
A USE CASE IN MODEL-BASED ROBOT DEVELOPMENT USING AADL AND ROS



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THE ROBOTIC PLATFORM



On board
computer

Encoders

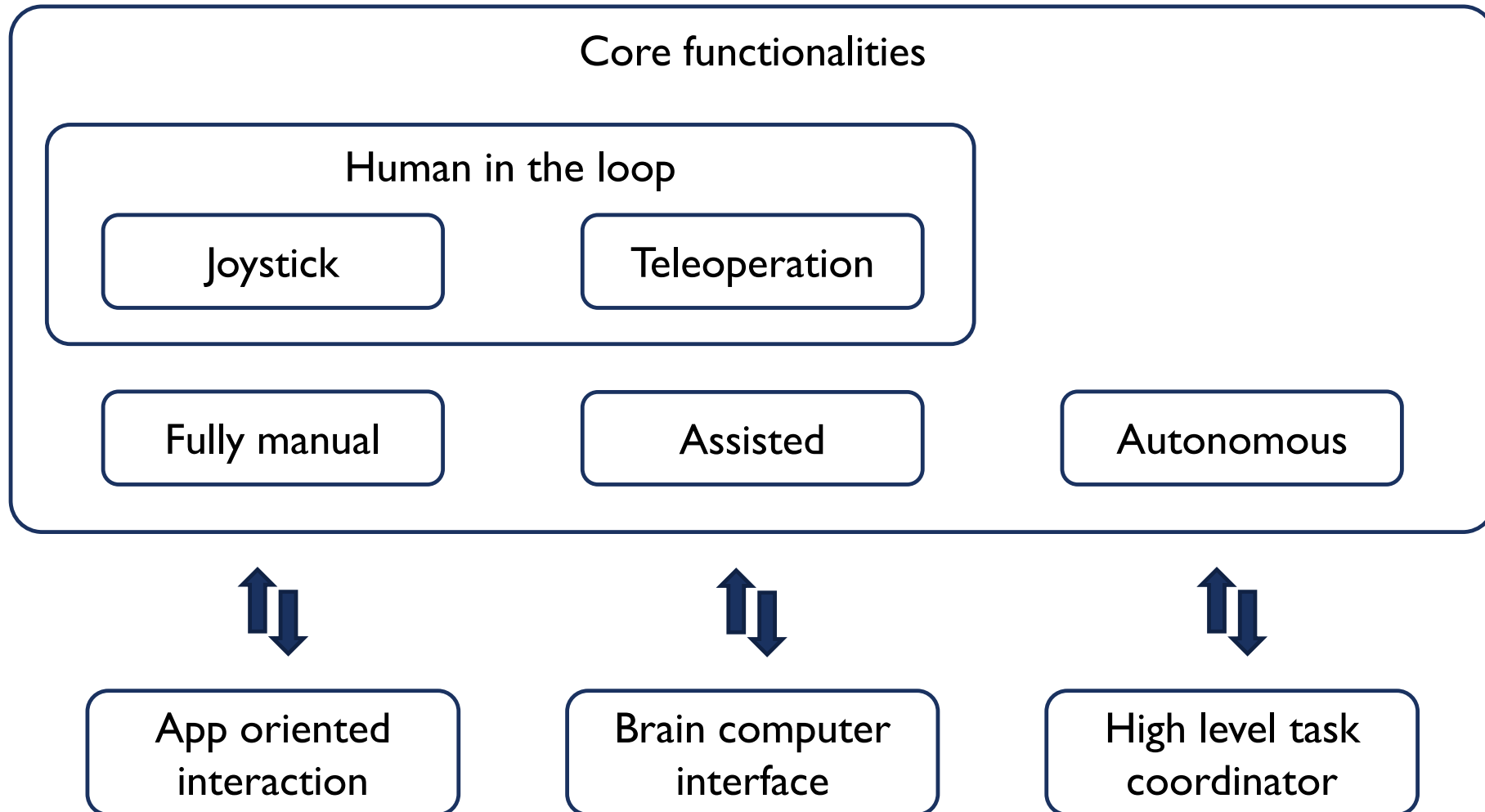


Joystick

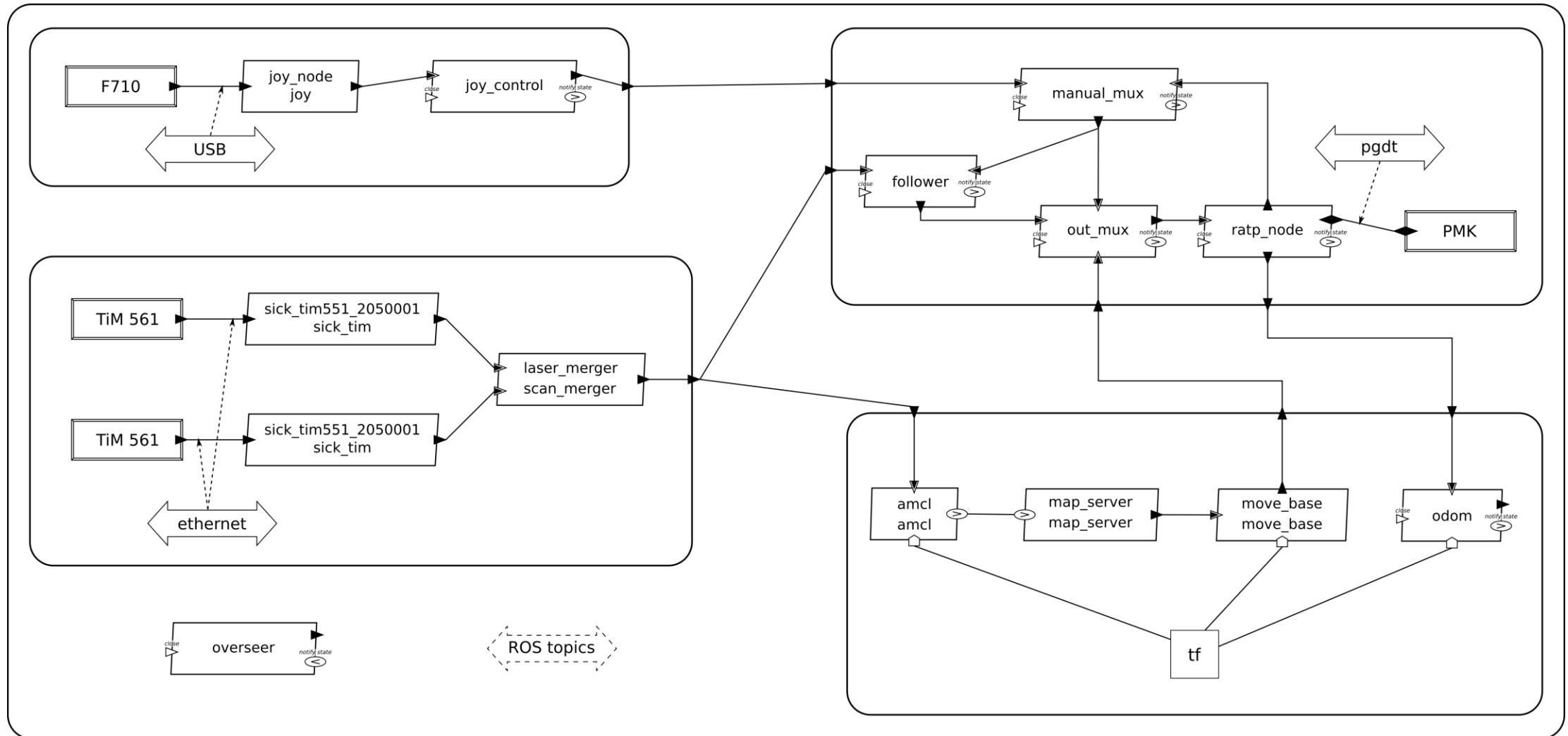
Lasers



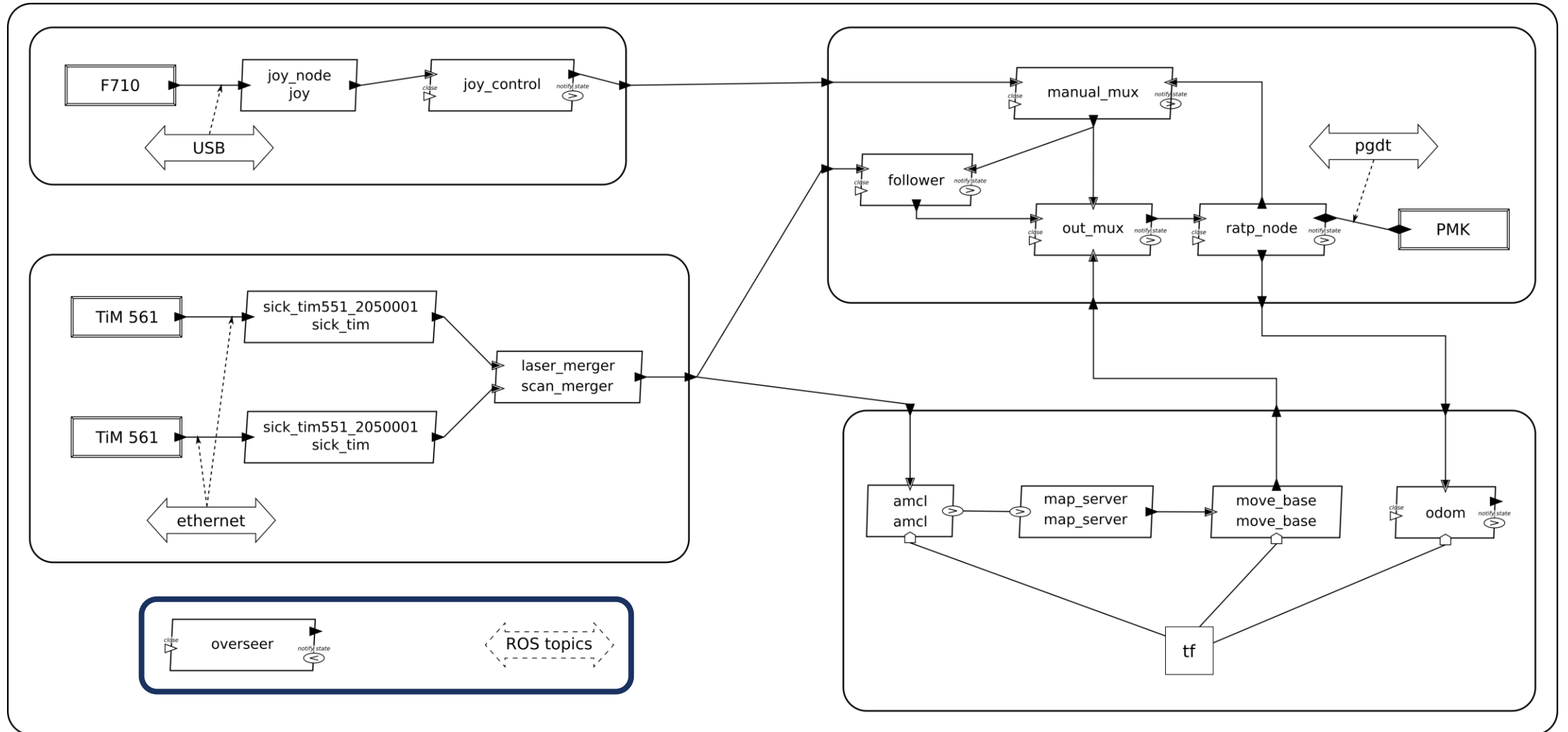
APPLICATION



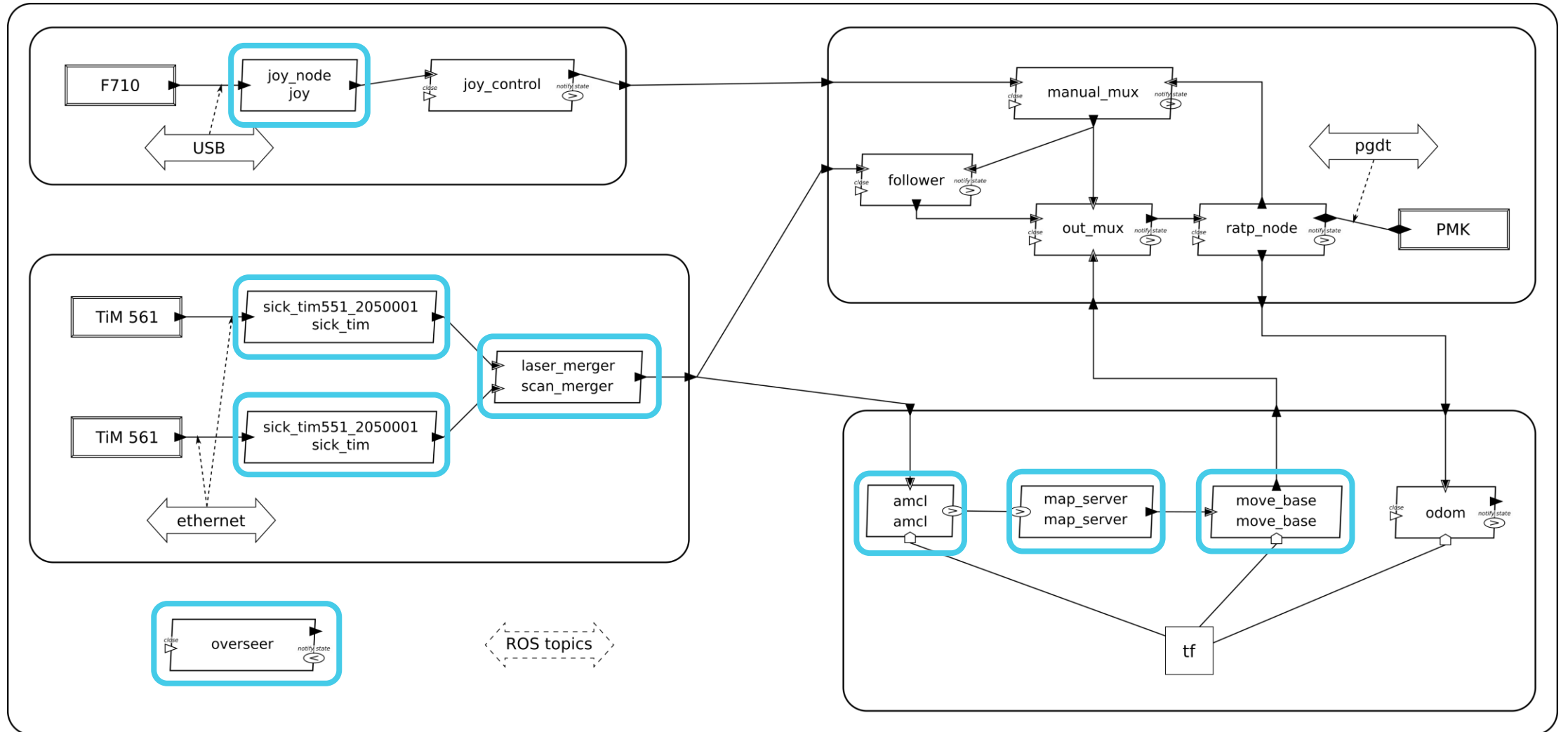
