



# One day with a humanoid robot

a crash course on the iCub software tools

as part of

2014 IEEE-RAS International Conference  
on Humanoid Robots

*November, 18<sup>th</sup> 2014*  
*Madrid, Spain*

[L. Natale](#)(1), [F. Nori](#)(2), [U. Pattacini](#)(1), [V. Tikhonoff](#)(1), [M. Randazzo](#)(1), [G. Metta](#)(1)

(1) iCub Facility

(2) Robotics, Brain and Cognitive Sciences

**Istituto Italiano di Tecnologia (IIT)**

Via Morego, 30 - 16163 Genoa, Italy

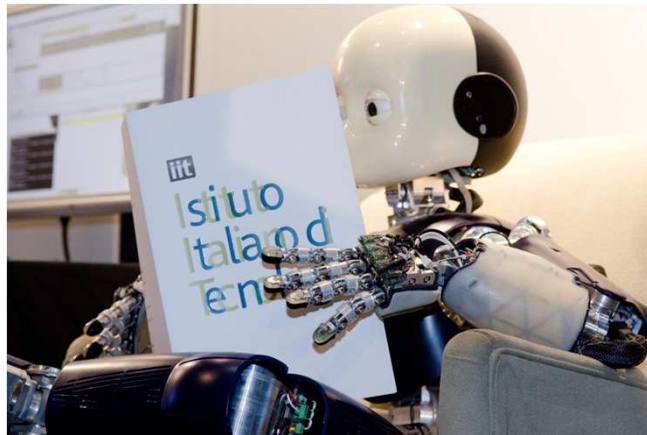


## Program

Time	Title	Speaker
8:50	Welcome	
9:00	An introduction to the iCub robot	<i>Giorgio Metta</i> - Istituto Italiano di Tecnologia
9:10	<a href="#">Communication and coordination using the YARP middleware.</a>	<i>Lorenzo Natale, Ali Paikan</i> - Istituto Italiano di Tecnologia, Italy
9:33	<a href="#">A software library for whole-body control.</a>	<i>Francesco Nori and Silvio Traversaro</i> - Istituto Italiano di Tecnologia, Italy
9:56	<a href="#">GURLS: A Least Squares Library for Supervised Learning.</a>	<i>Alessandro Rudi and Lorenzo Rosasco</i> - University of Genoa, Italy
10:21	<a href="#">YARP Plugins for Gazebo Simulator: development and application on the iCub and COMAN robots</a>	<i>Alessio Rocchi, Enrico Mingo, Silvio Traversaro</i> - Istituto Italiano di Tecnologia, Italy
10:45	Coffee break	
11:05	<a href="#">Robotran: A Fast Symbolic, Dynamic Simulator interfaced with Yarp</a>	<i>Timothee Habra</i> - Université Catholique de Louvain and <i>Houman Dallali</i> - Istituto Italiano di Tecnologia, Italy
11:38	<a href="#">iCub interacting with humans: software tools and best practices</a>	<i>Serena Ivaldi</i> - INRIA, France
12:01	The Modular Behavioral Environment (MoBeE): Reactive Collision Avoidance and Offline Motion Planning Under a Single Software Framework	<i>Mikhail Alexander Frank</i> - IDSIA, Switzerland
12:24	<a href="#">Modelling Software Systems in Experimental Robotics for Improved Reproducibility - A Case Study with the iCub Humanoid Robot</a>	<i>Florian Lier, Sven Wachsmuth, Sebastian Wrede</i> - Research Institute for Cognition and Robotics (CoR-Lab), Bielefeld University, Germany
12:47	Lunch break	
14:30	During the afternoon session participants will have the possibility to view live demos and experiment with the iCub or the simulator with hands-on exercises	<i>Ugo Pattacini, Alessandro Roncone, Vadim Tikhanoff, Marco Randazzo, Alessio Rocchi, Enrico Mingo</i> - Istituto Italiano di Tecnologia, Italy
17:30	End of day	

# Lorenzo Natale

## Coordination and Communication with the YARP middleware



*Humanoids 2015 workshop: A day with a humanoid robot  
November 18, Madrid Spain*

# why is the iCub special?



- **hands:** we started the design from the hands
  - 5 fingers, 9 degrees of freedom, 19 joints
- **sensors:** human-like, e.g. no lasers
  - cameras, microphones, gyros, encoders, force, tactile...
- **electronics:** flexibility for research
  - custom electronics, small, programmable (DSPs)
- **reproducible platform:** community designed
  - reproducible & maintainable yet evolvable platform
  - large software repository (~2M lines of code)



