

# **ASEBA: a modular architecture for**

event-based control of complex robots

# **Stéphane Magnenat**

Absti

ASEBA distributes processing by running scripts inside virtual machines on self-contained sensors and actuators nodes. Thanks to scriptable modules, ASEBA provides instant compilation and real-time monitoring and debugging of the behavior of the robots. Our results show that with respect to other architectures, ASEBA reduces latency to environmental stimuli, offloa any central computer, and allows the integration of a larger number of sensors and actuators.



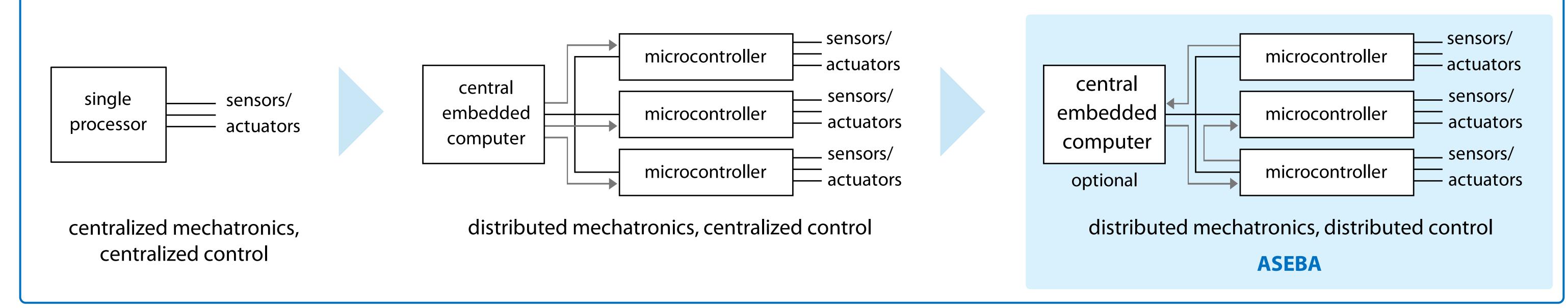
ROBOTIQUES

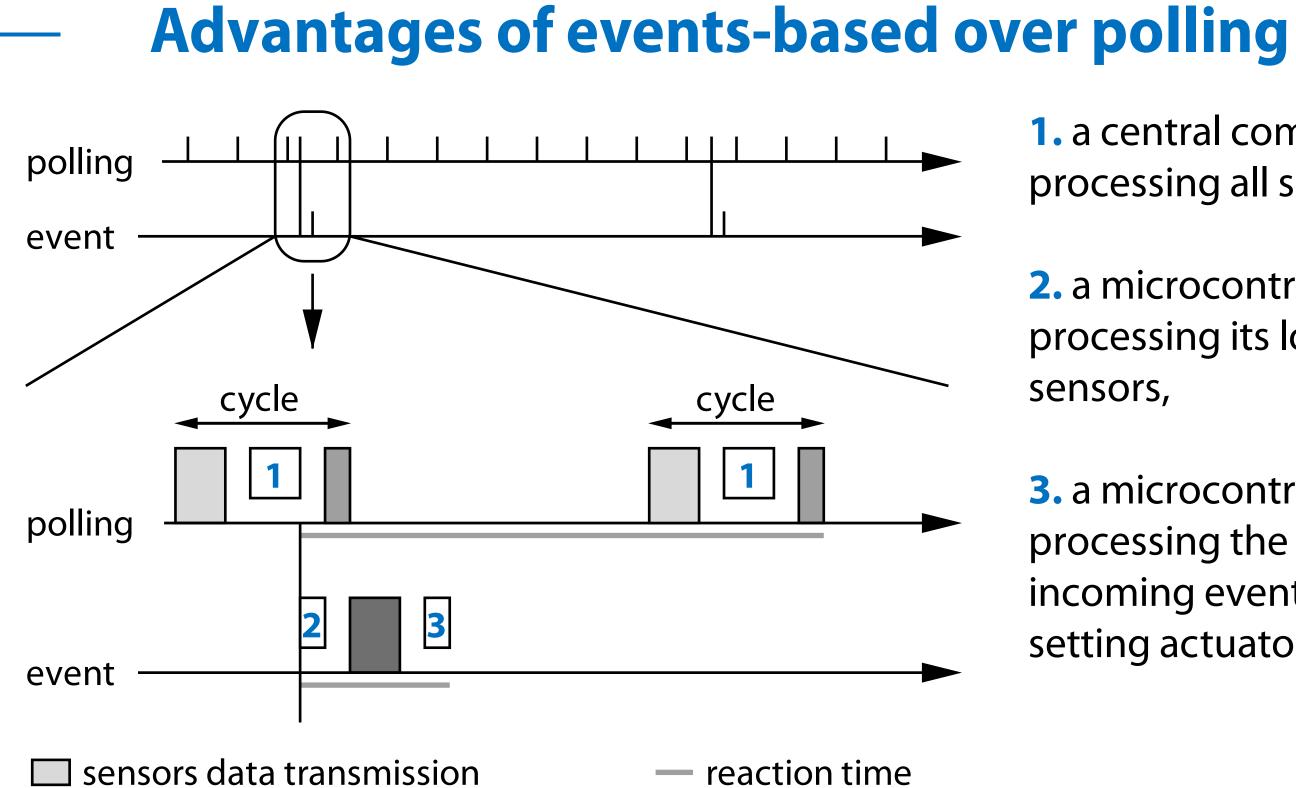
aseba.html

mobots.epfl.ch

http://

