ROS 2 types on the wire

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Type descriptions and hashing in Iron

...and beyond!
Terminology

ROS 2 Interface
- Message, Service, Action
- Topic Name + Type Name + QoS
Motivation: Evolving Interface Types

1. Existing types change
2. New types are defined
Evolving Types: End Goals

1. Dynamic comms: Subscribe and publish to types defined at runtime

2. Make the dynamic portion invisible - automatically translate changed type
Evolving Types: First Steps

1. Represent a type
2. Communicate a unique and compact ID of types to all participants
3. Communicate full type on request

...then there's a whole lot more to do, but this is an essential start!
Terminology

**ROS 2 Interface**
- Message, Service, Action
- Topic Name + Type Name + QoS

**Type Description**
- What are the fields of an interface type?

**Type Hash**
- Compact unique identification for an interface type, to detect changes

**Type Source**
- Original text used to define a type
- Could be .msg, .srv, .action, .idl
1 Representing types
Type Description Interfaces

**type_description_interfaces**

For representing types:

- TypeDescription.msg
- IndividualTypeDescription.msg
- Field.msg
- FieldType.msg

Additionally, for transmitting types

- GetTypeDescription.srv
- TypeSource.msg
Type Description Interfaces

TypeDescription.msg

IndividualTypeDescription  type_description
IndividualTypeDescription[] referenced_type_descriptions

IndividualTypeDescription.msg

string  type_name
Field[]  fields
Type Description Interfaces

Field.msg

string name
FieldType type
string default_value

FieldType.msg

uint8 type_id
uint64 capacity
uint64 string_capacity
string nested_type_name
2 Hashing types
ROS Interface Hashing Standard (RIHS)

- Versioned, Iron has **RIHS01**
- Goals
  - Widely available tools
  - Computable from received msg
  - Versioned string representation
- Two implementations built:
  - C (in `rcl`)
  - Python
    - (`rosidl_generator_type_description`)
RIHS01 Overview

1. Map TypeDescription -> JSON (skip default values!) -> text (specific formatting)
2. Exact bytes of text -> SHA256
3. Prefix “RIHS01_” + hex-string of SHA256 (e.g. 01a5e....)
4. Result: 71 byte fixed-length string output

```
emerson@33910e678692:~$ ros2 topic info -v /chatter
Type: std_msgs/msg/String

Publisher count: 1

Node name: _ros2cli_2644
Node namespace: /
Topic type: std_msgs/msg/String
Topic type hash: RIHS01_df668c740482bbd48fb39d76a70d4bd59db1288021743503259e948f6b1a18
```
Embedded in the C code generation for interface types, available via typesupport:

- Type Hash
- Type Description
- Type Source text

For minimized builds:
Description and source can be disabled by a preprocessor definition

```cmake
--cmake-args -DROSIDL_GENERATOR_C_DISABLE_TYPE_DESCRIPTION_CODEGEN=ON
```
Type Hash Discovery

rmw_topic_endpoint_info_t contains new member type_hash

<table>
<thead>
<tr>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>topic_name</td>
</tr>
<tr>
<td>type_name</td>
</tr>
<tr>
<td>+type_hash</td>
</tr>
<tr>
<td>qos</td>
</tr>
</tbody>
</table>
Distributing descriptions
Type Description Service

- On discovering a Type Hash, want to get a Type Description
- In Iron, `~/get_type_description` service on Nodes, enabled by default
- Controlled by Parameter `start_type_description_service`

### GetTypeDescription.srv

```
string type_name
string type_hash
bool include_type_sources true
---
bool successful
string failure_reason
TypeDescription type_description
TypeSource[] type_sources
KeyValue[] extra_information
```
...and beyond!
For more info

Design of these features in REP-2016 (still under review)

What’s missing?

- Type Hash discovery for Services and Actions
- Constants / “Enums” in msgs, do they change the hash? (not right now)
- Automatic hash-mismatch detection
- CLI tooling to fetch Type Descriptions
Future work:

Dynamic Types

Enable using Type Descriptions discovered dynamically to subscribe and publish any type.

Especially useful for developer tools such as RViz, Foxglove, Rosbag2, PlotJuggler, etc

Author (mostly): Brandon Ong @methylDragon

DDS XTypes for implementation in DDS-based RMWs
Map between TypeDescription ↔ DynamicType

First pass for Fast-DDS is in Iron RCL layer (rclcpp C++ API open as experimental PR)
Future Work:

Evolved Type Translation

Author (mostly): William Woodall @wjwwood

Long term plan with large scope, delivery TBD

- Provide plugin infrastructure to automatically translate between versions of types as they evolve over time
- A translation function could be provided for any pair of hashes - allowing for arbitrary complexity of translation chains
- Type Description and Dynamic Types get closer to these goals

See REP-2011 draft for details
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