THE MODEL



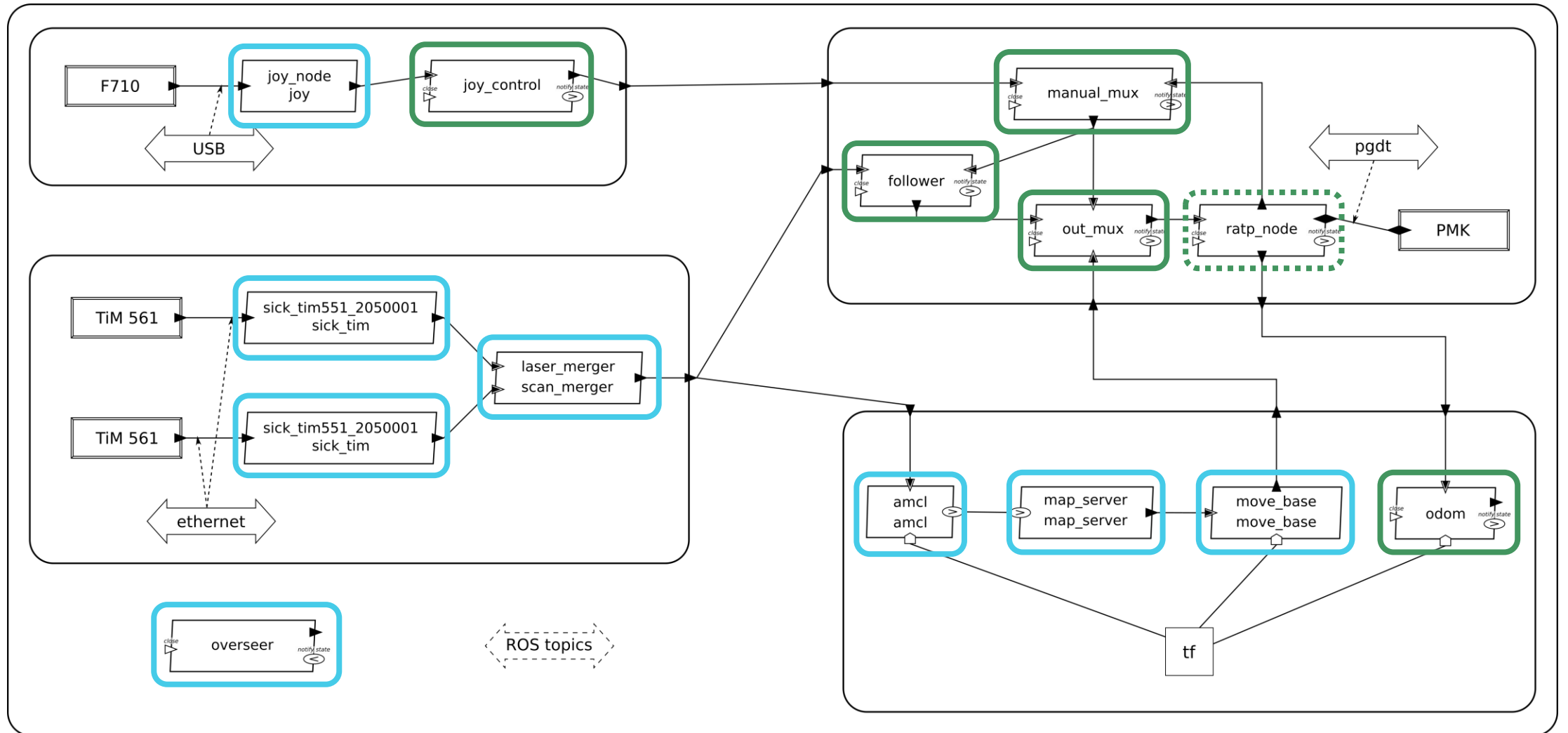
THE MODEL



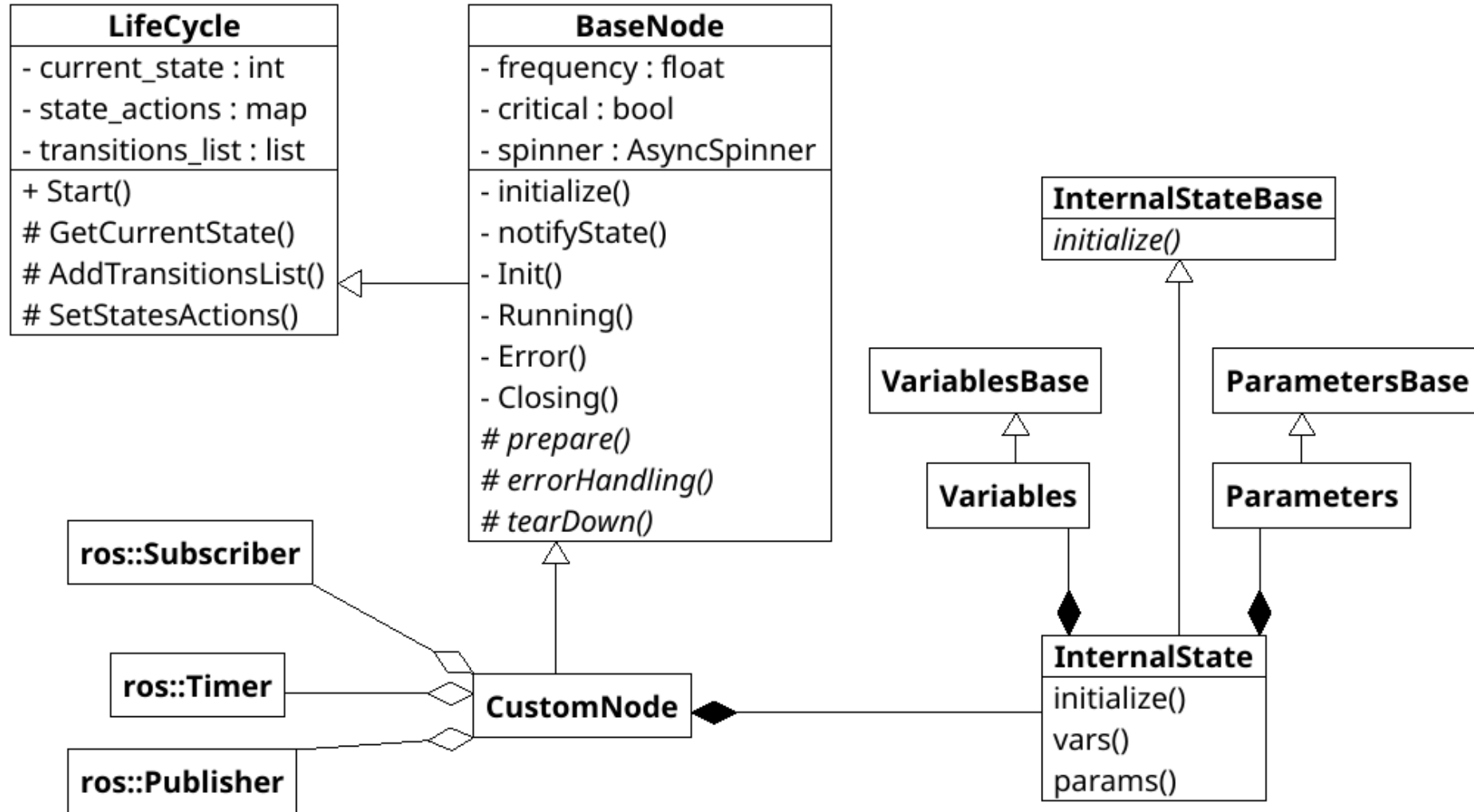
THE MODEL



THE MODEL



BASE NODE STRUCTURE



LIFE CYCLE

