

Figure 4.3: Timing diagram of Hubo-Ach. All times t_* denote measured times each block takes to complete. Tests were done on a 1.6Ghz Atom D525 Dual Core with 1GB DDR3 800Mhz memory running Ubuntu 12.04 LTS linux kernel 3.2.0-29 on a Hubo2+ utilizing a CAN bus running at 1Mbps baud. Average CPU usage is 7.6% using a total of 4Mb of memory.

Main Loop Timing:

Average Period = 5.000000 ms, Standard Deviation = 0.001854

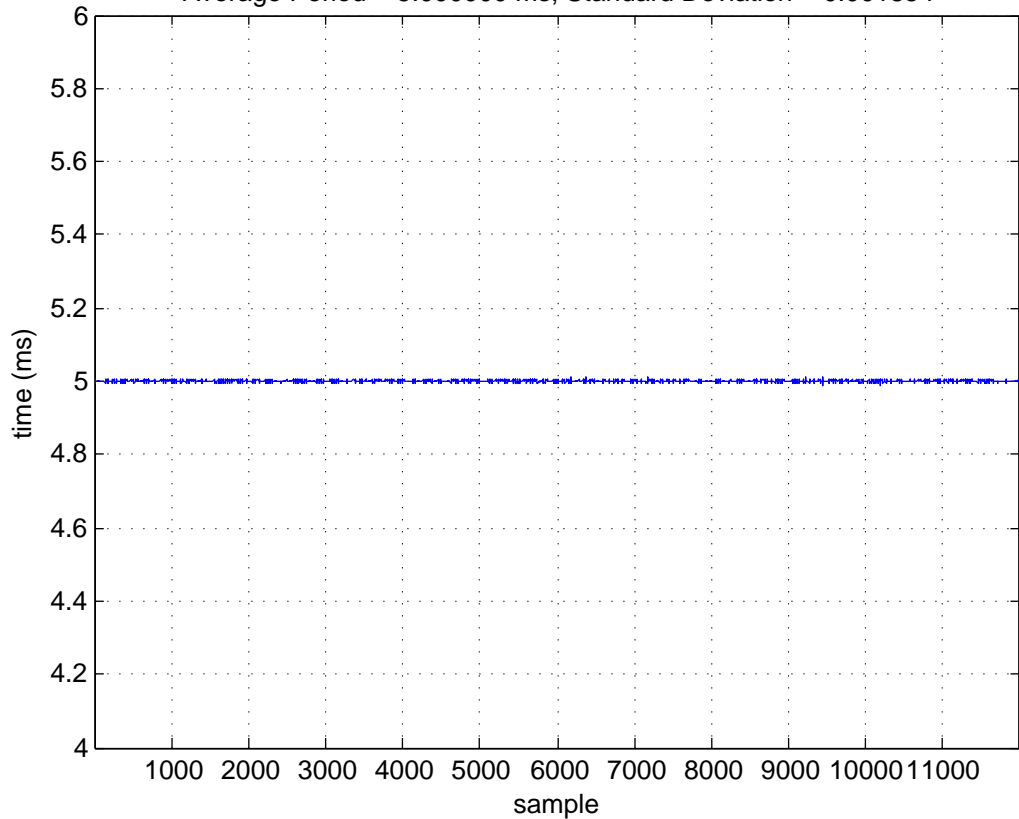


Table 4.2: Inter Process Communication Method Comparison

Inter-Process Communication Method	Open Source	POSIX Complaint	Non Blocking	Multiple Senders and Receivers	Low Latency	Light Weight	Access Old Data
Streams	yes	yes	no	yes	no	yes	yes
Datagram Sockets	yes	yes	no	yes	no	yes	yes
POSIX Message Queues	yes	yes	no	yes	no	yes	yes
Shared Memory	yes	yes	yes	yes	yes	yes	no
AIO	yes	yes	yes	yes	yes	yes	yes
CORBA	yes	yes	yes	no	yes	yes	yes
ROS	yes	yes	no	yes	no	no	no
Data Distribution Service	yes	yes	yes	yes	yes	yes	yes
Ach	yes	yes	yes	yes	yes	yes	yes

