



# ROS-Industrial Basic Developer's Training Class

August 2017



Southwest Research Institute





# Session 3:

## Motion Control of Manipulators

Southwest Research Institute





# URDF: Unified Robot Description Format

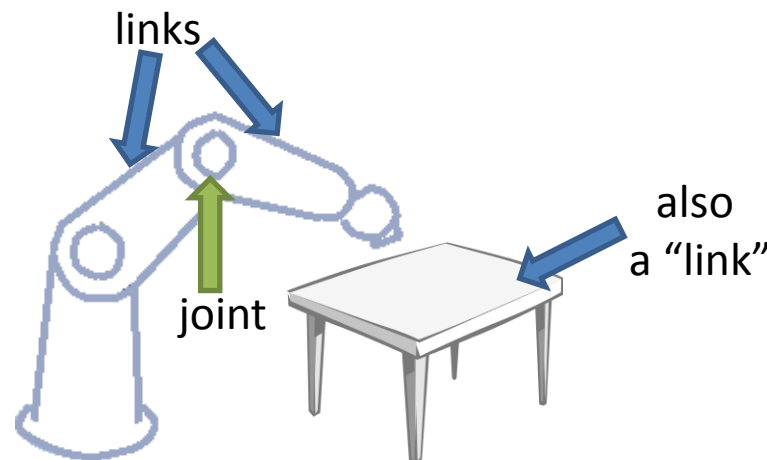




# URDF: Overview



- URDF is an **XML**-formatted file containing:
  - **Links** : coordinate frames and associated geometry
  - **Joints** : connections between links
- Similar to DH-parameters (but way less painful)
- Can describe entire workspace, not just robots

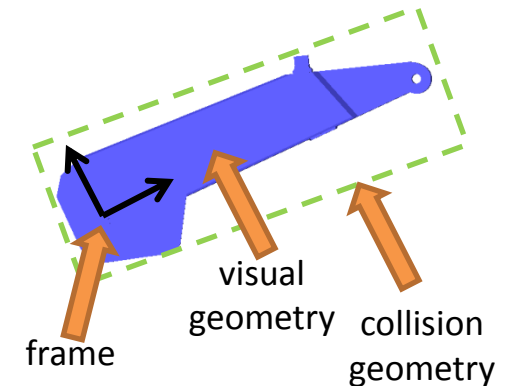




# URDF: Link

- A **Link** describes a **physical** or **virtual** object
  - Physical : robot link, workpiece, end-effector, ...
  - Virtual : TCP, robot base frame, ...
- Each link becomes a **TF frame**
- Can contain visual/collision **geometry** [optional]

```
<link name="link_4">
  <visual>
    <geometry>
      <mesh filename="link_4.stl"/>
    </geometry>
    <origin xyz="0 0 0" rpy="0 0 0" />
  </visual>
  <collision>
    <geometry>
      <cylinder length="0.5" radius="0.1"/>
    </geometry>
    <origin xyz="0 0 -0.05" rpy="0 0 0" />
  </collision>
</link>
```



## URDF Transforms

X/Y/Z	Roll/Pitch/Yaw
Meters	Radians



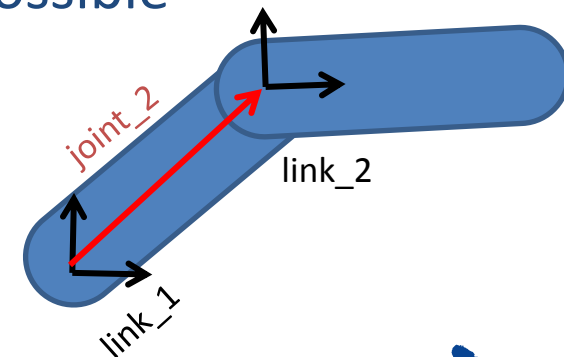


# URDF: Joint



- A **Joint** connects two **Links**
  - Defines a **transform** between **parent** and **child** frames
    - Types: *fixed, free, linear, rotary*
  - Denotes axis of movement (*for linear / rotary*)
  - Contains joint limits on position and velocity
- ROS-I conventions
  - X-axis front, Z-Axis up
  - Keep all frames similarly rotated when possible

```
<joint name="joint_2" type="revolute">  
  <parent link="link_1"/>  
  <child link="link_2"/>  
  <origin xyz="0.2 0.2 0" rpy="0 0 0"/>  
  <axis xyz="0 0 1"/>  
  <limit lower="-3.14" upper="3.14" velocity="1.0"/>  
</joint>
```

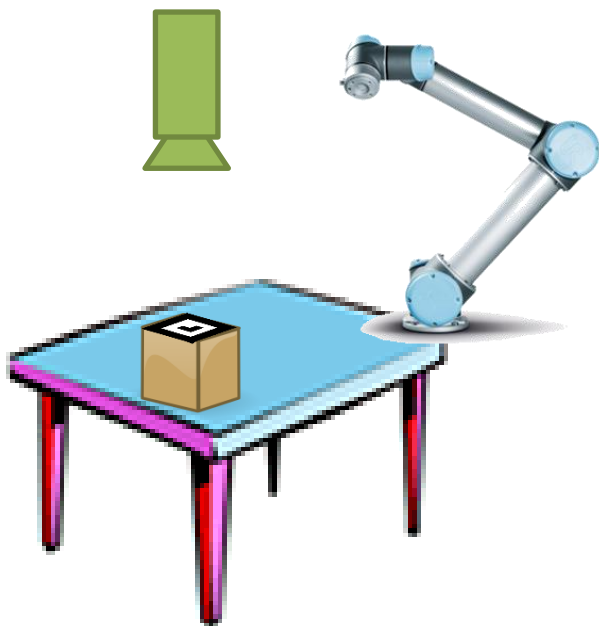




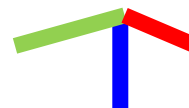
# Exercise 3.0

## Exercise 3.0

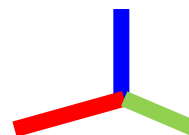
*Create a simple urdf*



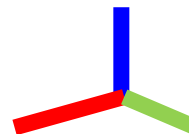
camera\_frame



table



world





# URDF: XACRO



- **XACRO** is an XML-based “macro language” for building URDFs
  - `<Include>` other XACROs, with parameters
  - Simple expressions: math, substitution
- Used to build complex URDFs
  - multi-robot workcells
  - reuse standard URDFs (e.g. robots, tooling)

```
<xacro:include filename="myRobot.xacro"/>
```

```
<xacro:myRobot prefix="left_"/>
```

```
<xacro:myRobot prefix="right_"/>
```

```
<property name="offset" value="1.3"/>
```

```
<joint name="world to left" type="fixed">
```

```
  <parent link="world"/>
```

```
  <child link="left base link"/>
```

```
  <origin xyz="{offset/2} 0 0" rpy="0 0 0"/>
```

```
</joint>
```



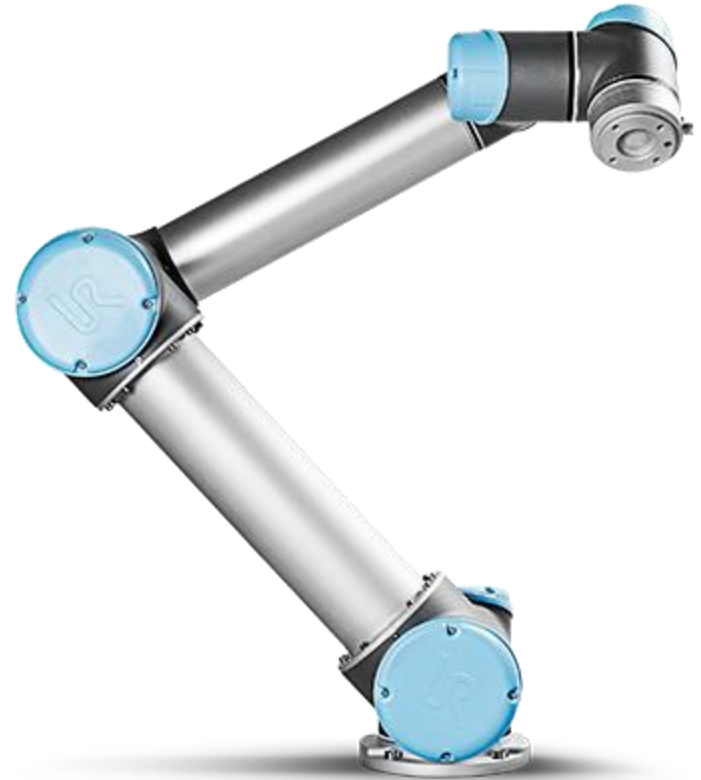




# URDF Practical Examples



- Let's take a quick look at the UR5's URDF:
  - *In `ur_description/urdf/ur5.urdf.xacro`*



