



ROSCon 2022: Native Rust

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ATOSTEK



In business for 23 years
~120 employees
Turnover ~ 9 M€
Owned by personnel

Digitalization Engineering

Machines and Automation
Healthcare and Social Services
Public Sector IT



Why Rust is important for robot programming

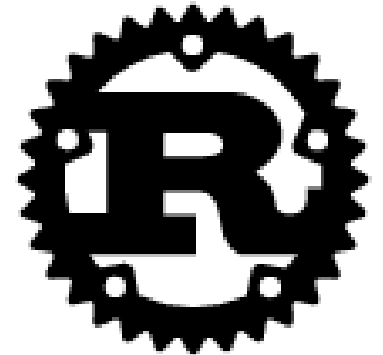
Rust is so far the best candidate for replacing C and C++ in systems programming.

Produces low-overhead bare-metal code like C++
– with safety guarantees of a high-level language:

- Memory safety
- Data race safety*
- Reasonably easy to learn for C++ programmers
- Algebraic type system

No historical baggage of C/C++:

- Undefined or implementation-defined behaviour
- Large bag of pitfalls to learn



How does Rust achieve that?

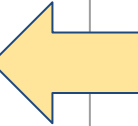
- Ownership-based memory handling
 - Handles a mix of stack and heap allocations
 - Stack allocation beats even the fastest malloc library
 - Statically checked lifetimes → zero overhead
 - Also checks safe memory sharing between threads
- `unsafe` constructs
 - Clearly separates dangerous constructs, e.g. raw pointer handling, from safe code.
 - `unsafe` is needed for very low-level data structure implementations and FFI, but that is a very small fraction of code lines.
- Compiler is built on LLVM
 - Very advanced back-ends for x86(-64), ARM, and others



Programming ROS2 with Rust

ROS2 client in Rust: Alternatives

Name	Author	URL	Notes
ros2-rust	Multiple contributors	https://github.com/ros2-rust/ros2_rust	Official Rust binding to rcl
ros2-client / RustDDS	Atostek Oy / Juhana Helovuo and others	https://github.com/jhelovuo/ros2-client	Native Rust implementation of ROS2 client library - and DDS!
r2r	Martin Dahl and others	https://github.com/sequenceplanner/r2r	Binding to rcl. Rust API uses async functions.
rclrust	Yuma Hiramatsu	https://github.com/rclrust/rclrust	Uses Rust macros(!) to translate IDL to Rust types.
rus2	Marshal SHI	https://github.com/marshalshi/rus2	Inactive since Sep 2020
rosrust	Adnan Ademovic and others	https://github.com/adnanademovic	ROS 1 Inactive since Aug 2020

