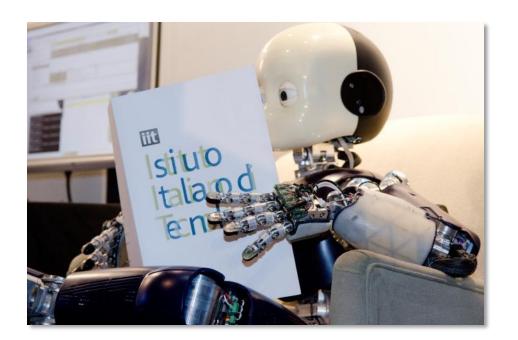


Lorenzo Natale

iCub Facility Istituto Italiano di Tecnologia, Genova Course on iCub programming

Lorenzo Natale, V. Tikhanoff, U. Pattacini, D. Domenichelli





Program

- class 1 Overview of YARP. Introduction to CMake. Say hello world with YARP.
- class 2 Overview of YARP and the main classes. YARP Threads and Ports.
- class 3 YARP modules
- class 4 Image processing, Head tracker
- class 5 and class 6 Gaze and Arm controller
- class 7 GIT



Schedule

June 24, 2014 10.00-12:00

June 27, 2014 10.00-12:00

July 7, 2014 10.00-12:00

July 8, 2014 16.30-18:30

July 9, 2014 10.00-12:00

July 10, 2014 10.00-12:00



References

- YARP: www.yarp.it
 - Documentation
 - Paper: Towards long-lived robot genes
- iCub: http://wiki.icub.org/wiki/Manual
- CMake:
 - <u>www.cmake.org</u> → documentation & wiki
 - Mastering CMake, by Kitware Inc.
- C++:
 - Thinking in C++, Bruce Eckel
 - The C++ programming language, Bijarne Stroustrup
 - Anything else



