



Robot Simulation

- Subsystems simulated
- Methods used for simulation
- Using Standard simulators
- Commonly used robots in simulations

Subsystems of a Robot

- **Actuation**
 - Mobile Bases
 - Manipulators
- **Sensing**
 - Binary Sensors
 - Scalar Sensors
 - *'Rich'* Sensors
- **Computing**
 - On-board
 - Remote

These are simulated, along with a simulated environment on various softwares.

The robots and environments can also be visualized in the simulation software

Actuation

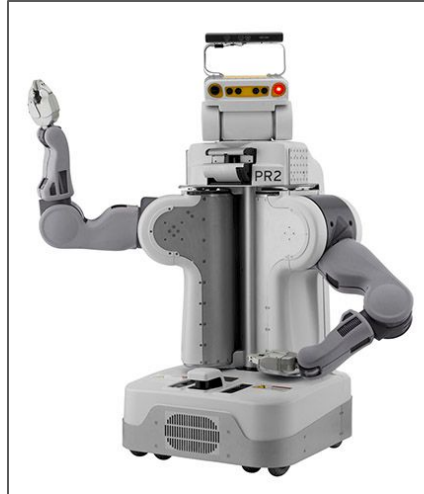
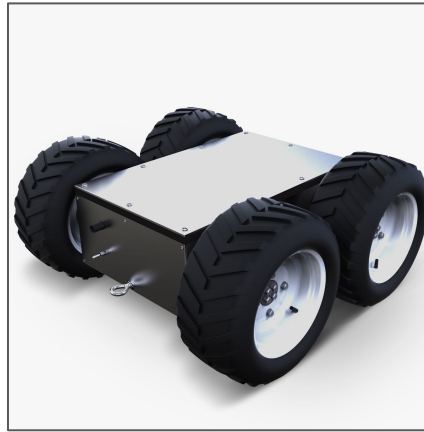
Wheeled Robots: Differential drive, Omni Wheel drive, Ackerman Drive, etc.

Legged Robots

Aerial Robots: Quadcopter, Hexacopters, etc.

Manipulators: Lateral joints, Rotational joints, Twisting joints, Revolving Joints

*Actuators as well as their geometry
need to be simulated*



Sensing

Single reading sensors- Binary reading/
Scalar reading

Depth Sensors - Visual cameras (monocular
& stereo), IR Cameras,

Laser Scanners - 2D, 3D

Encoders - Hall effect, Optical, etc.

*Simulated sensors need to interact with the
model world to produce the data similar to the
actual sensor*



Messages Used

Messages used for actuation and sensing should be common for all robots, as far as possible

Position, orientation, frame and velocity

Geometry & drive of the robot should not be a concern of the high-level controller

geometry_msgs/Twist

geometry_msgs/Pose

sensor_msgs/JointState

geometry_msgs/Transform

Camera outputs and depth maps

Output formats from sensor drivers/simulators must not be sensor-specific, but purpose-specific