ISTITUTO ITALIANO  
DI TECNOLOGIA

# the iCub



price: 250K€

30 iCub

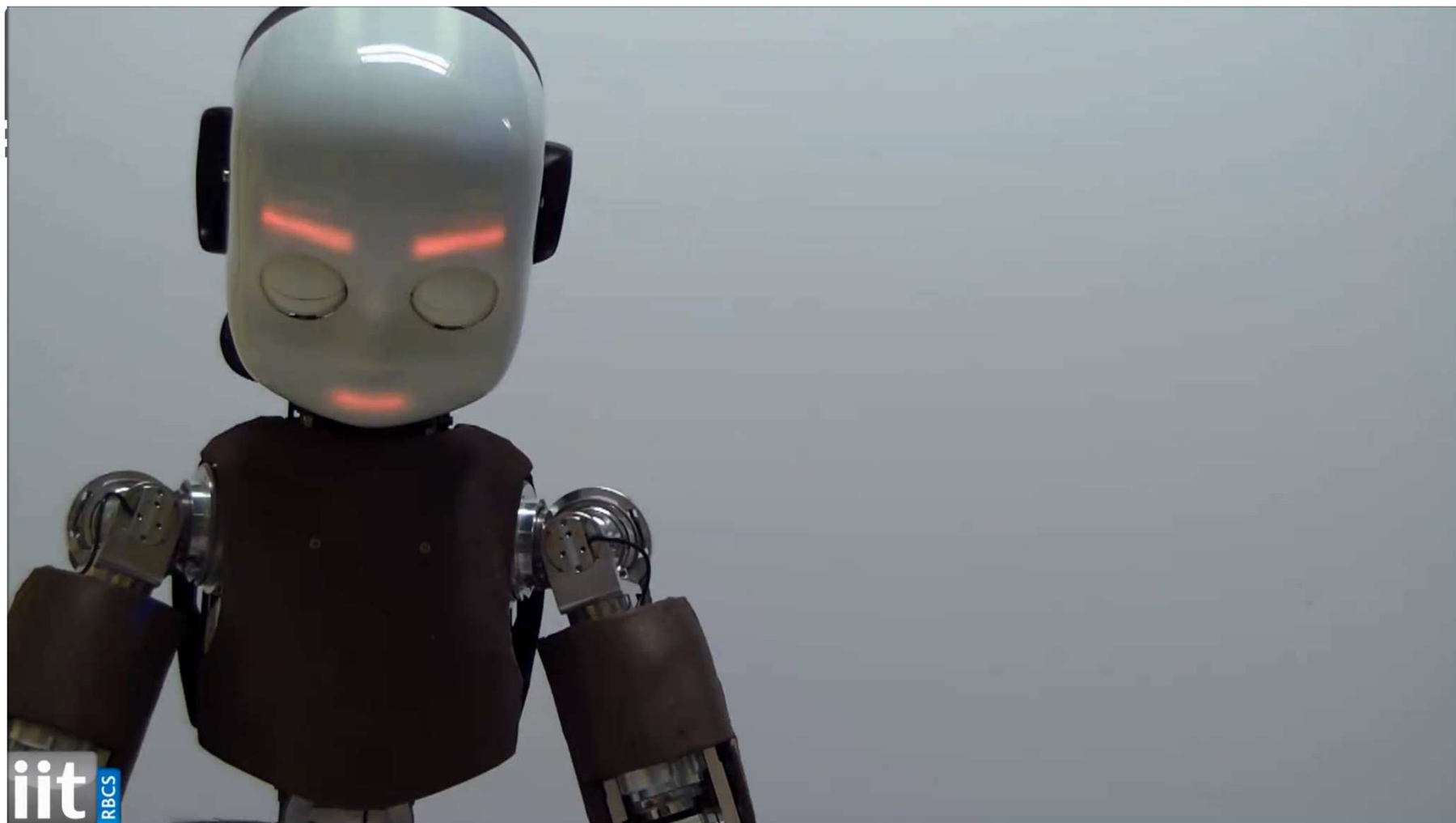
distributed since 2008

about 3-4 iCub's/year

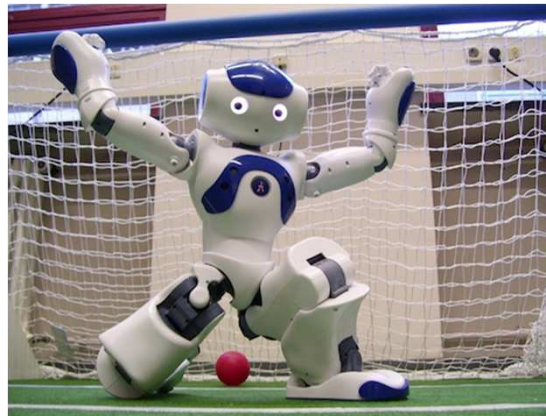


open hardware

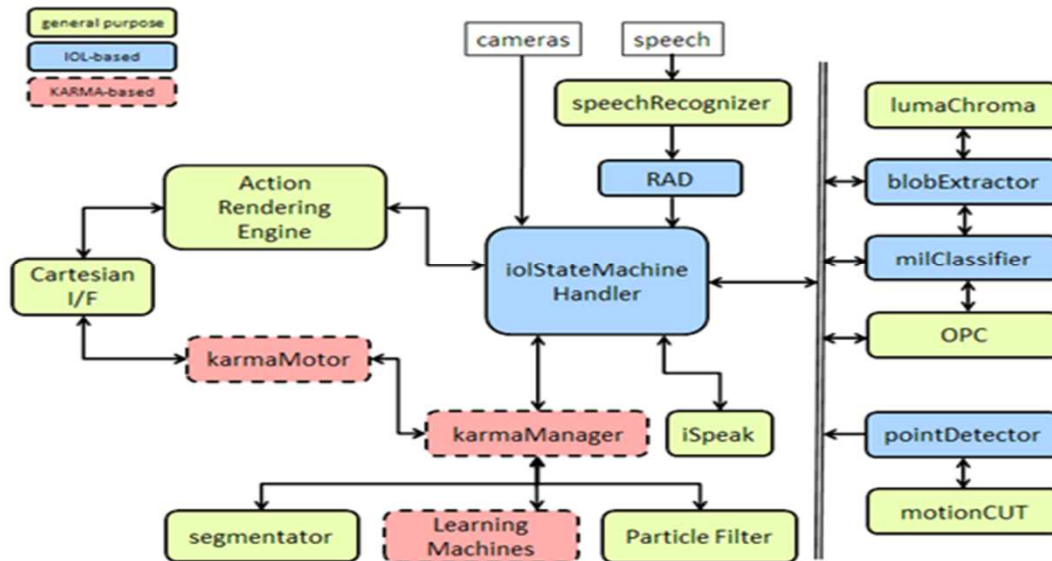




# Applications for humanoid robotics



# Programming complex behaviors

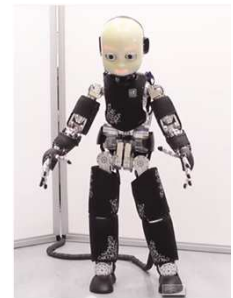
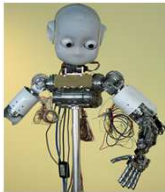
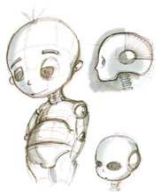


BILL LEWIS



# Key Issues

- Inherent **complexity**, distributed processing, lots of sensors, real-time
- **Asynchronous** development
- Various **scenarios** and **platforms**
- Fluctuation in **hardware** and **algorithms**, lots of open questions
- No **standards**



# Why Yet Another Robot Platform



**CMake**  
*Cross-platform Make*



# Why Yet Another Robot Platform

- Started ~2001 as been adopted as the iCub software middleware



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- YCM, support for [build system](#) based on CMake



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- Started ~2001 as been adopted as the iCub software middleware
- Peer-to-peer loosely coupled components
- Minimal dependencies/**portable**
- **Interface** for common hardware devices
- YCM, support for **build system** based on CMake
- Facilitate **interoperability** and **coordination**



# Why Yet Another Robot Platform

- Started ~2001 as been adopted as the iCub software middleware
- Peer-to-peer loosely coupled components
- Minimal dependencies/**portable**
- **Interface** for common hardware devices **this talk**
- YCM, support for **build system** based on CMake
- Facilitate **interoperability** and **coordination**



# Robot Interface

- Communicating through ports becomes easily complex
- Abstraction layers
  - Separate communication details from interface (streaming, rpc etc)
  - Allows remotization
  - Protect from hardware fluctuations



## Control loops

...

...

*read encoders*

*read IMU*

*read FT*

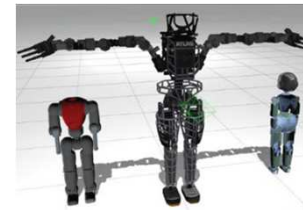
...

*get image*

...