Motivations











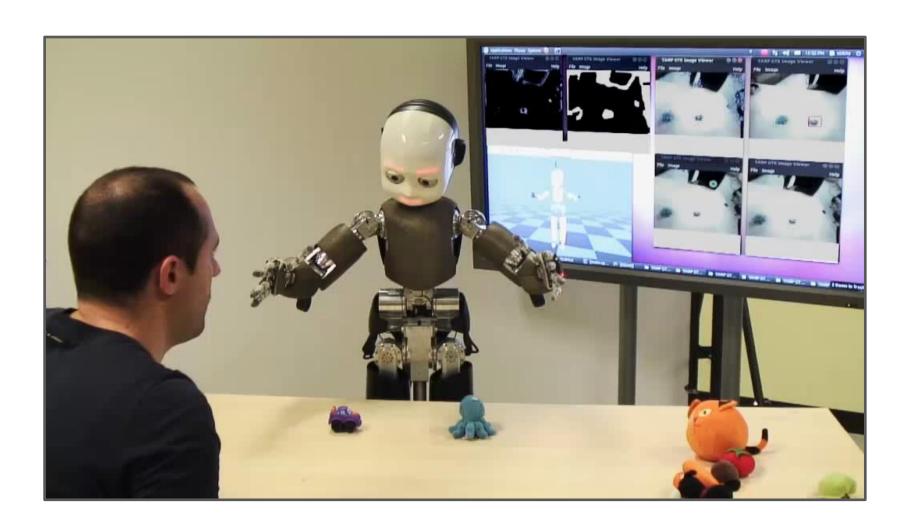






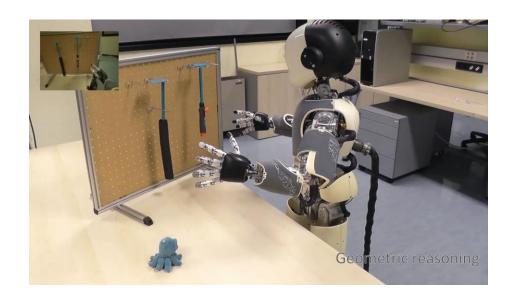


Complex behaviors





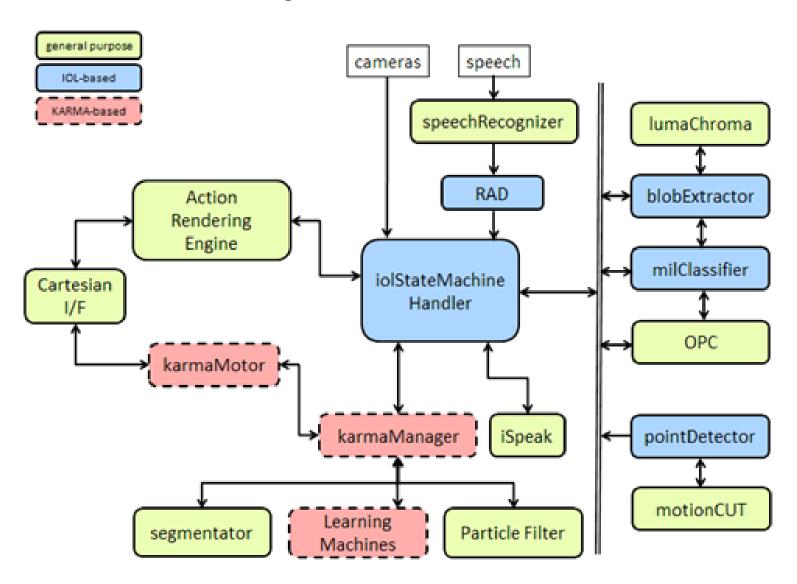
Integration of software components







Complex behaviors





Key issues

- Asynchronous development
- Various scenarios and platforms
- Lack of standards
- Inherent complexity, distributed processing, lots of sensors, real-time
- Fluctuation in hardware and algorithms, lots of open questions



















Software architecture

- Major cost in software development is debugging, recycling code is key
- Divide and conquer
- Modularity
- Factor out platform specificities
 - Hardware Abstraction Layer
 - Communication Abstraction
 - Operating system
 - Parameters
 - Computing infrastructure



Goal: separate software components

- Computation
- Communication
- Connection
- Configuration
- Coordination





Goal: separate software components

- Computation ← What we are interested in
- Communication
- Connection
- Configuration
- Coordination





Goal: separate software components

- Computation ← What we are interested in
- Communication ← Dependent on the hardware, network topology
- Connection
- Configuration
- Coordination





Goal: separate software components

- Computation ← What we are interested in
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Application dependent





Goal: separate software components

- Computation ← What we are interested in
- Communication ← Dependent on the hardware, network topology
- Connection
- Configuration
- Coordination

Application dependent





Middleware: General concepts

```
output myAlgorithm(input)
out = call alg1(in)
out = call alg2(in)
getImage() // from usb camera
output alg1(input)
{code}
output alg2(input)
{code}
```



Middleware: General concepts

```
output myAlgorithm(input)
                                                                           Program1
                                                           myAlg()
out = call alg1(in)
                                                           middleware
out = call alg2(in)
                                                                    hardware
getImage() // from usb camera
                                                  Program2
                                                                                      Program2
                                         middleware
                                                                             middleware
output alg1(input)
                                          alg1()
                                                                              alg2()
{code}
output alg2(input)
{code}
```

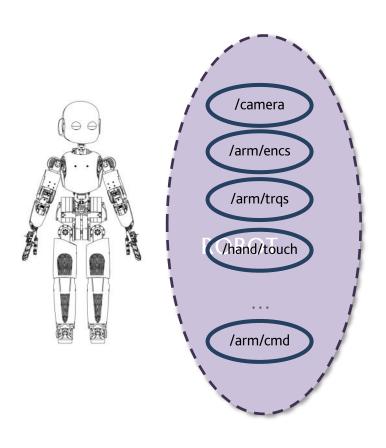


{code}

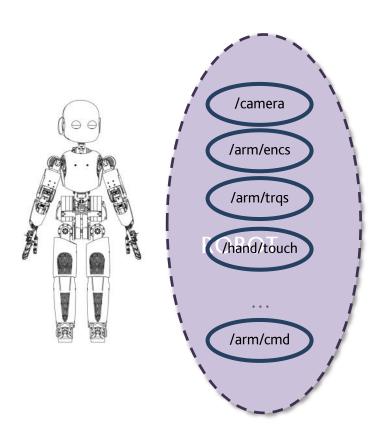
Middleware: General concepts

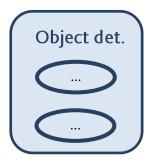
```
output myAlgorithm(input)
                                                                           Program1
                                                           myAlg()
out = call alg1(in)
                                                           middleware
out = call alg2(in)
                                                                    hardware
getImage() // from usb camera
                                                  Program2
                                                                                      Program2
                                         middleware
                                                                             middleware
output alg1(input)
                                          alg1()
                                                                              alg2()
{code}
output alg2(input)
```

