Model-based Design, Simulation and Automatic Code Generation
For Embedded Systems and Robotic Applications
by
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ABSTRACT

As the complexity of robotic systems and applications grows rapidly, development of high-performance, easy to use, and fully integrated development environments for those systems is inevitable. Model-Based Design (MBD) [1] of dynamic systems using engineering software such as Simulink® [2] from MathWorks®, SciCos [3] from Metalau team and SystemModeler® [4] from Wolfram® is quite popular nowadays. They provide tools for modeling, simulation, verification and in some cases automatic code generation for desktop applications, embedded systems and robots. For real-world implementation of models on the actual hardware, those models should be converted into compilable machine code either manually or automatically. Due to the complexity of robotic systems, manual code translation from model to code is not a feasible optimal solution so we need to move towards automated code generation for such systems. MathWorks® offers code generation facilities called Coder® products for this purpose. However in order to fully exploit the power of model-based design and code generation tools for robotic applications, we need to enhance those software systems by adding and modifying toolboxes, files and other artifacts as well as developing guidelines and procedures. In this thesis, an effort has been made to propose a guideline as well as a Simulink® library, StateFlow® interface API and a C/C++ interface API to complete this toolchain for NAO humanoid robots. Thus the model of the hierarchical control architecture can be easily and properly converted to code and built for implementation.
DEDICATION

To:

My beloved parents, Irandokht and Fazlollah
My great brothers, Reza, Ramin, Armin
My wonderful sister, Shideh
My awesome nephew, Mahrad
My best friend, Behrouz
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1 INTRODUCTION

Robotic systems are predicted to become an essential part of everyday life of humans. Right now most modern manufacturing industries are heavily taking advantage of robots to facilitate and speed up the process of building and assembling fine products and parts. Robot industry is already a billion dollar business and with regard to the benefits it offers to the productivity and efficiency of factories, industries are investing more and more in this area. Baxter [5] from RethinkRobotics® has been introduced to assist in manufacturing plants. iRobot® Roomba® [6] is used to automatically take care of vacuuming all areas of houses without assistance. NAO robots [7] are used in soccer competitions known as Standard Platform League (SPL) [8], for educational activities and research.

On the other hand, advances in robotic research in academia are pushing the robotic industry forward with a great pace. Universities are getting more involved in various aspects of robotics research and having robots sold as consumer electronic products is imminent.

Robotic is a multi-disciplinary area, so it is a combination of various engineering fields from mechanical engineering to electrical engineering and computer science. In computer science, robotics has benefited from subjects such as artificial intelligence, computer vision, algorithm design, hybrid systems etc. and now as robots get more involved in ordinary people’s lives, researchers try to engage robotics with other fields such as social networks to fill the gap between humans and computers and provide a better, more reliable and safer human-machine interaction. As a result, research in robotics can benefit many other engineering and science fields and even social sciences.

Model-Based Design (MBD) of engineering and dynamic systems is emerging as a promising and beneficial approach for engineers to design, simulate and verify a
system’s functionality. Furthermore, MBD tools offer the capability of automatic code generation and downloading onto the hardware. The advantages of MBD on industrial projects have been demonstrated in the form of reduced project man/hours and reduced number of software bugs [9].

In this work we have developed a Simulink® toolbox, a StateFlow® interface API as well as a C/C++ interface API so that students, researchers and practitioners can utilize the vast Matlab®/Simulink® libraries for the rapid development of code to run on NAO robots. Our framework is going to be used in the development of code for the RoboCup SPL competitions and research purposes. Figure 1 shows the big picture of our desired procedure. Our solution provides an easy interchange between low fidelity simulation, high fidelity simulation in Webots 3D simulator [10] and code generation to run on the NAO platform. The toolbox is available for download at the following address:

http://kermani.us/index.php/nao-mbd-toolbox

Figure 1) Our goal; The big picture
1.1 Robotic applications development

One of the main challenges in robotic systems design is their complexity. Robot manufacturers and designers have tried to leverage this issue by providing Application Programming Interfaces (APIs) for the robots, sensors and actuators so adding a higher level of abstraction for programming robot behaviors. As a result, programmers are able to develop robotic applications without being concerned with low level code, the robot’s operating system internals or the underlying hardware.

Some companies have stepped further and in addition to an API for advanced users, provide a very high level and intuitive programming environment that even lets kids program advanced robots using a block-based design environment. For example NAO robots from Aldebaran Robotics are provided with Choregraphe software. Also Lego Mindstorms robots come with a high level programming software based on LabVIEW from National Instruments [11].

The high level block based development environments for robots, are a good point to start but once a software/control engineer joins the team, that software cannot satisfy their requirements for design and development of complex algorithms and control laws. Even though block-based software that comes with academic robots such as NAO are powerful, they are not actual modeling software and basically lack many algorithmic tools to develop advanced behavior for systems such as signal processing, feedback control loop, vision algorithms and many other facilities that a control engineer needs to design an efficient, reliable and robust robot control system.

In this section, an introduction to the current academic literature referenced in this thesis is presented. Basic concepts are discussed and in some cases reasons of their importance in this work are mentioned.
1.2 Cyber Physical System

Cyber Physical Systems (CPS) [12] is referred to systems in which computational units, usually as a networked collection, have a deep, two-way interaction with the real world processes. Both sides can affect the characteristics and change the “state” of the other side. For example any computer controlled plant is considered a Cyber Physical System where the computational units affect the physical process through actuators and the process influences the future behavior of the computational unit via feedback data provided using sensors.

Thus CPS systems are usually an integration of physical, computational, communication and intelligent systems and processes.

In many cases CPS interacts with humans as an integral part of the system via a Human Machine Interface (HMI). Since human’s behavior is not predictable enough and cannot be easily and precisely modeled and integrated as a mathematical component of the system, design and development of this side of CPS systems could be a challenging task.

1.3 Real-Time systems

Many Cyber Physical Systems are categorized as real-time systems. In real-time systems the correct functionality is not just about the right results, it’s about the right results at “the right time”. In such systems, tasks and procedures have a timing constraint. A real-time system “must” guarantee that a task is completed before a specific deadline or gets to a specific point of execution in a predetermined time interval.

Because functional verification of such systems is not only limited to the resulting values, we need more systematic methods to validate and verify them. One solution is to use model-based design. Since one can integrate timing values in their model (either as simulation time or real time), the verification and validation tools can also check the timing correctness of the system as well as the resulting values. MathWorks® Coder
products such as Simulink® Coder also support code generation for real-time systems [13].

1.4 Model-Based Design

Today there are more smart systems than humans on earth. As the functionality and capabilities if these systems increases, they become more complex. A modern car to function properly in propulsion, navigation and safety is running on approximately two hundred million lines of code [14]. Designing, developing and testing a program of this size that interacts with humans and the physical world is not possible without utilizing Model-Based Design in the life cycle of the software. Model-Based Design has many benefits and makes the development process faster, more reliable, with higher quality, lower cost and greater flexibility.

Model-based design is used in various fields of robotics as well. In [15] a Simulink library for the model-based development of robotic manipulators is presented. This Simulink library provides blocks and functions to model kinematics of a robotic manipulator as well as code generation support and verification. In [16] authors use Simulink to simulate motion control loop of a mobile two-wheeled robot. The results of the simulation helped them identify the proper parameter values for the control system using parameter tuning in the simulation.

1.4.1 Model-based design workflow

In model-based design we use models of systems throughout the development process instead of relying on and working with actual physical systems. Figure 2 shows a diagram of this workflow.
Model-based design (MBD) is a method for approaching and solving engineering problems based on a mathematical basis that visualizes the building blocks of a system and their interconnections. It is used in many engineering fields such as control systems, signal processing, communication, process control, aerospace, automotive. Nowadays there are plenty of tools and methods that enable this methodology for applying to embedded systems design as well.

The work flow starts by acquiring system requirements, specifications and characteristics. A model is developed for different parts of the system in a modular way and using interconnections, these “subsystems” are united together to function as a whole.

1.5 Simulation of physical systems

Model-Based Design facilitates testing and verifying designs and ideas before actually implementing them on real-world physical systems. Simulation creates models that can be manipulated logically which helps us understand how our design works in
action [17]. Simulation has become the de facto design technique for almost all control systems design today.

One of the main issues that should be taken into account while dealing with a simulated system is about the simulation time. A simulation doesn’t necessarily evolve in real world time. Simulating a system’s behavior that in reality takes 20 seconds, might take less or more than 20 seconds depending on the complexity of the computations in each simulation time step.

1.6 Automated code generation

It is essential to first establish the meaning of code generation in this context and then move to the reasons why we are interested in automatic code generation for NAO robots.

1.6.1 What do we mean by Automatic Code Generation?

In this context, by (automatic) code generation we mean generating C/C++ code from Matlab® programs or Simulink® models automatically using the tools provided by MathWorks®. This process can also involve generating Make files for compilation and linkage and also building the production executables from within Matlab® or any other IDE or build system. The set of tools provided by MathWorks® for code generation is discussed in sections 4.3.4 and 4.3.6.

1.6.2 Why are we interested in automatic code generation?

There are four main reasons why we are interested in exploring code generation facilities and deploying this approach in our systems design.

The first reason is to accelerate model execution. Matlab® programs and Simulink® models are always interpreted and executed from within Matlab® interpreter and Simulink® simulation engine. The interpreting nature of execution is most of the
time “less efficient” than compiled approach. That’s why in some cases we prefer to compile and run all or part of our model to speed up the execution. MathWorks® provides various options that we can use to achieve this goal. Such as C S-Functions in Simulink® and MEX functions in Matlab®. However it is worth mentioning that recent advances in the latest versions of MathWorks® (current version, R2013b) products executes the simulations and Matlab® scripts with a great performance and when dealing with small to medium complexity applications it can compete with a compiled executable in execution speed and efficiency. In addition to that, by choosing “Accelerator” or “Rapid Accelerator” simulation mode, the model is compiled and then executed by Simulink®.

The Second reason of interest for code generation is to be able to create standalone executables for embedded systems and robots so the algorithm developed using MathWorks® products could be downloaded on the actual hardware and executed without any dependency to the development and modeling platform.

The Third reason one might be interested in code generation is the ability to incorporate legacy C/C++ code into the models. There are many systems and algorithms already developed in C/C++ libraries. The code is well tested and verified and we are interested in taking advantage of this maturity in our next generation systems. Using Code generation facilities of MathWorks®, we are able to use that code inside our models for either simulation or code generation purposes.

The Forth reason would be the need to communicate with hardware for example in Hardware-In-the-Loop (HIL) testing which is possible by using hardware device driver code that is usually written in C/C++.
1.6.3 Code generation tools

There are many code generation tools available for translating high-level computational and control models into low-level code typically to C/C++ code. Some are presented as an extension to model-based design software (Simulink® Coder as a part of Simulink®) and some are more generic products. A short list of the most notable of such systems is as follows:

- Simulink Real-Time Workshop® (Now Coder products) (Mathworks®)
- Scicos (Inria)
- Lustre/SCADE (Verimag/Esterel-Tecnologies)
- Targetlink® (DSpace®)
- ASCET (ETAS)

1.6.4 Steps in code generation

Automated code generation is one of the most challenging tasks in software engineering field. The algorithms used to generate code, validation and verification of the generated code may vary based on the type of models, application field, target hardware and the complexity of the model.

Depending on the tool and modeling software, the code generation process may vary among different software tools but of the main steps are as follows [18]:

- Type inference
- Clock inference
- Code organization
- Equation sorting
- Optimization
2 RELATED WORK

Due to increasing complexity of the robotic applications, many research areas in this field have shifted towards higher level system design and development. Researchers working on the motion and path planning need to have frameworks to develop their algorithms without getting too involved with the lower layers of the system architecture and hardware details. As a result many high level APIs and tools are developed to answer this need. Many toolboxes in Matlab® and Simulink® are developed which are suitable for model-based design and simulation of the robotic systems and some support automatic code generation as well. Some of these tools such as Robotic Toolbox for Matlab [19] are more of general tools that could be utilized for almost any robot and mainly contain physical and mechanical transformation functions, Jacobian, forward and reverse kinematics and trajectory planning. In contrast, there are some tools developed which are intended for use with a specific family or type of robots.

In this context, by model-based automated code generation for robots we mean the process of automatic generation of compilable and verifiable C/C++ code for robotic systems using the provided APIs, legacy code and system code with the aid of code generation tools such as Simulink Coder® from MathWorks®. To the best of author’s knowledge no similar effort has been made for NAO robots up to this point in time. However similar research has been conducted either in improving code generation algorithms or in verification and conformance testing of the generated code with the actual model. We have taken many ideas from these works such as creating Simulink toolbox, using graphical functions to create StateFlow interface API, the concept of interfacing between Simulink/StateFlow environments and NAO API and finally having support for code generation for both Simulink toolbox and StateFlow Interface API.
In [20] authors have proposed a method for generating modular code or hybrid systems with continuous and discrete data dependencies. Since the robot models are considered hybrid systems, the work inspired some ideas for our work. In [15] authors have created a Simulink library that facilitates modeling of robot manipulators as well as efficiently using code generation facilities of Simulink Coder®. Our work gets beneficial directions from this work.

MBDMIRT [21] is a Simulink® toolbox that facilitates the simulation and control application development for iRobot® Create™. This toolbox benefits from StateFlow® graphical functions and creates an interface between StateFlow® models and the iRobot® Create™ API [22] provided by United States Naval Academy. This work inspired many ideas for our work. First we used the concept of creating interfaces between Simulink environment and a 3rd party API package using StateFlow graphical functions. Second this interface allows user to use the same model for both simulation and remote execution, a concept based on which we designed our architecture. However, in contrast to our work, this toolbox doesn’t support code generation for the target hardware.

NAO Robot Ankle support from Simulink [23] is developed for design and test of complex behaviors for NAO ankle. It supports remote execution via a USB connection. It is a very close work to ours but has significant differences. First of all it is limited to only ankle of the robot. Second it mainly focuses on the mechanical and electrical modeling than computational and behavioral design of the robot. Finally it doesn’t support code generation.

In [24], the authors have developed an interface to integrate legacy systems with the Robot Operating System (ROS). Their interface isolates the legacy systems and recreates
function interfaces that mimic the functionality of ROS and create a bridge for communication between the two systems.

ROSbridge [25] is an application layer protocol provided for non-ROS client processes. It transports JSON-formatted messages over TCP/IP network to communicate with ROS, publishes topic messages, subscribes to topics and requests services. ROSbridge is available in any language that supports WebSockets.

The last two works inspired us to use the wrapper idea to transfer data and messages between two heterogeneous systems.
As discussed earlier, many industrial and academic robots are supplied with an API library or SDK to facilitate programming and some provide a high level block-based environment for non-expert programmers to develop algorithms and behaviors for those robots. We propose using general-purpose Model-Based Design that provides the best properties of both environments. APIs usually provide a detailed and complex programming interface, which in many cases are in lower level programming languages such as C and C++ and heavily use advanced features of the languages such as pointers, function templates or dynamic memory allocation. Dealing with these features distracts programmers from focusing on the high level algorithm development and not only adds to the complexity of the application but also makes the product error prone and very difficult to debug and maintain.

