ROS on OpenEmbedded Simpler Robotics Development

LG Electronics, USA

ROSCon 2019 - Macau



- Introduction and Motivation: Mass-market Robots
- Development with ROS + OpenEmbedded
- webOS Robotics
- Demo





Introduction and Motivation: Mass-market Robots





Robots for Mass Market: Expectations

- Full Experience on small form factor
- Multiple Variants & Reproducibility
- Optimized for Low Cost
- Advanced User Experiences
- Up-to-date with software and security

Possible path: reduce hardware cost + simplify software development and maintenance







Open Source Edition

Embedded Product: Introduction

- Embedded Hardware (Single Board Computers)
- Customized for dedicated function
- Low memory footprint
- Low power consumption
- Real-time performance







Embedded Software: Challenges

- Multiple Hardware variants
- Cross Development
- Significant Customizations
- Lot of Optimizations





Robots for Mass Market: Possible Solution

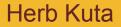
- Embedded hardware (low cost)
- OpenEmbedded (simple base Embedded Linux)
- ROS on OpenEmbedded (meta-ros)
- webOS (rich product features on OpenEmbedded)





Development with ROS + OpenEmbedded





OpenEmbedded (OE): Introduction

- Build system for the Linux Foundation's Yocto Project
- Cross-compilation for many CPU architectures
- Wide variety of chipset and board support
- Provides a customizable "OpenEmbedded Linux"
- Input: recipes and configurations ("metadata")
- Output: package archive **plus** bootable images
- Completely reproducible builds
- Organized into independent layers => expandable



"create custom Linux-based systems

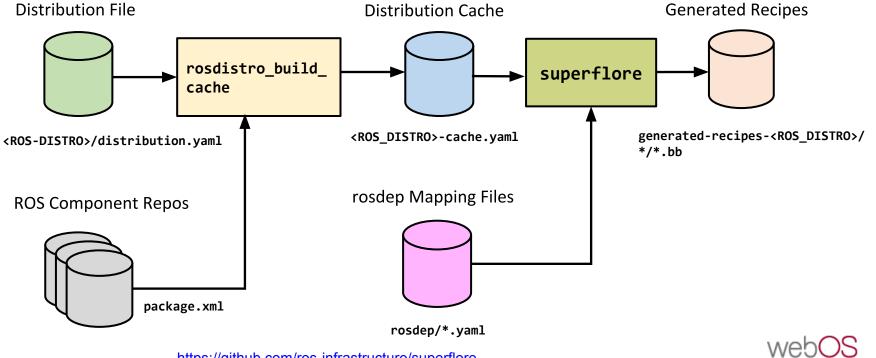
regardless of the hardware architecture"

($\overline{\partial}$		
	Recipe (.bb)		
	DEPENDS	<pre># Build-time dependencies</pre>	
	RDEPENDS	<pre># Run-time dependencies</pre>	
	SRC_URI	# Location of source	
	<pre>do_compile()</pre>	<pre># Fetch the upstream source # Patch it with your changes # Run CMake, autoconf, etc. # Compile</pre>	
Ŋ	<pre>do_install() do_package()</pre>	<pre># Select what's installed # Package what's installed</pre>	



meta-ros v2: OpenEmbedded Layers for ROS 1 & ROS 2

Super Flore: An extended platform release manager for ROS



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https://github.com/ros-infrastructure/superflore

meta-ros: How to use for development

Build ROS Image

- # Clone meta-ros
- \$ git clone git@github.com:ros/meta-ros
- # Setup OE layers
- \$ meta-ros/scripts/mcf -f conf/ros2-dashing.mcf
- # Setup build environment
- \$ source openembedded-core/oe-init-build-env
- # Configure the build
- \$ vi conf/local.conf
- # Build an image
- \$ MACHINE=raspberrypi4 bitbake <image>

Add/Modify ROS Package

- # Clone your ROS package source
- \$ git clone git@github.com:<ros-package>
- # Generate (or regenerate) recipe
- \$ ros-generate-recipes <ros-package>
- # Add your package to the image
- \$ vi conf/local.conf
- # Build an image with your package
- \$ MACHINE=raspberrypi4 bitbake <image>



Case Study: Simplified Deployment (TurtleBot3 Waffle Pi)

Current Scheme (with remote PC)

1. Install Ubuntu, ROS and TB3 application packages on the remote PC

2. Install unspecialized Ubuntu and ROS for generic Arm architecture on RPi

3. Download source code for TB3 packages and build them on RPi

4. SSH into TB3 and setup device instance configuration (hostname, WiFi SSID, etc.)

5. Configure remote PC and RPi to communicate with each other

6. Launch roscore and TB3 ROS applications on remote PC

7. Launch TB3 ROS nodes on RPi. TB3 is operational

OpenEmbedded Based (no remote PC)

1. Build image with specialized OpenEmbedded and ROS optimized for RPi on a build PC

2. Load device instance configuration (hostname, WiFi SSID, etc.) and TB3 ROS nodes to start upon boot on USB flash drive

3. Flash image on SD card, insert it and USB flash drive into RPi, and boot. TB3 is operational





webOS Robotics



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LG webOS: Path to complete product

webOS is adopted on many LG devices.