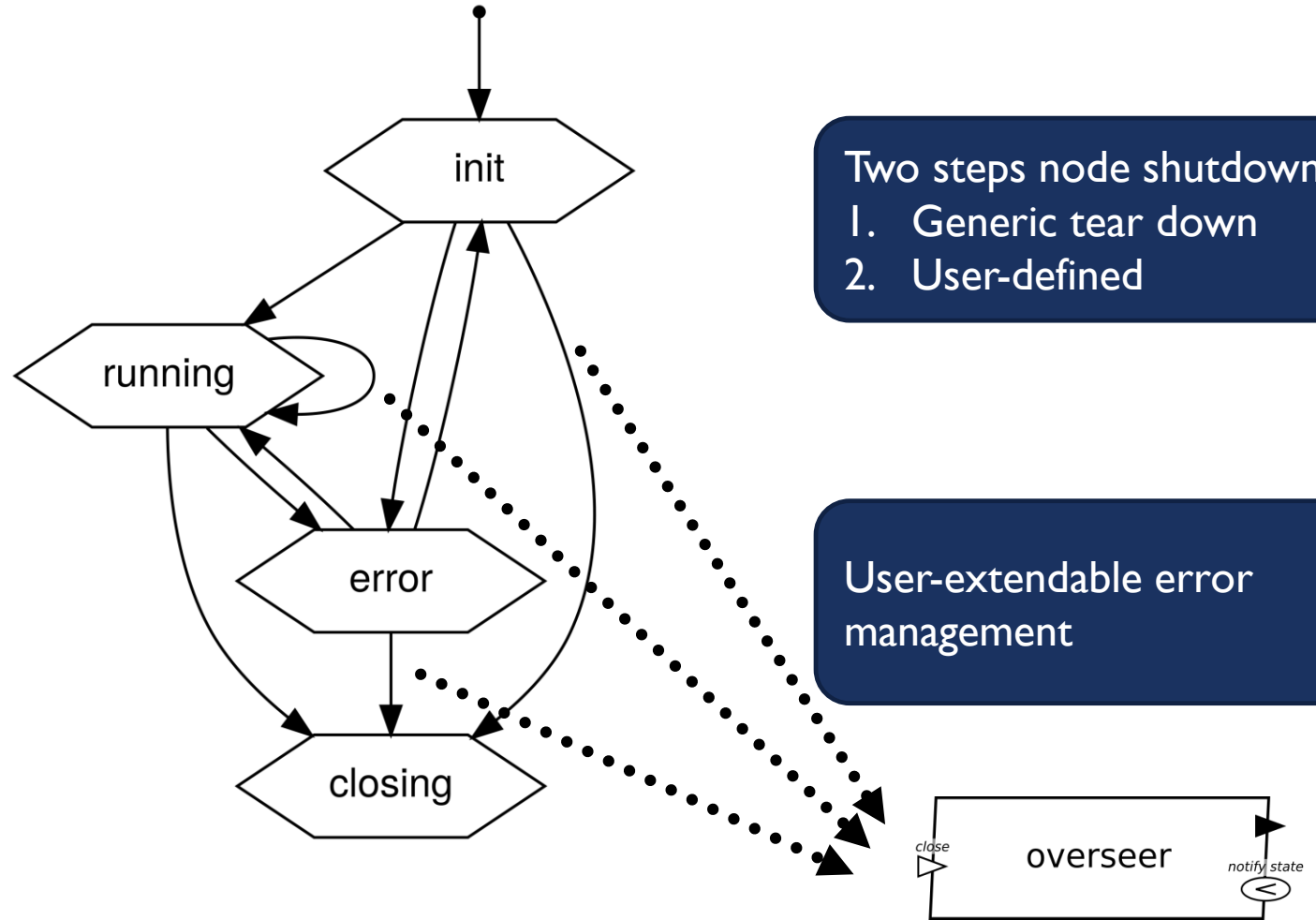


Two steps node initialization

1. Generic node setup
2. User-defined

Asynchronous loop

Check for termination and errors

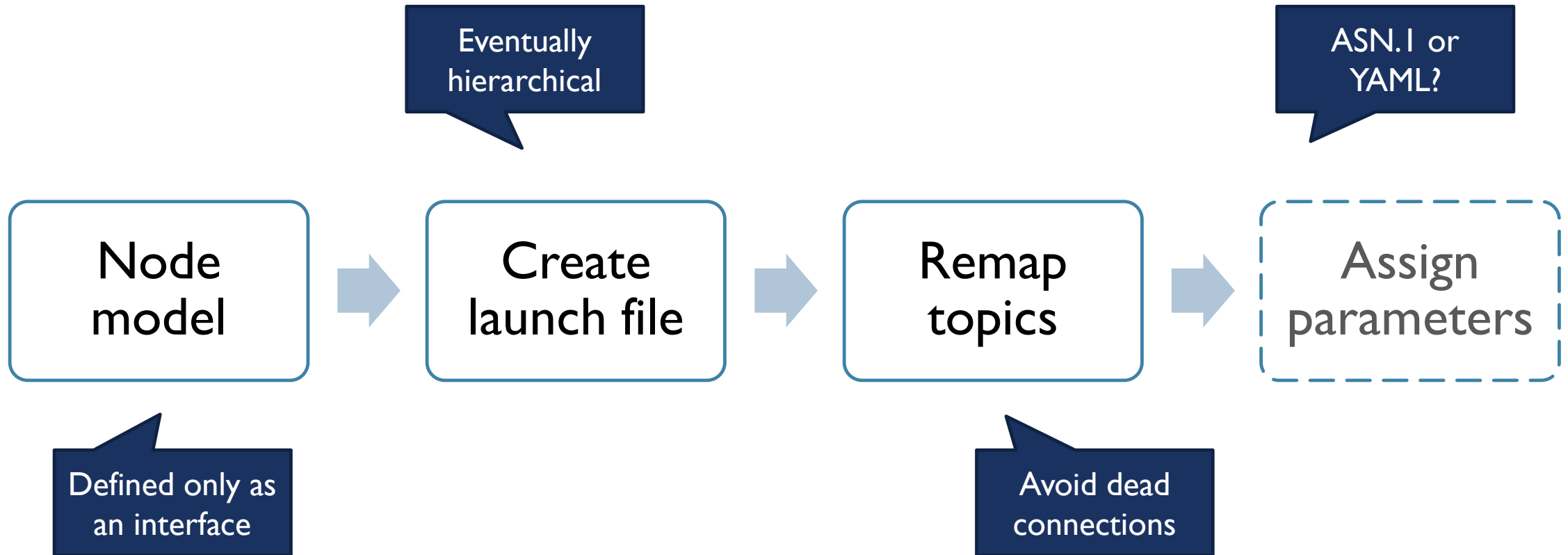


