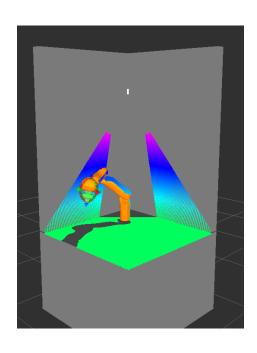
Dipl.-Inform. Felix Meßmer

Technology Seminar – ROS in Industrial Applications







Goals

- Learn about Motion Planning Basics
 - Overview
 - Modules
- Learn about Movelt!
 - Concepts
 - Capabilities
- Experience Movelt!
 - Simulation
 - Robot Hardware

Motion Planning Basics

Problem formulation

- Initial state q_{init} (position or configuration) is known
- Goal state q_{qoal} (position or configuration) is given
- Environment (static and dynamic obstacles) is known
- \rightarrow Find a path τ from q_{init} to q_{goal} that:
 - is (self-) collision-free
 - satisfies (joint, velocity, acceleration) limits

- ...

A basic motion planning problem is to produce a continuous motion that connects a start configuration S and a goal configuration G, while avoiding collision with known obstacles. The robot and obstacle geometry is described in a 2D or 3D *workspace*, while the motion is represented as a path in (possibly higher-dimensional) *configuration space*.

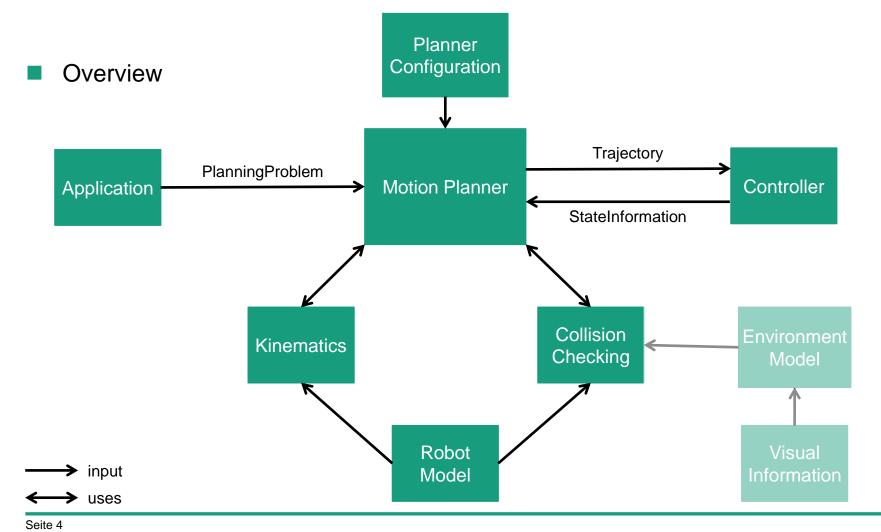
Source: Wikipedia



"HIS PATH-PLANNING MAY BE SUB-OPTIMAL, BUT IT'S GOT FLAIR."

Source: Willow Garage

Motion Planning Basics



Motion Planning Basics

- Prerequisites
 - Robot Model (URDF)
 - Description of kinematic chain (→ Kinematics)
 - Description of robot geometry (→ Collision Checking)
 - For execution
 - Controller (HW driver or simulation)
 - Environment Model
 - None → Self-Collision Checking
 - Obstacles Description → static Collision Checking
 - Visual Information → dynamic Collision Checking + reactive Planning

Introduction to Movelt!

- State-of-the-art software framework for motion planning in ROS
- Movelt! integrates core and low-level capabilities out-of-the-box:
 - Kinematics (e.g. KDL, IKFast)
 - Collision Checking (FCL)
 - Motion Planning libraries (OMPL, SBPL, CHOMP)
 - Environment representation & Perception (octomap)
 - Execution & Monitoring



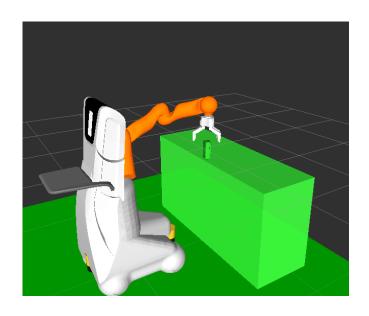
Introduction to Movelt!

- High(er)-level capabilities:
 - Pick-and-Place (grasp planning)
 - Constraint-aware Motion Planning
 - joint constraints
 - position constraints
 - orientation constraints
 - Benchmarking
 - evaluate and optimize planner performance
 - Workspace Analysis
 - robot design
 - robot placement

Introduction to Movelt!

- Movelt! in robotics research:
 - Optimized for performance (single-process, parallelization)
 - Flexible, plugin-based
 - Easily exchange capabilities (e.g. planners)
 - Easily add your own capabilites/algorithms





Introduction to Movelt!

- Movelt! in robotics applications:
 - No need to implement everything from scratch every single time!
 - Suitable for both Navigation and Maniputlation
 - Simple and easy-to-use API (C++ and Python)
 - Focus on development of mobile manipulation applications!





Source: SwRI@Automate2013

Introduction to Movelt!

Robots using Movelt!



Introduction to Movelt!

Movelt! Documentation

Official website: http://moveit.ros.org/wiki/MoveIt!

■ ROS-Wiki: http://wiki.ros.org/moveit

Tutorials:
<u>http://moveit.ros.org/wiki/Tutorials</u>

API documentation: http://docs.ros.org/hydro/api/moveit_core/html/

Code repository: https://github.com/ros-planning/

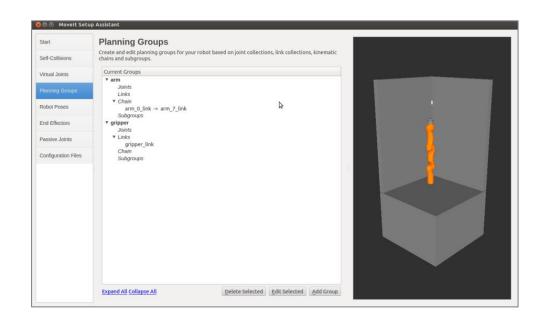
■ Mailinglist: <u>mailto: moveit-users@googlegroups.com</u>

Usage of Movelt!

- Movelt! Setup Assistant
 - Graphical User Interface
 - Uses kinematic description (URDF)

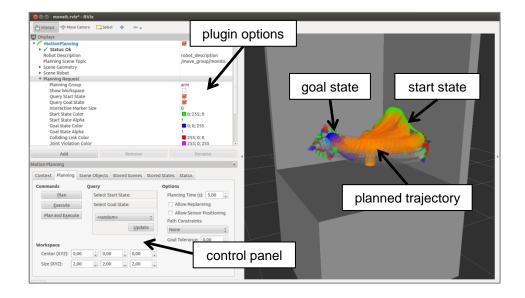


- 1. Pre-compute self-collision
- 2. Define Planning Groups
- Define Robot Poses
- 4. Generate files automatically
 - Configuration files
 - Startup files



Usage of Movelt!

- Movelt! Interfaces
 - RVIZ-Plugin
 - graphical tool
 - visualization
 - Command-Line Tool
 - terminal-based tool
 - Scripting API
 - application development
 - C++ and Python API



Your manipulation expert



Dipl. - Inform. Felix Meßmer

E-Mail: felix.messmer@ipa.fraunhofer.de

Phone: +49 711 970-1452