COMP20170

Introduction to Robotics (2)

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ROS.org

- TF Transformation System
- rqt User Interface
- Robot models (URDF)
- Simulation descriptions (SDF)

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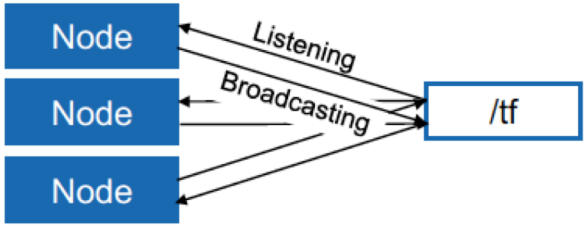
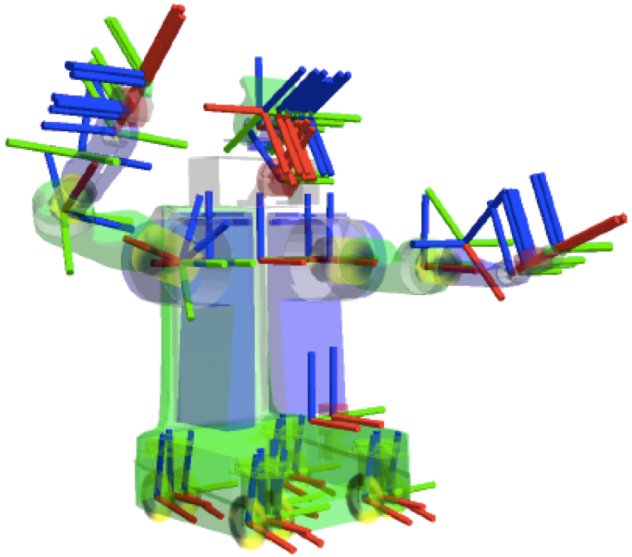
TF Transformation System

- Tool for keeping track of coordinate frames over time
- Maintains relationship between coordinate frames in a tree structure buffered in time
- Lets the user transform points, vectors, etc. between coordinate frames at desired time
- Implemented as publisher/subscriber model on the topics `/tf` and `/tf_static`





More info
http://wiki.ros.org/tf2

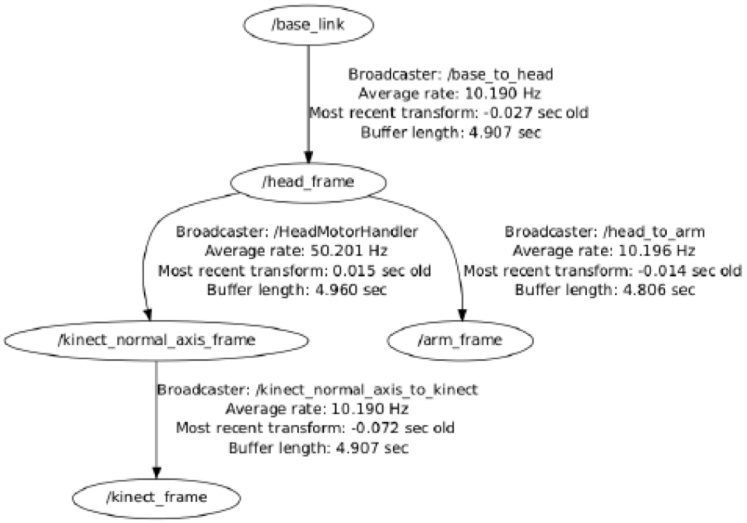
ROS.org

TF Transformation System
Transform Tree

- TF listeners use a buffer to listen to all broadcasted transforms
- Query for specific transforms from the transform tree

tf2_msgs/TFMessage.msg

```
geometry_msgs/TransformStamped[] transforms
  std_msgs/Header header
    uint32 seqtime stamp
    string frame_id
  string child_frame_id
  geometry_msgs/Transform transform
    geometry_msgs/Vector3 translation
    geometry_msgs/Quaternion rotation
```



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TF Transformation System

Tools

Command line

Print information about the current tranform tree

```
> rosrun tf tf_monitor
```