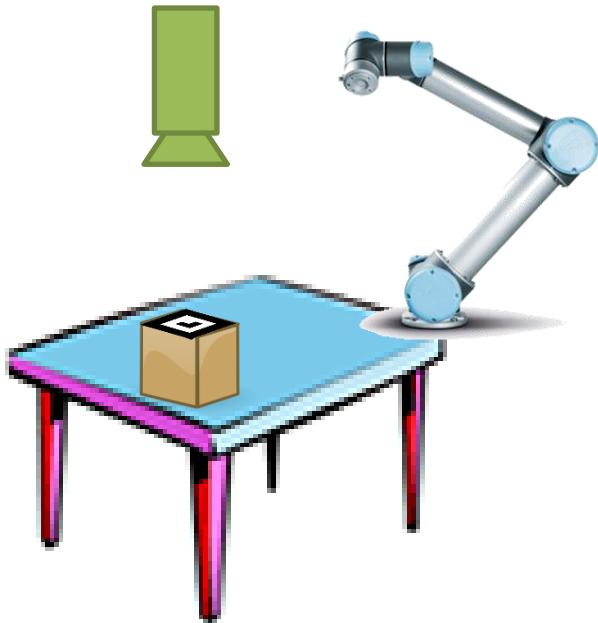


# Exercise 3.1

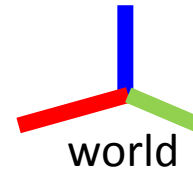
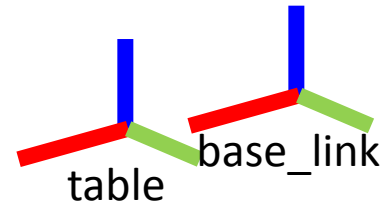
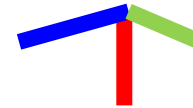


## Exercise 3.1

*Combine simple urdf with ur5 xacro*



camera\_frame





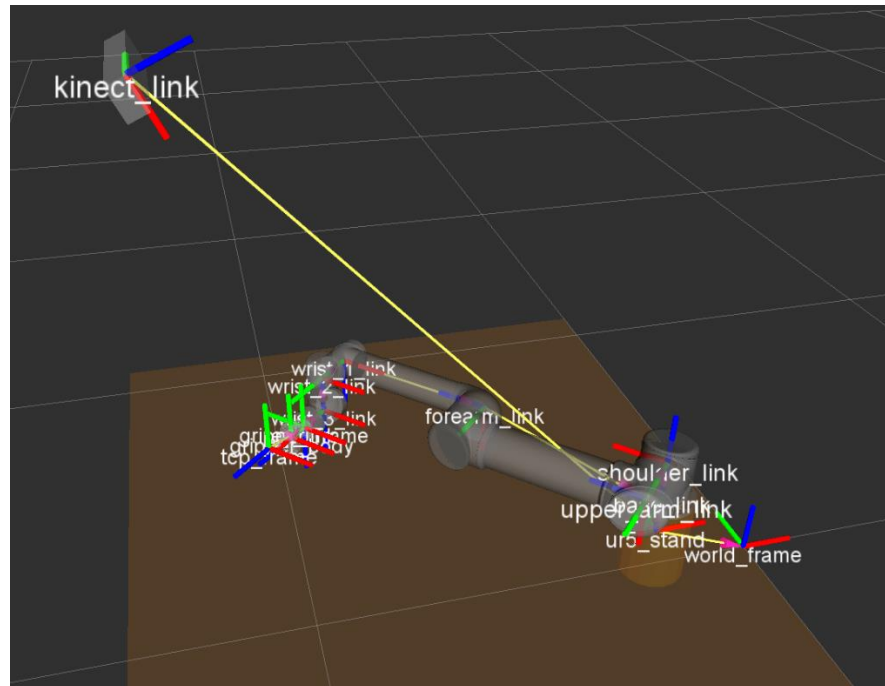
# TF – Transforms in ROS





# TF: Overview

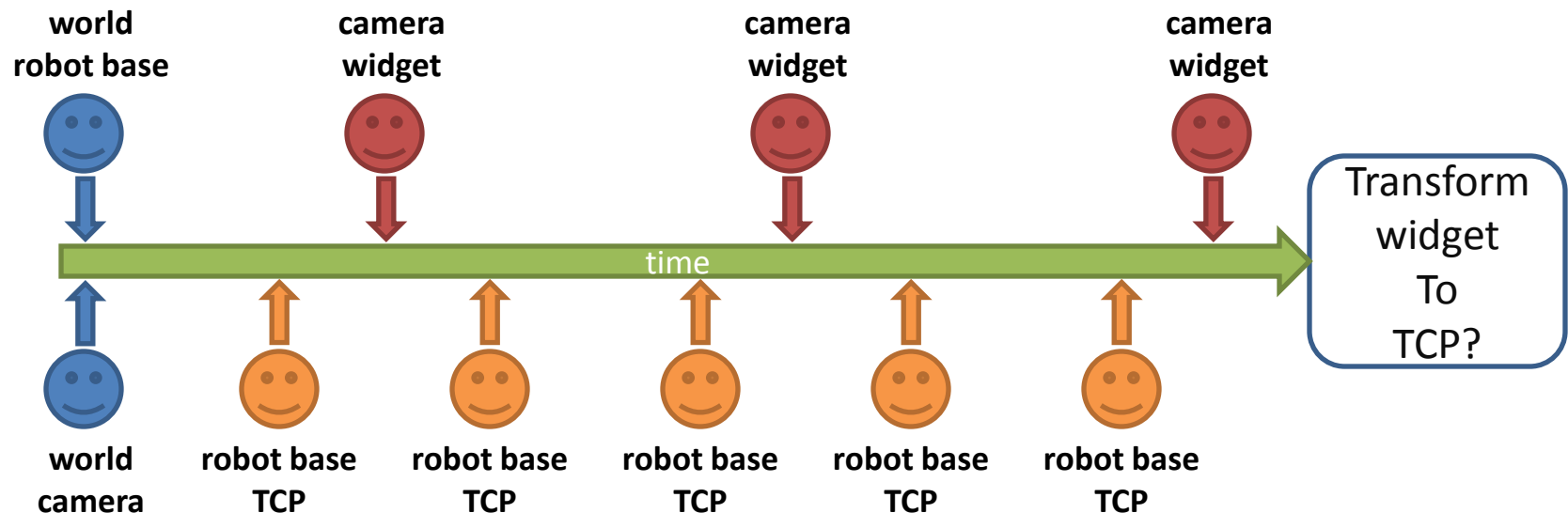
- TF is a **distributed framework** to track **coordinate frames**
- Each frame is related to at least one other frame





# TF: Time Sync

- TF tracks frame history
  - can be used to find transforms in the past!
  - essential for asynchronous / distributed system





- Each **node** has its own **transformListener**
  - listens to all tf messages, calculates relative transforms
  - Can try to transform in the past
  - Can only look as far back as it has been running

```
tf::TransformListener listener;  
tf::StampedTransform transform;  
  
listener.lookupTransform("target", "source", ros::Time(), transform);
```

Parent Frame  
("reference")

Child Frame  
("object")

