



Flanders'
MECHATRONICS
Technology Centre
www.fmtc.be

OROCOS, the open source
reference when it comes to
real-time and control



Peter Soetens, FMTC

Flanders' Mechatronics Technology Centre
Leuven

22 March 2006

Embedded Systems in Robotics and Automation

FMTC Celestijnenlaan 300 D B-3001 Leuven Belgium
Tel: +32-16-32.25.90 Fax: +32-16-32.27.46 Email: info@fmtc.be

FMTC 2006

- 1 Introduction
 - Problem Domain
 - Orocos' Solution
 - Orocos History
- 2 Orocos Framework
 - Building Applications
 - Component API
 - Component Development
- 3 Demo
 - Application Setup
 - Interfacing a Single Machine Controller

Orocos in one-liners

- *Open Robot Control Software*
⇒ *Open Source* machine control and interfacing
- Real-time Software Toolkit in C++
⇒ Developer's tool
- Tool for developing components for control
⇒ Real-time, thread-safe, interactive
- Offers common component implementations
⇒ Optional

Freely available on:

<http://www.orocos.org>

Outline

1 Introduction

- Problem Domain
- Orocos' Solution
- Orocos History

2 Orocos Framework

- Building Applications
- Component API
- Component Development

3 Demo

- Application Setup
- Interfacing a Single Machine Controller

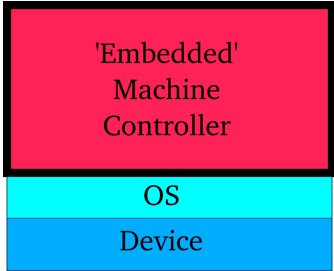
Rapid Software Development

Consider solving. . .

More products \Rightarrow Much more software

With monolithic software.

- New devices, same problems to solve
- More software and features
- Device connectivity and networking



'Embedded'
Machine
Controller

The diagram shows a vertical stack of three colored boxes. The top box is red and contains the text "'Embedded' Machine Controller". The middle box is cyan and contains the text "OS". The bottom box is blue and contains the text "Device".

OS

Device

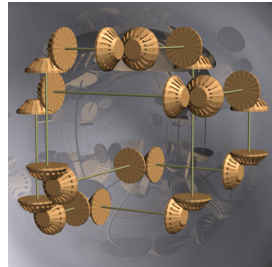
Safe Software Development

Consider solving . . .

More threads \Rightarrow Much more trouble

With bare threads and locks
as tools.

- Deadlocks, thread races, data corruption
- Synchronisation between threads ?
- Communication between threads ?



Flexible Software Development

Consider solving. . .

More layers \Rightarrow Less control

With closed toolkits.

- 'Solutions' restrict the solution
- Software interaction ?
- Dead vendor products ?



Outline

1 Introduction

- Problem Domain
- **Orocos' Solution**
- Orocos History

2 Orocos Framework

- Building Applications
- Component API
- Component Development

3 Demo

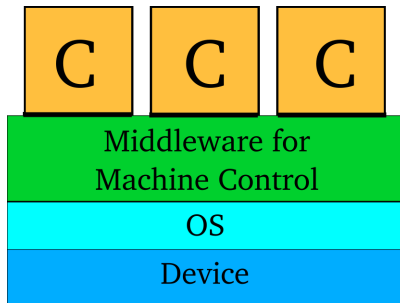
- Application Setup
- Interfacing a Single Machine Controller

Rapid Software Development

Orocos provides ...

Middleware for Machine Control

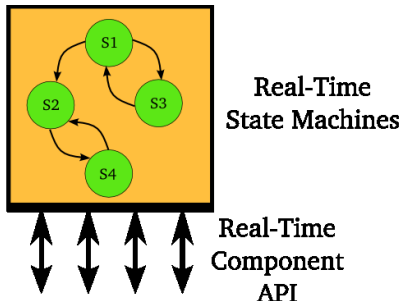
⇒ Software Component deployment *and* interconnection



Safe Software Development

Orocos provides ...