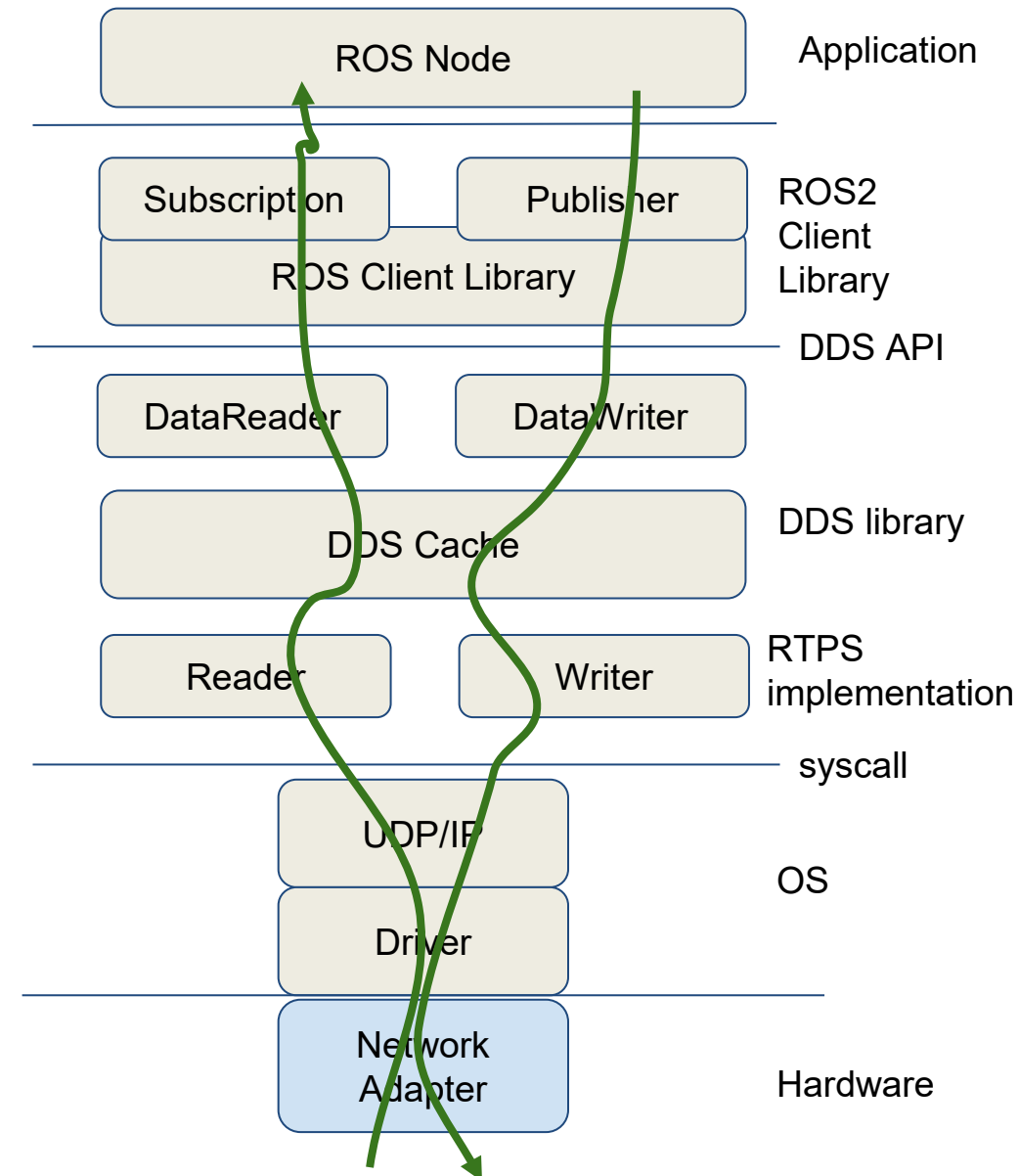


RustDDS

- Native Rust implementation of DDS API and RTPS network protocol from scratch
- Apache 2.0 -licensed open source:
<https://github.com/jhelovuo/RustDDS>
- Features
 - Discovery (peer autodetection)
 - Non-blocking I/O
 - “Zero-copy” receive path
 - Single-copy transmit path
 - Serialize/deserialize directly to Rust objects
 - Reliable and Best Effort QoS
 - History QoS
 - Fragmentation (large objects)

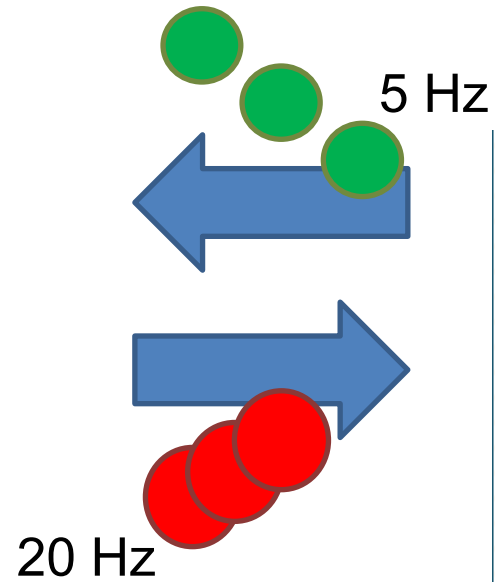
rcl / rclcpp / rclpy
ros2-client

eProsima /
Cyclone / RTI
RustDDS



RustDDS

```
$ cargo run --example=shapes_demo  
-- -P -t Circle -r -c GREEN -S
```



```
Circle RED 186 183 [30]  
Circle RED 184 184 [30]  
Circle RED 182 185 [30]  
Circle GREEN 127 211 [21]  
Circle RED 180 186 [30]  
Circle RED 178 187 [30]  
Circle RED 176 188 [30]  
Circle RED 174 189 [30]  
Circle GREEN 139 187 [21]  
Circle RED 172 190 [30]  
Circle RED 170 191 [30]  
Circle RED 168 192 [30]  
Circle RED 166 193 [30]  
Circle GREEN 151 163 [21]  
Circle RED 164 194 [30]  
Circle RED 162 195 [30]  
Circle RED 160 196 [30]  
Circle RED 158 197 [30]  
Circle GREEN 163 139 [21]  
Circle RED 156 198 [30]  
Circle RED 154 199 [30]  
Circle RED 152 200 [30]
```