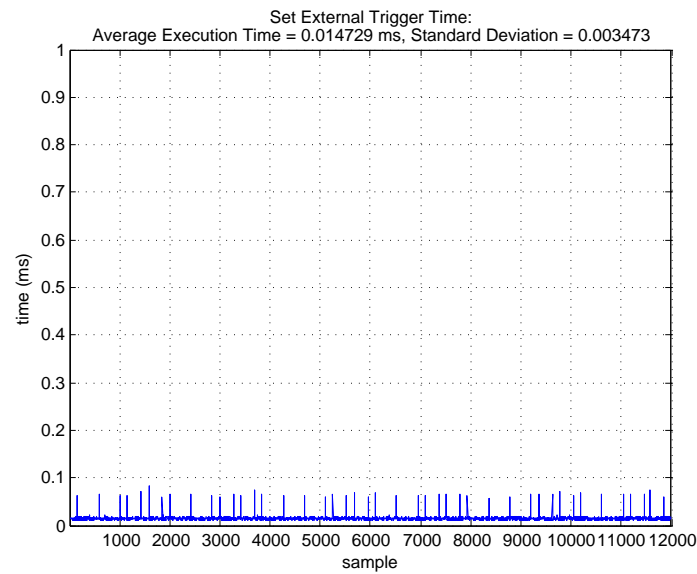


Figure 4.4: The amount of time it takes to send the external trigger. In this case each sample has a time step of 0.005 sec

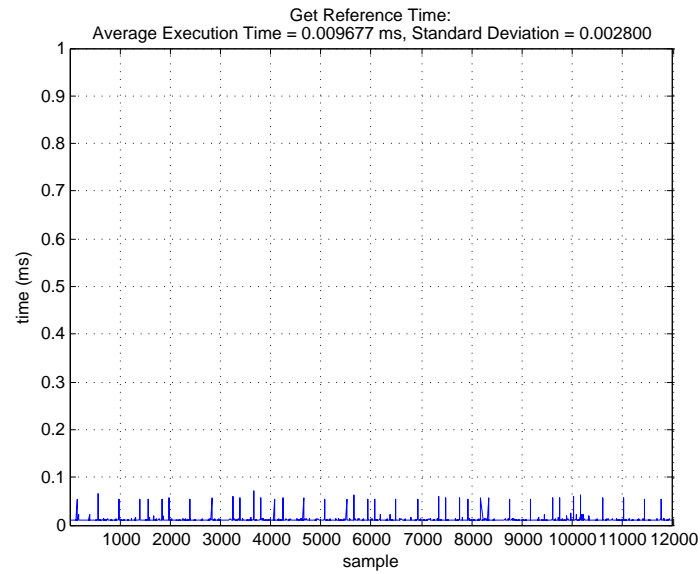


Figure 4.5: The amount of time it takes to request and get the reference for the actuators. In this case each sample has a time step of 0.005 *sec*

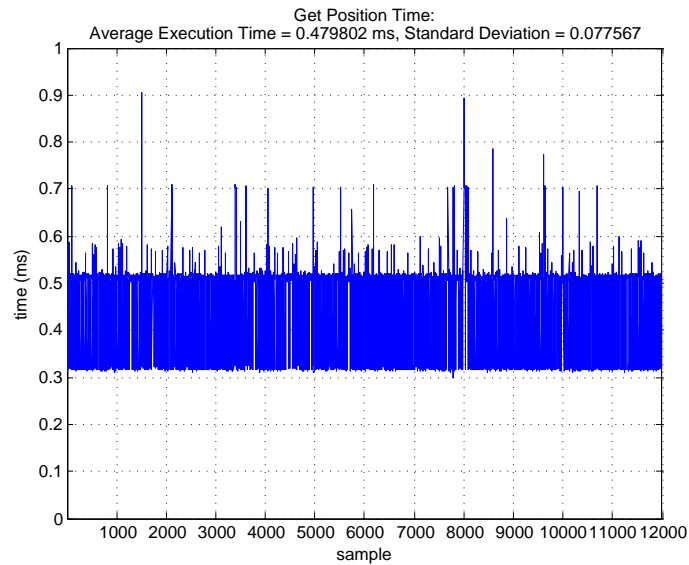


Figure 4.6: The amount of time it takes to request and get the actual position from the actuators. In this case each sample has a time step of 0.005 *sec*