Time

Result

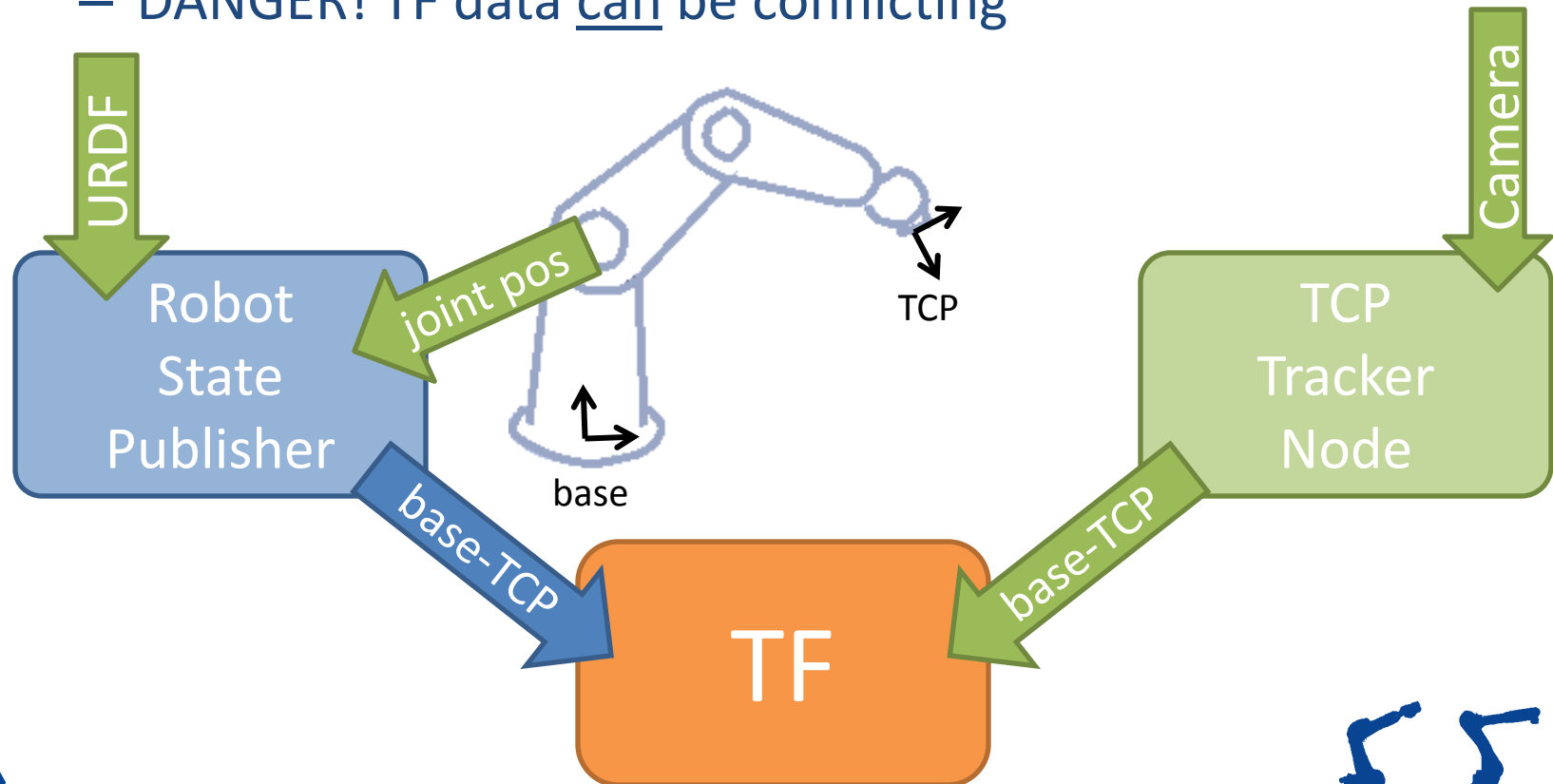
- Note confusing "target/source" naming convention
- `ros::Time()` or `ros::Time(0)` give **latest** available transform
- `ros::Time::now()` usually fails





# TF: Sources

- A `robot_state_publisher` provides TF data from a **URDF**
- Nodes can also publish TF data
  - DANGER! TF data can be conflicting