Code: Using RustDDS

```
#[derive(Serialize, Deserialize, Clone)]
struct Shape {
    color: String,
    x: i32,
    y: i32,
    shapesize: i32,
}

impl Keyed for Shape {
    type K = String;
    fn key(&self) -> String {
        self.color.clone()
    }
}

...

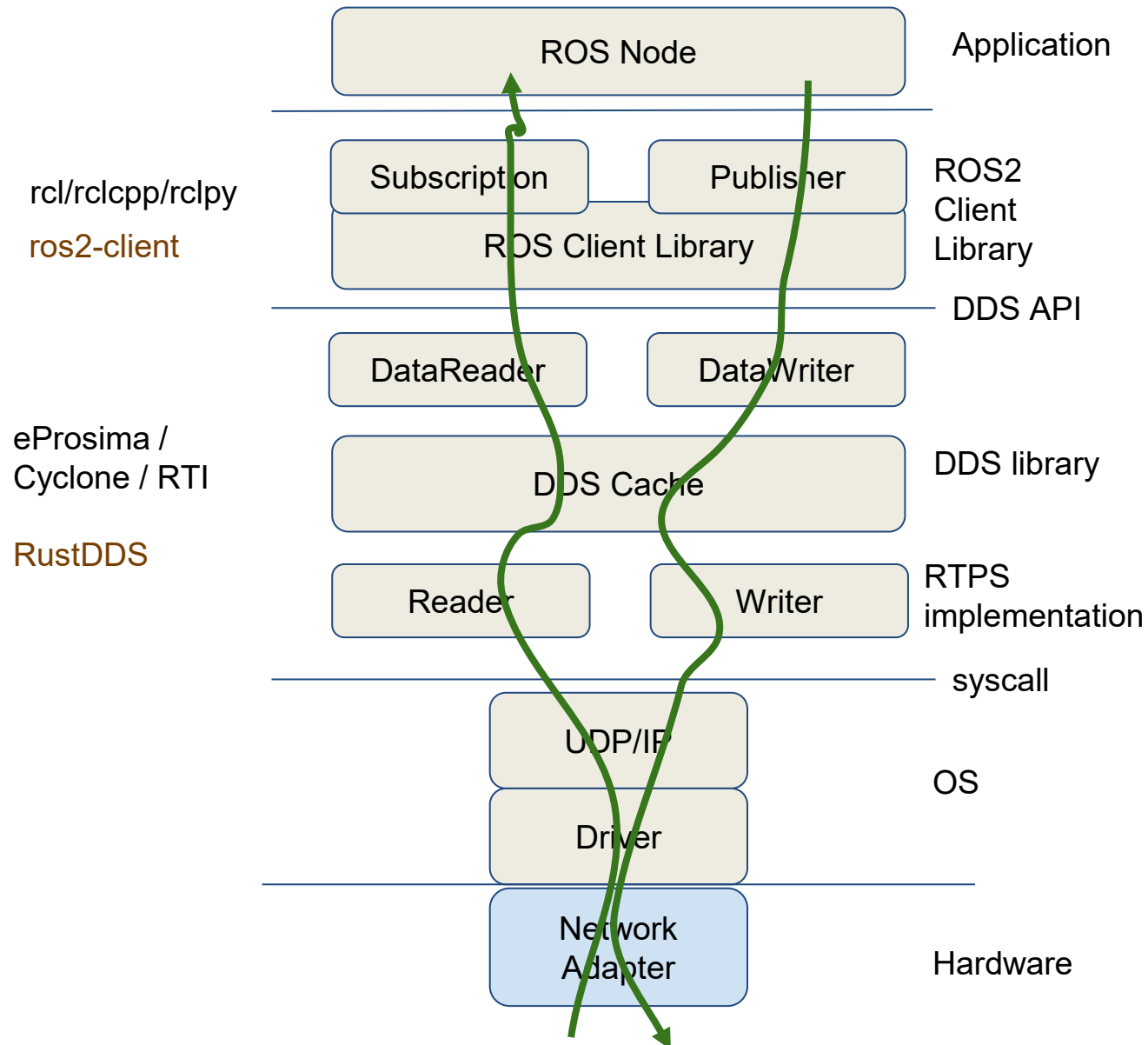
let domain_participant = DomainParticipant::new(domain_id)
    .unwrap_or_else(|e|
        panic!("DomainParticipant construction failed: {:?}", e));
```

Code: Using RustDDS

```
poll.poll(&mut events, Some(loop_delay)).unwrap();
for event in &events {
    match event.token() {
        // ...
        READER_READY => {
            // ...
            match reader.take_next_sample() {
                Ok(Some(s)) =>
                    match s.into_value() {
                        Ok(sample) => println!( "{:10.10} {:10.10} {:3.3} {:3.3} [{}]",
                                                topic.name(), sample.color, sample.x, sample.y, sample.shapesize, ),
                        Err(key) => println!("Disposed key {:?}", key),
                    },
                Ok(None) => break, // no more data
                Err(e) => println!("DataReader error {:?}", e),
            }
        }
    }
}
```

ros2-client

- `ros2 - client` is a Rust crate that implements something similar to `rcl` and (parts of) `rclcpp/rclpy`.
 - Topics
 - Services
- Runs on top of RustDDS.
- Does not yet have an event loop. Nodes must use `.poll()` from the Metal I/O library to implement event loop.



