#### **ETH** zürich



# Programming for Robotics Introduction to ROS

Course 3

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## **Course Structure**

Course 1

Deadline for Ex. 1.

Course 3

Course 4

Course 5

Lecture 1

Lecture 2

Exercise 2 Intro.

Course 2

Deadline for Ex. 2.

Deadline for Ex. 3.

Multiple Choice Test

Exercise 1 Intro.

Lecture 3

Lecture 4

Break

Exercise 3 Intro.

Exercise 4 Intro.

Case Study

Exercise 5 Intro.

Exercise 1

Exercise 2

Exercise 3

Exercise 4

Exercise 5

Deadline for Ex. 5.





## **Evaluation – Multiple Choice Test**

- Please be there 10 min before
- If you don't want to take the test please deregister by Monday (01.03.2021)
  - such that we can assign the seating schedule
- The multiple choice test takes place at the last course day:

05.03.2021 at 08:00 (not 8:15)





## **Overview Course 3**

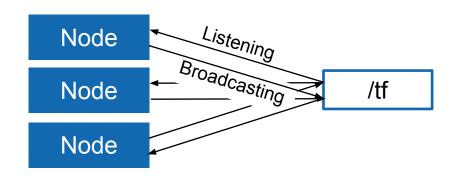
- TF Transformation System
- rqt User Interface
- Robot models (URDF)
- Simulation descriptions (SDF)