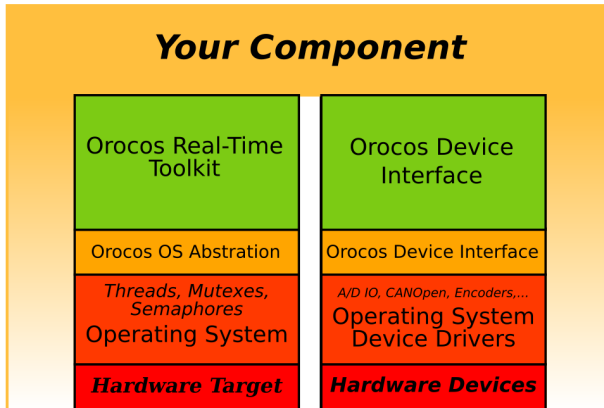
Tools for Communication \Rightarrow Thread-safe and Real-Time



Flexible Software Development

Orocus is ...

Free Software \Rightarrow Open Infrastructure with ∞ lifetime



Orocus Application Stack

Outline

1 Introduction

- Problem Domain
- Orocos' Solution
- **Orocos History**

2 Orocos Framework

- Building Applications
- Component API
- Component Development

3 Demo

- Application Setup
- Interfacing a Single Machine Controller

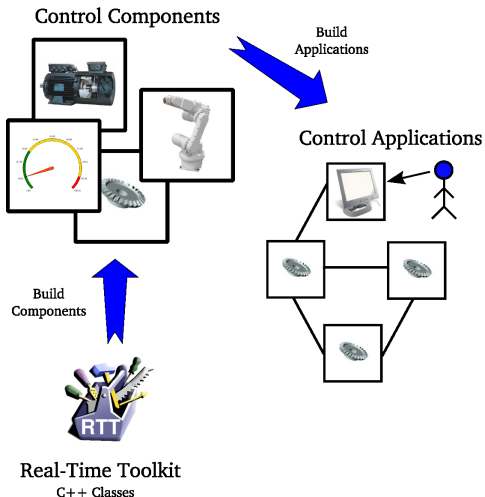
History

- 2001: Started as a 'small' research project
 - Founded by Prof H. Bruynickx, KU Leuven
- 2001-2005: Developed during the PhD of Peter Soetens
 - Sponsored by the EU IST "Orocos", "Ocean" and "Open Machine Controller" projects and FMTC.
- 2005-...: Maintained by the FMTC.
 - 'Modular Machines Group'

Outline

- 1 Introduction
 - Problem Domain
 - Orocos' Solution
 - Orocos History
- 2 Orocos Framework
 - **Building Applications**
 - Component API
 - Component Development
- 3 Demo
 - Application Setup
 - Interfacing a Single Machine Controller