On the other hand high-level block-based development environments such as Choregraphe® are more useful for developing high level algorithms where the designer is not looking to get involved in the lower levels of robot control. Also commercial (e.g., Simulink®/StateFlow® and LabVIEW®) and academic (e.g., Ptolemy) MBD environments offer more functionality and control over the design and code generation process using which one can develop advanced robotic applications that include signal processing, complex control algorithms or implementing real-time constraints.

A question that might arise is that if this is an issue for software developers in other areas. The answer is twofold, first of all, in corporate software development teams, modeling is an essential step in the design process which is performed using appropriate tools such as Unified Modeling Language (UML) software. Second, one thing that distinguishes desktop software from CPS software is the interaction with the real-world systems and external hardware. The engineer needs to interact with sensors and
actuators through the supplied APIs for the drivers, which makes the development process a more tedious task while keeping the developer in farther distance from the original algorithm.

In addition, in many cases, robot application developers are control engineers who have hands-on experience with modeling and simulation software such as Matlab® and Simulink® and prefer this design methodology over coding to develop control applications.

Model-Based Design [26] of dynamic reactive systems has always been a good approach for engineers to design, simulate and verify a system’s functionality and as for implementation they needed to manually convert the models into code for downloading on the hardware. Nowadays with the increasing complexity of hardware and embedded systems, manual model interpretation is not an option anymore. It is time consuming, error prone and just not reliable.

3.1 Summary of Thesis contributions

The following items, put together as a framework, are developed as contributions of this thesis to Model-Based Design process for NAO robots:

- **StateFlow Interface API**
  A series of StateFlow Graphical Functions that are used by the end-user to create behaviors in StateFlow charts. This API interfaces the chart to NAO Matlab API in simulation and interfaces the models generated code to NAO C++ API for creating executables.

- **Simulink Toolbox for simulation**
  A series of Simulink blocks that are created using M-S-Functions for simulation purposes. End-users uses this toolbox to create Simulink models for NAO.

- **Simulink Toolbox for code generation**
A series of Simulink blocks that are created using C-MEX S-Functions and are used when the end-user needs to generate code for their model.

- **C/C++ Interface API**
  Model’s generated code is interfaced to the NAO C++ API using the classes and objects defined in this API. This API also has objects that take care of robot object creation, listing and search. This API is used by both StateFlow charts and Simulink models.

- **Configurations for legacy code integration**
  To be able to simulate the models created using our framework as well as generating code, one needs to make modifications to the model configuration parameters. These configurations are exported and provided for the end-user to import to the model instead of manual configuration.

- **Procedures and guidelines**
  Since a variety of software, tools and procedures are used to implement our framework, a comprehensive guideline and documentation is provided for the end-user to be able to easily use this framework for model-based design of NAO robots.
3.2 Problem formulation

The first motivations for this work initiated when students in our lab were starting work on the NAO robots to participate in RoboCup Standard Platform League (SPL) competition for the first time. By inspecting the recent champions’ codebase, it was realized that the process of developing applications for six robots, albeit homogeneous, will be challenging especially if the goal is to participate with a strong performing team. In a scenario like RoboCup games the layered architecture of the application logic is more obvious. Clearly one needs to separate the soccer playing strategies from lower layers of vision processing and planning and that should be as well distinguished from the much lower layers such as interacting with the camera APIs, joint control and device drivers. One of the main goals of RoboCup soccer games is to implement a superior game strategy as a high level distributed control logic which leads to the victory of the team.

There are high level modeling and logic design tools already available for programming in Matlab® such as LTLMoP [27] that assists in developing and testing robot controllers from high-level reactive behavior specifications and Open Motion Planning Library (OMPL) [28] that now could be utilized for NAO robots. However the problem is the integration with robots’ programming framework and the SDK.

Two main objectives were set to achieve this goal. One was to develop a framework and procedure to model high level scenarios in Simulink® and generate code. The other was to implement the high level logic of the players as finite state machine charts in StateFlow® software and generate code for implementation. Having these handy, one can easily design and model a dynamic system without being concerned about the hardware details as well as low level API usage. Finally the generated code must run on the platform of SPL competitions.
3.2.1 Simulink modeling and code generation

In section 4.3 we introduce Simulink® and Simulink Coder®, two major products from MathWorks® that aid engineers to model and simulate dynamic systems and generate production code. Control engineers already use Simulink® extensively in their control applications. Many automotive and even aerospace companies and research centers use model-based design using Simulink in life critical systems. So it is considered a well tested and very reliable software tool.

In recent years many add-ons, toolboxes and extensions have been developed to enhance the capabilities of Simulink® as well as making it suitable for specific applications and platforms. Some of these toolboxes were discussed in section 2 on related work.

To give a big picture, the basic idea was to be able to develop control algorithms such as PID control in Simulink® to create feedback systems commanding the NAO robot. Of course one is allowed to use already existing blocks from Simulink® toolboxes and libraries such as Control Systems Toolbox, Robotic toolbox or Image processing toolbox but we still need a library to contain blocks that model behavior of NAO robots in different levels from joint angle control to higher level behavior such as setting NAO to a specific posture control such as “sit down” or “standup”.

An ideal library would give the engineer the ability to model and simulate the behavior of the robot without even connecting to it using a third-party simulator such as Webots [10], control the actual robot’s behavior while connected to it and finally could be used in Simulink Coder® to generate production C/C++ code.

3.2.2 StateFlow modeling and code generation

When we talk about robot control we might refer to different levels of abstraction. It could be joint angle control which is easily attainable using a feedback control system
in Simulink. But sometime we are interested in higher level control of the robot action which is better referred to as logical behavior. For example we would like to add a logic sequence to the behavior of the robot as the following scenario:

- Stand up and Start turning your head around.
- If you see a red ball {
  - stop moving your head.
  - Walk towards the ball.
  - If distance is less than 5cm: stop().}
- If your head is turned more than 10 times {
  - Stop moving your head.
  - Turn around the whole body in place for 180 degrees.
  - Go to step one.
}

As one might realize, this if-else construct resembles a state machine structure. It could be easily realized by a Finite State Machine (FSM) or by using If-Else or Switch structure in a programming language.

Keeping in mind the capabilities of StateFlow software and the power of state machines, we were interested in developing logical behavior for NAO robots in StateFlow®. As in Simulink®, we are interested in being able to simulate the behavior of the robots as well as being able to generate production code.

One important point that should be kept in mind is the different nature of program execution in Simulink®/StateFlow® and a regular procedural program. The procedural behavior of a state machine is closer to a regular C program while a Simulation in Simulink® is controlled using a simulation engine which controls the execution of the
program’s logic in simulation steps. This difference will be discussed more in the following sections specially when dealing with code generation process.

Figure 3 shows the basic interface architecture used to connect Simulink/StateFlow environments with NAO API. As it will be discussed later, NAO Matlab API is used for simulation purposes and NAO C++ API is used for Code generation and standalone application development.

![Interface Diagram]

Figure 3) The interface concept necessary to connect Simulink/StateFlow and NAO API

Figure 4 shows a high level view of the internals of our proposed framework. The green boxes indicate this thesis’s contribution to the process without which model-based design if NAO robot’s is not feasible. The details of each component will be discussed in future sections.
3.3 Implementation objectives

Currently engineering software such as MathWorks ® products including Matlab®, Simulink® and StateFlow® offer great tools and methodologies to model, simulate and evaluate dynamic systems behavior. Diverse set of engineering toolboxes such as Control design toolbox, computer vision toolbox, signal processing toolbox etc. help programmers incorporate a great variety of algorithms from all engineering subjects into their models. MathWorks® also provides code generation facilities called Matlab Coder®, Simulink Coder® and StateFlow Coder® which previously were known as Real-time Workshop®. These code generation tools allow engineers to generate C and C++ code for target devices after they have developed their models and algorithms, simulated and verified their correctness.
In this work, the objective is to facilitate development of robotic systems. The code developed for robotic applications using provided APIs has certain characteristics as well as compile-time and run-time limitations that are missing from code generation facilities of MathWorks® coder tools. We have tried to enhance the capabilities of Mathworks Coder® tools by creating a Simulink® toolbox and related Target Language Compiler (TLC) files which will include target robot APIs to generate ready-to-build code for our robots. For the StateFlow charts the same type of procedure has been developed in order to be suitable for simulation and code generation within Simulink models. We have chosen NAO robots from Aldebaran Robotics as our target platform because of its powerful features, complete set of APIs, comprehensive documentation and ease of use. For the high level use case, we are considering Robocup Standard Platform League (SPL) competitions.

![Figure 5) NAO H25 humanoid robot from Aldebaran Robotics](image)

Even though the framework is developed for NAO robots, a lot of effort has been made to create a comprehensive documentation as a generic guideline for creating new blocks and automated code generation so the methodology could be easily applied to other robots such as iRobot Create and robotic platforms such as Robot Operating System (ROS) as well.
As it is explained in section 5, “The Proposed Solution”, after deeply investigating robot programmers’ needs and capabilities and limitations of the software to be used, we came up with a set of intermediate steps and a basic architecture for the framework to be developed. The following is a brief list of these steps:

1. Developing a StateFlow® Interface API and a Simulink® toolbox for simulation purposes which utilize the NAOqi Matlab API.

2. Developing a high level C/C++ Interface API acting as wrappers for NAO robots based on the NAOqi API for facilitating the code generation process of high level algorithms and behaviors. These classes act as an interface between the automatically generated code and NAOqi API.

3. Developing a Simulink toolbox including blocks that resemble NAO API such as initialization, motion, voice, vision for code generation purposes.

4. Creating appropriate Target Language Compiler (TLC) files for the automated code generation of toolbox blocks mentioned in item 2.

5. Developing a procedure and accommodating documents that helps a beginner start working with the developed framework quickly.
So far an effort has been made to clarify the problem we are facing and a big picture of what we need and how we can approach the problem. But before starting to explain the solution, since the proposed framework is taking advantage of many different technologies, hardware and software and is trying to implement concepts such as model-based design, it’s useful to have a brief overview of the methodologies as well as off-the-shelf software, frameworks and hardware used as part of the solution.

4.1 An introduction to Model-Based Design

Model-based design is a powerful design methodology that relies on mathematical models of systems to design, analyze, verify and validate the functionality of the system [29]. Engineers start designing by inspecting the specification and requirement analysis. In many cases the exact requirements are not identified at early stages of design and the engineer has to rely on informal characteristics of the system. Model based design allows users to start designing with minimal knowledge about the requirement.

4.1.1 Model based design

An important feature of model-based design is the ability to create modular systems since the whole system is created using basic blocks. Using subsystem concept one can achieve hierarchical design representing different layers of abstraction of the system model. These feature let engineers to be able to encapsulate their subsystems’ functionality which helps in understanding the system as well as testing it.

4.1.2 Model-based design of cyber physical systems

Design of the Cyber Physical systems is more challenging than systems with only computational units. When dealing with cyber physical systems, we have the element of “Physical World”. To be able to precisely model the whole system, we need to specify the
characteristics of the outside world (Physical, electrical and mechanical systems) and create a suitable model for them as well as for the computational elements.

4.1.3 Available platforms

Today there are many platforms and software available for Model-Based Design. Most of these software have a graphical interface which resembles graphical sketches used in design of feedback control systems or signal processing systems.

4.1.3.1 Simulink

Simulink® [2] from MathWorks® is an extension to Matlab® computing software that enables modeling, analysis and simulation of dynamic systems. One can also automatically generate C source code for real-time implementation of the models. Simulink® also offers tools for systematic validation and verification of models through requirement tractability, modeling style checking and model coverage analysis. Matlab® and Simulink® are proprietary software and one should purchase each as well as the required toolboxes and libraries. However there are some open source libraries and toolboxes available for use in Matlab® and Simulink® such as “Matlab toolbox for the iRobot Create” from United States Naval Academy [30] and TaLiRo Tools [31], [32] from Cyber Physical Systems lab at Arizona State University which is a Matlab® toolbox for analysis and falsification of hybrid automata and dynamical system models.

4.1.3.2 SciCos

Scicos [3] from Scilab is a free, open source modeling and simulation software. It offers graphical modeling, compilation, simulation, and C code generation for hybrid dynamical systems. In conjunction with Scicos-RTAI and Scicos-FLEX, one can generate hard real-time control executables. Scicos models could also be integrated with the Scilab programming language to enable scripting and batch processing of multiple
processing tasks. Models developed in Scicos could also be utilized in Scilab programming language as functions. E4Coder is a commercial toolset extending simulation and code generation capabilities of Scicos for embedded devices.

4.1.3.3 LabVIEW

LabVIEW® [33] from National Instruments® is a graphical programming environment for instrumentation, system design, signal processing that uses block based design and the data flow concepts. It resembles more of a visual programming platform than modeling software. In fact LabVIEW® was initially created to allow non-programmers to develop procedural programs without getting involved with coding as “G programming language”. Capabilities of LabVIEW could be extended by installing “Modules”. In fact to be able to fully model and simulate a dynamic system you need to install the “Control design and Simulation Module (CDSim)”. Using MathScript node, programmers are able to directly use a scripting language very close to Matlab® syntax. National Instruments® also offers modules to interface LabVIEW® application with other modeling and simulation software such as “LabVIEW® Simulation Interface Toolkit” that allows users to compile Simulink® models for LabVIEW®.

4.1.3.4 MapleSim

MapleSim® from MapleSoft® is a multi-domain system level modeling and simulation platform. One of the main pride points of MapleSim® is that it allows users to specify, track, simulate and analyze the effect of changes and component-level parameter tuning on the behavior of the system model.
4.2 NAO Robots

NAO is an autonomous programmable humanoid robot designed and manufactured by Aldebaran Robotics. It offers a rapid development environment for humanoid robotics. Since 2007 NAO robots are being used in Robocup Standard Platform League (SPL) competitions succeeding *AIBO* four-legged robots from Sony. There are various models of NAO developed, each suiting a specific application area. The one used in academia and SPL competitions, NAO H25, has 25 degrees of freedom. In the following sections features of this robot based on which this thesis is written, are portrayed.

4.2.1 NAO hardware

Table 1 lists brief technical specification for NAO H25 version. For a full detailed specification please refer to NAO Specification [34]:

<table>
<thead>
<tr>
<th>CPU</th>
<th>Intel Atom Processor 1.6 GHz</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sensors</td>
<td>IR Sensor(2x), Sonar Sensor(2x), Gyrometer, Accelerometer,</td>
</tr>
<tr>
<td>Microphones</td>
<td>4x</td>
</tr>
<tr>
<td>Force Sensitive Resistors</td>
<td>Head, feet</td>
</tr>
<tr>
<td>HD Cameras</td>
<td>2x</td>
</tr>
<tr>
<td>Loud Speakers</td>
<td>2x</td>
</tr>
<tr>
<td>Operating System:</td>
<td>Embedded GNU/Linux: OpenNAO, based on Gentoo distribution</td>
</tr>
<tr>
<td>Architecture:</td>
<td>X86</td>
</tr>
<tr>
<td>Programming SDK</td>
<td>Embedded: C++ / Python</td>
</tr>
<tr>
<td></td>
<td>Remote: C++ / Python / .NET / Java / Matlab / Urbi</td>
</tr>
<tr>
<td>Degrees of freedom</td>
<td>25 (Head(x2), Arm (in each)(x5), Pelvis (x1), Leg (in each) (x5), Hand (in each)(x1)</td>
</tr>
</tbody>
</table>
4.2.2 NAO Internals and Operating System

In this section we briefly explore the software internals of the NAO robots. Understanding how a program is executed within NAO, helps users to better understand and use the APIs as well as programming and configuring the robot.

