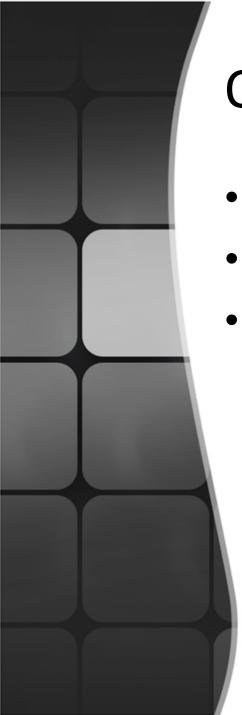


# An Overview of Microsoft Robotics Developer Studio

Benjamin Fonooni

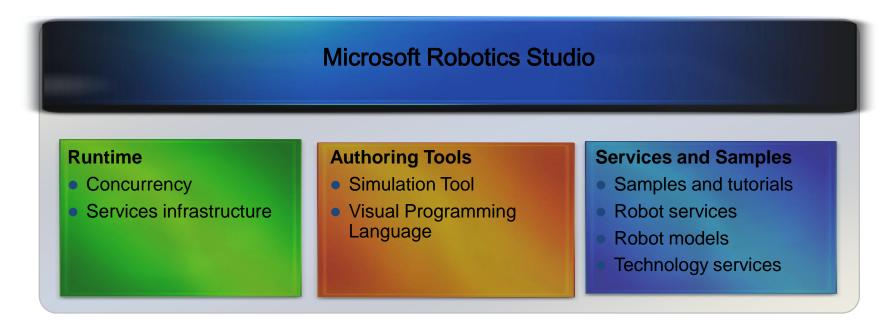


### Outline

- Introduction to MRDS
- RobuBOX
- Practical Experiences
  - Starting MRDS
  - Working with the web GUI
  - HTTP Communications via Lokarria

# What is MRDS

A development platform for the robotics community, supporting a wide variety of users, hardware, and application scenarios.



# **Broad Third Party Support**























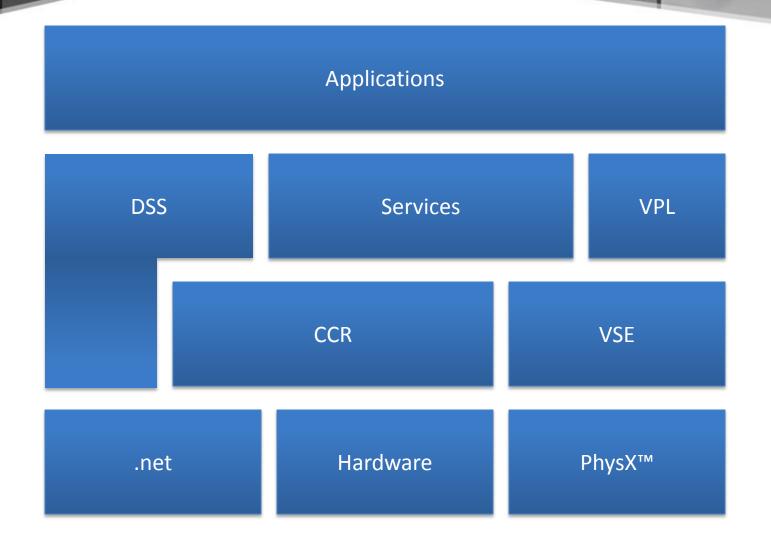
## A Robotic Application

- An application is a composition of loosely-coupled components concurrently executing
  - Orchestration of sensors/actuators
  - User interface
  - Behavior

### MRDS Features

- Design of software modules
- Communication protocols
- Methods for easy process monitoring
- Simulation of systems
- Distribution of systems across multiple hosts
- Rapid prototyping
- Significant number of standard components for IO, control, basic processing, and interfaces

# Main Components of MRDS



# Concurrency and Coordination Runtime (CCR)

- CCR addresses problems like
  - Asynchrony
  - Concurrency
  - Coordination and Failure Handling
- Responsible for
  - Making writing and managing asynchronous processes easy
  - Avoiding need to understand manual threading, semaphores, etc.
  - Coordinating between components

# Decentralized Software Services (DSS)

- DSS addresses problems like
  - Robustness
  - Composability
  - Observability
- Responsible for
  - Making state observable, easily accessible
  - Providing for reusability and failure tolerance
  - Supporting remote/distributed execution
  - Making the programming model scalable