The Real-Time Toolkit



Components

Self-made or
community
contributions

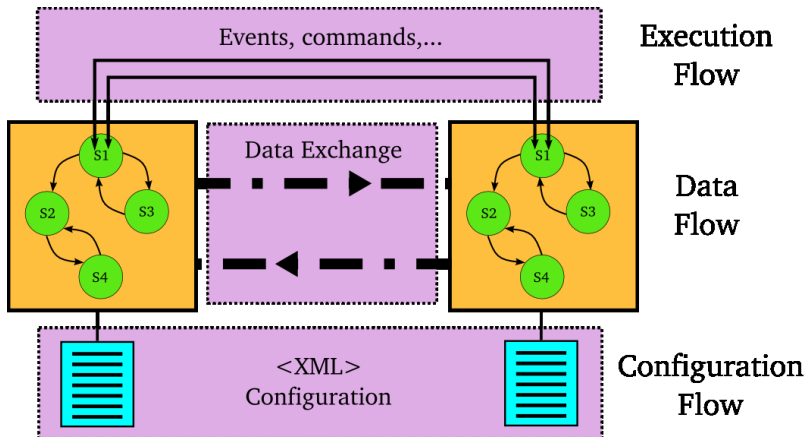
Applications

'Templates' select and
connect Components

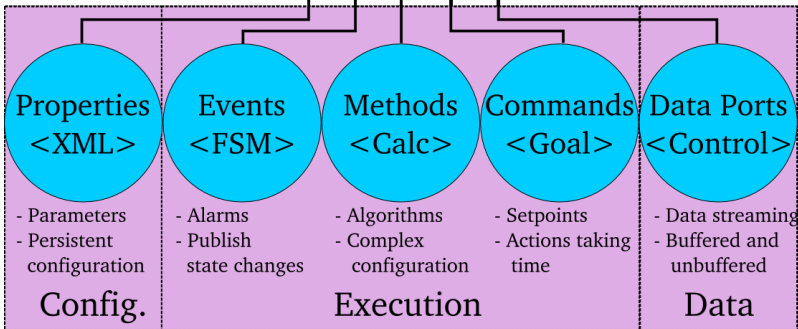
Outline

- 1 Introduction
 - Problem Domain
 - Orocos' Solution
 - Orocos History
- 2 Orocos Framework
 - Building Applications
 - **Component API**
 - Component Development
- 3 Demo
 - Application Setup
 - Interfacing a Single Machine Controller

Component Model



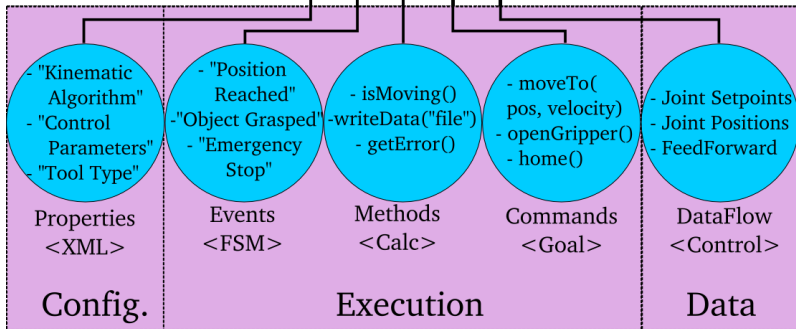
Component Interface



Component API Example



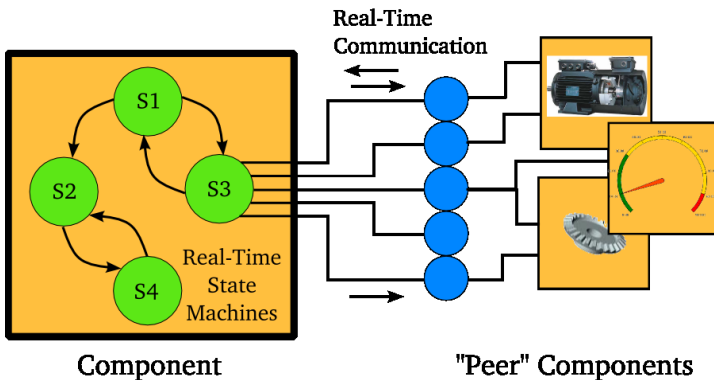
"Robot"
Component



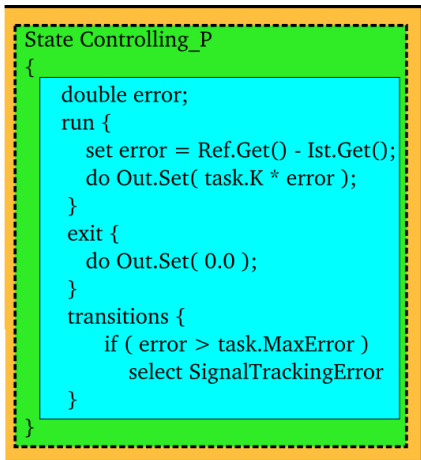
Outline

- 1 Introduction
 - Problem Domain
 - Orocos' Solution
 - Orocos History
- 2 **Orocos Framework**
 - Building Applications
 - Component API
 - **Component Development**
- 3 Demo
 - Application Setup
 - Interfacing a Single Machine Controller