An embedded software called NAOqi is always running on the robot on top of the operating system and is responsible for managing robot modules, communications and scheduling. NAOqi Software Development Kit (SDK) is a set of Application Programming Interfaces (API) provided in several languages such as C++, Python, Matlab®, Java and Urbi that help programmers develop application for NAO. The SDK also is supplied alongside with a build system called qiBuild which is created based on CMake and is responsible for project management, build and debugging the applications written using the C++ SDK.

4.2.2.1 NAO operating system

NAO has a full-fledged computer embedded in its head utilizing an Atom processor and running an embedded operating system called OpenNAO. OpenNAO is developed explicitly for NAO robots and is based on the Gentoo Linux distribution. The operating system is equipped with libraries and programs necessary to run NAO programs.

There are two default Linux users defined with usernames “nao” and “root”. The later has root privileges. It is possible to connect to the robot using an SSH client getting access to the robot’s operating system command line as well as the file system.

4.2.2.2 NAOqi Software

NAOqi [35] is the main program residing on the NAO that is responsible for managing resources in a higher level and provides an abstraction for the hardware and operating system through software components called modules and also the APIs.
NAOqi includes a reliable, fast, cross-platform robotic framework, NAOqi Framework [36], for developers to enhance the capabilities and functionalities of NAO. NAOqi supports all requirements of a robotic application such as parallelism, resource management, event handling and synchronization.

4.2.2.3 How NAOqi Works

NAOqi system provides system processes called “Modules” that are considered as main interactive components of the robot’s functionalities. Each module is responsible for taking care of a specific capability of the robot such as motion, text or speech processing, vision, etc. and provides the interface for high level layer to interact with the hardware and implement those functionalities.

Using the provided API's, programmer creates appropriate “Proxy” objects that are used to call the functions and services provided by the “Modules”.

Different levels of abstraction presented by NAOqi SDK will be a useful feature for code generation. However, in many cases, for model based design we need to ignore many underlying details and that is why we decided to create higher level classes in C++ which basically will function as wrappers for lower level functionalities and services. ROS (Robot Operating System) users can think of NAOqi as ROS core and modules as ROS packages/Nodes.

4.2.3 Programming NAO

There are various ways to exploit the capabilities of NAO robots and program it for a specific task. First of all note that one can either use a simulated environment or an actual real-world NAO to test the developed algorithms. In this project, both simulation environment and real robots are considered as the target for code generation. Again we have two choices for controlling NAO:

• Remote execution of the code from a desktop computer
• Building and downloading the code on the NAO and execute a local standalone program

In both cases we need to use the NAO API which is provided as NAOqi Software Development Kit and write the programs in either of the following languages: C++, Python, Matlab, Java, .Net. However NAO only supports local execution of C++ and Python code, the rest need to be executed on a host desktop/laptop computer and send commands to NAOqi system either via Wi-Fi or Ethernet.

The following summarizes the above programming paths for programming NAO:

• Simulation (Webots, RoboCup Soccer Server 3D- RCSS3D, etc.)
  o High level software (Choregraphe)
  o Programming using SDK (Matlab, Python, C++, Java, .NET)

• Actual NAO
  o Remote execution
    ▪ High level software (Choregraphe)
    ▪ Programming using SDK (Matlab, Python, C++, Java, .NET)
  o Local execution (On the NAO; Python SDK, C++ SDK)

4.2.4 Choregraphe® and Monitor®

Choregraphe® [37] is a high level block based programming environment to develop applications for NAO. It is used to create and edit movement and behaviors using its intuitive graphical environment. The blocks are programmed to implement behaviors from joint movements to high level posture transitions, walking algorithms and even object tracking all in one simple to use block. As in LabVIEW® and Simulink® environments, Choregraphe® takes advantage of execution flow concepts and the block execution order is dependent to the order in which they are connected to each other. Figure 6 shows a screenshot of Choregraphe software connected to an actual NAO.
Monitor® [38] is a software bundled with Choregraphe® that takes care of the other direction of data flow: NAO data to you. Monitor® lets user to “monitor” two important aspects of NAO and get a data feedback from the robot. It provides two modes: Camera monitor and Memory monitor. Camera monitor provides a real-time image/video feed of what currently is seen by NAO. Using Memory monitor one can monitor the values set in NAO memory locations as well as states of the robot and all communications that are using a shared memory. Monitor® is very useful for debugging applications developed either in Choregraphe or using SDK as standalone programs. Figure 7 and Figure 8 show screenshots of Monitor® for monitoring the contents of memory and a live video feed from NAO.
Figure 7) Monitor software showing the content of selected memory cells

Figure 8) Monitor software displaying what robot is seeing through its upper camera
4.2.5 qiBuild system

qiBuild is NAO’s build system created on top of CMake. It provides facilities for creating projects, compilation, build, linking and program debugging. Using the SDK, programming NAO is easy once the programmer understands how the internals of the robot and NAOqi framework function.

There are two sets of SDK provided for each operating system: One for local compilation of the C/C++ code to be run on the remote machine and another one for the Atom processor which requires cross-compilation on the development machine and transferring the executables to the NAO for execution. A toolchain using the desired SDK should be created first. By configuring a project before building it, one may specify which toolchain should be used in the build process.

From model developer point of view both should have the same procedure for code generation. The only difference is what toolchain is chosen to be used. A tutorial for creating qiBuild projects, creating toolchain and building NAO application using the SDK is presented in sections 8.2.2 to 8.2.5 and a complete reference of qiBuild is available at [39].

Figure 9 shows how a user can use different SDKs to configure and develop either remote application or standalone application for NAO. After generating code from the model and integrating it with a qiBuild project using our framework, one can either choose to compile the code for PC as a remote station or for Atom processor for standalone execution. No change has to be made in the model or the generated code.
4.2.6 NAOqi SDK

NAO is supplied with a rich set of well documented APIs for different languages. These languages include Python, C++, Java, .NET, Matlab and Urbi. Some of these APIs like C++ API are native meaning that they interact with NAOqi directly and some are basically wrappers in the target language that call functions in a native API (Matlab API using C++ API). All API’s have the same interface and function/class signature and the procedure to use them is all the same. Except that some are interpreted and some should be compiled.

4.2.6.1 C++ API

The C++ API is probably the most complete and most efficient NAOqi API to be used. However due to the compilation and build processes, one might face difficulties at first. An example “hello world” program using C++ API is as follows:
As shown in the code snippet, an object of class ALTextToSpeechProxy is created and a method on that object is called with appropriate arguments and that is all you need to code to make NAO “say” something. However you need to go through the project creation and build using qiBuild build system to be able to compile this code.

NAO API is composed of different sets of APIs each of which is dedicated to fulfill a specific purpose. For example ALMotionProxy class is intended to take care of most of motion-related behavior of the robot and ALRobotPostureProxy makes the robot switch smoothly between various predefined postures such as “StandUp”, “SitDown”, “LayBack”, etc. Example API classes and some associated methods are listed in Table 2.

Table 2) Example NAO API classes and associated methods

<table>
<thead>
<tr>
<th>API name</th>
<th>Sample methods</th>
</tr>
</thead>
</table>
| Stiffness Control API    | - ALMotionProxy::setStiffnesses()  
                         | - ALMotionProxy::getStiffnesses()  |
| Joint Control API        | - ALMotionProxy::setAngles()     
                         | - ALMotionProxy::getAngles()      
                         | - ALMotionProxy::closeHand()      
                         | - ALMotionProxy::openHand()       |
| Locomotion control API   | - ALMotionProxy::walkTo()        
                         | - ALMotionProxy::moveInit()       
                         | - ALMotionProxy::move()           |

A complete reference of ALMotionProxy API is available at [40]. You have to note in the motion category there are ALRobotPosture and ALRobotNavigation classes also available. There also exists other API for Core functionality, Audio, Vision, Sensors and Tracking [41].
4.2.6.2  Python API

Using Python API is probably the best place to start working with NAO robots since the API installation and integration with the Python environment is very straightforward and it needs no compilation. An example usage of the API for the NAO to say “Hello World” is presented here:

```python
from naoqi import ALProxy

tts = ALProxy("ALTextToSpeech", "192.168.1.155", 9559)

tts.say("Hello world")
```

4.2.6.3  Matlab API

Most of NAO APIs are native classes and functions written and compiled in the target language. However NAOqi Matlab API provided by Aldebaran Robotics for NAO is not a native API. NAO Matlab API is actually a series of Matlab classes and function wrappers that utilize a compiled version of C++ API through a compiled MEX file which will be described later. We should note that the MEX C++ files provided and compiled by Aldebaran is only a bridge between C++ API and Matlab wrapper functions.

As it will be explained in section 4.3.5, a MEX file is a dynamically linked library file that is consist of a gateway function named “mexFunction()” which is the entry point by Matlab engine. This function is considered the “main” function of the program. All other C/C++ functions are called from this function. Based on the gateway nature of this type of files, there is an interface to Matlab® workspace variables.

After installation of NAOqi Matlab API, the piece of code needed to implement the ‘Hello World” program in Matlab is basically the same as C++ and Python as shown below:

```matlab
tts = ALTextToSpeechProxy('192.168.1.155',9559);

tts.insertData('Hello World');
```
Let’s take a deeper look at this piece of code. The ALTextTOSpeechProxy() function is the constructor of a class with the same name defined as follows in a Matlab file, ALTextToSpeechProxy.m:

```matlab
classdef ALTextToSpeechProxy < handle % class definition
    properties (GetAccess='public', SetAccess='private')
        ptrProxyNaoQi;
    end
    methods
        function obj=ALTextToSpeechProxy(ip, port) % constructor definition
            obj.ptrProxyNaoQi = matlabproxy('ALTextToSpeech',ip,port);
        end
```
The constructor is calling matlabproxy() function which is a compiled MEX function. The main line of code inside matlabproxy() MEX file is the following which is responsible for creating an ALProxyRemote object for a specific module using NAO C++ API:

```cpp
ALProxyRemote *proxy = new ALProxyRemote(moduleName, ip, port);
```

The complete source for matlabproxy.cpp used to create the MEX function is available in APPENDIX.

Once the object for the action is created inside MEX function and is passed to the Matlab environment, one can call the methods associated with it. For the methods called from Matlab® code, another MEX function named “matlabcall()” is called which makes a call to the C++ API function “genericCall()”.

The source code for matlabcall.cpp is presented in APPENDIX.

### 4.2.7 Implementing simple behaviors using NAOqi Matlab® API

Here we show how to use the Matlab® API to implement simple behaviors. This is necessary to understand how the API works so later when the code generation tools and process is discussed, the procedure is more comprehensible.

As with all other APIs, to make NAO do something, first we need to create an object of that type of behavior (e.g. Motion, Speech, Vision, etc.) and then call the methods of the class on the object.
In this example we show how to make a movement for the “HeadYaw” joint of NAO in Matlab®. For a detailed documentation of Joint Control API visit Aldebaran Robotics website [42].

**Step 1)** To create an object of type motion we simply need to call the class constructor with the IP address and port of the NAO as its arguments and assign the result to an object variable of that specific class, as follows:

```
>> naoMotObj = ALMotionProxy('192.168.1.109', 9559)
```

If succeeded, a pointer ID will be assigned to the object. And this message will be displayed:

```
Almotion proxy created!
naoMotObj =
ALMotionProxy with properties:
ptrProxyNaoQi: 1432727224
```

**Step 2)** The next step would be to set the stiffness of the joint (or a group of joints using the parent name of the joints). To stiffen a specific joint (‘HeadYaw’):

```
>> naoMotObj.setStiffnesses('HeadYaw', 1.0)
```

Alternatively we can stiffen a parent group of joints including “HeadYaw” and “HeadPitch” which is named as “Head”:

```
>> naoMotObj.setStiffnesses('Head', 1.0)
```

**Step 3)** Calling the appropriate function to set the angle of a specific joint to a set value:

```
>> naoMotObj.setAngles('HeadYaw', -1.0, 0.2)
```

The first parameter is the standard name of the joint, the second is the target angle (ranges from -2.0 to 2.0) and the last is the speed of movement (ranges from 0.0 to 1.0). After executing this last command you should see the robots head moving.

You can also use `angleInterpolation()` function,
>> naoMotObj.angleInterpolation('HeadYaw', [1.0, -1.0, 0.0], [5.0, 15.0, 25.0], true)

The first argument specifies the joint. The second is a list of angles to be traversed based on the corresponding times list as the next argument and the last argument is a Boolean that denotes if the angles are absolute or the values are relative to the current angle. In the above example, the 'HeadYaw' joint will go to the angle 1.0 at time 5.0 then keeps moving “such that” it will be at angle -1.0 at time 15.0 (10 seconds later) and then keeps moving till it is positioned at angle 0.0 at time 25. So the whole process takes exactly 25 seconds from the beginning. This function smoothens the joint movement by using interpolations.

**Step 4)** When you are done using a joint or a group of joints, you should “unStiff” the joint(s) in order to avoid the motors to heat up as well as decreasing the power consumption. You “Un-Stiff” a joint or set of joints using the same function but calling it with a value of zero:

>> naoMotObj.setStiffnesses('Head', 0.0)

This command “un-stiffens” the “Head” joint group which includes “HeadYaw” and “HeadPitch”.

In this section, the basic concepts and tools of programming simple NAO behavior is briefly explained which will be used to understand the procedure of code generation from Simulink® models and StateFlow® chart. Complete NAO SDK reference and programming guide is available at [43].
4.3 MathWorks® Software

To develop a complete framework it was necessary to utilize a set of fully trusted and reliable tools and software. Matlab®, Simulink®, Matlab Coder®, Simulink Coder®, StateFlow® and StateFlow coder® are products from MathWorks® that this thesis heavily relies on to produce a framework for modeling, simulation and automatic code generation for NAO robots. In this section we briefly introduce these software and their characteristics.

4.3.1 Simulink® and StateFlow®

Simulink® is a software tool for modeling and simulation of dynamic reactive systems. It is developed as an extension to Matlab®. Capabilities of Simulink® could be easily enhanced by installing hardware and software products from MathWorks® as well as third-party developers. StateFlow® is one of the official extensions of Simulink® that provides an environment for developing state machines and flowcharts. Simulink® also has Support Packages for a number of embedded and robotic systems such as Lego Mindstorms NXT, BeagleBoard, Raspberry Pi and Arduino boards. Support packages provide more capabilities than a simple library. An engineer can develop a model using these packages, simulate and run the model on the target hardware directly from Simulink® environment without getting involved with the code generation and compilation process and also monitor the signals and variable from within Simulink® environment.