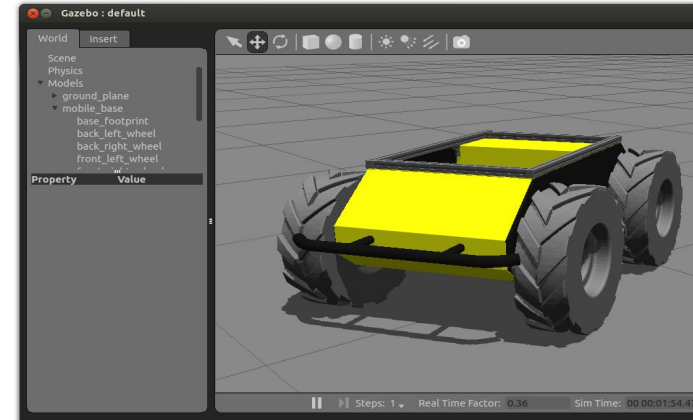
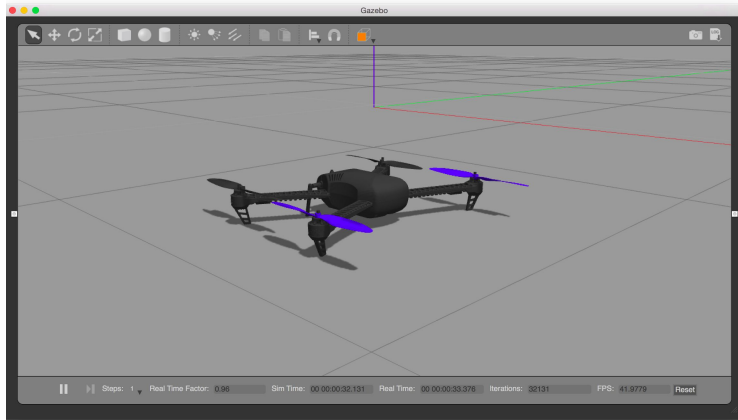
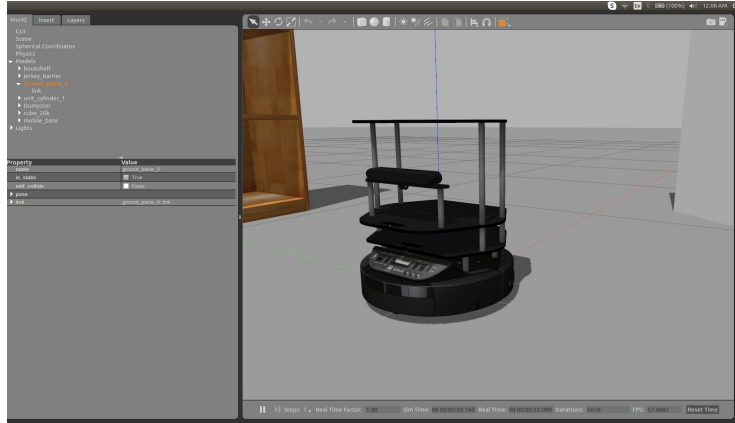
sensor_msgs/Image

sensor_msgs/CameraInfo

sensor_msgs/LaserScan

sensor_msgs/PointCloud2

Commonly simulated Robots



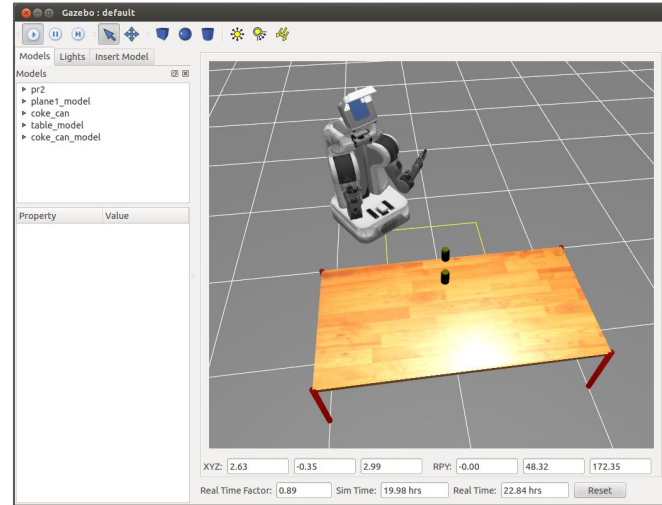
How Simulators Work

- Simulations contain a **virtual model** of the **environment** and of the **robot**
- The model of the robot includes the **geometry, constraints, behaviour**, etc. of the robot and simulations of the **sensors** on the robot.
- The simulator **subscribes** to the same topics that are used by the actual robot. It uses messages on these topics to simulate the actuation & the required action.
- **Sensors** on the robot model interact with the virtual world and **publish** the data on the same topics as actual sensor drivers
- For the high level software, it doesn't matter whether a simulation or an actual robot is being used.

Simulators

- **Gazebo**

- 3D simulator
- Can simulate robots, obstacles, etc.
- Uses a physics engine
- Computationally heavy