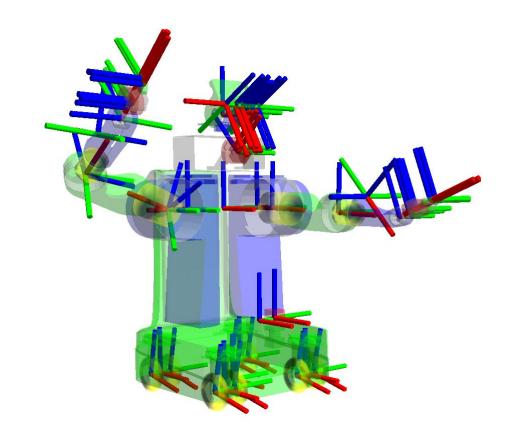




## **TF Transformation System**

- 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





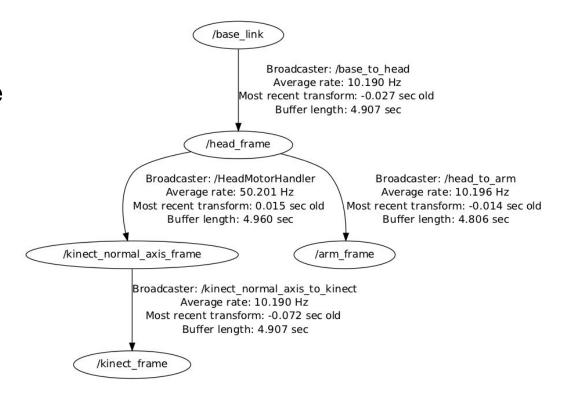
# **TF Transformation System**

### **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
```







## **TF Transformation System**

## Tools

#### **Command line**

Print information about the current transform tree

> rosrun tf tf\_monitor

Print information about the transform between two frames

> rosrun tf tf\_echo source frame target frame

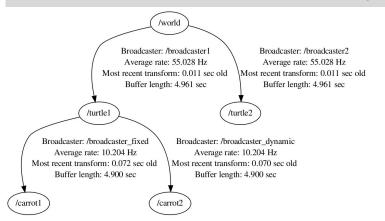
### **View Frames**

Creates a visual graph (PDF) of the transform tree. Broken at the moment!!!!!

https://github.com/ros/geometry/pull/222

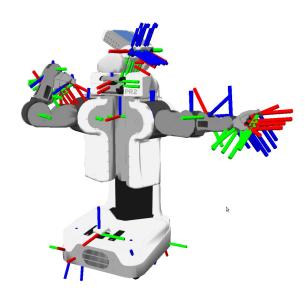
rosrun tf view frames

rosrun tf2\_tools view\_frames.py



#### **RViz**

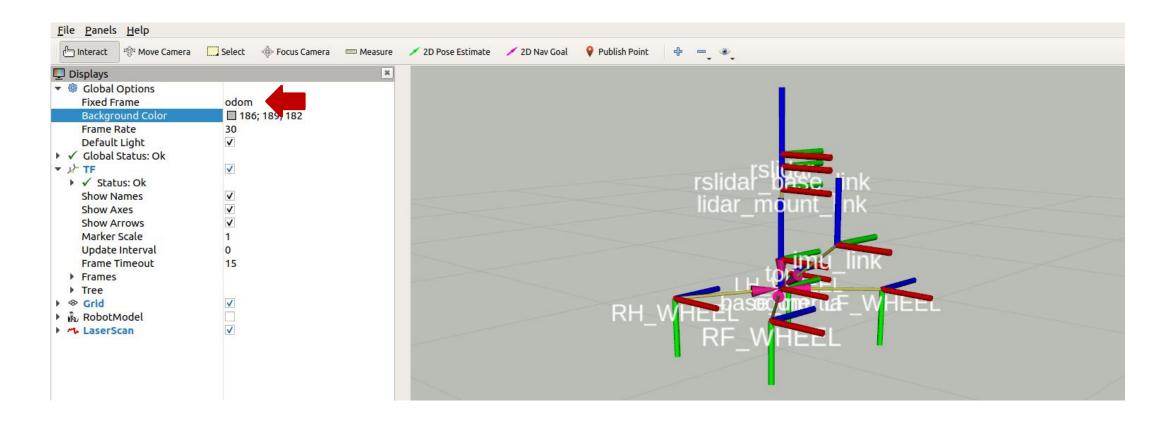
3D visualization of the transforms







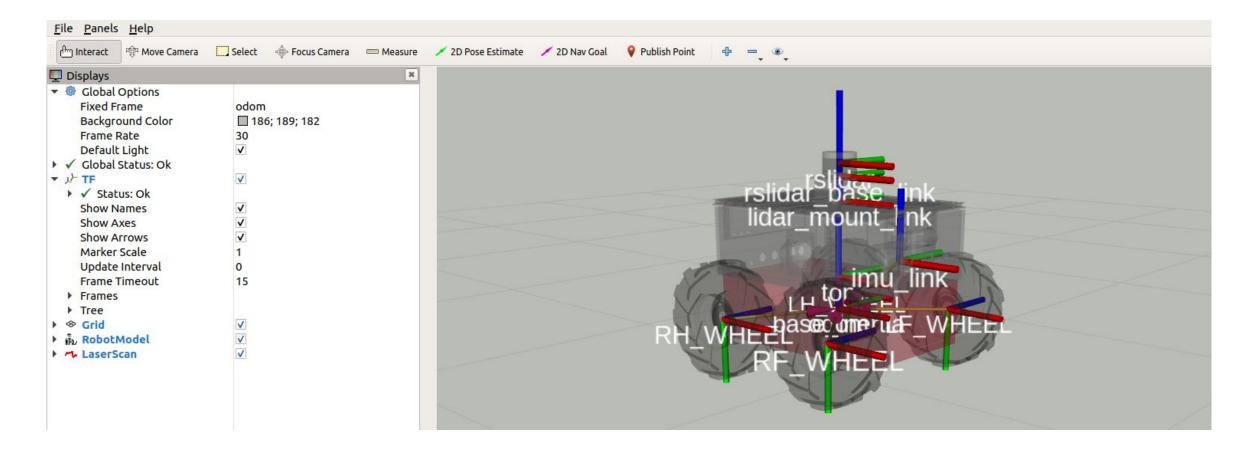
# **TF Transformation System**RViz Plugin







# **TF Transformation System**RViz Plugin







# **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

 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





## rqt User Interface

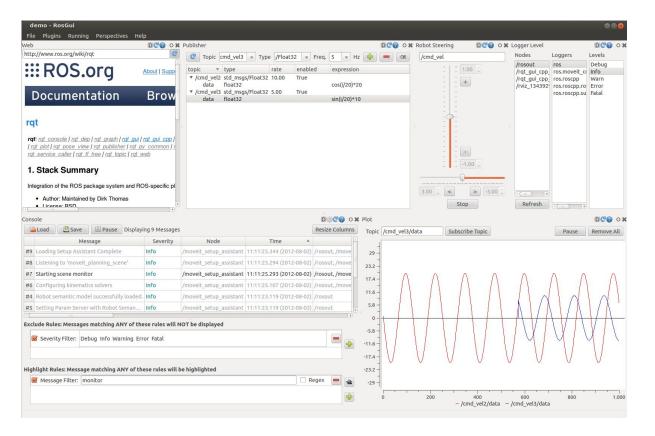
- User interface based on Qt
- Custom interfaces can be setup
- Lots of plugins exist
- Simple to write own plugins

#### Run RQT with

> rosrun rqt\_gui rqt\_gui