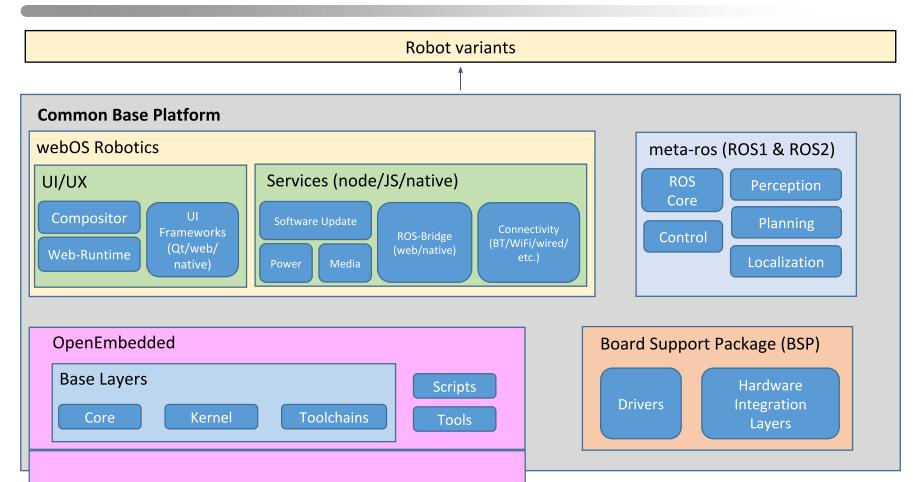


OpenEmbedded + ROS + webOS: Advantages

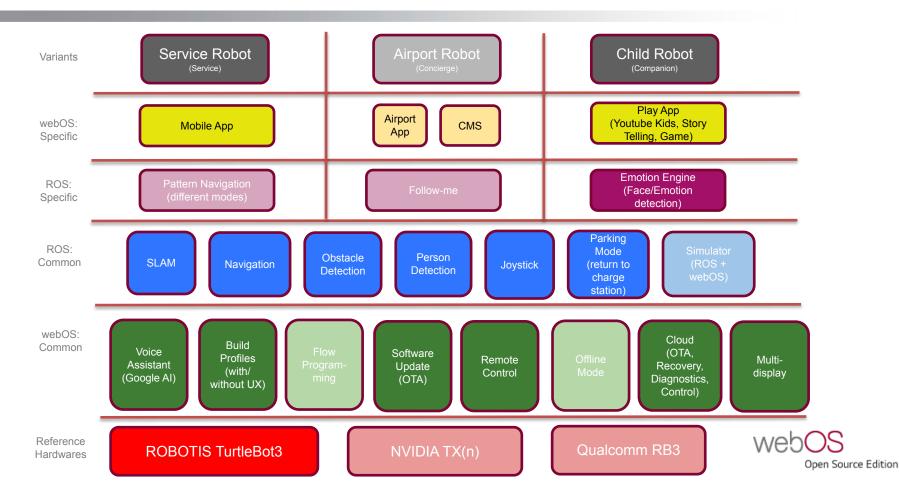
- Optimized for embedded hardware (power, CPU, memory)
- Capabilities for advanced user experiences (apps/services)
- Rapid web-based application development
- Software update pipeline (from cloud to device)
- White-labeled OS (rebrandable & redistributable)



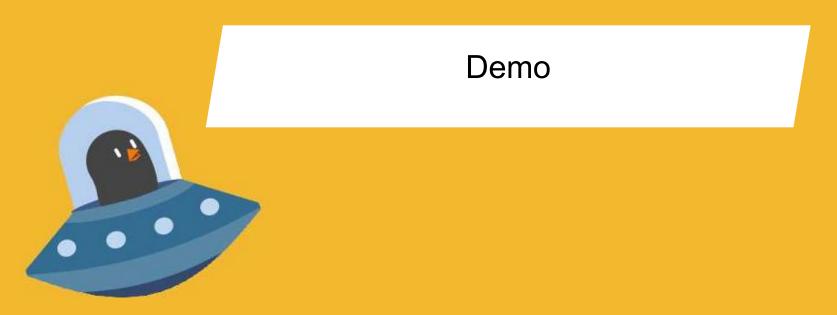
webOS Robotics: Common Base Platform



webOS Robotics: Roadmap





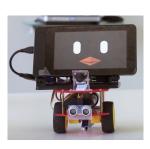


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webOS Robot Platform: Demo

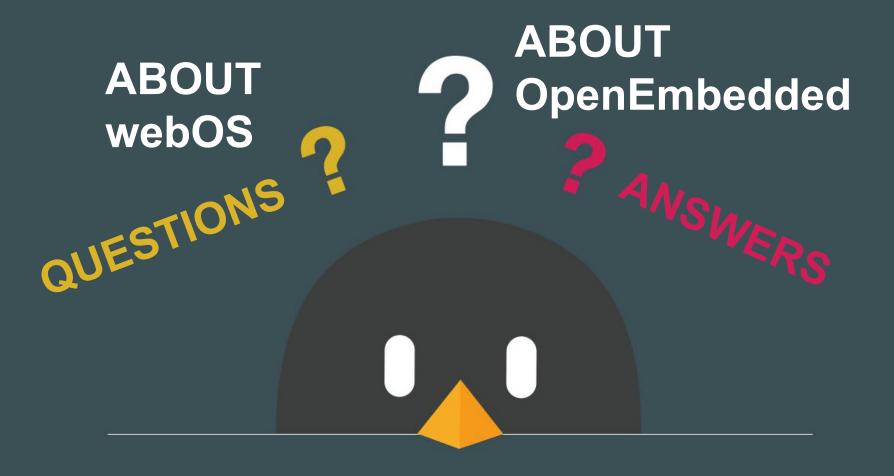
ROSCON 2018: BeanBird Bot <u>https://youtu.be/ICGa7LkDNp0</u>

ROSCON 2019: Big Bean Bot <u>https://youtu.be/nZ3QQ2HL5Vg</u>





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