Component Implementation

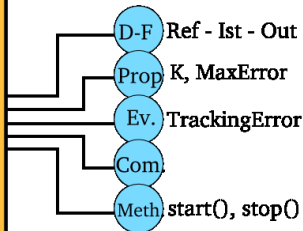


State Machine Example



"P Controller Component"

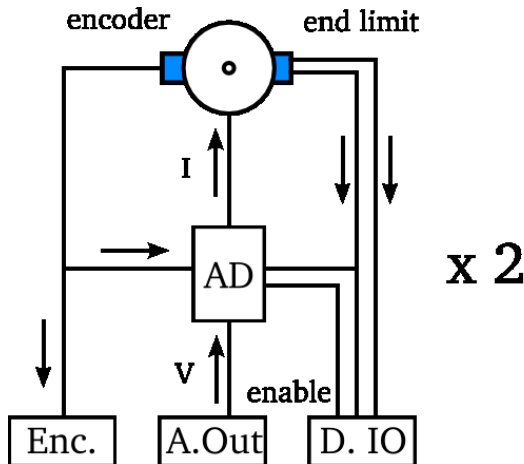
Public Interface



Outline

- 1 Introduction
 - Problem Domain
 - Orocos' Solution
 - Orocos History
- 2 Orocos Framework
 - Building Applications
 - Component API
 - Component Development
- 3 **Demo**
 - **Application Setup**
 - Interfacing a Single Machine Controller

Demo Machine Hardware



Components

The basic building blocks ...

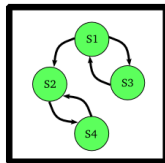
Joint Level Interpolator
Component



PI Controller
Component



Hardware
Component



Control Kernel
Process



User Interface

Components : Configuration

With properties ...

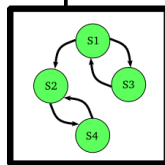
Joint Level Interpolator
Component



PI Controller
Component



Hardware
Component



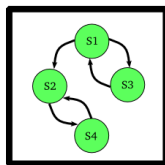
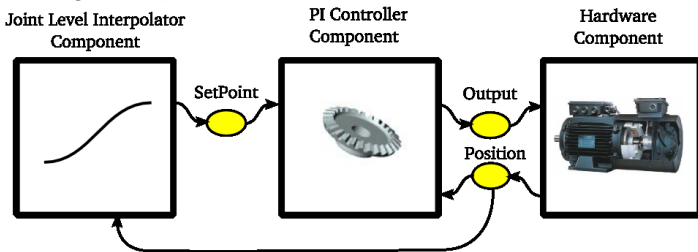
Control Kernel
Process



User Interface

Components : Data Flow

Connecting data ports ...