*set position*

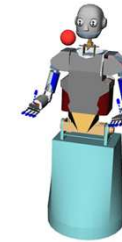
Robot Interface



Gazebo



COMAN



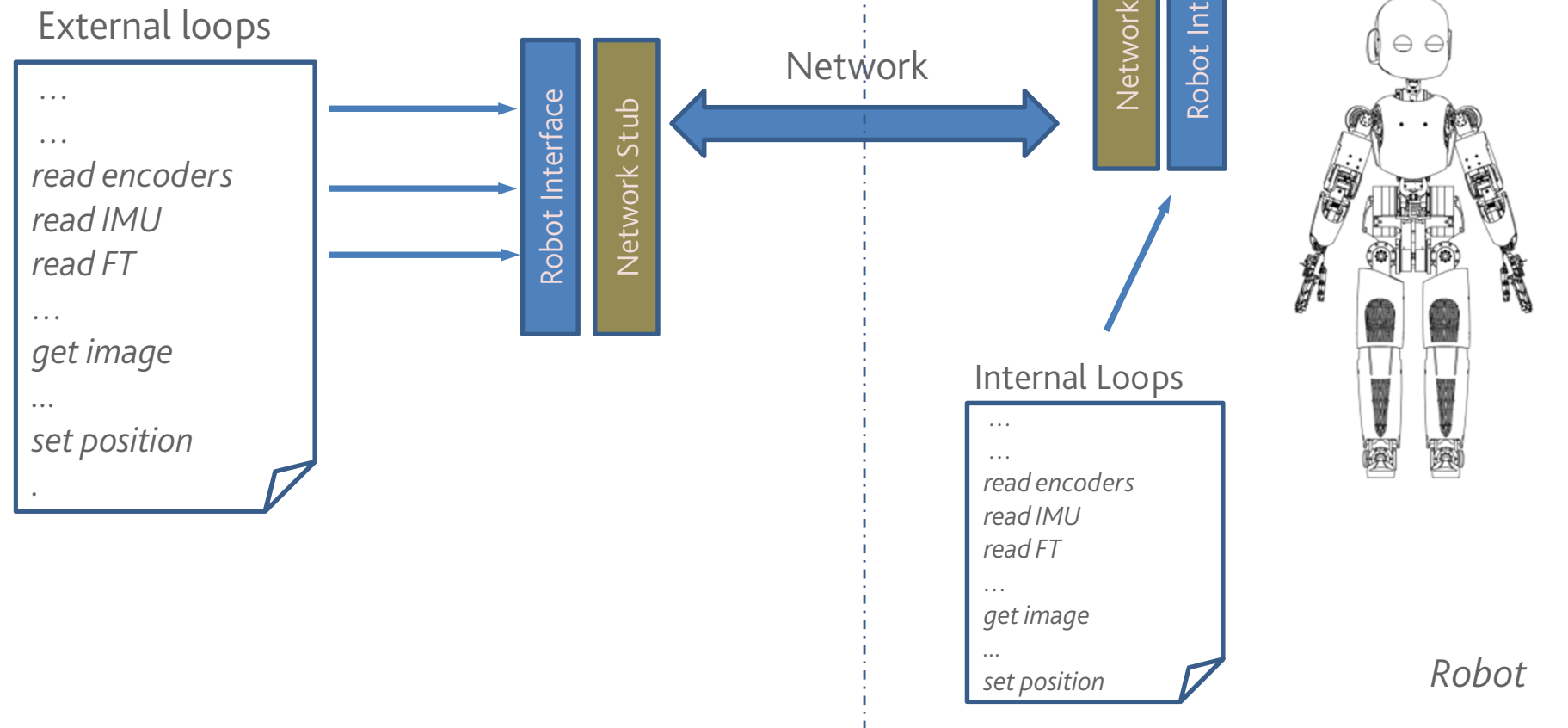
Armar III



iCub

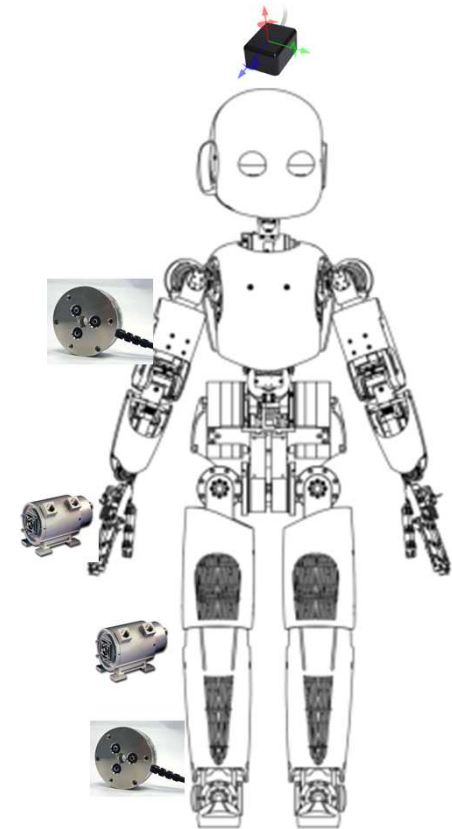


**Robotran**  
Multibody Models Online



# Type of interfaces

- Motor control (position, velocity, open-loop, torque, impedance)
- Sensors: IMU, cameras, torques, F/T, encoders, skin
- Devices can also be virtual



...more on this later this morning



# YCM distributed development

- Development is **distributed** in **small repositories**
- Libraries and modules are agglomerated in **large builds**
- Share **code** not binaries
- Mixed software management tools (GIT, svn, ...)
- Built on top of **CMake** (several patches contributed upstream)