Code: Using ros2-client

```
let mut node = create_node();
let topic_qos = create_qos();
let chatter_topic = node
    .create_topic( "/chatter",
        String::from("std_msgs::msg::dds_::String_"),
        &topic_qos, )
    .unwrap();
let mut chatter_subscription = node
    .create_subscription::(&chatter_topic, None)
    .unwrap();

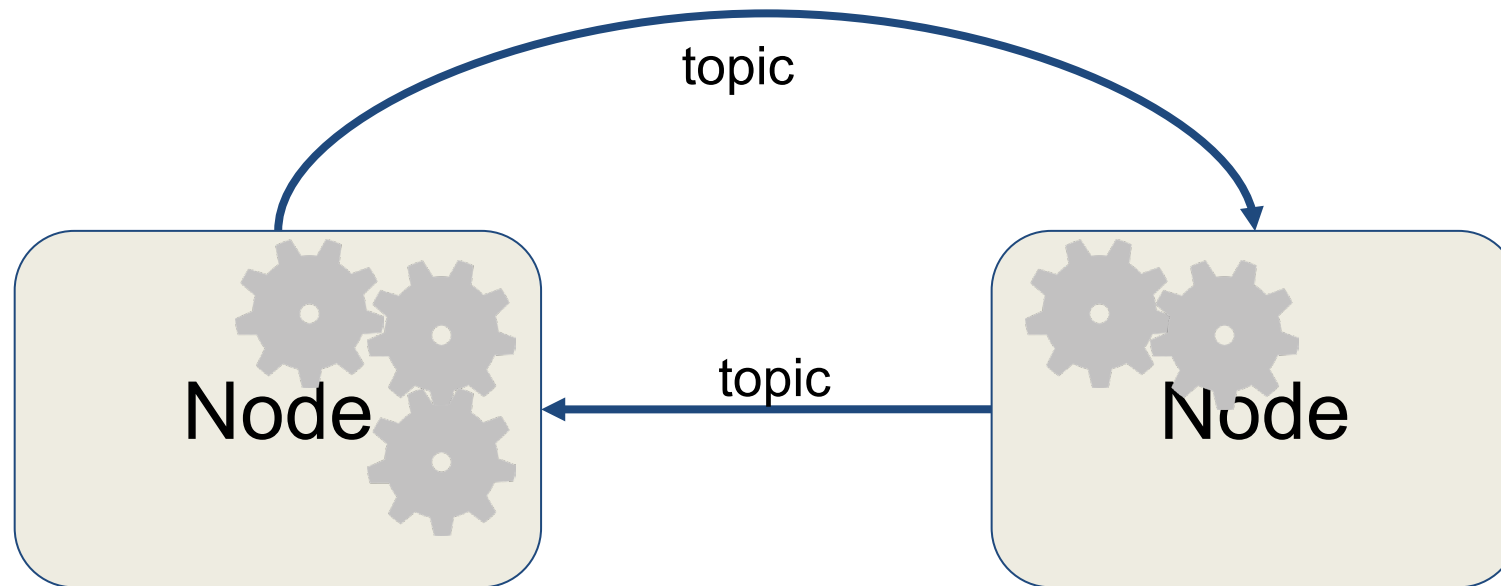
// ... initialize polling here ...
```

```
loop {
    poll.poll(&mut events, None)
        .unwrap();
    for event in events.iter() {
        match event.token() {
            Token(1) => match chatter_subscription.take() {
                Ok(Some((message, _message_info))) => {
                    let l = message.len();
                    println!("message len={} : {:?}", l, &message[..min(l, 50)]);
                }
                Ok(None) => println!("No message?!"),
                Err(e) => {
                    println!(">>> error with response handling, e: {:?}", e)
                }
            },
            _ => println!(">>> Unknown poll token {:?}", event.token()),
        } // match
    } // for
} // loop
```