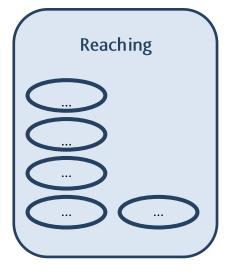


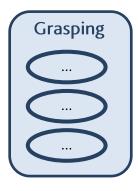




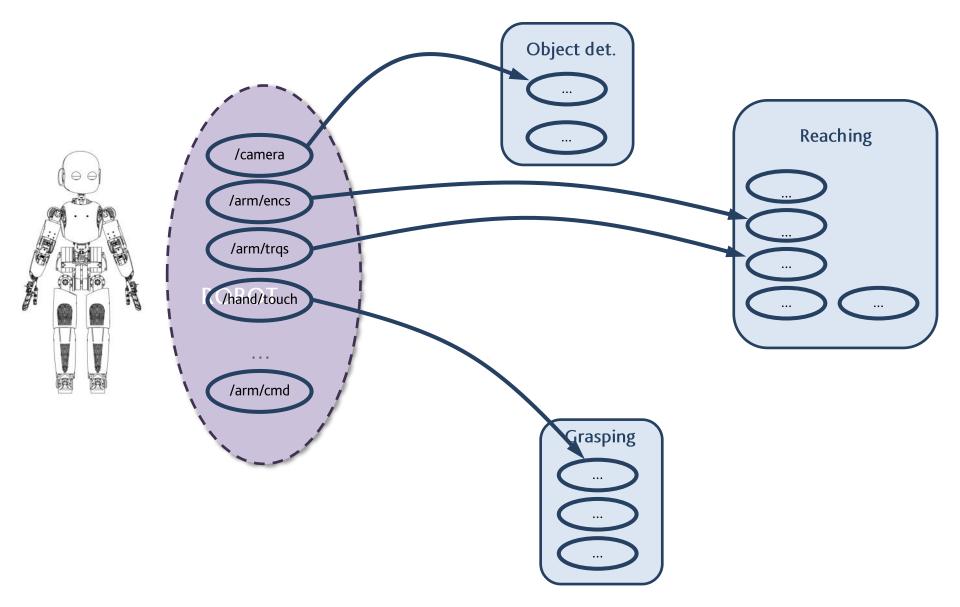




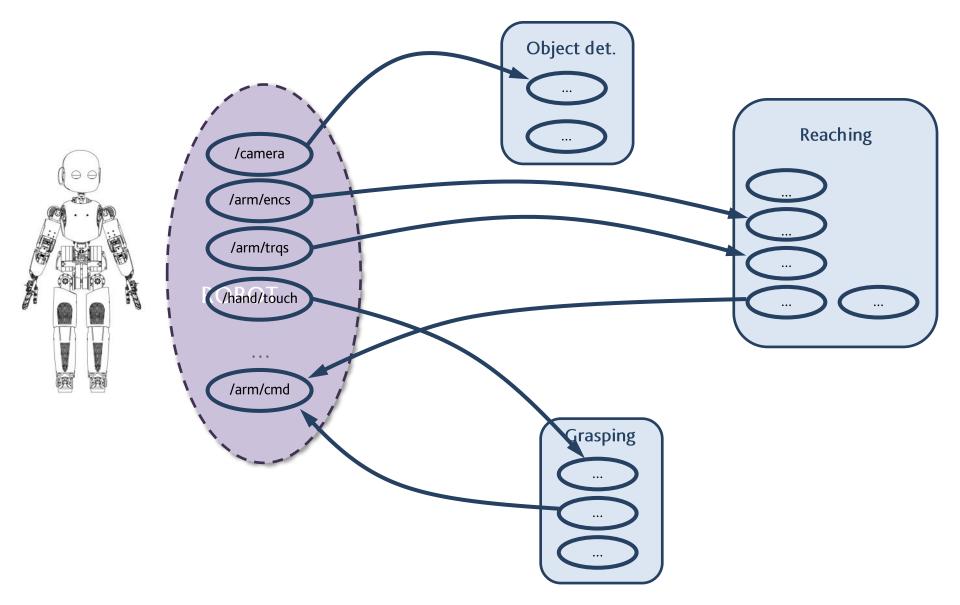




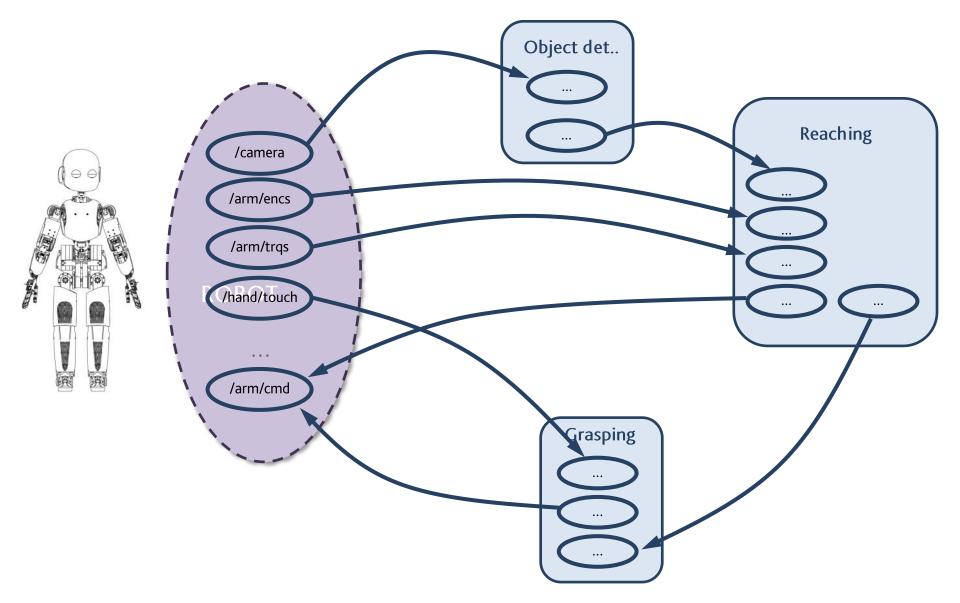




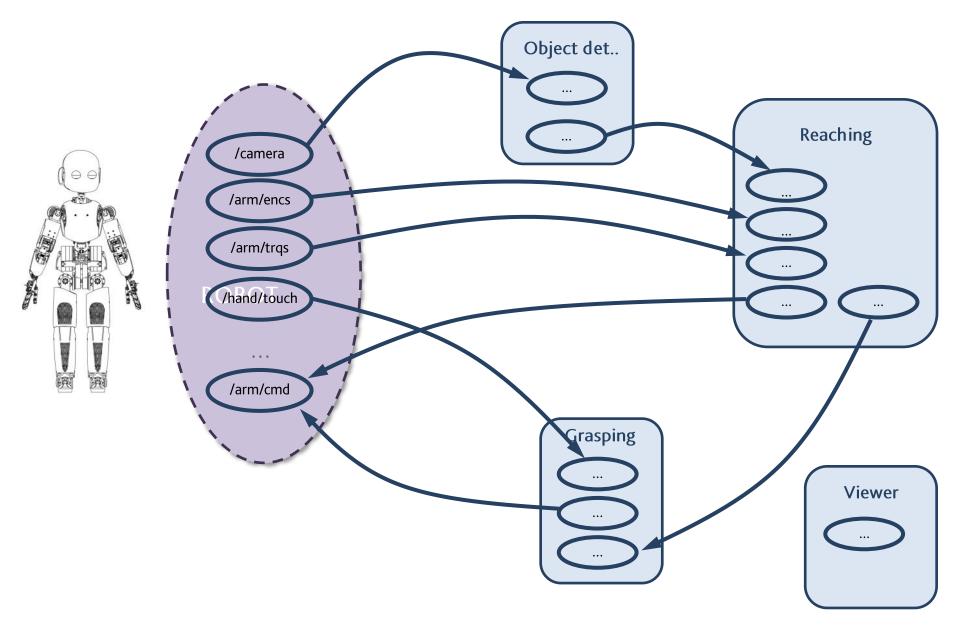