# **Evolution of mechatronics and low-level control architectures**



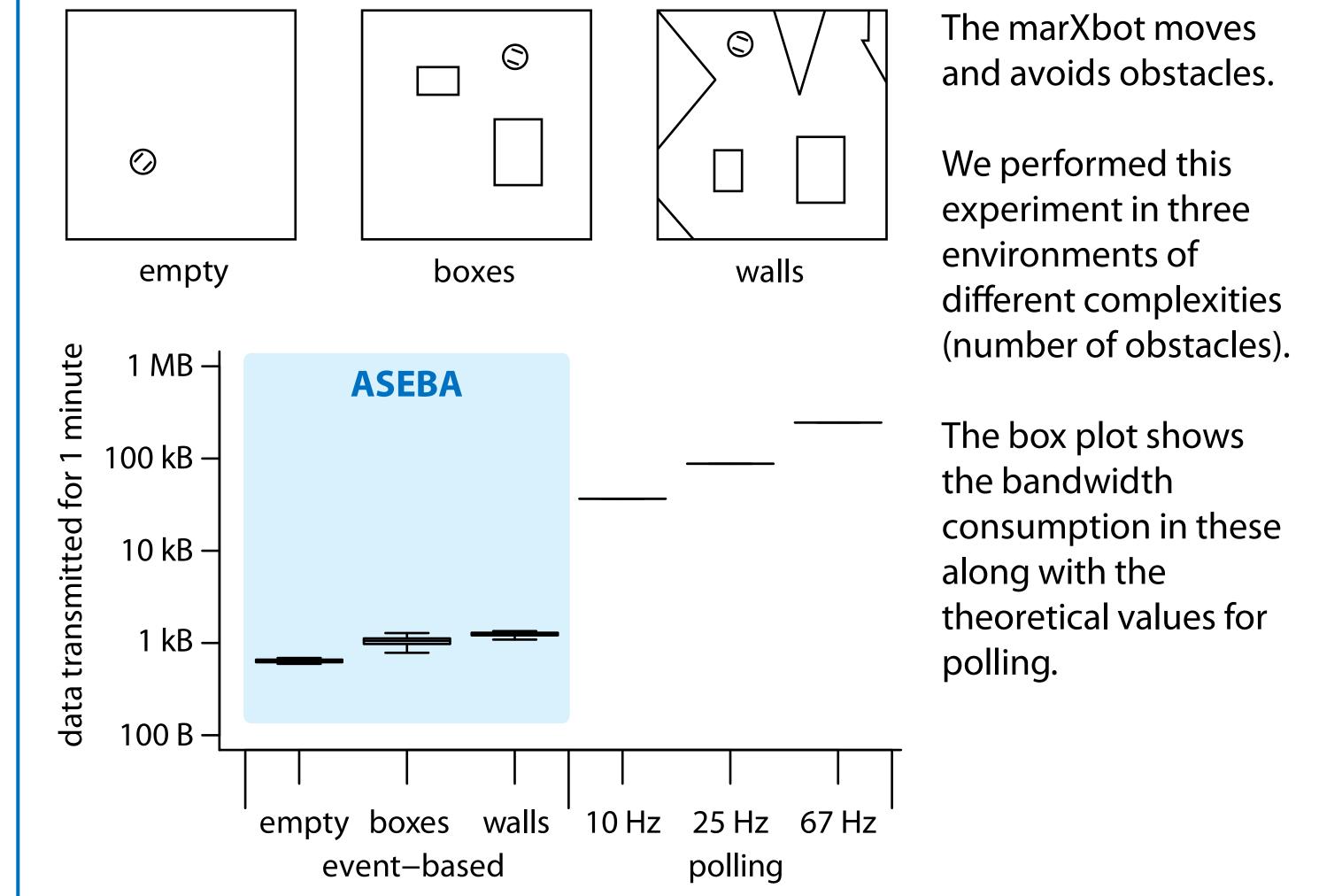


1. a central computer processing all sensors,

2. a microcontroller processing its local sensors,

**3.** a microcontroller processing the incoming event and setting actuators.

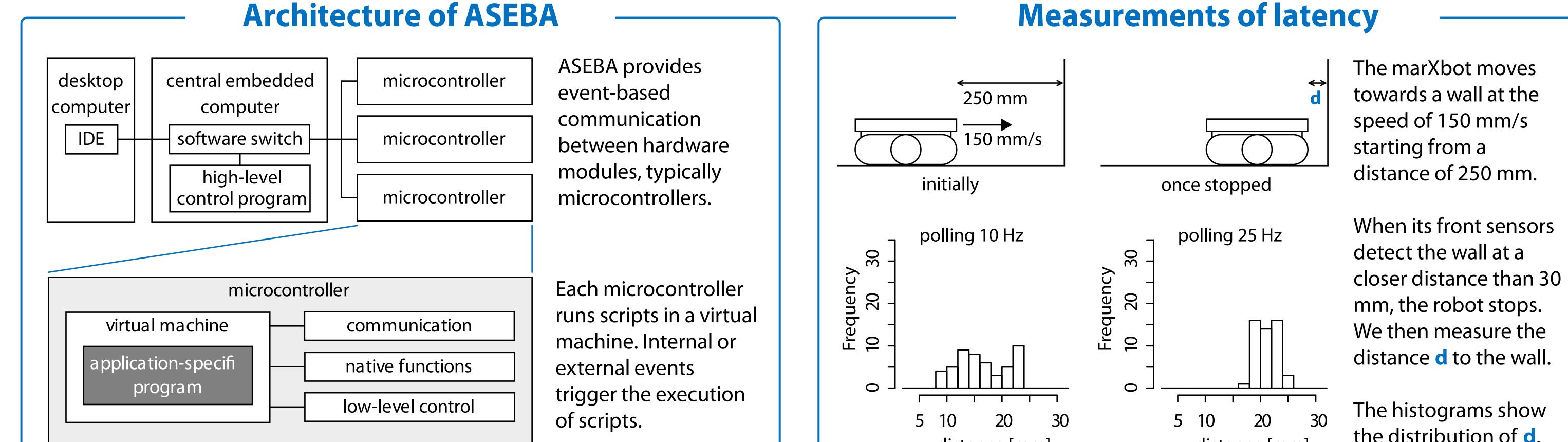
## **Measurement of bandwidth consumption**