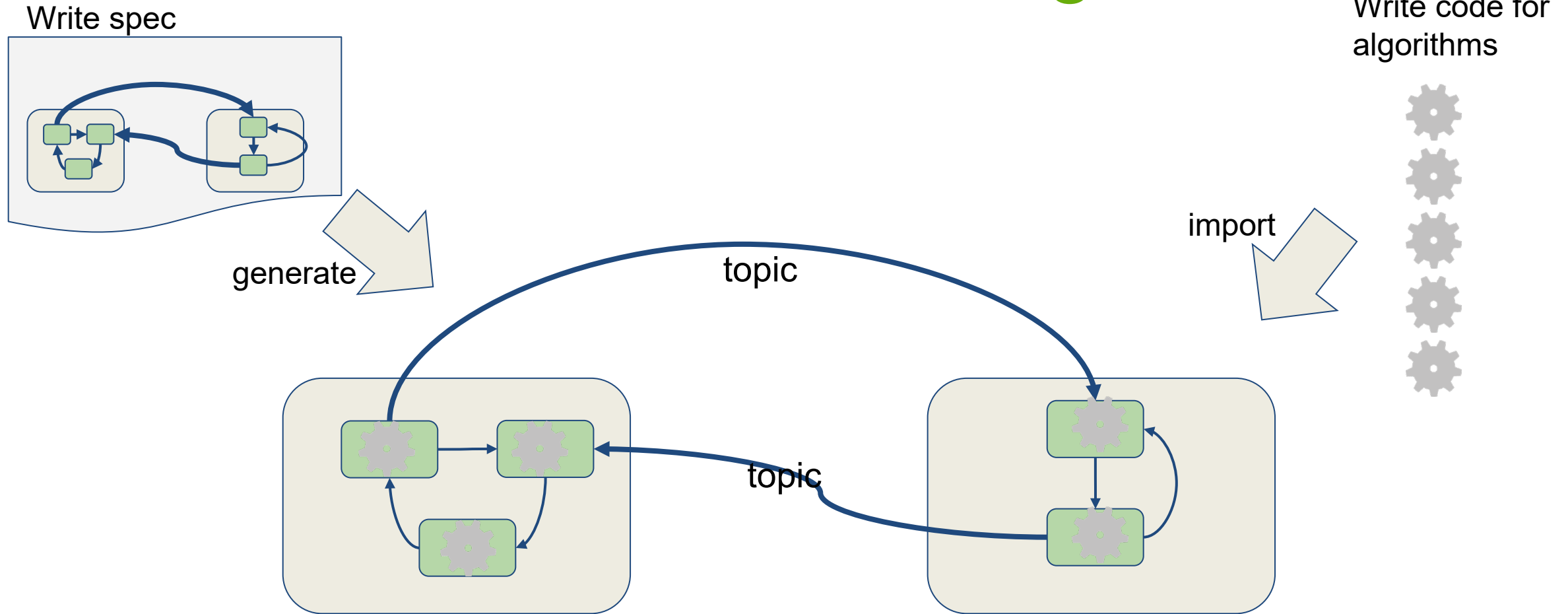
The Flexbot Framework

- Robot programming framework developed at Atostek since 2019.
- Not (yet) open source
- Main idea is to construct software from nodes and communication channels just like in ROS.
- We implemented ROS2-compatibility in 2020-2021 → Flexbot can be now seen as an extension to ROS2.
 - Supports programming nodes in Rust.
 - Whole software is described by a machine-readable data flow specification.
 - Boilerplate code is generated from the specification
 - Closely coupled nodes can simplify inter-node communication
 - → Enables fine-grained data flow programming with tens or hundreds of nodes.
 - → Simple individual nodes → Improved reusability