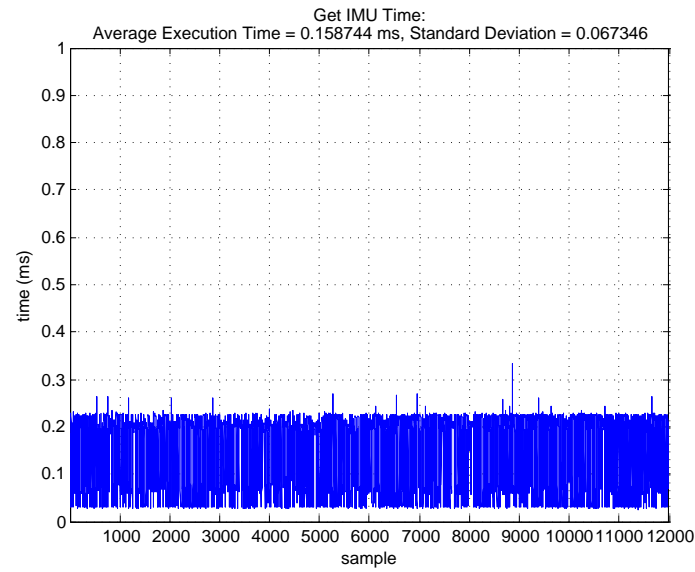


Figure 4.7: The amount of time it takes to request and get the IMU data. In this case each sample has a time step of 0.005 *sec*

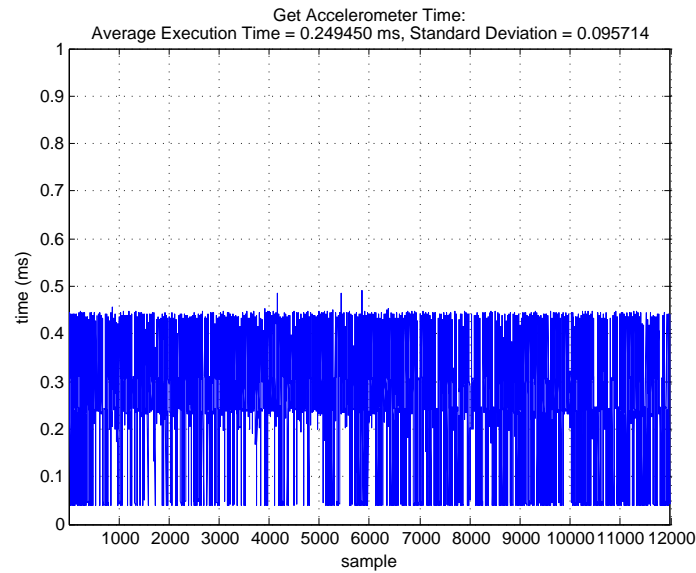


Figure 4.8: The amount of time it takes to request and get the accelerometers data. In this case each sample has a time step of 0.005 *sec*

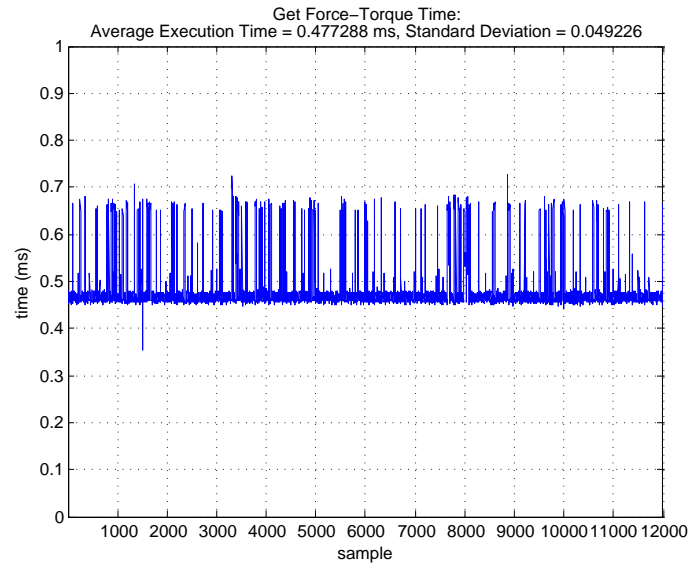


Figure 4.9: The amount of time it takes to request and get the force-torque sensors. In this case each sample has a time step of 0.005 *sec*