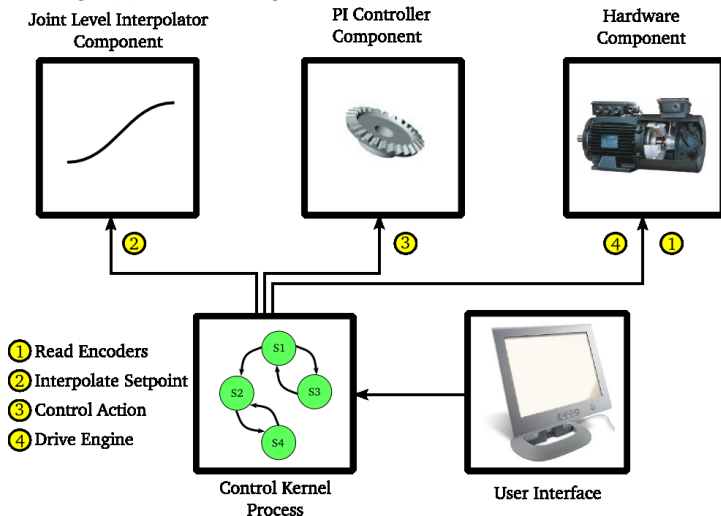
Control Kernel
Process



User Interface

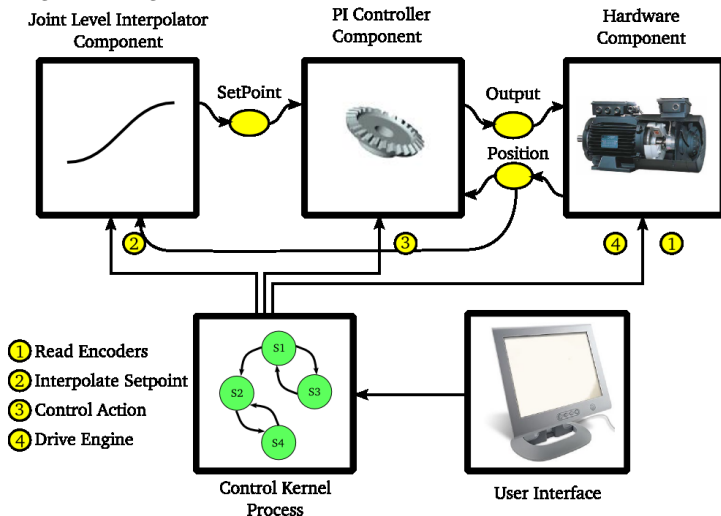
Components : Execution Flow

Executing application logic ...



Components : Application

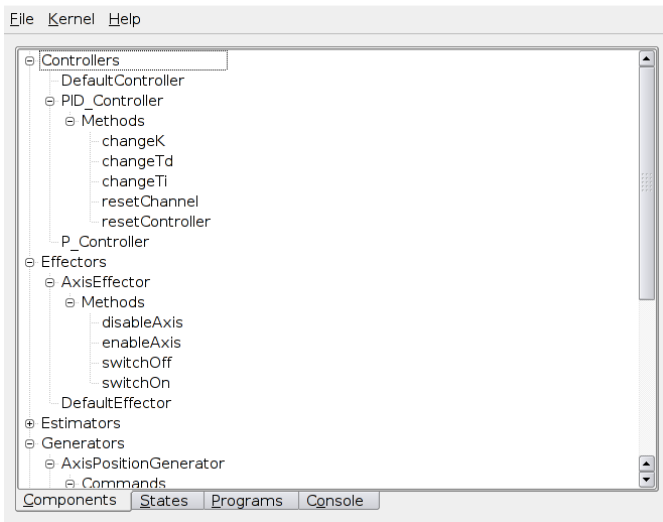
Putting it all together ...



Outline

- 1 Introduction
 - Problem Domain
 - Orocos' Solution
 - Orocos History
- 2 Orocos Framework
 - Building Applications
 - Component API
 - Component Development
- 3 Demo
 - Application Setup
 - **Interfacing a Single Machine Controller**

Demo



The screenshot shows the OrocOS GUI with the following structure:

- File Kernel Help
- Controllers
 - DefaultController
 - PID_Controller
 - Methods
 - changeK
 - changeTd
 - changeTi
 - resetChannel
 - resetController
 - P_Controller
 - Effectors
 - AxisEffector
 - Methods
 - disableAxis
 - enableAxis
 - switchOff
 - switchOn
 - DefaultEffector
 - Estimators
 - Generators
 - AxisPositionGenerator
 - Commands

At the bottom, there are tabs for Components, States, Programs, and Console.

Conclusion

Orocos offers

- a software toolkit for building real-time components
- rich online browsable component interface
- user defined real-time state machines

Further Reference:

<http://www.orocos.org>