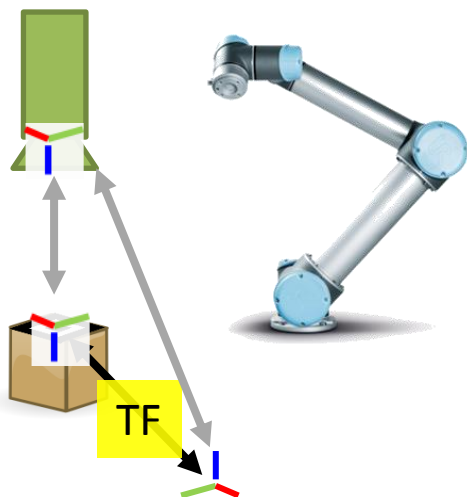




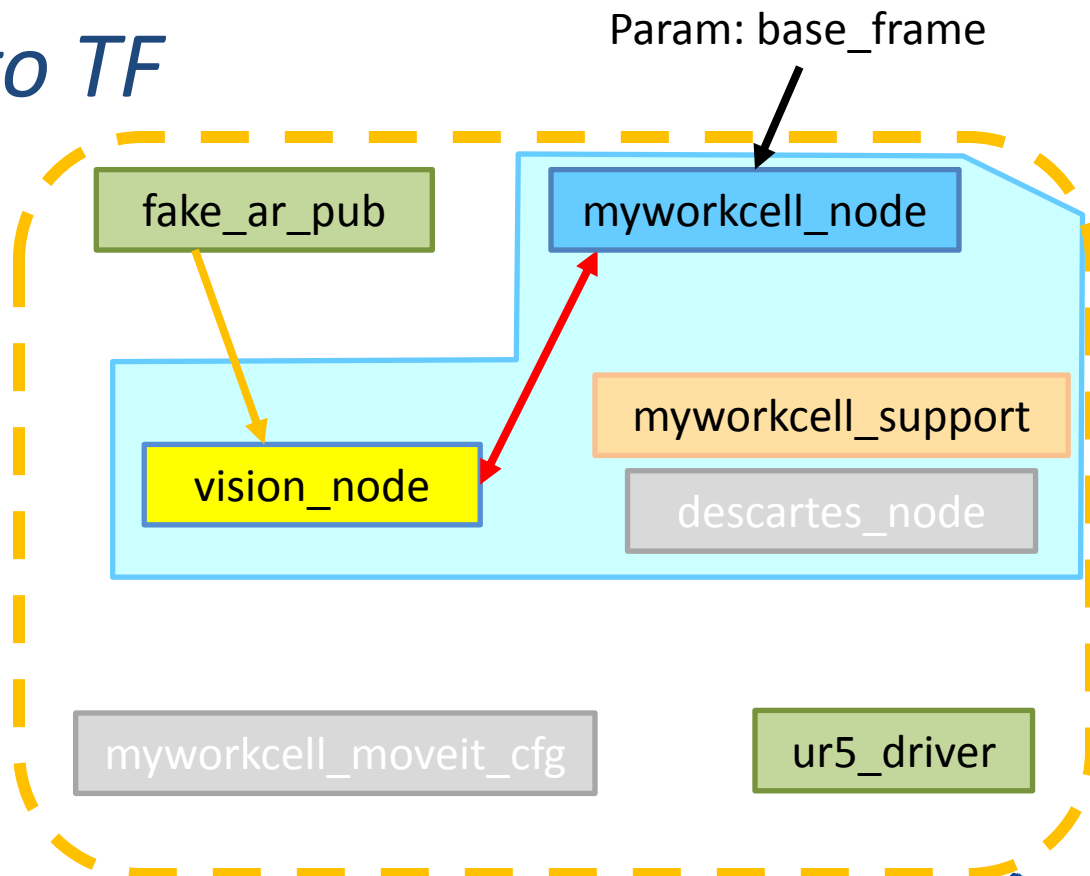
# Exercise 3.2

## Exercise 3.2

### *Introduction to TF*



world->target = world->camera  
\* camera->target





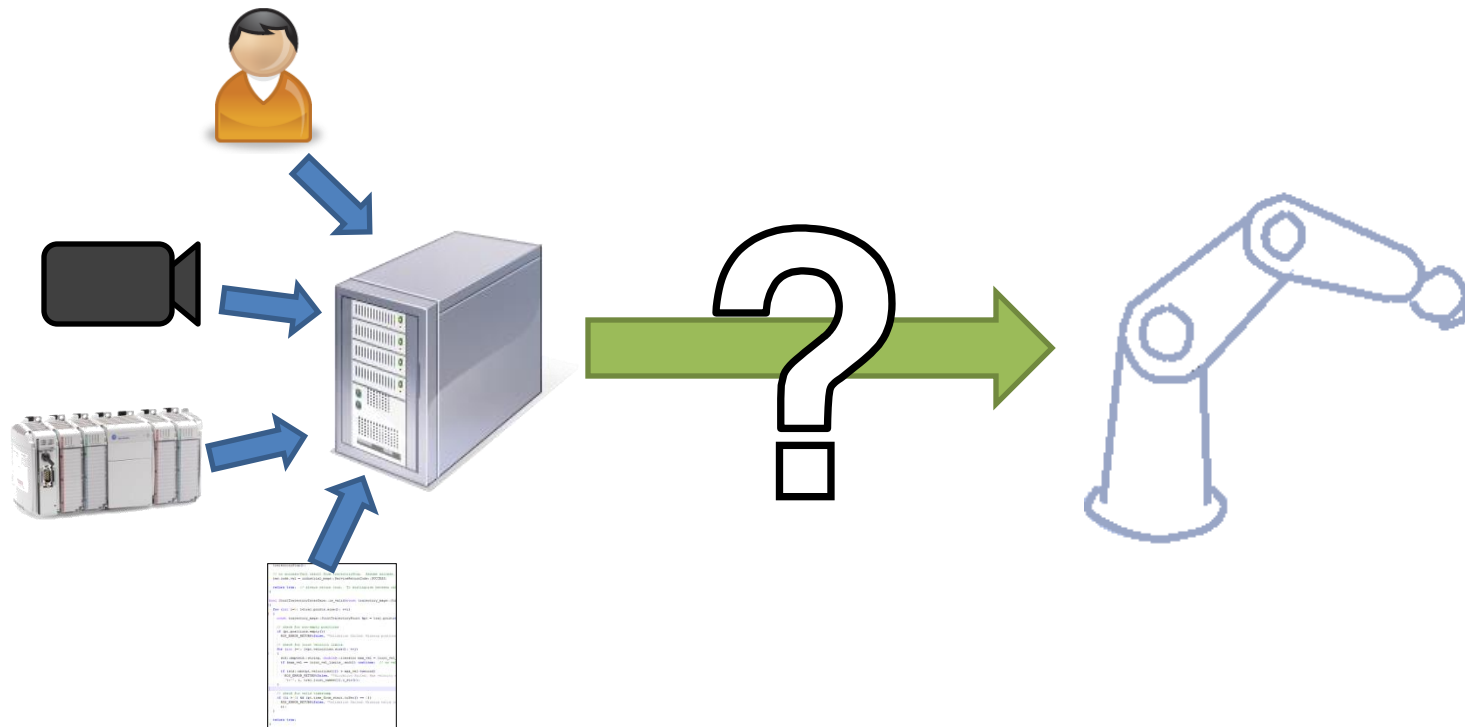


# Motion Planning in ROS



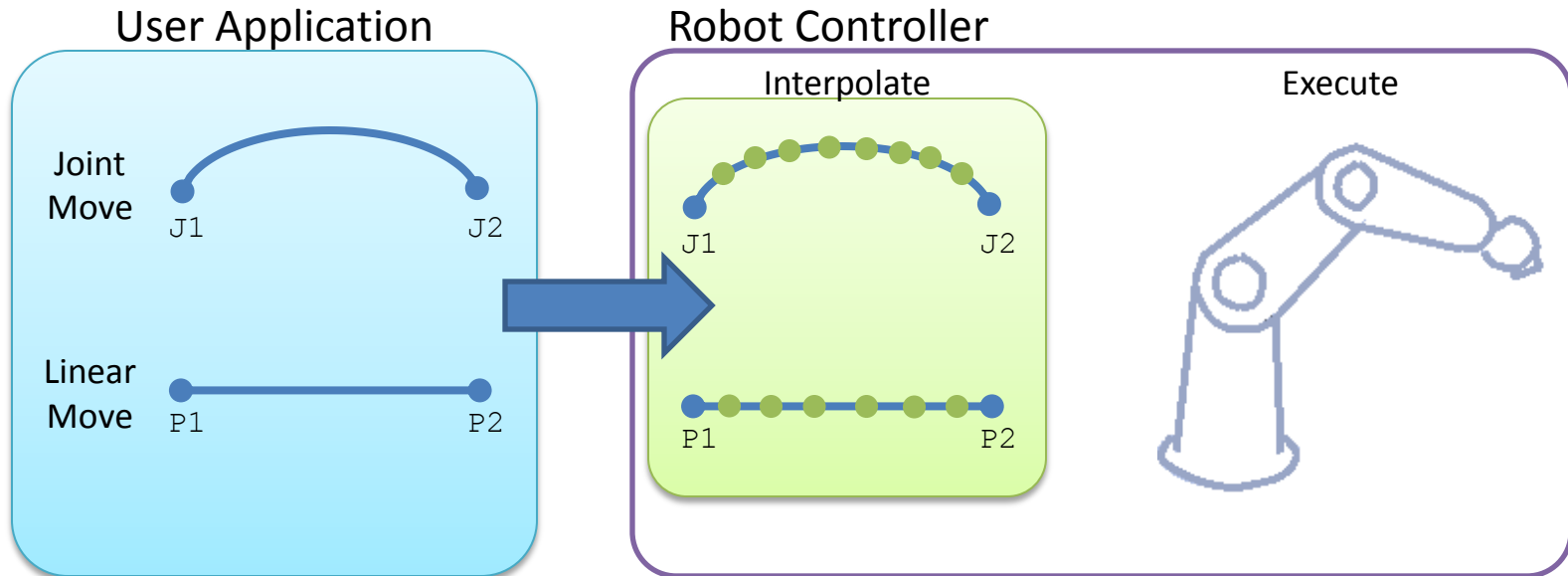


# Motion Planning in ROS





# Traditional Robot Programming

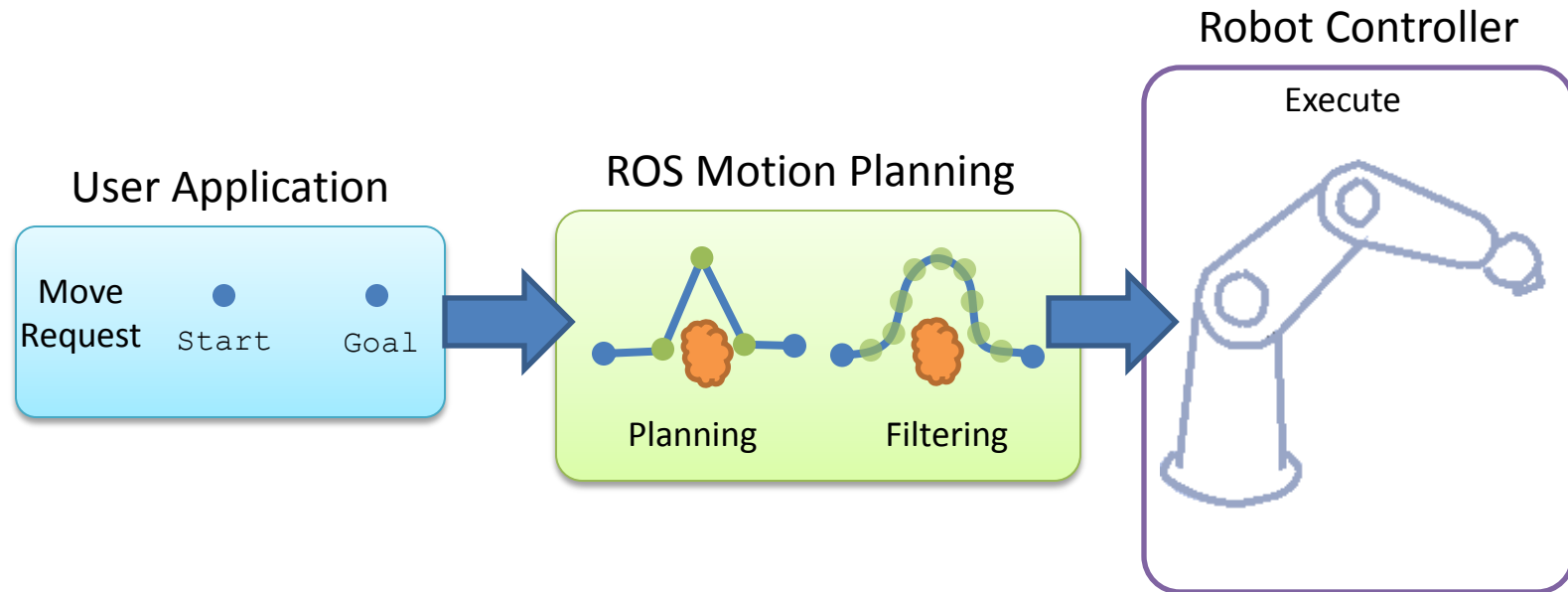