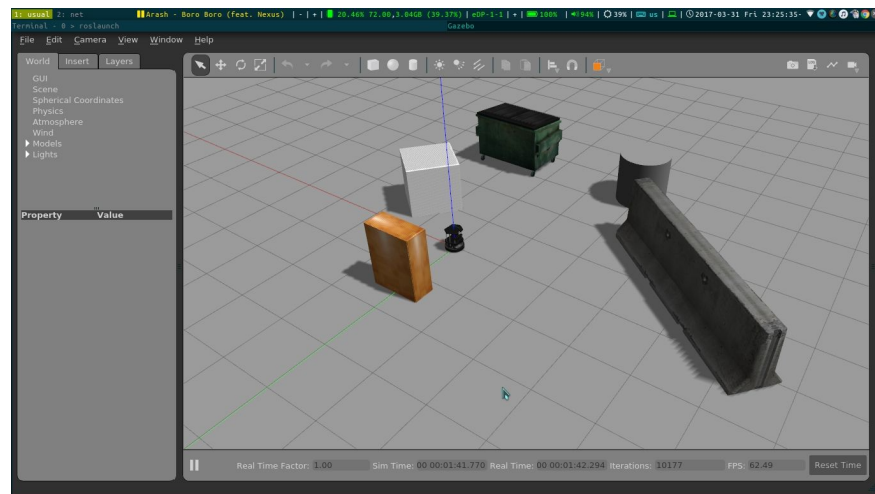
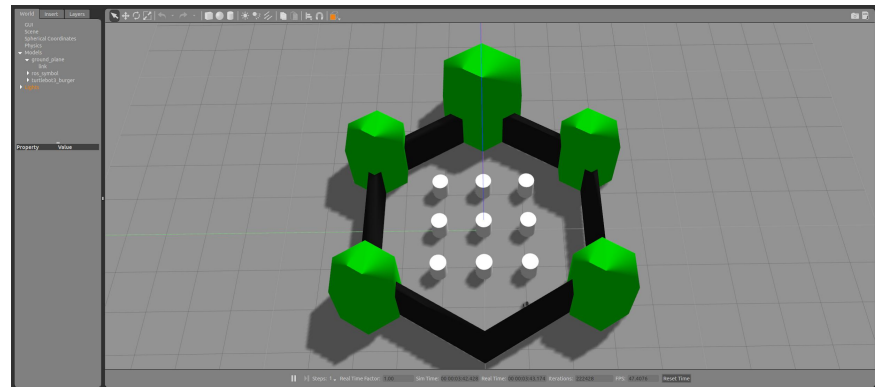
- **Stage**

- 2D Simulator
- Designed for multi-agent systems
- Minimal, computationally cheap