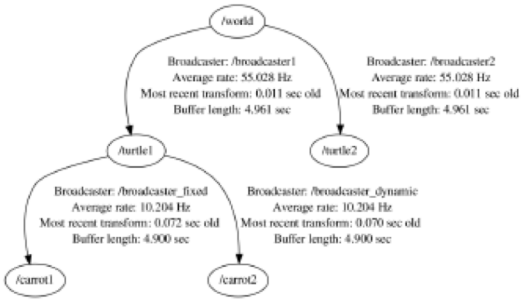
Print information about the transform between two frames

```
> rosrun tf tf_echo
    source_frame target_frame
```

View Frames

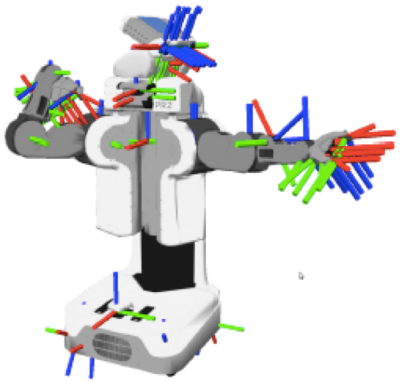
Creates a visual graph (PDF) of the transform tree

```
> rosrun tf view_frames
```



RViz

3D visualization of the transforms



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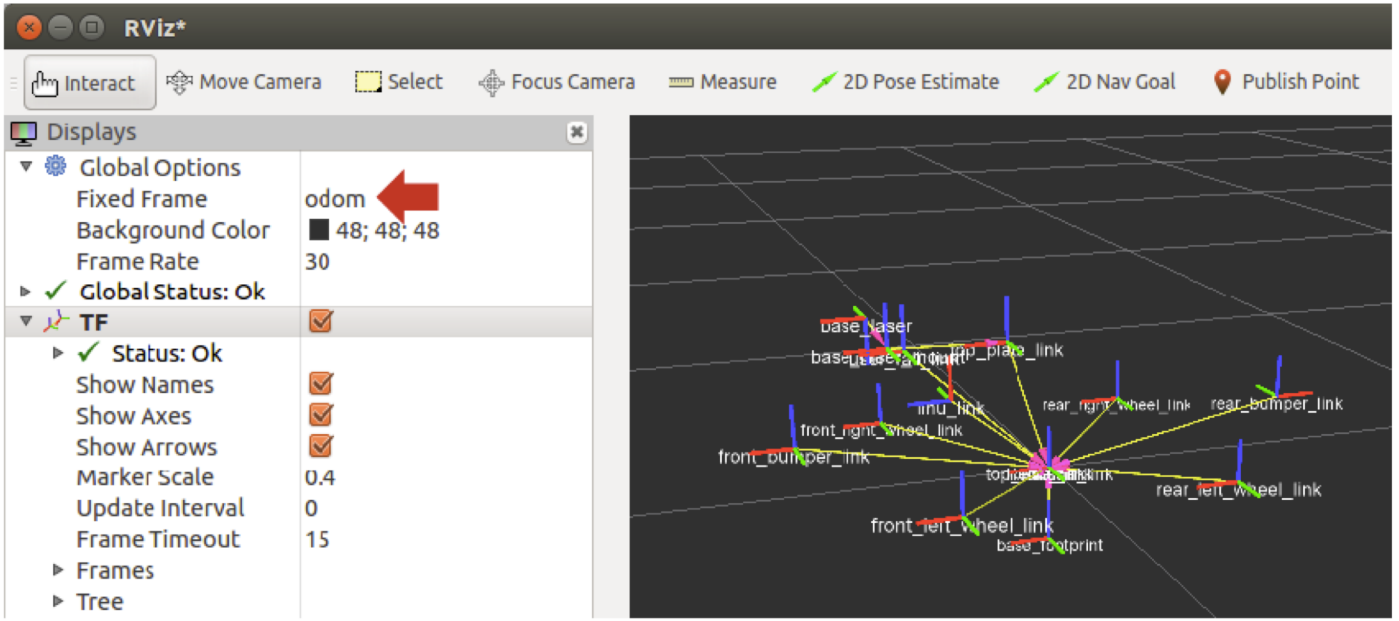
TF Transformation System