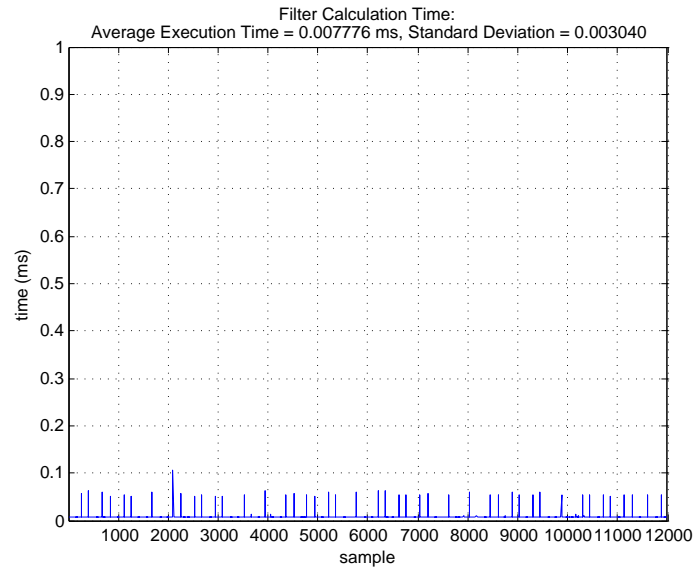


Figure 4.10: The amount of time it takes to process the built in filter. In this case each sample has a time step of 0.005 *sec*

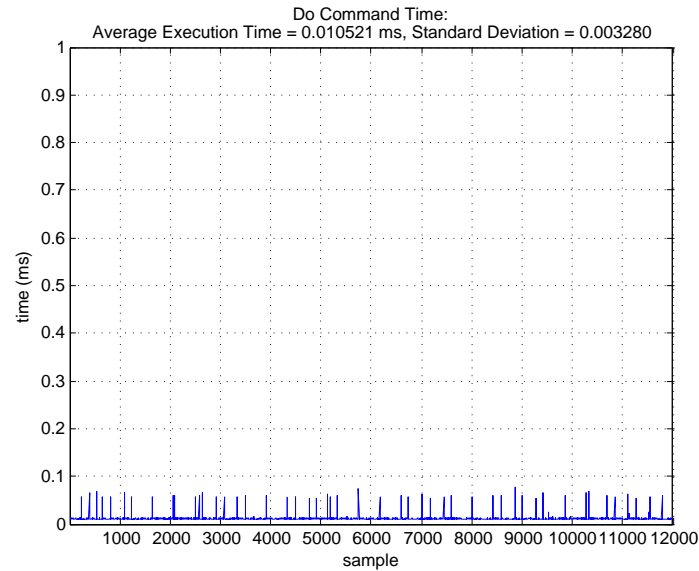


Figure 4.11: User command timing per sample. In this case each sample has a time step of 0.005 *sec*