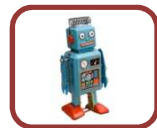




**github**  
SOCIAL CODING

github.com

YARP  
stereo-vision  
speech



**FooProject**

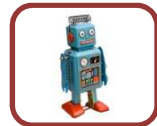
foo-project.org

ml-libraries  
grasping-lib  
slam



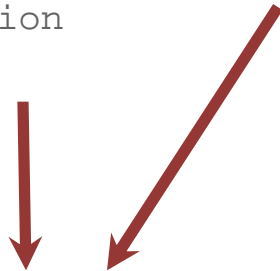
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```
foo-project  
download_and_compile(yarp)  
download_and_compile(speech)  
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...
```



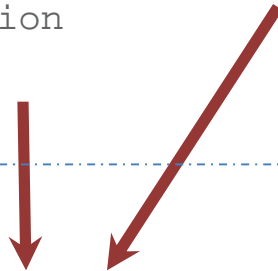
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Issue & Bug Tracking  
Documentation  
Continuous integration  
Better visibility

Easier deployment  
Documentation  
Continuous Integration



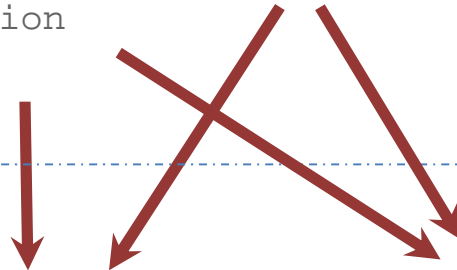
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download\_and\_compile(fancy-speech)  
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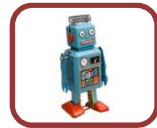
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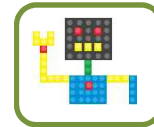
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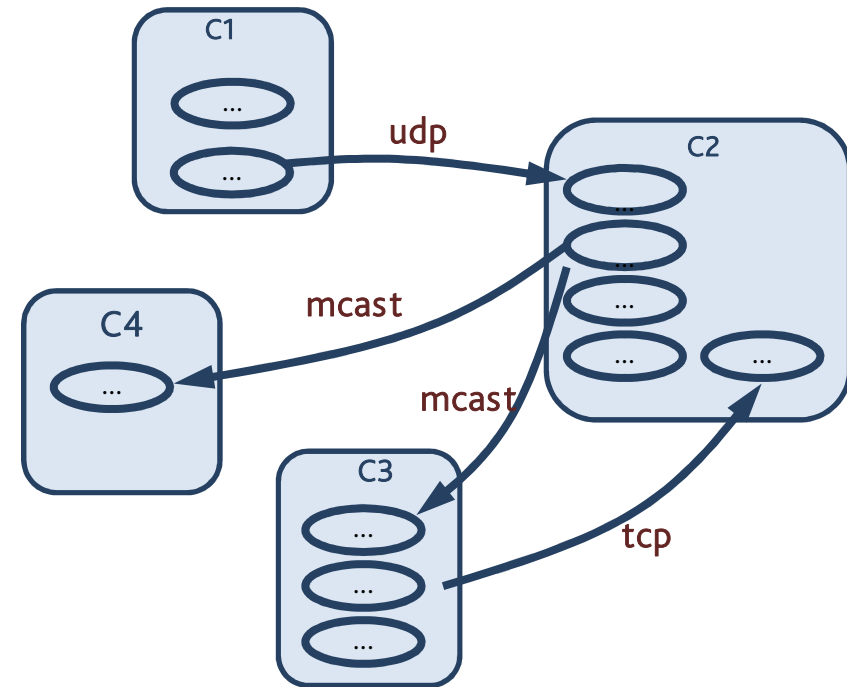




# Communication

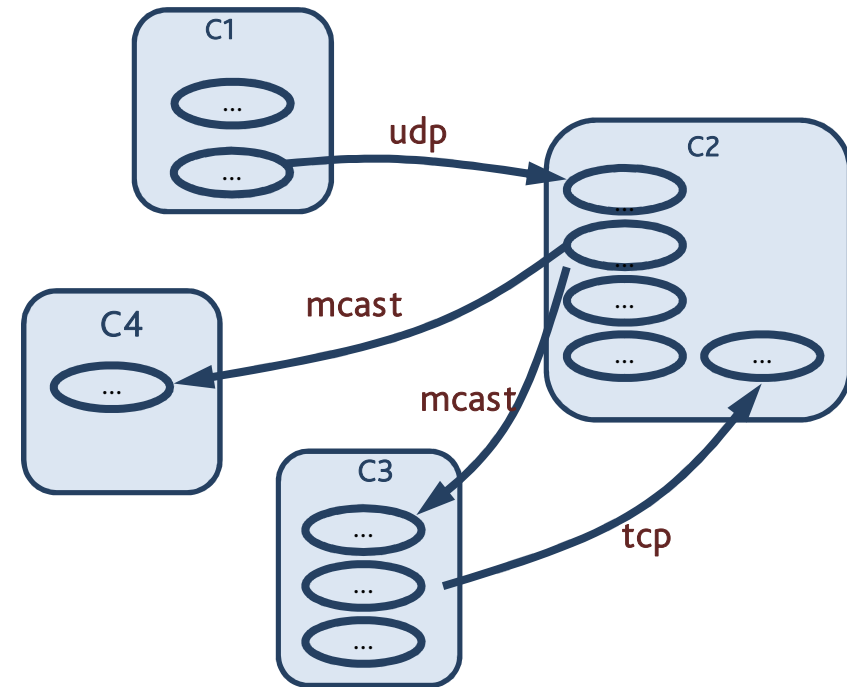