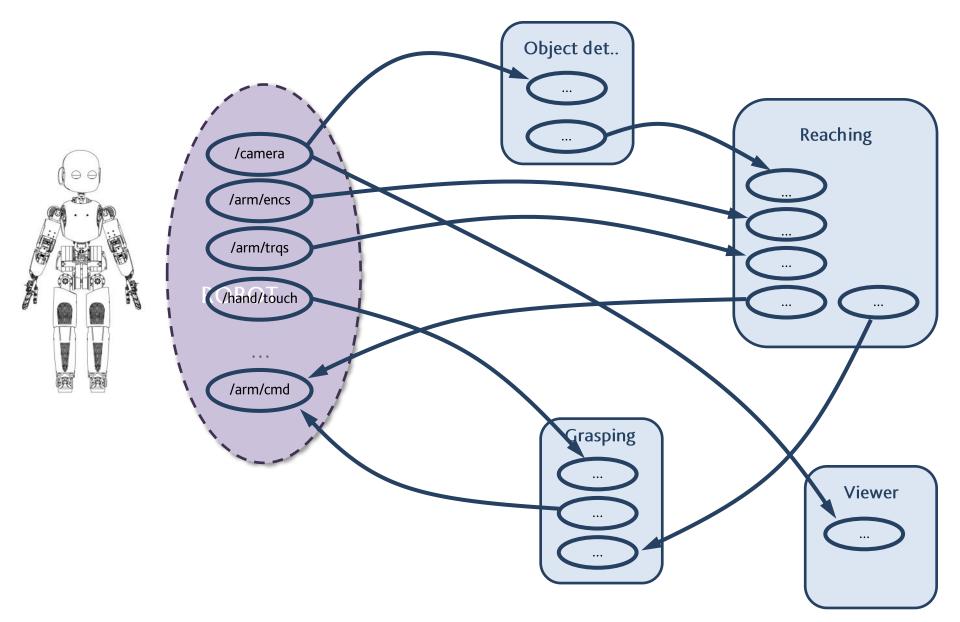




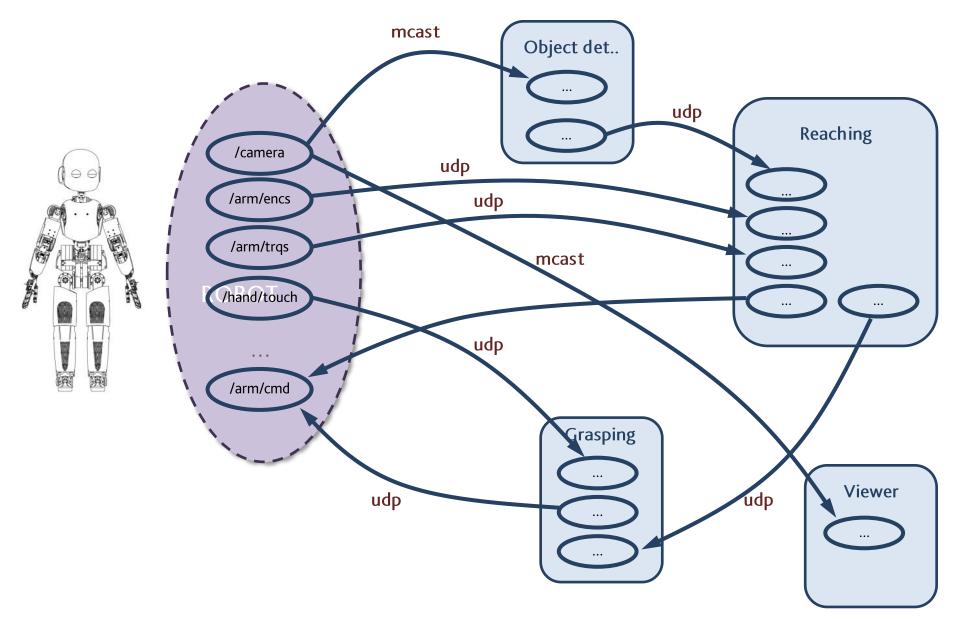




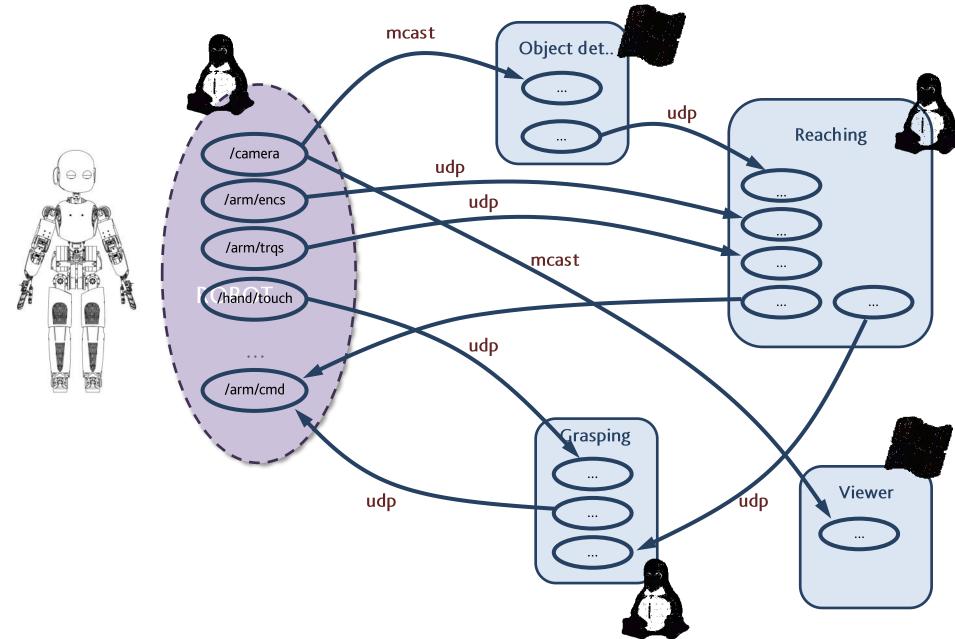














YARP



- Peer-to-peer, loosely coupled, communication
- Very stable code base >10 years old
- Flexibility and minimal dependencies, fits well with other systems
- Easy install with binaries on many OSes/distributions (Ubuntu, Debian, Windows, MacOs)
- Many protocols:
 - Built-in: tcp/udp/mcast
 - Plug-ins: ROS tcp, xml rpc, mjpg etc..