StateFlow® is a toolbox within Simulink® that allows adding modal systems and defining Finite State Machine charts inside our models to model dynamic reactive systems. If a system has no operating modes, the system is stateless. If a system has operating modes, the system is modal.
There are already hundreds of proprietary and open source toolboxes developed to be used with Simulink® for different purposes such as planning, control law integration, verification and validation, vision etc. Some of these libraries also support automatic code generation for models containing their blocks. One of the benefits of using Simulink® and StateFlow® is being able to use the third-party tools that are already developed, debugged and verified such as Robotic toolbox [44] for incorporating basic locomotion and planning algorithms, S-TaLiRo [45] for verifying complex temporal properties of Cyber Physical Systems and LROMP [46] for robust optimal multi-robot planning with temporal logic constraint. Having a large variety of toolboxes and add-ons for Simulink® makes it a good choice for modeling, simulation and development of robotic applications, at least in university environments where access to the Matlab® platform is provided.

4.3.2 Understanding Simulink® simulation

Before we dive into the modeling, simulation and code generation, let’s see how Simulink® simulates a model of a dynamic system. Getting started to work with Simulink® and understanding how the simulations work could be a little different for computer science students who are more comfortable with structured procedural programming in languages such as C++ or Python. User needs to know that what a simulation is, how Simulink® simulates a model, what a solver is, what a time step and step size are, and first of all what a signal is and how these properties map to the generated code as a procedural program. In Figure 10 the flow chart of a Simulink® simulation is illustrated.
When the simulation starts, as the first step, the model compiler is invoked and the model is initialized. Then simulation phases begin which are described next [47].

1. **Model compilation**

   Model compiler performs a series of task as follows: The block parameters’ values as well as signal attributes are calculated and determined. A process called attribute propagation is performed to resolve the unspecified attributes in the model. Model is flattened if there are any virtual subsystems available and block reduction optimizations are carried out.

2. **Link phase**

   In link phase, necessary memory is allocated and initialized for the model states, signals and parameters. In this phase methods of model’s blocks are listed to find out the most efficient order of execution for computing each block’s output. Priorities and execution order of blocks are also determined in this phase.
3. Simulation Loop Phase

As soon as a model is initialized, it enters a loop in which simulation engine successively computes the states of the system as well as the outputs. To do so it first needs to calculate the state updates and outputs of every single block in the model and then propagate the values to calculate the main model’s output.

This loop continues to be executed till the “simulation time” is up. The loop executes the model update functions to update states and outputs in each iteration. Each iteration is called a “time step” and the time period in which this loop is repeated is called a “step size”. Step size of a simulation could be fixed (fixed-step size) or variable (variable-step size). There are procedures called “Solvers” that are used to determine the value of step size in a simulation. However for variable-step size simulation, the solver is called each time a loop is executed. The shorter the value of the step size, the more accurate is the simulation and the longer it takes to simulate the system.

One can specify simulation properties of a model by setting the values in model configuration parameters window. A solver type as well as the algorithm should be chosen. For fixed-step size a fixed-step size value also known as “fundamental sample time” could also be chosen. This configuration is depicted in Figure 11.

![Figure 11) Model configuration parameter window](image)

Obviously if a fixed-step size is specified in model configuration parameters window, the step-size for the whole simulation time will be fixed.
In the next sections when discussing code generation, the suitable configurations that should be set for models as well as how these settings affect the generated code, are explained.

4.3.3 Signals in simulation and mapping to the generated code

A signal is a “Variable” that its value changes over time. So this concept is different from a vector or an array in Simulink®. For example consider the following model shown in Figure 12 and the result of simulation for 10 second in Figure 13.

![Figure 12) A simple Simulink model without a time-varying signal](image)

![Figure 13) Simulation result for the above model](image)

When we start the simulation, Simulink® first initializes the necessary variables, models and blocks and then begins going through a “simulation loop”. in each iteration, Simulink® reads a value from the “Gain” input which is the constant value “1” calculates
the internal states of the “Gain” block and its outputs which would be number “3” and sends the value to the sink (here the scope). The same procedure is performed in the next iteration but since the value of the input constant is not changed, the same output value is generated and that’s why we have a constant input signal of value 1 and a constant signal of value 3 as the output signal for the whole duration of the simulation (10 seconds).

However the value of most signals is changed over time such as sinusoidal signal. In fact definition of a dynamic system is one that changes over time. Trying to understand these differences helps a lot in converting a simulation to a procedural C program.

Even if we replace the constant with a vector, still we have a “constant vector” whose values do not vary over time. In Figure 14 a model with time-invariant vector signal is shown. The result of the simulation is depicted in Figure 15.

Figure 14) A Simulink model containing a time invariant vector signal
But what if the input signal is a time varying signal such as a Sine wave? In Figure 16 a model with a time-varying Sinusoidal signal is illustrated. Note that by using the terms “time varying” or “time invariant” we refer to the value of the signals being changed during the course of simulation not the system or Sine block. The result of the simulation is shown in Figure 17.

Figure 15) Simulation result for the above model

Figure 16) A Simulink model with a time varying signal
Figure 17) Simulation result for the above model

The model shown in Figure 16 is simulated using the following setting: Fixed step size with no continuous states and the value of fixed-step size is set to “auto”. By setting this to auto, based on a specific formula, Simulink calculates the “step time” between the calculations of each “time-step” and normally it is equal to the least common denominator of the specified sample times in the model (fundamental sample time of the model).

Figure 18) Simulation configuration for the last model

To make the simulation and how it works more clear, let’s increase this fixed-step size to a greater value such as 0.5 (seconds) instead of auto. The result of the simulation is displayed in Figure 19.
Now that we have bigger step-sizes, it is obvious that only at times 0, 1, 2, ... and 10 the model is evaluated and the lines are drawn using a simple interpolation. So we can say the simulation has iterated through the simulation loop 11 times.

For a more detailed explanation of this procedure, visit “Simulating Dynamic Systems” [47] and “Modeling Dynamic Systems” [48].

4.3.4 MathWorks® Coder® products

MathWorks® Coder® products are the next generation of code generation facility used with Matlab® and Simulink® [49]. Before version R2011a the whole package was known as “Real-Time Workshop®” and “Embedded Coder®”. After some improvement and adding new features it was split and restructured into three separate products known as “Matlab Coder®”, “Simulink Coder®” and “Embedded Coder®” as shown in Figure 20.
Matlab Coder® allows users to generate standalone ANSI/ISO C/C++ source code for Matlab® functions and Scripts which could include control constructs, functions and matrix operations. Generated code is well documented and portable. You can configure the Coder to generate code for specific target hardware architecture. It also supports code generation for many toolboxes such as DSP system toolbox and Computer Vision toolbox [50]. The generated code could be used for standalone execution, accelerating Matlab® algorithms (Using MEX-Files) and embedded implementation on target hardware. When working with all MathWorks® Coder products, you can choose if you only want to generate source code or if you also need the code to be compiled and built.

Even though Matlab Coder is supplied with a built-in compiler called LCC, you can set it up to use a third-party compiler or build system already installed on the machine such as GCC and Microsoft Visual Studio®. Based on the parameters set in the model configuration, the generated C/C++ source code has different properties and fits better for a specific type of application.
4.3.5 Matlab® Executables (MEX-Files)

Using MEX (Matlab Executable [51]) a Matlab® programmer can execute C, C++ and Fortran code from Matlab® environments as if they were built-in Matlab® function. Binary MEX files are user defined dynamically linked libraries that are generated using MEX utility. MEX functions are also generated using Matlab® Coder and the same configuration applies for both procedures.

A MEX source file is basically a C source code written based on a specific structure and rules. A MEX source file should include a entry function named mexFunction() that acts as the entry point of the routine and also as a bridge between Matlab® and the binary MEX file. mexFunction() has the following signature:

```c
void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[] )
```

From inside mexFunction() you can call other C functions while passing input parameters received from Matlab® environment using “prhs” array and sending back the results to Matlab using “plhs” array. “prhs” stands for Pointer to the Right Hand Side elements (inputs) and “plhs” stands for Pointer to the Left Hand Side elements (Outputs). nrhs and nlhs arguments specify the number of input and output parameters, respectively. These parameters are passed to and used by the mexFunction() in run-time. Calling method of a MEX function is the same as calling a Matlab® function and the name of the MEX file is considered the name of the function.

NAO Matlab API is written using this method, details of which is explained in section 4.2.6.3.

4.3.6 Simulink Coder® and Embedded Coder®

There are some automated code generation tools available for automatically generating source code and executables from Simulink® models. The most prominent
one, Simulink Coder®, formerly known as Real-Time Workshop®, is a subset of Simulink® software that takes care of all tasks related to generating and compiling S-Functions, generating code and compilation as well as debugging the code. Another well-known commercial software tool that is used as a code generator for Simulink is TargetLink® from dSpace® corporation [52] which is used for ANSI/ISO C as well as production code generation optimized for specific processors. It also supports AUTOSAR-compliant code for automotive applications [53].

Embedded Coder enhances capabilities of the two other Coder products by generating embeddable code for Matlab® scripts and Simulink® models that is optimized for use on embedded systems and processors.

4.3.6.1 Building a Simulink® model

Simulink Coder® makes the process of code generation very easy. In this section the procedure of generating code from Simulink® models are explained on top of which we build our framework.

4.3.6.2 Building a Simulink block/sub system

There are times that you only need to generate code for a particular part of your model, or a subsystem, instead of for the whole model. One reason is to replace the subsystem with the equivalent S-Function to speed up the execution of that part of your model. Since the subsystem is replaced with a compiled S-function, in complex cases you can accelerate your model. The acceleration is noticeable if that part is computationally intensive and has features such as highly iterative loops, a lot of hardware interaction or comprises a notable amount of dynamic memory allocation.

The other reason for generating code for a subsystem is creating libraries and reusable blocks that we can reuse later in further projects as well as implementing that code on the actual hardware.
In this project as a part of developing the framework, it was necessary to build a Simulink library consisting of basic reusable blocks that engineers could make use of in their projects and later be able to generate code for that model.

As mentioned earlier, when the Simulink coder® is called to generate code for a whole model, it takes steps such as model checking, flattening the virtual subsystems and then it moves to generating code for the model. To do so, Simulink Coder® firsts needs to know what is the equivalent C/C++ code for each single block. When this is clear, then it can proceed and generate code for the whole model.

By setting a subsystem as “Atomic”, Simulink® treats the subsystem as a unit when determining the execution order of block methods. After setting a subsystem as an atomic unit, you have the option of configuring the code generation parameters of it as well. Figure 21 shows the existing options for packaging of a subsystem in the generated code.

![Figure 21) configuring the packaging setting of a subsystem](image)

“Inline” value embeds the body functionality of the subsystem within the source of model’s main step function. “Nonreusable function”, generates a function without arguments for the subsystem and it only acts on global variables. By setting this option to “Reusable function” Simulink Coder® creates a function in a separate file that takes input arguments so it could be used multiple times in different contexts.
Here we should be reminded of the importance of modular design in both creating a library as well as creating engineering models. Based on this engineering design principle, and by iterating the code generation process for simple blocks, we realized that by labeling our blocks as “Reusable Atomic Subsystem” the code generated by Simulink coder is more modular, more readable and it will be easier to debug and maintain.

4.3.6.3 S-Functions

Using S-Functions [54] we can extend the capabilities of Simulink® and implement our algorithms and add custom blocks to our models. S-functions utilize MEX files (Which could be written in Matlab, C or C++) and are developed based on a special format using “S-Function API”. Simulink® engine dynamically loads S-Functions while executing the models.

S-Functions support implementation of continuous, discrete and hybrid systems. We can also use S-Functions with code generation products and even customize the generated code for those blocks by writing tailored TLC files.

An S-Function is composed of a series of call-back methods called by the simulation engine in each simulation stage to perform a specific task or algorithm. These call-back functions cover initialization, calculating next time step, calculation of outputs. Updating states and integration for the block. There are two types of S-Functions:

- Matlab S-Functions
- C-Mex S-Functions

Matlab S-Functions (Level-2) are easier and faster to develop and have easier access to Matlab® toolbox functions while avoiding the time-consuming compile-link-execute cycle. C-MEX S-Functions are better for integrating legacy C-Code and it may simulate faster than Matlab® S-Functions. We have used Matlab® S-Functions to develop the NAO
Simulink® library for simulation and have used C S-Functions for developing the NAO Simulink® library for code generation.

4.3.6.4 Creating and using S-Functions

As the initial idea we decided to use the NAO Matlab APIs and created Simulink blocks for NAO. In this way, we could create models and simple control algorithms in Simulink®, simulate the system as a hardware-in-the-loop system. This method is not the best way to create Simulink® blocks to utilize the NAO APIs because we cannot generate code from Matlab S-functions that call MEX functions. However, we realized that first creating blocks using this method helps us create C-MEX S-function blocks that are suitable for code generation as well.

4.3.6.5 Available S-Function Implementations

You can create S-functions in one of the following ways [55]:

- A Level-1 MATLAB S-function
- A Level-2 MATLAB S-function
- A handwritten C-MEX S-function
- The S-Function Builder (C-MEX)
- The Legacy Code Tool

Level-1 Matlab S-Functions implement older version of S-Function API and lack many of the power of the newer API implemented in level-2 Matlab S-Functions. Hand-written S-Functions requires a great knowledge about the S-Function API and the simulation procedure and finally legacy code tool is used for simple S-Functions. The blocks to create S-Functions of different types are shown in Figure 22.
After investigations and creating examples, it was determined that the most flexible, easiest and robust method suitable for developing our framework is to use “The S-Function Builder”.

Figure 22) Available tools for creating S-Function blocks in Simulink

4.3.7 Using PackNGo utility

After code is generated using Coder products, you can use the “PackNGo” utility to move all the generated code as well as all the necessary Matlab®/Simulink® files and artifacts to your favorite IDE or build system and compile and build the model’s source code in that environment. This is very useful for us since we can use that to move our generated code to our qiBuild project. All you need to do is to choose the option in model’s configuration parameter pane and start building. A Zip file will be created in the current directory containing the generated code as well as all other Simulink® files, headers and artifacts necessary or simulation and execution of the application. This feature residing in model configuration pane is shown in Figure 23.

Figure 23) PackNGo utility for code generation
5 THE PROPOSED SOLUTION

In this section, with regards to the problem formulation and statement in section 03, an ideal approach to solve the issues with model-based development and code generation is proposed. To be able to offer the best solution, a thorough study was accomplished on different capabilities, capacities and power of the desired tools such as Simulink®, Simulink Coder®, NAO API and the qiBuild system as well as different modeling and build methodologies. In the meanwhile a big picture of the solution was tried to be kept in mind which is presented in the next section.

5.1 Ideal solution: the big picture

As mentioned in previous sections, dealing with low level APIs as well as complex build procedure, debugging etc., distracts the designer of the CPS system from the high level design of the product. Engineers need more abstract tools to design a complex system while maintaining the flexibility, performance and the ability to maneuver on the details if needed.