RViz Plugin



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TF Transformation System
Transform Listener C++ API

- Create a TF listener to fill up a buffer

```
tf2_ros::Buffer tfBuffer;
tf2_ros::TransformListener tfListener(tfBuffer);
```

- Make sure, that the `listener` does not run out of scope!
- To lookup transformations, use

```
geometry_msgs::TransformStamped transformStamped =
tfBuffer.lookupTransform(target_frame_id,
                         source_frame_id, time);
```

- For `time`, use `ros::Time(0)` to get the latest available transform

```
#include <ros/ros.h>
#include <tf2_ros/transform_listener.h>
#include <geometry_msgs/TransformStamped.h>

int main(int argc, char** argv) {
  ros::init(argc, argv, "tf2_listener");
  ros::NodeHandle nodeHandle;
  tf2_ros::Buffer tfBuffer;
  tf2_ros::TransformListener tfListener(tfBuffer);

  ros::Rate rate(10.0);
  while (nodeHandle.ok()) {
    geometry_msgs::TransformStamped transformStamped;
    try {
      transformStamped = tfBuffer.lookupTransform("base",
                                 "odom", ros::Time(0));
    } catch (tf2::TransformException &exception) {
      ROS_WARN("%s", exception.what());
      ros::Duration(1.0).sleep();
      continue;
    }
    rate.sleep();
  }
  return 0;
};
```

More info

http://wiki.ros.org/tf2/Tutorials/Writing%20a%20tf2%20listener%20%28C%2B%2B%29

ROS.org

rqt User Interface

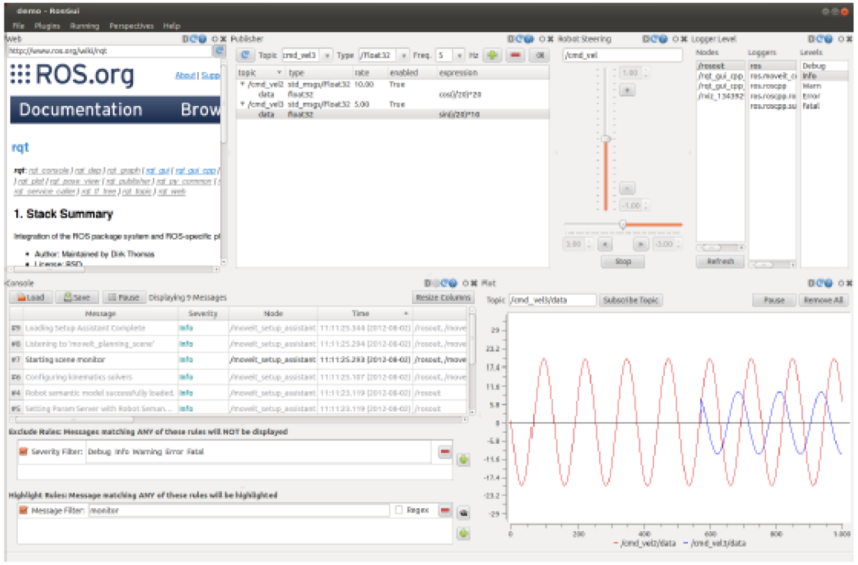
- User interface base on Qt
- Custom interfaces can be setup
- Lots of existing plugins exist
- Simple to write own plugins