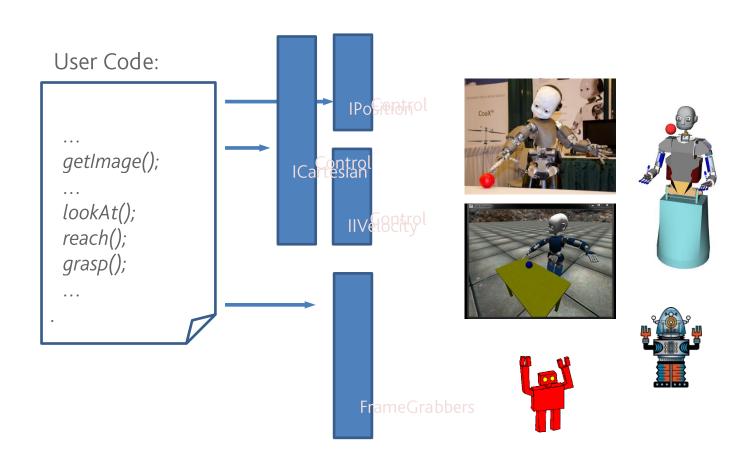


Interfaces

- Define interfaces to motors and sensors so to minimize the impact of changes in the hardware
- Also: network stubs allow remotization

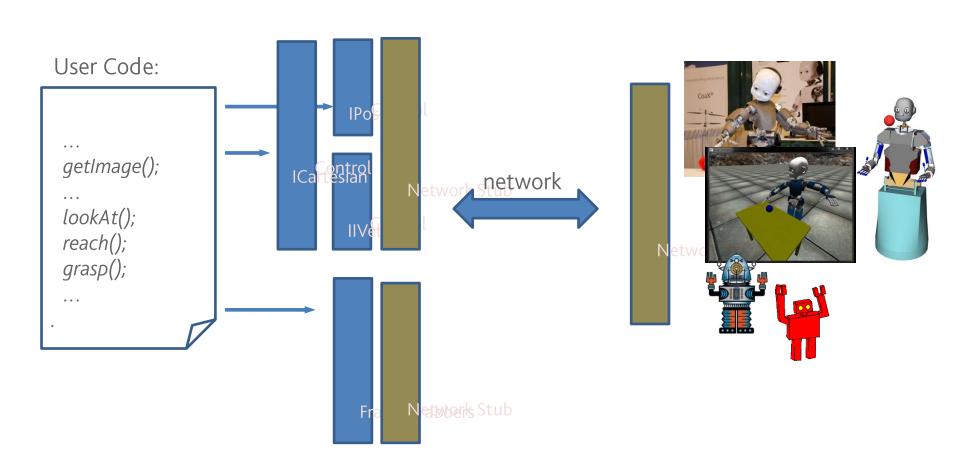


Interfaces





Interfaces





YARP plugins

- YARP includes a plugin system for drivers and protocols (carriers)
- Interchangeable carriers allow:
 - interfacing existing software with ports (without bridges)
 - change significantly port behavior
- Examples:
 - ROS, mjpeg, xml rpc, etc...
 - bayer carrier, priority based communication