Keeping that in mind, the initial abstract idea was to have a Simulink® toolbox consisting a set of Simulink® blocks and StateFlow® functions that could be used to model and simulate NAO robots in Simulink®/StateFlow® environments and be able to automatically generate C/C++ code from the model after verification and validation phases, provided that a well developed procedure/guideline is documented and made available for the engineer. The generated code is expected to be easily integrated in a qiBuild project. Once again, the process of code generation from models is accomplished by StateFlow Coder and Simulink Coder. Our framework only interfaces the model with NAO Matlab API for simulation and interfaces generated code with the NAO C++ API for creating executables.
It was desired to find a generic solution for code generation such that it is flexible and could be expanded to be applied to almost any robot, robotic platform and embedded systems in our lab. Figure 24 shows a basic idea that initially was in mind that is a Simulink® block that is used in a model to control and monitor the angle trajectory of a specific joint. This block that should be bounded to the setAngles() function from the NAO API. The function parameters such as the IP and port of NAO as well as the name of the joint, is set in the block parameters configuration (created as a Mask). The desired angle trajectory and monitored angle trajectory are connected to the block as signals to the input and output ports of the block, respectively.

Figure 24) The basic "White-board" idea

As we will discuss in future sections, to create new Simulink® blocks we need to use S-Functions. For Simulation purposes, a set of blocks are created using Matlab S-Functions which utilize NAOqi Matlab API. Another Simulink library is created using C S-Functions that make calls to legacy C/C++ code and is intended for code generation. There are good reasons to choose such an approach:

1- It decreases the complexity of the system.
2- It reduces the issues with connecting MathWorks® Coder products and our actual development build system (qiBuild).

3- You can add constructs such as “Try/Catch” for exception handling in your legacy code. Some programming constructs such as try/catch are not basically supported for code generation if used inside Matlab code.

4- This approach was desired to be a generic solution and could be applied to many different robots, API, platforms, build systems, robotic frameworks (e.g. ROS).

5- This strategy hides the version incompatibility of the NAOqi API. For example for moving NAO, before version 14, the function was named walkTo() and after that it was renamed to moveTo(). We use the newer version as the unique interface in both StateFlow Interface API, Simulink S-Functions and the C Interface API while underlying code uses the most recent version of the API.

5.1.1 Ideal procedure

In the next paragraphs a procedure is presented that should be followed step by step to create model-based NAO applications using our proposed framework.

The first step is to create the Simulink® model using the native blocks as well as the proposed NAO Simulink® library for simulation. We also insert StateFlow charts and use the StateFlow interface API to make functions calls such as “getAngles()” either during transitions or inside states. Since both Simulink® block and the StateFlow® interface API use the NAOqi Matlab API, we can start the simulation without any further steps.

After we are satisfied with the simulation results we replace the NAO Simulink library for simulation with its equivalent for code generation which includes S-Functions utilizing the C/C++ interface API. To simplify the process, a configuration file is provided for the users which should be imported to the model as its configuration
parameters setting. This file determines the basic configuration of the model such as the type of solvers used or the properties of the generated code. It also specifies the legacy interface header files to be included in the generated code as well as the “defines” that are necessary for the application to run properly. One of the most important definitions is the name mapping of robot addresses for facilitating the function call usage as shown below. An example of the C interface function call is also presented. This address string contains the IP and Port of the NAO. Interface API parses this string and extracts the IP and port values automatically.

```
#define NAO_A "192.168.1.155:9559"

setAngles(NAO_A, "HeadYaw", 1.2, 0.2);
```

Using Simulink Coder®, C/C++ code is generated for the whole model which in part includes generated code for each single block that in turn incorporate interface API function calls. Using PackNgo utility of Simulink coder, all the generated code, header files and necessary Simulink files are packaged in one compressed file that makes the transition to the qiBuild project easier. The generated code has one main file which corresponds to the whole model and using three functions, `Model_Initialize()`, `Model_Step()` and `Model_Terminate()` makes call to the associated functions of all the blocks inside the model. There are other C/C++ files as well that each represents the equivalent code for each block. We should note that due to the modularity feature of the system we have defined all the custom blocks of our Simulink® library and also StateFlow chart blocks as “Atomic reusable units” in the models and that is why for each block a separate reusable function/file is generated.

The next step is the creation of the NAOqi project using the qiBuild system. After initializing the project, a Microsoft Visual Studio® solution is also created which could be used to develop the rest of the project in.
The final step would be the compilation. Since the Microsoft Visual Studio® solution is generated using the qiBuild system, all the linking to the compiler and make system is taken care of so we can compile, run and debug the qiBuild project, which now includes the model’s generated code, directly from Visual Studio. The resulting executable could be executed from desktop machine and communicate with NAOqi system running inside NAO via a Wi-Fi connection. Note that we can also generate code and executable to be run on the NAO as a standalone module. The only change would be to choose the cross-compile toolchain for Atom processors when creating the qiBuild project.
5.2 Design consideration

Based on problem statement in section 3 it was established that a good solution has to possess the following features to be accepted and utilized by control and software engineers [56]:

5.2.1 High level

One of the core objectives of this thesis is to provide non-programmer engineers with a high level tool that abstracts the functionality of NAO robots and is easy to understand and model. While resembling a procedural programming interface it should hold properties of a simulation environment.

5.2.2 Encapsulation

The blocks and intermediate functions/classes used in modeling and code generation process should encapsulate the details of the system so the engineer is not concerned about the details such as library dependencies or run-time error handling.

5.2.3 Layered Architecture

A good design principle in computer systems development is layered architecture. This has been practiced in many standards such as ISO OSI reference mode for networking and is proved to be valuable. In [57] and [58] author (Rodney Brooks, founder of iRobot Corporation), has proposed a layered architecture for mobile robot design and shows how to decompose a complex design problem using this type of architecture. In the later publication, reusability of such design practice for different targets is emphasized.

5.2.4 Reusable

Our proposed framework had to be modular and reusable so that the procedure could be used in various situations. This constraint also contributes to the encapsulation
and high level features described before. An effort has been made to create all Simulink® blocks, functions and also the interface C/C++ API to be reusable and modular such that high-level models and low-level components could be reused.

5.2.5 Flexible

Even though the framework and examples in this work are based on a specific operating system, particular build system and modeling software and a specific type of robots (NAO Humanoids), the utmost effort has been made to provide the procedures and guidelines as generic as possible such that high-level software models can be reused on other low-level platforms that offer a similar set of APIs.

5.2.6 Expandable

All software, APIs and robotic systems used in this thesis are academic but complex and full-featured products. The proposed framework is created to be used as more of a “template” so that the rest of the system’s capacity could be integrated and utilized as a part of the framework without a hassle.

5.2.7 Hierarchical design

Hierarchical design helps engineers to cope with complexity of the systems. If a bottom-up design approach is taken, the designer of the system starts by developing smaller systems. After verifying the functionality and testing, they could be used as the atomic building blocks or components of the higher level hierarchy. In top-down approach, first a big picture of the highest level system with the desired I/O and computational functionality is designed and then the designer steps inside the top levels system and starts designing the lower levels. In [59], [60], and [61] in separate researches, authors have designed hierarchical controls systems for Unmanned Aerial vehicles (UAV) emphasizing the importance of hierarchical approach.
Model-based design tools provide concepts and tools such as subsystems to implement this design principle. In this thesis relying on the provided tools, we have tried to create the framework in such format that is suitable for this type of design.

5.2.8 Debuggable and verifiable

A great feature of model based design is that it allows designers to verify the functionality of their systems at early stages of design before proceeding to the next steps. Applications developed using the framework proposed in this thesis, are easily debuggable and verifiable using the tools already supplied by qiBuild build system and the supported IDEs. After simulation, minimal changes are made to the model to prepare it for code generation hence the generated code is kept verified.

5.2.9 Interface Consistency

An ideal framework would help the designer to model the robot’s behavior for simulation and with minimal changes, generate code that is appropriate for hardware implementation. To achieve this goal we have created two sets of interface API. For simulation, a Simulink® library and a StateFlow® interface API is created that utilizes the NAOqi Matlab API. For code generation, another set of equivalent Simulink® library and a C/C++ interface API is developed. The Simulink library blocks for both simulation and code generation have the same block interface and parameters. Also the functions defined in both StateFlow® and C/C++ interface APIs, have the same function signature.

5.2.10 Simulink/StateFlow support for proposed design consideration

Simulink® and StateFlow® provide features to satisfy most of the design constraints mentioned above. For example, using subsystems one can develop a hierarchical model. Atomic subsystems allow creation of reusable modular system. Using S-Functions one may expand the capabilities of Simulink®. Simulink® allows specifying
two different set of legacy code for integrating with the model; one set for simulation and another one for code generation. Using this feature the engineer can develop one interface for two implementations. Finally Simulink® offers a great built-in debugging utility as well as model checking tools.
5.3 Architectural design

Based on the simulation procedure of models in Simulink®, the diagram shown in Figure 25 depicts where the framework stands in the simulation and code generation process. The green boxes are contributions of this thesis to the process.

![Simulation and code generation process and thesis contribution](image)

From the standpoint of the framework’s end-user, the ideal general steps for model-based design, code generation and compilation for a NAO application using NAOqi C/C++ API utilizing our framework would be as follows:
1. Creating a qiBuild project
2. Initializing and building the project
3. Developing Simulink model and StateFlow charts using NAO Simulink® toolbox and StateFlow® Interface API
4. Configuring the model configuration parameter for code generation
5. Generating code from the model
6. Integrating the generated code with existing qiBuild project in an IDE
7. Compiling and building the project using qiBuild system through the IDE
8. Testing and verifying the conformance of the application with the model
9. Iterating the process from step 3 if the desired results are not achieved

To fully utilize the code generation tools of MathWorks® products, it is necessary to add some extensions to the current system to enhance its capabilities. Based on the accomplished literature review and studying the Coder products’ documentations, it was established that we need to add the following modules to the system.

- A StateFlow Interface API for simulation (utilizing NAOqi Matlab API)
- A NAO Simulink Library for Simulation (using M-S-Functions utilizing NAOqi Matlab API)
- A NAO Simulink Library for code generation (using C-S-Functions utilizing NAOqi C++ API)
- A set of Target Language Compiler files
- C/C++ Interface API including implementing and wrapping NAO C++ API
- A default configuration file to be used for the models

The characteristic and architecture of these tools are explained in the following sections.
5.3.1 Framework Architecture

Based on the design considerations, the architecture shown in Figure 28 was proposed. In this layered architecture, some components are off-the-shelf such as Simulink®, Simulink Coder® and NAOqi API and some are designed and developed as a part of our framework such as the StateFlow Interface API and C/C++ Interface API.

After developing the model, if user decides to simulate it, he/she proceeds with the StateFlow® Interface API and Simulink® toolbox created for simulation. For code generation, user simply replaces simulation toolbox and interface API with the Simulink® toolbox and C/C++ interface API developed for code generation. Minimal or no changes are made to the actual algorithm in the model. Figure 26 and Figure 27 demonstrate the high level architecture used to develop our framework. The top blue layer us what is developed by the end-users of our framework, the middle green layer shows our contribution and bottom purple section shows already available tools and software.
Figure 26) High level architecture for frameworks usage for Simulink model
Figure 27) High level architecture for frameworks usage for StateFlow Charts
Figure 28) Framework architecture
5.3.2 NAO Simulink® Library

Using NAOqi framework APIs, a Simulink® toolbox containing Simulink blocks is created that uses “Legacy Code Integration” features of Simulink Coder®. It is composed of interfaces to the classes and functions of the API.

This block set includes NAO Initialization Blocks, NAO Motion Blocks, NAO Vision Blocks and NAO Speech Blocks. The blocks are created in different levels of abstractions. For example there are blocks for changing the angle of a joint (as a low level functionality) as well as blocks for walking (which uses walking algorithms developed for NAO). Development these blocks are based on the Simulink C-MEX S-functions which are appropriate for code generation. S-Function Builder is used to create these blocks.

5.3.3 Target Language Compiler (TLC) files

Simulink Coder to be able to generate correct code and integrate legacy C code into our models and the generated code, needs know about the functionality and how to map each block to C/C++ code. This is performed by creating custom TLC files to be used by the Target Language Compiler in code generation process. S-Function Builder tool assists in automatic generation of these files however some modification of the structure of these files was inevitable.

5.3.4 Interface Wrapper Classes and Functions

As mentioned before, one of the good approaches for code generation for custom target systems is to provide higher level abstractions for the available functionalities as well as creating higher level function wrappers to be used in models that will eventually call the legacy API functions in compilation process.

Simulink allows users to integrate two sets of legacy code in their models and blocks: one set for simulation purposes and one set for code generation as indicated in Figure 29.
The details of implementation are fully explained in section 5.4.

5.3.5 Default configuration file

All aspects of the model’s configuration could be defined and modified using the “Model Configuration Parameter” panel. One can modify and tune these parameters to achieve the desired results both in simulation and code generation. A model configuration could be exported as an M-File and later used in future developments by importing it.

After performing many tests and adjustments, a final configuration file was determined to be the most suitable for use in our proposed framework. This configuration also includes custom code directives, library paths, source codes, “include files” and directories to be integrated in the generated code.
5.4 Framework Implementation

In this section the actual implementation of the framework is described. Due to the different nature of simulation and code generation, the framework is split into four sections to be used for different purposes as listed below:

- Simulation of NAO StateFlow charts
- Simulating of NAO models in Simulink
- Code generation of NAO StateFlow charts
- Code generation of NAO models

First the development process for each item in the list is explained and then the procedure for using the framework is described. Some examples are also developed for each of these approaches that will be presented in Examples section on page 92.

5.4.1 NAO StateFlow Interface API for simulation

A StateFlow® library containing a series of StateFlow® Graphical Functions with the same signature as C interface API for code generation is developed. When the model is in simulation mode, function calls within states and on transitions use this API to communicate with NAO. For code generation, the C interface API is used which is explained later. A part of this API is presented in APPENDIX C.

A model template is provided for users to populate using their own design. It contains two super states. The first one is for initializing the robot objects with a specific IP address and the next one contains the actual algorithm. This template is shown in Figure 31.

As shown in Figure 30, the StateFlow interface API is composed of functions written in StateFlow graphical functions to interface with NAO API. As shown, these function could be called as state actions inside StateFlow.
Figure 30) An StateFlow Interface API function created to utilize walkTo() function

Figure 31) Provided template for model development
In StateFlow, you can call a Matlab function as your action using the “ml” namespace or ml() function. Using this function, we can call the Matlab® API functions as we use them in Matlab® environment. The point is that since we are calling a Matlab® function, we should assign the return values of functions to a Matlab® variable or object. We can access Matlab environment variables using the following syntax:

\[ \text{ml.theVar} \]

The approach that is taken for resolving run-time errors and catching exceptions should have been declared. For example when the ALMotionProxy cannot connect and create a function, an exception is thrown by the NAO API. One way is to use try and catch in a Matlab script. However you cannot use try/catch construct inside states as actions.

Before one starts to develop the algorithm in the model, they need to create robot objects using their IP addresses. The function initNAO(NAO_IP) from the StateFlow Interface API should be called in the first super state, passing an IP address as an array of 4 integers. Due to the limitations of StateFlow® for using strings, it is not possible to use a string for the IP addresses. The necessary objects will be created and placed inside a list called RobotList[]. When a function is called within a state or on transitions, the list is searched for the object with the specific IP and it calls the method on that object. Note that for code generation there is no need to add these initial states since the object creation and management is taken care of inside the C/C++ interface API.

