

This thesis was submitted to the Institute of Mechanism Theory, Machine Dynamics and Robotics

Cross-Compiling ROS2 Humble to WebAssembly

Master Thesis

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Aachen, 31 March 2023

Master Thesis

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Formula symbols and indices

Lower case latin letters as formula symbols

Upper case latin letters as formula symbols

Lower case greek letters as formula symbols

Upper case greek letters as formula symbols

Indices

List of abbreviations

General abbreviations

1. Introduction

1.1. Robot Operating System 2

1.2. Motivation

2. Literature Review

2.1. State of the Art

2.1.1. ROS on Web

Advantages and disadvantages

2.2. Relevant Works

2.2.1. ROSbridge

2.2.2. ROS Control Center

2.2.3. ROSboard

2.2.4. ROSlink

2.2.5. Foxglove Studio

2.3. State of WASM

2.3.1. Unity in WebAssembly

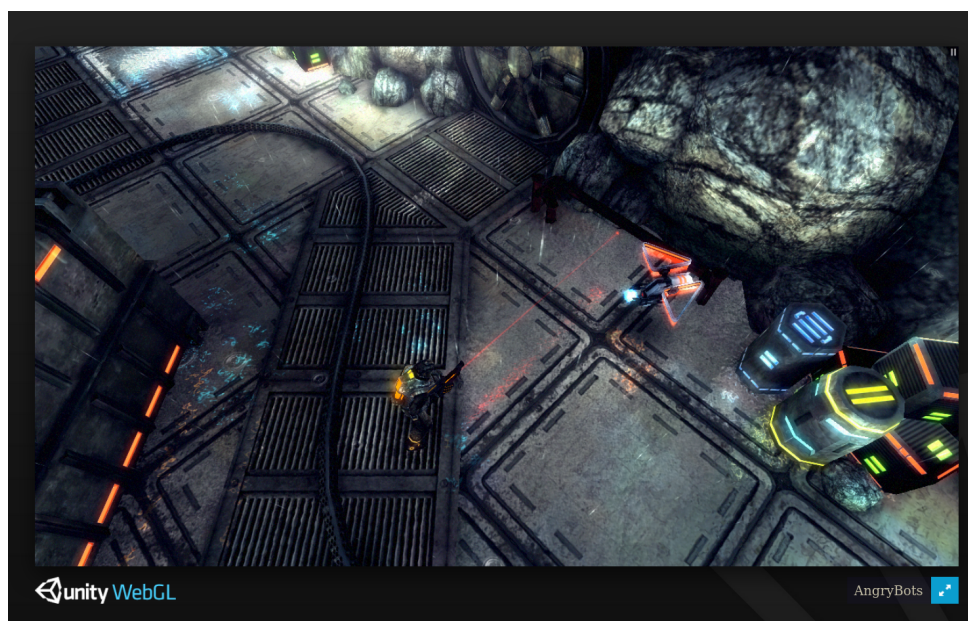


Figure 2.1.: Demo of Angry Bots in Unity WebGL

3. Concept Realization

3.1. Concept

Ideal scenario: - click on a link and run ROS - connect to a robot via bluetooth - share simulations and algorithms

3.2. Implementation Layers

3.2.1. User Levels

Table 3.1.: TODO:

User	Description
Beginners	Complete beginners who have never used ROS or programmed in any language.
Students	University students with minimal programming experience.
ROS Users	Students and researchers who actively use ROS for projects.
Roboticians	Robotics software developers including contributors to the ROS ecosystem.

3.2.2. User Levels of Interaction

Table 3.2.: TODO:

UI Level	Description
Non-interactive	Nodes run automatically as soon as the site is launched.
Minimal	User can start/stop 1–2 nodes by pressing a button.
Basic	User can select which nodes to run and can analyze the environment by requesting or viewing information.
Intermediate	The graphical interface allows the user to accomplish primary tasks, such as displaying a robot.
Advanced	A complete GUI where the user has full control of the environment, can start/stop nodes, modify params, interact with robots, etc.
Complete	All ROS2 features are available and packages can be built on the browser

3.2.3. Technical Levels

Table 3.3.: TODO:

Level	Description
L0	A publisher and subscriber example on the console.
L1	Multiple nodes and topics with limited interaction.
L2	Graphical display with user interaction.
L3	Simulation of a robot (urdf).
L4	Manipulation of physical robot.
L5	Simulation of a robotics scenario.

3.3. Scope

Middleware replacement (why sockets don't work)

JavaScript "ROS master"

4. Methodology

- Development environment - Building tools - Testing tools (chrome, firefox)

4.1. Development Environment

4.2. Cross-Compilation Tools

4.3. Testing Environment

5. Middleware Implementation

- What does the middleware do? - ROS supported middleware implementations - Why it needs to be replaced - Minimal implementation (minimal set of functions) - Design of middleware packages (tree diagram or something)

5.1. DDS Middleware

5.1.1. FastDDS

default

5.1.2. Eclipse

5.1.3. Gurum

5.2. Custom Middleware

5.2.1. Email

5.2.2. Zenoh

5.3. Substituting ROS 2 Middleware

At run time

At build time

5.4. Custom Middleware Design

6. Package Building Process

- Emscripten - Colcon - Toolchains

7. Design of Web Elements

7.1. Web Workers

7.1.1. Communication Channels

7.2. Message Queues

- Web workers, what are they? why are they needed? - Communication channels - Registry of topics/subs/pubs - Message handling

8. Package Management and Distribution

- Automating package building - robostack?

9. Concept Assessment

- Survey - Performance measures - Limitations

10. Summary

11. Outlook

- Compiling on the browser - Packaging Gazebo - WASI

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