- Motion Types: *limited, but well-defined. One motion task.*
- Environment Model: *none*
- Execution Monitor: *application-specific*





# ROS Motion Planning

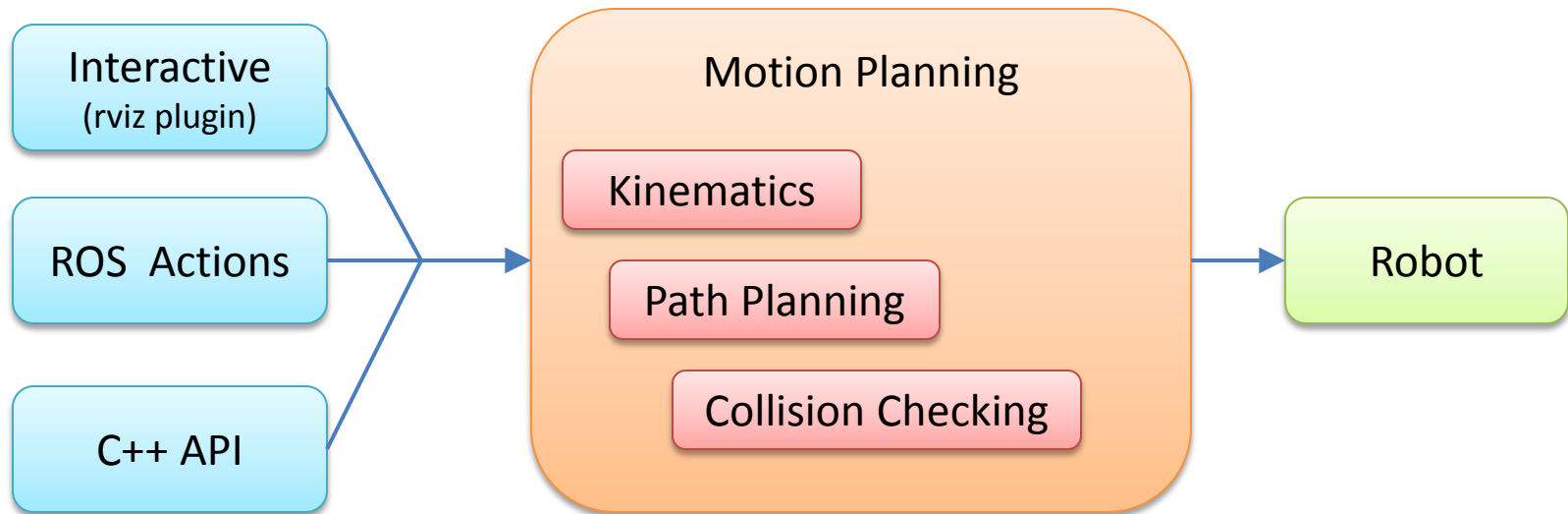


- **Motion Types:** *flexible, goal-driven, with constraints*  
*but minimal control over actual path*
- **Environment Model:** *automatic, based on live sensor feedback*
- **Execution Monitor:** *detects changes during motion*



