

# Middleware

## Introduction from the robotics point of view

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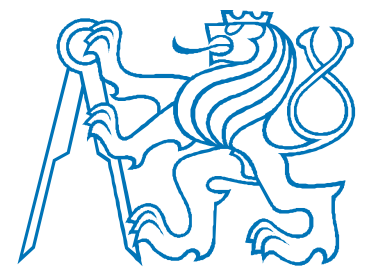
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# Middleware in computer science



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- Middleware is software providing services to applications beyond those available from the operating system.
- Middleware makes it easier for software developers to perform communication and input/output.
- Most commonly used in the context of distributed applications.
- More specifically: dash in “client-server”.
- Also used in a sense of: a software driver, an abstraction layer hiding details of hardware and software from an application.



# Middleware taxonomy



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1. **Message oriented middleware:** asynchronous store and forward application messaging.
2. **Object middleware:** object request brokers, manages communication between objects.
3. **RPC middleware:** synchronous interaction, usually within an application.
4. **Database middleware:** direct access to data structures allowing interaction with DB directly.
5. **Transaction middleware:** transaction processing as well as web application servers.
6. **Portals:** enterprise portal servers allowing access from user's desktop to back end systems and services.



# CORBA, my first middleware



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- **Common Object Request Broker Architecture** (CORBA) is a standard enabling software components written in multiple computer languages and running on multiple computers to work together.
- Used in our ActIPret project (2001-2004) to control a robot with various vision sensors.
- It was too heavy and slow.
- There was a need to write a lightweight middleware allowing real-time interaction.



# Middleware in robotics



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- Glue software to connect software and hardware components together.
- Often, communication between components is considered to be middleware.
- The look is from the software developer perspective.
- In addition, all application-independent helping composition of subsystems into larger systems are often included too.
- Middleware should be invisible.



# Four minimal primitive concepts



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- **Communication:** components must exchange information (data, events, commands,...), and how this exchange is done is an important property of the composite system.
- **Computation:** each component performs certain computations that are necessary to provide the functionality that is expected from the system.
- **Configuration:** components should be usable in more than one possible configuration (i.e., concrete settings for each of their variable parameters).
- **Coordination:** at the system level. Involves: decision making, scheduling, (de)activating subsystems and/or their interconnections, etc.



# Robotic middleware examples



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- OpenRDK  
<http://openrdk.sourceforge.net/>
- Urbi – for complex organization of components, French company GOSTAI
- MIRO, based on CORBA,  
<http://miro-middleware.berlios.de/>
- OpenNI – middleware for 3D sensing,  
<http://www.openni.org/>

Middleware V. Hlaváč has some experience with

- RSB - U of Bielefeld
- ROS



# Three issues to be tackled



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when developing robot software:

1. Sequential programming ill-suited to asynchronous world.
2. Must manage significant complexity.
3. Details of a specific robot hardware have to be abstracted.





# Ad 1. Avoiding seq. programming



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## Callback:

- Function that's called whenever data is available for processing.
- Asynchronous: callback can happen anytime.

## Examples:

- An image is read from the camera.
- A bumper tells that the robot hit something.



# Ad 2. Tackling complexity

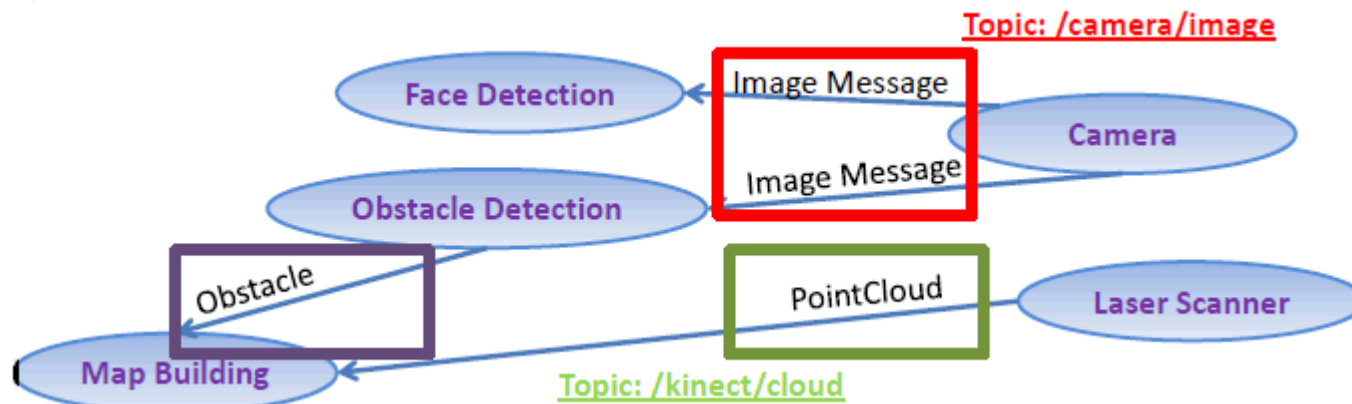


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## Code organization

- Separate processes: cameras, odometry, map creation ...  
Can be separated out and interact through an interface.

