8 Robot URDF model

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8.1 URDF overview
8.1.1 Introduction
8.1.2 Components
8.1.3 links
8.1.4 joints
8.2 URDF visualization
```

According to different models, you only need to set the purchased model in [.bashrc], X1(ordinary four-wheel drive) X3(Mike wheel) X3plus(Mike wheel mechanical arm) R2(Ackerman differential) and so on. Section takes X3 as an example:

```
sudo vim .bashrc
```

Find the [ROBOT_TYPE] parameter and modify the corresponding model

```
export ROBOT_TYPE=X3 # ROBOT_TYPE: X1 X3 X3plus R2 X7
```

8.1 URDF overview

Function package reference path: ~/yahboomcar_ws/src/yahboomcar_description

8.1.1 Introduction

URDF, the full name of Unified Robot Description Format, translated into Chinese as Unified Robot Description Format, is a robot model file described in xml format, similar to DH parameters.

```
<?xml version="1.0" encoding="utf-8"?>
< robot name = "yahboomcar" >
</ robot >
```

The first line is required for xml, which describes the version information of xml.

The second line describes the current robot name; all information about the current robot is contained in the [robot] tag.

8.1.2 Components

- 1. link, connecting rod, can be imagined as a human arm.
- 2. joint, joint, can be imagined as a human elbow.

The relationship between link and joint: two links are connected by joints.

8.1.3 links

1 Introduction

In the URDF descriptive language, links are used to describe physical properties.

- describe the visual display, <visual> Label.
- describe collision properties, <collision> Label.
- describe physical inertia, <inertial> Labels are not commonly used.

Links can also describe the link size(size)\color(color)\shape(shape)\inertial matrix(inertial matrix)\collision properties(collision properties) etc. Each Link will become a coordinate system.

2. sample code: ~/yahboomcar_ws/src/yahboomcar_description/urdf/yahboomcar_X3.urdf

```
< link name = "front_left_wheel" >
       < inertial >
           < origin xyz = "2.3728E-06 -9.4228E-07 0.00064068" rpy = "0 0 0"</pre>
/>
           < mass value = "0.051543" />
           < inertia 1.4597E = -05" ixy = "-4.7945E-10" ixz = "-2.4786E-10"
                    iyy = "1.4598E-05" iyz = "1.7972E-09" izz = "2.4267E-05"
/>
       </ inertial >
       < visual >
           < origin xyz = "0 0 0" rpy = "0 0 0" />
           < geometry >
               < mesh filename =
"package://yahboomcar_description/meshes/mecanum/front_left_wheel.STL" />
           </ geometry >
           < material name = "" >
                < color rgba = "0.7 0.7 0.7 1" />
           </ material >
       </ visual >
       < collision >
           < origin xyz = "0 0 0" rpy = "0 0 0" />
           < geometry >
               < mesh filename =
"package://yahboomcar_description/meshes/mecanum/front_left_wheel.STL" />
           </ geometry >
       </ collision >
   </ link >
```

3. label introduction

• origin

Describes the pose information; xyz The attribute describes the coordinate position in the environment, rpy Attributes describe their own posture.

mess

Describes the quality of the link.

• inertia

The inertial reference frame, due to the symmetry of the rotational inertia matrix, only needs 6 upper triangular elements ixx, ixy, ixz, iyy, iyz, izz as attributes.

geometry

The label describes the shape; mesh The main function of the attribute is to load the texture file, filename The file address of the attribute texture path. The label also includes other label descriptions:

```
<box size="1 2 3"/>  #box box, describe the length, width and height of
the box through the size attribute.
<cylinder length="1.6" radius="0.5"/>  #cylinder is cylindrical, the
height of the cylinder is described by the `length` property, and the radius
of the cylinder is described by the `radius` property.
<sphere radius="1"/>  #sphere is spherical, and the radius of the sphere
is described by the `radius` attribute.
```

• material

The label describes the material; name Attributes are **required**, can be empty, and can be repeated. Through the [color] tag in rgba Attributes to describe red, green, blue, and transparency, separated by spaces. The range of colors is [0-1].

8.1.4 joints

1 Introduction

Describe the relationship between two joints, motion position and velocity limits, kinematic and dynamic properties.

Joint Type:

- fixed: fixed joints. Movement is not allowed and acts as a connection.
- continuous: Rotate the joint. It can be rotated continuously, and there is no limit to the rotation angle.
- revolute: Rotate the joint. Similar to continuous, there is a limit to the rotation angle.
- prismatic: sliding joints. Move along a certain axis, there is a position limit.
- floating: floating joints. With six degrees of freedom, 3T3R.
- planar: Planar joints. Allows translation or rotation above the plane orthogonal.

2. sample code

In the [joint] tab name 属性是 **required**, describe the name of the joint, and are unique.

In the [joint] tab type Properties, corresponding to the six joint types.

- 3. label introduction
- origin
 subtab, referring to the rotation joint in parent The relative position of the coordinate system.
- parent,child

The parent and child sub-labels represent two links to be connected; parent is the reference, and child rotates around the praent.

axis

The child label indicates which axis(xyz) the corresponding link of the child rotates around and the amount of rotation around the fixed axis.

limit

The child tag is mainly to limit the child. Tower properties and upper The property limits the radian range of rotation, effort The property limits the force range during rotation. (positive and negative value, the unit is cattle or N) velocity The property limits the speed at which it turns, in meters/second or m/s.

mimic

Describes the relationship of this joint to existing joints.

• safety_controller

Describe the safety controller parameters. Protect the movement of the robot joints.

8.2 URDF visualization

8.2.1. Start

roslaunch yahboomcar_description display.launch

8.2.2. Sample pictures

The red axis is the **X axis**; the green axis is the **Y axis**; the blue axis is the **Z axis**; the coordinate system formed by the three axes is called the **base coordinate system**. Adjusting the [joint_state_publisher_gui] component can control the rotation of the wheel.