# Communication

- Peer-to-peer



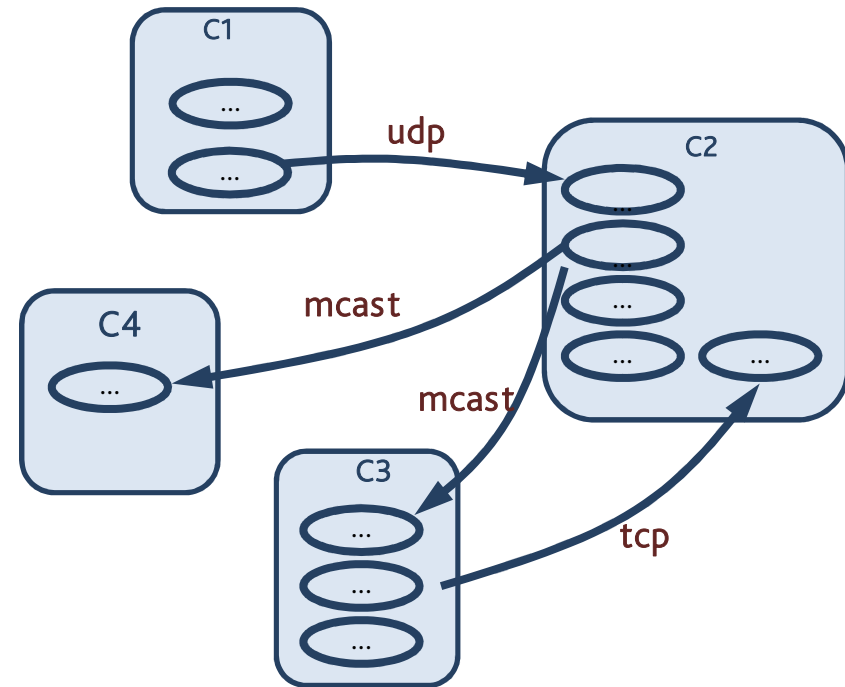
# Communication

- Peer-to-peer
- Dynamic **topology** (can also be statically defined)



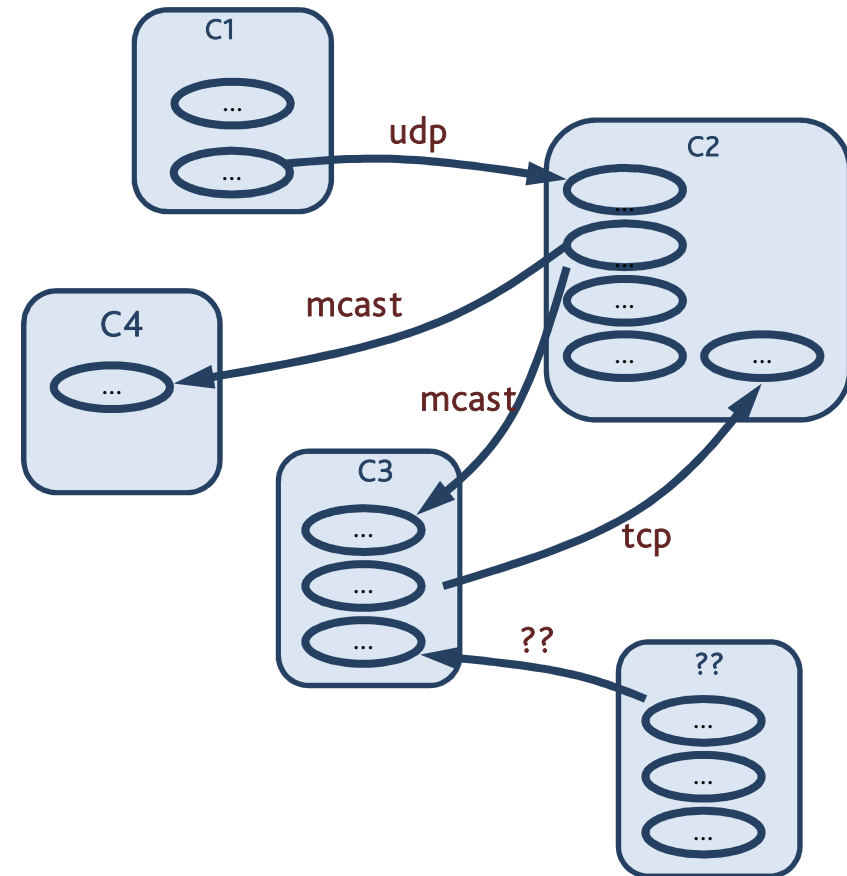
# Communication

- Peer-to-peer
- Dynamic **topology** (can also be statically defined)
- Loosely typed, but IDL language can specify **types and interfaces**



# Communication

- Peer-to-peer
- Dynamic **topology** (can also be statically defined)
- Loosely typed, but IDL language can specify **types and interfaces**
- Carriers: **protocols** can be extended as **plugins** and configured at runtime



# YARP plugins

- YARP includes a plugin system for **drivers** and **protocols** (carriers)
- Interchangeable carriers allow:
  - **interfacing** existing software with ports (without bridges)
  - change significantly **port behavior**
- Examples:
  - mjpeg, xml rpc, ROS, ...
  - Bayer carrier, port-monitor



# Examples

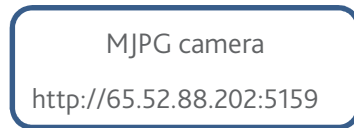
# Examples



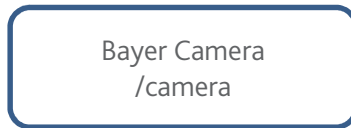
```
yarp connect /65.52.88.202:5159 /receiver mjpeg
```



# Examples

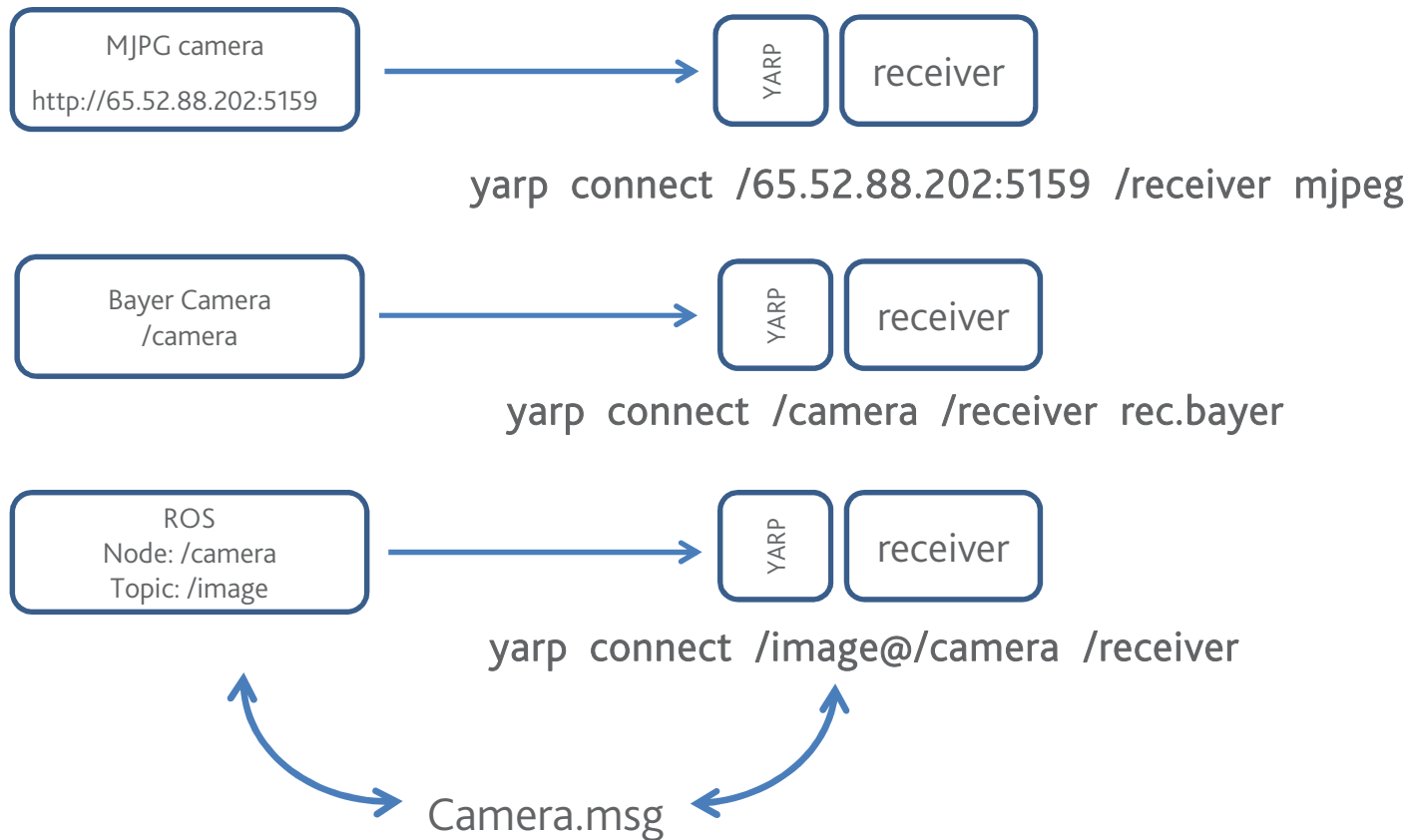


