)

Don't forget to test Jetty!

It has some really great additions beyond Zenoh, one of our favorites is the auto-inertial.



LEADER BOARD		
Place	User	Points
1	Creator-1705	579.0
2	🥝 akky20	382.0
3	nikodemj9	316.0
4	jmackay2	257.0
5	Physic69	236.0
6	jasmeet0915	151.2
7	avanmalleghem	120.0
8	Narashima1808	111.0
9	matosinho	84.4
10	SuperGops7	76.0