Run RQT with

```
> rosrun rqt_gui rqt_gui
```

or

```
> rqt
```



More info
http://wiki.ros.org/rqt/Plugins

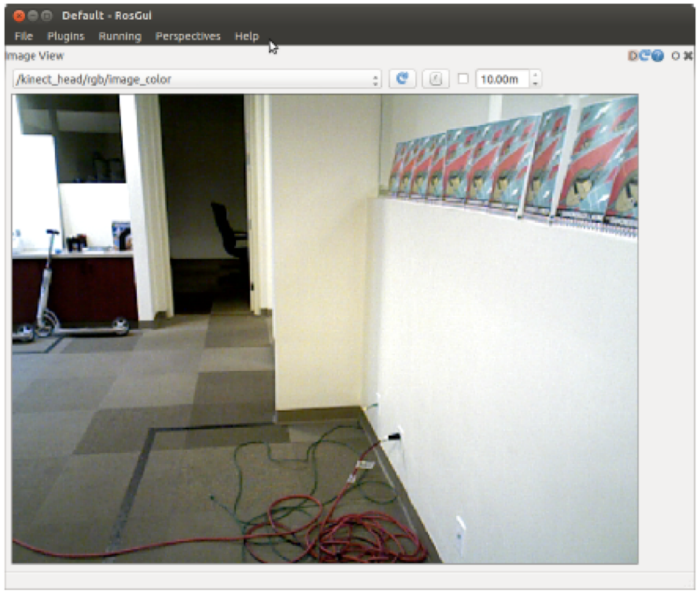
ROS.org

rqt User Interface
rqt_image_view

- Visualizing images

Run *rqt_graph* with

```
> rosrun rqt_image_view rqt_image_view
```



More info
http://wiki.ros.org/rqt_image_view

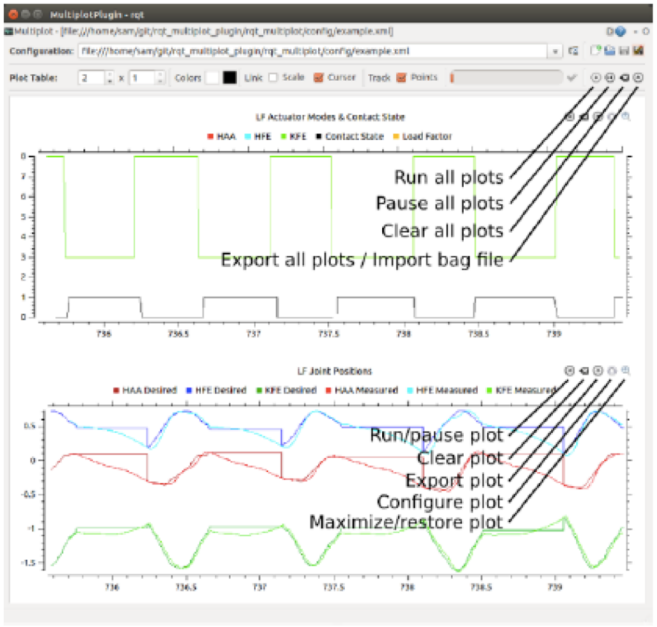
ROS.org

rqt User Interface
rqt_multiplot

- Visualizing numeric values in 2D plots

Run *rqt_multiplot* with

```
> rosrun rqt_multiplot rqt_multiplot
```



More info
http://wiki.ros.org/rqt_multiplot

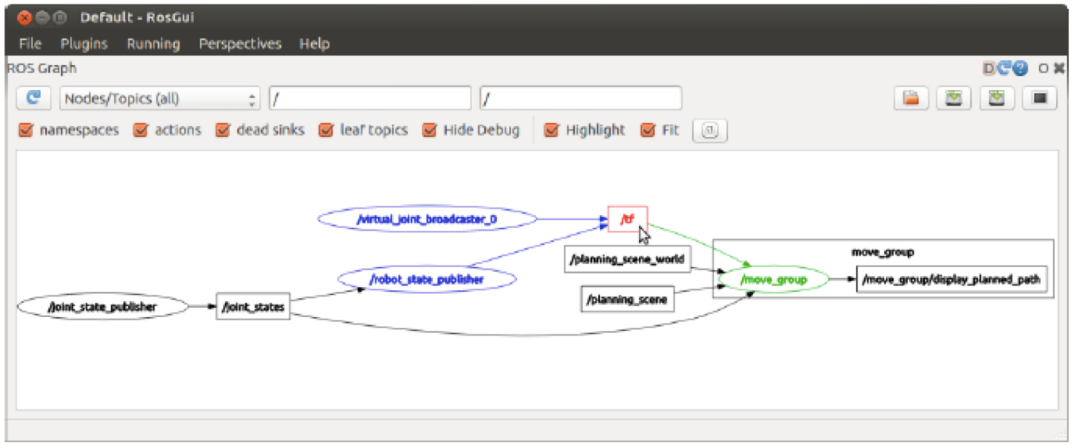