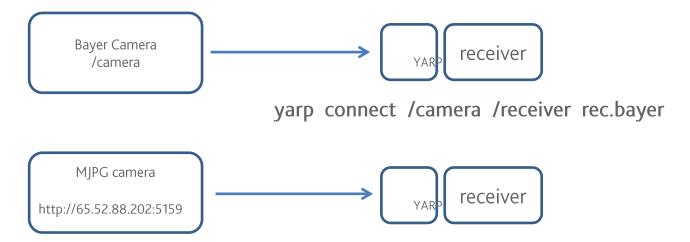
Examples



yarp connect /camera /receiver rec.bayer



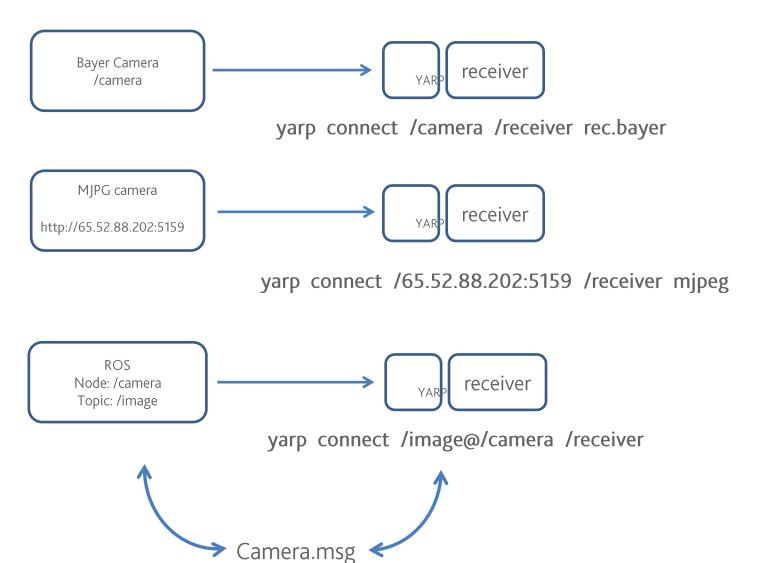
Examples



yarp connect /65.52.88.202:5159 /receiver mjpeg



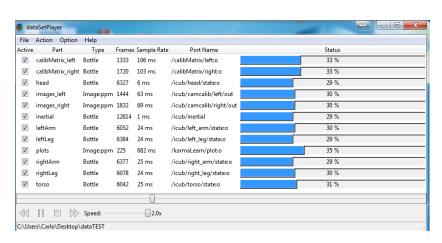
Examples



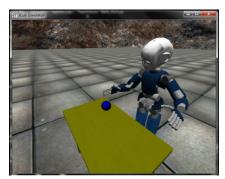


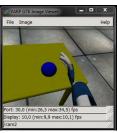
Tools: working offline

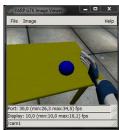
- Data collector/player
- Simulator
- GUIs

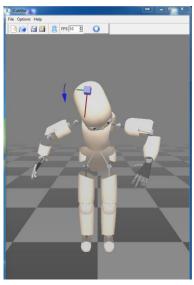














Repositories and online resources

- YARP online documentation: www.yarp.it
- iCub: http://wiki.icub.org
- GitLab: https://gitlab.icub.org/
- Github: https://github.com/robotology
 - yarp
 - codyco
- Sourceforge:
 - Robotcub (iCub: main and contrib, poeticon++, emorph, darwin)
 - efaa
 - xperience

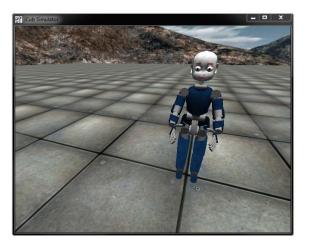


Binaries



Libraries and modules for motor control, machine learning, vision...





wiki.icub.org/iCub

- → Software Installation
- → Tutorials





€ YARP: Welcome to YARP ×

Welcome to YARP

Installing YARP

The basics of using YARP:

YARP Tutorials

· Setting up your network for YARP . The main YARP command-line interface

· Compiling a YARP hello world program

 Getting Started with YARP Ports · Getting Started with YARP Devices

Main Page

→ C wiki.icub.org/yarpdoc/index.html

Related Pages

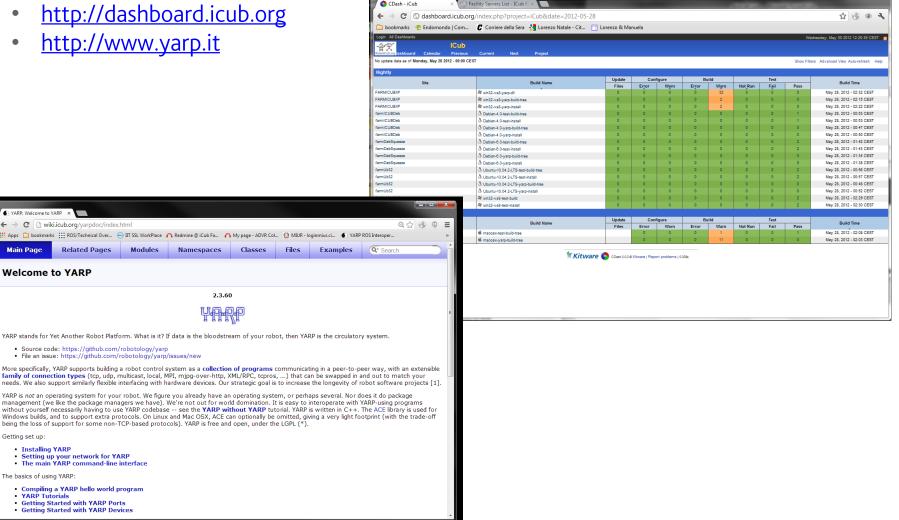
Source code: https://github.com/robotology/yarp

Automatic documentation and compilation tests

http://dashboard.icub.org

Modules

http://www.yarp.it

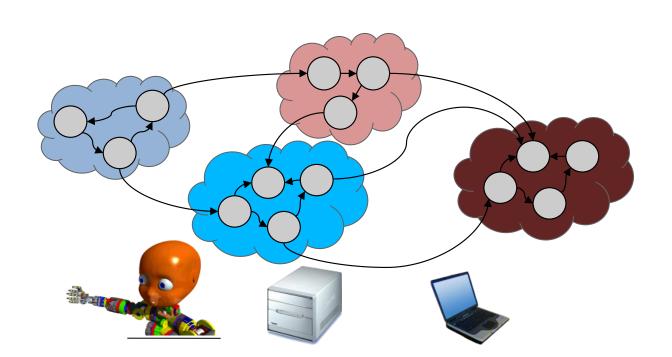


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Modularity: where to draw the line?