Two steps node shutdown

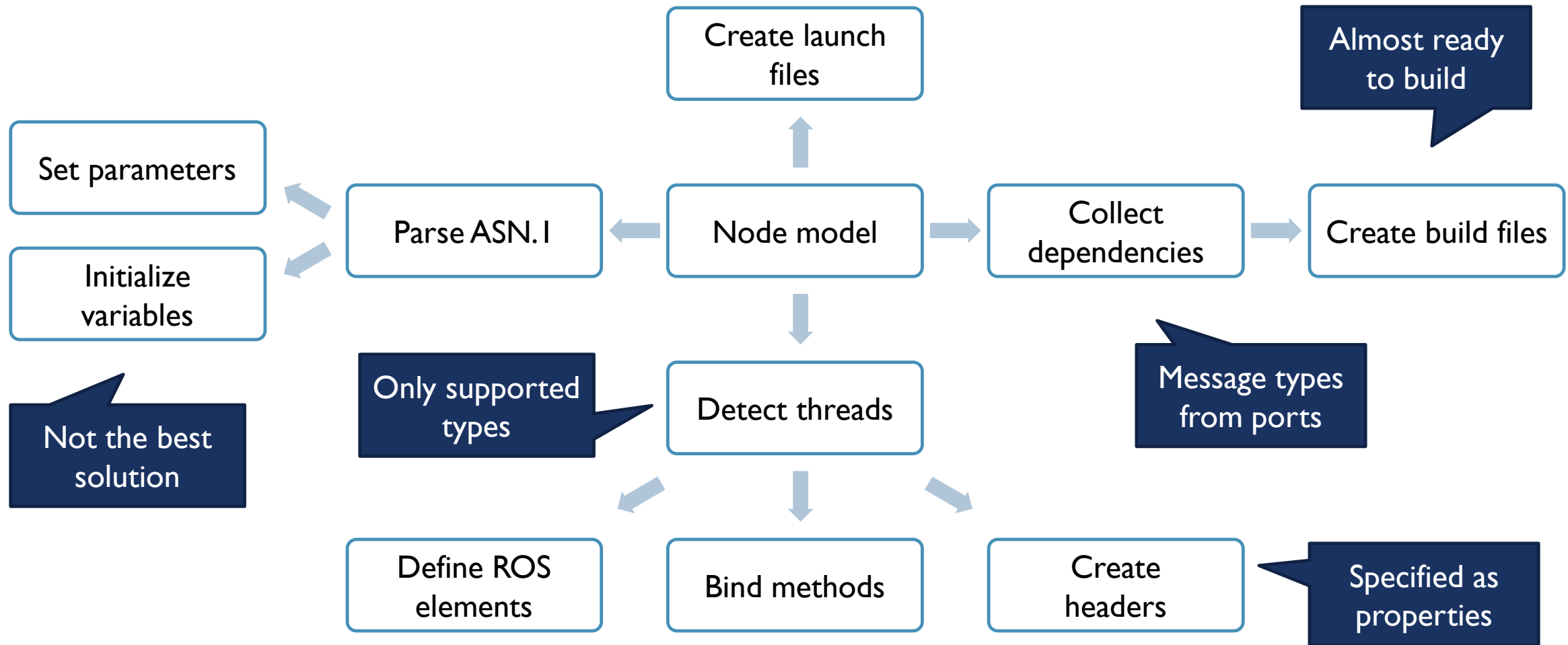
1. Generic tear down
2. User-defined

User-extendable error management

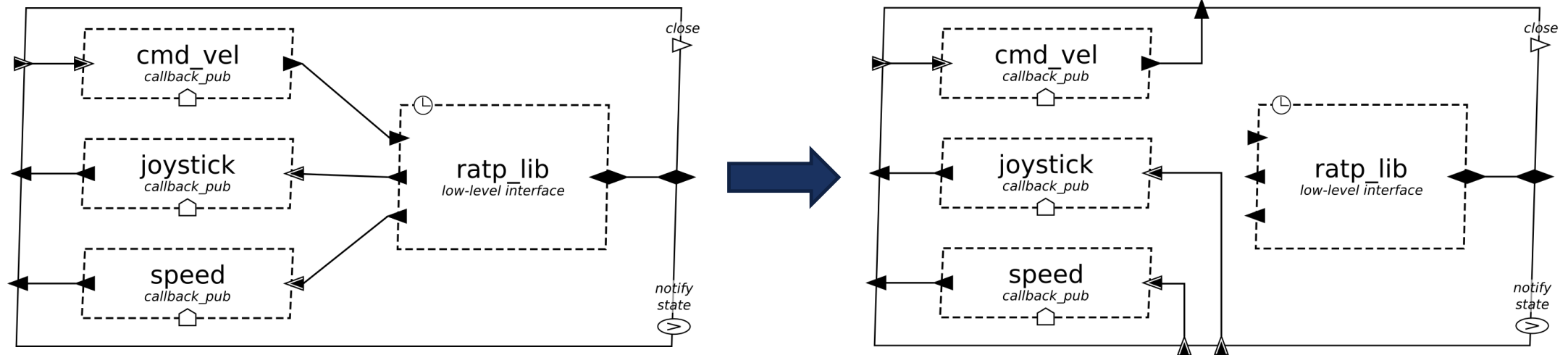