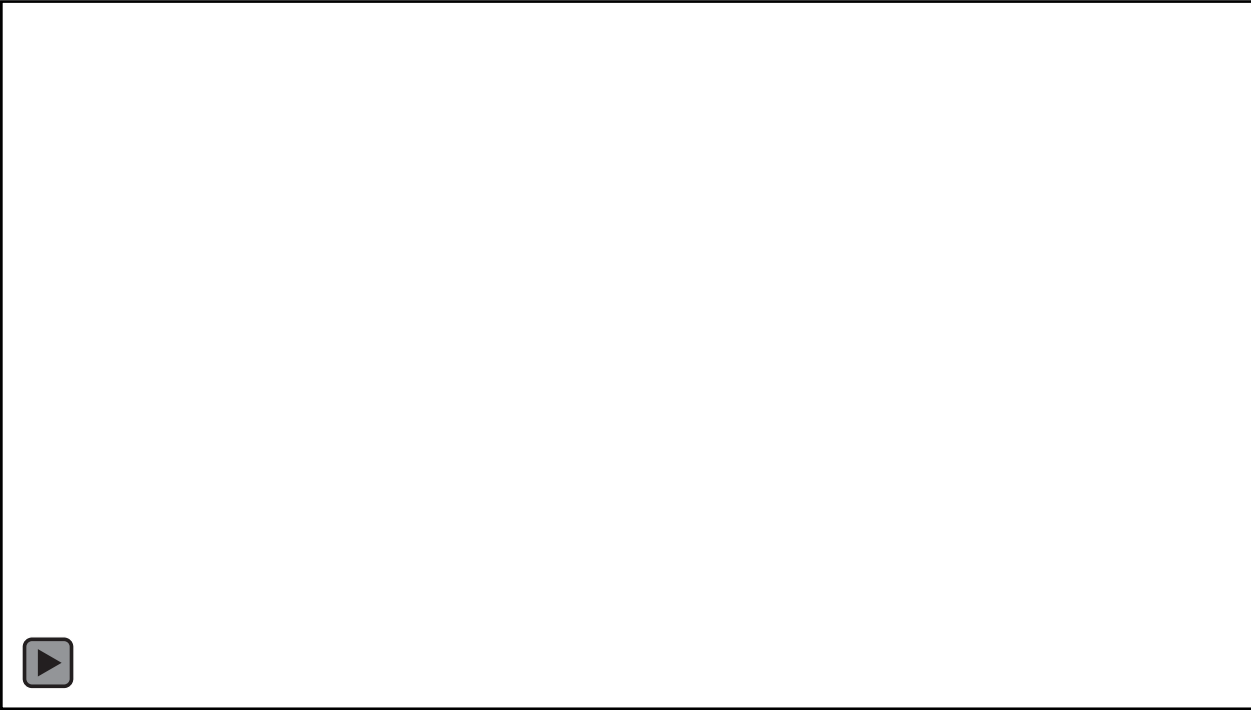
ROS2: high-level view



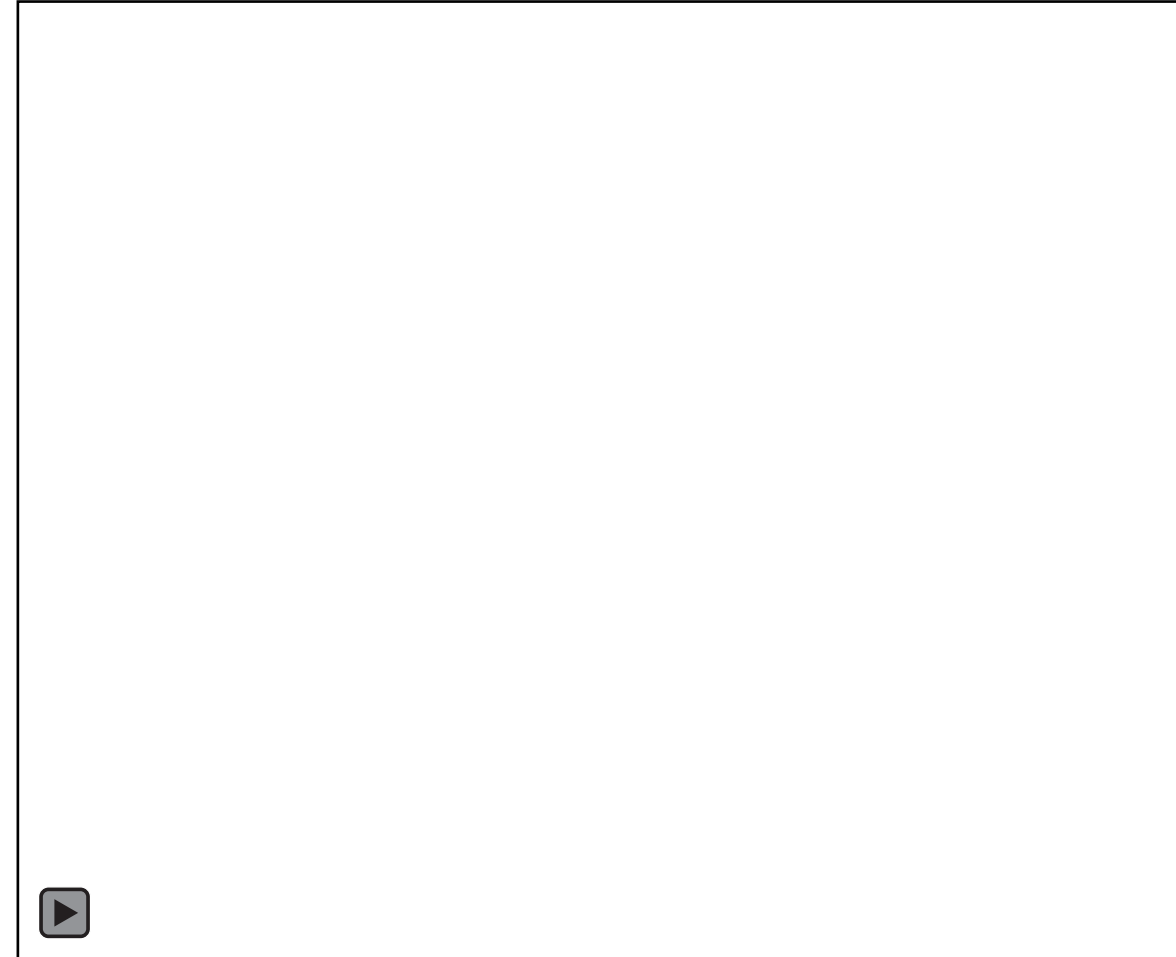
ROS2 and Flexbot together



Flexbot Example: Pulu robot path tracking



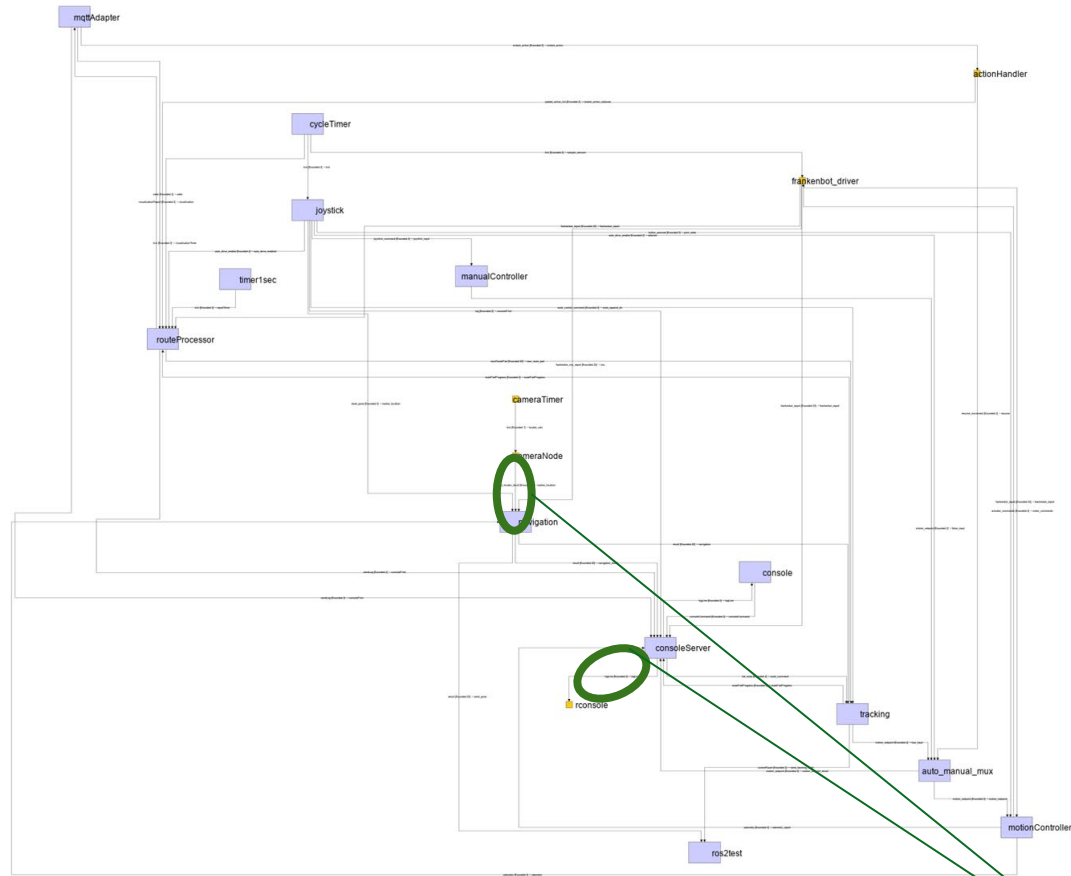
- Vehicle mechanics & electrics: Pulu Robotics, prototype
- Main controller: Raspberry Pi 4
- Camera navigation: 2 x (RPi3 + Raspberry Camera module)
- Software: "atosbot" application using Flexbot framework