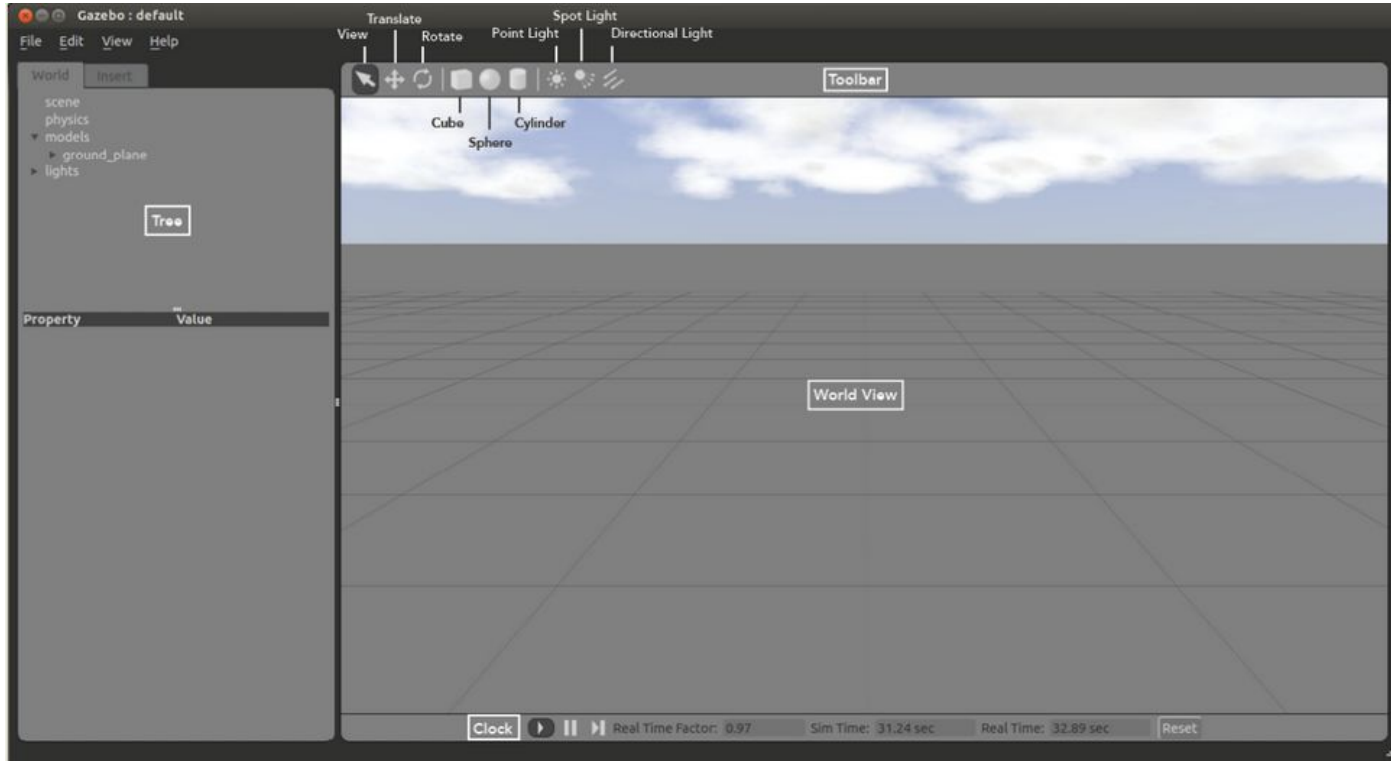
Worlds, URDF and Launchfiles

- **Worlds** are virtual environments that can be launched in a simulator.
- **URDF** (Universal Robot Description Format) is used to describe the geometry, constraints, etc. of the robot model
- **Xacro** is a modified form of URDF that is commonly used to define robot models
- **Launchfiles** are XML files that allow us to launch multiple rosnodes together, along with the roscore and allow us to set ROS parameters while launching.



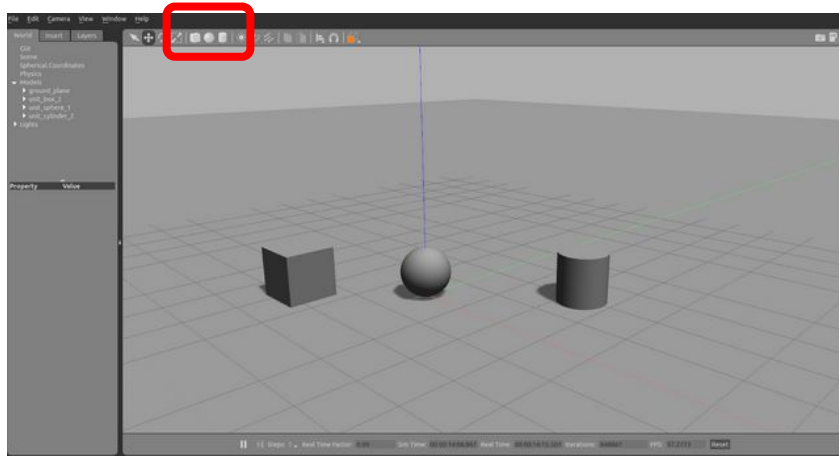
Gazebo GUI

```
roslaunch gazebo ros gazebo or gazebo <world name>.sdf
```