Figure 32 shows the initNAO(IP[]) function used to create objects of three sample NAOqi classes of one NAO and adding them to RobotList array.
The next step is to create a StateFlow® chart algorithm inside the second super state “The_Actual_Model”. The StateFlow® library functions are called as state actions inside this chart. For example, in Figure 33, \texttt{walkTo()} function is called as one of the state actions inside the super state. For simulation purposes, the graphical function library should be included that contains the \texttt{walkTo()} interface function which in turn makes calls to NAOqi Matlab API to execute commands. The interface graphical function for \texttt{walkTo()} is shown in Figure 34.

As shown in Figure 34, for simulation, NAOqi Matlab API is used inside these graphical functions. Most of the functions are consisted of a loop that searches the \texttt{RobotList[]} for the robot object with the specific IP and when found, calls the appropriate methods.
StateFlow chart execution is bounded to the execution of the parent model. The timing constraints defined for the top level model such as step size is also applied to the StateFlow chart. So in each simulation time step, the chart’s internal states and outputs are calculated, state transitions are made and possible state actions are executed. For example if you define a state action using “entry” keyword, the NAO task will be executed once and if you call it inside a “during”, it keeps executing in every time step.

Regarding delays, first of all, since a “call” is made to NAO native APIs to perform a task and we are not using a multi-threaded structure here, the simulation (as well as remote execution from within Simulink) is paused till the execution is complete and then it moves to the next simulation step. To add more timing constraints you can use StateFlow temporal operators such as “after”. All these timings will be automatically considered and converted to the C/C++ code by Simulink coder. No specific timing is utilized in our framework in the interface APIs.
5.4.1.2 Event based modeling

StateFlow charts support event-based modeling. Our framework also supports this feature. Using NAO Simulink toolbox, you can add blocks to your model for reading sensor values or polling event signals from NAO. The outputs of these blocks could be used as the events triggering a transition inside the StateFlow chart. Of course you need to define the input as an event signal to the state chart.

Regarding generating events, other than event generated inside StateFlow as a part of your design, you can use the output of StateFlow interface functions to create event signals for output. You can also subscribe to some events produced using the NAOqi API. For example, you may subscribe to the \texttt{BatteryFullChargedFlagChanged} event from ALBattery API:

\begin{verbatim}
callback(std::string eventName, bool fullyCharged, string subscriberIdentifier)
\end{verbatim}

This event is raised when the “battery fully charged” changes and the callback function is executed. You may use the callback functions inside your StateFlow charts as well. Of course you first need to subscribe to this event to be notified when it’s raised. Figure \textbf{36} and Figure \textbf{37} show the usage of events in an example.
Figure 35) Example model; block generating an event used in a StateFlow chart

Figure 36) Using the input event
5.4.2 StateFlow® Code generation

After creating and simulating the model using the StateFlow® interface API, in order to proceed with code generation the only necessary action would be to remove the StateFlow® library and import the specification for legacy C/C++ interface API in the model’s configuration parameters.

The interface API is split into two sections. A pure C interface API that is accessible through Simulink® S-Functions as well as by StateFlow® charts and the next layer is the C++ Manager classes that take care of object creation and management. The C interface API functions act as “wrappers” for the creation of appropriate objects from NAOqi classes and making calls to their methods. The C Interface API has the same signature as the StateFlow Interface API so that no change would be necessary in the StateFlow® chart when transiting from simulation to code generation.

To be able to use the created interface wrapper class in StateFlow®, there is no choice similar to creating S-Functions in Simulink. For implementing a StateFlow® chart in a Simulink model, one has four options as shown in Figure 37.

Figure 37) StateFlow toolbox
By inserting a “Chart” block also known as “C Charts” [62], you can call C/C++ functions as actions inside states and on transitions. However the functions should be integrated and accessible inside the model. This is feasible by using the “Custom Code” section in Model’s configuration parameter. As mentioned earlier one can specify two separated library and source code, one for simulation usage and one for code generation.

The “Custom Code” section is populated the same way as when integrating legacy code for S-Functions. When a model is simulated, an executable S-Function is created for the whole “Chart” block and executed alongside other blocks inside the model. When the code generation process is requested by the user, the custom code pane for code generation is used to generate the code for the StateFlow® chart which in turn will be used as a part of generated code for the whole model. It should be noted, like a subsystem, if the code generation properties of a StateFlow® chart is set to “Atomic Reusable Function”, an independent, re-entrant function will be created in a separate file.

For implementing and compiling model’s generated code inside a qiBuild project, since there is no “Simulation Engine” to take care of the execution process, in the main() function, we need to manually call Model_initialize(), model_step() in a loop and finally model_terminate(). This process is explained in more details when presenting the process in section 8.4.
5.4.3 C/C++ Interface API for code generation

A set of C++ classes is developed that act as an intermediate layer between the automatically generated code from Simulink Coder and NAO C++ API. To conform to the actual NAO API, most of the wrapper functions are declared with the same name and signature as with the NAO C++ API. A part of this API is presented in APPENDIX A and APPENDIX B.

Integrating legacy C/C++ code in the automatically generated code from Simulink® models was the main objective of this work. Based on the designed architecture for the framework, we decided to utilize two major programming design patterns: Proxy design pattern and Builder design pattern.

5.4.3.1 Proxy Design Pattern

In order for Simulink® S-Function blocks and StateFlow® charts to be able to call NAOqi API without dealing with many complexities of the SDK, we developed a set of API as pure C functions observable and accessible by Simulink® blocks as well as the associated generated code. These functions have the same signature as the methods of NAOqi API classes. Since there are no same name methods in the whole NAOqi API, there would be no name collision in our interface API. On the other hand, object oriented code integration in Simulink and StateFlow is not a trivial task to accomplish hence using simple C functions that have an object-oriented characteristic. A portion of the header file for the C/C++ API is shown in Figure 38.
5.4.3.2 Builder Design Pattern

In many robotic applications especially RoboCup soccer games utilizing multi-robot platforms is inevitable. NAOqi API offers a separate class for every aspect of NAO behavior and processing tasks. ALMotionProxy is a class that is equipped with methods for NAO motion in different levels of abstraction from setting angle of a specific joint or commanding the NAO to “walk” towards a specific direction.

Keeping this in mind, we designed a simple but generic and “templated” C++ container class “NaoObjectManager” to hold and manage the NAOqi objects of different classes. Using this approach, in the running application, one and only one object of a NAOqi class for a specific robot would be created. For example, for the robot with the address “192.168.1.155:9559” using ALMotionProxy from NAOqi SDK, an object is created and placed in the appropriate manager object “NaoMotionManager” which is an instance of “NaoObjectManager” class. Instantiation of these objects is depicted in Figure 39.

```cpp
NaoObjectManager<ALMotionProxy> NaoMotionManager;
NaoObjectManager<ALRobotPostureProxy> NaoRobotPostureManager;
NaoObjectManager<ALRedBallTrackerProxy> NaoRedBallTrackerManager;
NaoObjectManager<ALFaceTrackerProxy> NaoFaceTrackerManager;
```

Figure 39) Manager objects instantiation from the manager class
Having these manager objects handy, a call to the C interface API functions from the model, searches for a the associated robot object in the list, creates one instance if the object is not already created, adds it to the list and uses that NAOqi object by calling its standard methods.

Note that developed models from Simulink and StateFlow have no knowledge about the existence of actual NAOqi API and only interact with our framework’s classes and functions. Relying on manager objects, our framework also supports modeling and code generation for multi-robot NAO systems as well as single robot models.
5.4.4 Simulink® model Simulation

As a part of developing our framework, a set of Matlab S-Function blocks are created that directly utilize NAO Matlab API without using the interface classes. As mentioned before NAO Matlab API is based on MEX files which underneath makes calls to NAO C++ API.

To achieve this goal, as a prototype, a Matlab S-Function block was used to create a sample S-Function block named “naoSetAngle”. This block has two inputs. One, a trajectory signal of the desired angles of a specific joint and another one a associated signal corresponding to the joint speed for each time step. Following the goal of modularity and reusability, the block is parameterized with three parameters: naoIP, naoPort and naoJoint. The first and last have string values and the second, a typical TCP port, is a numerical. A block mask is used so that these parameters could be modified easily. As shown in Figure 41.

Figure 40) the first block created to utilize setAngles() function from NAO API
Figure 41) Masked parameter list of the naoSetAngle block

By looking under the mask, we can specify the parameters passed to the Matlab S-Function and get access to the Matlab file. The complete Matlab file is presented in Appendix [A]. The Matlab S-Function block parameters are shown in Figure 42.

Figure 42) Matlab S-Function block parameters

An example model using this block is shown in Figure 43.
The desired and actual trajectory signals have a very small error as depicted in Figure 44.

Because this type of blocks (Matlab S-Functions) are using the NAO Matlab API which in turn uses a pre-compiled MEX function, we cannot generate code for this models and are only good for simulation and remote control of the robot from simulation. As shown in the following sections, we have overcome this issue by using the NAO C++ API and creating C-MEX S-Functions implementing legacy code that are suitable for code generation as well.
5.4.5 Simulink model-based code generation

In section 5.4.3 the interface wrapper classes were introduced. Those classes are used as an interface between the automatically generated code from the model and the NAO C++ API.

In this section we illustrate how to create our Simulink blocks for inclusion in the framework’s library and show an example usage and the code generation process in later sections.

As explained in section 4.2.6.3, S-Functions are a good approach to enhance the capabilities of Simulink® as well as integrating legacy C/C++ code into our models and it was mentioned that there are a couple of ways to create a Simulink S Function blocks.

For this framework, S-Function Builder [42] is used to develop necessary Simulink library blocks. Creating S-Function blocks using S-Function Builder is very easy and the automatically generated blocks are suitable for both simulation as well as code generation. Using S-Functions we create blocks that implement our interface wrapper code (explained in section 5.4.1). The following figures show the process of creating the S-Function block using the S-Function builder for setAngles() function. Note that for simulation, we should use the Matlab S-Function block and for code generation use these blocks instead. We do not compile the S-Functions here. These blocks are in fact place holders that call C Interface API in the generated code.
Figure 45) configuring the I/O of the S-Function block

Figure 46) the function call to the C Interface API is performed in the 'Output' section
Figure 47) The resulting Simulink block and associated mask for setting the parameters
5.4.6 Simulation using Webots

To be able to completely simulate a NAO robot, in addition to models for controlling and monitoring the robot using joint commands or sensor reads, a precise model of the robot dynamics, mechanical parts and electrical characteristics is also needed. Mathematical modeling of such complex system is a complicated task. For specific goals, one may study the specifications of a robot and create the mathematical models.

Another option is using already existing simulators that have already developed models of robots, took care of the physical dynamics a 2D/3D animation environment. One of the well-known robot simulators in academia is “Webots” from Cyberbotics Corporation. There are models already defined for NAO robot as well as different “World” models such as a soccer field. Each instance of the simulated robot could be controlled remotely by using the IP address of the computer running Webots and a TCP port dedicated to that robot.

After creating models using the proposed framework, one can run the simulation in Simulink before running the model on the actual robot. The 3D simulated environment for a SPL soccer game using Webots is shown in Figure 48.

Figure 48) Webots 3D simulated environment for SPL soccer
In this section two behavioral scenarios are defined for NAO and are developed using traditional tools as well as the Framework proposed in previous sections. The goal is to achieve an overall experience about the functionality and power of our framework by comparing it with the conventional methods of programming NAO. We also would investigate and make sure all the desired properties listed in section 5.2 are incorporate into our Framework design.

The main objective of providing this framework is to facilitate the process of robot application development as well as the usage of the off-the-shelf algorithms such as Simulink® toolboxes for vision and control. To demonstrate the benefits offered by this framework, we developed two applications, one a low level joint control and the other a high level behavioral task. Both were implemented using traditional coding method and also using model-based design and our framework.

First example was a simple PI control algorithm for controlling the HeadYaw joint of NAO. We used the custom Simulink® block to utilize the setAngles() function to set the angle of the HeadYaw joint and getAngles() to provide a feedback from the actual angle of the joint. A simple PI controller is used to compensate for the error.

For the second example, which emphasized on the high-level logic of NAO's behavior, a StateFlow® chart was developed. We activated the RedBallTracker module within NAO that makes the robot look for a red ball by turning its head and follow the red ball. Based on the angle values read and the current position of the ball, NAO moves its body towards the ball and if the ball is farther than a specific distance, it starts walking towards it.

In both examples, model-based design as promised helped us focus on the development of the algorithm and feedback control as well as the high level logic instead
of dealing with NAOqi class instantiation, exception handling, etc. Integration process from generated code to the qiBuild project was comparatively longer compared to the hand coding. However, this extra time is almost fixed and in larger projects will be negligible compared to the time that model-based design saves us. Figure 49 and Figure 50 show the top level Simulink® model and the StateFlow® chart, respectively.

Figure 49) The Simulink model for following the ball
Figure 50) The StateFlow model for following the red ball

Figure 51) The initialization super state of the StateFlow chart and the actual super state containing the chart of Figure 50
CONCLUSIONS AND FUTURE WORK

In this thesis a framework along with a procedure for model-based design, simulation and code generation for NAO robots is developed and presented. It was shown that using model-based design we can benefit by saving time, preserving accuracy and create validated and verified robot applications. The toolbox can be downloaded and evaluated at

http://kermani.us/index.php/nao-mbd-toolbox

Beyond the benefits of utilizing state machines for the high level modeling of the system behavior, now a range of verification and automatic synthesis tools become accessible. Most importantly the system behavior can now be verified using tools like S-TaLiRo [45], HyLink [63], Simulink Design Verifier [64] and Polyspace [65].

The current approach would be to add blocks to the library on a “need-to” basis since NAOqi API contains a very large set of classes and functions. One of the future directions to continue this work would be to complete the Simulink® toolbox by adding more blocks representing the rest of NAO API functionalities as well as the corresponding C/C++ and StateFlow interface API.

One of the important design objectives of this framework is to provide a general guideline and structure to be used for different types of robots and embedded systems. Even though the implementation is focused on NAO robots, one can easily develop a similar framework including the Simulink® library and interface C/C++ code that is suitable for model-based design, simulation and code generation.
8 REFERENCES GUIDE

8.1 NAO Matlab API installation

Aldebaran Robotics provides comprehensive set of SDK in different languages. Programmers are able to program NAO robots in languages such as C++, Java, Python, .NET and Urbi. For compiled languages there is also a build system that assists with the process of creating, configuring projects as well as compilation, build and debugging such as qiBuild for C++.

NAO Matlab SDK is in fact a series of Matlab function wrappers that call two Matlab MEX functions “Matlabproxy.mexw32” and “Matlabcall.mexw32” that underneath make calls to NAO C++ APIs.

Like any other Matlab toolbox, to install NAO Matlab SDK all you need to do is to download the SDK files, extract it and add the directory to Matlab path.

![Figure 52) NAO Matlab SDK installation](image-url)
8.1.1 NAO Matlab API troubleshooting

When working with the NAO Matlab API, some run-time errors and exceptions might occur. The following list helps users to identify and resolve those issues.