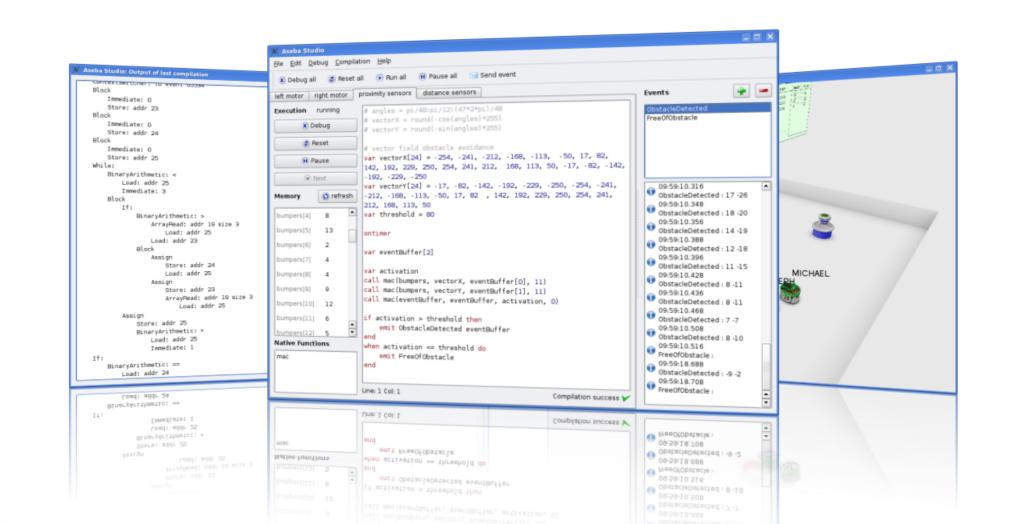


actuators data transmission events transmission

— new situation **x** processing

Bus load and reaction time are both reduced when using events, because processing is done locally in the microcontrollers and only useful data are transmitted and the transfer occurs asynchronously.



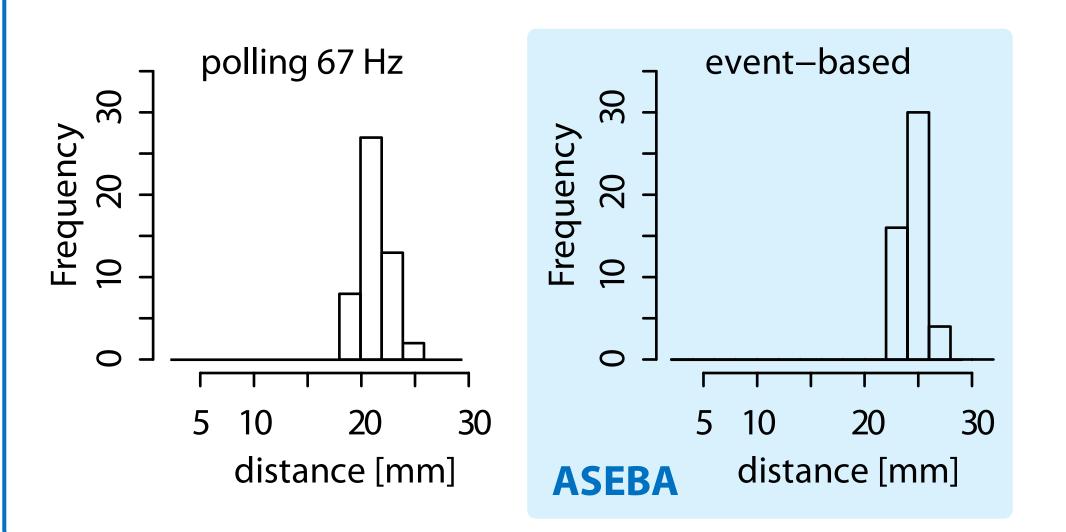


A user-friendly IDE allows real-time debugging and monitoring of events and state of microcontrollers. The IDE provides instant compilation as well.

distance [mm]

distance [mm]

The histograms show the distribution of **d**.



### **Contributors:** Philippe Rétornaz, Valentin Longchamp, Michael Bonani, Francesco Mondada