```
yarp connect /65.52.88.202:5159 /receiver mjpeg
```



```
yarp connect /camera /receiver rec.bayer
```

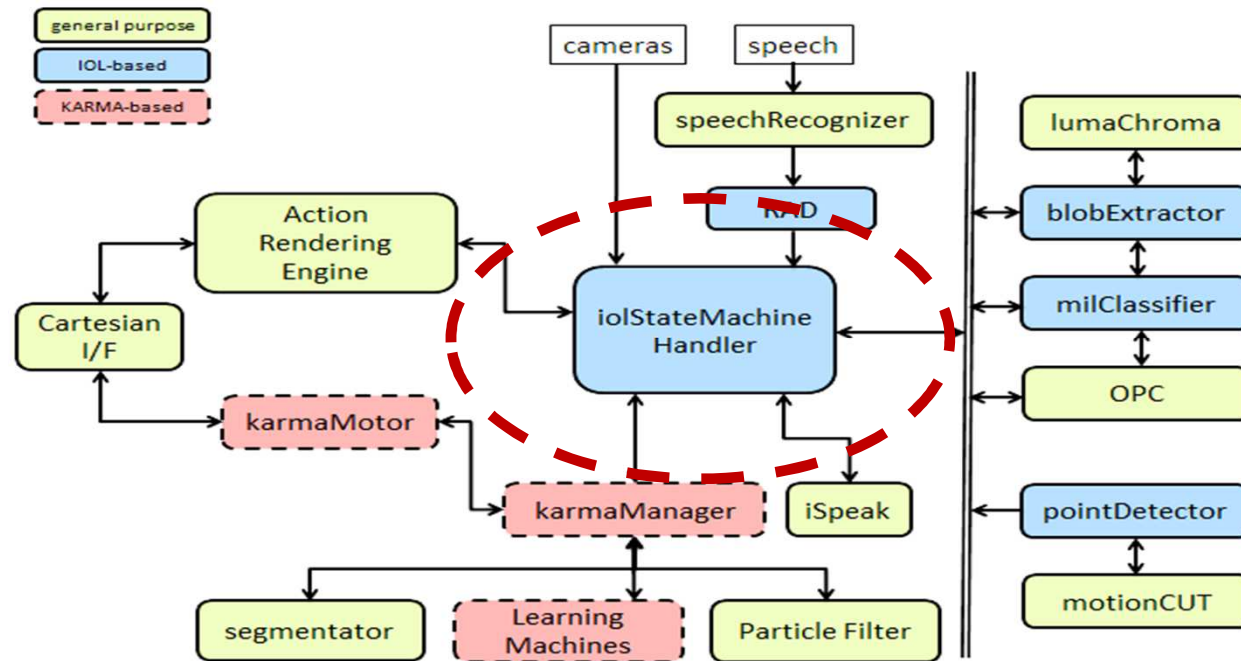
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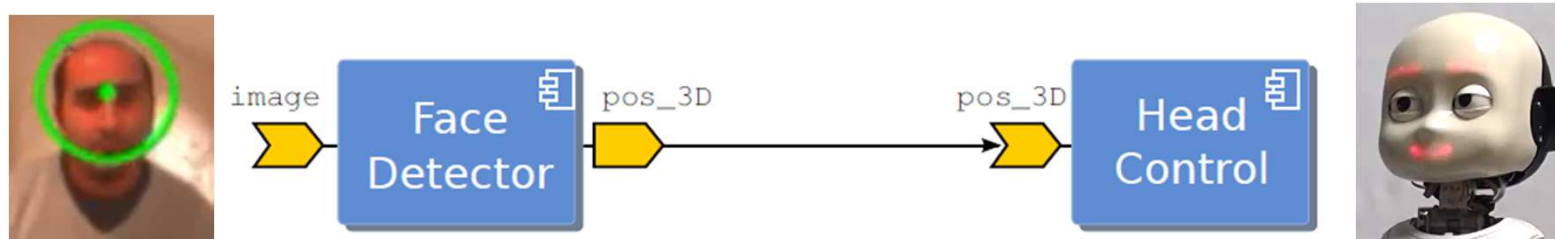
## More on YARP-ROS

- Type server providing type information at runtime (YARP-ROS without ROS)
- Compatibility with ROS nameserver
- Concept of nodes
- Type and direction information within ports
- Check-out [www.yarp.it](http://www.yarp.it) → YARP with ROS

# Coordinating modules



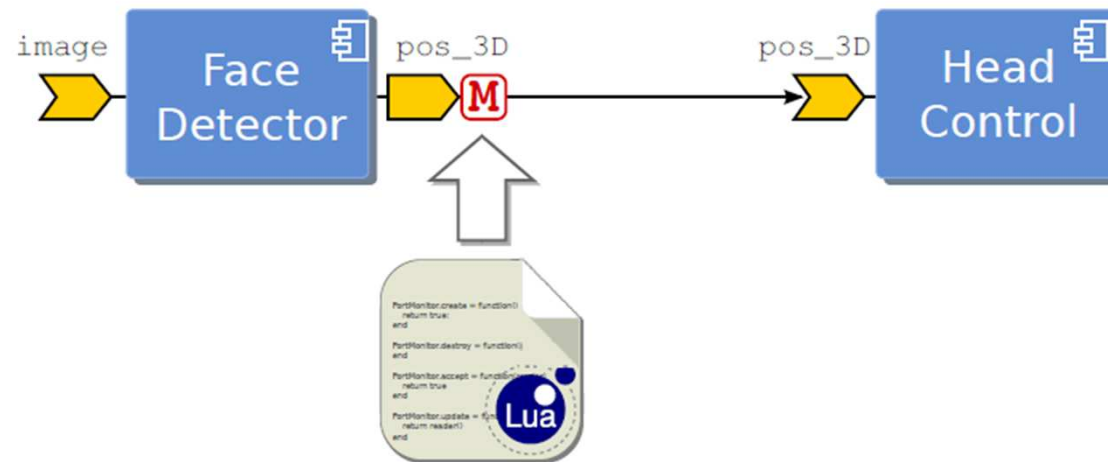
# A simple example



Track a face if and only the confidence level (certainty) of the Face Detector is above a desired threshold.

- Simple scenario poses questions on the design of the components
- Some functionalities are **application dependent**
- Should we:
  - extend Head Control, Face Detector?
  - Add a a separate filtering module?

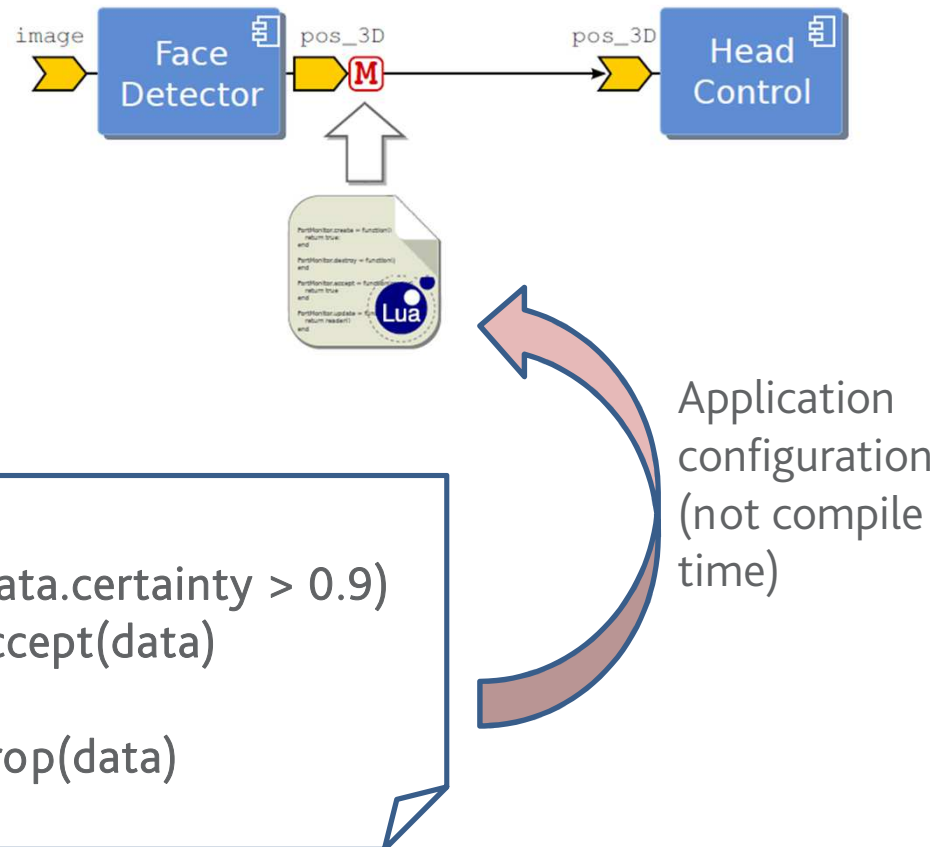
# Port monitor plug-in



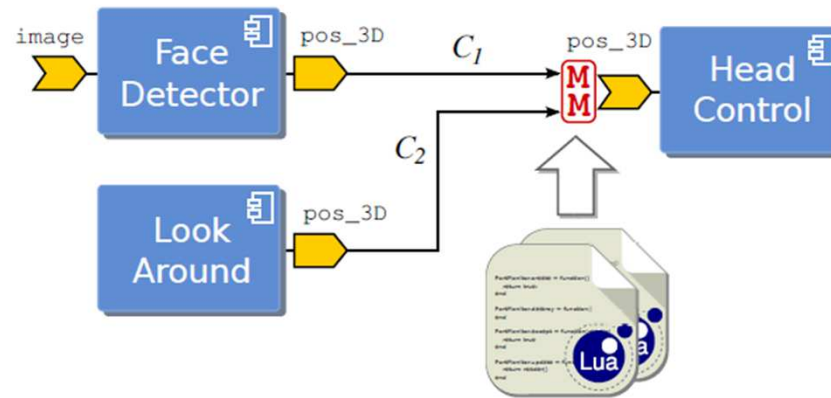
The **port monitor** approach:

- Add code that handles outgoing (or incoming) data
- Dynamically loading or configuring a run-time script (e.g. Lua)
- Monitoring, filtering, and transforming....

Track a face if and only the confidence level (certainty) of the Face Detector is above a desired threshold (e.g. 80%).



# Port arbitration using plug-ins



