

Visual Control of a Hexapod Robot

Daniel Callander

School of Computing Science Sir Alwyn Williams Building University of Glasgow G12 8QQ

Level 4 Project — March 28, 2014

Abstract We show how to produce a level 4 project report using latex and pdflatex using the style file l4proj.cls
We show how to produce a level 4 project report using latex and pdflatex using the style file l4proj.cls

Education Use Consent

I hereby give my perm	sion for this project to be shown to other University of Glasgow students and to be							
distributed in an electro-	stributed in an electronic format. Please note that you are under no obligation to sign this declaration, but							
doing so would help fu	re students.							
Name:	Signature:							

Contents

1	Intr	troduction 1				
	1.1	Motivation	1			
	1.2	Software	1			
		1.2.1 ROS	1			
	1.3	Hardware	1			
		1.3.1 Hexapod	1			
		1.3.2 RGB-D Sensor	1			
2	Bacl	kground	2			
3	Req	uirements	3			
4	Arcl	hitecture	4			
	4.1	Nodes	4			
	4.2	Packages	4			
	4.3	Topics	4			
5	Har	dware Interaction	5			
	5.1	Servo Driver	5			
		5.1.1 Protocol	5			
	5.2	Limb Controller	5			
	5.3	Limb Calibration Tool	5			
		5.3.1 Usage	5			

6 Locomotion				
	6.1	Tripod Gait Walker	6	
	6.2	Joystick Controller	6	
7	Sens	ensing		
	7.1	Camera Driver	7	
	7.2	Visual Odometry	7	
	7.3	Environment Mapping	7	

Introduction

- 1.1 Motivation
- 1.2 Software
- 1.2.1 ROS
- 1.3 Hardware
- 1.3.1 Hexapod
- 1.3.2 RGB-D Sensor

Background

Requirements

Architecture

- 4.1 Nodes
- 4.2 Packages
- 4.3 Topics

Hardware Interaction

- 5.1 Servo Driver
- 5.1.1 Protocol
- 5.2 Limb Controller
- **5.3** Limb Calibration Tool
- **5.3.1** Usage

Locomotion

- 6.1 Tripod Gait Walker
- 6.2 Joystick Controller

Sensing

- 7.1 Camera Driver
- 7.2 Visual Odometry
- 7.3 Environment Mapping

a random graph in DIMACS format with vertices numbered 1 to n inclusive. It can be run from the