



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

Cross-Compiling ROS2 Humble to WebAssembly

Master Thesis

by:

Isabel Paredes B.Sc.

Student number: 415723

supervised bu:

Dipl.-Ing. Martin Mustermann

Examiner:

Univ.-Prof. Dr.-Ing. Dr. h. c. Burkhard Corves
Prof. Dr.-Ing. Mathias Hüsing

Aachen, 31 March 2023

Issue

Master Thesis

by Isabel Paredes B.Sc.

Cross-Compiling ROS2 Humble to WebAssembly

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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

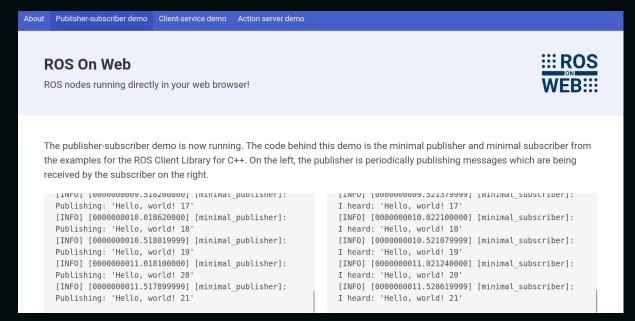


Figure 2.1. ROS on Web publisher and subscriber demo

Advantages and disadvantagesss

Not open source

ROS1 or ROS2

2. Literature Review

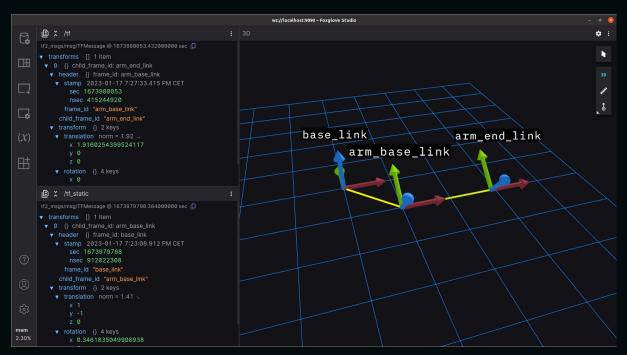


Figure 2.2. Visualizing ROS 2 Transforms with Foxglove Studio

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

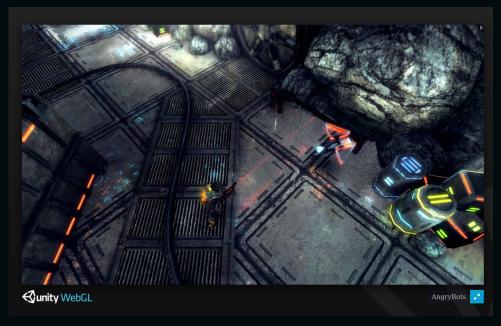


Figure 2.3. Demo of Angry Bots in Unity WebGL

3. Concept Realization

3.1. Concept

3.1.1. Target Scenario

The goals for this project can be defined by an ideal scenario in which a high level of usability is reached by an intermediate user. First, an intermediate user is described as an individual who is familiar with the ROS ecosystem but does not have the need to maintain or test ROS packages across different platforms. In the target scenario, this intermediate user will be capable of performing the following tasks:

- install pre-compiled ROS 2 packages in the browser
- launch nodes including publishers, subscribers, servers, and clients
- interact with the environment to obtain information about running nodes, this would include echoing topics, listing parameters, reviewing log files, etc.
- visualization of URDFs, transforms, point clouds, markers, etc.
- playing and recording bag files
- connecting with robots via bluetooth

3.2. Implementation Layers

3.2.1. User Levels

Table 3.1. Target users categorized by expertise level.

	User	Description
0	Beginner	Complete beginners who have never used ROS or programmed in any language.
	Student	University students with basic programming experience.
2	ROS User	Students and researchers who actively use ROS for projects.
3	Roboticist	Robotics software developers including contributors to the ROS ecosystem.

Table 3.2. User interface segmented based on the level of interaction.

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

3.2.2. User Levels of Interaction

3.2.3. Technical Levels

Table 3.3. Implementation categories with increasing technical difficulty.

Level	Description
0	A publisher is displayed.
	A publisher and subscriber can communicate with each other and offer minimal interaction to start and stop each node.
2	Multiple nodes and distinct topics with limited interaction.
3	Graphical display and interaction with a ROS client library.
4	Manipulation of a physical robot wirelessly.
5	Visualization of a robot with Zethus.
6	Simulation of a robotics scenario with Gazebo.
7	Development workspace for creating and debugging ROS packages.

3.3. Scope of Implementation

3.3.1. Middleware Replacement

3.3.2. User Interface

3.3.3. Automatic Builds

3.3.4. Out of Scope

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.** Eclypse
- 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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