ROS.org

rqt User Interface
rqt_graph

- Visualizing the ROS computation graph

Run *rqt_graph* with

```
> rosrun rqt_graph rqt_graph
```



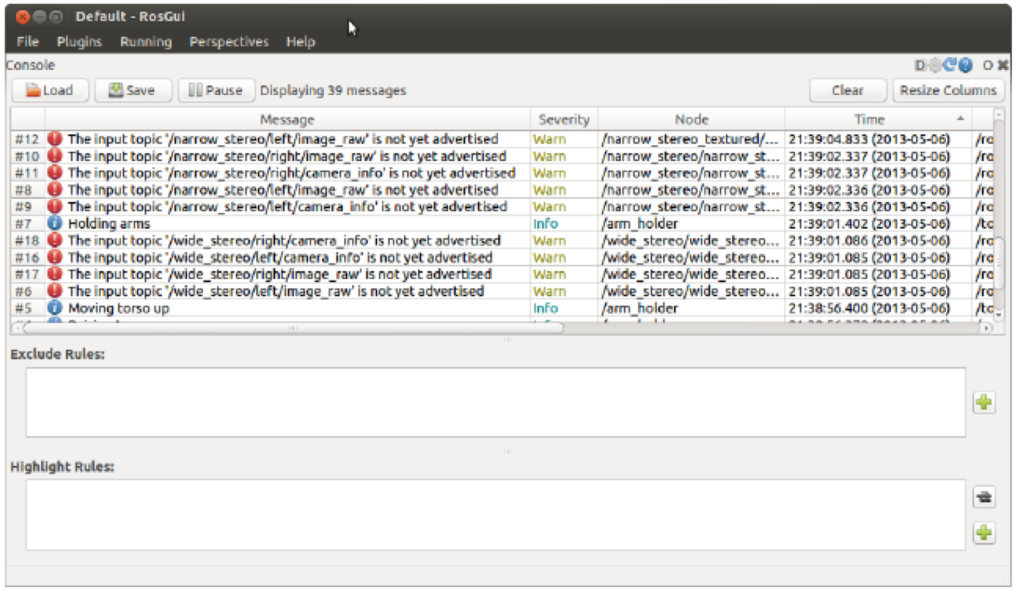
ROS.org

rqt User Interface
rqt_console

- Displaying and filtering ROS messages

Run *rqt_console* with

```
> rosrun rqt_console rqt_console
```



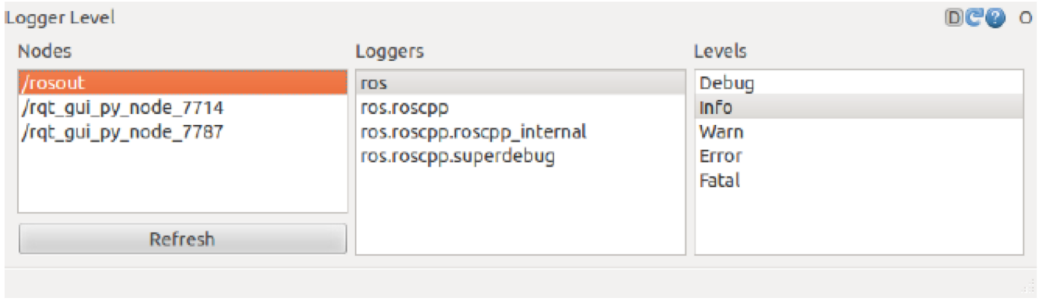
ROS.org

rqt User Interface
rqt_logger_level

- Configuring the logger level of ROS nodes

  Run *rqt_logger_level* with

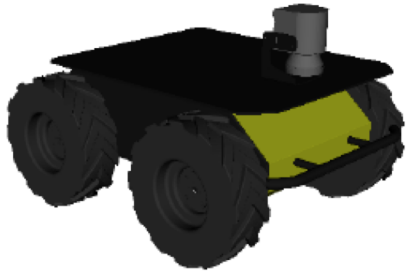
```
> rosrun rqt_logger_level
  rqt_logger_level
```