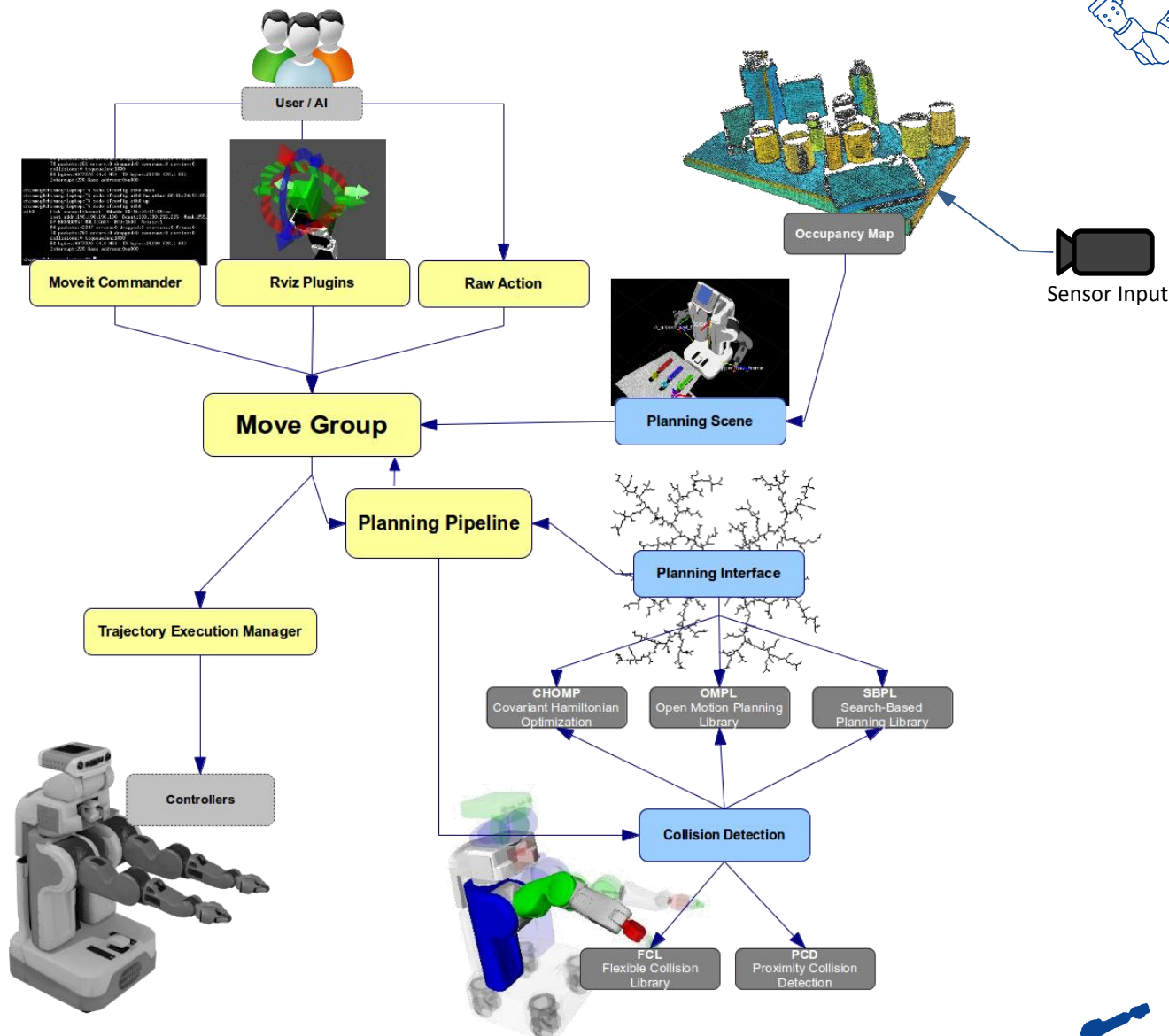


# Motion Planning Components



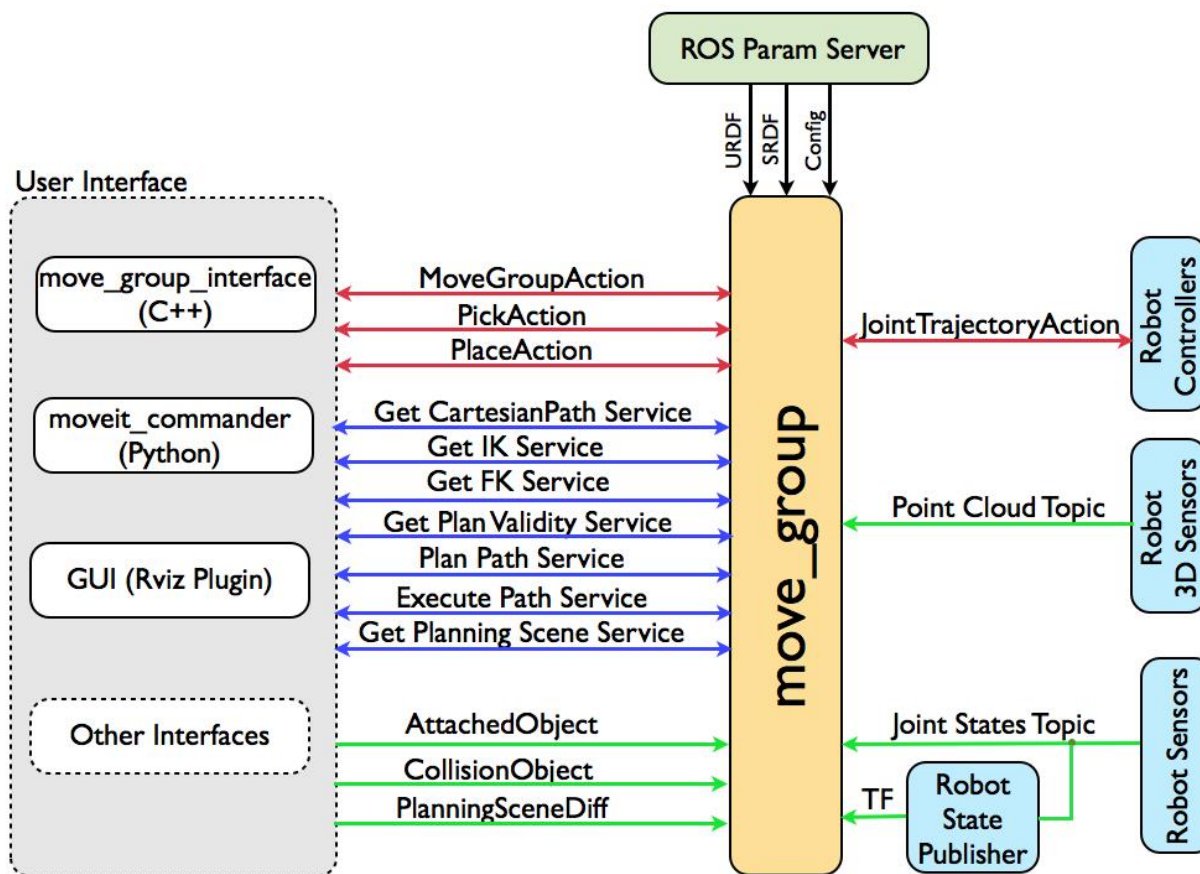


# MoveIt Components





# Movelt Nodes





- A Movelt! Package...
  - includes all required nodes, config, launch files
    - motion planning, filtering, collision detection, etc.
  - is unique to each individual robot model
    - includes references to URDF robot data
  - uses a standard interface to robots
    - publish trajectory, listen to joint angles
  - can (optionally) include workcell geometry
    - e.g. for collision checking







# HowTo:

## Set Up a New Robot (or workcell)





For each new robot model...

create a new MoveIt! package

- Kinematics
  - physical configuration, lengths, etc.
- MoveIt! configuration
  - plugins, default parameter values
  - self-collision testing
  - pre-defined poses
- Robot connection
  - FollowJointTrajectory Action name





# HowTo:

## Set Up a New Robot

1. Create a URDF
2. Create a MoveIt! Package
3. Update MoveIt! Package for ROS-I
4. Test on ROS-I Simulator
5. Test on “Real” Robot

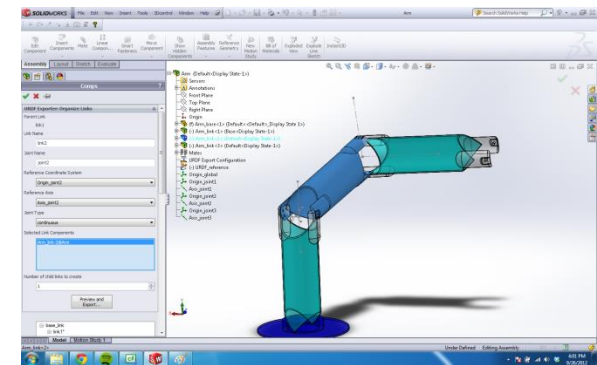




# Create a URDF



- Previously covered URDF basics.
- Here are some tips:
  - create from datasheet or use [Solidworks Add-In](#)
  - double-check joint-offsets for accuracy
  - round near-zero offsets (if appropriate)
  - use “base\_link” and “tool0”
  - use simplified collision models
    - convex-hull or primitives





# Verify the URDF



- It is **critical** to verify that your URDF matches the physical robot:
  - each joint moves as expected
  - joint-coupling issues are identified
  - min/max joint limits
  - joint directions (pos/neg)
  - correct zero-position, etc.
  - check forward kinematics





# Create a MoveIt! Package



- Use the MoveIt! Setup Assistant
  - can create a new package or edit an existing one

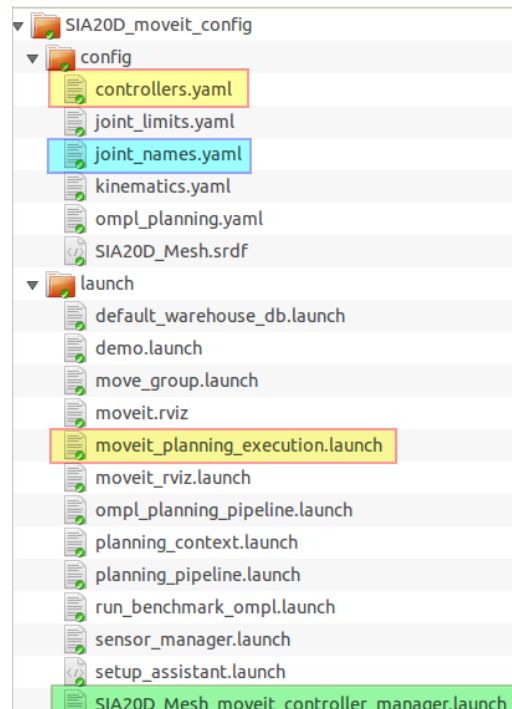




# Update MoveIt! Package



- Setup Assistant generates a *generic* package
  - missing config. data to connect to a specific robot
  - ROS-I robots use a *standard* interface