CODE GENERATION: EXISTING ROS NODES



CODE GENERATION: CUSTOM NODES



RATP NODE



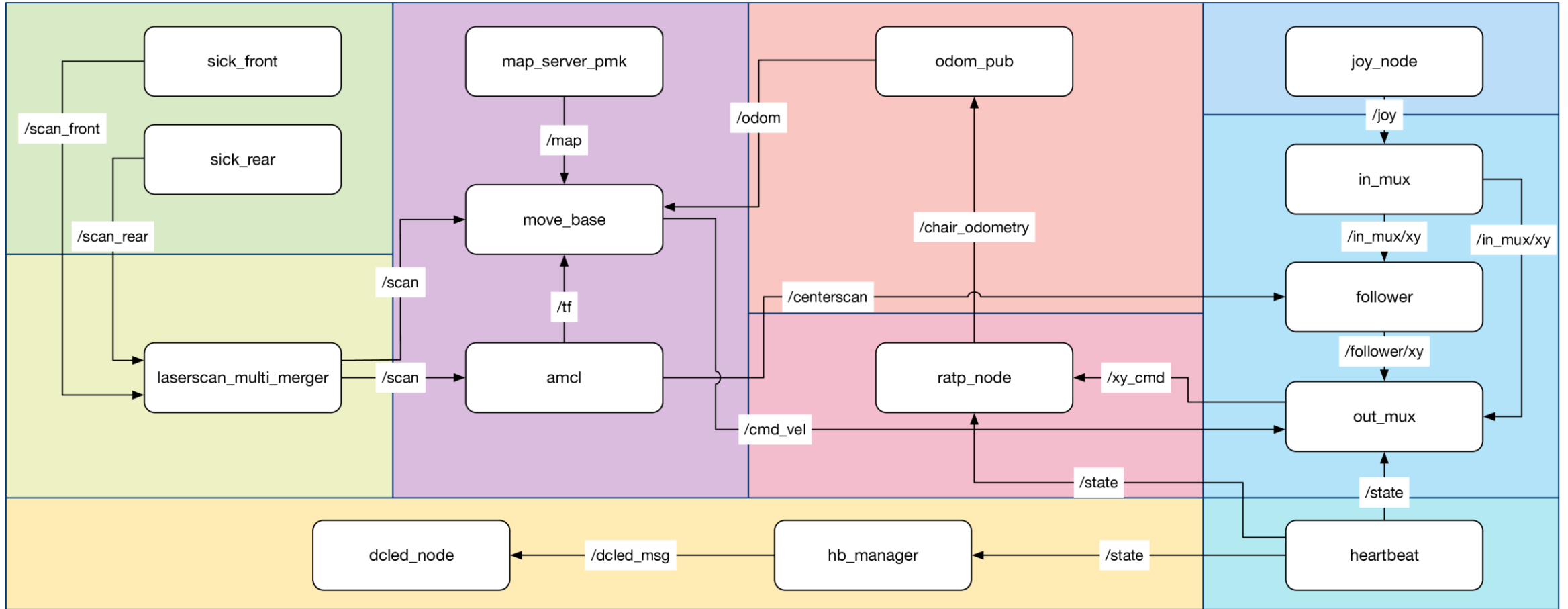
Call `ratp_lib` API instead of a publisher