**Error Description**

Unexpected Standard exception from MEX file.

What() is: ALNetwork::getModuleByName

failed to get module ALMotion http://192.168.1.109:9559

Error in ALMotionProxy (line 18)

obj.ptrProxyNaoQi = matlabproxy('ALMotion',ip,port);

**Error Reason:**

The network connection is not established. There is a problem with network connectivity between your computer and the network to which NAO is connected to. Try pressing NAO’s chest button to makes sure you are using the correct IP address and then try pinging the robot from your computer.

**Error Description:**

NAO joint is not moving after the execution of a motion related command such as “setAngel”:

**Error Reason:**

If you have successfully created a motion object using the “ALMotionProxy()” constructor, then this only has two reason:

1- You have not “Stiffened” the joints. Before performing any motion related command, you need to make sure you have turned on and activated the corresponding motors of the joints. This procedure is called stiffening and is a method of ALMotionProxy class. The following command activates the motors of joint “joint name” id n equals 1 and deactivates it if n equals 0; you can also provide a set of joints using a “joint group name” [reference] or providing a list of joints (list in Python, a vector in C++);
motionObj.setStiffnesses(<joint name>, n)

2- You are setting the angle of a joint to its current angle which obviously wouldn’t make it move.
8.2 QiBuild and SDK Installation

QiBuild is a build system by Aldebaran Robotics based on CMake that facilitates creating cross-platform projects, compilation and build [66].

8.2.1 QiBuild Installation

- Install CMake from the website and modify the path to C:/CMake and when prompted to add to PATH, say ok.
- Install Python 2.7+
- Download the C++ SDK from the DVD (naoqi-sdk-1.14.1-win32-vs2008.zip) and copy it to a folder on your computer and unzip it. You can find it on the DVD in Download > Software > SDK > NAOqi SDK > C++
- Also do the same for qibuild-1.14.1.zip. unzip it and run install-qibuild.bat, when installation is complete you get the following message

![Figure 53] Final stage of QiBuild installation

- Next you need to configure the QiBuild by entering:
  
  `> qibuild config --wizard`

  QiBuild finds the available IDEs and compilers on your system and asks to choose one as depicted in Figure 54.
8.2.2 Creating a initializing a Work tree

A Work tree is a top level folder for creating all your NAO projects. A Work Tree should be created, initialized and configured first. All new projects should be created inside that directory so that it would be accessible by qiBuild.

To create a work tree and a project, go to your workspace directory and run:

```bash
> qibuild init
```

This command creates a work tree that you can add your projects under it. The result is a folder names “.qi”.

For your whole working directory you only need to perform “qibuild init” once which will cover all projects created inside that directory.
8.2.3 Creating a toolchain

As mentioned before, there are two SDK sets available for compiling NAO applications, one for desktop remote applications (either in Windows, MAC or Linux) and one for Atom processor to be run on the robot locally. A Toolchain is technically a configuration that is hooked to a specific SDK and in compilation process by choosing a toolchain, you implicitly choose which SDK to use.

The following line creates a toolchain named naoCPPtoolchain which points to the SDK for desktop application running on Windows 32 bit.

```bash
> qitoolchain create naoCPPtoolchain C:\NAOqi\naoqi-sdk-1.14.1-win32- →
→ vs2008\naoqi-sdk-1.14.1-win32-vs2008\toolchain.xml --default
```

8.2.4 Status of available toolchains

During work one might create multiple toolchains for different projects. It may become confusing. Check the status of your available toolchains using the following command. The result in Figure 55 shows the two available toolchains.

```bash
> qitoolchain info
```

![Figure 55) checking available toolchains](image)

8.2.5 Creating, configuring and building a new project

To create a new project in the current Work Tree, use the following command:

```bash
> qibuild create newProjectsName
```
To configure the project to use a specific toolchain, use the following command:

> qibuild configure -c NameOfTheToolchain  ProjectName

**Note** you have to be at the same directory as "qi" folder to be able to configure or make a project, not inside the project folder.

At this point you should have the following project hierarchy:

You can simply open the main.cpp file, modify and compile it. To make and build a project, execute the following command:

> qibuild make -c NameOfTheToolchain  ProjectName
To rebuild the project (even if it is up to date), you can use the “-r” flag.
8.2.6 Using Microsoft Visual Studio to build the projects

Now if you check the projects directory you should notice that make files and even a Visual Studio Solution file is created. That is because we chose “Visual Studio 2008” as our IDE and compiler. Now you can even open the solution in Visual Studio and modify your code and run it there. As it will be explained in section 8.4, that is what is needed to be done when we want to integrate the automatically generated code from our Simulink models with our qiBuild project.

Figure 56) The file structure of qiBuild project after initial build

You can open the solution and simply use your designated IDE to write the code and build it. In Figure 57, a qiBuild project is opened, built and run in Visual studio.

**Note** When trying to run the project, after successful compilation, you need to specify an executable name. Choose Browse and point to the following address (of course if your project name is helloWorld):

```
"<NAOWorkspace>\helloWorld\build-naocpptoolchain\sdk\bin\helloWorld.exe"
```
Figure 57) Opening the qiBuild solution in VS and running it

**Note** You can write and compile simple C/C++ applications at this point. However if you want to use the NAO SDK, for example including a header file by using the following directive

```cpp
#include <alproxies/almotionproxy.h>
```

and actually work with the robot, you have to make one modification in the “CMakeLists.txt” file by going to the project’s root directory, opening the CMakeList.txt file and adding this line:

```cpp
qi_use_lib(ProjectName ALCOMMON)
```

after this line:

```cpp
qi_create_bin(ProjectName "main.cpp")
```

Finally remake the project using qiBuild make command as described previously.
8.3 Connecting to OpenNAO through SSH

There are times you need to connect to the OpenNAO operating systems running on NAO’s motherboard. One reason is to download the compiled application that is built using the Atom toolchain on the NAO. By modifying “autorun.ini” file, one can request execution of that compiled application after the robot is booted.

You can use an SSH client such as putty to connect to the NAO via wi-fi or cable and providing its IP address.

As mentioned before, there are two default Linux users defined in OpenNAO. One is the “root” and the other is “nao”. After version 14.1, OpenNAO doesn’t allow users to remotely connect SSH using the “root” user. You need to first connect using “nao” user and then switch to “root” using “sudo -s” command.
8.4 Compiling and building generated code for the model containing StateFlow chart in visual Studio

The code generated from Simulink models using Simulink Coder could be easily added to Visual Studio projects and compiled. You can also inject a specific part or function of the generated code into your current projects.

The first thing that you need to keep in mind is that since this code is generated by Simulink Coder, it is dependent to some Simulink header files for type definitions and function declarations even if you have generated generic ANSI C code. So only by copying and taking the generated code to a Visual Studio project, you cannot compile it.

Simulink coder provides a mechanism called “PackNgo” functionality that when generating code, packs all the generated code along with all necessary header files an artifacts in one Zip file. Now you can take this Zip file to your development environment and develop and build your application. This configuration is accessible from model configuration parameter panel shown and is shown in Figure 58.

![Code Generation Advisor](figure58.png)

Figure 58) using PackNgo utility

In this example we created a simple StateFlow chart within a Simulink model and transfer the generated code to a Visual Studio project and compile it. The model and the StateFlow chart are shown in Figure 59.
Figure 59) Model containing a StateFlow chart

Figure 60) the same StateFlow chart is used for code generation
**Note** Since we are using QiBuild for compilation, we can modify the configuration to be working with the naoqi-Atom-toolchain so we can cross compile and run the code “on” the robot and not remotely from the host computer.

8.4.1 Procedure for generating code from a Simulink model for NAO

The following steps should be taken to properly generate code for the model and integrate it into a qiBuild project.

1. First create a qiBuild project (qibuild workspace should be initiated already)
2. Configure and make the project

   `(>> qitoolchain info, >> qibuild config ..., >> qibuild make...)`

3. go to CMakeList.txt file and add the line

   `qi_use_lib(<ProjectName> ALCOMMON)`

   after

   `qi_create_bin(<ProjectName>"main.cpp")`

4. Open the visual studio solution from the following folder inside your project directory:

   "build=<nameOfToolchain>"

5. There are 6 projects inside that solution one of which is the actual qiBuild project. The rest are for testing and installation purposes. Click on the original project.

6. Create a directory (in windows explorer) inside that project named

   “StateFlowModel”.

7. Open Matlab and then Simulink

8. Through Matlab interface navigate to your qiBuild project directory, then

   “StateFlowModel” directory

9. Create a Simulink Model inside that directory

10. Before you continue, copy the “InterfaceAPI” folder to your project directory
11. Go to model explorer, in the model hierarchy pane, right click on the model and select “Configuration .... >> import... and “import” the configuration file from “InterfaceAPI” folder.

12. Go to the top level project directory (in Matlab) and add the whole directory and its children files and folders to the Matlab path.

13. From StateFlow toolbox, insert a chart (C chart) and create your StateFlow transition.

14. Make sure you are inside the project directory in Matlab workspace before starting the simulation because when you start the simulation, Simulink creates the codes and executable in your current active directory and if you are not in your project folder it creates a mess.

15. After you simulate the model and make sure you have added the necessary local variables and input outputs to the environment go for the code generation.

16. Before that right click on the state chart and in the properties, make the subsystem as atomic and reusable function as shown in Figure 61.
17. Make sure before starting the code generation, tick the “Package code and artifacts” and select a name for the Zip file so you have all the necessary files for compilation.

18. After unzipping the pack from Simulink (name it something like myModelPack), now go to the Visual Studio project to start building the code.

19. click on your project and from the top menu go to project properties:

20. from the selected window, go to

   Configuration Properties >> C/C++ >> General

and add the following include directories to the project:
Make sure you have added all the directories containing header files into your project.

8.4.2 Using model's generated code in qiBuild project

As displayed in Figure 62 the project's file hierarchy now contains 4 source files.

- Main.cpp is the main file of the application created by qiBuild when creation of the project
- naoBehavior.cpp is the C++ file containing the code for the StateFlow chart function
- naoBehaviorModel.cpp is the name for the generated code for the whole model
- RMT_Stuff.cpp is the file containing Interface Wrapper classes and functions.
As mentioned earlier, the model’s generated code cannot be executed outside Simulink since there is no Simulation Engine to take care of the process. Therefore we need to call the model’s function manually from within the main function of the qiBuild project as shown in Figure 63.

```cpp
#include <iostream>
#include "naoBehavior.h"
#include "naoBehaviorModel.h"
#include <alproxies/almotionproxy.h>
#include <alproxies/alredballtrackerproxy

using namespace std;
using namespace AL;
int main()
{
    naoBehaviorModel_initialize();
    for(int itr=0; itr<15; itr++)
        naoBehaviorModel_step();
    naoBehaviorModel_terminate();
    return 0;
}
```

Figure 63) Imitating the behavior of simulation engine inside a qiBuild project
8.4.3 Compilation and run

You can now start running your code in Visual Studio. However the first time you try to run, it asks for an executable which should be pointed to the following file, the executable initially generated by qiBuild process.

`\naoBehaviorModel\build-naocpptooolchain\sdk\bin select naoBehaviorModel_d.exe`
9 References


[24] F. D. Libera and H. Ishuguro, "ROSlink: Interfacing legacy systems with ROS".


APPENDIX A

THE C++ INTERFACE API DEFINITION
The C++ header file for C++ Manager class used in the C/C++ Interface API is brought here. This is a builder class using which manager objects are created such as 

\texttt{NaoMotionManager} and \texttt{NaoRobotPostureManager}.

```cpp
#ifndef RMT_STUFF_H_
#define RMT_STUFF_H_

#include <iostream>
#include <alproxies/almotionproxy.h>
// RAMTIN ***** XXXXX
#include <alproxies/alrobotpostureproxy.h>
#include <alproxies/alredballtrackerproxy.h>
#include <alproxies/alfacetrackerproxy.h>
#include <windows.h>
// RAMTIN *****
#include "rtwtypes.h"

using namespace std;
using namespace AL;

struct NaoIpPort {
    string IP;
    int Port;
};

// Function to parse the NaoAddress string variable into string
variable "IP" and Integer variable "Port"
NaoIpPort getNaoIpPort(string NaoAddress);

// This struct can hold an object of type T such as ALMotionProxy or
ALRobotPostureProxy objects as well as it's IP and Port
template <class T>
struct NaoObj {
    T   ALObj;
    string IP;
    int  port;
};

template<class T>    // An object containing a List of type T
(ALMotionProxy, ALRobotPostureProxy etc.)
class NaoObjectManager {
private:
    std::vector<NaoObj<T>> NaoObjList;
    int objCount;          // Number of objects already
created and added to the list
public:
    int isObjectCreated(string naoIP, int naoPort){
        if(!NaoObjList.empty()){
            for(int i=0; i< objCount; i++)
```
if(NaoObjList[i].IP == naoIP &&
    NaoObjList[i].port == naoPort)
    return i;

return -1;

T createObject(string naoIP, int naoPort){
    T tempObject(naoIP, naoPort);
    return tempObject;
}

int AddObjectToList(string naoIP, int naoPort){
    NaoObj<T> tempObj = {createObject(naoIP, naoPort), naoIP, naoPort};
    NaoObjList.push_back(tempObj);
    objCount++;
    // Increase number of Objects in the list
    return objCount-1;
    // Return Objects position in the list, has to be dec. by one, because indexes start at 0
}

NaoObj<T> getObjAt(int position){
    return NaoObjList[position];
};
APPENDIX B

THE CPP FILE CONTAINING THE C INTERFACE
The CPP file containing the C interface functions that act as the bridge between the generated code and the C++ manager objects. The signature of these functions is the same as the signature for StateFlow Interface API.

```cpp
#include "RMT_Stuff.h"
#include <string>
#include <iostream>
#include <vector>
#include <math.h>

NaoObjectManager<ALMotionProxy> NaoMotionManager;
NaoObjectManager<ALRobotPostureProxy> NaoRobotPostureManager;
NaoObjectManager<ALRedBallTrackerProxy> NaoRedBallTrackerManager;
NaoObjectManager<ALFaceTrackerProxy> NaoFaceTrackerManager;

NaoIpPort getNaoIpPort(string NaoAddress)
{
    NaoIpPort tempAddr;
    char* tempCharStr = new char[NaoAddress.size() + 1];
    std::copy(NaoAddress.begin(), NaoAddress.end(), tempCharStr);
    tempCharStr[NaoAddress.size()] = '\0';
    tempAddr.IP = strtok(tempCharStr, ":");
    tempAddr.Port = atoi(strtok(NULL, ":"));
    delete tempCharStr;
    return tempAddr;
}

// BEGIN :: Generic Function definitions to be called from Simulink/StateFlow
******************************************************************************

// ------------------------------------------------- -----------------
// ######### Functions Using ALMotionProxy ######## ####
// ------------------------------------------------- -----------------
// ++++++++++++++++++++++++++++++++++++++++++++++++ +++++++ setAngles()
void setAngles(string NaoAddress, string jointName, real_T targetAngle,
float motionSpeed)
{
    string naoIP = getNaoIpPort(NaoAddress).IP;
    int naoPort = getNaoIpPort(NaoAddress).Port;
    int objIndex=0;
    if((objIndex = NaoMotionManager.isObjectCreated(naoIP, naoPort))
== -1)
        objIndex = NaoMotionManager.AddObjectToList(naoIP, naoPort);

    NaoMotionManager.getObjAt(objIndex).ALObj.setStiffnesses(jointName, 1.0);
    NaoMotionManager.getObjAt(objIndex).ALObj.setAngles(jointName, targetAngle, motionSpeed);

    float currentAngleDiff = 0;
```
float sleepTime = 0; // Total amount of "Waiting"
float sleepPeriod = 500; // Sleep in miliseconds in each iteration, for "waiting"