# Decentralized Software Services (DSS)

- Services communicate using DSS protocol referred to as DSSP
- The communication model is similar to SOAP (Simple Object Access Protocol)
- Services are orchestrated (combined) into applications
- The communication is based on the Representational State Transfer (REST) model

# Representational State Transfer (REST)

- Originally developed with HTTP/1.1 protocol
- World is composed of clients and servers
- Clients generates requests
- Servers receive requests and generate responses
- Responses enable transfer of data / resources
- Clients are at rest or in transition between states
- REST architectures are based on a set of constraints that define principles for design

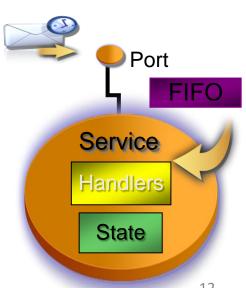
### Building Blocks of a Service

#### A Service

- Has structured state
- Interacts using messages over ports
- Supports handlers (encapsulate behaviors)

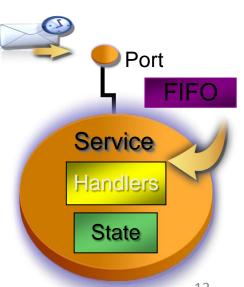
#### **Basic Operations**

- State retrieval and manipulation
- Create and terminate
- Notifications



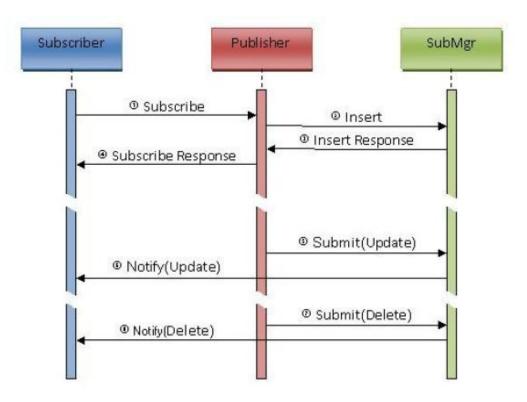
## Building Blocks of a Service

- Supports dynamic discovery
- Restartable
- Provides simple abstraction for hardware and software
- Provides aggregated, compositional functionality
  - Sensor fusion
  - Motor drive
- Inherently distributed and is asynchronous
- Can have "partners"



### MRDS Publisher-Subscriber

- Communication Model
- Data Exchange Synchronization



### **Authoring Tools**

- Simulation and visualization tools
  - High resolution 3D rendering
    - Visual and physics views
  - High performance physics engine
    - PhysX™ supplied by Ageia Technology
    - Optional hardware acceleration
  - Makes technology accessible
  - Enables fast prototyping and debugging
  - Extensible by code or data



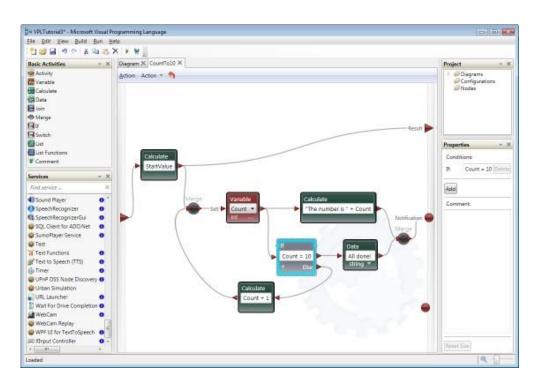


### **Authoring Tools**

- Web browser based programming/control
  - Scripting (e.g. JScript)
  - Windows Gadgets
- Supported by multiple programming languages
  - Microsoft Visual Studio and VS Express (e.g. C# and VB .net)
  - Iron Python
  - Third party languages (e.g. Java and C++)

# Authoring Tools

- Visual Programming Tool
  - Dataflow editing
    - Simple connections
    - Building blocks
    - Model checking
    - Code generation
  - Dashboards
    - Robot models
    - Novice to Expert



### RobuBOX

- Set of abstract services
- Definition of all actuators and sensors
  - DifferentialDrive
  - Laser
  - Telemeter
  - Localization
  - **—** ...
- A service to store recorded paths
- Navigation and Mapping
- Lokarria



# Lokarria

- Access to abstract contract data using HTTP requests
- Half-REST architecture
- Supports HTTP GET
- Supports HTTP POST
- JSON format data exchange
- Works on simulated and real robots

# Questions?