Interfacing for Embodiment Robotics Scale

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Scalable Interface General

Perceptual Interface
Speech System
Motor System
Visual System
Perceptual Interface

GAZEB
Stage
Player
ROS
General Interface

• Network agnostic
  • Runtime configuration (protocol, transport, topology)
• Variable time & synchronization support
• Architecturally agnostic
  • Just percepts & actuators
• Multiple, composable interfaces
• Supports many different interface use-cases

Interface Use-Case
Mismatching Use-Cases?

- This session comes up every other workshop
- One or two specific use-cases and custom solutions
- Recommendation for a general solution that works well for a limited set of use-cases.
- Evolution of research & technology?
- One-off use-cases?
- Mismatch of integration use-cases?

Questions for Panel

- What are the different use-cases you've encountered?
- Can you accommodate other use-cases?
- What common elements exist across interfaces?
- What are you able to reuse?
Thank you!