or

> rqt



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



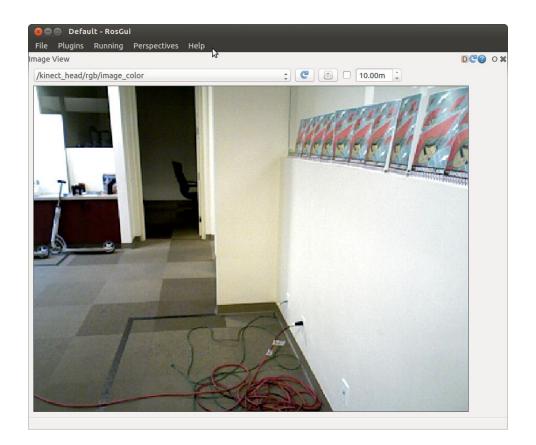


# rqt User Interface rqt\_image\_view

Visualizing images

Run rqt\_image\_view with

> rosrun rqt\_image\_view rqt\_image\_view



More info http://wiki.ros.org/rqt\_image\_view



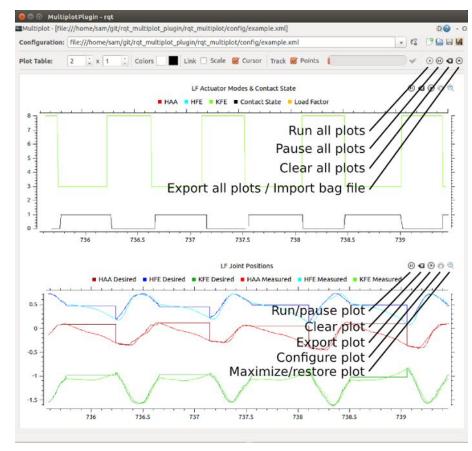


# rqt User Interface rqt\_multiplot

Visualizing numeric values in 2D plots

Run rqt\_multiplot with

> rosrun rqt\_multiplot rqt\_multiplot



More info http://wiki.ros.org/rgt multiplot



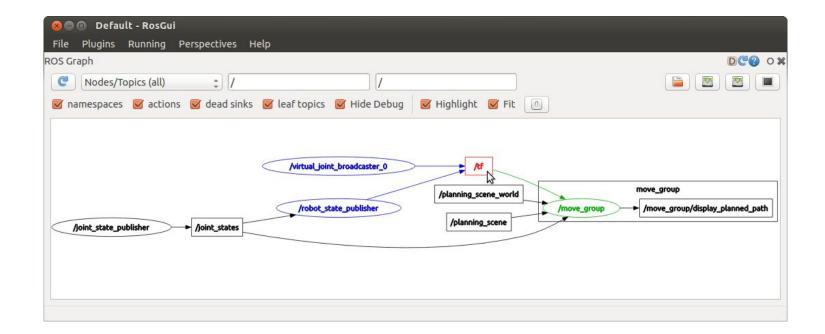


# rqt User Interface rqt\_graph

Visualizing the ROS computation graph

Run rqt\_graph with

> rosrun rqt\_graph rqt\_graph



More info http://wiki.ros.org/rgt\_graph



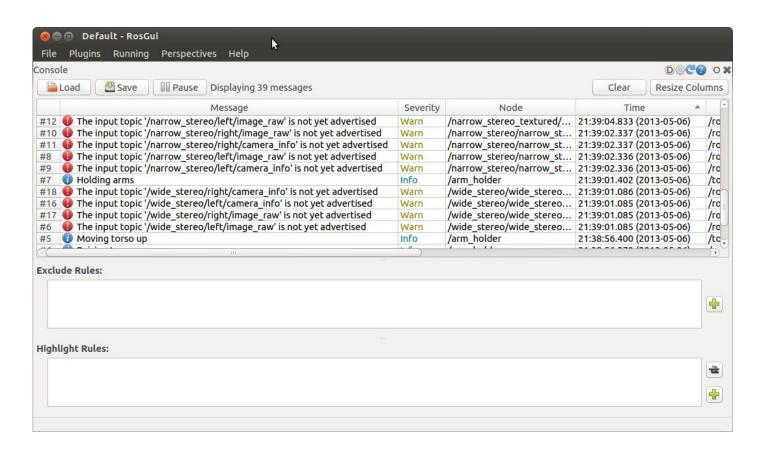


# rqt User Interface rqt\_console

 Displaying and filtering ROS messages

Run rqt\_console with

> rosrun rqt\_console rqt\_console



More info <a href="http://wiki.ros.org/rqt\_console">http://wiki.ros.org/rqt\_console</a>



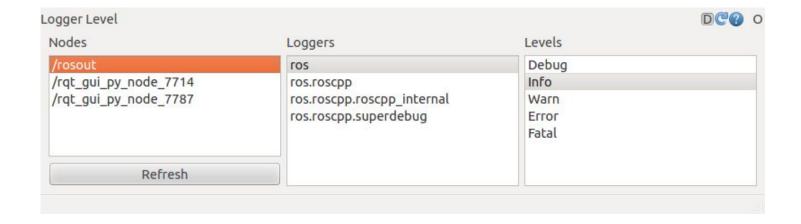


# rqt User Interface rqt\_logger\_level

Configuring the logger level of ROS nodes

Run rqt\_logger\_level with

> rosrun rqt\_logger\_level rqt\_logger\_level



More info http://wiki.ros.org/rgt\_logger\_level

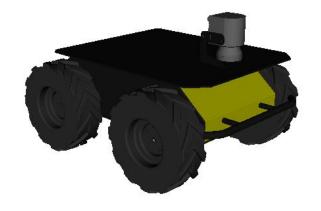




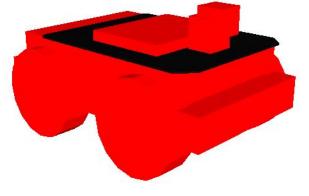