- Interfaces: SW processes; in ROS “nodes” communicate about shared “topics”.
- Publish/subscribe: each piece of sw receives only messages it requests.

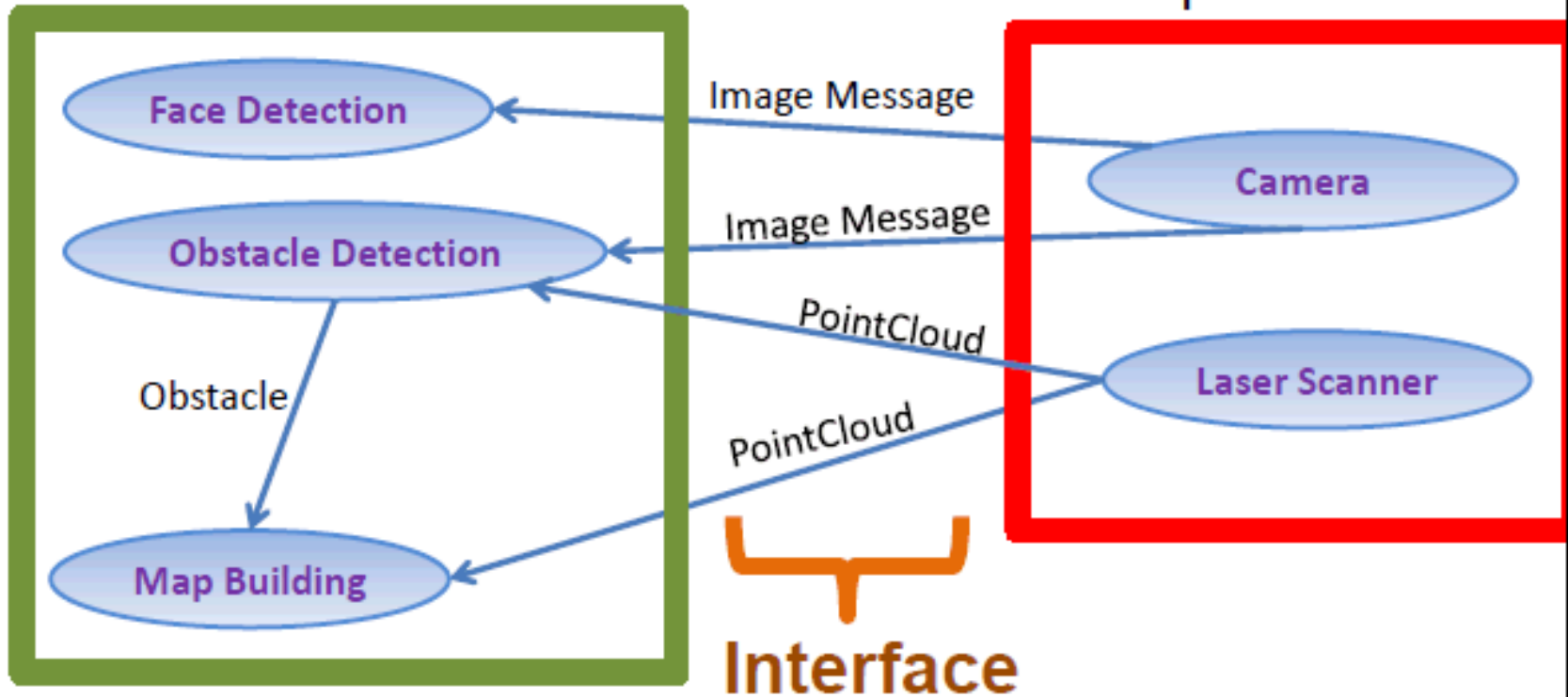


# Ad 3. Hardware abstraction



Hardware-Independent Software

Device-Specific Drivers



# ROS Robot Operating System



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- Solves all three above discussed issues (callbacks, interface, hardware).
  - Initiated by Willow Garage.
  - Message passing.
  - Debugging tools.
  - Visualization tools.
  - Software Management (compiling, packaging).
  - Libraries.

## Goals:

- Hardware agnostic.
- Peer-to-Peer.
- Tools-based.
- Multiple programming languages.
- Lightweight.
- Free + open source.
- Suitable for large scale research.