`std::function` to bind a callback-equivalent

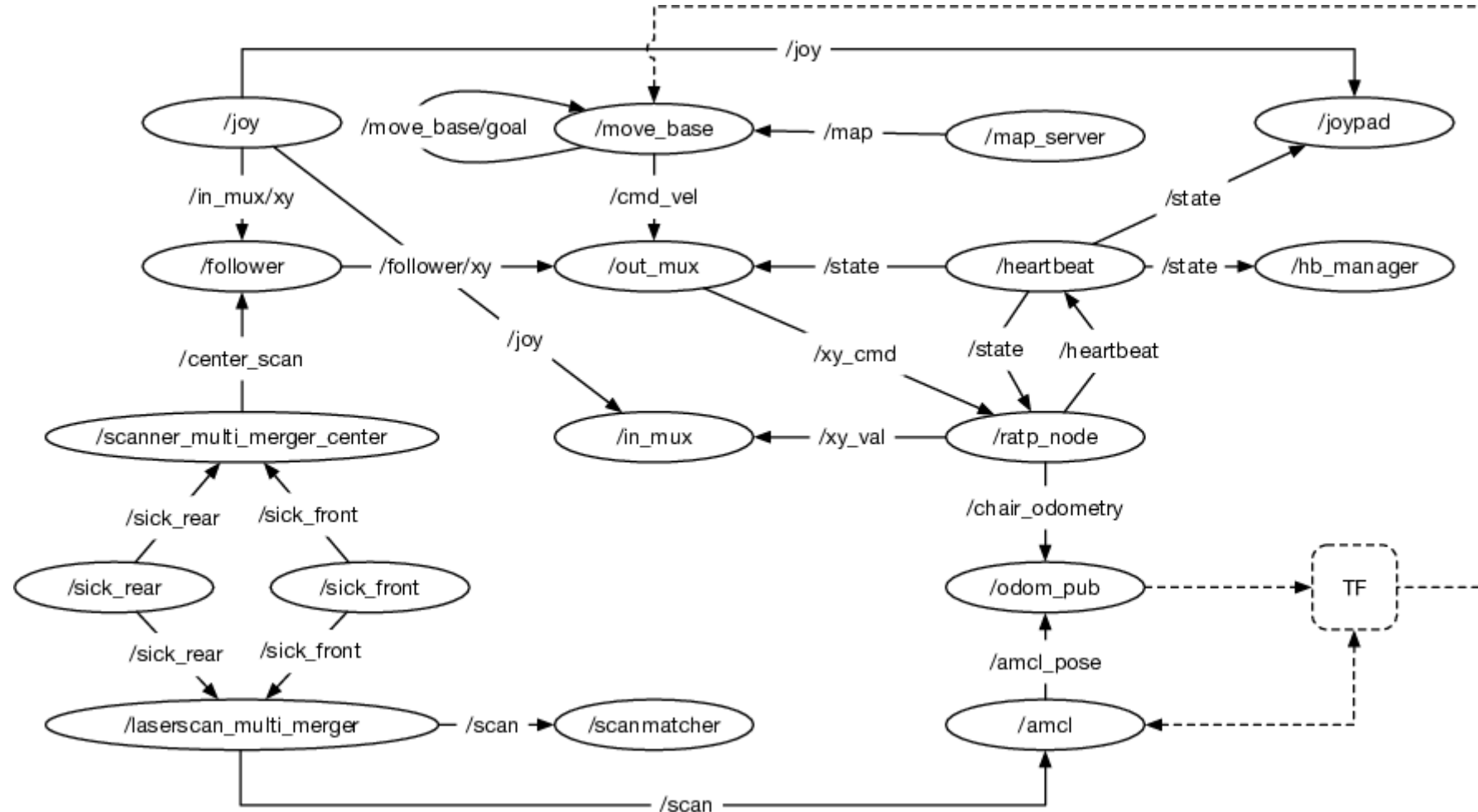
`ratp` thread skipped by the code generator