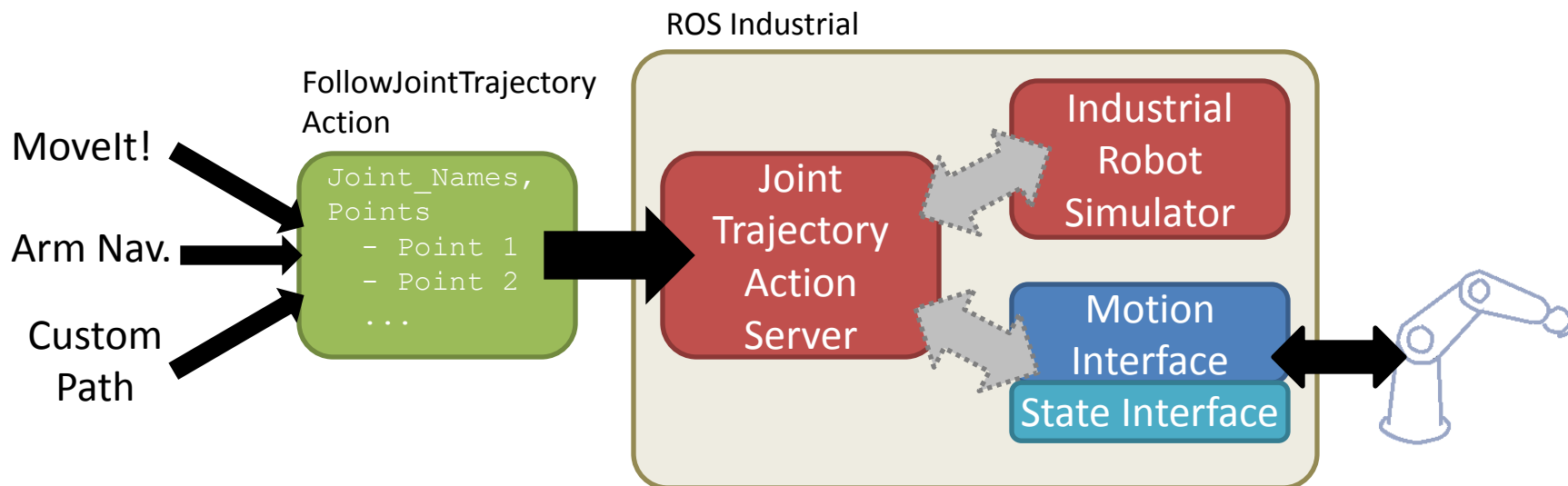




# Update MoveIt! Package



- We'll generate launch files to run both:
  - **simulated** ROS-I robot
  - **real** robot-controller interface

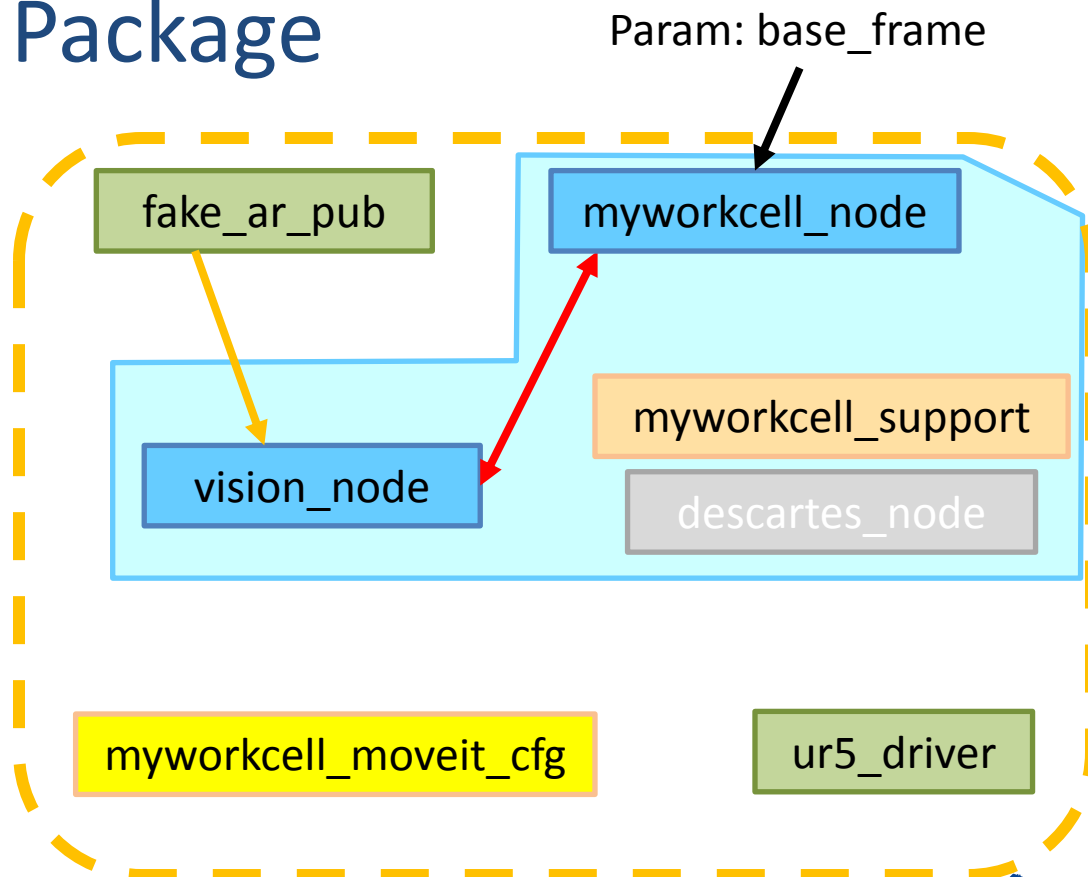
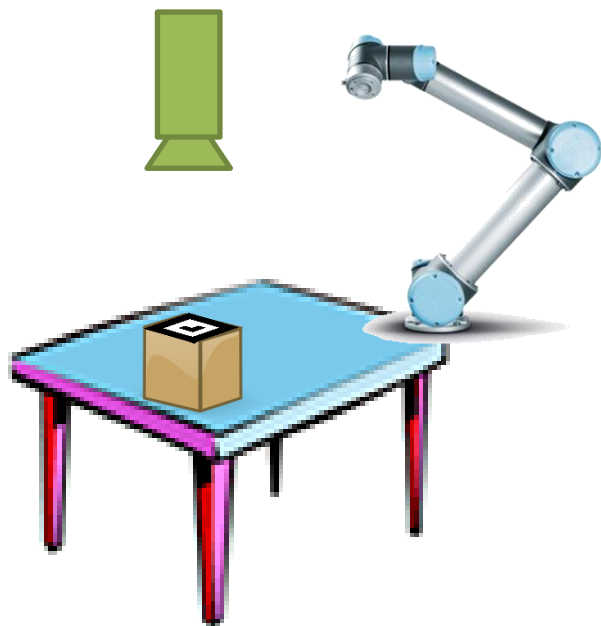