```
if (C1.certainty > 0.9)
    accept(C1)
else
    accept(C2)
```

Example:

- Search and Track a face

Requirements:

- Monitoring the confidence level of Face Detector
- Arbitrating the connections



# Potential applications

```
if (C1.certainty > 0.9)
  accept(C1)
else
  accept(C2)
```

Arbitration

*Online tutorials: [www.yarp.it](http://www.yarp.it) → Port monitoring and arbitration*

# Potential applications

```
if (C1.certainty > 0.9)
  accept(C1)
else
  accept(C2)

if (check(C1))
  dispatch(event)
```

Arbitration

Monitoring data and generating events  
for coordinator

*Online tutorials: [www.yarp.it](http://www.yarp.it) → Port monitoring and arbitration*

# Potential applications

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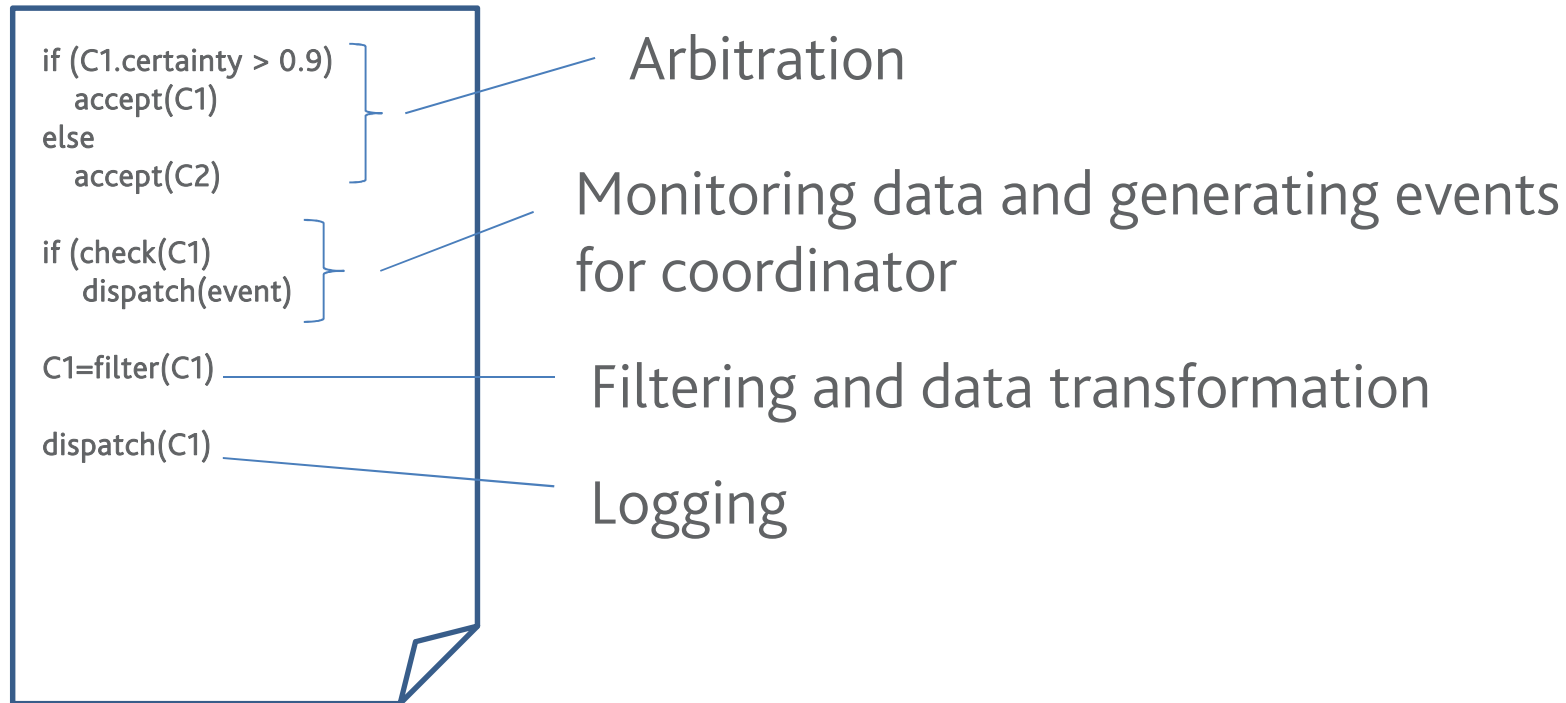
Monitoring data and generating events  
for coordinator