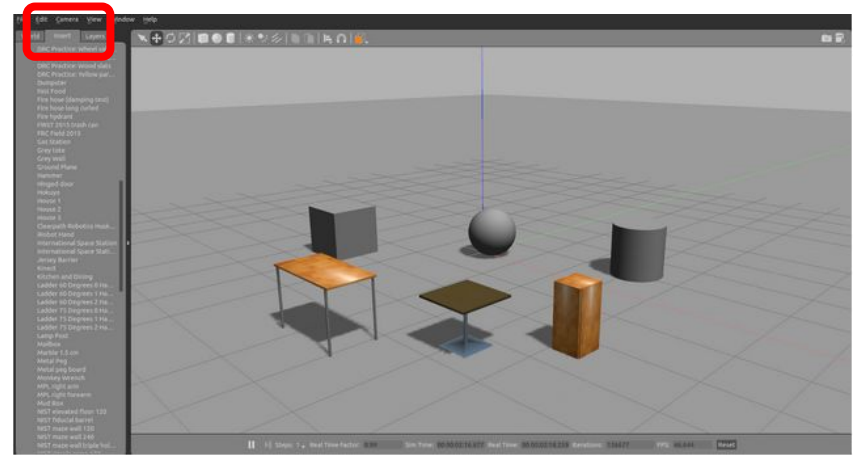


Gazebo - Creating a World

Inserting shapes



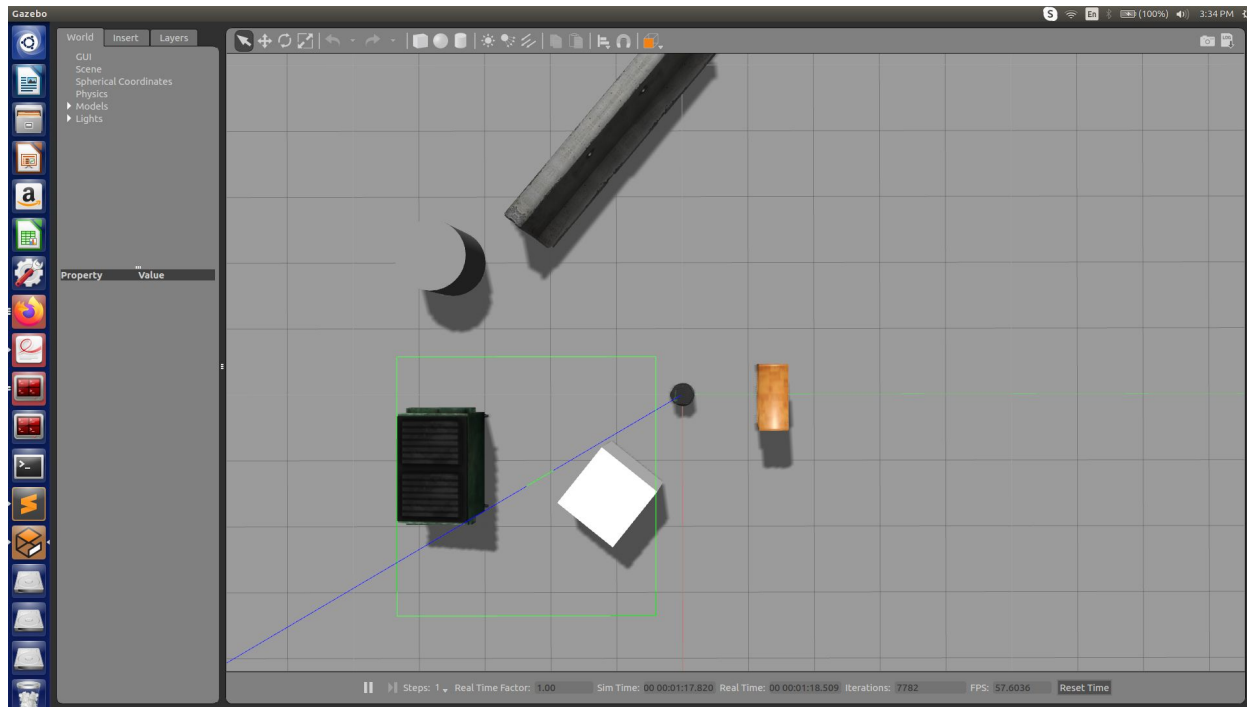
Adding a model from the database



The world file is saved with the extension **.sdf**.

Launching Turtlebot in Gazebo

```
roslaunch turtlebot gazebo turtlebot world.launch
```



Try the following:

Check the active topics

Echo the topics /scan and /odom.

Check the message type of these topics

—

Turtlebot TeleOp

The package **turtlebot_teleop** allows us to control a turtlebot using keyboard keys.

```
roslaunch turtlebot_teleop keyboard_teleop.launch
```

The node **turtlebot_teleop_keyboard** publishes velocity commands through the **Twist** message on the topic **cmd_vel**.

If **turtlebot_gazebo** has a world running, gazebo subscribes to this topic and makes the turtlebot simulation move accordingly.

Exercise - Simulate a Wanderbot

Turtlebot-gazebo subscribes to **cmd_vel** for getting velocity commands.

Similarly, the LIDAR on the simulated turtlebot publishes the obstacle data to the topic **scan**.

Write a node that subscribes to this laser scan and publishes velocity commands.

The node should allow the turtlebot to do the following:

1. Keep going forward for a random duration of time (greater than 2 seconds)
*Use the **random** library and the **time** library of Python.*
2. After this duration: stop, turn by a random amount, and carry out step 1 again.
3. If an obstacle is detected within 0.5m in the front, carry out step 2.

Launch the wanderer in turtlebot_world.

References:

Lidar 101: <https://www.youtube.com/watch?v=NZKvf1cXe8s>

Morgan Quigley Chapter 6 (part 3) and Chapter 7.

ROSWiki Tutorials