## **Robot Models**

## 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

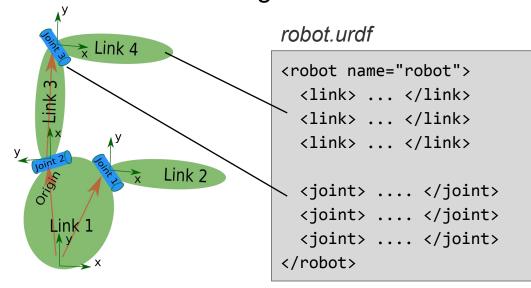




### **Robot Models**

## Unified Robot Description Format (URDF)

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



```
<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"/>
  imit 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



# 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

#### control.launch

#### load.launch

```
command="$(arg description_name)" command="$(find xacro)/xacro
    $(arg description_file)
    wheel_joint_type:=$(arg wheel_joint_type)
    simulation:=$(arg simulation)
    robot_namespace:=$(arg robot_namespace)
    lidar:=$(arg lidar)
    description_name_xacro:=$(arg description_name)
    publish_tf:=$(arg publish_tf)"/>
    </launch>
...
```





# **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://www.clearpathrobotics.com/ros-robot-op erating-system-cheat-sheet/
- https://kapeli.com/cheat\_sheets/ROS.docset/ Contents/Resources/Documents/index

#### ROS Best Practices

 https://github.com/leggedrobotics/ ros best practices/wiki

### ROS Package Template

 https://github.com/leggedrobotics/ros\_best\_ practices/tree/master/ros\_package\_template





## **Contact Information**

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Course website:

http://www.rsl.ethz.ch/education-students/lectures/ros.html