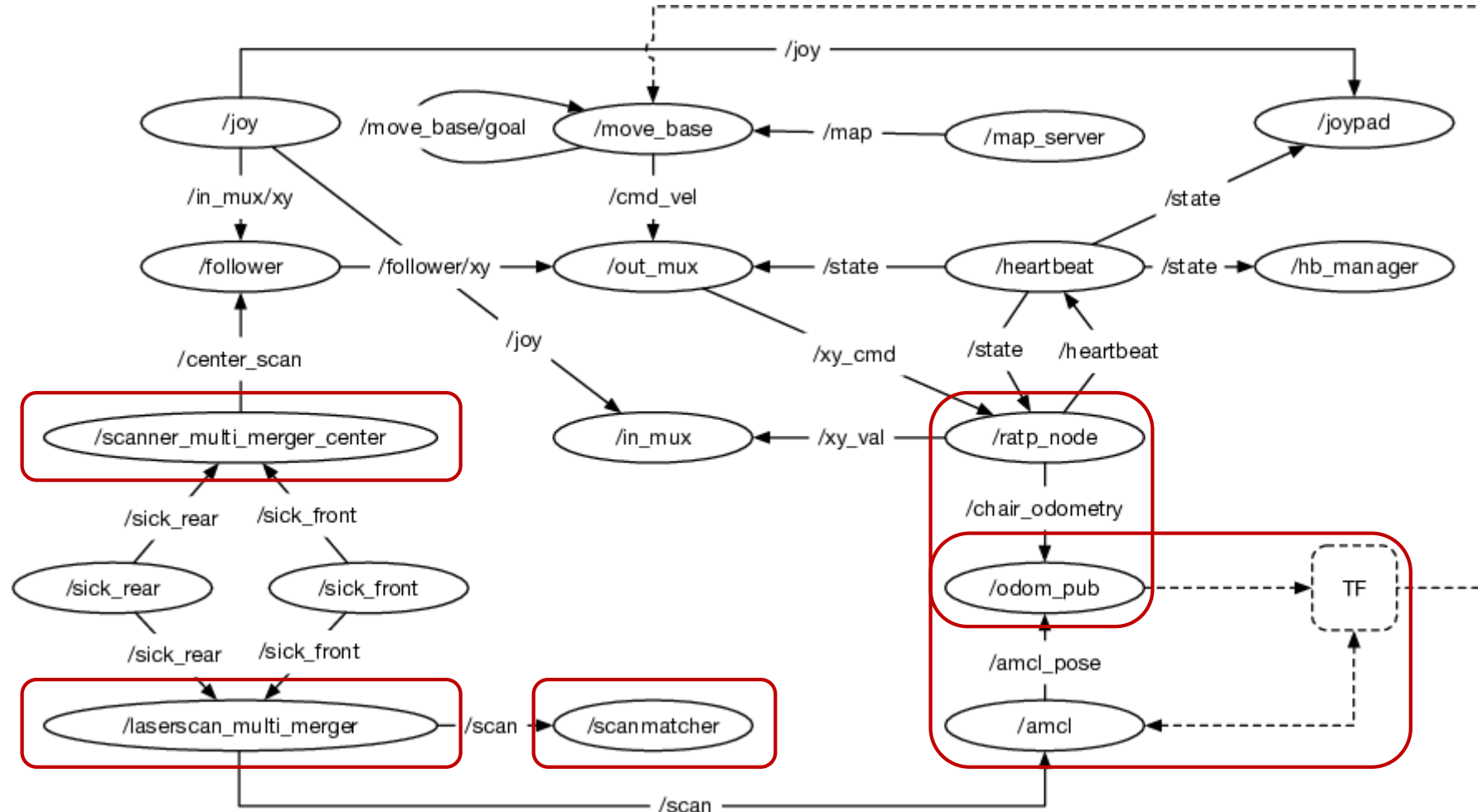
ARCHITECTURE COMPARISON



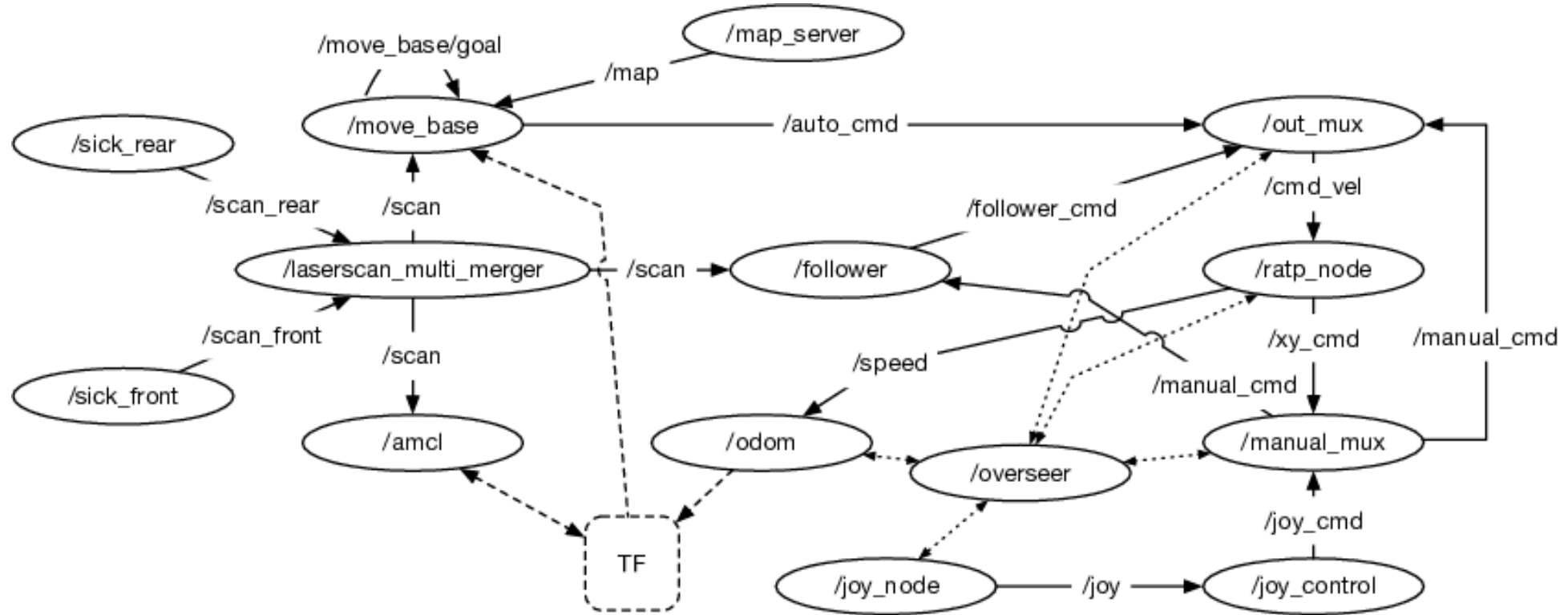
ARCHITECTURE COMPARISON



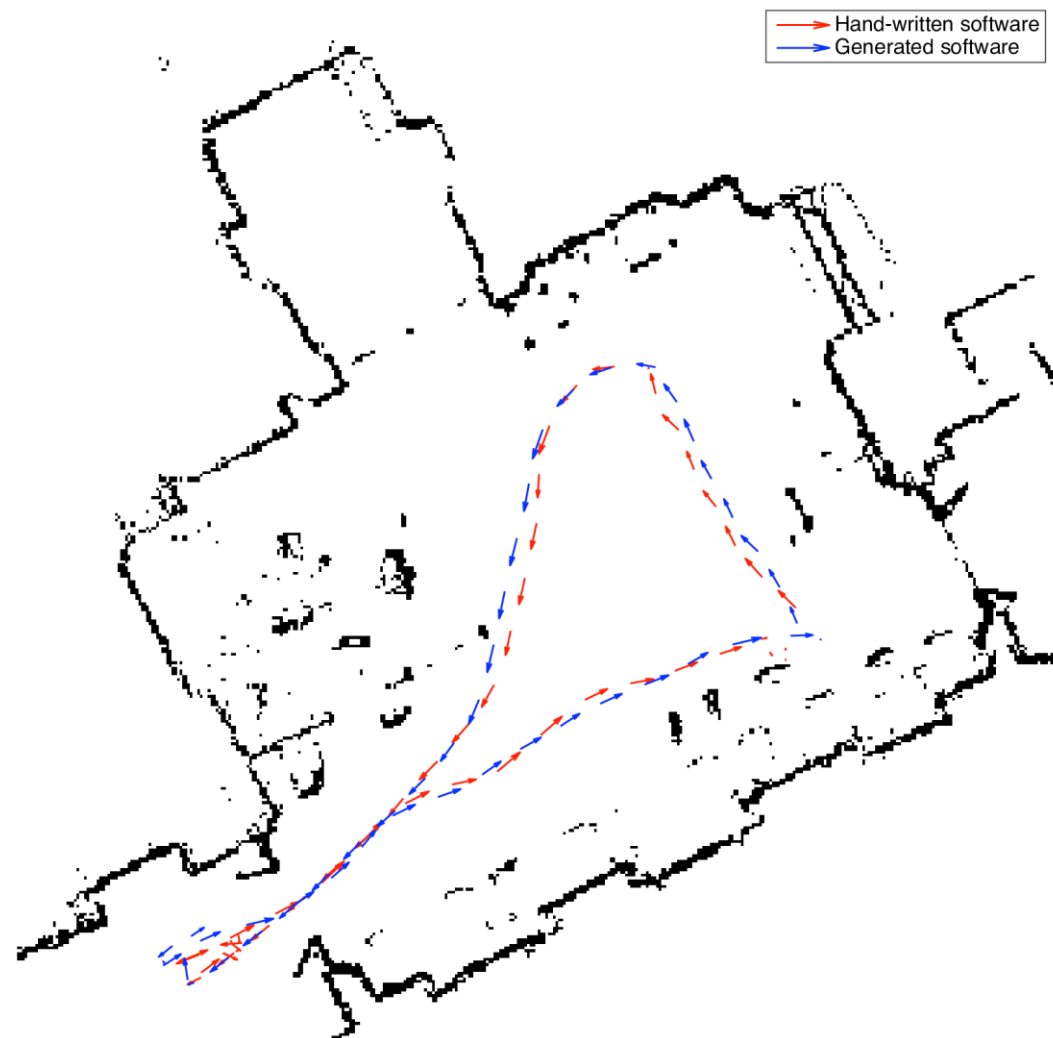
ARCHITECTURE COMPARISON



ARCHITECTURE COMPARISON



AT RUNTIME



CONCLUSIONS



This work is the answer to a practical problem:

“Simplify the development of our mobile platforms”

Getting there

“Push re-usability from components to designs”

Working on it

It is about consistency
and precision

What we learnt:

“Modeling is (relatively) easy”

“Code generation is (definitely) hard”

Requires a deep
vertical expertise

THANK YOU