- Libraries
- Components (processes)
- Functionalities (group of components)





Managing complexity

In a modular system integration becomes an issue:

- Execution and monitoring
- Development
- Coordination

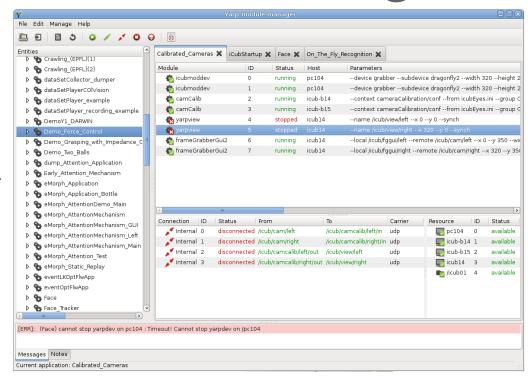


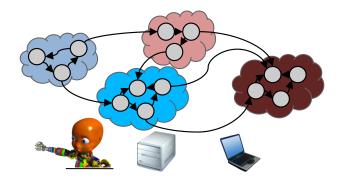


Execution and monitoring: YARP manager

Required modules connections nodes resources

Available resources



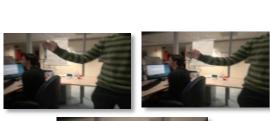




Components: some examples from the iCub repository

Algorithms for motion computation and egomotion compensation

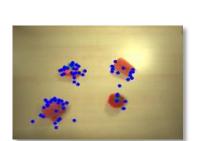
- Machine learning for vision
- Disparity map
- Action recognition
- Segmentation

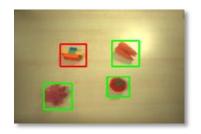








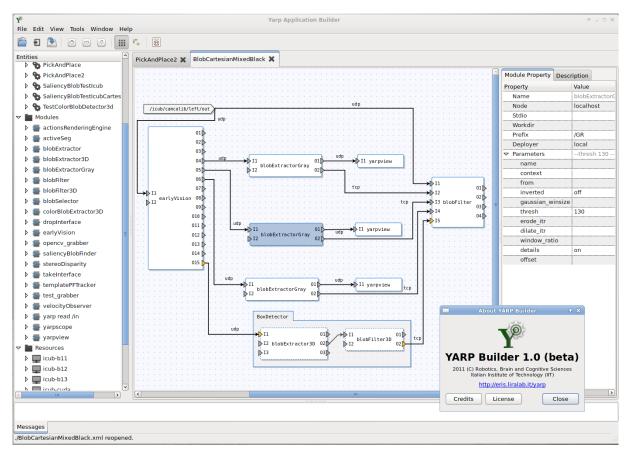






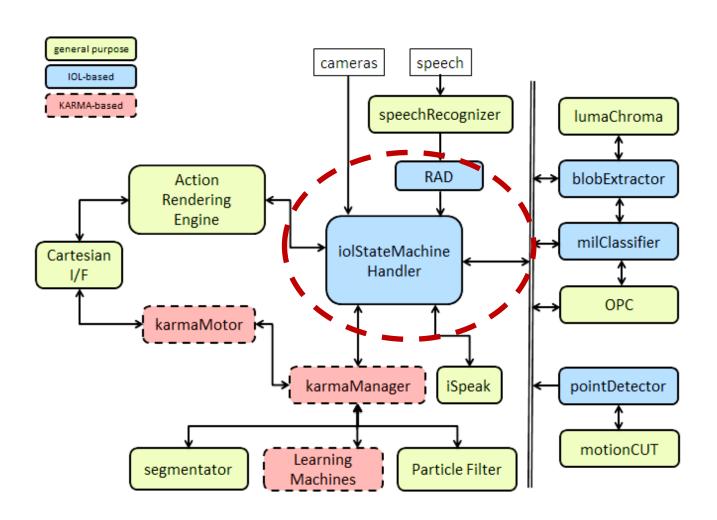
Tools for rapid development

- YARP builder: graphical tool to design application
- Interface Definition Language (IDL):
 - formalization of types and interfaces between modules
 - automatic generation of message handlers



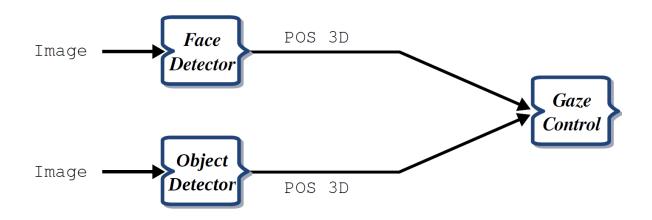


Coordinating modules





Arbitration and coordination





Arbitration and coordination