// Wait till the joint reaches the desired angle
float currentAngleDiff =
NaoMotionManager.getObjAt(objIndex).ALObj.getAngles(jointName, true)[0] - targetAngle;
while(fabs(currentAngleDiff) > 0.1){
    Sleep(sleepPeriod);
    sleepTime += sleepPeriod;
    if(sleepTime > 10000){
        cout << "setAngle() taking too long to perform. Aborting ...
    break;
    }
    currentAngleDiff =
NaoMotionManager.getObjAt(objIndex).ALObj.getAngles(jointName, true)[0] - targetAngle;
    cout << "current: " <<
NaoMotionManager.getObjAt(objIndex).ALObj.getAngles(jointName, true)[0] << "\tTarget: " << targetAngle << "\tCurrentAngleDiff: " <<
fabs(currentAngleDiff) << endl;
}
// Unstiffing the joints
NaoMotionManager.getObjAt(objIndex).ALObj.setStiffnesses(jointName, 0);

// ++++++++++++++++++++++++++++++++++++++++++++++++++++++++ getAngles()
float getAngles(string NaoAddress, string jointName, bool useSensor){
    string naoIP = getNaoIpPort(NaoAddress).IP;
    int naoPort = getNaoIpPort(NaoAddress).Port;
    int objIndex=0;
    if((objIndex = NaoMotionManager.isObjectCreated(naoIP, naoPort)) == -1)
        objIndex = NaoMotionManager.AddObjectToList(naoIP, naoPort);
    float theAngle =
NaoMotionManager.getObjAt(objIndex).ALObj.getAngles(jointName, useSensor)[0];
    return theAngle;
}

// ++++++++++++++++++++++++++++++++++++++++++++++++++++++++ setStiffnesses()
void setStiffnesses(string NaoAddress, string jointName, float stiffness){
    string naoIP = getNaoIpPort(NaoAddress).IP;
    int naoPort = getNaoIpPort(NaoAddress).Port;
    int objIndex=0;
    if((objIndex = NaoMotionManager.isObjectCreated(naoIP, naoPort)) == -1)
        objIndex = NaoMotionManager.AddObjectToList(naoIP, naoPort);
    NaoMotionManager.getObjAt(objIndex).ALObj.setStiffnesses(jointName, stiffness);
}
// ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++ getStiffnesses()
float getStiffnesses(string NaoAddress, string jointName) {
    string naoIP = getNaoIpPort(NaoAddress).IP;
    int naoPort = getNaoIpPort(NaoAddress).Port;
    int objIndex = 0;
    if ((objIndex = NaoMotionManager.isObjectCreated(naoIP, naoPort)) == -1)
        objIndex = NaoMotionManager.AddObjectToList(naoIP, naoPort);
    float stiffness = NaoMotionManager.getObjAt(objIndex).ALObj.getStiffnesses(jointName)[0];
    return stiffness;
}

// ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++ moveTo()
void moveTo(string NaoAddress, float x, float y, float theta) {
    string naoIP = getNaoIpPort(NaoAddress).IP;
    int naoPort = getNaoIpPort(NaoAddress).Port;
    int objIndex = 0;
    if ((objIndex = NaoMotionManager.isObjectCreated(naoIP, naoPort)) == -1)
        objIndex = NaoMotionManager.AddObjectToList(naoIP, naoPort);
    NaoMotionManager.getObjAt(objIndex).ALObj.moveTo(x, y, theta);
}

// ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++ goToPosture()
void goToPosture(string NaoAddress, string postureName, float motionSpeed) {
    string naoIP = getNaoIpPort(NaoAddress).IP;
    int naoPort = getNaoIpPort(NaoAddress).Port;
    int objIndex = 0;
    if ((objIndex = NaoRobotPostureManager.isObjectCreated(naoIP, naoPort)) == -1)
        objIndex = NaoRobotPostureManager.AddObjectToList(naoIP, naoPort);
    NaoRobotPostureManager.getObjAt(objIndex).ALObj.goToPosture(postureName, motionSpeed);
}

// ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++ getPostureFamily()
string getPostureFamily(string NaoAddress) {
    string naoIP = getNaoIpPort(NaoAddress).IP;
    int naoPort = getNaoIpPort(NaoAddress).Port;
    int objIndex = 0;
    if ((objIndex = NaoRobotPostureManager.isObjectCreated(naoIP, naoPort)) == -1)
        objIndex = NaoRobotPostureManager.AddObjectToList(naoIP, naoPort);
    string currentPosture = NaoRobotPostureManager.getObjAt(objIndex).ALObj.getPostureFamily();
    return currentPosture;
}
// ####################################################################
// Functions Using ALRedBallTrackerProxy
// ####################################################################

// RBGetPosition() vector<float> RBGetPosition(string NaoAddress){
  string naoIP = getNaoIpPort(NaoAddress).IP;
  int naoPort = getNaoIpPort(NaoAddress).Port;
  int objIndex = 0;
  if((objIndex = NaoRedBallTrackerManager.isObjectCreated(naoIP,
                                 naoPort)) == -1)
    objIndex = NaoRedBallTrackerManager.AddObjectToList(naoIP,
                                 naoPort);
  vector<float> redBallPosition =
    NaoRedBallTrackerManager.getObjAt(objIndex).ALObj.getPosition();
  return redBallPosition;
}

// RBstartTracker() void RBstartTracker(string NaoAddress){
  string naoIP = getNaoIpPort(NaoAddress).IP;
  int naoPort = getNaoIpPort(NaoAddress).Port;
  int objIndex = 0;
  if((objIndex = NaoRedBallTrackerManager.isObjectCreated(naoIP,
                                 naoPort)) == -1)
    objIndex = NaoRedBallTrackerManager.AddObjectToList(naoIP,
                                 naoPort);
  NaoRedBallTrackerManager.getObjAt(objIndex).ALObj.startTracker();
}

// RBstopTracker() void RBstopTracker(string NaoAddress){
  string naoIP = getNaoIpPort(NaoAddress).IP;
  int naoPort = getNaoIpPort(NaoAddress).Port;
  int objIndex = 0;
  if((objIndex = NaoRedBallTrackerManager.isObjectCreated(naoIP,
                                 naoPort)) == -1)
    objIndex = NaoRedBallTrackerManager.AddObjectToList(naoIP,
                                 naoPort);
  NaoRedBallTrackerManager.getObjAt(objIndex).ALObj.stopTracker();
}

// RBsetWholeBodyOn() void RBsetWholeBodyOn(string NaoAddress, bool wholeBodyOn){
  string naoIP = getNaoIpPort(NaoAddress).IP;
  int naoPort = getNaoIpPort(NaoAddress).Port;
  int objIndex = 0;
  if((objIndex = NaoRedBallTrackerManager.isObjectCreated(naoIP,
                                 naoPort)) == -1)
    objIndex = NaoRedBallTrackerManager.AddObjectToList(naoIP,
                                 naoPort);
  NaoRedBallTrackerManager.getObjAt(objIndex).ALObj.setWholeBodyOn(
                                 wholeBodyOn);
APPENDIX C

STATEFLOW® INTERFACE API
StateFlow® Interface functions are created using StateFlow® Graphical Functions. These functions make calls to the NAOqi Matlab API and are used for simulation. The same function calls kept in the charts when dealing when the code generation. The generated functions for the charts make calls to the C interface API. In this appendix, samples of this API are presented.
APPENDIX D

MATLAB CODE FOR RMT\_NAOSETANGLE SIMULINK M\-S\-FUNCTION BLOCK.
As mentioned before this type of blocks is not intended for code generation. The following steps show how this type of blocks is created in Simulink.

```matlab
function RMT_naoSetAngle(block)
setup(block);

%endfunction

function setup(block)
disp('setup()');
% Register number of ports
block.NumInputPorts = 2;
block.NumOutputPorts = 1;

% Setup port properties to be inherited or dynamic
block.SetPreCompInpPortInfoToDynamic;
block.SetPreCompOutPortInfoToDynamic;

% Override input port properties
block.InputPort(1).Dimensions = 1;
block.InputPort(1).DatatypeID = 0; % double
block.InputPort(1).Complexity = 'Real';
block.InputPort(1).DirectFeedthrough = true;

block.InputPort(2).Dimensions = 1;
block.InputPort(2).DatatypeID = 0; % double
block.InputPort(2).Complexity = 'Real';
block.InputPort(2).DirectFeedthrough = true;

% Override output port properties
block.OutputPort(1).Dimensions = 1;
block.OutputPort(1).DatatypeID = 0; % double
block.OutputPort(1).Complexity = 'Real';

% Register parameters
block.NumDialogPrms = 3;

block.SampleTimes = [0 0];

block.SimStateCompliance = 'DefaultSimState';

block.RegBlockMethod('PostPropagationSetup', @DoPostPropSetup);
block.RegBlockMethod('InitializeConditions', @InitializeConditions);
block.RegBlockMethod('Start', @Start);
block.RegBlockMethod('Outputs', @Outputs); % Required
block.RegBlockMethod('Update', @Update);
block.RegBlockMethod('Derivatives', @Derivatives);
block.RegBlockMethod('Terminate', @Terminate); % Required

%end setup
```
function DoPostPropSetup(block)
disp('DoPostPropSetup()');
block.NumDworks = 1;

    block.Dwork(1).Name          = 'x1';
    block.Dwork(1).Dimensions    = 1;
    block.Dwork(1).DatatypeID    = 0;          % double
    block.Dwork(1).Complexity    = 'Real';     % real
    block.Dwork(1).UsedAsDiscState = true;

end DoPostPropSetup

function InitializeConditions(block)
disp('InitializeConditions()');

%end InitializeConditions

function Start(block)
disp('Start() started');
disp('Start() Ended!');
block.Dwork(1).Data = 0;

%end Start

function Outputs(block)

    %jointName = 'HeadYaw';
    disp('Outputs()');
    % disp(feval(naoIP, u(1)));
    naoIP = block.DialogPrm(1).Data;
    naoPort = block.DialogPrm(2).Data;
    naoJoint = block.DialogPrm(3).Data;
    trunAngle = block.InputPort(1).Data;
    turnSpeed = block.InputPort(2).Data;

    %disp(naoIP);

        mot1 = ALMotionProxy(naoIP, naoPort);
        mot1.setStiffnesses(naoJoint, 1.0);
        mot1.setAngles(naoJoint, trunAngle, turnSpeed);

        disp(block.InputPort(1).Data);

    %% wait till the angle rotates to the desired value (We need the delay
    because this is a non-blocking call)
    delay = 1/(turnSpeed*2);
    pause(delay);
    %% send out the output trajectory
        angHeadYaw = mot1.getAngles(naoJoint, true);
% disp(angHeadYaw);  
block.OutputPort(1).Data = cell2mat(angHeadYaw);  
% block.OutputPort(1).Data = block.Dwork(1).Data +  
block.InputPort(1).Data;  

% unStiff the joint  
% block.OutputPort(1).Data = 3*block.InputPort(1).Data;  
mot1.setStiffnesses(naoJoint, 0.0);  
disp('Outputs()ENDED!');  
% end Outputs  
%%%-------------------------------------------------------------

function Update(block)  
disp('Update()');  
block.Dwork(1).Data = block.InputPort(1).Data;  
end Update

function Derivatives(block)  
disp('Derivatives()');  
end Derivatives

function Terminate(block)  
disp('Terminate()');  
end Terminate
APPENDIX E

MATLABPROXY.CPP: THE CODE FOR MEX FUNCTION MATLABPROXY()
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```cpp
#include "matlabproxy.h"
#include "matlabconvert.h"
#include <alcore/alptr.h>
#include <alvalue/alvalue.h>
#include <alremotecall/alremoteproxy.h>
#include "mex.h"
#include "matrix.h"
#include <iostream>
#include <vector>
#include <string>

using namespace AL;

void mexFunction(int nlhs, mxArray *plhs[], int nrhs, const mxArray *prhs[]){
    if (nrhs < 3){
        mexErrMsgTxt("Usage: proxy = ALProxy('moduleName','ip',port)");
        return;
    }

    // get module name
    std::string moduleName, ip;
    int port;
    char buff[40];
    mxArray *prhs[0], buff, 39);
    moduleName = buff;

    // get ip
    mxGetString(prhs[1],buff,39);
    ip = buff;

    // get port
    port = (int) mxGetScalar(prhs[2]);

    // create a proxy with NaoQi API
    ALProxyRemote *proxy = new ALProxyRemote(moduleName, ip, port);

    // store pointer in Matlab
    plhs[0] = getPtr2MxArray(proxy);
}

// constructor
matlabproxy::matlabproxy() {}

// destructor
matlabproxy::~matlabproxy() {}
```
APPENDIX F

MATLABCALL.CPP: THE CODE FOR MEX FUNCTION MATLABCALL()
/* Copyright Aldebaran Robotics */
#include "matlabcall.h"
#include "matlabconvert.h"
#include <alcore/alptr.h>
#include <alvalue/alvalue.h>
#include <vector>
#include <iostream>
#include <alremotecall/alremoteproxy.h>
#include "mex.h"
#include "matrix.h"

using namespace AL;

void mexFunction(int nlhs, mxArray *plhs[], int nrhs, const mxArray *prhs[])
{
    if (nrhs == 0)
    {
        mexErrMsgTxt("Usage: proxy(methodname[, parameters])");
        return;
    }

    // first parameter is pointer to proxy. C programming side-effect.
    ALProxyRemote * proxy = (ALProxyRemote *) getMxArray2Ptr(prhs[0]);

    // second parameter is method name to call
    ALValue param;
    ALValue res;

    std::string functionName;
    char buff[40];
    mxGetString(prhs[1],buff,39);

    functionName = buff;

    // convert parameters to ALValue
    int i;
    size_t sizeParameters = mxGetNumberOfElements(prhs[2]) ;

    for (i = 0 ; i< (int) sizeParameters ; i++)
    {
        // push parameter in array ALValue to send it to genericCall
        param.arrayPush(MatlabToALValue(mxGetCell(prhs[2],i)));
    }

    try
    {
        // call the method
        proxy->genericCall( functionName, param, res );
    }
}
catch (ALError &e)
{
    mexErrMsgTxt(e.toString().c_str());
}

// convert result to Matlab type
plhs[0] = ALValueToMatlab(res);

//______________________________________________
// constructor
//______________________________________________
matlabcall::matlabcall( )
{
}

//______________________________________________
// destructor
//______________________________________________
matlabcall::~matlabcall() 
{
}