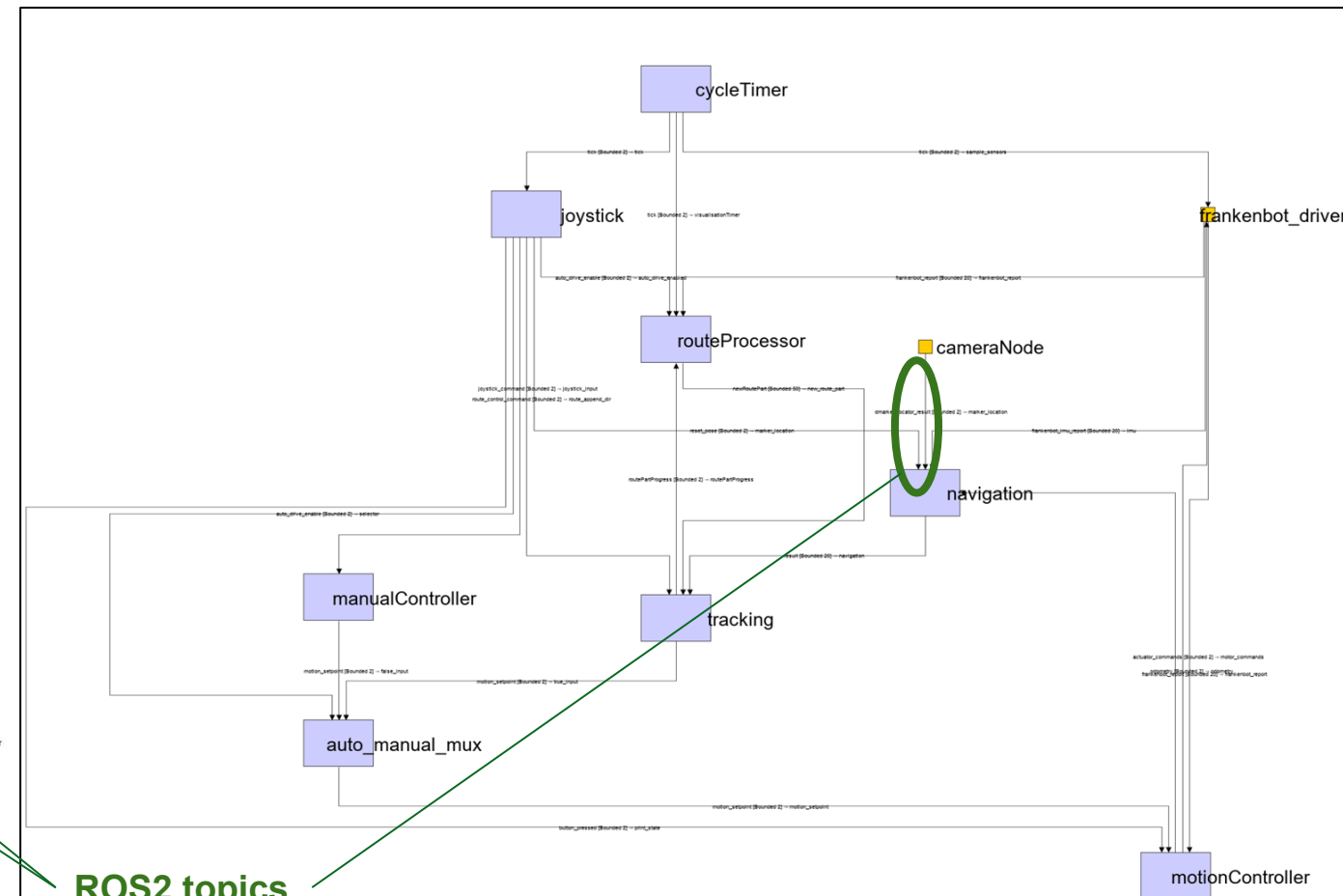
- Rviz2 - ROS2 Foxy, pre-built binary on Ubuntu Linux

Flexbot Example: Pulu robot path tracking

Full Data flow Graph



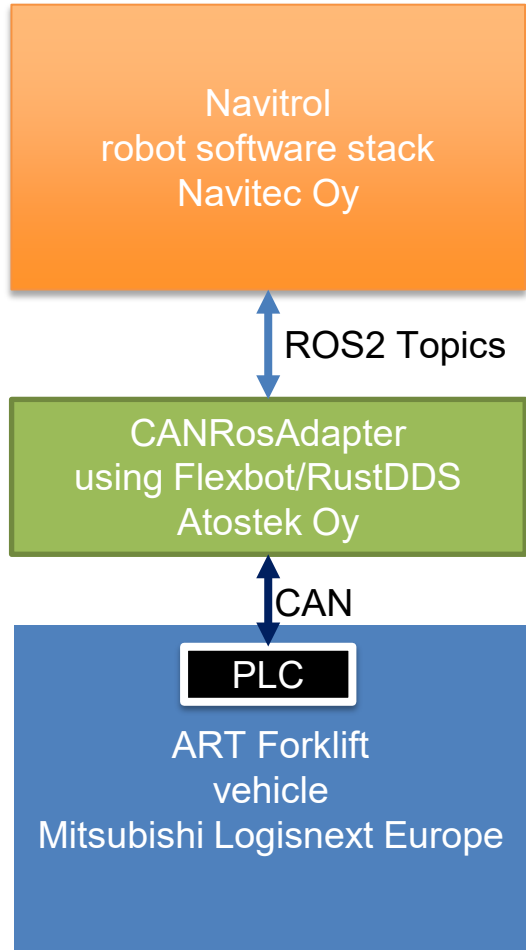
Simplified



ROS2 topics

Automated Forklift

Mitsubishi Logisnext Europe
Demo Center, Järvenpää, Finland
Manual teleoperation test,
using software from multiple vendors.



Summary

- Rust is important for robots
 - No-overhead real-time systems programming capability like C/C++
 - Very good memory safety, no garbage collection required
 - Type system more straightforward than C++ classes, but still powerful
- RustDDS
 - Open-source native Rust DDS/RTPS implementation from Atostek
- ros2-client
 - ROS2 topics and services on top of RustDDS
 - Enables ROS2 nodes in native Rust
- Flexbot
 - Framework to produce ROS2-compatible dataflow software
 - Code generation from machine readable specification
 - Local-only data channels use very lightweight communication
 - Enables scaling to large number of nodes.