# Exercise 3.3

## Exercise 3.3: Create a MoveIt! Package





# HowTo:

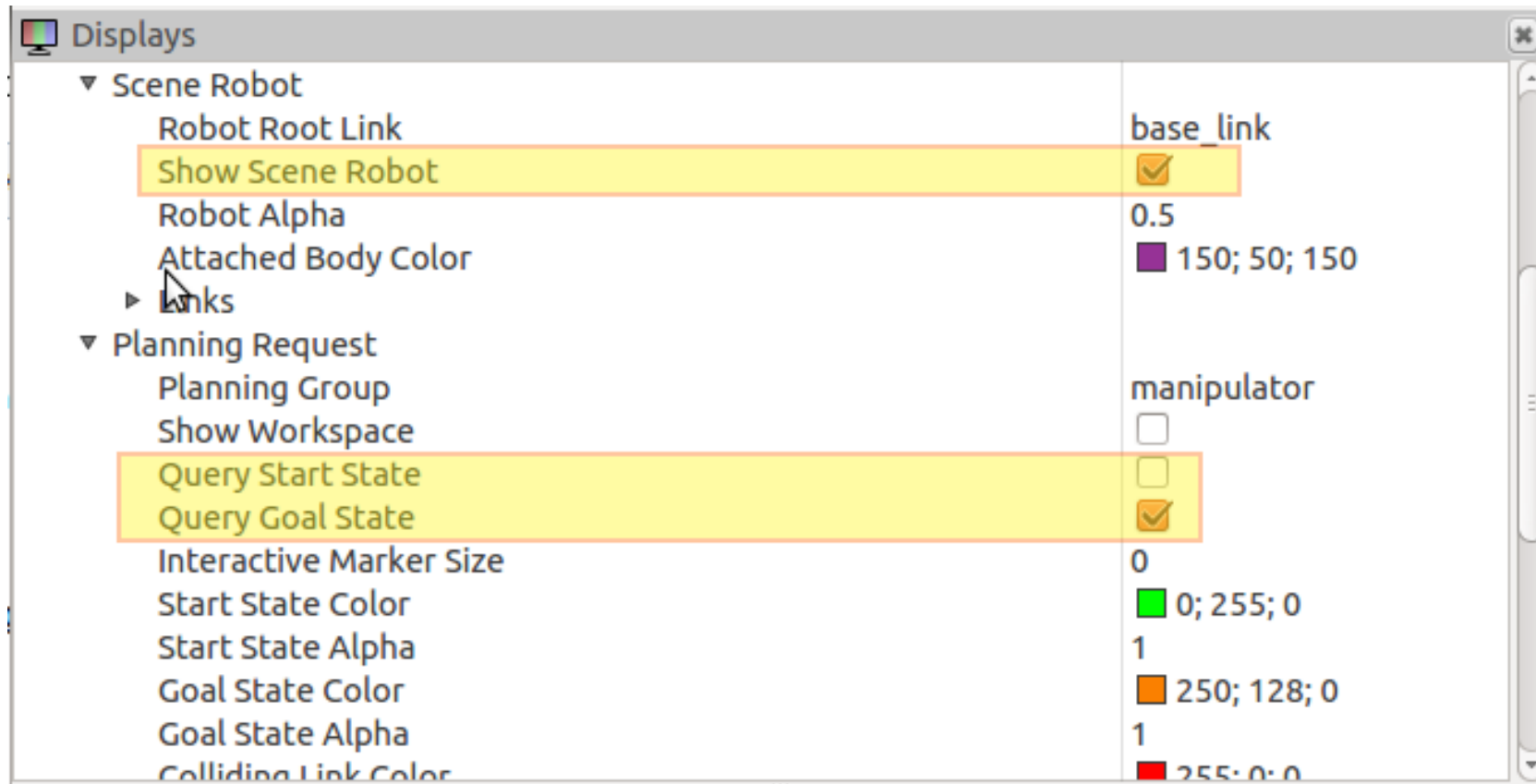
## Motion Planning using MoveIt!

1. Motion Planning using RViz
2. Motion Planning using C++





## Display Options



The screenshot shows the 'Displays' panel in RViz. It contains two main sections: 'Scene Robot' and 'Planning Request'. The 'Scene Robot' section includes options for 'Robot Root Link' (set to 'base\_link'), 'Show Scene Robot' (checked), 'Robot Alpha' (0.5), and 'Attached Body Color' (purple, 150; 50; 150). The 'Planning Request' section includes options for 'Planning Group' (set to 'manipulator'), 'Show Workspace' (unchecked), 'Query Start State' (unchecked), 'Query Goal State' (checked), 'Interactive Marker Size' (0), 'Start State Color' (green, 0; 255; 0), 'Start State Alpha' (1), 'Goal State Color' (orange, 250; 128; 0), 'Goal State Alpha' (1), and 'Colliding Link Color' (red, 255; 0; 0).

Category	Option	Value
Scene Robot	Robot Root Link	base_link
	Show Scene Robot	<input checked="" type="checkbox"/>
	Robot Alpha	0.5
	Attached Body Color	150; 50; 150
	Links	
Planning Request	Planning Group	manipulator
	Show Workspace	<input type="checkbox"/>
	Query Start State	<input type="checkbox"/>
	Query Goal State	<input checked="" type="checkbox"/>
	Interactive Marker Size	0
	Start State Color	0; 255; 0
	Start State Alpha	1
	Goal State Color	250; 128; 0
	Goal State Alpha	1
Colliding Link Color	255; 0; 0	





## Planning Options

Motion Planning

Context Planning Scene Objects Stored Scenes Stored States

**Commands**

Plan

Execute

Plan and Execute

**Query**

Select Start State:

Select Goal State:

<random>

Uppdate

**Options**

Planning Time (s): 5.00

☐ Allow Replanning

☐ Allow Sensor Positioning

Path Constraints:

None

Goal Tolerance: 0.00

**Workspace**

Center (XYZ): 0.00 0.00 0.00

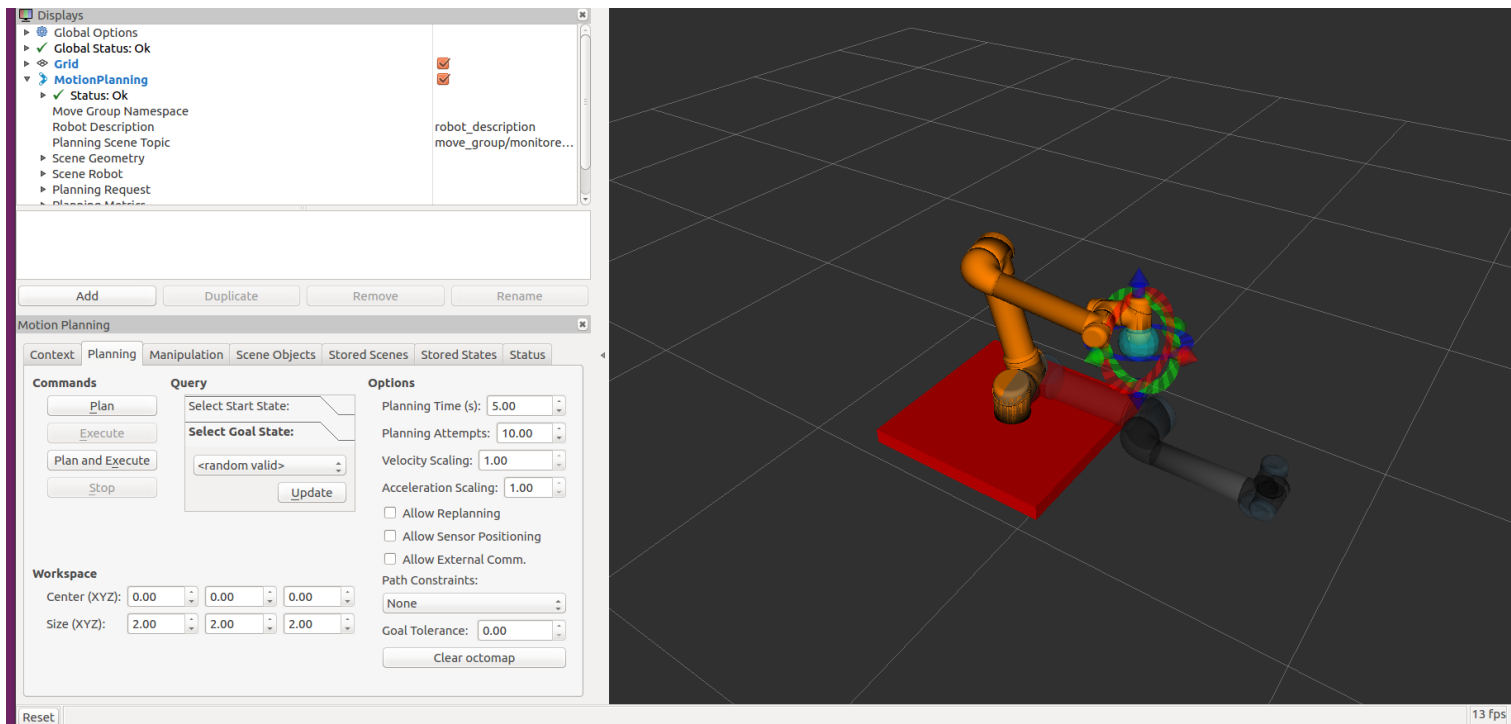
Size (XYZ): 2.00 2.00 2.00





# Exercise 3.4

## Exercise 3.4: Motion Planning using RVIZ





# Review



## ROS

- URDF
- MoveIt
- Path Planners
- RViz Planning

## ROS-Industrial

- Robot Drivers
- Path Planners





# Questions?



- ROS-I Architecture
- Setup Assistant
- Robot Launch Files
- RViz Planning