```
C1=filter(C1)
```

Filtering and data transformation

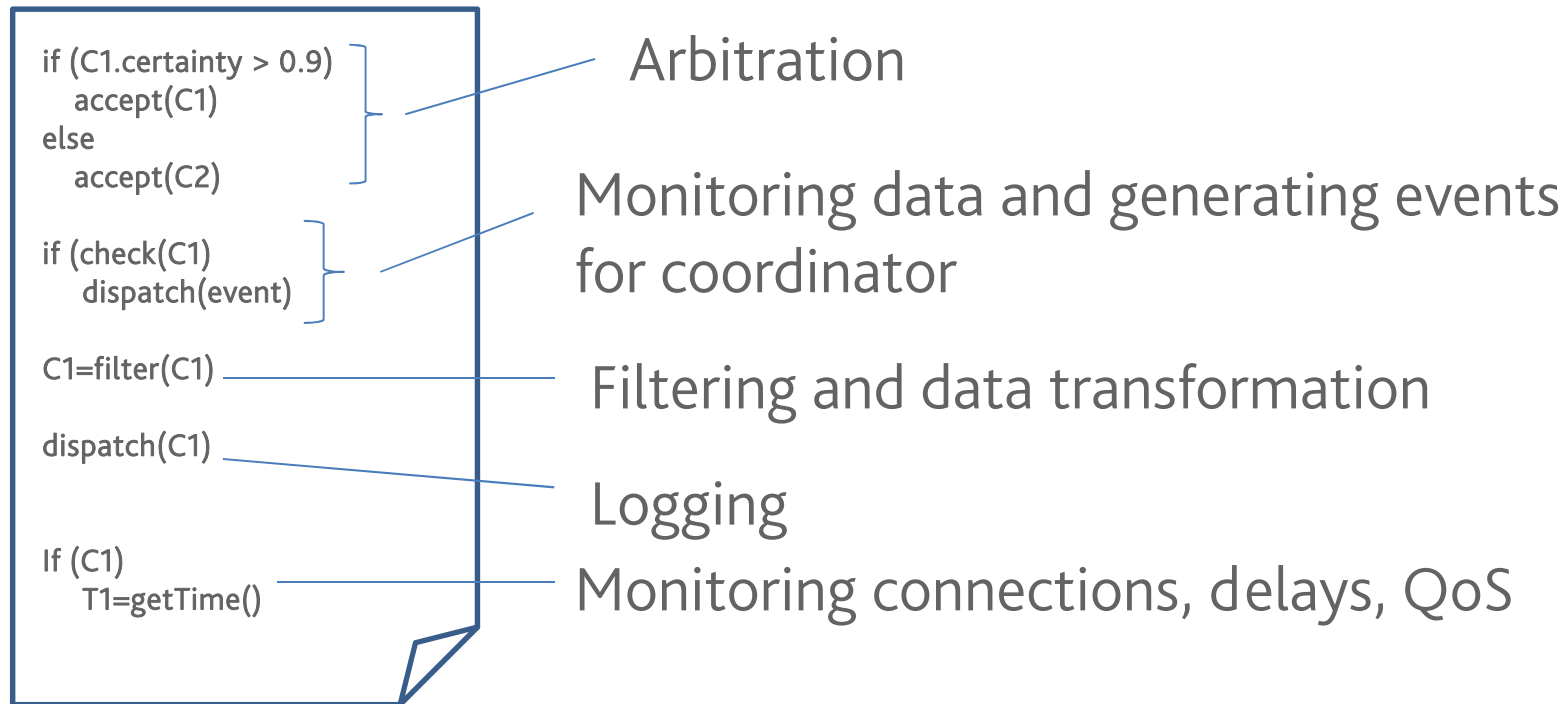
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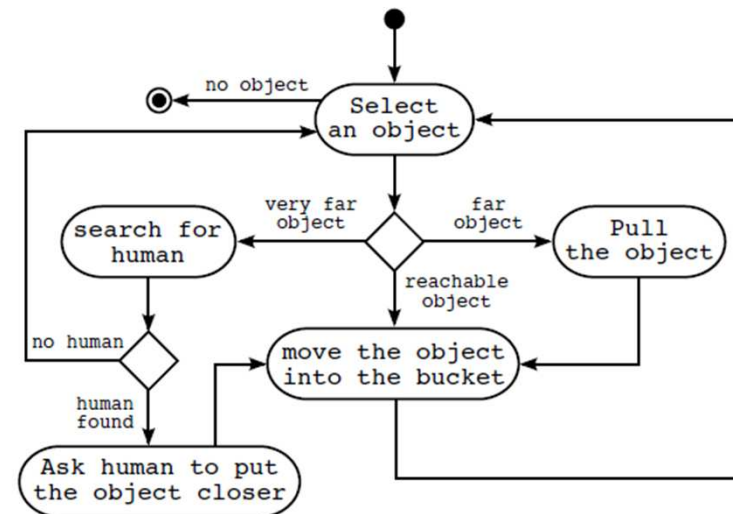
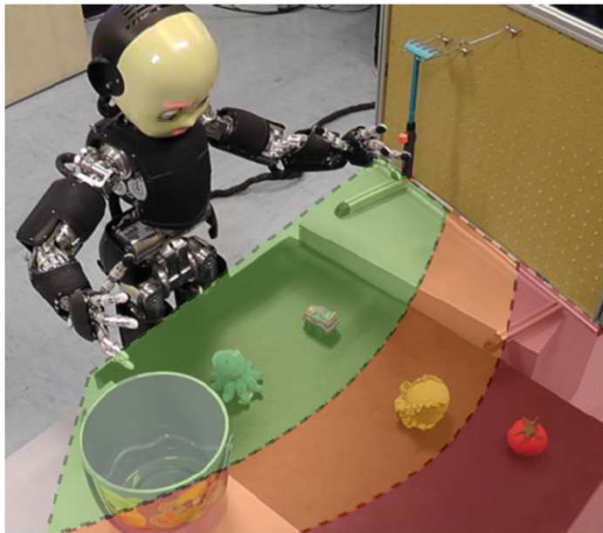
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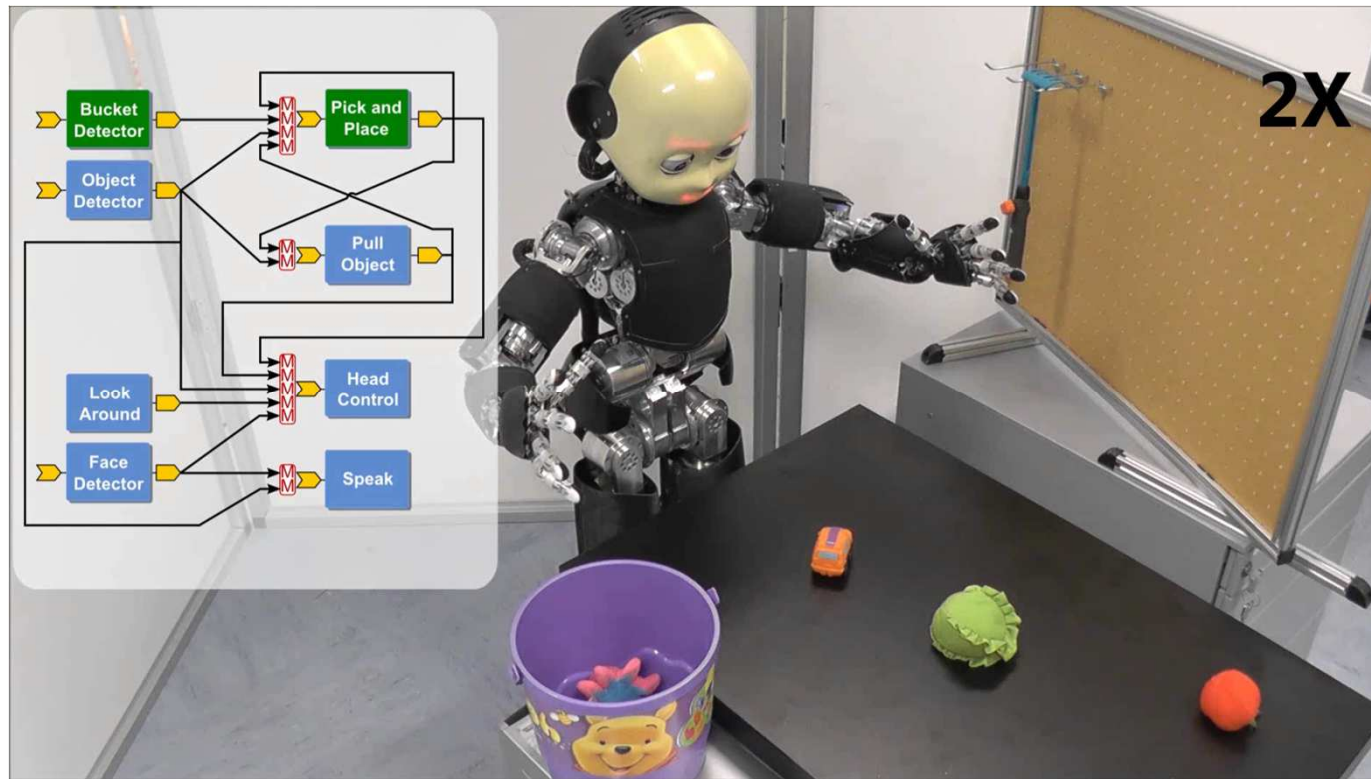


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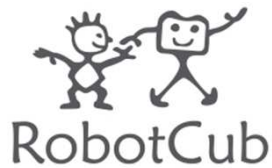
# Table-cleaning application

- Completely built using modules from the iCub repository
- No modifications to the existing modules
- Extending the required functionalities (e.g., for coordination) using port plug-ins





# Acknowledgements



Giorgio Metta  
Ali Paikan  
Daniele Domenichelli  
Alberto Cardellino  
Vadim Tikhanoff  
Ugo Pattacini  
Marco Randazzo  
Paul Fitzpatrick