ROS.org

Robot Models
Unified Robot Description Format (URDF)

- Defines an XML format for representing a robot model
  - Kinematic and dynamic description
  - Visual representation
  - Collision model
- URDF generation can be be scripted with *XACRO*



Mesh for visuals

Primitives for collision

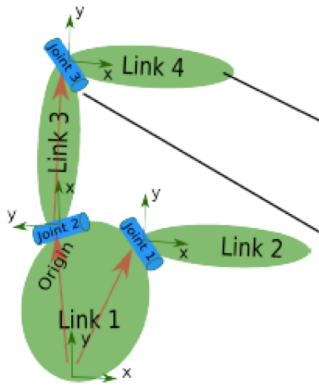
More info
http://wiki.ros.org/urdf
http://wiki.ros.org/xacro

ROS.org

Robot Models

Unified Robot Description Format (URDF)

- Description consists of a set of *link* elements and a set of *joint* elements
- Joints connect the links together



robot.urdf

```
<robot name="robot">
  <link> ... </link>
  <link> ... </link>
  <link> ... </link>

  <joint> .... </joint>
  <joint> .... </joint>
  <joint> .... </joint>
</robot>
```

```
<link name="link_name">
  <visual>
    <geometry>
      <mesh filename="mesh.dae"/>
    </geometry>
  </visual>
  <collision>
    <geometry>
      <cylinder length="0.6" radius="0.2"/>
    </geometry>
  </collision>
  <inertial>
    <mass value="10"/>
    <inertia ixx="0.4" ixy="0.0" …/>
  </inertial>
</link>
```

```
<joint name="joint_name" type="revolute">
  <axis xyz="0 0 1"/>
  <limit effort="1000.0" upper="0.548" … />
  <origin rpy="0 0 0" xyz="0.2 0.01 0"/>
  <parent link="parent_link_name"/>
  <child link="child_link_name"/>
</joint>
```

More info
http://wiki.ros.org/urdf/XML/model

ROS.org

Robot Models
Usage in ROS

- The robot description (URDF) is stored on the parameter server (typically) under `/robot_description`
- You can visualize the robot model in Rviz with the *RobotModel* plugin

husky_empty_world.launch

```
…
<include file="$(find husky_gazebo)/launch/spawn_husky.launch">
  <arg name="laser_enabled" value="$(arg laser_enabled)"/>
  <arg name="ur5_enabled" value="$(arg ur5_enabled)"/>
  <arg name="kinect_enabled" value="$(arg kinect_enabled)"/>
</include>
…
```

spawn_husky.launch

```
…
<param name="robot_description" command="$(find xacro)/xacro.py
'$(arg husky_gazebo_description)'
   laser_enabled:=$(arg laser_enabled)
   ur5_enabled:=$(arg ur5_enabled)
   kinect_enabled:=$(arg kinect_enabled)" />
…
```

ROS.org

Simulation Descriptions
Simulation Description Format (SDF)

- Defines an XML format to describe
  - Environments (lighting, gravity etc.)
  - Objects (static and dynamic)
  - Sensors
  - Robots
- SDF is the standard format for Gazebo
- Gazebo converts a URDF to SDF automatically

More info
http://sdformat.org

Further References

- **ROS Wiki**
  - http://wiki.ros.org/
- **Installation**
  - http://wiki.ros.org/ROS/Installation
- **Tutorials**
  - http://wiki.ros.org/ROS/Tutorials
- **Available packages**
  - http://www.ros.org/browse/
- **ROS Cheat Sheet**
  - https://github.com/ros/cheatsheet/releases/download/0.0.1/ROScheatsheet_catkin.pdf
- **ROS Best Practices**
  - https://github.com/ethz-asl/ros_best_practices/wiki
- **ROS Package Template**
  - https://github.com/ethz-asl/ros_best_practices/tree/master/ros_package_template