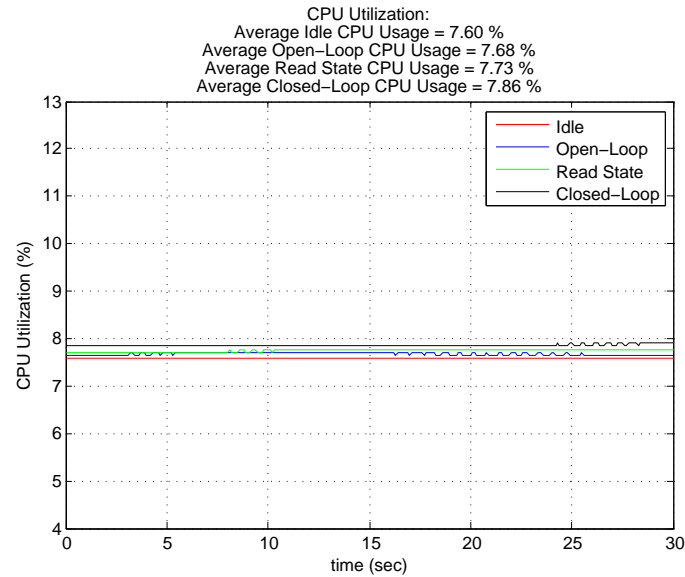


Figure 4.12: CPU utilization for the Hubo-Ach process when 1) idle, 2) under open-loop control, 3) reading the sensors, and 4) under closed-loop control. It is important to note that the cpu utilization stays within 0.3% when idle and under closed loop control. This means that the CPU utilization of Hubo-Ach is independent of the external control method. Thus it will not add more to the CPU load under complex control schemes then under simple ones.

memory there is no way of recovering older data that might have been missed by a controller.

What is needed is a method of sharing data that is *non-blocking* and as *low-latency* like shared memory, but still holds older data and uses an asynchronous IO scheme. The asynchronous IO scheme is required so the controller is not locked to a set rate by the data transaction method. N. Dantam et. al.[19] shows that Asynchronous IO (AIO) might be appropriate for this application however the implementation under Linux is not as mature as I require. In addition N. Dantam shows that other IPC mechanism using select/poll/epoll/kqueue are widely used network server and help mitigate but not totally removed the issue of HOL. The primary problem being that that thought the sender will not block the reader must still read the oldest data first. The question now is what IPC mechanism will be suitable for my control system.

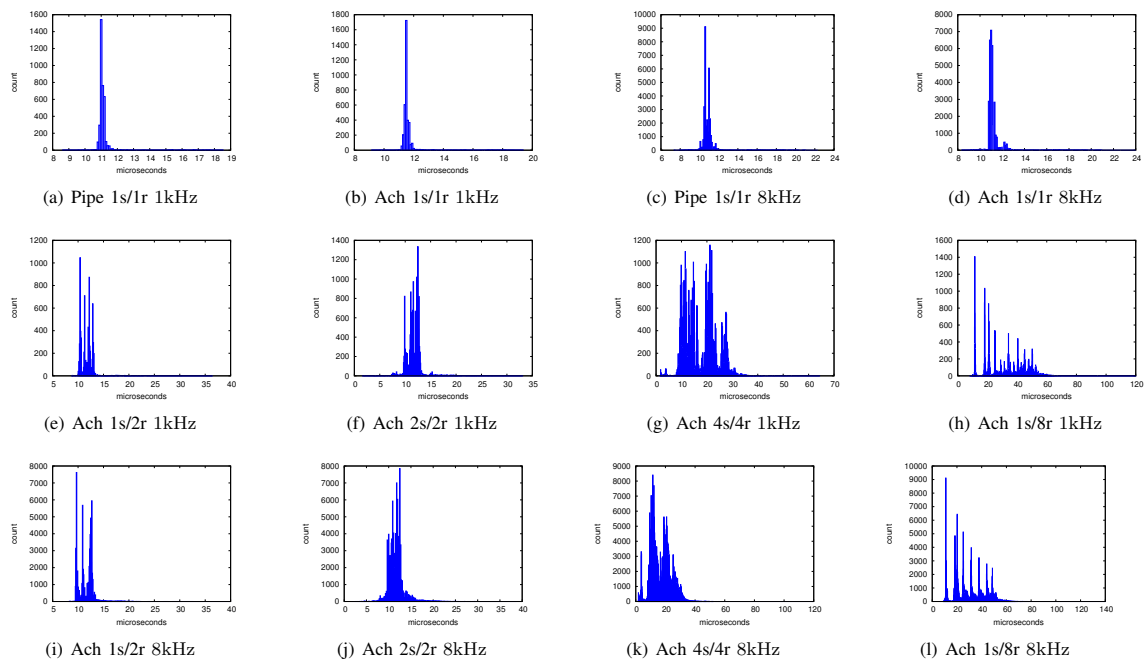


Figure 4.2: Histograms of Ach and Pipe messaging latencies. Benchmarking performed on a Core 2 Duo running Ubuntu Linux 10.04 with PREEMPT kernel. The labels $\alpha s/\beta r$ indicate a test run with α sending processes and β receiving processes[19].